



PC Item Details Report

08-Nov-2018

IFGS ID: 5286

1 TH Sheba Southpaw

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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
Sense Traps, 1xpd	2564	1110	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to Sense Traps as per the TH 2 ability, once per day.					Fin
Sock of Escaping	2611	50		Y	N	1
1	When invoked, this sock will allow the user to perform an Escape Bonds as per the MK 1 ability, one time only.					Fin
Evade, 1xpd	2825	4000	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform an Evade as per the MKM 7 ability, once per day.					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
Chainmail	3234	400		N	Y	1
1	This is a mundane suit of Chainmail. It provides 2 points of protection from all forms of physical attack.					Fin
Innate Battle Fever, 1xpd	3256	1650	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.					
2	This item is innate, and can never be lost, sold, destroyed, or traded except by game design.					Fin
+3 Ring of Protection	45	9000		Y	Y	1
1	When worn by the bonded owner, this is a +3 Ring of Protection, which provides three points of armor against all forms of physical attack.					Fin
Bat Familiar - Awaken & Insect Bane, 1xpd	3377	3380	1	Y	Y	1
1	This Bat is a familiar, and can cast Awaken as per the MU 2 spell, once per day.					
2	In addition, this Bat can also cast Insect Bane as per the DR 3 spell, once per day.					Fin
HEALING						
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
Phoenix Feather of Life Spark	2639	500		Y	N	1
1	When invoked, this feather will cast a Life Spark as per the CL 6 spell, one time only.					Fin
Butterscotch Disc of Neutrality	2918	90		Y	N	1
1	When consumed, this mint allows the user to cast Neutralize Disease as per the CL 4 spell, one time only.					Fin
2 Point Healing, 1xpd	2934	240	1	Y	Y	8
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
2 Points Healing	2936	24		Y	N	10
1	When invoked, the user will able to cast 2 Points of Healing as per the CL 1 spell, one time only.					Fin



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
Butterfly #2, 1xpd	3060	790	1	Y	Y	1
1	When invoked by the bonded owner, this Butterfly will cast Enthrall at 10th level as per the DR 2 spell cast at level 10, one time only.					
2	In addition, it can cast Lightbeam-Starlight as per the DR 8 spell, one time only.					
3	Finally, it can cast 2 Points of Healing as per the CL 1 spell, once per day. Fin					

Potion of Neutralize Poison	3131	100		Y	N	1
1	When consumed, this potion will allow the user to cast Neutralize Poison as per the CL 4 spell, one time only. Fin					

Phaedra's Flask, 1xpd	3135	720	1	Y	Y	1
1	When invoked by the bonded owner, this flask creates a 6 point healing potion as per the CL 1 spell cast at level 3.					
2	The amount of healing can be increased 2 points at a time by paying 268 gp for every two points to be added. Fin					

Cleric Monkey	3405	2764	1	Y	Y	1
1	When invoked by the bonded owner, your new monkey can cast 10 points of healing per day. He responds to "Oh, I've been hurt, heal me!" or "Oh, [name]'s been hurt, heal them!" to activate this ability.					
2	The monkey can also Turn Undead, once a day, as a fourth level cleric, buildable to tenth for a cost of 340 gp per level incremented. The incantation for this is "Look, undead, let's see what the cleric can do!"					
3	To use either ability, the monkey must be in physical contact with its bonded owner, who must not be moving and must be observing all standard rules concerning the use of items & abilities.					
4	By sending this monkey to Monkey Training Lessons, your monkey can become a better cleric. Inquire at any good animal handler. Fin					

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
A Field Guide To Magical Symbols	3132	100		Y	Y	1
1	This book will enable the owner to look up detailed information on all standard glyphs, plus Fire Trap, without having encountered the symbols in previous games. Fin					

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Thief's Touch, 1xpd	2565	700	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to Thief's Touch as per the TH 1 ability, once per day. Fin					

Bracer of Leap, 1xpd	2637	700	1	Y	Y	1
1	When worn by the bonded owner, this bracer allows the user to perform a Leap as per the MK 2 ability, once per day. Fin					

Wand of Greyhide, 1xpd	2914	515	1	Y	Y	1
1	When invoked by the bonded owner, this wand will allow the user to perform a Blade Sharp +1 as per the FT 2 ability, once per day.					
2	Currently inactive - The owner can also perform Tracking as per the TH 3 ability, once per day.					
3	Currently inactive - The owner can also cast Wrath as per the CL 5 spell, once per day. The call is "Cease in the name of the Law".					
4	Currently inactive - The owner can also perform Gauge Opponent - Base Armor as per the FT 1 ability, once per day.					
5	Currently inactive - The owner can also cast Know Aura as per the MU 2 spell, once per day. Fin					

Flaming Black Cat: lilya	3235	50		Y	Y	1
1	When working with the bonded owner, this is a magic cat named "lilya". At the GMs discretion, this cat can cat as a self-moving torch with a flame that cannot burn anything. The cat can engage and disengage the flames at will. Fin					

Ring of the Magi	3236	2600	1	Y	Y	1
1	When worn by the bonded owner, this ring can store any spell of the 1st level and discharge it once per day.					
2	This ability may be increased to 10th level by paying 1,000 gold per upgrade level, and no level may be skipped. Example: level 1 to level 2 costs 1000 gp, level 2 to level 3 costs 1000 gp, and so on.					
3	This ring contains an autocast one time per day. Fin					

7.5 square feet of Rabenna Dragon hide	3367	100		Y	Y	1
1	This is 7.5 square feet of hide from a Rabenna Dragon. Fin					



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Magical Restraints	3368	100		Y	Y	1
1 When invoked by the bonded owner, these are a set of magical restraints. (Treat as baseline magic rope.)						Fin
Everfull Vial of Acid	406	100		Y	Y	1
1 When invoked by the bonded owner, this vial generated about one cup of acid, 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.						Fin
Everfull Vial of Oil	407	100		Y	Y	1
1 When invoked by the bonded owner, this vial generated about one cup of oil, 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.						Fin
Everfull Vial of Wine	409	100		Y	Y	1
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.						Fin
Darklands Lockpick Case	3325	2600	1	Y	Y	1
1 This lockpick case includes a 1" lockpick.						
2 It also allows the user an addition Thieve's Touch, once per day.						
3 Finally, it also includes a Vial of EVerfullness, which can generate one cup of either Acid, Oil, or Water; each liquid is available one at a time, on demand, once every 5 seconds.						Fin
White Sasquatch Pelt	3400	10		N	N	1
1 This is the pelt of a White Sasquatch.						Fin
Ring of Essence of Scorn	3455	0	1	Y	Y	1
1 When worn by the bonded owner, this ring allows the PC to have the ability to copy one ability of an opponent, either a NPC or another PC, once per day.						
2 This item gives the PC a psychic link to the Scorn with whom they met at the game Face Of Scorn.						
3 This item changes the detectable alignment of the PC to the alignment of the Scorn they met with instead of their normal alignment.						
4 This is a Closed World Item and may only be used in a game by Lyn Wood as specified by the Game Writer or by the GM or with Lyn Wood and the other Game Writers permission.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Whetstone of Instant Sharpening, 1xpd	2610	750	1	Y	Y	1
1 When invoked by the bonded owner, this whetstone will allow the user to apply a Thieves Edge +5 as per the TH 5 ability, once per day.						Fin
+1 Sword	2640	1200		Y	Y	2
1 When wielded by the bonded owner, this is a +1 magic sword.						Fin
+2 Metamorphic Material Weapon	3136	5000		Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic weapon whose base material is steel.						
2 The material of this weapon can be changed once every 5 seconds, and the weapon retains the last specified type of material until it is changed again.						Fin
Earth Dragon Familiar, 1xpd	3237	3940	1	Y	Y	1
1 This is a baby dragon who can perform a 6 Point Earth Flare as per the DR 2 spell, once per day.						
2 The damage cast by the baby dragon can be increased for 200 gp per point, up o a max of 20 points.						
3 In addition, the baby dragon an also cast 2 points of Healing as per the CL 1 spell, once per day.						Fin
Baby Fairy Dragon, 1xpd	3238	2680	1	Y	Y	1
1 When invoked by the bonded owner, this baby Dragon will cast a 6 Point Lightning Flare per the DR 2 spell, once per day.						
2 The Flare can be raised to a total of 20 points at a cost of 100 per point.						
3 The Dragon can also case a Forsee as per the CL 2 spell, once per day.						Fin



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OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pumpkin Seed	3316	3800	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to cast a 20 Point Seeds of the Elements - User's Choice as per the DR 6 spell cast as level 10, once per day.					Fin
+2 Everchanging Elemental Weapon	3393	8920		Y	Y	1
1	When wielded by the bonded owner, this is a +2 magic weapon whose base elemental damage is none.					
2	The elemental damage done by this weapon can be changed once every 5 seconds, and the weapon retains the last specified type of damage until it is changed again.					Fin
Sugar Skull Necklace #4	3338	2400	1	Y	Y	1
1	The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.					
2	When invoked by the bonded owner, this item will allow the user to cast a 12 point Avenging Blow as per the KN 5 ability performed at level 6, once per day.					
3	The Avenging Blow may be raised to a total of 20 pts (10th lvl) at a cost of 150 per pt.					
4	This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.					
5	Finally, this item can cast a Gale as per the DR 4 spell, one time only.					Fin
Total Value of all items:		70679 + 18326 gold	89005			

2 MU Talia

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Baby Fairy Dragon, 1xpd	3015	1280	1	Y	Y	1
1	When invoked by the bonded owner, this baby Dragon will cast a 2 Point Flare per the DR 2 spell, once per day.					
2	User must choose Earth or Fire or Ice or Lightning, and the Flare will remain that one element.					
3	The Flare can be raised to a total of 20 points at a cost of 100 per point.					
4	The Dragon can also case a Forsee as per the CL 2 spell, once per day.					Fin
Total Value of all items:		1280 + 14236 gold	15516			

3 DR Antiope, the Amazon

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Amazonian Bracers of Missile Protection, 1xpd - inactive	3304	400		Y	Y	1
1	When worn by the bonded owner, these bracers will allow the user to cast Missile Protection as per the MU 5 spell, twice per day.					
2	The bracers are ceurrently inactive. Each of the two instances of the SAS may be activated at a cost of 2000 gp per once-per-day invocation.					Fin
+1 Ring of Protection	43	1500		Y	Y	1
1	When worn by the bonded owner, this is a +1 Ring of Protection, which provides one point of armor against all forms of physical attack.					Fin



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3 DR Antiope, the Amazon

DEFENSIVE

	<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
Total Value of all items:	4830 + 1350 gold			6180		

4 KN Xenthia

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

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
6 Point Healing Bead, 1xpd	130	720	1	Y	Y	1
1 When invoked by the bonded owner, this item provides six points of Healing as per the CL 1 spell, once 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

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Red Chalice: The Largest	3472	100	1	Y	Y	1
1 This is an Everful Vial of 3 Century old Wine.						
2 Drinking from this Chalice will make this person taller than they were. in one four increments, to a maximum size of 150% of their normal height.						
3 Lines on the inside of the cup will determine how much a person must drink to become that tall						Fin
Spirit Wolf Familiar 1	3481	1593	1	Y	Y	1
1 When interacting with the bonded owner, this is a Spirit Wolf familiar.						
2 This Familiar can perform Tracking as per the MK 3 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 550 gp.						
4 This Familiar can Carry as per the rules on Familiar Scouting once per day. This ability is currently inactive. This ability may be activated at a cost of 1300 gp.						
5 This Familiar can perform a Wathit as per the RN 4 ability on Greatest Weakness AND on Greatest Strength, once per day. This ability may be activated at a cost of 2400 gp.						
6 This Familiar can perform a Sense I as per the MK 4 ability, once per day. This ability may be activated at a cost of 2400 gp.						Fin



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4 KN Xenthia

OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Knife of the Fourfathers	3438	4000	1	Y	Y	1
1	When wielded by the bonded owner, this item allows the user to cast Dispell Magic as per the MU 4 spell cast at level 10, once per day.					
2	In addition, the wielder may carve fillets from spiritual beings. (This is a roleplaying attribute only.)					

Fin

POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
5 Ability Points Generator, 1xpd	105	2500	1	Y	Y	1
1	When invoked by the bonded owner, this item provides five addition spell or ability points to the user, once per day.					

Fin

Total Value of all items:	12373 + 20 gold	12393
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