



# PC Item Details Report

20-Feb-2023

IFGS ID: 595

## 3 TH Lord Lyle

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Lock Pick of Good Fortune</b>	864	1400	1	Y	Y	1

1 When carried by the bonded owner, -This lock pick will yell "BANE" when the owner attempts to pick a lock and the result of the pick would be detrimental to the owner, such as setting off a trap or locking the lock instead of unlocking, one time per day.

2 Priced as an autoactivate FORESEE, bane only, limited to this use. Fin

<b>Belt Of Spell Negation, Leve 10</b>	1245	4000	1	Y	Y	1
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1 When worn by the bonded owner, allow the user to cast Spell Negation at 10th level as per the MU spell, once per day. Fin

<b>+1 Permanent Life Point</b>	1646	2000		Y	Y	1
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1 This is one extra innate Life Point. It can never be traded, transferred, or sold. Fin

<b>+5 Ring Of Protection</b>	3197	18000		Y	Y	1
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1 When worn by the bonded owner, this ring provides an additional 5 points of protections from all forms of physical damage. Fin

<b>Ring of Rabenna Dragon Friendship, 1xpd</b>	3366	4800	1	Y	Y	1
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1 When worn by the bonded owner, this ring will allow the user to perform a +2 vs LI as per the KN 6 ability, once per day.

2 If the LI effects are from a Rabenna dragon, the ring functions at +4 vs LI. Fin

<b>Evasion, 6xpd</b>	498	19200	6	Y	Y	1
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1 When invoked by the bonded owner, allows the user to perform an Evade as per the MMK 7, six times per day Fin

<b>The Enormous And All Encompassing Glyph Book</b>	3318	2930	1	Y	Y	1
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1 This is a mundane book of all glyphs, including some rare glyphs. In addition, it will cast the following:

2 Reveal Glyph per the 3rd lvl CL spell, 1XDay.

3 Remove Glyph 6th level per the 4th lvl Cleric spell cast at level 6, one time only.

4 Remove Glyph 8th level per the 4th lvl Cleric spell cast at level 8, one time only.

5 Remove Glyph 10th level per the 4th lvl Cleric spell cast at level 10, one time only.

6 In addition, this book will cast the following Lores:

7 Battlefield Lore per 1st lvl Fighter ability, one time only.

8 Heraldic Lore per 1st lvl Knight ability, one time only.

9 Legend Lore per 1st lvl Monk ability, one time only.

10 Major Lore per 3rd lvl Knight ability, one time only.

11 Nature Lore per 1st lvl Ranger ability, one time only.

12 People Lore. per 2nd lvl Thief ability, one time only.

13 Religion Lore per 1st lvl Cleric ability, one time only.

14 Track Lore per 7th lvl Ranger ability, one time only.

15 Finally, this book comes with a 3 cubic foot Bag of Holding. Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Points of Healing, 1xpd</b>	2111	240	1	Y	Y	10

1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day. Fin

<b>Duckback</b>	1909	80		Y	N	10
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1 When invoked, this item allows the owner to cast Plant Seek, Duckback as per the DR 5 spell, one time only. Fin

<b>Athelas</b>	1910	250		Y	N	1
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1 When invoked, this item allows the owner to cast Ranger Herbs, Athelas as per the RN 6 ability, one time only. Fin



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### HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>10 Point Heal</b>	1911	120		Y	N	10
1 When invoked, this item allows the owner to cast a 10 point Heal as per the CL 1 spell ast atLevel 5, one time only.						<i>Fin</i>
<b>2 Points Healing, 1xpd, innate</b>	2315	264	1	Y	Y	1
1 When invoked by the bonded owner, this item performs 2 points of Healing as per the CL 1 spell, once per day.						
2 This item is innate an cannot be sold, traded, lost, or given away.						<i>Fin</i>
<b>2 Pt Healing, 6xpd</b>	2400	1440	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, six times per day.						<i>Fin</i>
<b>10 Point Ranged Heal, 1xpd</b>	3198	1980	1	Y	Y	1
1 When invoked, this item will allows the user to cast a 10 Point Ranged Heal as per the CL 7 spell, once per day.						
2 The healing may be raised to a total of 20 points at a cost of 180 per point.						<i>Fin</i>
<b>Blooming Flower, 6xpd</b>	416	11500	6	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Flowers of Avalon: Yellow Flower as per the DR 8 spell, six times 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>
<b>2 Point Healing Bead, 1xpd</b>	118	240	1	Y	Y	1
1 When invoked by the bonded owner, this item provides two points of Healing as per the CL 1 spell, once per day.						<i>Fin</i>

### KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Complete Book of Glyphs</b>	2312	100		N	Y	1
1 This is a mundane book that contains a complete list of all standard glyphs, including the glyph of the Black Hand.						<i>Fin</i>
<b>Wathit, 1xpd</b>	377	1200	1	Y	Y	2
1 When invoked by the bonded owner, allows the user to perform a Wathit as per the RN 4 ability, once per day.						<i>Fin</i>

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Skeleton Key</b>	863	2400	1	Y	Y	1
1 When invoked by the bonded owner, allows the owner to autocast open a class C or lower lock, once per day.						<i>Fin</i>
<b>Improved Lock Pick of Second Chance</b>	865	3360	6	Y	Y	1
1 When carried by the bonded owner, allows the owner 6 extra Thief's Touch as per the Thief ability, once per day.						<i>Fin</i>
<b>Snail Of Wonder</b>	867	1390	1	Y	Y	1
1 When invoked by the bonded owner, will allow the owner to do EITHER a Mist Bridge OR a Rock To Mud - as per the Druid spells - once per day.						<i>Fin</i>
<b>Rogestone (Tourmaline) (Teleport)</b>	1170	1000		Y	N	6
1 This curious crystal is green on one end and pink on the other. If broken in half, the two pieces retain a magical link. If they are separated, the holder of one piece may use it to teleport himself and anything he is carrying to the location of the other						
2 piece, provided it is no more than 100 feet away. Using the stone in this fashion will drain it of magic. If its magic is not invoked, the pieces of the stone can be retrieved, and will fuse if placed together again.						<i>Fin</i>
<b>Variable Everfull Vial</b>	1666	400		Y	Y	1
1 When used by the bonded owner, this vial produces on cup of either drinkable water (not Spring Water), oil, or acid, once every 5 seconds.						<i>Fin</i>



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>The Don's Magic Fedora</b>	2345	130		Y	Y	1
1	This fedora is self-moving and will always return to the bonded owner at the end of the game day if lost or stolen.					
2	The self-movement property is transferred to the new owner if the Fedora is sold or traded. This item may not be used in combat.					Fin
<b>Rod Of Lordly Might</b>	2369	15900		Y	Y	1
1	When wielded by the bonded owner, this item can create a Mist Bridge 2/day (2600)					
2	The user can also swing a Knockout Blow, 10th level 1/day (6000)					
3	The user has the ability to perform Climbing, once every 5 seconds. This climbing can be used by the entire team as the item will unfold into a 30 foot ladder. Unlimited Climbing (may be used by the team) (4800)					
4	The bonded owner also gets 5 Thief Renewal Points (2500), once per day.					
5	Using the rod of lordly might, the user may pick a lock from 30 feet. (Restricted to David Wood games or must be approved by the game producer).					Fin
<b>Bones of Forgotten and Dead Gods</b>	2405	0		Y	Y	8
1	This is a collection of Bones of dead and forgotten Gods, collected from under the Void.					Fin
<b>Piece Of Crazed Mushroom</b>	2406	0		Y	Y	150
1	This is a piece from the corpse of the Crazed Mushroom.					Fin
<b>Feather - Hero of the Navarro</b>	3184	0		N	N	1
1	This feather indicates that the wearer is a Hero of the Navarro people.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Peregrine Falcon</b>	866	1320	1	Y	Y	1
1	When invoked by the bonded owner, will allow the owner to do EITHER a Monk's Speed OR a Sweep - as per the Monk abilities - once per day.					Fin
<b>Thunderbird of Wonder</b>	868	3600	1	Y	Y	1
1	When invoked by the bonded owner, will cast a 6 point Electrify as per the Magic User spell, once per day.					
2	Will also cast a 12 point LIGHTNING STRIKE as per the Magic User's spell, one time per day.					
3	Will also cast a GALE as per the Druid's spell, one time per day					Fin
<b>Dwarven Mithral Silver Plating</b>	1228	200		Y	Y	1
1	This item allows the user to permanently plate one weapon with Dwarven Mithral silver, one time only.					Fin
<b>Navarro Sky Iron</b>	1229	200		Y	Y	1
1	This item allows the user to permanently plate one weapon with Navarro Sky Iron, one time only.					Fin
<b>Rainbow Lizard</b>	1231	800	1	Y	Y	1
1	When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.					
2	May add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage one time per day. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. The damage will be magical.					Fin
<b>Token of Make Arrows, unlimited</b>	2108	900		Y	Y	1
1	When invoked by the bonded owner, this item allows them to Make Arrow as per the RN 2 ability, once every 5 seconds.					Fin
<b>+3 Short Sword, Enhanced</b>	1665	10475		Y	Y	1
1	When wielded by the bonded owner, this is a +3 magic sword.					
2	In addition to the standard set of materials, this blade on this sword has four additional materials: plain steel, Navarro Sky Iron, Dwarven Mithral Silver, and gemstone crystal.					
3	This blade can be modified to cast Elemental damage, twice per day.					
4	When invoked by the bonded owner, this sword can change the material of its blade, once every five seconds.					Fin



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lightbeam Sunlight, 1xpd	3199	1500	1	Y	Y	1
1 When invoked, this item will allows the user to cast a Lightbeam Sunlight as per the DR 8 spell, once per day.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Spell Points Generator, 6xpd	2399	9600	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 4 spell, ability, courage, monk, or renewal points, six times per day.						Fin

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**Total Value of all items: 134279+6920 gold 141199**

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## 4 CL Sareen

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pin of Auto-Activate Awaken	700	1600	1	Y	Y	1
1 This pin will automatically cast an Awaken on the bonded owner when they are put to sleep against their will.						Fin

Life Support Crystal	1359	270		Y	N	1
1 When invoked, allows the user to perform a Life Support as per the MK ability, one time only.						Fin

Concentration Crystal	1379	450		Y	N	2
1 When invoked, casts Concentration as per the MU spell, one time only.						Fin

Item of Life Support	1597	270		Y	N	3
1 When wielded by the bonded owner, allows the user to perform a Life Support as per the MK ability, one time only.						Fin

Celestial's Ring: Dodge Blow + 9 pts Elemental Protection, 1x	1636	4340	1	Y	Y	1
1 User is allowed one dodge blow a day.						
2 Upon use of dodge blow, gain 9 points of elemental protection, user's choice of element.						
3 This item can only be used in future "Shadow" games by David Wood or in future Triad games by game design.						Fin

Bark Chew: Evade, 1xpd	1639	4000	1	Y	Y	1
1 Upon consumption, allows the user to Evade as per the Monks ability 1/day.						Fin

Elven Brooch of Concealment, level 10, 1xpd	1891	2000	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Conceal Self as per the TH 5 ability cast at level 10, 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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.						
3 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication).						Fin

Immunity to Knockdown, innate, 1xpd	2544	2750	1	Y	Y	1
1 This innate ability will allow the user to perform an Immunity To Knockdown as per the MKM 10ability, once per day.						Fin

Elven Brooch of Concealment, level 10, 1xpd	1891	2000	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Conceal Self as per the TH 5 ability cast at level 10, 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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.						
3 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication).						Fin



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### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Treywood Goblet, 1xpd</b>	2679	2100	1	Y	Y	1
1 This item will send the bonded owner a Mental Signal as per the MU 5 spell if poison and/or mind-altering substance is placed in the glass, once per day.						
2 This item will also perform a Neutralize Poison, Self Only as per the MK 4 ability, once per day.						Fin
<b>Uder Stone - 3 Pts, 1xpd</b>	2680	1140	1	Y	Y	1
1 When invoked by the bonded owner, when placed in a normal heat source this stone will slowly absorb the heat and radiate it back when in the cold. It provides 3 points elemental protection from Ice.						
2 It may be upgraded in increments of 3 up to 30 points total for a cost of 200 gold per point.						Fin
<b>Gem of Concentration, 1xpd</b>	2723	4500	1	Y	Y	1
1 When invoked by the bonded owner, this gem allows the user to cast Concentration as per the MU 6 spell, once per day.						Fin
<b>Gem of Life Support, 1xpd</b>	2724	2700	1	Y	Y	1
1 When invoked by the bonded owner, this gem allows the user to perform a Life Support as per the MK 7 ability, once per day.						Fin
<b>Evade, 1xpd</b>	2774	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform an Evade as per the MKM 7 ability, once per day.						Fin
<b>Evade, 1xpd</b>	2825	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform an Evade as per the MKM 7 ability, once per day.						Fin
<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.						Fin
<b>Orance Juice of Concentration</b>	3453	4500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Concentration as per the MU 6 spell, once per day.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Point Healing Crystal</b>	1419	24		Y	N	12
1 When invoked, casts 2 points of healing as per the CL spell, one time only.						Fin
<b>6 Points Innate Healing, opd</b>	1595	792	1	Y	Y	1
1 When invoked by the bonded owner, provides 6 points of Healing as per the CL spell, once per day.						
2 This item is innate, and can never be lost, sold, traded, stolen, or destroyed.						Fin
<b>Phaedra's Flask (8 Pt Heal, 2xpd)</b>	1509	1920	2	Y	Y	1
1 When invoked by the bonded owner, provides 8 points of healing as per the CL spell, twice per day.						Fin
<b>2 Points Healing, 1xpd</b>	2690	240	1	Y	Y	1
1 When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin
<b>Life Support, 2xpd</b>	2773	5400	2	Y	Y	2
1 When invoked by the bonded owner, this item allows the user to perform a Life Support as per the MKS 8 ability, once per day.						Fin
<b>Aspects of Life</b>	411	1796		Y	N	1
1 This item will cast an autoactivate Life Spark as per the CL 6 spell on the bonded owner when their life points reach 0, one time only.						
2 Five seconds later it will cast an autoactivated HEAL 8 points on the bonded owner as per the CL 1 spell cast at level 4.						Fin



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### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Life Support, 6xpd	609	12960	6	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform an Evade as per the MK 7 ability, four times per day.					Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Soul Gem	786	20		Y	Y	1
1	This Gem contains one human soul.					Fin

Telekinesis, 1xpd	1380	1300	1	Y	Y	1
1	When invoked by the bonded owner, casts a Telekinesis as per the MU spell, once per day.					Fin

Animated Rope	1533	130		Y	Y	1
1	When invoked by the bonded owner, allows the user to control this self-animated rope.					Fin

Everfull Everchanging Vial	1534	400		Y	Y	1
1	When invoked by the bonded owner, allows the user to create one dose of acid, oil, or drinkable water, every 5 seconds.					Fin

Gold Coin of Reverse Pickpocket	2510	0		Y	N	10
1	When invoked, this coin will allow the user to slip a reasonably sized item INTO another person's pouch or pocket, one time only. (i.e. a reverse pickpocket.)					Fin

Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
1	When invoked by the bonded owner, this item will cast Faery Lights as per the DR1 spell, once per day.					
2	It will also cast Shadows of Concealment at level 6 as per the DR 6 spell, once per day.					
3	The Shadows of Concealment level can be increased to level 10 at a cost of 200 gp per level.					

Stone Singer s Aspects of Rain, 1xpd	2721	1550	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Walk on Liquids as per the MK 7 ability OR to perform a Mist Bridge as per the DR 6 ability - once per day.					Fin

Sponge	3255	160		Y	N	1
1	When invoked, this item allows the user to cast Plant Seek - Sponge as per the DR 5 spell, one time only.					Fin

Spirit World Totem - Raven	3260	50		Y	Y	1
1	The user has bonded to their Animal Spirit, the Raven, and may call upon them once per day.					
2	When invoked by the bonded owner, this totem allows the user to cast a Gale as per the DR 4 spell, one time only.					
3	In addition, the user can cast Leap as per the MK 2 ability, once every 5 seconds.					Fin

Spirit World Totem - Snake	3261	50		Y	Y	1
1	The user has bonded to their Animal Spirit, the Snake, and may call upon them once per day.					
2	When invoked by the bonded owner, this totem allows the user to perform a Conceal Self as per the TH 5 ability, one time only.					

Favor from Aria, Guardian Mermaid of the Neverending Salt La	3391	0		N	N	1
1	The PC is owed a favor 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

LI Enhancement +2, 1xpd	307	1500	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast an LI Enhancement +2 as per the MU 6 spell, once per day.					Fin

Fork of the Fourfathers	3437	3650	1	Y	Y	1
1	When used by the bonded owner, this fork will allow the user to cast Telekinesis as per the MU 6 spell, once per day.					
2	In addition, the user can throw this fork to perform a Penetrating Arrow as per the RN 2 ability, once per day.					
3	Finally, the use may also perform a Gauge Opponent-Total Armor as per the FT 4 ability, once per day.					Fin



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Spirit Snake Familiar 3</b>	3482	3400	1	Y	Y	1

- 1 When interacting with the bonded owner, this is a Spirit Snake familiar.
- 2 This Familiar can perform an Escape Bonds as per the MK 2 ability, once per day.
- 3 This Familiar can perform a Speak With Animals as per the RN 1 ability, once per day.
- 4 This Familiar can cast Neutralize Poison as per the CL 4 spell, once per day.
- 5 This Familiar can cast Reverse Lock up through level E as per the MU spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 4000 gp.
- 6 This Familiar can perform a Neutralize Non-Magical Disease as per the RN 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1000 gp. *Fin*

<b>Essence of the Outsider</b>	3664	0		Y	Y	1
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- 1 When invoked by the bonded owner, this spike is magically connected to the Outsider.
- 2 The user of this spike can interact with the Outsider. *Fin*

<b>Walk On Liquids, 1xpd</b>	351	1000	1	Y	Y	6
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- 1 When invoked by the bonded owner, allows the user to perform Walk On Liquids as per the MK 7 ability, once per day. *Fin*

<b>Leap, Unlimited</b>	504	4200		Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to perform a Leap as per the MK 2 ability, once every 5 seconds. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Belt of Knight Strengh II</b>	746	1625	1	Y	Y	1

- 1 When worn by the bonded owner, allows the user to invoke the Knight Ability Strnegth II, once per day. *Fin*

<b>The Don's Tommy Gun</b>	1545	2200	1	Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to cast a 20 point Dead Eye as per the MU spell, once per day. *Fin*

<b>Rainbow Lizard</b>	1889	1000	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.
- 2 The lizard allows the bonded owner to wield elemental forces through ONE weapon at a time. Base element is NONE. The lizard embodies the ability to switch elements (fire or ice or lightning or earth or no element) once per day
- 3 Once an element is switched, it remains in effect for the rest of the day. *Fin*

<b>Death's Touch, +1 Weapon</b>	2571	1200		Y	Y	1
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- 1 When wielded by the bonded owner, this is a +1 Weapon. Note that the "+" damage was provided by Death itself. *Fin*

<b>Rainbow Lizard</b>	1889	1000	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.
- 2 The lizard allows the bonded owner to wield elemental forces through ONE weapon at a time. Base element is NONE. The lizard embodies the ability to switch elements (fire or ice or lightning or earth or no element) once per day
- 3 Once an element is switched, it remains in effect for the rest of the day. *Fin*

<b>Death's Touch, +1 Weapon</b>	2571	1200		Y	Y	1
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- 1 When wielded by the bonded owner, this is a +1 Weapon. Note that the "+" damage was provided by Death itself. *Fin*

<b>Yellow Leaf of Druidic Might</b>	2722	450		Y	N	1
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- 1 When invoked, this Yellow Leaf allows the user to cast a Lightbeam - Moonbeam as per the DR 8 spell, one time only.
- 2 In addition, it allows the user to cast a Lightbeam - Starlight as per the DR 8 spell, one time only.
- 3 In addition, it allows the user to cast a Lightbeam - Sunbeam as per the DR 8 spell, one time only. *Fin*



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Sugar Skull Necklace #18</b>	3352	2160	1	Y	Y	1

- The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.
- When invoked by the bonded owner, this item will allow the user to perform Walk On Liquids as per the MK 7 ability, once per day.
- The item can also cast Speak Easy as per the MU 1 spell, once per day.
- This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.
- Finally, this item will allow the user to perform a 6 Point No Defense Blow as per the KN 6 ability, one time only. *Fin*

<b>Earl Tainly Dwarven Stout (Create Holy Water, 1xpd)</b>	3498	500	1	Y	Y	1
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- Once per day the bonded owner can will this magic Dwarven cup to be filled with a golden brew of Stout that has a delightful aroma, a full and frithy head, and a rich, full flavor! It comes in pints and the entire pint must be consumed.
- The brew is delicious, but not intoxicating. It will mellow the imbiber for 30 seconds. It does not act as an Earth Calming spell.
- Once consumed, the now mellow PC will be able to cast Create Holy Water, once per day. *Fin*

<b>Gun Of The Don</b>	3681	15600	6	Y	Y	1
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- When used by the bonded owner, this gun allows the user to fire a 20 point Deadeye as per the MU 1 spell cast at 10th level, six times per day
- The user can also perform a Target Arrow as per the R3 ability, six times per day.
- The user can also add up to six Autocasts to this gun for the additional cost of 3000 gp per Autocast added. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Spell Point Generator: 8 pts</b>	679	4000	1	Y		1

- When invoked by the bonded owner, this item generates 8 spell points once per day. *Fin*

<b>1 Spell Point, 6 xpd</b>	1366	2400	1	Y	Y	1
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- When invoked by the bonded owner provides 1 additional Spell point to the owner, six times per day. *Fin*

<b>1 Spell Point Generator, 6xpd</b>	1544	2400	1	Y	Y	1
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- When invoked by the bonded owner, provides 1 spell point, six times per day. *Fin*

<b>6 Point Spell Point Generator, 1xpd</b>	1885	2400	1	Y	Y	5
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- When invoked by the bonded owner, this item will provide 6 spell points, once per day. *Fin*

<b>1 Point Spell Point Generator, 1xpd</b>	2677	500	1	Y	Y	1
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- When invoked by the bonded owner, this item generates one spell point, once per day. *Fin*

<b>1 Point Spell/Ability Point Generator, 6xpd</b>	2688	2400	6	Y	Y	1
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- When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.
- When acquired, the bonded owner must set whether this item generates Spell points OR ability points. *Fin*

<b>Total Value of all items:</b>	<b>146451+13756 gold</b>	<b>160207</b>
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## 5 KN Sir Tificate

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Cloak of Missile Protection</b>	2624	2000	1	Y	Y	1

- When worn by the bonded owner, this cloak will perform Missile Protect as per the MK 5 ability, once per day. *Fin*

<b>Phase Out</b>	2863	195		Y	N	1
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- 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*





# PC Item Details Report

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## 5 KN Sir Tificate

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+4 Ring of Protection</b>	46	15000		Y	Y	1
1	When worn by the bonded owner, this is a +4 Ring of Protection, which provides four points of armor against all forms of physical attack.					Fin
<b>Phase Out</b>	314	195		Y	N	1
1	When invoked, allows the user to cast Phase Out as per the MU 4 spell, one time only.					Fin
<b>Kip, 1xpd</b>	329	1620	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform a Kip as per the MK 4 ability, once per day.					Fin
<b>Invoke, User's Choice</b>	618	215		Y	N	1
1	When invoked by the bonded owner, this item will allow the user to cast Invoke, User's Choice as per the CL 7 spell, one time only.					Fin
<b>Escape Bonds, 1xpd</b>	623	500	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform an Escape Bonds as per the MK 2 ability, once per day.					Fin
<b>Pin of +1 vs LI</b>	3518	13500		Y	Y	1
1	When worn by the bonded owner, this pins grants permanent +1 vs all LI effect as per the KN 3 ability, at all times.					Fin
<b>Second Chance: Evade, 1xpd</b>	3606	4000	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform an Evade as per the MMK 7 ability, once per day.					Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>10 Point Healing Bead, 1xpd</b>	142	1200	1	Y	Y	1
1	When invoked by the bonded owner, this item provides ten points of Healing as per the CL 1 spell, once per day.					Fin
<b>20 Point Healing Bead, 1xpd</b>	172	2400	1	Y	Y	2
1	When invoked by the bonded owner, this item provides twenty points of Healing as per the CL 1 spell, once per day.					Fin
<b>Blood Crystal of Cain</b>	3514	500		Y	N	1
1	When invoked, this item will cast Restore One Permanent Life Point as per the CL 9 spell, one time only.					Fin
<b>Get Up, Ya Bum!</b>	3515	1460		Y	N	2
1	When the person who possesses this item dies, it will do the following. First, it will AutoActivate a Life Spark as per the CL 6 spell onto the possessor, one time only. Next, it will cast 30 Points of Healing onto the possessor.					
2	At the discretion of the possessor, this item can be Autocast, which will perform all the spells as per the AutoActivate, one time only. After this use, the item is gone.					Fin
<b>Night Hag Medicine Bag (Neutralize Poison, 1xpd)</b>	3496	1000	1	Y	Y	1
1	This horrid concoction is brewed from the blood of a Hinght Hag and the ichor of a black lilly. It smells like a corpse buried in rotting fruit. It is thick, greasy, and clings to the side of the bottle. like a living thing.					
2	Imbibing this medicine will kill any posion foreign to the host body as per the CL 4 spell Neutralize Posion, once per day.					Fin
<b>2 Points Healing Crystal</b>	117	24		Y	N	6
1	When invoked, this crystal provides two points of healing as per the CL 2 spell, one time only.					Fin
<b>Life Support, 1xpd</b>	333	2700	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform Life Support as per the MK 8 ability, once per day.					Fin



# PC Item Details Report

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## 5 KN Sir Tificate

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Rainbow Lizard</b>	802	800	1	Y	Y	1
1	When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.					
2	May add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage one time per day. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. The damage will be magical.					
<b>Friend of the Shadows</b>	2862	0				1
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!					
<b>Disarm Trap - Mechanical</b>	624	145		Y	N	2
1	When invoked by the bonded owner, this item allows the user to perform a Disarm Traps - Mechanical as per the TH 5 ability, one time only.					
<b>Pouch of Preserve Plant, 2xpd</b>	3516	1700	2	Y	Y	1
1	When invoked by the bonded owner, this item will cast Preserve Plants as per the DR 3 spell, twice per day.					
<b>Gem of Darkholm</b>	3494	0		Y	Y	1
1	This gem is linked to the Essence of Prince Vlad Bassarab, the Vampire.					
<b>Everfull Vial of Wine</b>	409	100		Y	Y	1
1	When invoked by the bonded owner, this vial generated about one cup of wine 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.					
<b>Leap, Unlimited</b>	504	4200		Y	Y	1
1	When invoked by the bonded owner, allows the user to perform a Leap as per the MK 2 ability, once every 5 seconds.					
<b>Midwinter Champion Crown</b>	3677	3200	1	Y	Y	1
1	When invoked by the bonded owner, this crown does.... stuff, as soon as Henry Wood sends me a copy of the game script with the savvy's listed. This is a closed world item, restricted to Henry Wood games and with GM permissions only.					

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>No Defense Arrow</b>	364	300		Y	N	1
1	When invoked, allows the user to perform a 10 Point No Defense Arrow as per the RN 10 ability, one time only.					
<b>Eye Of Deadeye</b>	626	540	2	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast a 6 point Dead Eye as per the MU 1 spell cast at level 3, once per day.					
2	This item hold one charge. It can be recharged by hitting a live creature with the eye three times, causing 3 points of damage to that creature.					
<b>Ranger Herbs - Devil's Weed</b>	3517	200		Y	N	1
1	When invoked, this item will cast Ranger Herbs - Devil's Weed as per the DR 6 spell, one time only.					
<b>Throw, 1xpd</b>	349	2240	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform Throw as per the MK 5 ability, once per day.					

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Courage Point Generator, 5 points once per day</b>	817	2500	1	Y	Y	2
1	When invoked by the bonded owner, generates five Courage Points once per day.					
<b>4 Ability Points Generator, 1xpd</b>	99	2000	1	Y	Y	1
1	When invoked by the bonded owner, this item provides four addition spell or ability points to the user, once per day.					



# PC Item Details Report

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## 5 KN Sir Tificate

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
5 Ability Points Generator, 5xpd	109	10500	5	Y	Y	1
1 When invoked by the bonded owner, this item provides five addition spell or ability points to the user, five times per day.						Fin

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**Total Value of all items: 81559+4845 gold 86404**

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## 7 MU Chill

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Ring Of Protection	1029	4500		Y	Y	1
1 When worn by the bonded owner, this ring provides two additional points of armour from all forms of physical attack.						Fin

Necklace of Resistance	1056	1500	1	Y	Y	1
1 When worn by the bonded owner, this necklace will protect the wearer from ten points of fire, ice, or lightning damage one combat per day; the type of damage must be chosen at the beginning of the day.						Fin

Sock of Escaping	2611	50		Y	N	1
1 When invoked, this sock will allow the user to perform an Escape Bonds as per the MK 1 ability, one time only.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Rechargeable Ring Of Healing	956	1020	1	Y	Y	1
1 When worn by the bonded owner, can heal in increments of 2 points for a maximum of 10 points of healing, once per day.						
2 This ring can be recharged by spell points, one spell point adds 2 points of healing.						
3 This ring can be discharged up to one time per day.						Fin

Shibara Pin	954	1200	1	Y	Y	1
1 When invoked by the bonded owner, heals for 10 points, once per day.						Fin

Stone Of Life Spark	942	4000	1	Y	Y	1
1 When invoked by the bonded owner, casts the spell LIFE SPARK as per the Cleric spell, once per day.						Fin

Gem of Life Spark	1017	400		Y	N	2
1 When invoked, this gem allows the user to cast Life Spark as per the Cleric spell, one time only.						Fin

Item of healing, 5 points	1028	60		Y	N	19
1 When invoked, this item provides 5 points of healing, one time only.						Fin

Glimmering Sash	1055	3888	1	Y	Y	1
1 When worn by the bonded owner, this sash will autocast heal 12 life points 1/day, but only in the event of a throat slit or a potentially mortal blow.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Stick Of Legend	949	550	1	Y	Y	1
1 When used by the bonded owner, casts the spell LEGEND LORE as per the Monk ability, once per day.						Fin

Eye Of The Beast	886	1100	1	Y	Y	1
1 When invoked by the bonded owner, casts a Wathit as per the Ranger spell, once per day.						Fin

Friend of Dryads Pin	3415	0		Y	Y	1
1 When worn by the bonded owner, this pin indicates to all Dryads that this person is a Friend to the Dryads of all natural woods.						Fin



# PC Item Details Report

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## 7 MU Chill

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Elf Talisman, 2nd Level</b>	953	3500	1	Y	Y	1
1	When worn by the bonded owner, the user may identify plants and animals as per the Druid ability, four times per day. (1750 gp, item level 1)					
2	When this item is raised to the 2nd level, the user will also be able to speak with plants and animals as per the Druid ability, four times per day. (additional 1760 gp, item level 2)					
3	When this item is raised to the 3rd level, the user will also be able to heal plants and animals as per the Druid ability, four times per day. (additional 1584 gp, item level 3)					
4	When this item is raised to the 4th level, the user will also be able to cast Animal Tamer as per the Druid ability, four times per day. (additional 2520 gp, item level 4)					
5	When this item is raised to the 5th level, the user will also be able to cast Plant Seek as per the Druid ability, four times per day. (additional 11,276 gp, item level 5)					
6	When this item is raised to the 6th level, the user will also be able to cast Find Herbs as per the Ranger ability, four times per day. (additional 10,476 gp, item level 6)					
7	When this item is raised to the 7th level, the user will also be able to cast Speak To Winds as per the Druid ability, four times per day. (additional 3240 gp, item level 7)					
8	When this item is raised to the 8th level, the user will also be able to cast Flowers Of Avalon as per the Druid ability, four times per day. (additional 19,404 gp, item level 8)					
9	When this item is raised to the 9th level, the user will also be able to cast Aspect Of The Beast as per the Druid ability, four times per day. (additional 59,447 gp, item level 9)					
10	When this item is raised to the 10th level, the user will also be able to cast EarthHealing as per the Druid ability, four times per day. (additional 18,000 gp, item level 10)					Fin
<b>Vial of Dragon Blood</b>	951	100		N	N	3
1	One sealed vial of Dragon blood, freely given. Will last until the end of the game day in which the seal is broken.					Fin
<b>Griffin Claws, one full set</b>	957	100		N	N	1
1	This is one full set of claws from a Griffin.					Fin
<b>Iron Box with Key</b>	947	100		N	N	1
1	This is a mundane iron box with a key for its class G lock. Can be destroyed with 500 points of damage.					Fin
<b>50' of Magic Rope</b>	943	100		Y	Y	1
1	50' of unbreakable magic rope.					Fin
<b>Pick Of The Litter</b>	944	700	1	Y	Y	1
1	When used by the bonded owner, allows them to make one attempt to pick a lock, once per day.					Fin
<b>Hide of a Bark Monster</b>	1054	100		N	N	1
1	This is the hide of a Bark monster from Duskwood Forest.					Fin
<b>Wand of Infinite Phatty Blows</b>	3416	0		Y	Y	1
1	???					Fin



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## 7 MU Chill

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Elven Blade, 6th Level</b>	948	11100	1	Y	Y	1
1	When used by the bonded owner, this magic sword does +0 magic damage. (400 gp, item level 1)					
2	When this item is raised to the 2nd level, the user will also gain 1 additional spell points per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 2)					
3	When this item is raised to the 3rd level, the sword will do +1 magic damage instead of +0 magic damage. (additional 800 gp, item level 3)					
4	When this item is raised to the 4th level, the user will gain 2 additional spell points, instead of 1, per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 4)					
5	When this item is raised to the 5th level, the sword will do +2 magic damage instead of +1 magic damage. (additional 2400 gp, item level 5)					
6	When this item is raised to the 6th level, the user will gain 3 additional spell points, instead of 2, per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 6)					
7	No change occurs at this level.					
8	When this item is raised to the 8th level, the user will gain 4 additional spell points, instead of 3, per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 8)					
9	When this item is raised to the 9th level, the sword will do +3 magic damage instead of +2 magic damage. (additional 3600 gp, item level 9)					
10	When this item is raised to the 10th level, the user will gain 5 additional spell points, instead of 4, per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 10)					
<b>Offensive Crystal</b>	945	475	1	Y	Y	1
1	When used by the bonded owner, generates one spell point, once per day.					
2	This spell point must be used to power an offensive spell of the crystal will explode. <i>Fin</i>					
<b>Killing Cloth</b>	946	10000	1	Y	Y	1
1	When rubbed on his own body by the bonded owner, casts the spell PHYSICAL PROTECTION for 10 points as per the Cleric spell, once per day.					
2	Will allow allow the user to cast KILLING ATTACK as per the Magic User spell, once per day. <i>Fin</i>					
<b>Staff of Throw, once per day</b>	429	1200	1	Y	Y	1
1	When wielded by the bonded owner, allows the user to cast a Throw, once per day. <i>Fin</i>					
<b>The Final Friend, 1xpd</b>	2570	1300	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to cast Ashes To Ashes as per the CL 4 spell, once per day. <i>Fin</i>					

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Stone of 2Fer</b>	955	1000	1	Y	Y	1
1	When invoked by the bonded owner, generates two additional spell points, once per day. <i>Fin</i>					
<b>Stone of 3Fer</b>	950	1500	1	Y	Y	1
1	When invoked by the bonded owner, generates three additional spell points, once per day. <i>Fin</i>					
<b>Spell or Ability Point Crystal</b>	1016	50		Y	N	28
1	When invoked, this crystal provides 1 spell point, one time only. <i>Fin</i>					

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<b>Total Value of all items:</b>	<b>52623+96 gold</b>	<b>52719</b>
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## 9 RN Ehlongier

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+1 Ring of Protection</b>	43	1500		Y	Y	1
1	When worn by the bonded owner, this is a +1 Ring of Protection, which provides one point of armor against all forms of physical attack. <i>Fin</i>					



# PC Item Details Report

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## 9 RN Ehlongier

### OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
+1 Melee Weapon	3	1200		Y	Y	2
1 When wielded by the bonded owner, this is a +1 melee weapon.						<i>Fin</i>
+1 Projectile Weapon	10	1200		Y	Y	1
1 When wielded by the bonded owner, this is a +1 projectile weapon.						<i>Fin</i>

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**Total Value of all items: 5100+2500 gold 7600**

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## 50 TE "Himself" The Elf

### COMPONENTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Aether	647	1			N	2
1 This is a single unit of the component: Aether.						<i>Fin</i>
Herbs	648	1			N	20
1 This is a single unit of the component: Herbs.						<i>Fin</i>

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**Total Value of all items: \$17.95**

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