



# PC Item Details Report

08-Nov-2018

IFGS ID: 5312

## 1 FT Azle Snow

### DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>+2 Plate Mail</b>	2838	6000		Y	Y	1
1 When worn by the bonded owner, this is +2 Plate mail.						<i>Fin</i>
<b>Phase Out</b>	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.						<i>Fin</i>
<b>Peace Pipe of Earth Calming, 1xpd</b>	2884	2000	1	Y	Y	1
1 When smoked by the bonded owner, this pipe allows the user to cast Earth Calming as per the DR 6 spell, once per day.						<i>Fin</i>
<b>Battle Fever, 1xpd</b>	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.						<i>Fin</i>
<b>Ring of Wrath, 1xpd</b>	3369	1000	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast a 10 point Wrath as per the CL 5 spell, once per day.						
2 The Wrath may be raised to a total of 20 points (10th lvl) at a cost of 50 per point.						<i>Fin</i>
<b>+3 Platemail</b>	40	10500		Y	Y	1
1 When worn by the bonded owner, this is a +3 plate mail armor, which provides six points of against to all forms of physical attack.						<i>Fin</i>
<b>Super NPC Reward: +2 vs LI, 1xpd</b>	3386	4500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a +2 vs LI as per the KN 6 ability, once per day.						<i>Fin</i>
<b>Sugar Skull Necklace #6</b>	3340	2740	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 LI Enhancvement + 2 as per the MU 6 spell, once per day.						
3 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.						
4 It will also cast Spell Defense as per the MU 4 spell, one time only.						
5 Finally, it will also cast a 10th level Spell Negation as per the MU 6 spell cast at level 10, one time only.						<i>Fin</i>
<b>HEALING</b>	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>2 Points of Innate Healing, 1xpd</b>	2814	264	1	Y	Y	1
1 When invoked by the bonded owner, the user will be able to cast 2 points of healing as per the CL 1 spell, once per day.						
2 This item is innate and acan never be lost, stolen, sold, or traded.						<i>Fin</i>
<b>Potion of Reverse Fogbrain, Level 5</b>	2837	150		Y	N	1
1 When invoked, this potion will allow the user to cast Revese Fogbrain as per the MU 2 spell, one time only.						<i>Fin</i>
<b>2 Point Healing, 1xpd</b>	2934	240	1	Y	Y	3
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.						<i>Fin</i>
<b>Tin of 10 point Healing Tablets</b>	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.						<i>Fin</i>



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### 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*

<b>Spoon of The Fourfathers</b>	3436	3700	1	Y	Y	1
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- 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*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Lemon Drop Of Major Lore</b>	2924	80		Y	N	1

- 1 When consumed, the user will be able to perform a Major Lore as per the MK 3 ability, one time only. *Fin*

<b>Spirit Owl Familiar 2</b>	3479	2480	1	Y	Y	1
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- 1 When interacting with the bonded owner, this is a Spirit Owl familiar.
- 2 This Familiar can Speak to Winds for one question as per the DR 6 spell, once per day.
- 3 This Familiar can Scout as per the rules on Familiar Scouting once per day. This ability is currently inactive. This ability may be activated at a cost of 1800 gp.
- 4 This Familiar can cast Forsee as per the CL 2 spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 800 gp.
- 5 This Familiar can perform an Intuit Code as per the TH 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1400 gp.
- 6 This Familiar can perform a Major Lore as per the MK 3 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 800 gp. *Fin*

<b>Spirit Owl Familiar 2</b>	3479	2480	1	Y	Y	1
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- 6 This Familiar can perform a Major Lore as per the MK 3 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 800 gp. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Lion Familiar</b>	3310	1000		Y	Y	1

- 1 This is a Lion Familiar which has bonded to you. At this time it has no abilities or spells, but those can be added at any time. *Fin*

<b>Friend of the Shadows</b>	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*

<b>Small Round Sponge</b>	2881	160		Y	N	1
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- 1 When invoked by the bonded owner, this item allows the user to cast Plant Seek: Sponge as per the DR 5 spell, one time only. *Fin*



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wand of Catequil II, 1 xpd	2904	1250	1	Y	Y	1

1 When invoked by the bonded owner, this wand will allow the user to cast Plant Seek Vervain as per the DR 5 spell, once per day.

2 Currently inactive - The owner can also cast LI Enhancement +2 as per the MU 6 spell, once per day

3 Currently inactive - The owner can also cast a 30 point Lightbeam - User's Choice (Moonbeam, Sunbeam, or Starbeam) as per the DR 8 spell cast at level 10, once per day.

4 Currently inactive - The owner can also cast a 12 point Dead Eye as per the MU 1 spell cast at level 6, once per day. *Fin*

Aspects of Rain, 1xpd	2945	1500	1	Y	Y	1
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1 When invoked by the bonded owner, the user will able to perform Walk On Liquids as per the MK 7 ability OR cast a Mist Bridge as per the DR 6 spell, once per day *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*

Vial of Silver Hand Blood	3024	100		Y	Y	1
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1 This is a vial of the silver infused blood of a member of the Silver Hand. *Fin*

Leviathan Bones	3196	0		N	N	1
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1 These are a few of the bones of a Leviathan from the world of the Elder Ones. *Fin*

Plant Seek - Sponge	3204	160		Y	N	1
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1 Then invoked, this item allows the user to cast Plant Seek - Sponge as per the DR 5 spell, one time only. *Fin*

Pebble of Speed, 1xpd	3205	2850	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to perform Speed as per the MK 7 ability, once per day. *Fin*

Animal Tamer, 1xpd	3206	700	1	Y	Y	1
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1 Then invoked, this item allows the user to cast Animal Tamer as per the DR 1 spell, once per day. *Fin*

Spirit World Totem - Bear	3270	50		Y	Y	1
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1 The user has bonded to their Animal Spirit, the Bear, and may call upon them once per day.

2 When invoked by the bonded owner, this totem allows the user to add +2 to their damage, once per day.

3 In addition, the user can cast 1st level Battle Fever as per the FT 1 ability, one time only. *Fin*

Bear Familiar	3271	1000		Y	Y	1
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1 When invoked by the bonded owner, this is an untrained Bear familiar. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Element of Ice - 30 Points, 1xpd	2944	3360	1	Y	Y	1

1 When invoked by the bonded owner, the user will able to cast a 30 point Ice Strike as per the MU 4 spell cast at level 10, once per day.

2 This item also has an Autocast embedded within, which can be used to Autocast the Ice Strike. *Fin*

Silver Sword	3023	600		Y	Y	1
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1 This is a mundane sword whose blade is composed of battle hard silver. *Fin*



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Greenfire Champion Necklace, 4xpd</b>	3077	4460	4	Y	Y	1
1	When worn by the bonded owner, this badge allows the user to add one Elemental damage type (Earth, Fire, Ice, Lightning, or Holy) to all melee damage four times per day.					
2	The bonded owner can change the element type (Earth, Fire, Ice, Lightning, or Holy) at will with 15 seconds meditation. The user may use the element of Holy in games that allow it. Then it will switch five times.					
3	In addition, the user will be able to cast either Gale as per the DR 4 spell OR Mist Bridge as per the DR 6 spell, once per day.					Fin
<b>Vial of Spider Venom</b>	3078	1520		Y	N	1
1	This vial contains a single dose of Cavern Spider venom. When ingested or introduced into the body with a weapon strike, it does 6 points of no defense damage.					
2	In addition, the target will go unconscious in 3 minutes and cannot be woken without having 20 pointw of Healing applied.					Fin
<b>Fully Buffed Juvenile Fairy Dragon, 1xpd</b>	3079	3960	1	Y	Y	1
1	When invoked by the bonded owner, this juvenile Dragon will cast a 20 Point Ice Flare per the DR 2 spell cast at level 10, once per day.					
2	In addition, this dragon can cast Insect Bane as per the DR 3 spell, once per day.					Fin
<b>+0 Elemental Weapon</b>	3137	5400		Y	Y	1
1	When wielded by the bonded owner, this is a +0 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
<b>Oil of Weapon Improvement: +0 to +1</b>	467	880		Y	N	1
1	When applied to the blade of a single +0 weapon, that weapon is permanently upgraded to a +1 weapon, one time only.					Fin
<b>Oil of Weapon Improvement: +1 to +2</b>	468	2640		Y	N	1
1	When applied to the blade of a single +1 weapon, that weapon is permanently upgraded to a +2 weapon, one time only.					Fin
<b>Oil of Weapon Improvement: +2 to +3</b>	469	3960		Y	N	1
1	When applied to the blade of a single +2 weapon, that weapon is permanently upgraded to a +3 weapon, one time only.					Fin

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**Total Value of all items: 78839 + 367 gold 79206**

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