05-May-2024

RN Temperance "Temper" Hart

Ashes of the Archnadrake 2765 Zero		· · ·	Item ID	Value	Per Day	Magic?	Permanent?	Count			
Webs of the Archnadrake	As	hes of the Wendigo	2764	Zero				1			
DEFENSIVE Item ID Value Per Day Magic? Permanent? Count	1	???						Fin			
DEFENSIVE Item ID Value Per Day Magic? Permanent? Count	We	ebs of the Archnadrake	2765	Zero				1			
+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. 7 This item will also perform a Neutralize Poison, Self Only as per the MK 4 ability, once per day. 8 This item will also perform a Neutralize Poison, Self Only as per the MK 4 ability, once per day. 9 This item will also perform a Neutralize Poison, Self Only as per the MK 4 ability, once per day. 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 total for a cost of 200 gold per point. 1 This item adds one additional permanent Life Point to the bonded owner. 2 This item adds one additional permanent Life Point to the bonded owner. 3 This will 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 perfrom a Throw as per the MK 5 ability, once per day. 4 Chainmail 2071 4900 Y Y 1 1 When worn by the bonded owner, this is +1 magic chainmail. 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 Elvan Brooch of Friendship, Level 5 3232 1200 1 Y Y 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 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 litem 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			2.00	_0.0							
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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. ### Permanent Life Point 2 E82 2000 Y Y Y 1 1 This item and one additional permanent Life Point to the bonded owner. 2 This item can never be lost, sold, traded, or given away. **Paramanent Wolf Guardian, 1xpd 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 perfrom a Throw as per the MK 5 ability, once per day. 4 Chainmail 2071 4900 Y Y 1 1 When worn by the bonded owner, this is +1 magic chainmail. **Pin** Phase Out 2863 195 Y N 1 1 When worn by the bonded owner, this is en 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 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. 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 Ein adjudication). Battle Fever, 1xpd 3 Uhen invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 Fin ability, once per day. #### Pin** **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 fin day. ##### Count Pin** #### Pin** #### Pin	2	This item will also perform a Neutralize Poison, Self Only as pe	er the MK 4	ability, on	ce per day			Fin			
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+2 Chainmail 2071 4900 Y Y Y 1 When worn by the bonded owner, this is +1 magic chainmail. Fin Phase Out 2863 195 Y N 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 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. 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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level. All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication). Battle Fever, 1xpd 3250 1500 1 Y Y 1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 Fin ability, once per day. HEALING Item ID Value Per Day Magic? Permanent? Count 2 Points Healing, 1xpd 2546 240 1 Y Y 10 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. Life Spark Dust 2761 500 Y N 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, Fin	2	This wolf can also act as a Ranger's Guardina as per the RN 5	ability, once	e per day.							
Phase Out	3	In addition, the wolf allows the user to perfrom a Throw as per	the MK 5 ab	ility, once	per day.						
Phase Out 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 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. 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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level. All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication). Battle Fever, 1xpd 3250 1500 1 Y Y 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. HEALING Item ID Value Per Day Magic? Permanent? Count Points Healing, 1xpd 2546 240 1 Y Y 10 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. Life Spark Dust 2761 500 Y N 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,	+2	Chainmail	2071	4900		Υ	Υ	1			
## Elven Brooch of Friendship, Level 5 Substitute Su	1	When worn by the bonded owner, this is +1 magic chainmail.						Fin			
Elven Brooch of Friendship, Level 5 3232 1200 1 Y Y 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. 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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level. All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM Fin adjudication). Battle Fever, 1xpd 3250 1500 1 Y Y 1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 Fin ability, once per day. HEALING Item ID Value Per Day Magic? Permanent? Count Points Healing, 1xpd 2546 240 1 Y Y 10 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. Life Spark Dust 2761 500 Y N 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, Fin	Ph	ase Out	2863	195		Υ	N	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. 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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level. All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication). Battle Fever, 1xpd 3250 1500 1 Y Y 1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 Fin ability, once per day. HEALING Item ID Value Per Day Magic? Permanent? Count 2 Points Healing, 1xpd 2546 240 1 Y Y 10 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. Life Spark Dust 2761 500 Y N 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, Fin	1	When invoked, allows the user to cast a Pahse Out as per the	MU 4 spell,	one time	only. A wh	ite flag is	required.	Fin			
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. 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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level. All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication). Battle Fever, 1xpd 3250 1500 1 Y Y 1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 Fin ability, once per day. HEALING Item ID Value Per Day Magic? Permanent? Count 2 Points Healing, 1xpd 2546 240 1 Y Y 10 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. Life Spark Dust 2761 500 Y N 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, Fin	Εlν	ven Brooch of Friendship. Level 5	3232	1200	1	Y	Y	1			
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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level. All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication). Battle Fever, 1xpd 3250 1500 1 Y Y 1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 Fin ability, once per day. HEALING Item ID Value Per Day Magic? Permanent? Count 2 Points Healing, 1xpd 2546 240 1 Y Y 10 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. Life Spark Dust 2761 500 Y N 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, Fin		When worn by the bonded owner, this item allows the user to d				per the 7	ΓH ability,				
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). 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 Fin ability, once per day. 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. 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, Fin	2	This Item may be increased to a maximum of 10th level but the	e level of eff	ect can ne	ever be mo	re than t	he PC s				
4 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication). 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 Fin ability, once per day. 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. 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, Fin	3		ıv an additio	nal 200 gr	per level.						
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 Fin ability, once per day. 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. 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, Fin		All good Wood Elves view the wearer as a friend and will look	•	0.	•			Fin			
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. HEALING Item ID Value Per Day Magic? Permanent? Count 2 Points Healing, 1xpd 2546 240 1 Y 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. Life Spark Dust 2761 500 Y N 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, Fin	Ва		3250	1500	1	Υ	Υ	1			
HEALING 2 Points Healing, 1xpd 2 Syark Dust 1 When 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. 2761 500 Y N 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, Fin		When invoked by the bonded owner, this item allows the user	to perform a	1st level	Battle Fev	er as per	the FT 1	Fin			
2 Points Healing, 1xpd 2 Points Healing, 1xpd 2 Substantial Substa											
 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. Life Spark Dust 2761 500 Y N 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, Fin 					-	•					
day. Life Spark Dust 2761 500 Y N 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, Fin					•						
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,	1		cast a 2 poin	it Heal as	per the CL	1 spell,	once per	Fin			
	Lif	e Spark Dust	2761	500		Υ	N	1			
	1		person, it wil	l cast Life	Spark as	per the C	L 6 spell,	Fin			

05-May-2024

RN Temperance "Temper" Hart

Item ID	Value	Per Day	Magic?	Permanent?	Count
3589	3600	1	Υ	Υ	1
ttooed on you e per day.	ır cheek, h	nand, or sh	oulder (P	С	Fin
Item ID	Value	Per Day	Magic?	Permanent?	Count
3180	4100	1	Y	Υ	1
ner to cast					Fin
3450	3600		Υ	Υ	1
er to cast Cor	iverse as	per the CL	5 spell, o	nce every	Fin
3671	800	1	Υ	Υ	1
er to cast a Fo	oresee as	per the CL	2 spell, o	once per day.	Fin
Item ID	Value	Per Day	Magic?	Permanent?	Count
2510	0		Υ	N	1
oly sized item	INTO and	other perso	n's pouch	n or pocket,	Fin
2678	1500	1	Υ	Υ	1
Lights as per	the DR1	spell, once	per day.		
e DR 6 spell,	once per	day.			
el 10 at a cost	t of 200 gp	per level.			
2683	540	1	Υ	Υ	1
vill cast a 2 po	oint Earth	Flare as pe	er the DR	1 spell, once	
r day.					
ts total for a	cost of 200	gold per p	ooint.		Fin
2862	0				1
Shadow Pea	arl away, a	ind is thus	deemed a	a Friend of	Fin
3016	2200	1	Υ	Υ	1
ell of the 1st le	evel and d	lischarge it	once per	day.	
			el may be	skipped.	
r day that ma	y be activ	ated by pag	ying 3,00	0 gold.	Fin
3179	8620	1	Υ	Υ	1
urse, and is n	iow a vam	pire and de	etects as		
ice per day.					
•	,				
		per day. N	ote that a	is per the	Fin
3446	2000		Υ	Υ	1
		of bolding			Fin
as a 10 cubio	c foot bag	or notating.			
3490	0	J	Y	Υ	1
	0	J			
	stooed on you a per day. Item ID 3180 Inner to cast 3450 In to cast Correct to cast Correct to cast a Formation of the ID 2510 Item ID 2510 Item ID 2510 Item ID 2510 Item ID 2678 Lights as per e DR 6 spell, all 10 at a cost 2683 Item ID 2683 Item ID 2683 Item ID 2510 Item	3589 3600 Ittooed on your cheek, he per day. Item ID Value 3180 4100 Inner to cast 3450 3600 In to cast Converse as part to cast a Foresee as least a Fores	3589 3600 1 Ittooed on your cheek, hand, or she per day. Item ID Value Per Day 3180 4100 1 Inner to cast 3450 3600 In to cast Converse as per the CL 3671 800 1 In the ID Value Per Day 2510 0 Item ID Value Per Day 2510 0 Item ID Value Per Day 2510 10 Item ID Value Per Day 2678 1500 1 Lights as per the DR1 spell, once e DR 6 spell, once per day. It in to at a cost of 200 gp per level. 2683 540 1 Itili cast a 2 point Earth Flare as per day. It total for a cost of 200 gold per per day. It total for a cost of 200 gold per per day. It total for a cost of 200 gold per per day. It old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level and discharge it old per upgrade level, and no level of the 1st level of t	3589 3600 1 Y Ittooed on your cheek, hand, or shoulder (Per per day. Item ID Value Per Day Magic? 3180 4100 1 Y Inner to cast 3450 3600 Y Inter to cast Converse as per the CL 5 spell, or a for to cast a Foresee as per the CL 2 spell, or Item ID Value Per Day Magic? 2510 0 Y Only sized item INTO another person's pouch 2678 1500 1 Y Lights as per the DR1 spell, once per day. In the ID Value Per Day Magic? 2510 0 Y Item ID Value Per Day Magic? 2683 1500 1 Y Item ID Value Per Day Magic? 2684 10 Y Item ID Value Per Day Magic? 2684 10 Y Item ID Value Per Day Magic? 2684 10 Y Item ID Value Per Day Magic? 2684 10 Y Item ID Value Per Day Magic? 2684 10 Y Item ID Value Per Day Magic? 2684 10 Y Item ID Value Per Day Magic? 2684 10 Y Item ID Value Per Day Magic? 2684 10 Y Item ID Value Per Day Magic? 2684 10 Y	3589 3600 1 Y Y Ittooed on your cheek, hand, or shoulder (PC e per day. Item ID Value Per Day Magic? Permanent? 3180 4100 1 Y Y In er to cast 3450 3600 Y Y In er to cast Converse as per the CL 5 spell, once every 3671 800 1 Y Y Item ID Value Per Day Magic? Permanent? 3671 800 1 Y Y Item ID Value Per Day Magic? Permanent? 2510 0 Y N Item INTO another person's pouch or pocket, 2678 1500 1 Y Y Lights as per the DR1 spell, once per day. Item ID Value Per Day Magic? Permanent? 2510 0 Y N Item INTO another person's pouch or pocket, 2678 1500 1 Y Y Lights as per the DR1 spell, once per day. Item ID Value Per Day Magic? Permanent? 2510 0 Y N Item ID Value Per Day Magic? Permanent? 2510 0 Y N Item ID Value Per Day Magic? Permanent? 2510 0 Y N Item ID Value Per Day Magic? Permanent? 2510 0 Y N Item ID Value Per Day Magic? Permanent? 2510 0 Y N Item ID Value Per Day Magic? Permanent? 2510 0 Y N Item ID Value Per Day Magic? Permanent? 2510 0 Y N Item ID Value Per Day Magic? Permanent? 2510 0 Y Y Item ID Value Per Day Magic? Item ID Y Y Item ID Value Per Day Magic? Item ID Y Y Item ID Value Per Day Magic? Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID Value Per Day Magic? Item ID V Y Item ID Value Per Day Magic? Item ID Value Per Day Magic? Item ID Value Per Day Magi

This is a closed world item. It requires GP approval in order to be used in any game and the owner must specifically *Fin* request permission for each game in which this item is desired.

05-May-2024

1 RN Temperance "Temper" Hart

Mark of Bast Mark of Bast S591 O V V Y	KIN	remperance remper narr						
1. This mark appears on either the hand or cheek [PC choice] of someone to whom a claric or monk of Bast owes a life debt. This mark is permanent and cannot be removed by Head or Remove Curse. OFFENSIVE The Final Friend, 1xpd 1. When invoked by the bonded owner, this item will allow the user to cast Ashes To Ashes as per the CL 4 spell, Fin once per day. Staunch Bracelet (1xpd) 2619 2640 1 Y Y 1 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. Staunch Bracelet (1xpd) 2619 2656 165 Y N 1 When invoked, this item casts a Pain Strike -3, one time only. Fin When invoked, this item casts a Pain Strike -3, one time only. Fin When invoked, this item casts a Pain Strike -3, one time only. Fin When used by the bonded owner, this bow is a +1 magic bow. In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds. Fin Cystal Mountain Rain of Arrows +3 Bow 2686 7200 Y Y 1 When used by the bonded owner, this bow is a +1 magic bow. In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds. Fin When invoked by the bonded owner, this bow is a +1 magic bow. In addition, the bonded owner, this bow is a +1 magic bow. In addition, the bonded owner, this bow is a +1 magic bow. In when invoked by the bonded owner, this bow is a +1 magic bow. In when invoked by the bonded owner, this bow is a +1 magic bow. In when invoked by the bonded owner, this bow is a +1 magic bow. In when invoked by the bonded owner, this bow is a +1 magic bow. In when invoked by the bonded owner, this bow is an experiment of the service of th	MISC		Item ID	Value	Per Day	Magic?	Permanent?	Count
Count Coun	Ma			_		•	•	1
The Final Friend, 1xpd 2570 1300 1 Y Y 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. Staunch Bracelet (1xpd) 2619 2640 1 Y Y 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. In addition, it will allow the user to cast a Spook as per the CL MU 2 spell, once per day. In addition, it will allow the user to cast a Spook as per the CL MU 2 spell, once per day. Fin Hellpepper Crystal Mountain Rain of Arrows +3 Bow 2686 7200 Y Y 1 When used by the bonded owner, this bow is a +1 magic bow. 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 When used by 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 When used by the bonded owner, this bow is a +1 magic bow. 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 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 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. The arrow may be defined as a new Telement (Fire, Ice, Lightning, Earth, or none) unlimited uses, but 5 seconds must pass between each change. Orystal Mountain Ever Changing Sword +0 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. The arrow may be defined as a new material (silver, cold iron, wood, crystal, etc.) of the wood must be set upon purchase. The sword may be	1					onk of Ba	ast owes a	Fin
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. 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 Helpepper 2 In addition, it will allow the user to cast a Spook as per the CL MU 2 spell, once per day. Fin When invoked, this item casts a Pain Strike -3, one time only. Fin 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 2 Bos 7 200 Y Y 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 2 Bos 7 200 Y Y 1 When used by the bonded owner, this bow is a +1 magic bow. 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 7 29 1 200 Y Y 1 When invoked 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) unlimited uses, but 5 seconds must pass between each change. 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. 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. 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. 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. The sword may be defined as	OFF	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Staunch Bracelet (1xpd) 2619 2640 1 Y Y 1 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 Helipepper 2656 165 Y N 1 1 When invoked, this item casts a Pain Strike -3, one time only. 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 1 When used by the bonded owner, this bow is a +1 magic bow. 2 In addition, the bonded owner, this bow is a +1 magic bow. 2 In addition, the bonded owner, this bow is a +1 magic bow. 2 In addition, the bonded owner, this bow is a +1 magic bow. 2 In addition, the bonded owner, this wand casts the spell Control Undead at level 4, once per day Fin When invoked by the bonded owner, this wand casts the spell Control Undead at level 4, once per day Fin When invoked 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. 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. Crystal Mountain Ever Changing Sword +0 3022 7100 Y Y 1 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. 4 The sword may be defined as a new material (silver, cold iron, wood, crystal, etc.) of the sword may be defined as a new material (silver, cold iron, wood, crystal, etc.) of the sword may be defined as a new material (silver, cold iron, wood, crystal, etc.) of the sword may be defined as a new material (silver, cold iron, wood, crystal, etc.) of the sword may be def	The	e Final Friend, 1xpd	2570	1300	1	Υ	Υ	1
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 When invoked, this item casts a Pain Strike -3, one time only. Fin When used by the bonded owner, this bow is a +1 magic bow. In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds. Fin When used by the bonded owner, this bow is a +1 magic bow. In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds. Fin When used by the bonded owner, this bow is a +1 magic bow. In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds. Fin When used by the bonded owner, this bow is a +1 magic bow. In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds. Fin When invoked by the bonded owner, this wand casts the spell Control Undead at level 4, once per day. Fin When invoked 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. 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. The base Blement (Fire, Ice, Lightning, Earth, or none) of the arrow must be set upon purchase. 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. 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. 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. The sword may be defined as a new Element (Fire, Ice, Lightning, Eart	1		er to cast A	shes To A	shes as po	er the CL	4 spell,	Fin
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Crystal Mountain Rain of Arrows +3 Bow 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. Wand of Control Undead, level 4 729 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 3 021 1 3900 Y Y 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 (sliver, cold iron, wood, crystal, etc) of the arrow must be set upon purchase. 2 The arrow may be defined as a new material (sliver, 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 fin must pass between each change. Crystal Mountain Ever Changing Sword +0 3 022 7 100 Y 1 When wielded by the bonded owner, this is a +3 magic sword. The base Material (sliver, cold iron, wood, crystal, etc) of the sword must be set upon purchase. 2 The sword may be defined as a new material (sliver, 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. 4 The sword may be defined as a new and terial (silver, cold iron, wood, crystal, etc) unlimited uses, but 5 seconds must pass between each change. 5 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. 5 The base Element	1	When used by the bonded owner, this bow is a +1 magic bow.						
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2 In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds. Wand of Control Undead, level 4 729 1200 1 Y Y 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 3021 3020 Y Y 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. 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. The arrow may be defined as a new Element (Fire, Ice, Lightning, Earth, or none) of the arrow must be set upon purchase. 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. Crystal Mountain Ever Changing Sword +0 3022 7100 Y Y 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. 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. The base Element (Fire, Ice, Lightning, Earth, or none) of the sword must be set upon purchase. 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. Golden Quiver 3419 1702 1 Y 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). 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. 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. The damage from the Blesses Arrow	Cry	stal Mountain Rain of Arrows +3 Bow	2686	7200		Υ	Υ	1
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Crystal Mountain Ever Changing Bow String +3 3021 13900 Y Y 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. 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. The base Element (Fire, Ice, Lightning, Earth, or none) of the arrow must be set upon purchase. 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. 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. 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. The sword must be set upon purchase. The sword may be defined as a new material (silver, cold iron, wood, crystal, etc.) of the sword must be set upon purchase. 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. 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. 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). 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. 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. The damage from the Blessed Arrow can be increased per level up to level 10 at 22 gp per pt. Damage increments Fin are by level at 4 points per level, which is 88 gp per level. Eye of the Beholder, Level 1, 1xpd When invoked by the bo	2	In addition, the bonded owner can perform Make Arrows as pe	r the RN 2	ability, onc	e every 5	seconds.		Fin
Crystal Mountain Ever Changing Bow String +3 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. Crystal Mountain Ever Changing Sword +0 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. 5 The base Element (Fire, Ice, Lightning, Earth, or none) unlimited uses, but 5 seconds must pass between each change. 6 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. 7 The unlimited uses, but 5 seconds with 5 seconds must pass between each change. 8 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. 9 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. 1 The sword may be defined as a new Element (Fire, Ice, Lightning, Earth, or none) unlimited uses, but 5 seconds from the sword must be set upon purchase. 1 The swor	Wa	and of Control Undead, level 4	729	1200	1	Υ	Υ	1
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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. Crystal Mountain Ever Changing Sword +0 3 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. 6 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. 7 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. 6 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. 7 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. 8 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. 8 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. 8 The sword may be defined as a new Element (Fire, Ice, Lightning, Earth, or none) unlimited u	Cry	/stal Mountain Ever Changing Bow String +3	3021	13900		Υ	Y	1
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. Crystal Mountain Ever Changing Sword +0 3 022 7 100 Y Y 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. 6 Colden Quiver 3 419 1 702 1 Y Y 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. Eye of the Beholder, Level 1, 1xpd 3 651 2 00 1 Y Y 1 When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day. 2 This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is	1					damage	bonus. The	
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. Crystal Mountain Ever Changing Sword +0 3022 7100 Y Y 1 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. Golden Quiver 3419 1702 1 Y Y 1 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. Eye of the Beholder, Level 1, 1xpd 3651 200 1 Y Y 1 When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day. 2 This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is	2	The arrow may be defined as a new material (silver, cold iron,				es, but 5	seconds	
Crystal Mountain Ever Changing Sword +0 3022 7100 Y Y 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. 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. The sword may be defined as a new Element (Fire, Ice, Lightning, Earth, or none) of the sword must be set upon purchase. 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. Golden Quiver 3419 1702 1 Y Y 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). 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. 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. 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. Eye of the Beholder, Level 1, 1xpd 3651 200 1 Y Y 1 When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day. This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is	3	The base Element (Fire, Ice, Lightning, Earth, or none) of the a	arrow must	be set upo	n purchas	e.		
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 etc.) of the sword must be set upon purchase. 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. The base Element (Fire, Ice, Lightning, Earth, or none) of the sword must be set upon purchase. 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. Golden Quiver 3419 1702 1 Y Y 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). 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. 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 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. Eye of the Beholder, Level 1, 1xpd 3651 200 1 Y Y 1 When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day. This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is Fin 	Cry	stal Mountain Ever Changing Sword +0	3022	7100		Υ	Υ	1
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 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. 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 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. Eye of the Beholder, Level 1, 1xpd 3651 200 Y Y When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day. This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is 	1		s as per the	RN 2 abil	ity, once e	every 5 se	econds. (5	
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. Eye of the Beholder, Level 1, 1xpd 3651 200 1 Y Y 1 1 When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day. 2 This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is Fin	2		jolden Elem	nental Arro	w-User's (Choice as	per the DR	
are by level at 4 points per level, which is 88 gp per level. Eye of the Beholder, Level 1, 1xpd 3651 200 1 Y Y 1 1 When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day. 2 This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is Fin	3		ose Gold B	lessed Arı	ow as per	the CL 7	spell cast at	
 When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day. This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is 	4		el up to leve	el 10 at 22	gp per pt.	Damage	increments	Fin
points of damage as per the MU 1 spell, once per day. 2 This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is Fin	Ey	e of the Beholder, Level 1, 1xpd	3651	200	1	Υ	Υ	1
2 This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is	1		ided owner	to cast a l	evel 1 Dea	ad Eye fo	r two 2	
	2	This item can be upgraded to level 10 for a total of 20 points of		ne time pe	er day. The	upgrade	cost is	Fin

05-May-2024

Blac	TS cklight Leaf of 10 Spell	Points	Item ID 2684	Value 500	0	Y	Permanent? N	
1	When invoked, this ite	m will provide 1- addition spell or	ability points, one	time only				F
		Total Value of all items:	94792+11800	gold	10	6592		
DR	Queline							
HEAL	ING		Item ID	Value	Per Day	Magic?	Permanent?	(
2 Pc	oint Healing, 1xpd		2934	240	1	Υ	Υ	6
	When invoked by the b	oonded owner, the user will able t	o cast 2 Points of	Healing a	s per the C	L 1 spell	, once per	F
MISC			Item ID	Value	Per Day	Magic?	Permanent?	(
Skel	leton Ribcase		2935	0	,	N	N	1
1	This is the ribcage fron	n the skeleton of a henchman of	the lich Balen.					F
		Total Value of all items:	1440+100 g	old		1540		
KN	Elysia, the Amazon							
DEFE	NSIVE		Item ID	Value	Per Day	Magic?	Permanent?	(
Ama	azonian Bracers of Mis	sile Protection, 1xpd - inactive	3304	400		Υ	Υ	1
	When worn by the bon twice per day.	ded owner, these bracers will allo	ow the user to cast	Missile P	rotection a	s per the	MU 5 spell,	
	The bracers are ceurre once-per-day invocation	ently inactive. Each of the two inst on.	tances of the SAS	may be a	ctivated at	a cost of	2000 gp per	F
+2 F	Platemail		39	6000		Υ	Υ	1
	When worn by the bon of physical atttack.	ded owner, this is a +2 plate mail	l armor, which prov	ides five	points of a	rmor aga	inst all forms	F
HEAL	ING		Item ID	Value	Per Day	Magic?	Permanent?	C
Tin o	of 10 point Healing Tab	lets	3313	120		Υ	N	1
1	This tin will provides or	ne mint that provides 10 points of	Healing as per the	e CL 1 sp	ell cast at l	evel 5, or	ne time only.	F
MISC			Item ID	Value	Per Day	Magic?	Permanent?	(
	d Man s Eye		3319	2700	1	Y	Υ	1
•	day.	oonded owner, this item will allow		•	·			
		can cast a 10 point Dead Eye as				e per day		_
		may be raised to a total of 20 poir	,					F
	dowlands Kill Kitten 4-		3332	1275	1	Υ	Y	1
- 1	MK 5 ability, once per	•	the user to perfore	m ONE of	the followi	ng: Bala	nce per the	
		1 5 ability, once per day, ~ OR ~						_
	Leap per the MK 2 abil	ity, once per day.	2257	2050	4	V	V	F
_	ar Skull Necklace #23	van Olauli Maalilas - 1 84-ul - 45	3357	2850	1	Y	Υ	1
1	•	gar Skull Necklace is a Mark of Fi	•	ınder vam	pires.			_
2	Mhan invalvad bir the - 1.	oonded owner, this item will allow	tha 1100" to	m Cnn	00 00 14- 1	M// フ - L "	lity once	F

IEGS ID: 5280

PC Item Details Report

05-May-2024

Elysia, the Amazon **OFFENSIVE** Item ID Per Day Magic? Permanent? Count Value Electrify - 6 Points, 1xpd 303 900 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 Total Value of all items: 15325+800 gold 16125 BD Lady Louiza "Iza" Item ID **HEALING** Value Per Day Magic? Permanent? Count 3436 3700 Spoon of The Fourfathers 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. 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. In addition, the item will provide 10 points of Healing as per the CL 1 spell cast at level 5, once per day. Fin Total Value of all items: 3700+1215 gold 4915 Kimble Primrose **HEALING** Item ID Value Per Day Magic? Permanent? Count 2 Points Healing Crystal 117 24 6 When invoked, this crystal provides two points of healing as per the CL 2 spell, one time only. Fin 2 Point Healing Bead, 1xpd 240 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 409 **Everfull Vial of Wine** 100 1 When invoked by the bonded owner, this vial generated about one cup of wine once every 5 seconds. The vial must be sealed or stoppered to refill. PC must possess an appropriately colored beanbag to use acid or oil. These items may not be used in combat. Magnetic Hand 1000 1 When invoked by the bonded owner, at the start of each game day, one item or weapon on your person may be Fin granted the Self-Moving property for game day. When commanded to do so, the chosen object will move rapidly straight toward your hand. Baby Conch Can Lock 400 1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its Fin friend, the bonded owner, once per day. 3663 1110 1 Wuffie When invoked by the bonded owner, this is a Familiar. Wuffie can be enahnced to Sense Traps as per the TH 2 ability once per day for a cost of 1100 gp. Fini. Fin **OFFENSIVE** Item ID Value Per Day Magic? Permanent? Count Concentrated Eel Juice of Electrify 3613 900 1 This is concentrated from the power of deep Electric eels. If applied to food will make it extra salty. If applied to a Fin weapon then the bonded owner can cast a 6 Point Electricy as perthe MU 1 spell cast at level 1, once per day. Total Value of all items: 3894+13325 gold 17219



05-May-2024

50 TE Henrietta Hug	ghes; aka Miss B
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COMPONENTS Aether		Item ID 647	<i>Value</i> 1	Per Day	Magic?	Permanent? N	Count 1
1 This is a single unit of th	e component: Aether.						Fin
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:	\$25.10					