



# PC Item Details Report

28-Nov-2021

IFGS ID: 5102

## 1 FT Raum

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Immunity To Fear, 1xpd</b>	1492	960	1	Y	Y	1
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
<b>Disarm Mechanical Trap</b>	2205	145		Y	N	1
1	When read, this scroll allows the user to perform a Disarm Mechanical Trap as per the TH 5 ability, one time only.					Fin
<b>Ring of Resistance, 1xpd</b>	2463	4530	1	Y	Y	1
1	When worn by the bonded owner, this ring allows the user to perform a Resist Death for 7 poits, as per the KN 7 ability, once per day.					
2	It also allows the user to perform a Resist Pain as per the KN 5 ability, once per day.					
3	Finally, it allows the user to perform a Sense II as per the MK 6 ability, once per day.					Fin
<b>+2 Armor of Life, 1xpd</b>	2464	9485	1	Y	Y	1
1	When worn by the bonded owner, this is +2 magic plate mail.					
2	This armor also allows the user to perform Missile Protection as per the MK 5 ability, once per day.					
3	Finally, this armor also allows the user to perform a Life Support as per the MK 7 ability, once per day.					Fin
<b>Immunity to Knockdown, innate, 1xpd</b>	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
<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>Namari Wolf Guardian, 1xpd</b>	2685	3890	1	Y	Y	1
1	This item is a Guardian Familiar, and is bonded to its owner. When invoked it can cast a Message as per the MU 2 spell, once per day.					
2	This wolf can also act as a Ranger's Guardina as per the RN 5 ability, once per day.					
3	In addition, the wolf allows the user to perform a Throw as per the MK 5 ability, once per day.					
<b>Namari Guardian Wolf - Monk Training</b>	2697	2480	1	Y	Y	1
1	These skills are associated with the Namari Guardian Wolf that is bonded to its owner. If the Guardian Wolf is with its bonded owner, then it can perform Sense I as per the MK 4 ability, once per day.					
2	The Wolf can also perform a Sense II as per the MK 6 ability, once per day.					Fin
<b>Arachnadrake Scale (Elephant Hide, 1xpd)</b>	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
<b>Phase Out</b>	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
<b>Evasion, 6xpd</b>	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
<b>Super NPC Reward: +2 vs LI, 1xpd</b>	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.					Fin
<b>Antler of the Ceryneian Hind, 1xpd</b>	3428	2000	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform Missile Protection as per the MK ability, once per day.					Fin
<b>The Burden of the Mighty: +2 Permanent Life Points</b>	3609	4000		Y	Y	1
1	When invoked by the bonded owner, this item adds two permanent Life Points to the user. The maximum number of additional permanent life points a character may have is equal to the character's level.					Fin



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<b>The Nihilists Conundrum: Life Support, 1xpd</b>	3602	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Life Support as per the SMK 8 ability, once per day.						Fin
<b>Heart Of Tefiti</b>	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
<b>Pin of Monk's Immunity To Poison, 1xpd</b>	3661	5000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Monk's Immunity To Poison as per the Spirit MK 10 ability, once per day.						Fin
<b>Holy Symbol of the Silver Hammer</b>	3662	50		Y	Y	1
1 When worn by the bonded owner, this symbol will cloak any wearing it to not detect as a lycanthrope or supernatural.						
2 This item is restricted to David Gibson games, and requires GP approval to use in any game. Fini						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>ice Shard of Freeze Poison</b>	1587	500	1	Y	Y	1
1 When wielded by the bonded owner, allows the user to cast a Freeze Poison as per the CL spell, once per day.						Fin
<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 and cannot be sold, traded, lost, or given away.						Fin
<b>Auto-Activate Life Spark</b>	2700	1100		Y	N	1
1 This item will automatically cast a Life Spark on whomever is carrying it if that person dies.						Fin
<b>Yellow Flower of Avalon, 6xpd</b>	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
<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.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Cosmic Insight, 1xpd</b>	2396	880	1	Y	Y	1
1 When invoked by the bonded owner, they can perform a Major Lore as per the MK 3 ability, once per day.						
2 This is an innate item and cannot be sold, traded, or lost.						Fin
<b>Black Mirror, 1xpd</b>	2567	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Personal Augury as per the MKS 8 ability, once per day.						Fin
<b>Sugar Skull 7-8</b>	3329	2340	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast Awaken as per the MU 2 spell, once per day.						
2 It will also cast 4 points of Healing as per the CL 1 spell cast at level 2, once per day.						
3 Finally, it will cast ONE of the following: Speak With Dead - one question - as per the CL 6 spell, once per day ~ OR ~						
4 Foresee as per the CL 2 spell (1 question) , once per day.						Fin
<b>Major Lore, 1xpd</b>	3422	800	1	Y	Y	1
1 When used by the bonded owner, this item allows the user to perform a Major Lore as per the MK 3 ability, once per day ~ OR ~						Fin



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### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Book of Standard Glyphs</b>	3610	100		N	Y	1

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

<b>Raven Feather of Message</b>	3612	500	1	Y	Y	1
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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
<b>Strength II, 1xpd</b>	1496	1770	1	Y	Y	1

1 When invoked by the bonded owner, allows the user to perform a Strength II as per the KN ability, once per day. *Fin*

<b>Drickster Dust, 1xpd</b>	2678	1500	1	Y	Y	1
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1 When invoked by the bonded owner, this item will ast 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.

<b>God Touched</b>	2698	Zero				1
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1 ??? *Fin*

<b>Familiar Container/Blank Template</b>	2760	1000		Y	Y	1
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1 ???

<b>Friend of the Shadows</b>	2862	0				1
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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*

<b>The Hammer Of Law, Gal Maraz</b>	3254	50		Y	Y	1
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1 When wielded by the bonded owner, this is a +0 magic hammer. *Fin*

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

<b>Horn of Everfull Mead</b>	3283	100		Y	Y	1
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1 When invoked by the bonded owner, this horm will generate 1 cup of the best Mead the person drinking has ever tasted, once every 5 seconds. *Fin*

<b>Lamp of the Sacred Flame</b>	3618	0		Y	Y	1
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1 ? *Fin*

<b>Baby Conch Can Lock</b>	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*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Bracer of Elemental Damage</b>	1530	465	1	Y	Y	1

1 When worn by the bonded owner, this allows the user to change the type of damage done from standard to one of the elemental types, once per day.. *Fin*

<b>Everchanging Weapon, 1xpd</b>	1531	1200	1	Y	Y	1
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1 When wielded by the bonded owner, this weapon can change its material from the current material to any other material, once per day. *Fin*



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Thunderbird</b>	1874	5436	1	Y	Y	1
1	When invoked by the bonded owner, this item will cast a 6 point ELECTRIFY as per the L1 MU spell, once per day.					
2	The user can also cast a GALE as per the L4 DR spell, once per day.					
3	The user can also cast a 12 point ELEMENTAL STRIKE - LIGHTNING as per the L4 DR Druid s spell, once per day.					
4	The Lightning Strike can be increased up to a total of 30 points at a cost of 120 gp per point. Currently the Lightning Strike is set to 15 points, once per day. <i>Fin</i>					
<b>Ring of Electrify, 10 Pts, 1xpd</b>	1890	1500	1	Y	Y	1
1	When invoked by the bonded owner, this item will cast a 10 point Electrify as per the MU 1 spell cast at L3, once per day. <i>Fin</i>					
<b>Ring of the Blackest Knight, 1xpd</b>	2247	1470	1	Y	Y	1
1	When wielded by the bonded owner, this ring will enable the wearer to cast a Blessed Bolt as per the CL 3 spell, once per day.					
2	This effect may be upgraded to a maximum of 40 points 1/day for 400gp/4 points (in increments of 4). <i>Fin</i>					
<b>Chuckie's Friend, 1xpd</b>	2404	2975	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Pain Strike -5 as per the CL 4 spell cast at 10th level - OR - cast Simon's Spell as per the CL 2 spell cast at level 5, once per day. <i>Fin</i>					
<b>Scythe Bullet, 1xpd</b>	2568	1500	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to cast a Lightbeam - Starlight as per the DR 8 spell, once per day. <i>Fin</i>					
<b>+5 Retrievable Chakram</b>	2600	750		Y	Y	1
1	When thrown by the bonded owner, this is a +5 throwing weapon. Base damage is determined as Thrown WEapon damage. <i>Fin</i>					
<b>Silver Spike</b>	2692	50		N	Y	1
1	This is a mundane silver spike, sharpened on one end. <i>Fin</i>					
<b>16 Point Avenging Blow, 1xpd</b>	2770	2400	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the owner to perform a 16 point Avenging Blow as per the KN 5 ability performed at level 8, once oer day. <i>Fin</i>					
<b>Aspect of the Beast: Wolf</b>	3390	923	0	Y	Y	1
1	When invoked, allows the user to cast Aspect of the Beast: Wolf, one time only. <i>Fin</i>					
<b>Sugar Skull Necklace #27</b>	3361	3000	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 perform a 10 point Ki-Ai as per the MK 4 ability performed at level 5, once per day.					
3	The Ki ai may be raised to a total of 20 points (10th lvl) at a cost of 100 per point.					
4	Finally. this item will allow the user to perform an Evade as per the MK 7 ability, one time only. <i>Fin</i>					
<b>+2 Short Sword</b>	2485	3600		Y	Y	1
1	When wielded by the bonded owner, this is a +2 magic sword. <i>Fin</i>					
<b>Concentrated Eel Juice of Electrify</b>	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. <i>Fin</i>					

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<b>Total Value of all items:</b>	<b>119308+42650 gold</b>	<b>161958</b>
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## 2 KN Fat Frank

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Blight Immunity</b>	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
<b>Defense Grid Beta (1xpd)</b>	2617	2550	1	Y	Y	1
1	When used by the bonded owner, this item will allow the user to cast a Defense +2 as per the MU 4 spell, once per day.					
2	In addition, it will allow the user to cast a Plant Seek - Duckback as per the DR5 spell, once per day.					Fin
<b>+2 Plate Mail</b>	2699	4450		Y	Y	1
1	When worn by the bonded owner, this is a +2 magic plate mail.					Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Badge Of The Don</b>	1532	480	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast a 4 point Heal as per the CL spell, 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

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Ring of Scry Glyph, 2xpd</b>	2163	720	2	Y	Y	1
1	When invoked by the bonded owner, this ring allows the user to cast a Scry Glyph as per the CL 2 spell, twice per day.					Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>The Keepers Key</b>	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 as per the TH 4 ability, once per day.					Fin
<b>The Lost Sock of Clan McLeod</b>	1956	1600	1	Y	Y	1
1	When invoked, this item casts a Bump Of Direction as per the CL 2 spell, once per day. On the first step, the foot bearing the Sock will turn on its own toward the target. This ability cannot be used to seek the Other Lost Sock of Clan McLeod.					
2	In addition, the owner can Move Without Tracks as per the RN 3 ability, once per day. This will conceal even the Sock's own faint but persistent reek of blood, sweat, and tripe.					Fin
<b>Scroll of Leap</b>	2166	70		Y	N	2
1	When read, this scroll will allow the user to perform a Leap as per the MK 2 ability, one time only.					Fin
<b>Draconic Curse</b>	2623	0		Y	Y	1
1	This is a 12th level curse that makes the victim detect as half draconic. It does not allow them to speak draconic nor does it give them any draconic abilities or traits.					Fin
<b>7.5 square feet of Rabenna Dragon hide</b>	3367	100		Y	Y	1
1	This is 7.5 square feet of hide from a Rabenna Dragon.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Seaweed of the Mighty Sailor</b>	2162	63		Y	N	1
1	When consumed, the user will grow exceptionally strong as if they had received a Strong-Arm +2, one time only.					Fin
<b>Gift From The Don: Strength +5</b>	2201	0		Y	N	1
1	This person has been blessed by Don ALonzo with a one-shot +5 Strong arm on BOTH arms, upon finding the target of a Vendetta and beginning to fulfill The Vendetta.					
2	This gift cannot be lost, sold, traded, enhanced, or modified in any way except by Don Alonzo or by fulfilling The Vendetta.					Fin



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## 2 KN Fat Frank

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Smoldering Edge (1xpd)	2618	2480	1	Y	Y	1

1 When used by the bonded owner, this item will allow the user to perform an Additional Damage +2 as per the KN 4 ability, once per day.

2 In addition, it will allow the user to perform a Battlefield Lore as per the FT 1 ability, once per day. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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*

**Total Value of all items: 17175+22980 gold 40155**

## 3 BD Teth M'hal

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spring of Kip, 1xpd	1801	1300	1	Y	Y	1

1 When invoked by the bonded owner, this item allows the user to perform a Kip as per the MK 4 ability, once per day. *Fin*

Scroll of Group Immunity To Fear	1802	128	0	Y	N	1
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1 When read, will allow the reader to cast Group Immunity To Fear as per the KN 5 ability, one time only. *Fin*

+1 Ring Of Protection	1803	1500		Y	Y	1
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1 When worn by the bonded owner, this ring provides one additional point of armour against all forms of physical attack. *Fin*

+0 Magic Plate Armor	2074	1650		Y	Y	1
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1 When worn by the bonded owner, this is +0 magic plate armour. *Fin*

### OFFENSIVE

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

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

**Total Value of all items: 4728+4924 gold 9652**

## 4 RN Jericho Givins

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Chainmail	2635	500		Y	Y	1

1 When worn by the bonded owner, this is +0 Chainmail. *Fin*

Peace Pipe of Earth Calming, 1xpd	2884	2000	1	Y	Y	1
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1 When smoked by the bonded owner, this pipe allows the user to cast Earth Calming as per the DR 6 spell, once per day. *Fin*

Battle Fever, 1xpd	3250	1500	1	Y	Y	1
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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*

Sense I and Sense II, 1xpd	3252	2480	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to perform a Sense I as per the MK 4 ability, once per day.

2 In addition, the user will be able to perform a Sense II as per the MK 6 ability, once per day. *Fin*



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## 4 RN Jericho Givins

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Pin of Endurance, 1xpd</b>	3253	4380	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Dodge Blow as per the FT 7 ability, once per day.					
2	In addition, the user will be able to perform a Resist Pain as per the KN 5 ability, once per day.					

<b>Ring of Phase Out</b>	3592	1950	1	Y	Y	1
1	When worn by the bonded owner, this glove allows the user to cast a Phase Out as per the MU 4 spell, once per day.					

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Get Out Of Death Free - Life Spark</b>	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.					

<b>Tattoo of Mordra (12 pt heal, 1xpd)</b>	3588	1440	1	Y	Y	1
1	The symbol of Mordra (a Green Tree) is now permanently tattooed on your cheek, hand, or shoulder (PC preference). It allows the PC to do 12 points of Healing, once per day.					

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Amulet of Savvy, 1xpd</b>	2636	600	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast a Savvy as per the MU 1 spell, once per day.					

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Mark of Bast</b>	3591	0		Y	Y	1
1	This mark appears on either the hand or cheek [PC choice] of someone to whom a cleric or monk of Bast owes a life debt. This mark is permanent and cannot be removed by Heal or Remove Curse.					

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Rain of Arrows, unlimited</b>	3251	900		Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform Make Arrows as per the RN 2 ability, once every 5 seconds.					

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**Total Value of all items: 16250+2676 gold 18926**

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## 5 MU Jakob Hannibel

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Elusion Rune, 1xpd</b>	2939	2400	1	Y	Y	1
1	When invoked by the bonded owner, the user will be able to perform an Escape Bonds as per the TH 3 ability, once per day.					
2	In addition, the user will be able to perform Sense Traps as per the TH 2 ability, once per day.					
3	Finally, the user will also be able to perform Sense Poison as per the TH 1 ability, once per day.					

<b>Ring of Protection +3</b>	600	9500		Y	Y	1
1	When worn by the bonded owner, functions as a +3 Ring Of Protection.					

<b>The Nihilists Conundrum: Life Support, 1xpd</b>	3602	2700	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform Life Support as per the SMK 8 ability, once per day.					

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Point Healing, 1xpd</b>	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.					



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## 5 MU Jakob Hannibel

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Alpha Spider Eye Jelly Preserves, 1xpd	3020	1000	1	Y	Y	1
1 This is the eye casing and jelly of an alpha spider.						
2 When the bonded owner sucks out eye jelly from the eye casing for 10 seconds, they can cast al Neutralize Poison as per the CL 4 spell, once per day.						Fin
2 Point Healing Bead, 1xpd	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.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
A Field Guide To Magical Symbols	3132	100		Y	Y	1
1 This book will enable the owner to look up detailed information on all standard glyphs, plus Fire Trap, without having encountered the symbols in previous games.						Fin
Chicken Bones, 1xpd	3133	800	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a Forsee as per the CL 2 spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will ast 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.						
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
Fairy Owl Familiar, 1xpd	3043	5150	1	Y	Y	1
1 When invoked by the bonded owner, this Owl is a Familiar to the owner and can cast ONE of the following: Sense I as per the MK 4 ability OR True Sight as per the MU 7 spell, once per day.						
2 In addition, this Owl can ONE of the following: Awaken as per the MU 2 spell OR Major Lore as per the MK 3 ability, once per day.						
3 Finally, this Owl can cast ONE of the following: Sense II as per the MK 6 ability OR Thief's Hearing Improved as per the TH 4 ability OR Enhanced Senses as per the RN 6 ability, once per day.						Fin
Vial of Elder Corruption	3192	0		N	N	1
1 This is a vial of Elder corruption.						Fin
Tentacle of an Elder One	3193	0		N	N	1
1 This is the tentacle that has been severed from an Elder One.						Fin
Barak's Calling Card	3611	100		Y	N	1
1 This brand will allow the owner to call upon Barak Souttender (Olan Knight, CL 10) in order for Barak to replay a debt to the owner. The owner helped rescue Barak from Hell and Barak owes them a serious favor.						Fin
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
10 Point Earth Slap	3191	156		Y	N	1
1 When invoked, this item will allows the user to cast a 10 Point Earth Slap as per the DR 5 spell, one time only.						Fin





# PC Item Details Report

28-Nov-2021

IFGS ID: 5102

## 5 MU Jakob Hannibel

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Alpha Spider Leg - 12 SAS Points	3045	600		Y	N	1

- 1 When the user has eaten the Alpha Spider Leg, they will have an additional 12 x one point SAS points, one time only. *Fin*

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**Total Value of all items: 32896+7906 gold 40802**

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## 6 DR Maxwell Balor

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	3011	240	1	Y	Y	1

- 1 When worn by the bonded owner, this item allows them to cast 2 points of Healing, once times per day. *Fin*

Alpha Spider Eye Jelly Preserves, 1xpd	3020	1000	1	Y	Y	1
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- 1 This is the eye casing and jelly of an alpha spider.  
 2 When the bonded owner sucks out eye jelly from the eye casing for 10 seconds, they can cast al Neutralize Poison as per the CL 4 spell, once per day. *Fin*

Lesser Ancient Jellyfish Familiar, 1xpd	3382	1580	1	Y	Y	1
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- 1 This jellyfish becomes permanently bonded if taken out of the Unending Salt Lake by whomever possesses the creature. Only Mermaid Magic can re-assign a bonded Owner (game design only).  
 2 Its parent, the Ancient Jellyfish, has left it with semi-magical properties such as the ability to exist outside of water environments.  
 3 In addition, this jellyfish has been made into a Familiar by the bonded owner.  
 4 This jellyfish will cast a 4 point heal, one time per day, as per the CL 2 spell, once per day. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Chicken Bones	575	800	1	Y	Y	1

God's Blood, Forsee 1xpd	3671	800	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item allows the user to cast a Foresee as per the CL 2 spell, once per day. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Zombie Servant	3048	10		Y	N	1

- 1 This zombie is now attached to your will and is your servant.  
 2 Remember that zombies decay, and this zombie is no different. He needs to have an Animate Dead cast on him to renew him once per calendar year or he will dissolve into a goeoy, useless mess. *Fin*

Ashes of Natasha	3301	0		N	Y	1
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- 1 These are the ashes of the evil Natasha (Ruth Davie). *Fin*

Python	3303	0		Y	Y	1
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- 1 This is a mundane but very large python, taken from the Wildlife Preserve. *Fin*

Mama s Pow ful Gris-gris	574	270		Y	N	1
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Wood from the Judas tree, Level 1	3654	50		Y	Y	1
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- 1 This is magical wood capable of floating on the river Styx.  
 2 This piece of wood can be used in the construction of magical weapons or shields.  
 3 Only one piece of this word can be kept any any person. *Fin*



# PC Item Details Report

28-Nov-2021

IFGS ID: 5102

## 6 DR Maxwell Balor

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Monkey's Paw, 1xpd	3046	980	1	Y	Y	1

1 When invoked by the bonded owner, this Monkey's Paw allows the user to perform a 2 point Physical Attack as per the MK 3 ability, once per day.

2 The damage may be increased to 20 points total by spending 150 gold per point.

Juvenile Fairy Dragon, 1xpd	3047	1960	1	Y	Y	1
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1 When invoked by the bonded owner, this juvenile 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 In addition, this dragon can cast Insect Bane as per the DR 3 spell, once per day. Fin

Eye of the Beholder, Level 1, 1xpd	3651	200	1	Y	Y	1
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1 When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day.

2 This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is 200gp per level. This item and all upgrades are subject to the MILL rule. Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Alpha Spider Leg - 12 SAS Points	3045	600		Y	N	1

1 When the user has eaten the Alpha Spider Leg, they will have an additional 12 x one point SAS points, one time only. Fin

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**Total Value of all items: 8490+4125 gold 12615**

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## 8 AL Viktor Corvinus

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Cannibas of Enhances Senses	3441	1960	3	Y	Y	1

1 When invoked by the bonded owner, this item allows the user to perform Enhanced Senses as per the RN 5 ability, three times per day. Fin

Third Eye Lense: LI Enhance + 2, 1xpd	3595	1500	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to cast a +2 LI Enhance as per the MU 6 spell, once per day. Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ambrosia of the Fourfathers	3442	1800	1	Y	Y	1

1 When invoked by the bonded owner, this item allows the user to perform Precognition as per the MK 10 ability, once per day. Fin

Spirit Owl Familiar 1	3480	1580	1	Y	Y	1
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1 When interacting with the bonded owner, this is a Spirit Owl familiar.

2 This Familiar can Speak to Winds for one question as per the DR 6 spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 1000 gp.

3 This Familiar can Scout as per the rules on Familiar Scouting once per day. This ability is currently inactive. This ability may be activated at a cost of 1800 gp.

4 This Familiar can cast Forsee as per the CL 2 spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 800 gp.

5 This Familiar can perform an Intuit Code as per the TH 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1400 gp.

6 This Familiar can perform a Major Lore as per the MK 3 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 800 gp. Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sweeping Durian	3452	3200	1	Y	Y	1

1 When invoked by the bonded owner, this item allows the user to perform Speed as per the MK 6 ability, once per day. Fin



# PC Item Details Report

28-Nov-2021

IFGS ID: 5102

## 8 AL Viktor Corvinus

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Blue Chalice: The Smallest</b>	3471	100	1	Y	Y	1

- 1 This is an Everful Vial of 500 year old Wine.
- 2 Drinking from this chalice will make this person shorter than they were in one foot increments, down to a minimum size of 50% of their normal height.
- 3 Lines on the inside of the cup will determine how much a person must drink to become that small. *Fin*

### OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Knife of the Fourfathers</b>	3438	4000	1	Y	Y	1

- 1 When wielded by the bonded owner, this item allows the user to cast Dispell Magic as per the MU 4 spell cast at level 10, once per day.
- 2 In addition, the wielder may carve fillets from spiritual beings. (This is a roleplaying attribute only.) *Fin*

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**Total Value of all items: 14140+8900 gold 23040**

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## 9 CL Bor Stoutcraft

### HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>4 Point Heal, 1xpd</b>	3502	480	1	Y	Y	1

- 1 When invoked by the bonded owner, this item casts a 4 point heal as per the CL 1 spell, once per day. *Fin*

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>20 Acres of Land from Sir Tainly's Estate in Fiorgynsheim</b>	3500	0		N	Y	1

- 1 This is 20 acres of land from the estate of Sir Tainly of Fiorgynsheim (Rich Adkisson). *Fin*

<b>Complete Set of Everfull Vials</b>	3501	400		Y	Y	1
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- 1 When used by the bonded owner, this is a set of four everfull vials: one each of Oil, Acid, Water, and wine.
- 2 This set cannot be broken up or subdivided in any way. *Fin*

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**Total Value of all items: 880+1050 gold 1930**

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