



# PC Item Details Report

28-Nov-2021

IFGS ID: 4982

## 2 CL Freddy Mercury

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+2 Chainmail</b>	794	4900		Y	Y	1
8	When worn by the bonded owner, this Chainmail provides an additional 2 points of protection.					Fin
<b>+0 Magic Shield</b>	1180	400		Y	Y	1
1	When wielded by the bonded owner, this is a +0 magic shield.					Fin
<b>Celestial's Ring: Dodge Blow + 9 pts Elemental Protection, 1x</b>	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
<b>Ring of Rooster Claw, 1xpd</b>	1924	6900	1	Y	Y	1
1	When worn by the bonded owner, this item auto-activates an Awaken as per the MU 1 spell whenever the owner is affected by a Crash Time, once per day.					Fin
<b>Evade, 1xpd</b>	3012	4000	1	Y	Y	1
1	When invoked by the bonded owner, this item allows them to perform an Evade as per the MKM 7 ability, once per day.					Fin
<b>Lipstick of Speed, 1xpd</b>	3100	2850	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform Speed as per the MK 7 ability, once per day.					Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Neutralize Poison</b>	970	100		Y	N	1
1	When consumed, this potion will neutralize any and all poisons affecting the user except for Red Death.					Fin
<b>Healing Potion, 4 points</b>	1048	48		Y	N	2
1	When invoked, this item provides 4 points of healing, one time only.					Fin
<b>2 Point Heal (6 x day)</b>	1161	1440	6	Y	Y	1
1	When invoked by the bonded owner, this item provides 2 points of healing, six times per day.					Fin
<b>10 Point Heal, once per day</b>	1178	1200	1	Y	Y	1
1	When invoked by the bonded owner, this item provides 10 points of healing, once per day					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>2 Point Healing Crystal, opd</b>	1605	240	1	Y	Y	5
1	When invoked by the bonded owner, provides 2 points of Healing as per the CL spell, once per day.					Fin
<b>8 Point Heal, opd</b>	1640	960	1	Y	Y	1
1	Provides 8 points of healing, once per day.					Fin
<b>Brooch of Minor Healing, 1xpd</b>	1922	1200	1	Y	Y	1
1	When worn by the bonded owner, this item allows the owner to cast 10 points of healing as per the CL 1 spell cast at Level 5, once per day.					Fin
<b>Brooch of More Healing, 1xpd</b>	1923	960	1	Y	Y	1
1	When worn by the bonded owner, this item allows the owner to cast 8 points of healing as per the CL 1 spell cast at Level 5, once per day.					Fin



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
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 Crystal	3096	24		Y	N	5
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1 When invoked, this crystal provides 2 points of Healing as per the CL 1 spell, one time only. *Fin*

Toe Ring of Life Support, 1xpd	3101	2700	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform Life Support as per the MKS 8 ability, once per day. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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*

Wisdom Of The Tower, 1xpd	2580	880	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform a Major Lore as per the MK 3 ability, once per day. This item is innate. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mummy Bandage	1456	10		Y	Y	1

1 This is a 6 foot long wrapping from the corpse of the Mummy, recovered before it crumbled into dust. *Fin*

Head of the Lich King	1457	10		Y	Y	1
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1 This is the head of the Lich King, recovered from its cave of ill intent. *Fin*

Glaciel's Frozen Heart	1644	100		Y	Y	1
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1 This is the frozen heart of the Ice Celestial "Glaciel". *Fin*

Warlords Necklace	2023	0		Y	Y	1
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1 When worn by the bonded owner, this item allows the wielder to cast LM inspire if commanding Fiorgynsheim people, once per day .

2 Also allowsthe wearer to cast Confidence as per the KN 7 ability, once per day.

3 Also allows the wearer to cast Group Immunity To Fear as per the KN 5 ability, once per day.

4 This is a closed World item, allowed by default into Triad games only. *Fin*

Marquis of Sarkasmus	2045	0		N	Y	1
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1 The owner is acknowledged to be a Marquis in the Lands of Sarkasmus, with all of the rights, privileges, and responsibilities thereof. *Fin*

Gift From The Don: Bump Of Direction	2224	0		Y	N	1
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1 This person has been blessed by Don ALonzo with a permanent Bump Of Direction, usable only to find the target of a Vendetta.

2 This gift cannot be lost, sold, traded, enhanced, or modified in any way except by Don Alonze or by fulfilling The Vendetta. *Fin*

Bones of Forgotten and Dead Gods	2405	0		Y	Y	3
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1 This is a collection of Bones of dead and forgotten Gods, collected from under the Void. *Fin*

Ring of the Magi	3016	2200	1	Y	Y	1
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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*



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MISC	Item ID	Value	Per Day	Magic?	Permanent?	Count
Feather - Hero of the Navarro	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
+1 Sword	1354	1200		Y	Y	1
1 When wielded by the bonded owner, this is a +1 magic sword.						Fin

Bracelet of the Mantis	1637	4440	1	Y	Y	1
1 Allows the user to cast Insect Strike at their level +2 1/day.						Fin

Itsy s Web Sack	1642	5640	1	Y	Y	1
1 Casts Clinging Vine 1/day at 6th level.						Fin

Beefy Medallion, 1xpd	2043	2240	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast a Throw as per the MK 5 ability, once per day.						Fin

Dice of 2 Point Elemental Flare, 1xpd	2175	480	1	Y	Y	1
1 When invoked by the bonded owner, this pair of dice will 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

POINTS	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mage's Mushroom	878	500	1	Y	Y	1
1 When invoked by the bonded owner, provides the owner with one spell point, once per day.						Fin

3 Point Spell Point Generator	959	1500	1	Y	Y	2
1 When invoked by the bonded owner, generates three spell points, once per day.						Fin

1 Point Spell Point Generator (6 x day)	1179	2400	6	Y	Y	1
1 When invoked by the bonded owner, this item will generate 1 spell points, 6 times per day.						Fin

4 Spell Point Generator, 6xpd	1559	9600	1	Y	Y	1
1 When invoked by the bonded owner, provides 4 spell points, six times per day.						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

3 Spell Point Generator, 6xpd	2596	7200	6	Y	Y	1
1 When invoked by the bonded owner, this item will generate 3 Spell Points, six times per day.						Fin

5 Point Spell Point Generator, 6xpd	3099	12000	6	Y	Y	1
1 When invoked by the bonded owner, this item will generate 5 spell pointa, six times per day.						Fin

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<b>Total Value of all items:</b>	<b>98198+10597 gold</b>	<b>108795</b>
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# PC Item Details Report

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## 3 TH Jackyl

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring of Protection	1514	1500		Y	Y	19
1	When worn by the bonded owner, this is a +1 Ring of Protections and will add 1 point of armour against all forms of physical attack.					Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pumpkin Seed of 6 Point heal	1255	60		Y	N	5
1	When invoked, provides 6 points of healing to the specified target, one time only.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Dagger	1280	150		Y	Y	2
1	When used by the bonded owner, this dagger provides an additional 1 point of damage.					Fin
Ashoun s Leather Wrap Of Balance	2455	1200		Y	Y	1
1	Ashoun, a not so successful brigand, had this supple leather wrap crafted (his only item of worth) by a mage he did some work for. It provides 1 additional point of damage when wrapped on the hilt of a non-magical weapon. (Cat II, non-magical damage).					Fin
Scroll of Strong Arm +1	2461	25		Y	N	1
1	Reading this for 6 seconds scroll will cast a +1 Strong Arm as per the MU 2 spell, one time only.					Fin

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<b>Total Value of all items:</b>	<b>30325+639 gold</b>	<b>30964</b>
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## 4 MK Herschel Swiss

### 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

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<b>Total Value of all items:</b>	<b>1500+1300 gold</b>	<b>2800</b>
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## 5 KN Sir Thing

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Tree Shift	1695	130		Y	N	1
1	When invoked, casts a Tree Shift as per the DR spell, one time only.					Fin

Sigil of Code Protection	1895	300		Y	Y	1
1	When worn by the bonded owner, this sigil protects the owner from having their code stolen by Code Eaters.					Fin

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

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Mend	1693	40		Y	N	1
1	When invoked, casts a Mend as per the MU spell, one time only.					Fin



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## 5 KN Sir Thing

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Undead Monkey	1748	2450	1	Y	Y	1

- This MAGIC ITEM is a small figurine made of various materials. When the bonded owner chooses, this item will become the creature it represents and be a companion to the bonded owner. This is for role-playing purposes ONLY. It may switch back and forth
- forth from figurine to creature at the will of the bonded owner. This item is not a familiar; it is a MAGIC ITEM and is subject to the rules of magic items. Will cast Autoactivate AWAKEN (MU1) 1 time per day.
- Will cast CONTROL UNDEAD (Cleric 4, level 1 active) 1 time per day. The Control Undead may be raised to a total of 10th level at a cost of 500 per level. *Fin*

Crusaders Cape	1964	1750	1	Y	Y	1
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- When invoked by the bonded owner, this item allows the owner to cast/perform any ONE of the following once per day:
- Climbing as per the TH 5 ability, Forsee as per the CL 2 spell, Warp as per the DR 2 spell, Faery Lights as per the DR 1 spell, Thiefs hearing as per the TH 1 ability, or Plant Seek-Resin as per the DR 5 spell.
- select \* from pcs where ifgs\_id = 4166 and game\_id = "; *Fin*

Vorpal Rabbit corpse	2104	10		N	N	2
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- This is the corpse of a full grown, adult Vorpal Bunny. *Fin*

Boots of Springing, 1xpd	2434	1795	1	Y	Y	1
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- These boots can do one of the following 1/day Kip or Leap. *Fin*

Grappling Hook	2444	5		N	Y	1
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- This is a folding, mundane grappling hook. *Fin*

Children's Book	2445	1		N	Y	5
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- This is a mundance book for children. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Electrify, 10 Points	1694	150		Y	N	1

- When invoked, casts a 10 Point Electrify as per the MU spell, one time only. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Spell Point Generator, 6xpd	2430	4800	6	Y	Y	2

- When invoked by the bonded owner, this item provides 2 additional Spell, Ability, Courage, or Monk points, six times per day. *Fin*

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<b>Total Value of all items:</b>	<b>16245+9088 gold</b>	<b>25333</b>
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## 7 FT Minos Gloriosus

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Helaing, 1xpd	2634	240		Y	Y	4

- When invoked by the bonded owner, this item provides 2 points of healing, once per day. *Fin*

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<b>Total Value of all items:</b>	<b>960+940 gold</b>	<b>1900</b>
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## 8 FT Captain Hook

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

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**Total Value of all items: 2980+1100 gold 4080**

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## 9 MU Abacus Kadabacus

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Summervale Staff Badge	3670	5730		Y	Y	1

- 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. Fini

Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+3 Strong Arm (one-shot)	234	300		Y	N	1

- 1 Adds +3 magic damage to all hand-held melee damage. Once only.

Fin

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**Total Value of all items: 6030+9645 gold 15675**

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