



PC Item Details Report

05-May-2024

IFGS ID: 5338

1 CL Josalynn Foxtail

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+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
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

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

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Forget-Me-Nots of Acuity	3443	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Acuity as per the MU 6 spell, once per day.						Fin

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
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

Adult Fairy Dragon, 1xpd	3050	2980	1	Y	Y	1
1 When invoked by the bonded owner, this adult 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 This dragon can cast Dispel Fear as per the KN 5 ability, once per day.						
5 Finally, this dragon can cast Enhanced Senses as per the RN 5 ability, once per day.						Fin

Epic Fairy Dragon, 1xpd	3051	3920	1	Y	Y	1
1 When invoked by the bonded owner, this Epic 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 Finally, this dragon can cast Plant Seek - User's Choice as per the DR 5 ability, once per day.						Fin

Favor from Aria, Guardian Mermaid of the Neverending Salt La	3391	0		N	N	1
1 The PC is owed a favorr from from Aria, the Guardian Mermaid of the Neverending Salt Lake. This is intended to be used at the sequel to the game "Sim In The Sea".						Fin



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Adult Fairy Dragon, 1xpd	3050	2980	1	Y	Y	1

- When invoked by the bonded owner, this adult Dragon will cast a 2 Point Flare per the DR 2 spell, once per day.
- User must choose Earth or Fire or Ice or Lightning, and the Flare will remain that one element.
- The Flare can be raised to a total of 20 points at a cost of 100 per point.
- This dragon can cast Dispel Fear as per the KN 5 ability, once per day.
- Finally, this dragon can cast Enhanced Senses as per the RN 5 ability, once per day. *Fin*

Epic Fairy Dragon, 1xpd	3051	3920	1	Y	Y	1
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- When invoked by the bonded owner, this Epic Dragon will cast a 2 Point Flare per the DR 2 spell, once per day.
- User must choose Earth or Fire or Ice or Lightning, and the Flare will remain that one element.
- The Flare can be raised to a total of 20 points at a cost of 100 per point.
- Finally, this dragon can cast Plant Seek - User's Choice as per the DR 5 ability, once per day. *Fin*

Slice of Pi (Gather Food, unlimited, L1)	3462	2400		Y	Y	1
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- When part or all of this piece of pastry is consumed, it is replaced 5 seconds later by another slice. There seems to be no rational way to determine what flavor of pie the next slice will be, although it is always some sort of edible pie.
- Disclaimer: Overuse of this item may increase your circumference. [GMs may select the next flavor, at their discretion.]
- When this item is either ingested or comes in contact with the target, from that point forward they can perform Gather Food as per the RN 1 ability, once every 5 seconds.
- This pie may ever affect one person only, and once used is fully and irrevocably consumed. *Fin*

Green Chalice: The Most Kind	3470	100	1	Y	Y	1
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- This is an Everful Vial of 10 century old Wine.
- This Chalice makes the person who possesses it very kind. They will be generous and their worldview will shift to being the most positive person anyone knows.
- Drinking from it will give anyone around them within a 4 foot radius a positive outlook for the next 30 minutes. *Fin*

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull Necklace #15	3349	2940	1	Y	Y	1

- The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires. *Fin*
- When invoked by the bonded owner, this item will allow the user to cast God s/Goddess s Boon as per the CL 2 spell, once per day.
- This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.
- Finally, the own can perform a Killing Attack as per the MKK 10 ability, one time only. *Fin*

Knife of the Fourfathers	3438	4000	1	Y	Y	1
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- 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.
- In addition, the wielder may carve fillets from spiritual beings. (This is a roleplaying attribute only.) *Fin*

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 point Spell Point Crystal	3049	50		Y	N	6

- When invoked, this crystal will provide the user with one spell point, one time only. *Fin*

4 Ability Points Generator, 6xpd	104	9600	6	Y	Y	1
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- When invoked by the bonded owner, this item provides four addition spell or ability points to the user, six times per day. *Fin*

Total Value of all items:	46600 + 0	46600
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