



PC Item Details Report

08-Nov-2018

IFGS ID: 5110

1 AL Gozer The Gozerian

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Early Bird Of Warning, 1xpd	1551	1680	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a Sense I as per the MK ability, once per day.						Fin
Black Raven Feather	1708	1300	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Death Feint as per the L3 MK ability, once per day.						
2 While in this state the user will enter a dream world. In this dream world the user dreams are dependent on their alignment. A good alignment will dream happy dreams while an evil alignment will have terrible nightmares.						
3 This dream state will give the user no information and is strictly for role playing.						Fin
Dodge Blow, 1xpd	1893	2500	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the owner to perform a Dodge Blow as per the FT 7 ability, once per day.						Fin
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
Evade, 1xpd	2419	4000	1	Y	Y	1
1 When used by the bonded owner, this bead allows the user to perform an Evade as per the MKM 7 ability, once per day.						Fin
Ring of Resistance, 1xpd	2463	4530	1	Y	Y	1
1 When worn by the bonded owner, this ring allows the user to perform a Resist Death for 7 poits, as per the KN 7 ability, once per day.						
2 It also allows the user to perform a Resist Pain as per the KN 5 ability, once per day.						
3 Finally, it allows the user to perform a Sense II as per the MK 6 ability, once per day.						Fin
Missile Protection, 1xpd	2549	2000	1	Y	Y	1
1 When worn by the bonded owner, this item allows the user to cast Missile Protection as per the MU 5 spell, once per day.						Fin
Tooth of Death, 1xpd	2566	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Life Support as per the MKS 8 ability, once per day.						Fin
Belt of Kip, 1xpd	2597	1620	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Kip as per the MKS 4 ability, once per day.						Fin
+0 Magic Size-Changing Shield	2742	340		Y	Y	1
1 When carried by the bonded owner, this is a +0 magic shield. In addition, this shield can change its size once every 5 seconds at the will of the owner.						Fin
Pauldron of Spell Absorption, 1xpd	2744	8000	1	Y	Y	1
1 When invoked by the bonded owner, this Pauldron allows the users to cast Spell Absorption at level 8 as per the MU 8 spell, once per day.						Fin
Phase Out	2863	195		Y	N	1
1 When invoked, allows the user to cast a Pahse Out as per the MU 4 spell, one time only. A white flag is required.						Fin
Butterfly #19, 1xpd	3103	800	1	Y	Y	1
1 When invoked by the bonded owner, this Butterfly will allow the user to perform a Sense II as per the MK 6 ability, once per day.						Fin
Life Support, 1xpd	3208	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Life Support as per the MK 7 ability, once per day.						Fin



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	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
The Enormous And All Encompassing Glyph Book	3318	2930	1	Y	Y	1

- 1 This is a mundane book of all glyphs, including some rare glyphs. In addition, it will cast the following:
- 2 Reveal Glyph per the 3rd lvl CL spell, 1XDay.
- 3 Remove Glyph 6th level per the 4th lvl Cleric spell cast at level 6, one time only.
- 4 Remove Glyph 8th level per the 4th lvl Cleric spell cast at level 8, one time only.
- 5 Remove Glyph 10th level per the 4th lvl Cleric spell cast at level 10, one time only.
- 6 In addition, this book will cast the following Lores:
- 7 Battlefield Lore per 1st lvl Fighter ability, one time only.
- 8 Heraldic Lore per 1st lvl Knight ability, one time only.
- 9 Legend Lore per 1st lvl Monk ability, one time only.
- 10 Major Lore per 3rd lvl Knight ability, one time only.
- 11 Nature Lore per 1st lvl Ranger ability, one time only.
- 12 People Lore. per 2nd lvl Thief ability, one time only.
- 13 Religion Lore per 1st lvl Cleric ability, one time only.
- 14 Track Lore per 7th lvl Ranger ability, one time only.
- 15 Finally, this book comes with a 3 cubic foot Bag of Holding. *Fin*

Sugar Skull Necklace #14	3348	2862	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 perform Life Support as per the MKS 8 ability, once per day.
- 3 Finally, the own can perform a Kip as per the MK 4 ability, one time only. *Fin*

+5 Platemail	42	26500		Y	Y	1
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- 1 When worn by the bonded owner, this is a +5 plate mail armor, which provides eight points of armor against all forms of physical attack. *Fin*

Wraith Kings Amulet, 1xpd	3431	4000	1	Y	Y	1
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- 1 When invoked by the bonded owner, this Amulet will allow the user to cast Immunity to Control Undead, once per day.
- 2 If the Immunity to Control Undead is not allowed by the GP or the GM, then this amulet allows the user to cast Spell Negation as per the MU 6 spell cast at level 10, once per day. *Fin*

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
2 Points of Healing, 1xpd	2111	240	1	Y	Y	2

- 1 When invoked by the bonded owner, this item provides 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 cannot be sold, traded, lost, or given away. *Fin*

2 Points Healing, 1xpd	2690	240	1	Y	Y	10
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- 1 When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day. *Fin*

Bead of Life Support, 1xpd	3146	2700	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item allows the user to perform a Life Support as per the MKS 6 ability, once per day. *Fin*



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KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Glass Sword of Truth, 1xpd	3104	2700	1	Y	Y	1
1	When wielded by the bonded owner, this is a +0 magic sword. The base material is a transparent glass.					
2	This sword allows the user to case True Sight as per the MU 7 spell, once per day.					
3	In addition, the user can cast Truth Force at level 1 as per the CL 8 spell, once per day, but this spell is currently inactive. It can be made active for 1000 gp.					
4	The level of the Truth Force can be increased to a maximum of level 10 by paying an additional 1000 gp per level.					
5	While this sword is bonded to the owner, the owner must AT ALL TIMES tell the truth. They absolutely can not tell a lie in any form, not even little white lies, nor can they lie through omission. <i>Fin</i>					

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Rainbow Lizard	1649	1000	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. <i>Fin</i>					
Item of Autocast	2351	3000	1	Y	Y	1
1	When worn by the bonded owner, this item allows the user to cast an Autocast as per the MU 7 spell, once per day. <i>Fin</i>					
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. <i>Fin</i>					
Boots of Walk On Liquids, 1xpd	2598	1000	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform a Walk On Liquids as per the MKS 7 ability, once per day. <i>Fin</i>					
Chaos Anti-God Beholder Monster Child: Erebos	2628	100		Y	Y	1
1	This is a young, pure chaos Beholder, raised from the dead and named Erebos. <i>Fin</i>					
Namari Wolf - Orion, 1xpd	2745	1480	1	Y	Y	1
1	When with its bonded owner, this is a Wolf Familiar named "Orion". Orion has several abilities. He can send a Message as per the MU 2 spell, once per day.					
2	Orion acts as a one point spell point generator, once per day.					
3	Finally, Orion can cast a 4 point Heal as per the CL 1 spell, once per day. <i>Fin</i>					
One Complete Human Skeleton	2749	100		N	N	1
1	This is the complete skeleton of the late, lamented "Billy Bones Jones". <i>Fin</i>					
Arachnodrake	2793	50		Y	Y	1
1	This is a captured and contained Arachnodrake. It is NOT under control and will not obey orders. <i>Fin</i>					
Wendigo	2794	50		Y	Y	1
1	This is a captured and contained Wendigo. It is NOT under control and will not obey orders. <i>Fin</i>					
Marut	2795	50		Y	Y	1
1	This is a captured and contained Marut. It is NOT under control and will not obey orders. <i>Fin</i>					
Mark Of Death	2913	0		Y	Y	1
1	This PC has been permanently Marked by the Avatar of the Paragon of Death and are hereby marked by all creature s under death s control. You will be targeted first in battles, etc, if Death is in command of the enemy. <i>Fin</i>					
Aspect Of Air, 1xpd	3217	5400	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to autocast Gale as per the DR 4 spell, once per day. <i>Fin</i>					



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Misty Ghost	3323	2750	1	Y	Y	1

1 When invoked by the bonded owner, this item will allow the user to ONE of the following, once per day.

2 Mist Servant as per the DR 7 spell, OR

3 Phase Out as per the MU 4 spell, OR

4 Mist Bridge as per the DR 6 spell.

Fin

Shadowlands Kill Kitten 7-8	3333	2025	1	Y	Y	1
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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.

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

Morgul Blade	3404	10		Y	Y	1
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1 This is a Morgul Blade. The properties of this item have not yet been defined, so at this time this item is for Roleplaying purposes only, and GP approval is required for anything else. Fin

Fork of the Fourfathers	3437	3650	1	Y	Y	1
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1 When used by the bonded owner, this fork will allow the user to cast Telekinesis as per the MU 6 spell, once per day.

2 In addition, the user can throw this fork to perform a Penetrating Arrow as per the RN 2 ability, once per day.

3 Finally, the use may also perform a Gauge Opponent-Total Armor as per the FT 4 ability, once per day. Fin

Bowl of Sentient Spaghetti Familiar	3440	1000		Y	Y	1
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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

Spirit Snake Familiar 3	3482	3400	1	Y	Y	1
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1 When interacting with the bonded owner, this is a Spirit Snake familiar.

2 This Familiar can perform an Escape Bonds as per the MK 2 ability, once per day.

3 This Familiar can perform a Speak With Animals as per the RN 1 ability, once per day.

4 This Familiar can cast Neutralize Poison as per the CL 4 spell, once per day.

5 This Familiar can cast Reverse Lock up through level E as per the MU spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 4000 gp.

6 This Familiar can perform a Neutralize Non-Magical Disease as per the RN 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1000 gp. Fin

Spirit Snake Familiar 3	3482	3400	1	Y	Y	1
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1 When interacting with the bonded owner, this is a Spirit Snake familiar.

2 This Familiar can perform an Escape Bonds as per the MK 2 ability, once per day.

3 This Familiar can perform a Speak With Animals as per the RN 1 ability, once per day.

4 This Familiar can cast Neutralize Poison as per the CL 4 spell, once per day.

5 This Familiar can cast Reverse Lock up through level E as per the MU spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 4000 gp.

6 This Familiar can perform a Neutralize Non-Magical Disease as per the RN 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1000 gp. Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wooden Bow, broken	2160	10		N	N	1

1 This is a mundane wooden bow made of ash, but it is broken. Fin

Bead of Throw, 2xpd	2417	4480	2	Y	Y	1
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1 When used by the bonded owner, this bead allows the user to perform a Throw as per the MK 5 ability, once per day. Fin

Stygian Holy Water, 1xpd	2653	3000	1	Y	Y	1
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1 When wielded by the bonded owner, this is a bottle of holy water from the Rixer Styx.

2 When thrown at a target, it casts For Brain as per the MU 2 spell at level 10, once per day. Fin



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OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Heart Ripping, 1xpd	3150	0	1	Y	Y	1

1 This special ability allows the user to pull the heart out of a creature, while leaving the creature alive. All rules of knockout blow apply, i.e., bound etc.

2 The user must be 5 levels above the level of the person whose heart is being removed.

3 Allows the holder to have a permanent Enthral per the MU ability at the PCs level +4 over the creature whose heart is being held for as long as the Heart is held.

4 Allows the wielder to kill the creature by crushing the heart.

Fin

Trapper's Poison

3147	Zero			N	N	2
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1 ?

Fin

Rain Of Arrows, unlimited

3216	900			Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to cast Make Arrows as per the RN 1 spell, once every five seconds.

Fin

Morgul Blade

3241	0			Y	Y	3
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1 See the script for the game "The Ring" for a full accounting of the original properties of this blade.

2 This item may ONLY be used for roleplaying purposes.

Fin

Slicks Skullflower

3420	100			Y	N	1
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1 This is a magical necromantic plant known to grow in swamps, deadlands, and graveyards. Difficult to make flower, but if the user manages to do so; this plant can be used by novice necromancers to raise the dead when their skills are minimal.

2 To use: Must know Ritual Mastery X or have 5 Ritual Masters Equalling 10 or more total levels; Requires Herbology Tome, and Gather All Other Alchemical Ingredients for the Ritual: Avatar of Life s Tears, Blood of a Martyr, Chokecherry Preserves, & a

3 Blessed Flower of Avalon -White. Will create a Raise Dead One Time Only Edible Skullflower (val. 5,000 GP if ritual completed and raise dead skullflower created!!). This Item and Ritual Can only be used by Game Design.

Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell Point Generator, 6xpd	2070	2400	6	Y	Y	1

1 When invoked by the bonded owner, this ring provides one additional spell point, six times per day.

Fin

Ring of 2 Spell Points, 6xpd

2644	2400	6	Y	Y	1
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1 When worn by the bonded owner, this ring generates 2 spell points, six times per day.

Fin

1 Point Spell/Ability Point Generator, 6xpd

2688	2400	6	Y	Y	1
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1 When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.

2 When acquired, the bonded owner must set whether this item generates Spell points OR ability points.

Fin

10 Ability Points Generator, 6xpd

116	24000	6	Y	Y	1
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1 When invoked by the bonded owner, this item provides ten addition spell or ability points to the user, six times per day.

Fin

ROLEPLAY

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Vial of Chaos Lycanthrope DNA	2469	0		N	N	1

1 This is a vial of Lycanthrope DNA, acquired from the Lycanthropes of Chaos.

2 (Note that this item is for roleplaying purposes only.)

Fin

Total Value of all items: 149822 + 24537 gold 174359

2 RN "Slim" Jlm

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Blight Immunity	1958	0		Y	Y	1

1 Having been brought to the edge of death by a Blight Demon and survived (in however convoluted a fashion), you have begun to develop a resistance to the contagion of that particular demon.

Fin



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2 RN "Slim" Jlm

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Leather Armour	2057	1540		Y	Y	1
1 When worn by the bonded owner, this is +1 magic leather armor.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Badge Of The Don	1532	480	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast a 4 point Heal as per the CL spell, once per day.						Fin

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

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Keepers Key	1955	1400	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the owner to Pick Locks as per the TH 1 ability, once per day.						
2 In addition, the owner can perform a Thief's Touch pas per the TH 4 ability, once per day.						Fin

Telekinesis, 1xpd	2850	1300	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast Telekinesis as per the MU 6 spell, once per day.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Dice of 2 Point Elemental Flare, 1xpd	2175	480	1	Y	Y	1
1 When invoked by the bonded owner, this pair of dice wil 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

+2 Crossbow	2230	3600		Y	Y	1
1 When wielded by the bonded owner, this is a +2 magic crossbow.						Fin

Rain Of Arrows, unlimited	2835	900		Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perm a Make Arrows - creating 5 mundane arrows - as per the RN 2 ability, once every 5 seconds.						Fin

Total Value of all items:	10492 + 860 gold	11352
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3 TH Greggor Nasty aka "Mr. Prince"

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Leather Armour	2057	1540		Y	Y	1
1 When worn by the bonded owner, this is +1 magic leather armor.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	1589	240	1	Y	Y	2
1 When invoked by the bonded owner, provides 2 points of Healing as per the CL spell, once per day.						Fin

2 Points Healing	1593	24		Y	N	16
1 When invoked, provides 2 points of Healing as per the CL spell, one time only.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Friendship with Goblins	1588	0		N	N	1
1 The PC can be identified by any Goblin as a "Friend to Goblins".						Fin



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3 TH Greggor Nasty aka "Mr. Prince"

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
7th Level Purple Fish Skin Curse	1798	0		Y	Y	1
1 This 7th level curse changes the portion of the body that touched the magic water into purple fish scales permanently.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracelet of Elemental Smite, 1xpd	1799	1170	1	Y	Y	1
1 This bracelet will allow the bonded wearer to perform an 8 point Flare as per the DR 4 spell Elemental Strike of the element of their choosing, once per day.						Fin

Total Value of all items: 3574 + 2223 gold 5797

4 MU Kamek

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Tree Shift	1695	130		Y	N	1
1 When invoked, casts a Tree Shift as per the DR spell, one time only.						Fin

Scroll Of Bypass Trap, Mechanical	1702	130		Y	N	1
1 When invoked, casts a Bypass Trap, Mechanical, as per the TH ability, one time only.						Fin

+1 Ring Of Protection	2072	1500		Y	Y	1
1 When worn by the bonded owner, this ring provides 1 additional point of armor from all forms of physical attack.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Mist Servant	1691	190		Y	N	1
1 When invoked, casts a Mist Servant as per the DR spell, one time only.						Fin

Total Value of all items: 1950 + 2960 gold 4910

5 MU Soundwave

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Medallion of Healing, 1 xpd	2050	960	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast 8 points of healing as per the CL 1 spell cast at level 4 - OR - will cast a Diagnose as per the CL 3 spell, once per day.						Fin

Total Value of all items: 960 + 340 gold 1300

6 KN Sir Kilroy

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Vervain, 1xpd	2112	800	1	Y	Y	1
1 When invoked by the bonded owner, this item allows them to cast Plant Seek, Vervain as per the DR 5 spell, once per day.						Fin

Chainmail	2142	400		N	Y	1
1 This is mundane chainmail.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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



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6 KN Sir Kilroy

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Token of Make Arrows, unlimited	2108	900		Y	Y	1
1 When invoked by the bonded owner, this item allows them to Make Arrow as per the RN 2 ability, once every 5 seconds.						Fin
Arrow of Crash Time, Level 6	2887	660		Y	N	1
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

Total Value of all items: 3260 + 4435 gold 7695

7 FT Gram Pellcoh

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spring Onion	2675	Zero				1
1 ???						Fin

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Plate Mail	2676	1650		Y	Y	1
1 When worn by the bonded owner, this is +0 Plate mail.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Hellebore Pepper	2674	388		Y	N	1
1 When consumed, this pepper acts as a single does of Hellebore as per the RN 6 spell Ranger Herbs - Hellebore, one time only.						Fin

Total Value of all items: 2038 + 450 gold 2488

8 FT Darius Graccus

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

Total Value of all items: 1200 + 900 gold 2100

9 BD Alan Vic

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Communicator with Major Lore OR Forsee	3427	850	1	Y	Y	1
1 This device allows the user to communicate with the HOII 1 time per day and seek its wisdom.						
2 When used by the bonded owner, this item allows the user to perform a Major Lore as per the MK 3 ability, once per day ~ OR ~						
3 The bonded owner can cast a Forsee as per the CL 2 spell, once per day.						Fin

Total Value of all items: 850 + 600 gold 1450
