



# PC Item Details Report

06-Apr-2022

IFGS ID: 9138

## 1 RN Emelle

### KNOWLEDGE

|                         | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|-------------------------|---------|-------|---------|--------|------------|-------|
| Book of Standard Glyphs | 3610    | 100   |         | N      | Y          | 1     |

1 This is a mindane book that contains all of the standard Glyphs from the v7.0 Rulebook. *Fin*

Allspeak: Converse, 3xpd, innate 3596 1696 3 Y Y 1

1 When invoked by the bonded owner, this item allows the user to cast a Converse as per the CL 5 spell, three times per day.

2 This item is innate and cannot be sold, lost, or traded. *Fin*

### MISC

|                        | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|------------------------|---------|-------|---------|--------|------------|-------|
| Everfull Vial of Water | 408     | 100   |         | Y      | Y          | 1     |

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*

**Total Value of all items: 1896+22100 gold 23996**

## 4 DR Nyphadora

### DEFENSIVE

|                 | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|-----------------|---------|-------|---------|--------|------------|-------|
| Heart Of Tefiti | 3615    | 240   | 1       | Y      | Y          | 1     |

1 When invoked by the bonded owner, this item will cast 2 points of Healing, once per day.

2 In addition, the bonded owner can cast Water Calming once per day. Water Calming is Earth Calming that only works under water. This item is restricted to David Gibson games only. *Fin*

### KNOWLEDGE

|                          | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--------------------------|---------|-------|---------|--------|------------|-------|
| Raven Feather of Message | 3612    | 500   | 1       | Y      | Y          | 1     |

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 |
|------------------------|---------|-------|---------|--------|------------|-------|
| Unconscious Seelie Fey | 3621    | 0     |         | Y      | Y          | 1     |

1 ? *Fin*

Baby Conch Can Lock 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 |
|-------------------------------------|---------|-------|---------|--------|------------|-------|
| 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 perthe MU 1 spell cast at level 1, once per day. *Fin*

**Total Value of all items: 2040+150 gold 2190**