



# PC Item Details Report

16-Jul-10

IFGS ID: 501

2	FT	Conrad Von Tempest		Total Gold	Value	Per Day	Magic?	Perm?	Category	
		<i>Dexter Hold: Guildhall</i>	3/22/2002	2002-04-03	2150					
		259			400		Y	N	HEALING	259
1		When read, this scroll casts the spell Life Spark on the intended target, once.							<i>Fini</i>	
		260			244		Y	N	HEALING	260
1		When consumed, provides 12 points of Healing to the user, once.							<i>Fini</i>	
		<i>Scent Of Blood</i>	3/23/2002	2002-04-04	2150					
		240			100		Y	N	HEALING	240
1		When consumed, casts the spell Neutralize Poison on the user.							<i>Fini</i>	
		241			96		Y		HEALING	241
1		When consumed, provides 6 points of Healing to the user, once.							<i>Fini</i>	
		243			1500		Y	Y	HEALING	243
1		When invoked by the bonded owner, allows the user to perform a total of 15 points of Fighters Regen In Combat as per the Fighter ability, once per day.							<i>Fini</i>	
		244			550		Y	Y	KNOWLEDGE	244
1		When invoked by the bonded owner, allows the user to cast a Savvy once per day.							<i>Fini</i>	
		242			0		Y	Y	MISC	242
1		This mark indicates that the bearer is a Friend of the Felanashai.							<i>Fini</i>	
<b>Total Value of all items:</b>					<b>2890</b>	<b>+ 2150 gold</b>			<b>5040</b>	

5	RN	Duke		Total Gold	Value	Per Day	Magic?	Perm?	Category	
		<i>Fairhaven</i>	9/30/2001	2001-04-06	1650					
		113			700	1	Y	Y	DEFENSIVE	113
1		When worn by the bonded owner, will allow the user to do a Monk's Leap once per day.							<i>Fini</i>	
		119			500	1	Y	Y	KNOWLEDGE	119
1		When worn by the bonded owner, allows the user to do a Detect Supernatural, once per day.							<i>Fini</i>	
		120			400	1	Y	Y	KNOWLEDGE	120
1		When used by the bonded owner, allows the user to do a Heraldic Lore, once per day.							<i>Fini</i>	
<b>Total Value of all items:</b>					<b>1600</b>	<b>+ 1650 gold</b>			<b>3250</b>	

6	CL	Niccolo de Medici		Total Gold	Value	Per Day	Magic?	Perm?	Category	
		<i>Crystals Of Need</i>	10/11/2003	2003-04-08	2516					
		565			0		Y	Y	MISC	565
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.							<i>Fini</i>	
<b>Total Value of all items:</b>					<b>0</b>	<b>+ 2516 gold</b>			<b>2516</b>	



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				Total Gold	Value	Per Day	Magic?	Perm?	Category	
<b>7 DR Vortigern</b>										
	<i>Tyrolean Torunament</i>	11/2/2002	2002-04-11	540						
	444				72		Y	N	HEALING	444
1	When consumed, will provide 6 points of healing, once.								<i>Fini</i>	
	<i>Sun and Air</i>	11/9/2002	2002-04-12	540						
	477				840	1	Y	Y	HEALING	477
1	This item provides 7 points of healing to the bonded owner once per day.									
2	To become bonded, the new owner must fill the cup with the blood of a dead adversary (someone who the user killed, or had a part in killing), and warmed (by placing a lit candle underneath the cup for 6 seconds).									
3	Then user must drink the blood & regain 7 points of healing. The blood must be consumed within one minute.								<i>Fini</i>	
	467				500	1	Y	Y	KNOWLEDGE	467
1	This item is a corked bottle. When uncorked a small djinni named Aralikillikiss (era-lie-kill-a-kiss) emerges. When allowed to suck the blood of the user for 6 seconds, he will impart knowledge (1 SAVVYs worth) to the user about one magic item.									
2	The lost point is permanent until healed. The djinni will suck a point even if the item in question is normal. The djinni only likes to come out once a day and will make no exceptions to this rule. This item bonds like any other magic item.								<i>Fini</i>	
	<i>Tyrolean Torunament</i>	11/2/2002	2002-04-11	540						
	443				1200		Y	Y	OFFENSIVE	443
1	When wielded by the bonded owner, this will function as a +1 magic sword - adding 1 point to the hand-held melee damage from this sword.								<i>Fini</i>	
	<i>Sun and Air</i>	11/9/2002	2002-04-12	540						
	475				100		Y	N	OFFENSIVE	475
1	When ingested (the powder can be dropped into a drink) it affects the individual as per the 6th level Ranger ability FIND HERBS: NIGHTSHADE. (poison)								<i>Fini</i>	
	481				1260		Y	Y	OFFENSIVE	481
1	Magic bone (not wood or metal) short sword which does +1 magical damage in Melee combat.									
2	May only be wielded without penalty by neutral or evil characters. Good characters who willingly take the item in hand with the intent of possession or to wield it, will immediately take the following effects:									
3	1 point No Defense damage in the arm with which the sword was held. Affected with CHILLING ATTACK so long as the weapon is held and ceasing as soon as it is released (holder cannot attack or spell cast, but can defend).									
4	This effect is neutralized if the holder is immune to at least 21 points of cold damage.								<i>Fini</i>	
<b>Total Value of all items:</b>					<b>3972</b>	<b>+ 540 gold</b>				<b>4512</b>
<b>9 KN Leopold de la Coeur</b>										
	<i>Fairhaven Requiem</i>	6/28/2003	2003-04-07	500						
	548				48		Y	N	HEALING	548
1	When consumed, provides 4 points of healing.								<i>Fini</i>	
<b>Total Value of all items:</b>					<b>48</b>	<b>+ 500 gold</b>				<b>548</b>