



PC Item Details Report

08-Nov-2018

IFGS ID: 5319

1 TH Mala

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
+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.						<i>Fin</i>
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.						<i>Fin</i>
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).						<i>Fin</i>
+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.						<i>Fin</i>

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
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.						<i>Fin</i>
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.						<i>Fin</i>
2 Points Healing	2970	24		Y	N	50
1 When invoked, this item provides 2 points of healing, one time only.						<i>Fin</i>
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.						<i>Fin</i>
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.						<i>Fin</i>
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.						<i>Fin</i>
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.						<i>Fin</i>
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.						<i>Fin</i>



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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.					
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



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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
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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
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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
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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 + 12190 gold	58417
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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
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