



# PC Item Details Report

08-Nov-2018

IFGS ID: 5280

## 1 RN Temperance "Temper" Hart

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ashes of the Wendigo	2764	Zero				1
1 ???						Fin
Webs of the Archnadrake	2765	Zero				1
1 ???						Fin

## DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Chainmail	2071	4900		Y	Y	1
1 When worn by the bonded owner, this is +1 magic chainmail.						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
Uder Stone - 3 Pts, 1xpd	2680	1140	1	Y	Y	1
1 When invoked by the bonded owner, when placed in a normal heat source this stone will slowly absorb the heat and radiate it back when in the cold. It provides 3 points elemental protection from Ice.						
2 It may be upgraded in increments of 3 up to 30 points total for a cost of 200 gold per point.						Fin
+1 Permanent Life Point	2682	2000		Y	Y	1
1 This item adds one additional permanent Life Point to the bonded owner.						
2 This item can never be lost, sold, traded, or given away.						Fin
Namari Wolf Guardian, 1xpd	2685	3890	1	Y	Y	1
1 This item is a Guardian Familiar, and is bonded to its owner. When invoked it can cast a Message as per the MU 2 spell, once per day.						
2 This wolf can also act as a Ranger's Guardina as per the RN 5 ability, once per day.						
3 In addition, the wolf allows the user to perform a Throw as per the MK 5 ability, once per day.						
+2 Chainmail	2071	4900		Y	Y	1
1 When worn by the bonded owner, this is +1 magic chainmail.						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
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
Battle Fever, 1xpd	3250	1500	1	Y	Y	1
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.						Fin

## HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	2546	240	1	Y	Y	10
1 When worn by the bonded owner, this item allows the user to cast a 2 point Heal as per the CL 1 spell, once per day.						Fin
Life Spark Dust	2761	500		Y	N	1
1 When this dust is poured onto the body of a dead creature or person, it will cast Life Spark as per the CL 6 spell, one time only.						Fin



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### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Book Of Lore, 1xpd	3180	4100	1	Y	Y	1

1 When invoked by the bonded owner, this book allows the owner to cast..... *Fin*

The Fourfathers Gift Of Gab	3450	3600		Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to cast Converse as per the CL 5 spell, once every five seconds. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Gold Coin of Reverse Pickpocket	2510	0		Y	N	1

1 When invoked, this coin will allow the user to slip a reasonably sized item INTO another person's pouch or pocket, one time only. (i.e. a reverse pickpocket.) *Fin*

Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
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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.

Pumpkin Dragon, 1xpd	2683	540	1	Y	Y	1
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1 When invoked by the bonded owner, this Pumpkin Dragon will cast a 2 point Earth Flare as per the DR 1 spell, once per day.

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

3 The Flare may be upgraded in increments of 2 up to 20 points total for a cost of 200 gold per point. *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*

Ring of the Magi	3016	2200	1	Y	Y	1
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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*

Old Blood Vampire Curse, 1xpd	3179	8620	1	Y	Y	1
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1 The bonded owner has contracted the Old Blood Vampire Curse, and is now a vampire and detects as Supernatural.

2 The user can perform a Strength I as per the KN 1 ability, once per day.

3 In addition, the user can perform Speed as per the MK 7 ability, once per day.

4 Finally, the user can cast Regenerate as per the CL 8 spell cast at 10th level, once per day. Note that as per the SAS, the maximum amount of healing the user can cast is 4 times their level. *Fin*

Cornucopia of Holding	3446	2000		Y	Y	1
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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
The Final Friend, 1xpd	2570	1300	1	Y	Y	1

1 When invoked by the bonded owner, this item will allow the user to cast Ashes To Ashes as per the CL 4 spell, once per day. *Fin*

Staunch Bracelet (1xpd)	2619	2640	1	Y	Y	1
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1 When used by the bonded owner, this item allows the user to perform a Group Immunity To Fear as per the KN 5 ability, once per day.

2 In addition, it will allow the user to cast a Spook as per the CL MU 2 spell, once per day. *Fin*

Hellpepper	2656	165		Y	N	1
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1 When invoked, this item casts a Pain Strike -3, one time only. *Fin*



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### OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Crystal Mountain Rain of Arrows +3 Bow	2686	7200		Y	Y	1

1 When used by the bonded owner, this bow is a +1 magic bow.

2 In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds. *Fin*

Crystal Mountain Rain of Arrows +3 Bow	2686	7200		Y	Y	1
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1 When used by the bonded owner, this bow is a +1 magic bow.

2 In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds. *Fin*

Wand of Control Undead, level 4	729	1200	1	Y	Y	1
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1 When invoked by the bonded owner, this wand casts the spell Control Undead at level 4, once per day *Fin*

Crystal Mountain Ever Changing Bow String +3	3021	13900		Y	Y	1
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1 When wielded by the bonded owner, this bow string allows the user to fire any arrow with a +3 damage bonus. The base Material (silver, cold iron, wood, crystal, etc.) of the arrow must be set upon purchase.

2 The arrow may be defined as a new material (silver, cold iron, wood, crystal, etc) unlimited uses, but 5 seconds must pass between each change.

3 The base Element (Fire, Ice, Lightning, Earth, or none) of the arrow must be set upon purchase.

4 The arrow may be defined as a new Element (Fire, Ice, Lightning, Earth, or none ) unlimited uses, but 5 seconds must pass between each change. *Fin*

Crystal Mountain Ever Changing Sword +0	3022	7100		Y	Y	1
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1 When wielded by the bonded owner, this is a +3 magic sword. The base Material (silver, cold iron, wood, crystal, etc.) of the sword must be set upon purchase.

2 The sword may be defined as a new material (silver, cold iron, wood, crystal, etc) unlimited uses, but 5 seconds must pass between each change.

3 The base Element (Fire, Ice, Lightning, Earth, or none) of the sword must be set upon purchase.

4 The sword may be defined as a new Element (Fire, Ice, Lightning, Earth, or none ) unlimited uses, but 5 seconds must pass between each change. *Fin*

Golden Quiver	3419	1702	1	Y	Y	1
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1 When used by the bonded owner, this Quiver can Make Arrows as per the RN 2 ability, once every 5 seconds. (5 arrows per use).

2 When the PC puts in 980 gold, this quiver will create a single golden Elemental Arrow-User's Choice as per the DR 3 spell, once per day.

3 When the PC puts in 6160 gold the quiver will make a single Rose Gold Blessed Arrow as per the CL 7 spell cast at level 7 for 28 points, once per day

4 The damage from the Blessed Arrow can be increased per level up to level 10 at 22 gp per pt. Damage increments are by level at 4 points per level, which is 88 gp per level. *Fin*

### POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Blacklight Leaf of 10 Spell Points	2684	500	0	Y	N	1

1 When invoked, this item will provide 1- addition spell or ability points, one time only. *Fin*

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<b>Total Value of all items:</b>	<b>90192 + 19485 gold</b>	<b>109677</b>
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## 2 DR Queline

### HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
2 Point Healing, 1xpd	2934	240	1	Y	Y	6

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*

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Skeleton Ribcase	2935	0		N	N	1

1 This is the ribcase from the skeleton of a henchman of the lich Balen. *Fin*

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<b>Total Value of all items:</b>	<b>1440 + 100 gold</b>	<b>1540</b>
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## 3 KN Elysia, 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 currently inactive. Each of the two instances of the SAS may be activated at a cost of 2000 gp per once-per-day invocation.						Fin
+2 Platemail	39	6000		Y	Y	1
1 When worn by the bonded owner, this is a +2 plate mail armor, which provides five points of armor against all forms of physical attack.						Fin

### 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

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Dead Man s Eye	3319	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast True Sight as per the MU 7 spell, once per day.						
2 In addition, the owner can cast a 10 point Dead Eye as per the MU 1 spell cast at level 5, once per day.						
3 Finally, the Dead Eye may be raised to a total of 20 points (10th lvl) at a cost of 100 per point.						Fin
Shadowlands Kill Kitten 4-6	3332	1275	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 ~						
2 Climbing as per the TH 5 ability, once per day, ~ OR ~						
3 Leap per the MK 2 ability, once per day.						Fin
Sugar Skull Necklace #23	3357	2850	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 Speed as per the MK 7 ability, once per day.						Fin
Electrify - 6 Points, 1xpd	303	900	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast a 6 Point Electrify as per the MU 1 spell, once per day.						Fin

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<b>Total Value of all items:</b>	<b>15325 + 800 gold</b>	<b>16125</b>
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## 4 BD Lady Louiza "Iza"

### 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

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<b>Total Value of all items:</b>	<b>3700 + 1215 gold</b>	<b>4915</b>
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