



PC Item Details Report

13-Jul-2021

IFGS ID: 501

1 TH Dutch

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring Of Protection	2117	1500		Y	Y	1
1 When worn by the bonded owner, this ring provides 1 point of protection from all forms of physically damaging attacks.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1" Lockpick	2107	1600		N	Y	1
1 This is a 1" lockpick.						Fin

Total Value of all items: 3100+ 0 3100

2 FT Conrad Von Tempest

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Life Support, 1xpd	2118	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Life Support as per the MK 7 ability, once per day.						Fin

+0 Plate Mail	1522	1650		Y	Y	1
1 When worn by the bonded owner, this is +0 magic Plate Mail.						Fin

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

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Life Spark	259	400		Y	N	1
1 When read, this scroll casts the spell Life Spark on the intended target, once.						Fin

Potion of Healing, 12 pts	260	244		Y	N	2
1 When consumed, provides 12 points of Healing to the user, once.						Fin

Potion of Neutralize Poison	240	100		Y	N	1
1 When consumed, casts the spell Neutralize Poison on the user.						Fin

Potion of Healing, 8 pts	241	96		Y		1
1 When consumed, provides 6 points of Healing to the user, once.						Fin

15 Points of Fighter Regen in Combat	243	1500		Y	Y	1
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.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Glove of Savvy	244	550		Y	Y	1
1 When invoked by the bonded owner, allows the user to cast a Savvy once per day.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mark of Bast (Friend of the Felanashai)	242	0		Y	Y	1
1 This mark indicates that the bearer is a Friend of the Felanashai.						Fin

Total Value of all items: 9484+6800 gold 16284



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4 MU Cypher Winston

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+3 Ring of Protection	1523	9500		Y	Y	1
1 When worn by the bonded owner, this is a +3 Ring of Protections and will add 3 points of armour against all forms of physical attack.						Fin
Celestial's Ring: Dodge Blow + 9 pts Elemental Protection, 1x	1636	4340	1	Y	Y	1
1 User is allowed one dodge blow a day.						
2 Upon use of dodge blow, gain 9 points of elemental protection, user's choice of element.						
3 This item can only be used in future "Shadow"games by David Wood or in future Triad games by game design.						Fin
Bark Chew: Evade, 1xpd	1639	4000	1	Y	Y	1
1 Upon consumption, allows the user to Evade as per the Monks ability 1/day.						Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
14 Point Spell Point Generator, 1xpd	2119	7000	1	Y	Y	1
1 When invoked by the bonded owner, this item provides 14 spell points to the user, once per day.						Fin

Total Value of all items: 24840+305 gold 25145

5 RN Duke

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Leg Wraps of Monk's Leap	113	700	1	Y	Y	1
1 When worn by the bonded owner, will allow the user to do a Monk's Leap once per day.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sunglasses Of Detect Supernatural	119	500	1	Y	Y	1
1 When worn by the bonded owner, allows the user to do a Detect Supernatural, once per day.						Fin
Crayon Of Heraldic Lore	120	400	1	Y	Y	1
1 When used by the bonded owner, allows the user to do a Heraldic Lore, once per day.						Fin
Ring of Scry Glyph, 2xpd	2495	600	2	Y	Y	1
1 When worn by the bonded owner, this ring can cast Scry Glyph as per the CL 3 spell, twice per day.						Fin
Scroll of Bump Of Direction	2496	60		Y	N	1
1 When read out loud, this scroll casts a Bump Of Direction as per the CL 2 spell, one time only.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Tankard of Automatic Refill	2498	100		Y	Y	1
1 When carried by the bonded owner, this tankard will, when invoked, automatically refill with the last alcoholic beverage it held. Usable once every 5 seconds.						
2 This item cannot be used for combat or in melee.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Harpoon	2494	0		N	Y	2
1 This Harpoon functions as a crossbow that can work underwater as well as out of the water. Note that underwater quarrels and bolts travel half as far as they do on land.						Fin



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5 RN Duke

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Dried Seaweed of Strong Arm +2	2497	60		Y	N	2
1 When eaten, this piece of dried seaweed casts Strong Arm +2 onto the limb of choice of the diner as per the MU spell 2 spell cast at 4th level, one time only.						Fin

Total Value of all items: 2480+2430 gold 4910

6 CL Niccolo de Medici

MISC

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

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
6 Point Spell Point Generator, 1xpd	2116	3000	1	Y	Y	1
1 When invoked by the bonded owner, this item provides 6 spell points to the user, once per day.						Fin

Total Value of all items: 3000+16 gold 3016

7 DR Vortigern

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Handkerchief of Phasing, 1xpd	2435	1950	1	Y	Y	1
1 This handkerchief can be drawn to allow the wielder to Phase Out 1/day.						Fin

Feather of Falling	2436	75		Y	N	1
1 This feather can allow the owner to perform a Safe Fall at 5th level for 50 feet, one time only.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Healing Potion - 6 points	444	72		Y	N	2
1 When consumed, will provide 6 points of healing, once.						Fin

Cup of Blood	477	840	1	Y	Y	1
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.						Fin

8 Point Healing Potion	2439	96		Y	N	1
1 When consumed in its entirety, this potion provides 8 points of Healing, one time only.						Fin

4 Point Healing Potion	2442	48		Y	N	1
2 When consumed in its entirety, this potion provides 4 points of Healing, one time only.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Djinni of Knowledge	467	500	1	Y	Y	1
1 This item is a corked bottle. When uncorked a small djinni named Aralikkiliss (era-lie-kill-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.						Fin



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7 DR Vortigern

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Monk's Headband	1563	1045	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform ONE of the following MK abilities, once per day: Balance (5th lvl), Safe Fall (50' - 5th level), or Leap (2nd lvl).					Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Magic short sword	443	1200		Y	Y	1
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.					Fin
Preserved Powder of Nightshade	475	100		Y	N	1
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)					Fin
+1 Bone Short Sword	481	1260		Y	Y	1
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.					Fin
Spider of Pain	2441	215		Y	N	1
1	These silver spiders can do a Pain Strike -2 pts OR a Resist Pain, one time only.					Fin

Total Value of all items: 7473+1126 gold 8599

9 KN Leopold de la Coeur

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Healing Potion	548	48		Y	N	1
1	When consumed, provides 4 points of healing.					Fin

Total Value of all items: 48+500 gold 548

10 FT Wyn

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sigil of Code Protection	1895	300		Y	Y	1
1	When worn by the bonded owner, this sigil protects the owner from having their code stolen by Code Eaters.					Fin
Arachnadrake Scale (Elephant Hide, 1xpd)	2759	3250	1	Y	Y	1
1	When worn by the bonded owner, allows the owner to cast Elep[hant Hide as per the DR 5 spell, once per day.					Fin
Chainmail	2763	400		N	Y	1
1	This is a suit of mundane Chainmail.					Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Life Spark Dust	2761	500		Y	N	1
1	When this dust is poured onto the body of a dead creature or person, it will cast Life Spark as per the CL 6 spell, one time only.					Fin
2 Points of Healing, 1xpd	2762	240	1	Y	Y	3
1	When invoked by the bonded owner, this item casts 2 points of Healing as per the CL 1 spell, once per day.					Fin



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10 FT Wyn

MISC

Familiar Container/Blank Template

1 ???

<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
2760	1000		Y	Y	1

Total Value of all items:	6170+24 gold	6194
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