



PC Item Details Report

06-Apr-2022

IFGS ID: 5046

1 FT Lady Aedra Diore

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Healing Bandage	968	480	1	Y	Y	1
1 When used by the bonded owner, provides four points of healing, once per day.						Fin
+2 Ring Of Protection	1082	4500		Y	Y	1
1 When worn by the bonded owner, this ring adds two points of protection from all forms of physical damage.						Fin
+0 Plate Mail	1146	1650		N	Y	1
1 When worn, this mundane Plate mail provides 3 points of protection from all forms of physical attack.						
2 This item has been upgraded to +0 magic Plate.						Fin
Life Support, 1xpd	2275	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 MKS 8 ability, once per day.						Fin
Page of Valkyrie Armor	2536	17680	1	Y	Y	1
1 When this page is burned the bonded owner is coated in the glow of a Valkyrie that provides the following abilities for that combat. The combat the page reforms in the user's hand after being burnt, however it is blank until the next day.						
2 Any armour the user is wearing becomes +5, once per day.						
3 In addition, the user will have the ability to perform a Sense I as per the MK 4 ability, once per day.						
4 In addition, the user will be under the influence of a Spell Defense as per the MU 4 spell, once per day.						
5 Finally, the user will be able to perform an Immunity To Knockdown as per the MKM 10 ability, once per day.						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
Shadowlands Kill Kitten 7-8 Familiar	3397	3025	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform ONE of the following: Balance per the MK 5 ability, once per day ~ OR ~ Climbing as per the TH 5 ability, once per day.						Fin
2 In addition, it will cast ONE of the following: Safe Fall as per the MK 3 ability performed at level 5, once per day, ~ OR ~ Leap per the MK 2 ability, once per day.						Fin
3 This KillKitten is a familiar.						Fin
Second Chance: Evade, 1xpd	3606	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform an Evade as per the MMK 7 ability, once per day.						Fin
Third Eye Lense: LI Enhance + 2, 1xpd	3595	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a +2 LI Enhance as per the MU 6 spell, once per day.						Fin
The Life of a Friend: Resist Death, 10 pts, 1xpd	3603	2600	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Resist Death, 10 points as per the KN 7 ability performed at level 10, once per day.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Healing Bandage	963	480	1	Y	Y	1
1 When used by the bonded owner, provides four points of healing, once per day.						Fin
Gem of Healing, 4 points, once per day	1041	480	1	Y	Y	1
1 When wielded by the bonded owner, this item provides 4 points of healing, once per day.						Fin
Bracer Of Healing	1092	864	4	Y	Y	1
1 When invoked by the bonded owner, this item provides 2 points of healing, four times per day.						Fin



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
Heal 4 Pts, 6x day	1132	2880	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 4 points of healing, six times per day.						Fin
Gloves Of The White Rider	1408	1680	1	Y	Y	1
1 When worn by the bonded owner for at least 10 minutes, these glovves cast 14 Points of Healing, once per day.						Fin
6 point Healing Crystal	1418	72		Y	N	2
1 When invoked, casts 6 points of healing as per the CL spell,one time only.						Fin
2 Point Healing Crystal	1419	24		Y	N	2
1 When invoked, casts 2 points of healing as per the CL spell,one time only.						Fin
Scroll of Freeze Poison	1920	50		Y	N	1
1 When read, this scroll allows the owner to cast Freeze Poison as per the CL 2 spell, one time only.						Fin
Miracle Max's Improved Chocolate Pill	2218	1796		Y	N	1
1 This item will autoactivate a LIFE SPARK per the CL 6 spell on the bonded owner when his/her life points reach 0, one time only.						
2 Five seconds later it will autoactivate HEAL 8 points on the bonded owner, one time only.						Fin
2 Point Healing	2244	24		Y	N	1
Gem of Life Spark	2279	500		Y	N	1
1 When invoked, this item allows the user to cast Life Spark as per the CL 6 spell, one time only.						Fin
2 Points Healing, 1xpd	2280	240	1	Y	Y	6
1 When invoked by the bonded owner, this item provides two points of Healing, once per day.						Fin
2 Points Healing	2281	24		Y	N	22
1 When invoked, this item provides two points of Healing, one time only.						Fin
Butterfly #20, 1xpd	3025	740	1	Y	Y	1
1 When invoked by the bonded owner, this Butterfly will cast 2 points of Healing as per the CL 1 spell, once per day.						
2 In addition, this butterfly will generate one spell point, 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
Heraldic Lore	1094	40		Y	N	1
1 When invoked, allows the user to perform Heraldic Lore as per the KN ability, one time only.						Fin
Field Guide To Magical Symbols	1143	100		Y	Y	1
1 This magical tome contains a list of all known magical symbols, including all Mage symbols and all known Glyphs.						Fin



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1 FT Lady Aedra Diore

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Marraige To Aysu	1438	3000	1	Y	Y	1
1 As long as the owner is married to Aysu, they gain EACH of the following abilities, once per day: 1) Walk On Liquids as per the MK 7 ability 2) Breathe Water as per the DR 5 spell Plant Seek: Sponge, and 3) Spring Water as per the DR 1 spell.						Fin
Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will ast 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
Feather - Hero of the Navarro	3184	0		N	N	1
1 This feather indicates that the wearer is a Hero of the Navarro people.						Fin
Ring of Essence of Scorn	3455	0	1	Y	Y	1
1 When worn by the bonded owner, this ring allows the PC to have the ability to copy one ability of an opponent, either a NPC or another PC, once per day.						
2 This item gives the PC a psychic link to the Scorn with whom they met at the game Face Of Scorn.						
3 This item changes the detectable alignment of the PC to the alignment of the Scorn they met with instead of their normal alignment.						
4 This is a Closed World Item and may only be used in a game by Lyn Wood as specified by the Game Writer or by the GM or with Lyn Wood and the other Game Writers permission.						Fin
	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sevin's Necklace	984	1720	1	Y	Y	1
1 Will allow the bonded owner to 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.						
2 The damage will be considered magical. Will also cast ONE of the following one time per day: Gale per the Druid's spell OR MIST BRIDGE per the Druid's spell.						Fin
Rainbow Lizard	1093	800	1	Y	Y	1
1 When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.						
2 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
+2 Sword	1405	3600		Y	Y	1
1 When wielded by the bonded owner, this is a +2 magic sword.						Fin
Gauntlet of Power	1705	1800	1	Y	Y	1
1 When invoked by the bonded owner, this item casts a 12 point Avenging Blow as per the L6 KN 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
+4 Sword	1389	12000		Y	Y	2
1 When wielded by the bonded owner, this is a +4 magic sword.						Fin
Ring Of Electrify, 2cpd	1511	1500	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast a 10 point Electrify as per the MU spell, once per day.						Fin



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OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull Necklace #3	3337	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 cast a 14 point Earth Seeds of the Elements spell as per the DR 6 spell cast at level 7, once per day.					
3	The Seed may be raised to a total of 20 pts (10th lvl) at a cost of 100 per pt.					
4	This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.					Fin
Total Value of all items:		98229+26934 gold	125163			

2 DR Sera

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring Of Protection	952	1500		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
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
Potion of Minor Healing (4 pts)	2165	48		Y	N	3
1	When consumed, this potion provides 4 points of healing, one time only.					Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Bump of Direction	2164	60		Y	N	2
1	When read, this scroll will cast Bump of Direction as per the CL 1 spell, one time only.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Tankard of Everfullness	2169	50		Y	Y	1
1	When invoked by the bonded owner, this tankard will produce the last alcoholic beverage drank by the bonded user that was poured into this tankard, once every 5 seconds.					
2	This item is intended for role-playing purposes only. It is up to the GP/GM of any future game to determine if this item can provide any utility besides role-playing.					Fin
Ranger Herb, Any, innate, 1xpd	2539	3586	1	Y	Y	1
1	This innate ability will allow the user to perform a Rangers Herb, Any as per the RN 6 ability, once per day.					Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Seaweed of the Mighty Sailor	2162	63		Y	N	1
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: 6255+2264 gold 8519

3 KN Nephy

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing Potion	1784	24		Y	N	1
1	When consumed, this provides 2 points of healing, one time only.					Fin
6 Point Healing Bead, 6xpd	135	4320	6	Y	Y	1
1	When invoked by the bonded owner, this item provides six points of Healing as per the CL 1 spell, six times per day.					Fin



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3 KN Nephy

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spoon of The Fourfathers	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
Wathit, 1xpd	377	1200	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform a Wathit as per the RN 4 ability, once per day.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wand of Avalon, 1xpd	2909	520	1	Y	Y	1
1	When invoked by the bonded owner, this wand will allow the user to cast Identify Plant/Animal as per the DR 0 spell, once per day.					
2	Currently inactive - The owner can also cast Know Aura as per the MU 2 spell, once per day.					
3	Currently inactive - The owner can also cast Major Lore as per the KN 3 spell, once per day.					
4	Currently inactive - The owner can also perform a Legend Lore as per the MK 1 ability, once per day.					
5	Currently inactive - The owner can also cast Savvy as per the MU 1 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

Intuit Code, 1xpd	391	1400	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform Intuit Code as per the TH 4 ability, once per day.					Fin

Memory, 1xpd	393	1000	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform Memory as per the TH 3 ability, once per day.					Fin

Strong Arm +5, 6xpd	423	12000	6	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast a +5 Strong Arm as per the MU 2 spell cast at level 10, six times per day.					Fin

Bowl of Sentient Spaghetti Familiar	3440	1000		Y	Y	1
1	This bowl of spaghetti has been blessed by the Forefathers and has gained sentience to become a basic Familiar for its bonded owner.					Fin

Cornucopia of Holding	3446	2000		Y	Y	1
1	When used by the bonded owner, this Cornucopia functions as a 10 cubic foot bag of holding.					Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Weapon	2120	1200		Y	Y	1
1	When wielded by the bonded owner, this is a +1 magic weapon.					Fin

10 Point Electrify, 1xpd	2127	750	1	Y	Y	1
1	When worn by the bonded owner, this item allows the user to cast a 10 point Electrify as per the MU 1 spell cast at L5, once per day.					Fin

Total Value of all items:	31314+9940 gold	41254
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4 RN Angie Jenkins

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
+2 Ring of Protection	2449	4500		Y	Y	1
1 When worn by the bonded owner, this ring provides 2 points of additional protection from all forms of melee damage.						Fin
Chainmail	2886	400		N	Y	1
1 This is a suit of mundane Chainmail.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pirate Bota	1746	2260	1	Y	Y	1
1 This is an EVERFULL VIAL of RUM. Will cast HEAL 18 points in any increment, minimum 2 pts, 1 time per day. To activate must say But why is all the rum gone?						Fin
8 Point Healing Potion	2453	96		Y	N	1
1 When completely consumed, this potion will heal for 8 points, one time only.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Magical Assay Kit, 1xpd	1785	1080	1	Y	Y	1
1 When used by the bonded owner, this item casts a Savvy as per the MU 1 spell, once per day. It also casts a Guage Value of mundane items as per the TH 1 ability, once per day.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Fritz's Pistol	1573	800	1	Y	Y	1
1 When wielded by the bonded owner, allows the user to cast an 8 point Deadeye as per the MU spell, once per day.						Fin
+1 Weapon	2450	1200		Y	Y	1
1 When wielded by the bonded owner, this is a +1 magic staff.						Fin
+1 Magic Staff	2452	1200		Y	Y	1
1 When wielded by the bonded owner, this is a +1 magic staff.						Fin
Yellow Leaf of Druidic Might	2722	450		Y	N	1
1 When invoked, this Yellow Leaf allows the user to cast a Lightbeam - Moonbeam as per the DR 8 spell, one time only.						
2 In addition, it allows the user to cast a Lightbeam - Starlight as per the DR 8 spell, one time only.						
3 In addition, it allows the user to cast a Lightbeam - Sunbeam as per the DR 8 spell, one time only.						Fin
Arrow of Crash Time, Level 6	2887	660		Y	N	3
1 When fired, the target of this arrow will be affected by a Crash Time at level 6, as per the MU spell cast at level 6, one time only.						Fin
Arrow of Gale	2888	120		Y	N	1
1 When fired, the target of this arrow will be affected by a Gale as per the DR 4 spell, one time only.						Fin

Total Value of all items:	14966+5654 gold	20620
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5 MK Traveler

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring of Protection	1514	1500		Y	Y	1
1	When worn by the bonded owner, this is a +1 Ring of Protections and will add 1 point of armour against all forms of physical attack.					Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Book Of All Glyphs	2629	100		N	Y	1
1	This is a mundane book that contains all known information about all of the known Glyphs.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Animated Unbreakable Rope	1733	130		Y	Y	1
1	When used by the bonded owner, this is 100' of unbreakable rope that is animated.					Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Lightning Bow	2630	3200		Y	Y	1
1	When wielded by the bonded owner, this is a +2 bow.					
2	All damage dealt by this crossbow is lightning damage. (This was originally item #2076, but was upgraded to +2 in this game.)					Fin
Dice of 2 Point Elemental Flare, 1xpd	2175	480	1	Y	Y	1
1	When invoked by the bonded owner, this pair of dice will 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.					Fin
Killing Arrow	2219	1400		Y	N	1
1	This arrow will perform a Killing Arrow as per the RN 10 ability, one time only.					Fin
Githar's Arrow, Level 10	2220	620		Y	N	1
1	This arrow will perform a 10th level Githar's Arrow as per the RN 7 ability cast at level 10, one time only.					Fin
Recoverable Bolt	2221	150		N	N	10
1	This is a mundane recoverable crossbow bolt, usable once per combat.					Fin

Total Value of all items:	8930+5940 gold	14870
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6 MU Tesser

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Oil	2183	100		Y	Y	1
1	When invoked by the bonded owner, provides one cup of drinkable water (not Spring Water), every 5 seconds.					Fin
Self Moving Spool Rope	426	380		Y	Y	1
1	When used by the bonded owner, this is a 120 foot length of magical self moving rope.					
2	This rope is unbreakable and cannot be cut by any person other than the bonded owner. Should the bonded owner cut the rope, it can be repaired back to its original condition with a Mend spell.					
3	On command, this rope can reduce its size to a small spool of thread; and on the reverse command it can be restored to its original size and state.					
4	All aspects and restrictions of a self-moving item apply.					Fin
Red Chalice: The Largest	3472	100	1	Y	Y	1
1	This is an Everful Vial of 3 Century old Wine.					
2	Drinking from this Chalice will make this person taller than they were. in one foot increments, to a maximum size of 150% of their normal height.					
3	Lines on the inside of the cup will determine how much a person must drink to become that tall					Fin



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6 MU Tesser

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Crystal of Enchant - 2 SP Generator, 1xpd	2633	1000	1	Y	Y	1
1 When worn by the bonded owner, this ring generates 2 spell points, once per day.						Fin
1 Ability Point Crystal	80	50		Y	N	1
1 When invoked, this crystal provides one addition spell or ability point to the user, one time only.						Fin
2 Ability Points Generator, 6xpd	92	4800	6	Y	Y	1
1 When invoked by the bonded owner, this item provides two addition spell or ability points to the user, six times per day.						Fin
Total Value of all items:		6430+720 gold		7150		

7 TH Meredith

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Leather Armor	2222	90		Y	Y	1
1 When worn by the bonded owner, this is +0 magic leather armor.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Acid	2182	100		Y	Y	1
1 When invoked by the bonded owner, provides one cup of Acid, every 5 seconds. This item cannot be used in melee.						Fin
Animated Magic Rope	2186	130		Y	Y	1
1 When used by the bonded owner, this 100 foot rope is unbreakable, uncut-able, and non-destroyable by any person other than the bonded owner.						
2 It can be repaired by a Mend spell.						
3 It will obey simple commands from its bonded owner, and cannot be used in melee.						Fin
Killkitten's Grace, 1xpd	2583	990	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform Balance as per the MK 5 ability, once per day. This item is innate.						Fin
Baby Fairy Dragon, 1xpd	3015	1280	1	Y	Y	1
1 When invoked by the bonded owner, this baby Dragon will cast a 2 Point Flare per the DR 2 spell, once per day.						
2 User must choose Earth or Fire or Ice or Lightning, and the Flare will remain that one element.						
3 The Flare can be raised to a total of 20 points at a cost of 100 per point.						
4 The Dragon can also case a Forsee as per the CL 2 spell, once per day.						Fin
Total Value of all items:		2590+1780 gold		4370		

8 BD Ourania, the Amazon

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Amazonian Bracers of Missile Protection, 1xpd - inactive	3304	400		Y	Y	1
1 When worn by the bonded owner, these bracers will allow the user to cast Missile Protection as per the MU 5 spell, twice per day.						
2 The bracers are ceurrently inactive. Each of the two instances of the SAS may be activated at a cost of 2000 gp per once-per-day invocation.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Seekerstone (Lodestone)	564	600	1	Y	Y	1



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Coldfire Lantern	511	400	1	Y	Y	1
Sealed Flask	542	1		N	Y	1
Shovel	543	1		N	Y	1
Silk Pouch	547	1		N	Y	1

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull Necklace #7	3341	3000	1	Y	Y	1
1 The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.						Fin
2 This item will generate one additional SAS point, six times per day.						
3 Finally, it will also cast 4 points of Healing as per the CL 1 spell cast at level 2, once per day.						Fin
Carved Dweorite (1 spell/ability point)	565	50		Y	N	50
Dweorite Geode (1 spell/ability point)	566	500		Y	N	5

Total Value of all items:	9403+765 gold	10168
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50 TE Saffron

SCRAP

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scrap, Grade 1	641	1			N	1
1 Scrap, Grade 1						Fin

Total Value of all items:	\$13.40
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