



# PC Item Details Report

08-Mar-2024

IFGS ID: 5306

## 1 TH Seiun Okita

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Ring Of Protection	2906	4500		Y	Y	1
1 When worn by the bonded owner, this ring provides an additional 2 points of protection from all forms of physical damage.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	2907	240	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast a 2 Point Heal as per the CL 1 spell, once per day.						Fin
4 Point Healing Bandage, 1xpd	2975	480	1	Y	Y	1
1 When used by the bonded owner, this bandage provides 4 points of Healing as per the CL 1 spell cast at level 2, once per day.						Fin
Nullify Life Point Drain from Supernatural Creatures, 1xpd	3028	3000	1	Y	Y	1
1 When worn by the bonded owner, this amulet will cast a Nullify Life Point Drain from Supernatural Creatures as per the KN 8 spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Jade Mountain (Purple Rose)	1752	2400	1	Y	Y	1
1 When wielded by the bonded owner, this weapon is a +1 sword. This sword glows with a purple light in the hands of an honorable person and does elemental Earth damage.						
2 This sword will cast NEUTRALIZE POISON per the Monk's ability 1 time per day.						
3 Weapon may be increased from +1 to +2 for 2700. Weapon may be increased from +2 to +3 for 4500.						Fin
Wand of Catequil I, 1 xpd	2905	520	1	Y	Y	1
1 When invoked by the bonded owner, this wand will allow the user to cast Branding as per the MU 1 spell, once per day.						
2 Currently inactive - The owner can also cast Scry Glyph as per the CL 3 spell, once per day.						
3 Currently inactive - The owner can also cast Campfire OR Reverse Campfire as per the RN 1 spell, once per day.						
4 Currently inactive - The owner can also cast Missile Protection as per the MU 5 spell, once per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Short Sword	2100	1200		Y	Y	1
1 When wielded by the bonded owner, this is a +1 magic short sword.						Fin
+1 Sword	2973	1200		Y	Y	1
1 When wielded by the bonded owner, this sword adds 1 point to all hand-held melee damage.						Fin
1 Dose of Toxin Poison	2974	225		N	N	1
1 When placed in contact with a person's skin OR when consumed, this poison adds 15 points of damage to the weapon strike OR causes 15 points of damage.						Fin

Total Value of all items:	13765+8995 gold	22760
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## 2 BD Aria De'Pirouette

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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



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## 2 BD Aria De'Pirouette

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Elven Brooch of Friendship, Level 5</b>	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
<b>+1 Ring of Protection</b>	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
<b>Oil of Leather Improvement: Mundane to +0</b>	472	55		Y	N	1
1 When applied to a single suit of mundane leather armor, that leather armor is permanently upgraded to +0 Leather Armour, one time only.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Lesser Ancient Jellyfish Familiar, 1xpd</b>	3382	1580	1	Y	Y	1
1 This jellyfish becomes permanently bonded if taken out of the Unending Salt Lake by whomever possesses the creature. Only Mermaid Magic can re-assign a bonded Owner (game design only).						
2 Its parent, the Ancient Jellyfish, has left it with semi-magical properties such as the ability to exist outside of water environments.						
3 In addition, this jellyfish has been made into a Familiar by the bonded owner.						
4 This jellyfish will cast a 4 point heal, one time per day, as per the CL 2 spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Friend of the Shadows</b>	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

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+1 Short Sword</b>	2100	1200		Y	Y	1
1 When wielded by the bonded owner, this is a +1 magic short sword.						Fin
<b>+0 Bow</b>	2866	400		Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic bow.						Fin
<b>Rain Of Arrows, unlimited</b>	2868	900		Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Make Arrows as per the RN 2 ability, once every five seconds.						Fin

**Total Value of all items: 7030+3520 gold 10550**

## 4 CL Ebonholz Zeit

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+1 Ring of Protection</b>	3029	1500		Y	Y	1
1 When worn by the bonded owner, this ring adds one point of armor against all forms of physical attack.						Fin
<b>+0 Chainmail</b>	3030	500		Y	Y	1
1 When worn by the bonded owner, this is +0 chainmail.						Fin



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## 4 CL Ebonholz Zeit

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of the Magi	3016	2200	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 inactive power of autocast one time per day that may be activated by paying 3,000 gold.					Fin
Total Value of all items:		4200+3600 gold		7800		

## 5 RN Petunia

### 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

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull 4-6	3328	1700	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to cast Speak With Dead - one question - as per the CL 6 spell, once per day.					
2	In addition, it will cast Awaken as per the MU 2 spell, once per day.					Fin
Total Value of all items:		2900+4800 gold		7700		

## 6 KN Nina Drevishka

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Party Hat of Disguise, 1xpd	3383	2100	1	Y	Y	1
1	When worn by the bonded owner, this party hat will allow the user to perform Disguise as per the TH 7 ability, once per day.					Fin
Bat Friend	3384	0	1	Y	Y	1
1	This bat is a friend to the PC. It is NOT a familiar. Once per day, it can use its echolocation ability to help the PC. This is by GM discretion only.					Fin
Total Value of all items:		2100+100 gold		2200		