



# PC Item Details Report

05-May-2024

IFGS ID: 5312

## 1 FT Azle Snow

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Plate Mail	2838	6000		Y	Y	1

1 When worn by the bonded owner, this is +2 Plate mail. Fin

Phase Out 2863 195 Y N 1

1 When invoked, allows the user to cast a Pahse Out as per the MU 4 spell, one time only. A white flag is required. Fin

Battle Fever, 1xpd 3250 1500 1 Y Y 1

1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 ability, once per day. Fin

Ring of Wrath, 1xpd 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. Fin

+3 Platemail 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. Fin

Super NPC Reward: +2 vs LI, 1xpd 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. Fin

Sugar Skull Necklace #6 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. Fin

The Need to Go On: Resist Pain, 1xpd 3598 1880 1 Y Y 1

1 When invoked by the bonded owner, this item allows the user to perform a Resist Pain as per the KN 5 ability, once per day. Fin

Third Eye Lense: LI Enhance + 2, 1xpd 3595 1500 1 Y Y 1

1 When invoked by the bonded owner, this item allows the user to cast a +2 LI Enhance as per the MU 6 spell, , once per day. Fin

The Need to Go On: Resist Pain, 1xpd 3598 1880 1 Y Y 1

1 When invoked by the bonded owner, this item allows the user to perform a Resist Pain as per the KN 5 ability, once per day. Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points of Innate Healing, 1xpd	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. Fin

Potion of Reverse Fogbrain, Level 5 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. Fin

2 Point Healing, 1xpd 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. Fin

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



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### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lesser Ancient Jellyfish Familiar, 1xpd	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*

Spoon of The Fourfathers	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*

2 Points Healing Crystal	117	24		Y	N	6
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- 1 When invoked, this crystal provides two points of healing as per the CL 2 spell, one time only. *Fin*

Sunfire Flask, 20 pts Heal 1xpd	3675	2400	1	Y	Y	1
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- 1 When invoked by the bonded owner, this flask allows the user to cast a 20 point Heal, as per the CL 1 spell cast at 10th level, once per day - OR -
- 2 The bonded owner can choose instead to cast Dispell Magic as per the MU 4 spell cast at 15th level on themselves, all effects you choose, once per day. *Fin*
- 3 Savvy #2 of the Flask is a closed world item, restricted to Henry Wood games and with GM permission only.

30 Point Healing Bead, 1xpd	178	3600	1	Y	Y	2
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- 1 When invoked by the bonded owner, this item provides thirty points of Healing as per the CL 1 spell, once per day. *Fin*

Life Spark, 1xpd	211	5000	1	Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to cast Life Spark as per the CL 6 spell, once per day. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lemon Drop Of Major Lore	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*

Spirit Owl Familiar 2	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*



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### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Spirit Owl Familiar 2</b>	3479	2480	1	Y	Y	1

- 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>Book of Standard Glyphs</b>	3610	100		N	Y	2
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- 1 This is a mindane book that contains all of the standard Glyphs from the v7.0 Rulebook. *Fin*

<b>Raven Feather of Message</b>	3612	500	1	Y	Y	1
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- 1 When invoked by the bonded owner, this Enchanted Raven feather from the traveling tavern s aviary will allow the user to cast Message as per the MU spell, once per day. *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*

<b>Wand of Catequil II, 1 xpd</b>	2904	1250	1	Y	Y	1
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- 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*

<b>Aspects of Rain, 1xpd</b>	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*

<b>Vial of Silver Hand Blood</b>	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*

<b>Leviathan Bones</b>	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*

<b>Plant Seek - Sponge</b>	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*

<b>Pebble of Speed, 1xpd</b>	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*



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Animal Tamer, 1xpd</b>	3206	700	1	Y	Y	1
1 Then invoked, this item allows the user to cast Animal Tamer as per the DR 1 spell, once per day.						Fin
<b>Spirit World Totem - Bear</b>	3270	50		Y	Y	1
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
<b>Bear Familiar</b>	3271	1000		Y	Y	1
1 When invoked by the bonded owner, this is an untrained Bear familiar.						Fin
<b>Everfull Vial of Water</b>	408	100		Y	Y	2
1 When invoked by the bonded owner, this vial generated about one cup of water, 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
<b>Everfull Vial of Acid</b>	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
<b>Magnetic Hand</b>	3597	1000		Y	Y	1
1 When invoked by the bonded owner, at the start of each game day, one item or weapon on your person may be granted the Self-Moving property for game day. When commanded to do so, the chosen object will move rapidly straight toward your hand.						Fin
<b>Ring of the Magi, 1x10th lvl spell + 1xAutocast</b>	3623	13000	1	Y	Y	1
1 When worn by the bonded owner, this ring can store any spell of the 10th level or lower, and discharge it once per day.						
2 This ring also allows the bonded owner to cast an Autocast as per the MU 7 spell, once per day.						Fin
<b>Baby Conch Can Lock</b>	3614	400	1	Y	Y	1
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 friend, the bonded owner, once per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Element of Ice - 30 Points, 1xpd</b>	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
<b>Silver Sword</b>	3023	600		Y	Y	1
1 This is a mundane sword whose blade is composed of battle hard silver.						Fin
<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



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Fully Buffed Juvenile Fairy Dragon, 1xpd	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
+5 Elemental Weapon	3137	23000		Y	Y	1
1 When wielded by the bonded owner, this is a +5 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
Concentrated Eel Juice of Electrify	3613	900	1	Y	Y	1
1 This is concentrated from the power of deep Electric eels. If applied to food will make it extra salty. If applied to a weapon then the bonded owner can cast a 6 Point Electricity as per the MU 1 spell cast at level 1, once per day.						Fin
Total Value of all items:		121063+9137 gold	130200			

## 50 TE Silk-1

### MEDICAL

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Rad Reduction Pill	639	1			N	1
1 Rad Reduction Pill						Fin
Total Value of all items:		\$00				