



PC Item Details Report

06-Apr-2022

IFGS ID: 9942

1 FT Skultaker

DEFENSIVE

Chainmail

Item ID	Value	Per Day	Magic?	Permanent?	Count
1	400		N	Y	2

HEALING

Amulet of Healing

Item ID	Value	Per Day	Magic?	Permanent?	Count
15	480	2	Y	Y	1

1 Provides 2 points of healing, twice per day

Fin

Clerical Monkey #2

29	1358		Y	Y	1
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1 Your monkey can cast a 2-point Heal, five times a day. He responds to "Oh, I've been hurt, heal me!" or "Oh, [name]'s been hurt, heal them!" to activate this ability.

2 The monkey can Turn Undead, once a day, as a first level cleric. The incantation for this is "Look, undead, let's see what the cleric can do!"

3 To use either ability, the monkey must be in physical contact with its bonded owner, who must not be moving and must be observing all standard rules concerning the use of items & abilities.

4 Send it to Monkey Training Lessons to become a better cleric: 400 gp = Turn Undead at 1 level higher than it previously did (max = your level, never > lvl 10). 550 gp will upgrade all of his daily Heals by one point (max= 20 pt Heals).

5 If ever sold, all enhancements are lost and the value will be 200 gp. Can never exceed [2 X PCs level in Heal] or [PC Level for Turn Undead].

Fin

2 Point Healing Bead, 1xpd

118	240	1	Y	Y	1
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1 When invoked by the bonded owner, this item provides two points of Healing as per the CL 1 spell, once per day.

Fin

Total Value of all items:	2878+400 gold	3278
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