



# PC Item Details Report

06-Apr-2022

IFGS ID: 5038

## 1 DR Love Child

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+2 Ring Of Protection</b>	1009	4500		Y	Y	1
1 When worn by the bonded owner, this ring provides two additional points of armour from all forms of physical attack.						Fin
<b>Tamed Mouse of Bypass Mechanical Trap, 1xpd</b>	2322	1300	1	Y	Y	1
1 When wielded by the bonded owner, this item will perform a BYPASS TRAP MECHANICAL as per the TH 4 ability, once per day.						Fin
<b>Treywood Goblet, 1xpd</b>	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
<b>Sugar Skull Necklace #29</b>	3363	2900	1	Y	Y	1
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 perform an Immunity To Knockdowns as per the MK 10 ability, once per day.						
3 Finally. this item will allow the user to perform an Evade as per the MK 7 ability, one time only.						Fin
<b>Cannibas of Enhances Senses</b>	3441	1960	3	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Enhanced Senses as per the RN 5 ability, three times per day						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Murron's Memorial</b>	2314	744	1	Y	N	1
1 This item will auto-activate HEAL 12 pts when the bonded owner has been throat slit, once only.						Fin
<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.						Fin
<b>Miracle Max's Improved Chocolate Pill</b>	2323	1796		Y	N	1
1 Once eaten, this item will cast autoactivate LIFE SPARK per the Cleric s spell on the bonded owner when his/her life points reach 0 1 time ONLY.						
2 Five seconds later will autoactivate Heal 8 pts per the CL 1 spell on the bonded owner 1 time ONLY.						Fin
<b>Tin of 10 point Healing Tablets</b>	3313	120		Y	N	6
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
<b>Life Support</b>	332	270		Y	N	3
1 When invoked, allows the user to perform Life Support as per the MK 8 ability, one time only.						Fin
<b>10 Point Healing Bead, 3xpd</b>	144	3600	3	Y	Y	1
1 When invoked by the bonded owner, this item provides ten points of Healing as per the CL 1 spell, three times per day.						Fin
<b>Spoon of The Fourfathers</b>	3436	3700	1	Y	Y	1
1 When used by the bonded owner, this spoon will allow the user to perform a Neutralize Posion, including Red Death as per the TH 10 ability, once per day.						
2 If the user is below level 8 then the spoon will instead allow the user to cast Neutralize Poison as per the CL 4 spell, once per day.						
3 In addition, the item will provide 10 points of Healing as per the CL 1 spell cast at level 5, once per day.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Ring of Know Aura</b>	2091	50		Y	N	1
1 When invoked, this ring allows the user to cast a Know Aura as per the MU 2 spell, one time only						Fin



# PC Item Details Report

06-Apr-2022

IFGS ID: 5038

## 1 DR Love Child

### 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 spell, once per day. *Fin*

Magus Tarot Card	990	1850	1	Y	Y	1
------------------	-----	------	---	---	---	---

1 When invoked by the bonded owner, will cast each of the following one time per day: Legend Lore per the Monk's ability AND Foresee 1 Question 2 times per day. *Fin*

Additional Language	429	500		Y	N	1
---------------------	-----	-----	--	---	---	---

1 When invoked, the owner will learn and be able to read and write a language not currently known. Examples include Common, Orcish, Elvish, Demonic, Celestial, and so on. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spider Silk Thread	913	100		Y	Y	1

1 Contains 120 feet of magic thread, small enough to fit on a sewing thread spool.

2 The rope will not twist or tangle. *Fin*

Everfull Vial Of Water	925	100		Y	Y	1
------------------------	-----	-----	--	---	---	---

1 When used by the bonded owner, generates one cup of pure, drinkable water every six seconds.

2 This is NOT the DR spell "Spring Water" not the Ranger ability "Purify Water". *Fin*

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*

Animated Unbreakable Spider Silk Rope	2321	230		Y	Y	1
---------------------------------------	------	-----	--	---	---	---

1 Then wielded by the bonded owner, this is magic, unbreakable animated rope. This 120 foot rope is unbreakable, uncut-able, and non-destroyable by any person other than the bonded owner.

2 If cut by the bonded owner, it can be repaired by a Mend spell.

3 It will obey simple commands from its bonded owner, but cannot be used in melee.

4 The rope is thin enough to fit on one sewing thread spool. *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.

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*

Walk On Liquids, 1xpd	351	1000	1	Y	Y	1
-----------------------	-----	------	---	---	---	---

1 When invoked by the bonded owner, allows the user to perform Walk On Liquids as per the MK 7 ability, once per day. *Fin*

Spirit Wolf Familiar 3 (fully activated)	3477	13830	1	Y	Y	1
--	------	-------	---	---	---	---

1 When interacting with the bonded owner, this is a Spirit Wolf familiar.

2 This Familiar can Carry as per the rules on Familiar Scouting once per day.

3 This Familiar can perform Tracking as per the MK 3 ability, once per day.

4 This Familiar can perform a Wathit as per the RN 4 ability on Greatest Weakness AND on Greatest Strength, once per day.

5 This Familiar can perform a Sense I as per the MK 4 ability, once per day.

6 This Familiar can cast Remove Glyph as per the CL 4 spell cast at level 10, once per day.

7 This Familiar can cast an Unearthly Howl (Spook) as per the MU 2 spell cast at level 10, once per day. *Fin*



# PC Item Details Report

06-Apr-2022

IFGS ID: 5038

## 1 DR Love Child

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Crystal Mountains Ever Changing Elements Weapon	2695	8600		Y	Y	1

- When wielded by the bonded owner, this is a +2 magic Everchanging Elemental sword whose base damage is Earth
- The type of Elemental damage may be changed between any one of Earth, Fire, Ice, and Lightning once every 5 seconds. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
5 Point Spell Crystal	889	250	1	Y	N	1

- When invoked, provides the user with five additional spell points, one time only. *Fin*

1 Point Spell Point Generator	890	500	1	Y	Y	1
-------------------------------	-----	-----	---	---	---	---

- When invoked by the bonded owner, provides the user with one additional spell point, once per day. *Fin*

1 Spell Point crystal	923	50		Y	N	9
-----------------------	-----	----	--	---	---	---

- Spell point crystal, 1 point, one time only. *Fin*

2 Point Spell Point Generator	960	1000	1	Y	Y	1
-------------------------------	-----	------	---	---	---	---

- When invoked by the bonded owner, generates two spell points, once per day. *Fin*

1 Point Spell Point Generator, 1xpd	2324	500	1	Y	Y	1
-------------------------------------	------	-----	---	---	---	---

- When invoked by the bonded owner, it provides the owner with one additional spell point, once per day. *Fin*

1 Point Spell/Ability Point Generator, 6xpd	2688	2400	6	Y	Y	1
---	------	------	---	---	---	---

- When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.
- When acquired, the bonded owner must set whether this item generates Spell points OR ability points. *Fin*

3 Point Spell Point Generator, 1xpd	2694	1500	1	Y	Y	1
-------------------------------------	------	------	---	---	---	---

- When invoked by the bonded owner, this item will generate three additional spell points, once per day. *Fin*

10 Point Spell Point Generator, 1xpd	3035	5000	1	Y	Y	1
--------------------------------------	------	------	---	---	---	---

- When invoked by the bonded owner, this item will generate 10 spell points, once per day. *Fin*

10 Ability Points Generator, 6xpd	116	24000	6	Y	Y	1
-----------------------------------	-----	-------	---	---	---	---

- When invoked by the bonded owner, this item provides ten addition spell or ability points to the user, six times per day. *Fin*

10 Ability Points Generator, 3xpd	113	14000	3	Y	Y	1
-----------------------------------	-----	-------	---	---	---	---

- When invoked by the bonded owner, this item provides ten addition spell or ability points to the user, three times per day. *Fin*

<b>Total Value of all items:</b>	<b>105254+11981 gold</b>	<b>117235</b>
----------------------------------	--------------------------	---------------

## 3 KN Lavender

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring Of Protection	1602	1500		Y	Y	1

- When worn by the bonded owner, this is a +1 Ring of Protection and will add 1 point of armour against all forms of physical attack. *Fin*



# PC Item Details Report

06-Apr-2022

IFGS ID: 5038

## 3 KN Lavender

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Elven Brooch, 5th level	1647	1200	1	Y	Y	1
1	When worn by the bonded owner, this item will allow the user to perform a Conceal Self at 5th level as per the TH ability.					
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

### 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	4
1	When invoked by the bonded owner, provides 2 points of Healing as per the CL spell, once per day.					Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Headband of Converse, 1xpd	2122	600	1	Y	Y	1
1	When worn by the bonded owner, this gauntlet allows the user to cast Converse as per the CL 5 spell, once per day.					Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Create Holy Water, opd	1606	500	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to Create Holy Water as per the CL spell, once per day.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Weapon	2123	3600		Y	Y	1
1	When wielded by the bonded owner, this is a +2 magic weapon.					Fin
Baby Boo-Boo Jellyfish (Pain Strike -3)	1755	1815	1	Y	Y	1
1	This MAGIC ITEM is a small figurine made of various materials. When the bonded owner chooses, this item will become the creature it represents and be a companion to the bonded owner. This is for role-playing purposes ONLY. It may switch back and forth					
2	forth from figurine to creature at the will of the bonded owner. This item is not a familiar; it is a MAGIC ITEM and is subject to the rules of magic items. Will cast PAIN STRIKE -3 (Cleric 4, level 4 active) 1 time per day.					
3	The Pain Strike may be raised to a total of 5 points at a cost of 550 per point.					Fin
Seaweed of the Mighty Sailor	2162	63		Y	N	2
1	When consumed, the user will grow exceptionally strong as if they had received a Strong-Arm +2, one time only.					Fin

Total Value of all items:	11093+3426 gold	14519
---------------------------	-----------------	-------

## 4 MU Godor

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracer of Leap, 1xpd	2637	700	1	Y	Y	1
1	When worn by the bonded owner, this bracer allows the user to perform a Leap as per the MK 2 ability, once per day.					Fin
Singing Butterfly Ring	2638	50		Y	Y	1
1	When worn by the bonded owner, this butterfly ring sings loud enough to be heard within 10 feet of the wearer. All the time. Non-stop. Hope you like singing.					Fin



# PC Item Details Report

06-Apr-2022

IFGS ID: 5038

## 4 MU Godor

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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
Total Value of all items:		1270+1982 gold		3252		

## 6 TH Daisy

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Heal, 1xpd	3502	480	1	Y	Y	1
1 When invoked by the bonded owner, this item casts a 4 point heal as per the CL 1 spell, once per day.						Fin
2 Point Healing Bead, 1xpd	118	240	1	Y	Y	1
1 When invoked by the bonded owner, this item provides two points of Healing as per the CL 1 spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
20 Acres of Land from Sir Tainly's Estate in Fiorgynsheim	3500	0		N	Y	1
1 This is 20 acres of land from the estate of Sir Tainly of Fiorgynsheim (Rich Adkisson).						Fin
Complete Set of Everfull Vials	3501	400		Y	Y	1
1 When used by the bonded owner, this is a set of four everfull vials: one each of Oil, Acid, Water, and wine.						
2 This set cannot be broken up or subdivided in any way.						Fin
Total Value of all items:		1120+850 gold		1970		