



PC Item Details Report

06-Jun-2021

IFGS ID: 5319

1 TH Mala

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring of Protection	2883	1500		Y	Y	1
1 When worn by the bonded owner, this ring provides 1 point of addition protection from all forms of physical melee damage.						Fin
Phase Out, 1xpd	3181	1950	1	Y	Y	1
1 When invoked by the bonded owner, this bottle allows the user to cast Phase Out as per the MU 4 spell, 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
+2 Ring of Protection	44	4500		Y	Y	1
1 When worn by the bonded owner, this is a +2 Ring of Protection, which provides two points of armor against all forms of physical attack.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	2907	240	1	Y	Y	2
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
2 Points Healing, 1xpd	2969	240	1	Y	Y	5
1 When invoked by the bonded owner, this item provides 2 points of healing, once per day.						Fin
2 Points Healing	2970	24		Y	N	50
1 When invoked, this item provides 2 points of healing, one time only.						Fin
Pin of Life Support, 1xpd	2976	2700	1	Y	Y	1
1 When worn by the bonded owner, this item provides a Life Support as per the MK 7 ability, once per day.						Fin
Ring of Neutralize Poison Including Red Death, 1xpd	3044	2500	1	Y	Y	1
1 When wielded by the bonded owner, this ring allows the user to cast Neutralize Poison Including Red Death as per the TH 10 ability, once per day.						Fin
Potion of Neutralize Poison	3131	100		Y	N	1
1 When consumed, this potion will allow the user to cast Neitralize Poison as per the CL 4 spell, one time only.						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
Snake Fang: Neutralize Poison, 1xpd	3414	1000	1	Y	Y	1
1 When injected by the bonded owner, this snake fang will cast Neutralize Poison as per the CL 4 spell, once per day.						Fin



PC Item Details Report

06-Jun-2021

IFGS ID: 5319

1 TH Mala

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spirit Owl Familiar 2	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

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1" Lockpick	2821	1600		N	Y	1
1	This is a mundane one inch diameter lockpick.					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

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

Fairy Owl Familiar, 1xpd	3043	5150	1	Y	Y	1
1	When invoked by the bonded owner, this Owl is a Familiar to the owner and can cast ONE of the following: Sense I as per the MK 4 ability OR True Sight as per the MU 7 spell, once per day.					
2	In addition, this Owl can ONE of the following: Awaken as per the MU 2 spell OR Major Lore as per the MK 3 ability, once per day.					
3	Finally, this Owl can cast ONE of the following: Sense II as per the MK 6 ability OR Thief's Hearing Improved as per the TH 4 ability OR Enhanced Senses as per the RN 6 ability, once per day.					Fin

Bag of Obscuring	3378	0		Y	Y	1
1	Any magic item placed into this bag will NOT detect as magic.					
2	This is a Closed World item and required GP permission to use in any game.					Fin

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

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



PC Item Details Report

06-Jun-2021

IFGS ID: 5319

1 TH Mala

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Magic Sword	2822	3600		Y	Y	1

1 When wielded by the bonded owner, this is a +2 Magic Sword. Fin

Blue Banshee	3324	3072	1	Y	Y	1
--------------	------	------	---	---	---	---

1 When invoked by the bonded owner, this item will allow the user to perform an 8 point Ki-ai as per the MK 4 ability, once per day.

2 The Ki ai may be raised to a total of 20 points (10th lvl) at a cost of 100 per point.

3 In addition, the user may ALSO cast Spook as per the CL 2 spell, once per day.

4 The Spook may be raised to a total of 10th lvl at a cost of 340 per lvl.

5 This Banshee may be trained to be a familiar at a cost of 1000 GP by the end of the Dead Man s Party. After DMP, it will cost 1100 to make the Blue Banshee a familiar. Fin

Sugar Skull Necklace #3	3337	2900	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 14 point Earth Seeds of the Elements spell as per the DR 6 spell cast at level 7, once per day.

3 The Seed may be raised to a total of 20 pts (10th lvl) at a cost of 100 per pt.

4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day. Fin

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

Total Value of all items:	46227+16990 gold	63217
---------------------------	------------------	-------

2 MU Athena

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

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:	2780+5600 gold	8380
---------------------------	----------------	------