



# PC Item Details Report

11-May-2018

IFGS ID: 4912

## 1 KN De Kidde

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Complete Book Of Glyphs	1525	200		N	Y	1

1 This book contains all of the known Glyphs: illustrated, and with detailed information regarding each Glyph. *Fin*

Scroll of Enhanced Savvy	2194	120		Y	N	1
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1 When read, this scroll allows the user to cast an Enhanced Savvy as per the MU 6 spell, one time only. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Badge Of Agility	1521	1400	1	Y	Y	1

1 When worn by the bonded owner, allows them to successfully perform one physical challenge, once per day.. *Fin*

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**Total Value of all items: 1720 + 2910 gold 4630**

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## 2 CL Sara Moon

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pin of Concentration	823	3000	1	Y	Y	1

1 When worn by the bonded owner, this item casts Concentration as per the MU spell, once per day. *Fin*

Armour Of Healing, Improved	854	6355		Y	Y	1
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1 When worn by the bonded owner, provides +3 points of protection from all forms of physical damage.

2 Also provides 2 points of healing, six times per day.

3 Also provides an additional 2 points of Healing, three times per day. *Fin*

+1 Permanent Life Point	1646	2000		Y	Y	1
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1 This is one extra innate Life Point. It can never be traded, transferred, or sold. *Fin*

Bottle of Life Support	2325	2700	1	Y	Y	1
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1 When worn by the bonded owner, this item allows the owner to cast Life Support as per the MK 7 ability, once per day. *Fin*

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Healing	501	900	3	Y	Y	1

1 This ring will provide 3 points of healing, three times a day to the bonded owner. *Fin*

Healing Potion, 6 points	502	72		Y	N	1
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1 When consumed, this potion provides 6 points of healing. *Fin*

Scroll of Diagnose Self	570	48	1	Y	N	1
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1 Reading this scroll will enable the reader to cast the spell Diagnose Self as per the 4th level Monk ability once. *Fin*

Gem Of Life Spark	809	400	1	Y	N	2
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1 When invokes, casts the Clerical spell Life Spark, once only. *Fin*



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## 2 CL Sara Moon

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Medicine Cat	842	6949		Y	Y	1

- When invoked by the bonded owner, this figurine will find cobwebs (2-point Healing Bandage) 5 times per day. Cobweb is effective immediately upon application; bandage must remain in place for one hour; can be used in addition to mundane bandages.
- In addition, will perform ONE of the following abilities one time per day: TRACK per the Ranger's ability or will find herbs to cast HEAL ANIMAL per the Druid's spell .
- In addition, will perform ONE of the following abilities one time per day: SENSE POISON per the Ranger's ability or FORESEE per the Cleric's spell.
- In addition, will perform ONE of the following abilities one time per day: NEUTRALIZE DISEASE per the Cleric's spell or NEUTRALIZE POISON as per the Cleric's spell.
- In addition, will perform ONE of the following abilities one time per day: INSECT BANE per the Druid's ability or Find ATHELAS per the Ranger's ability.
- In addition, will find ONE of the following Flowers of Avalon one time per day: Yellow, Black, Green, or Purple. *Fin*

Miracle Max's Chocolate Pill	843	1200	1	Y	N	1
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- When consumed, will autoactivate LIFE SPARK on the user one time only. Pill will autoactivate the first time the user dies. *Fin*

6 Point Healing Wafer	962	216		Y	N	1
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- When consumed, will provide 6 points of Healing, once only. *Fin*

Miracle Max's Chocolate Pill	1658	1100		Y	N	1
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- When consumed, will auto activate LIFE SPARK as per the CL spell on the user one time ONLY. Pill will auto-activate the first time the user dies. *Fin*

2 Pt Healing, 6xpd	2400	1440	6	Y	Y	1
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- When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, six times per day. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Peaches of the Jade Emperor s Garden, Back of Garden Peac	1773	1760	2	Y	Y	1

- This fruit has purple markings and the stones are pale yellow. Once consumed the eater innately has Major Lore as per the MK L3 ability, twice per day. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pin of Ent Friendship	565	0		Y	Y	1

- This magic pin will cause any sane Ent to treat the bearer as a Friend to all Ents. This pin cannot be stolen, but can be given away. *Fin*

Scroll of Detect Supernatural Creature	566	50		Y	N	1
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- Reading this scroll will enable the reader to cast the spell Detect Supernatural Creatures as per the 2nd level Knight ability once. *Fin*

Scroll of Savvy	568	50		Y	N	1
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- Reading this scroll will enable the reader to cast the spell Savvy as per the 1st level MU spell once. *Fin*

Scroll of Message	569	50		Y	N	1
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- Reading this scroll will enable the reader to cast the spell Message as per the 2nd level MU spell once. *Fin*

Rainbow Lizard	802	800	1	Y	Y	1
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- When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.
- May add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage one time per day. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. The damage will be magical. *Fin*

Hatchling Kairyn	845	1900		Y	Y	1
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- The Kairyn will perform each of the following one time per day: FORESEE 1 Question per the Cleric's spell and GALE per the Druid's spell. *Fin*



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## 2 CL Sara Moon

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Necklace of Autocast	908	10500	5	Y	Y	1

1 When invoked by the bonded owner, casts the spell AUTOCAST, 6 times per day. Fin

Amulet of the High Priestess	2372	14340	1	Y	Y	1
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1 When worn by the bonded owner, this item can generate an Angry Little Fairy: Elemental Fury Lightning 1/day (8640)

2 Shalindra's Gaze: Goddess' Shadow 1/day (3300)

3 ind Beneath Your Wings: Gale 1/day (2400)

4 When this Goddess' Shadow is active, the user will be at a +3 instead of a +2. This effect must be approved by the game producer. Fin

Wand of Catequil II, 1 xpd	2904	1250	1	Y	Y	1
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1 When invoked by the bonded owner, this wand will allow the user to cast Plant Seek Vervain as per the DR 5 spell, once per day.

2 Currently inactive - The owner can also cast LI Enhancement +2 as per the MU 6 spell, once per day

3 Currently inactive - The owner can also cast a 30 point Lightbeam - User's Choice (Moonbeam, Sunbeam, or Starbeam) as per the DR 8 spell cast at level 10, once per day.

4 Currently inactive - The owner can also cast a 12 point Dead Eye as per the MU 1 spell cast at level 6, once per day. Fin

Mark Of Death	2913	0		Y	Y	1
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1 This PC has been permanently Marked by the Avatar of the Paragon of Death and are hereby marked by all creature s under death s control. You will be targeted first in battles, etc, if Death is in command of the enemy. Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Oil of Weapon Improvement to +1	830	900	1	Y	Y	1

1 When rubbed upon an existing +0 magical weapon, this oil will improve the damage enhancement from + 0 to +1 permanently. The oil may be used one time only and the damage improvement is not transferable. Fin

Crystal Elemental Sword of Lighting	844	600		Y	Y	1
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1 This sword appears to be made of one piece of clear alurashi quartz crystal. There is a whirlwind with bolts of lightning streaking from its storm cloud encased inside the blade.

2 All damage done with this sword is crystal lightning magic damage.

3 If silver or any other coating is applied to the sword, the coating will only adhere to the outside edges of the blade leaving the rest of the blade-crystal clear and the whirlwind with bolts of lightning streaking from its storm cloud visible. Fin

+2 Sword	1460	3600		Y	Y	1
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1 When worn by the bonded owner, this is +2 magic sword. Fin

+2 Sword, Dwarven Silver Mithril Blade	1461	3800		Y	Y	1
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1 When worn by the bonded owner, this is +2 magic sword. The balde is composed of Dwarven Silver Mithril. Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
15 Point Spell Point Crystal	833	750	1	Y	N	1

1 When invoked, This crystal generates 15 spell points, one time only. Fin

1 Spell Point crystal	923	50		Y	N	35
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1 Spell point crystal, 1 point, one time only. Fin

3 Point Spell Point Generator	959	1500	1	Y	Y	1
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1 When invoked by the bonded owner, generates three spell points, once per day. Fin



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## 2 CL Sara Moon

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Spell Points Generator, 6xp	2399	9600	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 4 spell, ability, courage, monk, or renewal points, six times per day.						Fin

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**Total Value of all items: 79980 + 2612 gold 82592**

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## 3 TH Fleetfoot Goblindancer

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Thieve's Touch, once per day	382	700	1	Y	Y	1
1 When used by the bonded owner, will provide one additional Thieve's Touch one per day.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
8-point Bandage of Healing, once per day	338	960	1	Y	Y	1
1 Provides the bonded owner with 8 points of Healing, once per day.						Fin

Healing Potion, 6 Pts.	384	72		Y	N	1
1 When consumed, provides 6 points of healing.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Button of Savvy, once per day	346	550	1	Y	Y	1
1 When invoked by the bonded owner, casts the spell Savvy once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
50' Of Magic Rope	383	400		Y	Y	1
1 When wielded by the bonded owner, will function as 50' of magic, unbreakable rope.						Fin

Potion of Spring Water	385	50		Y	N	1
1 Mixing the contents of this box with up to 30 cubic yards of any other liquid will cause the spell Spring Water to be cast upon that liquid.						Fin

Mark of the Fairy Friend	386	0		Y		1
1 Pixies and other mischievous fairy folk may have a little mercy on the PC in future games.						
2 If the PC ever takes any hostile action against Fairy Folk, the mark will disappear and the PC will no longer have the benefit provided.						Fin

Employee of "The Brotherhood" (the Ninveh Thieves Guild)	387	0		N		1
1 You have joined The Brotherhood as a full member. The Brotherhood is the Thieve's Guild of the city of Ninveh, and they are quite powerful. Refer to the Notes for more information.						
2 The Guild fees are 20 gp per level per game - payable to the GM and noted on your Gamer Form.						
3 You have become an EMPLOYEE of The Brotherhood. If you provide relevant, important information to the GM after each game, you will be paid a fee of 20 gp per level. Indicate that you have reported to the Guild on your Gamer form.						Fin

Kairyn hatchling	628	855		Y	Y	1
1 <Unknown>						Fin

Scroll of Knock (Reverse Lock, level 8)	589	320		Y	N	1
1 When read, will cast the mage spell Unlock at level 8, once.						Fin



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## 3 TH Fleetfoot Goblindancer

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Dose of Mild Venom Poison	345	100		Y	N	1
1	When touched with bare skin, will cause one point of damage every 10 minutes to the victim.					
2	This venom can be cured by a single shot of healing of 6 points or more, or with a Neutralize Posion spell.					
+1 Sword	1182	1200		Y	Y	1
1	When wielded by the bonded owner, this is a +1 magic sword.					
1" Lockpick	1200	1600		N	Y	1
1	1" mundane lockpick, usable by Thieves only.					
Ring Of Keys	1201	1200		Y	N	1
1	This key ring contains 6 keys. Each key is labeled with the lock it will open; one each of A-E. Each key will open the corresponding lock one time ONLY.					
Orb Of Screaming Energy	1214	720	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to swing Elemental Damage, once per day.					
2	The user takes 2 points of No Defense damage whenever this item is invoked, and this damage cannot be healed until the end of the effect; i.e. until the Elememntal Damage is dispelled or dismissed.					
<b>Total Value of all items:</b>		<b>8727 + 1900 gold</b>		<b>10627</b>		

## 4 MK Frey (was Crystal Glory, MU)

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracelet of Titan Arms	667	1440	6	Y		1
1	Six times per day will do 1 point of autoactivate healing to the bonded owners arm when it reaches zero points.					
Pin of AutoActivate Insect Bane	730	1100	1	Y	Y	1
1	When worn by the bonded owner, this pin automatically casts the spell Insect Bane when the wearer is hit with an Insect Stike, once per day.					

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Savvy	170	550	1	Y	N	1
1	When read aloud, this Scroll allows the user to sast the spell "Savvy".					
Butterfly #18, 1xpd	3037	600	1	Y	Y	1
1	When invoked by the bonded owner, this Butterfly will cast Forsee as per the CL 2 spell, once per day.					

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Kairyn hatchling	628	855		Y	Y	1
1	<Unknown>					
Amulet of Autocast, once per day	668	2500	1	Y		1
1	Allows the user to Autocast any spell they can legally cast once per day. Must be activated with a 15 second incant to invoke the Autocast ability.					

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Amulet of Vengeance	168	1200	1	Y	Y	1
1	This item allows the bonded owner to cast a 14 point Physical Protection once per day.					
Amulet of Autocast	695	2500	1	Y	Y	1
1	When invoked by the bonded owner, this amulet will cast the spell Autocast, once per day.					



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## 4 MK Frey (was Crystal Glory, MU)

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell Point Crystal	669	50		Y		20
1 This crystal provides 1 spell point, one time.						Fin

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**Total Value of all items: 11745 + 4100 gold 15845**

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## 7 RN Elle

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Eye Of The Beast	886	1100	1	Y	Y	1
1 When invoked by the bonded owner, casts a Wathit as per the Ranger spel, once per day.						Fin

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**Total Value of all items: 1100 + 100 gold 1200**

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## 11 KN Tyla V'rina

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Torque Of Battle Fever, 1xpd	1667	6000	1	Y	Y	1
1 When worn by the bonded owner, allows them to invoke a 3rd level Battle Fever as per the FT ability, once per day.						Fin

Black Raven Feather	1708	1300	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Death Feint as per the L3 MK ability, once per day.						
2 While in this state the user will enter a dream world. In this dream world the user dreams are dependent on their alignment. A good alignment will dream happy dreams while an evil alignment will have terrible nightmares.						
3 This dream state will give the user no information and is strictly for role playing.						Fin

Plate Mail	2446	1500		N	Y	1
1 This is mundane Plate Mail.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
6 Points Innate Healing, opd	1595	792	1	Y	Y	1
1 When invoked by the bonded owner, provides 6 points of Healing as per the CL spell, once per day.						
2 This item is innate, and can never be lost, sold, traded, stolen, or destroyed.						Fin
2 Point Healing Crystal, opd	1605	240	1	Y	Y	2
1 When invoked by the bonded owner, provides 2 points of Healing as per the CL spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Token Of Mordra	1608	0		N	Y	1
1 This is a Token of Mordra, given by the Goddess Mordra.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Sword	1495	1200		Y	Y	1
1 When used by the bonded owner, adds 1 point to all hand-held melee damage.						Fin

Bracelet of Elemental Smite, 1xpd	1799	1170	1	Y	Y	1
1 This bracelet will allow the bonded wearer to perform an 8 point Flare as per the DR 4 spell Elemental Strike of the element of their choosing, once per day.						Fin

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**Total Value of all items: 12442 + 4502 gold 16944**

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# PC Item Details Report

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IFGS ID: 4912

## 12 RN Dante

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Bow	1579	1200		Y	Y	1
1 When wielded by the bonded owner, this is a +1 magic bow.						Fin

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**Total Value of all items: 1200 + 633 gold 1833**

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## 14 MU Ayleigh

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Blight Immunity	1958	0		Y	Y	1
1 Having been brought to the edge of death by a Blight Demon and survived (in however convoluted a fashion), you have begun to develop a resistance to the contagion of that particular demon.						Fin
+1 Ring Of Protection	1780	1500		Y	Y	1
1 When worn by the bonded owner, this is a +1 Ring of Protection that adds 1 point of protection from all forms of physical attack.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Red Leaf of 40 Point Healing, 1xpd	2681	4800	1	Y	Y	1
1 When invoked by the bonded owner, this item provides 40 points of healing, once per day.						Fin
Mint Disc of Negation	2912	100		Y	N	1
1 When consumed, this mint allows the user to cast Neutralize Poison as per the CL 4 spell, one time only.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Keepers Gazette	1953	1650	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the owner to perform a Savvy as per the MU 1 spell, once per day.						
2 In addition, the owner can also cast a Reveal Curse as per the CL 3 spell, once per day.						
3 In addition, the owner can also cast a Legend Lore as per the MK 1 ability, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Drow Priestess Soul	2625	0		Y	Y	1
1 This is the soul of the Drow priestess Lirdirra, a minor priestess of House Despana of Menzoberranzan.						Fin
Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast Faery Lights as per the DR1 spell, once per day.						
2 It will also cast Shadows of Concealment at level 6 as per the DR 6 spell, once per day.						
3 The Shadows of Concealment level can be increased to level 10 at a cost of 200 gp per level.						
Wand of Catequil I, 1 xpd	2905	520	1	Y	Y	1
1 When invoked by the bonded owner, this wand will allow the user to cast Branding as per the MU 1 spell, once per day.						
2 Currently inactive - The owner can also cast Scry Glyph as per the CL 3 spell, once per day.						
3 Currently inactive - The owner can also cast Campfire OR Reverse Campfire as per the RN 1 spell, once per day.						
4 Currently inactive - The owner can also cast Missile Protection as per the MU 5 spell, once per day.						Fin
Ring of the Magi	3016	2200	1	Y	Y	1
1 When worn by the bonded owner, this ring can store any spell of the 1st level and discharge it once per day.						
2 This ability may be increased to 10th level by paying 1,000 gold per upgrade level, and no level may be skipped. Example: level 1 to level 2 costs 1000 gp, level 2 to level 3 costs 1000 gp, and so on.						
3 This ring contains an inactive power of autocast one time per day that may be activated by paying 3,000 gold.						Fin

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**Total Value of all items: 12270 + 6200 gold 18470**

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# PC Item Details Report

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## 15 FT Satarynmi Black

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Plate	2000	6000		Y	Y	1
1 When worn by the bonded owner, this is +2 Plate Mail.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	1998	240	1	Y	Y	15
1 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 day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Sword	2001	3600		Y	Y	1
1 When wielded by the bonded owner, this is a +2 sword.						Fin

Headband of Throw, 1xpd	2025	2240	1	Y	Y	1
1 When worn by the bonded owner, this heabdand allows the user to perform a Throw as per the MK 5 ability, once per day.						Fin

Innate Karate Chop, 1 xpd	2042	1980	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast a 12 Point Avenging Blow as per the KN 5 ability, once per day.						Fin

+3 Melee Weapon	5	7200		Y	Y	1
1 When wielded by the bonded owner, this is a +3 melee weapon.						Fin

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**Total Value of all items: 24620 + 4460 gold 29080**

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## 16 RN Haezial

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Chainmail	2124	500		Y	Y	1
1 When worn by the bonded owner, this is +0 magic chainmail.						Fin

Scroll Of +2 Defense	2193	175		Y	N	1
1 When read, this scroll allows the user to cast a +2 Defense as per the MU 4 spell, one time only.						Fin

Treywood Goblet, 1xpd	2679	2100	1	Y	Y	1
1 This item will send the bonded owner a Mental Signal as per the MU 5 spell if poison and/or mind-altering substance is placed in the glass, once per day.						
2 This item will also perform a Neutralize Poison, Self Only as per the MK 4 ability, once per day.						Fin

Uder Stone - 3 Pts, 1xpd	2680	1140	1	Y	Y	1
1 When invoked by the bonded owner, when placed in a normal heat source this stone will slowly absorb the heat and radiate it back when in the cold. It provides 3 points elemental protection from Ice.						
2 It may be upgraded in increments of 3 up to 30 points total for a cost of 200 gold per point.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Flower of Avalon, Yellow, innate, 1xpd	2542	2640	1	Y	Y	1
1 This innate ability will allow the user to cast Flower Of Avalon, Yellow, as per the DR 8 spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pumkin Leaf of Ranger Coolness	2696	500		Y	N	1
1 This item allows the bonded owner to perform Make Arrows as per the RN 2 ability, seven times only.						
2 In addition, the user can perform a Penetrating Arrow as per the RN 2 spell, one time only.						
3 In addition, the user can perform a Target Arrow as per the RN 3 spell, one time only.						
4 In addition, the user can perform a Long Arrow as per the RN 5 spell, one time only.						Fin





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## 16 RN Haezial

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Necklace of the Pack, 1xpd</b>	3036	700	1	Y	Y	1
1	When worn by the bonded owner, this necklace perform an Animal Tamer as per the RN 3 ability, once per day.					
2	In the enchanted forest (or in any game the GW / GP allows) this amulet will allow members of the pack to communicate via message, once per day.					
3	In the enchanted forest (or any game the GW / GP allows) this amulet will allow members of the pack to find each other per the Hunting Pursuit Ranger ability.					
4	In the enchanted forest (or any game the GW / GP allows) this amulet will allow members of the pack to get a general sense of each other if they concentrate on a pack member. This is limited to basic emotions like, hungry, sleepy, hurt, etc.					

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Token of Make Arrows, unlimited</b>	2108	900		Y	Y	1
1	When invoked by the bonded owner, this item allows them to Make Arrow as per the RN 2 ability, once every 5 seconds.					
<b>Lakotan Lycanthropy, stage 1</b>	2125	1000	1	Y	Y	1
1	Special: See Lakotan Lycanthropy document available from Jim Davie and Olan Knight.					
<b>Dice of 2 Point Elemental Flare, 1xpd</b>	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 point increment costs 530 gp.					
<b>+1 Bow</b>	2192	1200		Y	Y	1
1	When wielded by the bonded owner, this is a +1 magic bow.					
<b>Ring of the Blackest Knight, 1xpd</b>	2247	1470	1	Y	Y	1
1	When wielded by the bonded owner, this ring will enable the wearer to cast a Blessed Bolt as per the CL 3 spell, once per day.					
2	This effect may be upgraded to a maximum of 40 points 1/day for 400gp/4 points (in increments of 4).					
<b>Lakotan Lycanthropy</b>	2796	10000	1	Y	Y	1
1	Special: See the Lakotan Lycanthropy document available from Jim Davie and Olan Knight.					

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>1 Point Spell/Ability Point Generator, 6xpd</b>	2688	2400	6	Y	Y	1
1	When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.					
2	When acquired, the bonded owner must set whether this item generates Spell points OR ability points.					

<b>Total Value of all items:</b>	<b>25205 + 5630 gold</b>	<b>30835</b>
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## 17 FT Sierra Nievia

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+1 Ring Of Protection</b>	961	1200		Y	Y	1
1	When worn by the bonded owner, provides one additional point of protection from all forms of physical attack.					

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Points Healing, 1xpd, innate</b>	2315	264	1	Y	Y	1
1	When invoked by the bonded owner, this item performs 2 points of Healing as per the CL 1 spell, once per day.					
2	This item is innate an cannot be sold, traded, lost, or given away.					



# PC Item Details Report

11-May-2018

IFGS ID: 4912

17 FT Sierra Nievia

**OFFENSIVE**

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Changing Weapon	2326	500	1	Y	Y	2

1 When wielded by the bonded owner, this is a Changing Weapon. The base Material (silver, cold iron, wood, crystal etc.) of this weapon is set to Nymph Ice.

2 May be defined as a new material (silver, cold iron, wood, crystal etc) once per day. The materials it may change into must be set upon purchase.

3 Once the base material had been changed, it will remain that material the rest of the game day *Fin*

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**Total Value of all items: 2464 + 0 gold 2464**

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