05-May-2024

1 RN Beowulf

DEF	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Rir	ngmail of Regrowth	167	1400	1	Υ	Υ	1
1	This is +0 magic chainmail that allows the bonded owner to us day.	se 10 points	of Improv	ed Fighter'	s Regen	once per	Fin
Se	nse II Tetrad, 4xpd	3189	2880	4	Υ	Υ	1
1	When invoked by the bonded owner, this item allows the user per day.	to peform S	ense II as	per the M	K 6 ability	y, four times	Fin
+2	Ring of Protection	44	4500		Υ	Υ	1
1	When worn by the bonded owner, this is a +2 Ring of Protection forms of physical attrack.	on, which pr	ovides two	points of	armor ag	ainst all	Fin
Su	per NPC Reward: +2 vs LI, 1xpd	3386	4500	1	Υ	Υ	1
1	When invoked by the bonded owner, this item allows the user day.	to perform a	a +2 vs Ll	as per the	KN 6 abi	lity, once per	Fin
HEA	LING	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 F	Point Healing Crystal	1199	24		Υ	N	1
1	When invoked, casts 2 points of healing on the specified targe	et.					Fin
Ge	t Out Of Death Free - Life Spark	2853	500	0	Υ	Υ	1
1	When invoked, this card will allow the user to cast Life Spark a	as per the C	L 6 spell,	one time o	nly.		Fin
KNO	WLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ey	e Of The Beast	886	1100	1	Υ	Υ	1
1	When invoked by the bonded owner, casts a Wathit as per the	e Ranger spe	ell, once p	er day.			Fin
MISC		Item ID	Value	Per Day	Magic?	Permanent?	Count
Ev	erfull Acid	1578	100		Υ	Υ	1
1	When wielded by the bonded owner, this vial generates one do	ose of acid,	every 5 se	econds.			Fin
An	imated Unbreakable Rope	2317	100		Υ	Υ	1
1 2	Then wielded by the bonded owner, this is magic, unbreakable uncut-able, and non-destroyable by any person other than the If cut by the bonded owner, it can be repaired by a Mend spell	bonded own		120 foot ro	pe is uni	oreakable,	
3	It will obey simple commands from its bonded owner, but cann		in melee				Fin
	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count
	ken of Make Arrows, unlimited	2108	900	r er Day	Y	Υ	1
1	When invoked by the bonded owner, this item allows them to I seconds.			e RN 2 abil			Fin
Ev	erchanging Quiver	2232	6500		Υ	Υ	1
1	When used by the bonded owner, this item allows the archer t mundane arrow pulled from it. The base Material of this weapon						
2	The materials that can be createed are silver, cold iron, wood, designated may be changed once every 5 seconds.						
3	In addition, this item allows the user to specify the type of dambase element is set to NONE, and this can be changerd every and Air.						Fin
Qu	ivering Feather of Accuracy	2316	7800		Υ	Υ	1
1	When worn by the bonded owner, allows them to fire a Target seconds.	Arrow as pe	er the RN	3 ability, or	nce every	15	Fin

05-May-2024

RN**Beowulf OFFENSIVE** Item ID Per Day Magic? Permanent? Count Value The Final Friend, 1xpd 2570 1300 1 When invoked by the bonded owner, this item will allow the user to cast Ashes To Ashes as per the CL 4 spell, Fin once per day. +3 Bow 3187 7200 1 This Falcon is a familiar of the bonded owner and will only obey and respond to the bonded owner. This familiar can cast Awaken as per the MU 2 spell, once per day. This familiar can also perform a Sacrifice Throw as per the MK 3 ability, once per day. Fin 3 +0 Sword 3188 400 2 When wielded by the bonded owner, this is a +0 magic sword. Fin Total Value of all items: 39604+9970 gold 49574 DR **Cian Holt DEFENSIVE** Item ID Value Per Day Magic? Permanent? Count **Blight Immunity** 1958 Having been brought to the edge of death by a Blight Demon and survived (in however convoluted a fashion), you Fin have begun to develop a resistance to the contagion of that particular demon. Pin of Life Support, 1xpd 1 Fin When worn by the bonded owner, this item will allow the user to perform a Life Support as per the MK 8 ability, once per day. **HEALING** Item ID Value Per Day Magic? Permanent? Count 1710 Life Spark 500 1 When invoked, casts a Life Spark as per the L6 CL spell, one time only. Fin 2 Points Healing, 1xpd 240 14 When worn by the bonded owner, this item will allow the user to cast a 2 Point Heal as per the CL 1 spell, once per Fin Item ID **MISC** Value Per Day Magic? Permanent? Count 1955 1400 1 The Keepers Key When invoked by the bonded owner, this item allows the owner to Pick Locks as per the TH 1 ability, once per day. In addition, the owner can perform a Thieve's Touch pas per the TH 4 ability, once per day. Fin 1 When worn by the bonded owner, this item will autoactivate HEAL 2 points as perthe CL 1 spell when the bonded owner s right arm reaches 0, once per day. In addition, this item will autoactivate HEAL 2 points as perthe CL 1 spell when the bonded owner s left arm reaches 0, once per day. In addition, this item will perform a STRONG ARM +3 per the MU 6 spell, twice per day. Fin Total Value of all items: 16510 11900+4610 gold KN **Black Jack Gyles DEFENSIVE** Item ID Value Per Day Magic? Permanent? Count +0 Returning Magic Shield, 1xpd 664 620 1 When wielded by the bonded owner, this is a +0 magic shield. If lost, stolen, or ddestroyed, this shield will return fully intact to the bonded owner at the start of the next game day. Fin Oil of Weapon Improvement to +0 836 525 1 When rubbed upon an existing mundane weapon, this oil will change it into a +0 magi weapon permanently. The oil may be used one time only and the improvement is not transferable.



05-May-2024

KN	Black Jack Gyles						
DEF	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Se	ense I (unlimited)	1524	10080		Υ	Υ	1
1	When invoked by the bonded owner, allows the user to pe	erform a Sense I	as per the	e MK ability	y, every f	ve seconds.	Fin
+1	Permanent Life Point	1646	2000		Υ	Υ	1
1	This is one extra innate Life Point. It can never be traded,	transferred, or s	sold.				Fin
Во	ttle of Life Support, 1xpd	2484	2700	1	Υ	Υ	1
1	When invoked by the bonded owner, this item allows the uper day.	user to perform I	Life Suppo	ort as per tl	he MK 7 a	ability, once	Fin
Life	e Support, 1xpd	2522	2700	1	Υ	Υ	1
1	When used by the bonded owner, this item allows the use per day.	r to perform a L	ife Suppoi	rt as per th	e MK 7 a	bility, once	Fin
Tre	eywood Goblet, 1xpd	2679	2100	1	Υ	Υ	1
1	This item will send the bonded owner a Mental Signal as p substance is placed in the glass, once per day.					ng	
2	This item will also perform a Neutralize Poison, Self Only		-			.,	Fin
1	ler Stone - 3 Pts, 1xpd When invoked by the bonded owner, when placed in a nor radiate it back when in the cold. It provides 3 points eleme			1 e will slowl	Y y absorb	Y the heat and	1
2	It may be upgraded in increments of 3 up to 30 points total	•		r point.			Fin
Ara	achnadrake Scale (Elephant Hide, 1xpd)	2759	3250	1	Υ	Υ	1
1	When worn by the bonded owner, allows the owner to case	t Elep[hant Hide	as per th	e DR 5 spe	ell, once ¡	oer day.	Fin
lm	munity To Knockdown, 6xpd	2768	12000	6	Υ	Υ	1
1	When worn by the bonded owner, this item allows the use 10 ability, six timesper day.	r to perform an	Immunity	to Knockdo	own as pe	er the MKM	Fin
Ph	ase Out	2863	195		Υ	N	1
1	When invoked, allows the user to cast a Pahse Out as per	r the MU 4 spell	, one time	only. A wh	nite flag is	required.	Fin
Se	ense II, 4xpd	3032	2880	4	Υ	Υ	1
1	When invoked by the bonded owner, this item allows the times per day.	user to perform a	a Sense II	as per the	MK 6 ab	ility, four	Fin
En	hanced Senses, 3xpd	3033	1960	3	Υ	Υ	1
1	When invoked by the bonded owner, this item allows the three times per day.	user to cast Enh	anced Se	nses as pe	r the RN	6 spell,	Fin
Kn	ightly Order Plate Mail, Returning 1 xpd	3108	2325	1	Υ	Υ	1
1	This plate mail has been issued by the Knightly Order of the	he bonded owne	er and can	not be solo	d or trade	d.	
2	This plate mail has been upgraded such that if lost, stolen at the beginning of the next game day.	, or destroyed it	will return	full intact	to the bo	nded owner	Fin
+5	Ring Of Protection	3110	18000		Υ	Υ	1
1	When worn by the bonded owner, this is a +5 Ring of Prot of physical attack.	ection which ad	ds five poi	ints of prot	ection fro	m all forms	Fin
De	e-Medusa	3281	1650		Υ	N	1
1	When the bonded owner is the target of a Petrify of the 10 per the 8th IvI MU spell at 10th IvI, LI Extension 5 ft radius		his item w	vill autoacti	vate Rev	erse Petrify	Fin
Rir	ng of Rabenna Dragon Friendship, 1xpd	3366	4800	1	Υ	Υ	1
1	When worn by the bonded owner, this ring will allow the us day.			as per the	KN 6 abi	lity, once per	
2	If the LI effects are from a Rabenna dragon, the ring funct	ions at +4 vs Ll.					Fin

05-May-2024

NN Black Jack Gyles						
DEFENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Evasion, 6xpd	498	19200	6	Y	Υ	1
When invoked by the bonded owner, allows the user to perfron	n an Evade	as per the	e MMK 7, s	six times	per day	Fin
Missile Protection, 1xpd	311	2000	1	Υ	Υ	1
1 When invoked by the bonded owner, allows the user to cast M	issile Prote	ection as pe	er the MU	5 spell, o	nce per day	Fin
HEALING	Item ID	Value	Per Day	Magic?	Permanent?	Count
Find Herbs: Athelas, once	767	130		Υ	N	5
1 When invoked, this will act like a Find Herbs: Athelas, once.						Fin
Bracer of Healing	838	864	4	Υ	Υ	1
1 When worn by the bonded owner, this item provides two points	s of healing	, four time	s per day.			Fin
Gem of Life Spark	939	400		Υ	N	7
1 When invoked, casts the clerical spell LIFE SPARK, one time	only.					Fin
Autocast Heal, 2 Points, 1xpd	974	3240	1	Υ	Υ	1
1 When invoked by the bonded owner, will autocast 2 points of h	ealing, onc	ce per day.				Fin
2 Pt Healing, 6xpd	2400	1440	6	Υ	Υ	1
1 When invoked by the bonded owner, this item provides 2 point	s of Healin	g as per th	ne CL 1 spe	ell, six tim	nes per day.	Fin
2 Point Healing, 1xpd	2934	240	1	Υ	Υ	3
When invoked by the bonded owner, the user will able to cast day.	2 Points of	Healing as	s per the C	L 1 spell	, once per	Fin
Potion of Neutralize Posion, Including Red Death	3111	250		Υ	N	1
When consumed, this potion will allow the user to perform a North 10 ability, one time only.	eutralize Po	oison Inclu	ıding Red [Death as	per the TH	Fin
Yellow Flower of Avalon, 6xpd	3279	11500	6	Υ	Υ	1
When invoked by the bonded owner, this item will generate a times per day.	Yellow Flow	ver of Aval	on as per t	he DR 8	spell, six	Fin
Life Support, 1xpd	333	2700	1	Υ	Υ	1
1 When invoked by the bonded owner, allows the user to perform	n Life Supp	oort as per	the MK 8 a	ability, on	ce per day.	Fin
Blooming Flower, 6xpd	416	11500	6	Υ	Υ	1
When invoked by the bonded owner, this item allows the user DR 8 spell, six times per day.	to cast Flov	wers of Av	alon: Yello	w Flower	as per the	Fin
Tin of 10 point Healing Tablets	3313	120		Υ	N	10
1 This tin will provides one mint that provides 10 points of Healin	ig as per th	e CL 1 spe	ell cast at l	evel 5, or	ne time only.	Fin
KNOWLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Book of Glyphs	766	Zero		N	Υ	1
1 This book contains the complete list of common Glyphs, and a	III associate	ed informa	tioin regard	ding each	Glyph.	Fin
Codebreaker	976	120		Υ	N	3
1 Will cast Read Languages as per the Magic User spell, once of	nly.					Fin

05-May-2024

1714	Diack back Cyles						
KNO	WLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Rav	ven Feather of Message	3612	500	1	Υ	Υ	1
1	When invoked by the bonded owner, this Enchanted Raven featuser to cast Message as per the MU spell, once per day.	ther from t	he travelin	g tavern s	aviary w	ill allow the	Fin
MISC		Item ID	Value	Per Day	Magic?	Permanent?	Count
Eve	erfull Vial of Oil	666	50		Υ	Υ	1
1	When wielded by the bonded owner, this vial creates one dose in combat, and it requires 5 seconds between each use.	of oil every	y five seco	nds. This	oil may N	IOT be used	Fin
Nar	mari Wolf (familiar) Basic Training	694	300		N		1
1	The Namari Wolf has been trained to do a Truth Sense at 3rd le	evel once p	oer day.				Fin
Eve	erfull Vial of Water	815	100		Υ	Υ	1
1	When invoked by the bonded owner, this item creates one cup is NOT the same as the Spring Water spell.	of drinkabl	e water, u	sable ever	y five sed	conds. This	Fin
Eve	erfull Vial of Wine	818	100		Υ	Υ	1
1	When invoked by the bonded owner, this item creates one cup five seconds. $ \\$	of good, be	ut not grea	t, drinlable	e wine, us	sable every	Fin
Nar	mari Wolf (familiar) Ranger Training	841	Zero		Υ	Υ	1
1	The Namari Wolf has been trained to do ???? once per day.						Fin
Luc	k of the Draw	2371	13334	1	Υ	Υ	1
1	at the beginning of each day, the bonded ownerr may draw a calknight points (15000) x 66.67% = 10000.5 (10000.5)	ard and gai	in the follo	w effects:	Number	Cards - 30	
2	Face cards and Aces (Not Including Black Jacks) - Spell Defer $4000 \times 25.93\% = 1037.2 \ (2593)$	nse 1/day 6	6000 x 25.9	93% = 155	5.8 and I	Evade 1/day	
3	Black Jack Killing Attack 14000 x $3.7\% = 518$ and a +5 damage	ge 1/day 60	000 x 3.7%	a = 222 (74)	10)		
4	Joker No effect.						Fin
Far	niliar Container/Blank Template	2760	1000		Υ	Υ	1
1	???						
Frie	end of the Shadows	2862	0				1
1	This PC helped the Shadow Thief save the city by taking the State Shadow!	hadow Pea	ırl away, aı	nd is thus	deemed	a Friend of	Fin
Spe	eed	2938	285		Υ	N	2
1	When invoked by the bonded owner, the user will able to perform	rm Speed a	as per the	MK 7 abilit	y, one tir	ne only	Fin
Rin	g of the Magi	3016	2200	1	Υ	Υ	1
1	When worn by the bonded owner, this ring can store any spell of	of the 1st le	evel and di	scharge it	once per	day.	
2	This ability may be increased to 10th level by paying 1,000 gold Example: level 1 to level 2 costs 1000 gp, level 2 to level 3 cos				el may be	skipped.	
3	This ring contains an inactive power of autocast one time per d	ay that ma	y be activa	ited by pay	ing 3,00	0 gold.	Fin
Asp	pects of Rain, 1xpd	3280	1550	1	Υ	Υ	1
1	When invoked by the bonded owner, this item will allow the use ${\sim}\text{OR}{\sim}$	·		·		·	
2	the user can cast Mist Bridge as per the DR 6 spell, once per d but not both.	lay. The us	er can do	one or the	other on	ce per day,	Fin
Bla	nk Scroll Imbued with Aspect of Life	3282	0		Υ	Υ	1
1	This blank vellum scroll has been imbued with the Aspect of Life	fe.					Fin



05-May-2024

Sugar Skull Necklace #17 Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.	IXIN	Diack Jack Gyles						
1 The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires. 2 When invoked by the bonded owner, this item will allow the user to cast a 10 point Wrath as per the CL 5 spell, once per day. 3 The item can also cast a Mist Bridge as per the DR 6 spell, once per day. 4 This item will allow the user to perform a Throw as per the MK 5 ability, two times only. 5 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. 6 Finally, this item will allow the user to cast Awaken as per the MU 1 spell, once per day. 7 I When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. 8 I haddilion, the user can cast Awaken as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast alwell a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its Finally, the bonded owner, once per day. 9 Finally, this is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true sell displayed. 9 Finally, this is the Goddess Hacate's Mirror of Truth, will cast a Lock Per as the MU level 1 spell cast at level 1 for its Finally, the bonded owner, once	MIS	C	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 When invoked by the bonded owner, this item will allow the user to cast a 10 point Wrath as per the CL 5 spell, once per day. 3 The item can also cast a Mist Bridge as per the DR 6 spell, once per day. 4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day. 5 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. Fin Black Jack's Hal Familiar 1 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. In addition, the user can cast Awaken as per the MU 1 spell, once per day. In addition, the user can cast Awaken as per the MU 1 spell, once per day. Fin In addition, the user can salso cast insect Bane as per the DR 3 spell, once per day. Fin Lord Lyle's True Heart 1 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Heacte's Mirror of Truth 3 493	Su	gar Skull Necklace #17	3351	2988	1	Υ	Υ	1
once per day, 3 The item and also cast a Mist Bridge as per the DR 6 spell, once per day, 4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day, 5 Finally, this item will also can cast a 2 point Heal as per the CL 1 spell, once per day, 6 Finally, this item will also can cast a 2 point Heal as per the CL 1 spell, once per day. 7 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 8 In addition, the user can cast Awaken as per the DR 3 spell, once per day. 9 In addition, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 In addition, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Fin Intelligent Canada (game id 2018-04-10), 10 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10), 11 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10), 12 Whoever holds the heart has the ability to control Lord Lyle. 13 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. 14 Fin Hecate's Mirror of Truth. 15 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. 16 Fin Hecate's Mirror of Truth and the self-defined will cast at Lock Per as the MU level 1 spell cast at level 1 for its fined, the bonded owner, once per day. 16 In This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its fined, the bonded owner, once per day. 17 This Summervale Staff Badge identifies the weare as a school staff member and friend to the school. "Help will alloways be given to those in need', you need only ask for it." 18 This Summervale Staff Badge identifies the weare as a school staff member and friend to the school. "Help will alloways be given to those in need', you need only ask for it." 19 This Summervale Staff Badge identifies the weare as a school staff member and f	1	_	•					
4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day. 5 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. 7 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. 8 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 9 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 9 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 1 This is the true heart of Lord Lyle (Torn Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 1 This is the true heart of Lord Lyle (Torn Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This bady conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. 8 Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, Fin blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFERSIVE 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Fin Dended owner can change the element type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner changing Weapon 8 Hours in the Four Winds 1 When invoked	2		er to cast a 1	10 point V	Vrath as pe	er the CL	5 spell,	
5 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. Black Jack's Hat Familiar 7 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. 8 In addition, the user can also cast insect Bane as per the MU 1 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 10 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 11 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 12 Whoever holds the heart has the ability to control Lord Lyle. 13 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecates Mirror of Truth 14 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Baby Conch Can Lock 15 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its Fin friend, the bonded owner, once per day. 15 This Summerous Staff Badge 16 This Summerous Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 16 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, Fin blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini 17 This add do normat, and it requires 5 seconds between each use. 18 Everfull Vial of Acid 19 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. 19 This will be bonded owner, this was per the DR 8 spell, once per day. Fini 20 Touching this item for 15 seconds will allow the bonded owner to Lightning) at will with 15 seconds meditation. 21 May	3	The item can also cast a Mist Bridge as per the DR 6 spell, once	e per day.					
Black Jack's Hat Familiar 1 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. 2 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 3 Finally, the user can also cast Awaken as per the DR 3 spell, once per day. Lord Lyte's True Heart 3 456 0 Y Y 1 1 This is the true heart of Lord Lyte (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyte. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Hecate's Mirror of Truth 1 This baby conch Can Lock 3 614 400 1 Y Y 1 1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. Summervale Staff Badge 3 670 5730 Y Y 1 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need: you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, Fin blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Exemples are wood, sliver, cold iron, crystal etc. 6 Points No-Defense Damage 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. Fin When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per	4	This item will also can cast a 2 point Heal as per the CL 1 spell	, once per d	lay.				
1 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. 2 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 3 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 4 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 5 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. 6 Fin Hecate's Mirror of Truth 1 Truth. When looked into the viewer will see their true self displayed. 7 Fin Hecate's Mirror of Truth 1 Truth. When looked into the viewer will see their true self displayed. 8 Fin Hecate's Mirror of Truth 1 Truth. When looked into the viewer will see their true self displayed. 9 Fin His baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. 9 Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 9 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, Fin blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini 9 The When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. 9 Excellent Elemental Bracer 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) at will with 15 seconds memberanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds memberanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. 9 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) at will with 15 se	5	Finally, this item will allow the user to perform a Throw as per the	he MK 5 abi	lity, two ti	mes only.			Fin
only. 2 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 3 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 4 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 5 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 7 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 8 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 8 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 8 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Finally the per Day Magic? Permanent? 9 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Finally the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. 9 Finally the per Day Magic? Permanent?	Bla	ack Jack's Hat Familiar	3373	4280	1	Υ	Υ	1
3 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. Lord Lyle's True Heart 1 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Baby Conch Can Lock 3614 400 1 Y Y 1 1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. Summervale Staff Badge 3670 5730 Y Y 1 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y Y 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 Pin When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Under the will be been ded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1 When invoked by the bonded ow	1		r to cast Awa	aken as p	er the MU	1 spell,	10 times	
Lord Lyle's True Heart 1 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Hecate's Mirror of Truth Baby Conch Can Lock 3614 400 1 Y Y 1 1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. Summervale Staff Badge 3670 5730 Y Y 1 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be will used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shied Strap of the Four Winds 1690 3465 1 Y Y 1 170 When invoked by the	2	In addition, the user can cast Awaken as per the MU 1 spell, or	nce per day.					
1 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Baby Conch Can Lock 3614 400 1 Y Y 1 1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. Summervale Staff Badge 3670 5730 Y Y 1 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need, you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y Y 1 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage Fin When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. This term may be upgreaded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin	3	Finally, the user can also cast Insect Bane as per the DR 3 spe	ell, once per	day.				Fin
2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 3 493	Lo	rd Lyle's True Heart	3456	0		Υ	Υ	1
Hecate's Mirror of Truth 3493 0 Y Y 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Baby Conch Can Lock 3614 400 1 Y Y 1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. Summervale Staff Badge 3670 5730 Y Y 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fin OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y Y 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 Points No-Defense Damage 975 325 1 Y Y 6 This item will have a total value of 11565 when fully activated. Diver 12 Point Elemental Flare, 1xpd 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	1		as lost in the	game H	eart of Rab	ena (gar	me id	
Hecate's Mirror of Truth 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Baby Conch Can Lock 3614 400 1 Y Y 1 1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. Summervale Staff Badge 3670 5730 Y Y 1 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, but given, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y 1 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 poin	2	Whoever holds the heart has the ability to control Lord Lyle.						
Baby Conch Can Lock Baby Conch Can Lock 3614 400 1 Y Y 1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. Summervale Staff Badge 3670 5730 Y Y 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be Fin used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 40 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. This tem will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2 This tem may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	3	This is a Closed World Item and may only be used in a games	with the GP	s and GV	Vs permiss	ion.		Fin
Baby Conch Can Lock 1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. Summervale Staff Badge 3670 5730 Y Y 1 This Summervale Staff Badge 3670 5730 V Y 1 This Summervale Staff Badge 3670 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini DFFENSIVE Item ID Value Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 Points No-Defense Damage 975 325 Nel of Solution, or systal etc. 6 Points No-Defense Damage 975 325 Nel of Solution, or systal etc. 6 Points No-Defense Damage 975 326 This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This term will be paddetional 2	He	cate's Mirror of Truth	3493	0		Υ	Υ	1
1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. Summervale Staff Badge 3670 5730 Y Y 1 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE	1	This is the Goddess Hacate's Mirror of Truth. When looked into	the viewer	will see th	heir true se	elf display	/ed.	Fin
Summervale Staff Badge 3670 5730 Y Y 1 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y Y 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 Pin When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense Fin damage, one time only. Shield Strap of the Four Winds 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase.	Ва	by Conch Can Lock	3614	400	1	Υ	Υ	1
1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y Y 1 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense Fin damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. 2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice will cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. 2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	1		Per as the	MU level	1 spell cas	t at level	1 for its	Fin
always be given to those in need; you need only ask for it." 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y Y 1 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense Fin damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. 2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	Su	mmervale Staff Badge	3670	5730		Υ	Υ	1
2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. 2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	1		staff memb	er and fri	end to the	school. '	'Help will	
Item ID Value Per Day Magic? Permanent? Count	2	Touching this item for 15 seconds will allow the bonded owner to				lon (AN)	/): black,	Fin
Everfull Vial of Acid 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	OFF			-		Magic?	Permanent?	Count
1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer					1 or Day	Y		
Excellent Elemental Bracer 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. 6 Points No-Defense Damage 975 325 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1 690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. 2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2		When wielded by the bonded owner, this vial creates one dose			conds. This	s acid ma	•	
1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense Fin damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. 2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. 2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin	Ev	•	920	2000		V	V	1
Magical Ever Changing Weapon 840 1200 1 Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. Points No-Defense Damage 975 325 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total Fin value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin					laa damaa	•		
When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	1							FIN
Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. 2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. 2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin	Ma	agical Ever Changing Weapon	840	1200	1	Υ	Υ	1
 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. 2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. 2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 	1		ed as a new	/ mundan	e material	once per	r day.	Fin
damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	6 F	Points No-Defense Damage	975	325	1	Υ	Υ	6
 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 	1		neld melee o	lamage to	be 6 poin	ts of No-	Defense	Fin
day. 2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. 2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin	Sh	ield Strap of the Four Winds	1690	3465	1	Υ	Υ	1
 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 	1		er to Autocas	st a Gale	as per the	DR spell	, once per	
 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin 	2	The bonded owner may add up to 3 additional Autocast Gales a	at a cost of 2	2700 eac	h. This iten	n will hav	e a total	Fin
 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin 	Die	•	2175	480	1	Υ	Υ	1
2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin		When invoked by the bonded owner, this pair of dice wil cast a		nental Fla	are, once p	er day. T	he element	
	2	This item may be upgraded to a maximum of 20 points of dama		ments of	2 points. E	ach add	itional 2	Fin

IFGS ID: 4911

PC Item Details Report

05-May-2024

1111	- Diadk Guidk Gyles						_
	ENSIVE	Item ID	Value	Per Day	Ū	Permanent?	Count
	ck Jack's Gunblade Attachment	2531	17922	1	Y	Y	1
1	When used by the bonded owner, this is a +3 bow and will not weapon limit. The user must just aim the sword like a gun to us	se it. (David	l Wood Clo	osed World			Fin
2	The user will have the ability to perform a Sense II as per the M	-		-			
3	IN addition, at the beginning of the day the user will roll a six sirfollowing for the game day -	ded die. Th	e result wi	ill give the	user one	of the	
4	1 : nothing (16.7%), 2 : Autocast Deadeye 20 points 6/day (16 4 : Autocast Stun 2/day (16.7%), 5 : Autocast Light Beam Use (16.7%).						Fin
Silv	ver Spike	2692	50		Ν	Υ	1
1	This is a mundane silver spike, sharpened on one end.						Fin
Bas	stion Of Strength, 6xpd	3031	12000	6	Υ	Υ	1
1	When invoked by the bonded owner, this item allows the user t level 10, six times per day.	to cast Stro	ng Arm +5	as per the	e MU 2 sp	oell cast at	Fin
Kni	ghtly Order +3 Sword, Returning 1 xpd	3109	11160	1	Υ	Υ	1
1	This +3 Sword has been issued by the Knightly Order of the bo	nded owne	er and canr	not be solo	or trade	d.	
2	This sword has been upgraded such that if lost, stolen, or destithe beginning of the next game day.						Fin
Tor	nmygun Of The Don	1815	29000	4	Υ	Υ	1
1	May only be carried by the current Godfather of the Don.						
2	If the number of Followers Of The Don ever drops below 20, the of followers are back up to 20.	en the gun	teleports b	oack to the	Don unti	I the number	
3	To activate the Tommy Gun, it must be fired (an arrow must be the Don yous Bum.	fired from i	it) each da	y while sa	ying This	ones from	
4	The Tommygun has a permanent Mental Signal (MU 5) with the Gun is ever more than 10 feet from them.	e bonded o	wner. This	will warn	the bonde	ed owner if	
5	The bonded owner can cast an Autocast Deadeye, 20 points, 5 spell cast at level 10 - 4 times a day.					r the MU 1	
6	The Tommygun allows the bonded owner to perform a Kip as p						
7	The Tommygun allows the bonded owner to perform a BattleFe levels, once per day.	ever at the	PCs level a	as per the	FT ability	at variable	Fin
Co	ncentrated Eel Juice of Electrify	3613	900	1	Υ	Υ	1
1	This is concentrated from the power of deep Electric eels. If ap weapon then the bonded owner can cast a 6 Point Electricy as						Fin
POIN	ITS	Item ID	Value	Per Day	Magic?	Permanent?	Count
	pell Point crystal	923	50	Í	Y	N	116
1	Spell point crystal, 1 point, one time only.						Fin
4 P	oint Spell Points Generator, 6xpd	2399	9600	6	Υ	Y	1
1	When invoked by the bonded owner, this item provides 4 spell, per day.	ability, cou	ırage, mor	nk, or rene	wal points	s, six times	Fin
1 P	oint Spell/Ability Point Generator, 6xpd	2688	2400	6	Υ	Υ	1
1	When invoked by the bonded owner, this item will generate one six times per day.	e additional	spell poin	t OR one	additional	ability point,	
2	When acquired, the bonded owner must set whether this item g	generates S	Spell points	s OR abilit	y points.		Fin
10	Point Spell or Ability Points	2693	500	0	Υ	N	1
1	When invoked, provides 10 spell points, one time only.						Fin
	Total Value of all items: 2599	928+54474	gold	31	4402		



05-May-2024

7 MU Widget Brom

IVIU	Widget Broin	ID					
	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count
	Ring Of Protection	1490	1500		Υ	Υ	1
1	When worn by the bonded owner, provides one additional point	of protection	n from all	forms of	ohysical a	attack.	Fin
lm	munity To Fear, 1xpd	1492	960	1	Υ	Υ	1
1	When invoked by the bonded owner, allows the user to perform day.	an Immunit	y To Fea	r as per th	e KN abi	lity, once per	Fin
Es	cape Bonds, 1xpd	1493	500	1	Υ	Υ	1
1	When invoked by the bonded owner, allows the user to perform day.	an Escape	Bonds as	s per the N	/IK ability	, once per	Fin
Sc	roll of Tree Shift	1695	130		Υ	N	1
1	When invoked, casts a Tree Shift as per the DR spell, one time	only.					Fin
Ins	ole Of Pinjas, 1 xpd	2041	2000	1	Υ	Υ	1
1	When invoked by the bonded owner, this item will cast Shadow day.	s Of Concea	alment as	per the D	R 6 spell	, once per	Fin
Wr	aithstone, 1xpd	2245	1758	1	Υ	Υ	1
1	This crystal radiates a strange magical energy to which spirits a behavior. Currently, it is in a calm, passive state which has little				motional	state and	
2	By holding the crystal and concentrating on feelings of fear, it is With training in the arts of meditation and method acting, it wou						
3	At this time, when invoked by the bonded owner the cryustal will the CL 0 ability, once per day. This effect may be upgraded to a					evel 3 as per	
4	With further training, it would be possible to induce more subtle cooperate by allowing the user to cast a Control Undead as per	the CL 4 sp	ell, once	per day.			
5	This effect may be activated at level 1 for 500gp, and upgraded	to a maxim	um of lev	el 10 for 5	00gp/lev	el.	Fin
Wi	nd Amulet (1xpd)	2620	2700	1	Υ	Υ	1
1	When used by the bonded owner, this item allows the user to coper day.				e MU 5 s	pell, once	
2	In addition, it will allow the user to cast a Reveal Magic as per the			oer day.			Fin
Pir	k Elephant Bracer (Freeze Poison & Kip, 1xpd)	3499	2120	1	Υ	Υ	1
1	When worn by the bonded owner, this amusing bracelet allows spell, once per day.			reeze Poi	son as pe	er the CL 2	
2	In addition, the owner can perform a Kip as per the MK 4 ability	, once per d	ay.				Fin
	LING	Item ID	Value	Per Day	•	Permanent?	Count
2 F	Points Healing, 1xpd, innate	2315	264	1	Υ	Y	1
1	When invoked by the bonded owner, this item performs 2 points	•	as per th	e CL 1 sp	ell, once	per day.	
2	This item is innate an cannot be sold, traded, lost, or given awa	•					Fin
Mir	racle Max's Deluxe Chocolate Pill	2318	2180		Υ	N	1
1	Once eaten, this item will cast autoactivate LIFE SPARK per the life points reach 0 1 time ONLY.						
2	Five seconds later will autoactivate CURE SERIOUS WOUND: 1 time ONLY.	S 30 pts per	the Cleri	c s spell o	n the bor	nded owner	Fin
Flo	ower of Avalon, Yellow, innate, 1xpd	2542	2640	1	Υ	Υ	1
1	This innate ability will allow the user to cast Flower Of Avalon, N	ellow, as pe	er the DR	8 spell, o	nce per d	lay.	Fin
KNO	WLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ea	rring Of Wathit, 1xpd	2026	1200	1	Υ	Υ	1
1	When worn by the bonded owner, this earring allows the user to day.	perform a	Wathit as	per the R	N 4 abilit	y, once per	Fin

05-May-2024

MU Widget Brom

MISC	Widget Brom						
		Item ID	Value	Per Day	Magic?	Permanent?	Count
Bo	wl Of Zorthil	756	600	1	Υ	Υ	1
1	This large bowl does a Conceal Item at 3rd level on anyth	ning wholly placed	d within it,	once per	day.		Fin
An	imated Unbreakable Spider Silk Rope	2024	230		Υ	Υ	1
1	When used by the bonded owner, this 120 foot magical rany person other than the bonded owner.	ope is unbreakab	le, uncut-	able, and r	on-destr	oyable by	
2	It can be repaired by a Mend spell.						
3	It will obey simple commands from its bonded owner.						
4	This rope is thin enough to fit on one sewing thread spoo bonded owner or those the owner allows to use this rope		ever dam	age the ha	nds or fle	sh of the	Fin
Se	ntient Staff	2246	435		Υ	Υ	1
1	When wielded by the bonded owner, this is a +0 magic s	taff. In addition, tl	ne staff is	sentient.			Fin
20	Acres of Land from Sir Tainly's Estate in Fiorgynsheim	3500	0		N	Υ	1
1	This is 20 acres of land from the estate of Sir Tainly of Fi	orgynsheim (Rich	Adkisso	า).			Fin
OFF	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Не	adband of Throw, 1xpd	2025	2240	1	Υ	Υ	1
1	When worn by the bonded owner, this heabdand allows t per day.	he user to perform	n a Throv	as per the	e MK 5 at	oility, once	Fin
+3	Melee Weapon	5	7200		Υ	Υ	1
1	When wielded by the bonded owner, this is a +3 melee w	eapon.					Fin
Ea	rl Tainly Dwarven Stout (Create Holy Water, 1xpd)	3498	500	1	Υ	Υ	1
4	Once not dout he handed owner can will this madic Dwar	von oun to he fille	ed with a	golden brev	w of Stou	t that has a	
1	Once per day the bonded owner can will this magic Dwar delightful aroma, a full and frithy head, and a rich, full flav consumed.			ne entire pi	nt must b		
2	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell.	vor! It comes in place	ints and the	It does no		e	
	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the	vor! It comes in place	ints and the	It does no		e	Fin
2	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast	vor! It comes in place	ints and the	It does no	t act as a	e	Fin Count
2 3 POIN	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast	or! It comes in position of the imbiber for 30 Create Holy Water	er, once p	It does no	t act as a	oe n Earth	
2 3 POIN	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast	or! It comes in positive imbiber for 30 Create Holy Wate Item ID 1494	seconds. er, once p Value 1500	It does no er day. Per Day	t act as a Magic?	n Earth Permanent?	Count
2 3 POIN 3 S 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator	or! It comes in positive imbiber for 30 Create Holy Wate Item ID 1494	seconds. er, once p Value 1500	It does no er day. Per Day	t act as a Magic?	n Earth Permanent?	Count 1
2 3 POIN 3 S 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point.	vor! It comes in point in poin	seconds. er, once p Value 1500	It does no er day. Per Day	t act as a <i>Magic?</i> Y	n Earth Permanent? Y	Count 1 Fin
2 3 POIN 3 S 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal	vor! It comes in point in poin	seconds. er, once p Value 1500	It does no er day. <i>Per Day</i> 1	t act as a <i>Magic?</i> Y	n Earth Permanent? Y	Count 1 Fin 30
2 3 POIN 3 S 1 1 F 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items:	ror! It comes in point in the imbiber for 30 Create Holy Wate Item ID 1494 Ints, once per day 2235 Int, one time only	seconds. er, once p Value 1500	It does no er day. <i>Per Day</i> 1	t act as a Magic? Y	n Earth Permanent? Y	Count 1 Fin 30
2 3 POIN 3 S 1 1 F 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items:	vor! It comes in pone imbiber for 30 Create Holy Wate Item ID 1494 Ints, once per day 2235 Int, one time only 32157+2088 (seconds. er, once p Value 1500	It does no er day. Per Day 1	Magic? Y Y	n Earth Permanent? Y N	Count 1 Fin 30 Fin
2 3 POIN 3 S 1 1 F 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items: Zir Auslaut ENSIVE	ror! It comes in posterior of the imbiber for 30 Create Holy Water Item ID 1494 Ints, once per day 2235 Int, one time only 32157+2088 §	seconds. er, once p Value 1500 . 50 gold	It does no er day. Per Day 1	Magic? Y 4245 Magic?	n Earth Permanent? Y N Permanent?	Count 1 Fin 30 Fin Count
2 3 POIN 3 S 1 1 F 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items:	ror! It comes in posterior of the imbiber for 30. Create Holy Water Item ID 1494. Ints, once per day 2235. Int, one time only 32157+2088 gas Item ID 1796.	seconds. er, once p Value 1500	It does no er day. Per Day 1	Magic? Y Y	n Earth Permanent? Y N	Count 1 Fin 30 Fin
2 3 POIN 3 S 1 1 F 1 TH DEFI +0	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items: Zir Auslaut ENSIVE Leather Armour When worn by the bonded owner, this is +0 magic Leather	ror! It comes in point in poin	seconds. er, once p Value 1500 . 50 . Value 90	lt does no er day. Per Day 1 3. Per Day	Magic? Y Y 4245 Magic? Y	n Earth Permanent? Y N Permanent? Y	Count 1 Fin 30 Fin Count 1 Fin
2 3 POIN 3 S 1 1 F 1 TH DEF +0 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items: Zir Auslaut ENSIVE Leather Armour	ror! It comes in posterior of the imbiber for 30. Create Holy Water Item ID 1494. Ints, once per day 2235. Int, one time only 32157+2088 gas Item ID 1796.	seconds. er, once p Value 1500 . 50 gold	lt does no er day. Per Day 1 3. Per Day	Magic? Y Y 4245 Magic? Y	n Earth Permanent? Y N Permanent?	Count 1 Fin 30 Fin Count

11

IFGS ID: 4911

PC Item Details Report

05-May-2024

	Item ID	Value	Per Day	Magic?	Permanent?	Co
Lock Pick Of 2nd Chance	1797	336		Υ	N	2
Magical lock pick allows the wielder 6 additional THIEF S	TOUCH one tim	e ONLY.				Fin
Total Value of all items:	962+1528 (gold		2490		
CL Dr. Sexy M.D.						
KNOWLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Co
Speak With Plants	2910	40		Υ	N	1
1 When invoked, allows the users to cast Speak With Plan	ts, two times only	/ .				Fin
MISC	Item ID	Value	Per Day	Magic?	Permanent?	Co
Wand of Avalon, 1xpd	2909	520	1	Ϋ́	Υ	1
When invoked by the bonded owner, this wand will allow spell, once per day.	the user to cast I	dentify PI	ant/Animal	as per th	e DR 0	
2 Currently inactive - The owner can also cast Know Aura a	•	•				
3 Currently inactive - The owner can also cast Major Lore a						
4 Currently inactive - The owner can also perform a Legend				er day.		
5 Currently inactive - The owner can also cast Savvy as pe			-			Fir
OFFENSIVE	Item ID	Value	Per Day	•	Permanent?	C
10' Knockback	2911	50		Υ	N	1
When invoked, allows the users to perform a 10' Knockba	ack, one time onl	y.				Fir
POINTS	Item ID	Value	Per Day	Magic?	Permanent?	Co
Crystal of Enchant - 2 SP Generator, 1xpd	2633	1000	1	Υ	Υ	1
1 When worn by the bonded owner, this ring generates 2 s	pell points, once	per day.				Fir
Total Value of all items:	1610+1900 (gold		3510		
FT Einkyl Shieldclash						
-	Item ID	Value	Per Day	Magic?	Permanent?	Co
-	Item ID 2766	Value 90	Per Day	<i>Magic?</i> N	Permanent? Y	<i>C</i> o
DEFENSIVE	2766		Per Day	Ū		1
DEFENSIVE +0 Shield	2766		Per Day	Ū		1
DEFENSIVE +0 Shield 1 When carried by the bonded owner, this is a +0 magical service. Plate Mail +0 1 When with the bonded owner, this is a magical familiar.	2766 shield.	90	Per Day	N	Y	1 Fir
Plate Mail +0 When with the bonded owner, this is a +0 magical solution. This familiar has +0 Plate Mail.	2766 shield.	90	Per Day	N Y	Y	1 Fir
+0 Shield When carried by the bonded owner, this is a +0 magical states Plate Mail +0 When with the bonded owner, this is a magical familiar. This familiar has +0 Plate Mail. +2 Ring of Protection	2766 shield. 2767	90 1650 4500	ŕ	N Y	Y Y Y	1 Fir
Plate Mail +0 When with the bonded owner, this is a +0 magical solution. This familiar has +0 Plate Mail.	2766 shield. 2767	90 1650 4500	ŕ	N Y	Y Y Y	1 Fin 1 Fin 1
Plate Mail +0 1 When carried by the bonded owner, this is a +0 magical s Plate Mail +0 1 When with the bonded owner, this is a magical familiar. 2 This familiar has +0 Plate Mail. +2 Ring of Protection 1 When worn by the bonded owner, this is a +2 Ring of Proforms of physical atttack. HEALING	2766 shield. 2767 44 otection, which profitem ID	90 1650 4500 ovides tw <i>Value</i>	o points of	N Y Y armor ag Magic?	Y Y Y ainst all Permanent?	1 Fin 1 Fin Co
Plate Mail +0 1 When carried by the bonded owner, this is a +0 magical s Plate Mail +0 1 When with the bonded owner, this is a magical familiar. 2 This familiar has +0 Plate Mail. +2 Ring of Protection 1 When worn by the bonded owner, this is a +2 Ring of Proforms of physical atttack. HEALING Life Spark Dust	2766 shield. 2767 44 otection, which produced in the state of the st	90 1650 4500 ovides tw <i>Value</i> 500	o points of Per Day	N Y Y armor ag Magic? Y	Y Y Y ainst all Permanent? N	1 Fin 1 Fin 1 Fin
Plate Mail +0 1 When carried by the bonded owner, this is a +0 magical service. Plate Mail +0 1 When with the bonded owner, this is a magical familiar. 2 This familiar has +0 Plate Mail. +2 Ring of Protection 1 When worn by the bonded owner, this is a +2 Ring of Proforms of physical atttack. HEALING	2766 shield. 2767 44 otection, which produced in the state of the st	90 1650 4500 ovides tw <i>Value</i> 500	o points of Per Day	N Y Y armor ag Magic? Y	Y Y Y ainst all Permanent? N	1 Find 1 Find 1 Coo 2
Plate Mail +0 1 When carried by the bonded owner, this is a +0 magical service. Plate Mail +0 1 When with the bonded owner, this is a magical familiar. 2 This familiar has +0 Plate Mail. +2 Ring of Protection 1 When worn by the bonded owner, this is a +2 Ring of Proforms of physical atttack. HEALING Life Spark Dust 1 When this dust is poured onto the body of a dead creature.	2766 shield. 2767 44 otection, which produced in the state of the st	90 1650 4500 ovides tw <i>Value</i> 500	o points of Per Day e Spark as	Y Y armor ag Magic? Y per the C	Y Y Y ainst all Permanent? N	Fin 1 Fin 1 Fin
Plate Mail +0 1 When carried by the bonded owner, this is a +0 magical services Plate Mail +0 1 When with the bonded owner, this is a magical familiar. 2 This familiar has +0 Plate Mail. +2 Ring of Protection 1 When worn by the bonded owner, this is a +2 Ring of Proforms of physical atttack. HEALING Life Spark Dust 1 When this dust is poured onto the body of a dead creature one time only.	2766 shield. 2767 44 otection, which produce the ID 2761 re or person, it wi	90 1650 4500 ovides tw Value 500 Il cast Life	o points of Per Day e Spark as	Y Y armor ag Magic? Y per the C	Y Y yainst all Permanent? N CL 6 spell,	1 Find 1 Find Code 2 Find

IFGS ID: 4911

PC Item Details Report

05-May-2024

Far 1	Einkyl Shieldclash miliar Container/Blank Template ???	<i>Item ID</i> 2760	Value 1000	Per Day	Magic? Y	Permanent? Y	Count
	ENSIVE Hammer When wielded by the bonded owner, this is a +2 magic	<i>Item ID</i> 3034 Hammer.	Value 3600	Per Day	Magic? Y	Permanent? Y	Count 1 Fin
	Total Value of all items:	13040+3000 (gold	1	6040		
MK	Quick Schtt						
MISC		Item ID	Value	Per Day	Magic?	Permanent?	Cour
Sha	adowlands Kill Kitten 1-3 Familiar	3385	1700	1	Υ	Υ	1
1	This Killkitten is a Familiar to the bonded owner, and will once per day.	Il allow the user to	perform a	ı Leap as p	er the Mi	< 2 ability,	Fin
	Total Value of all items:	1700+100 g	old		1800		
CL	Sir Reginald Thaddeus Cromwell III						
DEF	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Cour
+1	Platemail	38	3000		Υ	Υ	1
1	When worn by the bonded owner, this is a $+1$ plate mail of physical atttack.	armor, which prov	vides four	points of a	rmor aga	inst all forms	Fin
KNO	WLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Coun
ΑF	Favor Owed	3616	0	1	Υ	Υ	1
1 2	You are cursed at 14th level and marked as a friend to to GM Discretion: You must perform a favor to the Thistle day by you giving up one use of an ability that day. (This You have the company of the Charles of the C	down Clan once pos is to be a minor r	er day. Th	is favor ca	n be neg		
3	You may request a minor favor from Clan Thistledown u	ip to 3 times total.					Fin
	•	up to 3 times total. Item ID	Value	Per Dav	Magic?	Permanent?	
MISC		•	Value 380	Per Day	Magic? Y	Permanent?	Fin Coun 1
MISC Sel	If Moving Spool Rope	Item ID 426	380	•	Ū		Coun
MISC		Item ID 426 gth of magical self son other than the I	380 moving ro bonded ov	ppe.	Y	Y	Coun
MISC Sel 1 2	If Moving Spool Rope When used by the bonded owner, this is a 120 foor leng This rope is unbreakable and cannot be cut by any pers cut the rope, it can be repaired back to its original condi On command, this rope can reduce its size to a small sy restored to its original size and state.	Item ID 426 gth of magical self son other than the lition with a Mend s pool of thread; and	380 moving ro bonded ov pell.	ppe. wner. Shou	Y Id the bo	Y nded owner	Coun 1
MISC Sel 1 2	If Moving Spool Rope When used by the bonded owner, this is a 120 foor leng This rope is unbreakable and cannot be cut by any pers cut the rope, it can be repaired back to its original condi On command, this rope can reduce its size to a small sprestored to its original size and state. All aspects and restrictions of a self-moving item apply.	Item ID 426 gth of magical self son other than the lition with a Mend s pool of thread; and	380 moving ro bonded ov pell. d on the re	ope. wner. Shou	Y Id the boomand it command	Y nded owner	Cour
MISC Sel 1 2	If Moving Spool Rope When used by the bonded owner, this is a 120 foor leng This rope is unbreakable and cannot be cut by any pers cut the rope, it can be repaired back to its original condi On command, this rope can reduce its size to a small sy restored to its original size and state.	Item ID 426 gth of magical self son other than the lition with a Mend s pool of thread; and	380 moving ro bonded ov pell. d on the re	ope. wner. Shou	Y Id the bo	Y nded owner	Cour 1
Sel 1 2 3 4	When used by the bonded owner, this is a 120 foor leng. This rope is unbreakable and cannot be cut by any pers cut the rope, it can be repaired back to its original condi On command, this rope can reduce its size to a small sprestored to its original size and state. All aspects and restrictions of a self-moving item apply. Total Value of all items:	Item ID 426 gth of magical self son other than the lition with a Mend s pool of thread; and	380 moving robonded over pell. don the re	ope. wner. Shou everse com	Y Id the boomand it command it c	Y nded owner an be	Coun 1 Fin
MISC Sel 1 2 3 4 AL HEAL	When used by the bonded owner, this is a 120 foor length of the rope is unbreakable and cannot be cut by any personal cut the rope, it can be repaired back to its original condition on command, this rope can reduce its size to a small sprestored to its original size and state. All aspects and restrictions of a self-moving item apply. Total Value of all items: Dr. Chrous LING	Item ID 426 gth of magical self son other than the lition with a Mend s pool of thread; and 3380+1595 g	380 moving robonded or spell. If on the regold Value	ope. wner. Shou everse com	Y Id the boomand it constraints 4975 Magic?	Y Inded owner Iran be Permanent?	Coun
MISC Sel 1 2 3 4 AL HEAL	When used by the bonded owner, this is a 120 foor length of the rope is unbreakable and cannot be cut by any personal cut the rope, it can be repaired back to its original condition on command, this rope can reduce its size to a small sprestored to its original size and state. All aspects and restrictions of a self-moving item apply. Total Value of all items: Dr. Chrous LING Infire Flask, 20 pts Heal 1xpd When invoked by the bonded owner, this flask allows the	Item ID 426 gth of magical self son other than the I ition with a Mend's pool of thread; and 3380+1595 g Item ID 3675	380 moving robonded or pell. d on the regold Value 2400	ope. wner. Shou everse com Per Day	Y Id the boomand it of the depth of the dep	Y nded owner an be Permanent? Y	Count 1 Fin
MISC Sel 1 2 3 4 AL HEAI	When used by the bonded owner, this is a 120 foor length of the rope, it can be repaired back to its original condition on command, this rope can reduce its size to a small sprestored to its original size and state. All aspects and restrictions of a self-moving item apply. Total Value of all items: Dr. Chrous LING Infire Flask, 20 pts Heal 1xpd When invoked by the bonded owner, this flask allows the 10th level, once per day - OR - The bonded owner can choose instead to cast Dispell No.	Item ID 426 gth of magical self son other than the I ition with a Mend's pool of thread; and 3380+1595 g Item ID 3675 se user to cast a 20	380 moving robonded or pell. d on the regold Value 2400 D point He	ppe. wner. Shou everse com Per Day 1 al, as per t	Id the boomand it of the second secon	Y nded owner an be Permanent? Y spell cast at	Coun 1 Fin Coun
MISC Sel 1 2 3 4 AL HEAL Sur 1	When used by the bonded owner, this is a 120 foor length of the rope, it can be repaired back to its original condition on command, this rope can reduce its size to a small sprestored to its original size and state. All aspects and restrictions of a self-moving item apply. Total Value of all items: Dr. Chrous LING Infire Flask, 20 pts Heal 1xpd When invoked by the bonded owner, this flask allows the 10th level, once per day - OR -	Item ID 426 gth of magical self son other than the I ition with a Mend's pool of thread; and 3380+1595 g Item ID 3675 se user to cast a 20 Magic as per the M	380 moving robonded over pell. If on the residence of the pell of	Per Day 1 al, as per t	Id the boomand it of the second secon	Y nded owner ean be Permanent? Y spell cast at themselves,	Coun fin Coun 1