



PC Item Details Report

08-Nov-2018

IFGS ID: 5178

1 KN Shepp

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Treywood Goblet, 1xpd	2679	2100	1	Y	Y	2
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
Mask of the Mummer s Song, 1xpd	2729	3000	1	Y	Y	1
1 When worn by the bonded owner, this mask grants the ability to cast Disguise per the TH 7 ability performed at level 10, once per day.						Fin
Reverse Dust Storm	2730	500		Y	N	1
1 When invoked, this item allows the user to cast a Reverse Dust Storm as per the DR 7 spell, one time only.						Fin
+0 Magic Shield	2823	90		Y	Y	1
1 When wielded by the bonded owner, this is a +2 Magic Shield.						Fin
+2 Ring of Protection	2832	4500		Y	Y	1
1 When worn by the bonded owner, this is a +2 Ring of Protection. It adds 2 points of protection from all forms of physical damage.						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

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
2 Points Healing, 1xpd	2833	240	1	Y	Y	10
1 When invoked by the bonded owner, this item will allow the user to cast 2 points of Healing as per the CL 1 spell, once per day.						Fin

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
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.						
Friend of the Shadows	2862	0				1
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

OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
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
+1 Everchanging Material Sword	2733	1700		Y	Y	1
1 When wielded by the bonded owner, this is a +1 magic sword.						
2 The base material of the sword is steel, but the matial of the blace may be changed once every 5 seconds.						Fin

POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
1 Courage Point Generator, 6xpd	2834	2400	6	Y	Y	1
1 When invoked by the bonded owner, this item will generate 1 Courage Point, six times per day.						Fin

Total Value of all items: 21985 + 6050 gold 28035



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2 RN Red

OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
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

Total Value of all items: 900 + 1198 gold 2098

3 MU Hector The Historian

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Cannibas of Enhances Senses	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

KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Forget-Me-Nots of Acuity	3443	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Acuity as per the MU 6 spell, once per day.						Fin

Spirit Owl Familiar 1	3480	1580	1	Y	Y	1
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- 1 When interacting with the bonded owner, this is a Spirit Owl familiar.
- 2 This Familiar can Speak to Winds for one question as per the DR 6 spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 1000 gp.
- 3 This Familiar can Scout as per the rules on Familiar Scouting once per day. This ability is currently inactive. This ability may be activated at a cost of 1800 gp.
- 4 This Familiar can cast Forsee as per the CL 2 spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 800 gp.
- 5 This Familiar can perform an Intuit Code as per the TH 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1400 gp.
- 6 This Familiar can perform a Major Lore as per the MK 3 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 800 gp. Fin

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Fork of the Fourfathers	3437	3650	1	Y	Y	1
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

Yellow Chalice: The Most Interesting	3473	100	1	Y	Y	1
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- 1 This is an Everful Vial of decade old Wine.
- 2 Drinking from this cup makes this person will suddenly feel incredibly confident in themselves and will feel the need to seek out interesting things to do to add to their list of interesting things they have done.
- 3 Anyone of good alignment within a 4 foot radius will think the person is the most interesting person in the world Fin

Total Value of all items: 8790 + 6140 gold 14930
