



PC Item Details Report

28-Nov-2021

IFGS ID: 4911

1 RN Beowulf

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Ringmail of Regrowth	167	1400	1	Y	Y	1
1 This is +0 magic chainmail that allows the bonded owner to use 10 points of Improved Fighter's Regen once per day.						<i>Fin</i>
Sense II Tetrad, 4xpd	3189	2880	4	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Sense II as per the MK 6 ability, four times per day.						<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>
Super NPC Reward: +2 vs LI, 1xpd	3386	4500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a +2 vs LI as per the KN 6 ability, once per day.						<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 Point Healing Crystal	1199	24		Y	N	1
1 When invoked, casts 2 points of healing on the specified target.						<i>Fin</i>
Get Out Of Death Free - Life Spark	2853	500	0	Y	Y	1
1 When invoked, this card will allow the user to cast Life Spark as per the CL 6 spell, one time only.						<i>Fin</i>

KNOWLEDGE

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

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Everfull Acid	1578	100		Y	Y	1
1 When wielded by the bonded owner, this vial generates one dose of acid, every 5 seconds.						<i>Fin</i>
Animated Unbreakable Rope	2317	100		Y	Y	1
1 Then wielded by the bonded owner, this is magic, unbreakable animated rope. This 120 foot rope is unbreakable, uncut-able, and non-destroyable by any person other than the bonded owner.						
2 If cut by the bonded owner, it can be repaired by a Mend spell.						
3 It will obey simple commands from its bonded owner, but cannot be used in melee.						<i>Fin</i>

OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Token of Make Arrows, unlimited	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.						<i>Fin</i>
Everchanging Quiver	2232	6500		Y	Y	1
1 When used by the bonded owner, this item allows the archer to change the base material of the head of the mundane arrow pulled from it. The base Material of this weapon must be set upon purchase, and is set to steel.						
2 The materials that can be created are silver, cold iron, wood, crystal, mithral, stone, and energy. The material designated may be changed once every 5 seconds.						
3 In addition, this item allows the user to specify the type of damage done by the arrow as Elemental damage. The base element is set to NONE, and this can be changed every 15 seconds to one of: Lightning, Earth, Fire, Water, and Air.						<i>Fin</i>
Quivering Feather of Accuracy	2316	7800		Y	Y	1
1 When worn by the bonded owner, allows them to fire a Target Arrow as per the RN 3 ability, once every 15 seconds.						<i>Fin</i>



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Final Friend, 1xpd	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.						Fin
+3 Bow	3187	7200		Y	Y	1
1 This Falcon is a familiar of the bonded owner and will only obey and respond to the bonded owner.						
2 This familiar can cast Awaken as per the MU 2 spell, once per day.						
3 This familiar can also perform a Sacrifice Throw as per the MK 3 ability, once per day.						Fin
+0 Sword	3188	400		Y	Y	2
1 When wielded by the bonded owner, this is a +0 magic sword.						Fin

Total Value of all items: 39604+9970 gold 49574

2 DR Cian Holt

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Blight Immunity	1958	0		Y	Y	1
1 Having been brought to the edge of death by a Blight Demon and survived (in however convoluted a fashion), you have begun to develop a resistance to the contagion of that particular demon.						Fin
Pin of Life Support, 1xpd	1999	2700	1	Y	Y	1
1 When worn by the bonded owner, this item will allow the user to perform a Life Support as per the MK 8 ability, once per day.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Life Spark	1710	500		Y	N	1
1 When invoked, casts a Life Spark as per the L6 CL spell, one time only.						Fin
2 Points Healing, 1xpd	1998	240	1	Y	Y	14
1 When worn 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.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Keepers Key	1955	1400	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the owner to Pick Locks as per the TH 1 ability, once per day.						
2 In addition, the owner can perform a Thief's Touch pas per the TH 4 ability, once per day.						Fin
Military Armaments	1997	3940		Y	Y	1
1 When worn by the bonded owner, this item will autoactivate HEAL 2 points as perthe CL 1 spell when the bonded owner s right arm reaches 0, once per day.						
2 In addition, this item will autoactivate HEAL 2 points as perthe CL 1 spell when the bonded owner s left arm reaches 0, once per day.						
3 In addition, this item will perform a STRONG ARM +3 per the MU 6 spell, twice per day.						Fin

Total Value of all items: 11900+4610 gold 16510

4 KN Black Jack Gyles

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Returning Magic Shield, 1xpd	664	620	1	Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic shield.						
2 If lost, stolen, or ddestroyed, this shield will return fully intact to the bonded owner at the start of the next game day.						Fin
Oil of Weapon Improvement to +0	836	525	1	Y	N	1
1 When rubbed upon an existing mundane weapon, this oil will change it into a +0 magi weapon permanently. The oil may be used one time only and the improvement is not transferable.						Fin



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4 KN Black Jack Gyles

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sense I (unlimited)	1524	10080		Y	Y	1
1	When invoked by the bonded owner, allows the user to perform a Sense I as per the MK ability, every five seconds.					Fin
+1 Permanent Life Point	1646	2000		Y	Y	1
1	This is one extra innate Life Point. It can never be traded, transferred, or sold.					Fin
Bottle of Life Support, 1xpd	2484	2700	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform Life Support as per the MK 7 ability, once per day.					Fin
Life Support, 1xpd	2522	2700	1	Y	Y	1
1	When used by the bonded owner, this item allows the user to perform a Life Support as per the MK 7 ability, once per day.					Fin
Treywood Goblet, 1xpd	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
Uder Stone - 3 Pts, 1xpd	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
Arachnadrake Scale (Elephant Hide, 1xpd)	2759	3250	1	Y	Y	1
1	When worn by the bonded owner, allows the owner to cast Elep[hant Hide as per the DR 5 spell, once per day.					Fin
Immunity To Knockdown, 6xpd	2768	12000	6	Y	Y	1
1	When worn by the bonded owner, this item allows the user to perform an Immunity to Knockdown as per the MKM 10 ability, six times per day.					Fin
Phase Out	2863	195		Y	N	1
1	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
Sense II, 4xpd	3032	2880	4	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Sense II as per the MK 6 ability, four times per day.					Fin
Enhanced Senses, 3xpd	3033	1960	3	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Enhanced Senses as per the RN 6 spell, three times per day.					Fin
Knightly Order Plate Mail, Returning 1 xpd	3108	2325	1	Y	Y	1
1	This plate mail has been issued by the Knightly Order of the bonded owner and cannot be sold or traded.					
2	This plate mail has been upgraded such that if lost, stolen, or destroyed it will return full intact to the bonded owner at the beginning of the next game day.					Fin
+5 Ring Of Protection	3110	18000		Y	Y	1
1	When worn by the bonded owner, this is a +5 Ring of Protection which adds five points of protection from all forms of physical attack.					Fin
De-Medusa	3281	1650		Y	N	1
1	When the bonded owner is the target of a Petrify of the 10th lvl or below, this item will autoactivate Reverse Petrify per the 8th lvl MU spell at 10th lvl, LI Extension 5 ft radius, one time only.					Fin
Ring of Rabenna Dragon Friendship, 1xpd	3366	4800	1	Y	Y	1
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



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
Evasion, 6xpd	498	19200	6	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform an Evade as per the MMK 7, six times per day					Fin

Missile Protection, 1xpd	311	2000	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast Missile Protection as per the MU 5 spell, once per day					Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Find Herbs: Athelas, once	767	130		Y	N	5
1	When invoked, this will act like a Find Herbs: Athelas, once.					Fin

Bracer of Healing	838	864	4	Y	Y	1
1	When worn by the bonded owner, this item provides two points of healing, four times per day.					Fin

Gem of Life Spark	939	400		Y	N	7
1	When invoked, casts the clerical spell LIFE SPARK, one time only.					Fin

Autocast Heal, 2 Points, 1xpd	974	3240	1	Y	Y	1
1	When invoked by the bonded owner, will autocast 2 points of healing, once per day.					Fin

2 Pt Healing, 6xpd	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.					Fin

2 Point Healing, 1xpd	2934	240	1	Y	Y	3
1	When invoked by the bonded owner, the user will be able to cast 2 Points of Healing as per the CL 1 spell, once per day.					Fin

Potion of Neutralize Posion, Including Red Death	3111	250		Y	N	1
1	When consumed, this potion will allow the user to perform a Neutralize Poison Including Red Death as per the TH 10 ability, one time only.					Fin

Yellow Flower of Avalon, 6xpd	3279	11500	6	Y	Y	1
1	When invoked by the bonded owner, this item will generate a Yellow Flower of Avalon as per the DR 8 spell, six times per day.					Fin

Life Support, 1xpd	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

Blooming Flower, 6xpd	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.					Fin

Tin of 10 point Healing Tablets	3313	120		Y	N	10
1	This tin will provide one mint that provides 10 points of Healing as per the CL 1 spell cast at level 5, one time only.					Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Book of Glyphs	766	Zero		N	Y	1
1	This book contains the complete list of common Glyphs, and all associated information regarding each Glyph.					Fin

Codebreaker	976	120		Y	N	3
1	Will cast Read Languages as per the Magic User spell, once only.					Fin



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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
Everfull Vial of Oil	666	50		Y	Y	1
1 When wielded by the bonded owner, this vial creates one dose of oil every five seconds. This oil may NOT be used in combat, and it requires 5 seconds between each use.						Fin

Namari Wolf (familiar) Basic Training	694	300		N		1
1 The Namari Wolf has been trained to do a Truth Sense at 3rd level once per day.						Fin

Everfull Vial of Water	815	100		Y	Y	1
1 When invoked by the bonded owner, this item creates one cup of drinkable water, usable every five seconds. This is NOT the same as the Spring Water spell.						Fin

Everfull Vial of Wine	818	100		Y	Y	1
1 When invoked by the bonded owner, this item creates one cup of good, but not great, drinlable wine, usable every five seconds.						Fin

Namari Wolf (familiar) Ranger Training	841	Zero		Y	Y	1
1 The Namari Wolf has been trained to do ??? once per day.						Fin

Luck of the Draw	2371	13334	1	Y	Y	1
1 at the beginning of each day, the bonded ownerr may draw a card and gain the follow effects: Number Cards - 30 knight points (15000) x 66.67% = 10000.5 (10000.5)						
2 Face cards and Aces (Not Including Black Jacks) - Spell Defense 1/day 6000 x 25.93% = 1555.8 and Evade 1/day 4000 x 25.93% = 1037.2 (2593)						
3 Black Jack Killing Attack 14000 x 3.7% = 518 and a +5 damage 1/day 6000 x 3.7% = 222 (740)						
4 Joker No effect.						Fin

Familiar Container/Blank Template	2760	1000		Y	Y	1
1 ???						

Friend of the Shadows	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!						Fin

Speed	2938	285		Y	N	2
1 When invoked by the bonded owner, the user will able to perform Speed as per the MK 7 ability, one time only						Fin

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

Aspects of Rain, 1xpd	3280	1550	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform Wak on Liquids as per the MK 7 ability ~OR~						
2 the user can cast Mist Bridge as per the DR 6 spell, once per day. The user can do one or the other once per day, but not both.						Fin

Blank Scroll Imbued with Aspect of Life	3282	0		Y	Y	1
1 This blank vellum scroll has been imbued with the Aspect of Life.						Fin



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull Necklace #17	3351	2988	1	Y	Y	1

- 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 10 point Wrath as per the CL 5 spell, once per day.
- 3 The item can also cast a Mist Bridge as per the DR 6 spell, once per day.
- 4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.
- 5 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. *Fin*

Black Jack's Hat Familiar	3373	4280	1	Y	Y	1
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- 1 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only.
- 2 In addition, the user can cast Awaken as per the MU 1 spell, once per day.
- 3 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. *Fin*

Lord Lyle's True Heart	3456	0		Y	Y	1
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- 1 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10).
- 2 Whoever holds the heart has the ability to control Lord Lyle.
- 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. *Fin*

Hecate's Mirror of Truth	3493	0		Y	Y	1
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- 1 This is the Goddess Hecate's Mirror of Truth. When looked into the viewer will see their true self displayed. *Fin*

Baby Conch Can Lock	3614	400	1	Y	Y	1
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- 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*

Summervale Staff Badge	3670	5730		Y	Y	1
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- 1 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it."
- 2 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. *Fin*

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Vial of Acid	665	50		Y	Y	1

- 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. *Fin*

Excellent Elemental Bracer	839	3000		Y	Y	1
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- 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. *Fin*

Magical Ever Changing Weapon	840	1200	1	Y	Y	1
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- 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Examples are wood, silver, cold iron, crystal etc. *Fin*

6 Points No-Defense Damage	975	325	1	Y	Y	6
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- 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. *Fin*

Shield Strap of the Four Winds	1690	3465	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day.
- 2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. *Fin*

Dice of 2 Point Elemental Flare, 1xpd	2175	480	1	Y	Y	1
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- 1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase.
- 2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 point increment costs 530 gp. *Fin*



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OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Black Jack's Gunblade Attachment	2531	17922	1	Y	Y	1
1	When used by the bonded owner, this is a +3 bow and will not be counted against the knight's knightly order magic weapon limit. The user must just aim the sword like a gun to use it. (David Wood Closed World games.)					Fin
2	The user will have the ability to perform a Sense II as per the MK 6 ability, once per day.					
3	IN addition, at the beginning of the day the user will roll a six sided die. The result will give the user one of the following for the game day -					
4	1 : nothing (16.7%), 2 : Autocast Deadeye 20 points 6/day (16.7%), 3 : Autocast Pain Strike 5 points 3/day (16.7%), 4 : Autocast Stun 2/day (16.7%), 5 : Autocast Light Beam User's Choice (16.7%), 6 : Autocast Bolt 40 points (16.7%).					Fin
Silver Spike	2692	50		N	Y	1
1	This is a mundane silver spike, sharpened on one end.					Fin
Bastion Of Strength, 6xpd	3031	12000	6	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Strong Arm +5 as per the MU 2 spell cast at level 10, six times per day.					Fin
Knightly Order +3 Sword, Returning 1 xpd	3109	11160	1	Y	Y	1
1	This +3 Sword has been issued by the Knightly Order of the bonded owner and cannot be sold or traded.					
2	This sword has been upgraded such that if lost, stolen, or destroyed it will return full intact to the bonded owner at the beginning of the next game day.					Fin
Tommygun Of The Don	1815	29000	4	Y	Y	1
1	May only be carried by the current Godfather of the Don.					
2	If the number of Followers Of The Don ever drops below 20, then the gun teleports back to the Don until the number of followers are back up to 20.					
3	To activate the Tommy Gun, it must be fired (an arrow must be fired from it) each day while saying This ones from the Don yous Bum.					
4	The Tommygun has a permanent Mental Signal (MU 5) with the bonded owner. This will warn the bonded owner if the Gun is ever more than 10 feet from them.					
5	The bonded owner can cast an Autocast Deadeye, 20 points, 5 second knockdown, double effect as per the MU 1 spell cast at level 10 - 4 times a day.					
6	The Tommygun allows the bonded owner to perform a Kip as per the MK 4 ability, 1 time a day.					
7	The Tommygun allows the bonded owner to perform a BattleFever at the PCs level as per the FT ability at variable levels, once per day.					Fin
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

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Spell Point crystal	923	50		Y	N	116
1	Spell point crystal, 1 point, one time only.					Fin
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
1 Point Spell/Ability Point Generator, 6xpd	2688	2400	6	Y	Y	1
1	When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.					
2	When acquired, the bonded owner must set whether this item generates Spell points OR ability points.					Fin
10 Point Spell or Ability Points	2693	500	0	Y	N	1
1	When invoked, provides 10 spell points, one time only.					Fin

Total Value of all items: 259928+50674 gold 310602



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7 MU Widget Brom

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring Of Protection	1490	1500		Y	Y	1

1 When worn by the bonded owner, provides one additional point of protection from all forms of physical attack. *Fin*

Immunity To Fear, 1xpd	1492	960	1	Y	Y	1
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1 When invoked by the bonded owner, allows the user to perform an Immunity To Fear as per the KN ability, once per day. *Fin*

Escape Bonds, 1xpd	1493	500	1	Y	Y	1
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1 When invoked by the bonded owner, allows the user to perform an Escape Bonds as per the MK ability, once per day. *Fin*

Scroll of Tree Shift	1695	130		Y	N	1
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1 When invoked, casts a Tree Shift as per the DR spell, one time only. *Fin*

Insole Of Pinjas, 1 xpd	2041	2000	1	Y	Y	1
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1 When invoked by the bonded owner, this item will cast Shadows Of Concealment as per the DR 6 spell, once per day. *Fin*

Wraithstone, 1xpd	2245	1758	1	Y	Y	1
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1 This crystal radiates a strange magical energy to which spirits are sensitive, influencing their emotional state and behavior. Currently, it is in a calm, passive state which has little effect on the undead.

2 By holding the crystal and concentrating on feelings of fear, it is possible to attune it to cause fear in the undead. With training in the arts of meditation and method acting, it would be possible to increase the effectiveness.

3 At this time, when invoked by the bonded owner the crystal will allow them to perform a Turn Undead at level 3 as per the CL 0 ability, once per day. This effect may be upgraded to a maximum of level 10 for 340 gp/level.

4 With further training, it would be possible to induce more subtle feelings, such as friendship and a desire to cooperate by allowing the user to cast a Control Undead as per the CL 4 spell, once per day.

5 This effect may be activated at level 1 for 500gp, and upgraded to a maximum of level 10 for 500gp/level. *Fin*

Wind Amulet (1xpd)	2620	2700	1	Y	Y	1
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1 When used by the bonded owner, this item allows the user to cast Missile Protection as per the MU 5 spell, once per day.

2 In addition, it will allow the user to cast a Reveal Magic as per the MU 1 spell, once per day. *Fin*

Pink Elephant Bracer (Freeze Poison & Kip, 1xpd)	3499	2120	1	Y	Y	1
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1 When worn by the bonded owner, this amusing bracelet allows the owner to cast a Freeze Poison as per the CL 2 spell, once per day.

2 In addition, the owner can perform a Kip as per the MK 4 ability, once per day. *Fin*

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd, innate	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 and cannot be sold, traded, lost, or given away. *Fin*

Miracle Max's Deluxe Chocolate Pill	2318	2180		Y	N	1
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1 Once eaten, this item will cast autoactivate LIFE SPARK per the Cleric s spell on the bonded owner when his/her life points reach 0 1 time ONLY.

2 Five seconds later will autoactivate CURE SERIOUS WOUNDS 30 pts per the Cleric s spell on the bonded owner 1 time ONLY. *Fin*

Flower of Avalon, Yellow, innate, 1xpd	2542	2640	1	Y	Y	1
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1 This innate ability will allow the user to cast Flower Of Avalon, Yellow, as per the DR 8 spell, once per day. *Fin*

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Earring Of Wathit, 1xpd	2026	1200	1	Y	Y	1

1 When worn by the bonded owner, this earring allows the user to perform a Wathit as per the RN 4 ability, once per day. *Fin*



PC Item Details Report

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IFGS ID: 4911

7 MU Widget Brom

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
MISC						
Bowl Of Zorthil	756	600	1	Y	Y	1
1 This large bowl does a Conceal Item at 3rd level on anything wholly placed within it, once per day.						Fin
Animated Unbreakable Spider Silk Rope	2024	230		Y	Y	1
1 When used by the bonded owner, this 120 foot magical rope is unbreakable, uncut-able, and non-destroyable by any person other than the bonded owner.						
2 It can be repaired by a Mend spell.						
3 It will obey simple commands from its bonded owner.						
4 This rope is thin enough to fit on one sewing thread spool. This rope will never damage the hands or flesh of the bonded owner or those the owner allows to use this rope.						Fin
Sentient Staff	2246	435		Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic staff. In addition, the staff is sentient.						Fin
20 Acres of Land from Sir Tainly's Estate in Fiorgynsheim	3500	0		N	Y	1
1 This is 20 acres of land from the estate of Sir Tainly of Fiorgynsheim (Rich Adkisson).						Fin

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
OFFENSIVE						
Headband of Throw, 1xpd	2025	2240	1	Y	Y	1
1 When worn by the bonded owner, this heabdand allows the user to perform a Throw as per the MK 5 ability, once per day.						Fin
+3 Melee Weapon	5	7200		Y	Y	1
1 When wielded by the bonded owner, this is a +3 melee weapon.						Fin
Earl Tainly Dwarven Stout (Create Holy Water, 1xpd)	3498	500	1	Y	Y	1
1 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.						
2 The brew is delicious, but not intoxicating. It will mellow the imbiber for 30 seconds. It does not act as an Earth Calming spell.						
3 Once consumed, the now mellow PC will be able to cast Create Holy Water, once per day.						Fin

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
POINTS						
3 Spell Point Generator	1494	1500	1	Y	Y	1
1 When invoked by the bonded owner, provides 3 spell points, once per day.						Fin
1 Point Spell Point Crystal	2235	50		Y	N	30
1 When invoked, this item provides one additional spell point, one time only.						Fin

Total Value of all items: 32157+2088 gold 34245

11 TH Zir Auslaut

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
DEFENSIVE						
+0 Leather Armour	1796	90		Y	Y	1
1 When worn by the bonded owner, this is +0 magic Leather armour.						Fin
HEALING						
Neutralize Poison	1258	100		Y	N	2
1 When invoked, allows the user to cast Neutralize Poison as per the CL ability, one time only.						Fin



PC Item Details Report

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IFGS ID: 4911

11 TH Zir Auslaut

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lock Pick Of 2nd Chance	1797	336		Y	N	2
1 Magical lock pick allows the wielder 6 additional THIEF S TOUCH one time ONLY.						Fin

Total Value of all items: 962+1528 gold 2490

14 CL Dr. Sexy M.D.

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Speak With Plants	2910	40		Y	N	1
1 When invoked, allows the users to cast Speak With Plants, two times only.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wand of Avalon, 1xpd	2909	520	1	Y	Y	1
1 When invoked by the bonded owner, this wand will allow the user to cast Identify Plant/Animal as per the DR 0 spell, once per day.						
2 Currently inactive - The owner can also cast Know Aura as per the MU 2 spell, once per day.						
3 Currently inactive - The owner can also cast Major Lore as per the KN 3 spell, once per day.						
4 Currently inactive - The owner can also perform a Legend Lore as per the MK 1 ability, once per day.						
5 Currently inactive - The owner can also cast Savvy as per the MU 1 spell, once per day.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10' Knockback	2911	50		Y	N	1
1 When invoked, allows the users to perform a 10' Knockback, one time only.						Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Crystal of Enchant - 2 SP Generator, 1xpd	2633	1000	1	Y	Y	1
1 When worn by the bonded owner, this ring generates 2 spell points, once per day.						Fin

Total Value of all items: 1610+1900 gold 3510

15 FT Einkyl Shieldclash

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Shield	2766	90		N	Y	1
1 When carried by the bonded owner, this is a +0 magical shield.						Fin

Plate Mail +0	2767	1650		Y	Y	1
1 When with the bonded owner, this is a magical familiar.						
2 This familiar has +0 Plate Mail.						Fin

+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
Life Spark Dust	2761	500		Y	N	2
1 When this dust is poured onto the body of a dead creature or person, it will cast Life Spark as per the CL 6 spell, one time only.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wathit, 1xpd	3423	1200	1	Y	Y	1
1 When used by the bonded owner, this item allows the user to perform a Wathit for one property as per the RN 4 ability, once per day.						Fin



PC Item Details Report

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IFGS ID: 4911

15 FT Einkyl Shieldclash

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Familiar Container/Blank Template	2760	1000		Y	Y	1
1 ???						

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Hammer	3034	3600		Y	Y	1
1 When wielded by the bonded owner, this is a +2 magic Hammer.						Fin

Total Value of all items: 13040+3000 gold 16040

16 MK Quick Schtt

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Shadowlands Kill Kitten 1-3 Familiar	3385	1700	1	Y	Y	1
1 This Killkitten is a Familiar to the bonded owner, and will allow the user to perform a Leap as per the MK 2 ability, once per day.						Fin

Total Value of all items: 1700+100 gold 1800

17 CL Sir Reginald Thaddeus Cromwell III

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Platemail	38	3000		Y	Y	1
1 When worn by the bonded owner, this is a +1 plate mail armor, which provides four points of armor against all forms of physical attack.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
A Favor Owed	3616	0	1	Y	Y	1
1 You are cursed at 14th level and marked as a friend to the Thisledown Clan, and to Unseele in general.						
2 GM Discretion: You must perform a favor to the Thistledown Clan once per day. This favor can be negated for the day by you giving up one use of an ability that day. (This is to be a minor roleplaying inconvenience.)						
3 You may request a minor favor from Clan Thistledown up to 3 times total.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Self Moving Spool Rope	426	380		Y	Y	1
1 When used by the bonded owner, this is a 120 foot length of magical self moving rope.						
2 This rope is unbreakable and cannot be cut by any person other than the bonded owner. Should the bonded owner cut the rope, it can be repaired back to its original condition with a Mend spell.						
3 On command, this rope can reduce its size to a small spool of thread; and on the reverse command it can be restored to its original size and state.						
4 All aspects and restrictions of a self-moving item apply.						Fin

Total Value of all items: 3380+1595 gold 4975
