



PC Item Details Report

24-Jan-2019

IFGS ID: 5037

1 CL Willow Darkfang

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Book Of Lore	1983	450		Y	N	1

- 1 This book can be activated for a Legend Lore as per the MK by stating "Show me the legends of" and stating the desired target. The book will open to a page showing any legend lore available on the target. If there is no lore, the charge is not used. *Fin*

Total Value of all items: 450 + 47164 gold 47614

2 TH Steelin Da-Monay

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
You Got To Be Free, 1xpd	2397	880	1	Y	Y	1

- 1 When invoked by the bonded owner, they can perform an Escape Bonds as per the MK 2 ability, once per day.
- 2 The bonded owner can also perform Timing as per the MK 1 ability, once per day.
- 3 This is an innate item and cannot be sold, traded, or lost. *Fin*

Amulet Of Vengeance, 1xpd.	2457	1200	1	Y	Y	1
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- 1 Provides the bonded owner with one Physical Protection as per the CL 3 spell, 10 points once per day. *Fin*

Item of Missile Protection, 1xpd	2715	2000	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item allows the user to cast Missile Protection as per the MU 5 spell, once per day. *Fin*

Arachnadrake Scale (Elephant Hide, 1xpd)	2759	3250	1	Y	Y	1
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- 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*

Phase Out, 1xpd	2864	1950	1	Y	Y	1
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20 Point Wrath, 1xpd	2941	1500	1	Y	Y	1
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- 1 When invoked by the bonded owner, the user will able to cast a 20 Point Wrath as per the CL 5 spell cast at level 10, once per day. *Fin*

Innate Battle Fever, 1xpd	3256	1650	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 ability, once per day.
- 2 This item is innate, and can never be lost, sold, destroyed, or traded except by game design. *Fin*

+5 Ring of Protection	47	25000		Y	Y	1
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- 1 When worn by the bonded owner, this is a +5 Ring of Protection, which provides five points of armor against all forms of physical attack. *Fin*

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing, 1xpd	2313	240	1	Y	Y	4

- 1 When invoked by the bonded owner, this item performs 2 points of Healing as per the CL 1 spell, once per day. *Fin*

2 Points Healing, 1xpd, innate	2315	264	1	Y	Y	1
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- 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. *Fin*



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HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Green Amulet of Healing, 1xpd	2472	1200	2	Y	Y	1
1 This amulet contains 2 points of generic healing per day.						
2 Inactive: The amulet can be upgraded to add additional healing, up to a maximum of 32 total points. Each 2 points of healing added cost 240 gold.						
3 Inactive: This amulet can be upgraded to neutralize poison. It can contain up to two uses per day. To activate this ability, the owner of the amulet must meditate for 10 seconds. Each use per day costs 1000 gold.						
4 Inactive: This amulet can be upgraded to neutralize disease, as the Cleric ability. It can contain up to two uses per day. To activate this ability, the owner of the amulet must meditate for 10 seconds. Each use per day costs 2000 gold.						
5 This amulet will not function for anyone except the person who retrieved it from the Spirit Grove. Its only value if sold is a mundane value of 50 gold.						
6 This amulet can only be upgraded through acts of service. The gold used to upgrade must come from CAP for gold.						Fin
2 Points Helaing, 1xpd	2634	240		Y	Y	10
1 When invoked by the bonded owner, this item provides 2 points of healing, once per day.						Fin
2 Points Healing, 1xpd	2690	240	1	Y	Y	5
1 When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin
Life Spark, 1xpd	2769	5000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the owner to cast a Life Spark as per the CL 6 spell, once oer day.						Fin
Get Out Of Death Free - Life Spark	2853	500	0	Y	Y	1
1 When invoked, this card will allow the user to cast Life Spark as per the CL 6 spell, one time only.						Fin
2 Point Healing, 1xpd	2934	240	1	Y	Y	3
1 When invoked by the bonded owner, the user will able to cast 2 Points of Healing as per the CL 1 spell, once per day.						Fin
Tin of 10 point Healing Tablets	3313	120		Y	N	10
1 This tin will provides one mint that provides 10 points of Healing as per the CL 1 spell cast at level 5, one time only.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Complete Book of Glyphs	2312	100		N	Y	1
1 This is a mundane book that contains a complete list of all standard glyphs, including the glyph of the Black Hand.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Acid	2319	100		Y	Y	1
1 When used by the bonded owner, this vial will produce one cup of acid, every five seconds. This item may not be used in melee.						Fin
Everfull Oil	2320	100		Y	Y	1
1 When used by the bonded owner, this vial will produce one cup of oil, every five seconds. This item may not be used in melee.						Fin
Everfull Water	2341	100		Y	Y	1
1 When used by the bonded owner, this vial will produce one cup of drinkable water (not Spring Water) every five seconds. This item may not be used in melee.						Fin
Everfull Wine	2342	100		Y	Y	1
1 When used by the bonded owner, this vial will produce one cup of wine, every five seconds. This item may not be used in melee.						Fin



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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.

Burgundy Leaf of Monk Skills, 1xpd	2717	5030	1	Y	Y	1
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1 When invoked by the bonded owner, this Burgundy Leaf allows the owner to perform a Leap as per the MK 2 ability, once per day.

2 In addition, the owner can perform a Kip as per the MK 4 ability, once per day.

3 In addition, the owner can perform a Balance as per the MK 5 ability, once per day.

4 In addition, the owner can perform Climbing as per the TH 5 ability, once per day.

5 In addition, the owner can perform Walk On Liquids as per the MK 7 ability, once per day. *Fin*

Washer Woman Familiar	2854	0		Y	Y	1
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1 This familiar was given by the Mighty Washer Women of the Soulless Festival. The familiar grants me unlimited cleaning, once every 5 seconds.

2 This familiar was a mighty gift, and can never be sold, traded, or lost. *Fin*

Friend of the Shadows	2862	0				1
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1 This PC helped the Shadow Thief save the city by taking the Shadow Pearl away, and is thus deemed a Friend of the Shadow! *Fin*

Plant Seek, User's Choice, 1xpd	2943	3440	1	Y	Y	2
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1 When invoked by the bonded owner, the user will be able to cast Plant Seek, User's Choice as per the DR 5 spell, once per day. *Fin*

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracer Of Elements	2343	500	1	Y	Y	1

1 When used by the bonded owner, this bracer allows the bonded owner to wield elemental forces through ONE weapon at a time. Base element (fire or ice or lightning or earth or no element) must be chosen at time of purchase) is NO ELEMENT.

2 The user may switch elements (fire or ice or lightning or earth or no element) once per day. *Fin*

+5 Blade of Deaths Touch and Baby Blazes, 2xpd.	2602	20800	2	Y	Y	1
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1 This blade was tempered with the essence of a fire elemental instead of water. It was a relatively timid fire elemental, though, so rather than dealing fire damage, this blade has the ability to cast Campfire as per the RN 1 ability, twice per day.

2 This is also a +5 Magic sword, where the extra damage is provided by Death itself; i.e. Death's Touch. *Fin*

+1 Crossbow	2641	1200		Y	Y	1
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1 When wielded by the bonded owner, this is a +1 magic crossbow *Fin*

Silver Throwing Dagger	2716	50		N	N	2
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1 This is a mundane silver throwing dagger. *Fin*

Sugar Skull Necklace #1	3335	2340	1	Y	Y	1
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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 Lightbeam - User's Choice as per the DR 8 spell, once per day.

3 It also can cast a 2 point Heal as per the CL 1 spell, once per day.

4 Finally, it will allow the user to perform a Fighter's Blow as per the FT 8 ability, one time only. *Fin*

+5 Melee Weapon	7	20000		Y	Y	2
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1 When wielded by the bonded owner, this is a +5 melee weapon. *Fin*



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POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell Point Generator, 1xpd	2942	500	1	Y	Y	9
1 When invoked by the bonded owner, this item will add one additional spell point to the users pool of available spell points, once per day.						Fin

Total Value of all items: 134224 + 47164 gold 181388

3 KN Herr of the Sidhe

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Elven Brooch of Friendship, Level 5	3232	1200	1	Y	Y	1
1 When worn by the bonded owner, this item allows the user to cast Conceal Self at 5th level as per the TH ability, once per day.						
2 This Item may be increased to a maximum of 10th level but the level of effect can never be more than the PC s level +2.						
3 To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.						
4 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication).						Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Ability Point Generator, 1xpd	2979	1000	1	Y	Y	1
1 When invoked by the bonded owner, this item provides 2 additional Ability Points, once per day.						Fin
6 Ability/Spell Point Generator, 1xpd	2988	2400	1	Y	Y	1
1 When invoked by the bonded owner, this item provides 1 additional Ability or Spell Point, six times per day.						
2 The type of point generated is set by the bonded owner when first used, and is permanent.						Fin
1 Ability/Spell Point Crystal	2989	50		Y	N	50
1 The invoked, this crysdtal provides one Ability or Spell point to the user, once time only.						Fin

Total Value of all items: 7100 + 7660 gold 14760

4 FT Morbius Pond

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing, 1xpd	3284	240	1	Y	Y	25
1 When invoked by the bonded owner, this item will provide 2 points of Healing as per the CL 1 spell, once per day.						Fin
Pacifier of Health: Green Flower of Avalon	3285	260		Y	N	1
1 When invoked by the bonded owner, this item will allow the user to cast a Green FLower of Avalon as per the DR 8 spell, one time only.						
2 The incantation for this item is "There, there, Mommy will fix it".						Fin

Total Value of all items: 6260 + 1000 gold 7260

5 BD Stupid Sh*t

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Darklands Spider	3317	3200	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Sweep as per the MK 6 ability, once per day.						Fin



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5 BD Stupid Sh*t

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
	3331	700	1	Y	Y	1

1 When invoked by the bonded owner, this item will allow the user to perform a Leap as per the MK 2 ability, once per day.

Total Value of all items:	3900 + 100 gold	4000
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