



# PC Item Details Report

28-Nov-2021

IFGS ID: 5143

## 2 FT Captain Drake of the Albatros Pirates

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Wrath Node, 1xpd</b>	1739	1000	1	Y	Y	1
1	When used by the bonded owner, this node casts a 10 point Wrath as per the L5 CL spell, once per day.					Fin
<b>Zanith Blood Crystal</b>	2337	100		Y	N	1
1	When invoked, this item will cast a 10 Point Wrath as per the CL 5 spell, one time only.					Fin
<b>Uder Stone - 3 Pts, 1xpd</b>	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
<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>Kip, 1xpd</b>	2777	1620	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
<b>Sense I, 1xpd</b>	2811	1680	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform Sense I as per the MK 4 ability, once per day.					Fin
<b>+1 Plate Armour</b>	2819	3000		Y	Y	1
1	When worn by the bonded owner, this is +1 Plate mail.					Fin
<b>Nosering of Death Feint, 1xpd</b>	3115	1300	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Death Feint as per the MK 3 ability, once per day.					Fin
<b>+1 Ring Of Protection</b>	3117	1500		Y	Y	1
1	When worn by the bonded owner, this is a +1 Ring of Protection which adds one point of protection from all forms of physical attack.					Fin
<b>Phase Out, 1xpd</b>	3181	1950	1	Y	Y	1
1	When invoked by the bonded owner, this bottle allows the user to cast Phase Out as per the MU 4 spell, once per day.					Fin
<b>Baby Cenobite Familiar -5, 1xpd</b>	503	3915	1	Y	Y	1
1	When invoked by the bonded owner, this baby cenobite allows the user to cast a -5 Pain Strike as per the CL 4 spell, once per day.					
2	The Pain Strike may be raised to a total of -5 at a cost of 550 gp per point.					Fin
<b>Fire Trap Pouch</b>	3326	2790	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to cast a Fire Trap as per the MU 5 spell, once per day.					
2	This pouch includes two (2) prepaid Fire Traps.					
3	In addition, this pouch will cast an Autoactivate Awaken per the 2nd lvl Magic User spell when the bonded owner has been magically slept, one time only.					
4	Finally, this pouch allows the owner to perform two (2) Evades per the MK 7 ability, one time only.					Fin
<b>Sugar Skull Necklace #24</b>	3358	2550	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 1st Level Battle Fewel as per the FT 1 ability, once per day.					
3	In addition, the item can cast Spell Defense as per the MU 4 spell, one time only.					
4	Finally. this item can perform +2 Vs LI as per the KN 6 ability, one time only.					Fin



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<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>Immunity To Knockdowns, 1xpd</b>	327	2500	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform Immunity to Knockdowns as per the MK 10 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>Group Immunity To Fear, unlimited</b>	621	7680		Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Group Immunity To Fear as per the KN 5 ability, once every 5 seconds.						Fin
<b>+2 vs LI, permanent</b>	658	27000		Y	Y	1
1 When worn by the bonded owner, this item performs +2 vs incoming LI as per the KN 6 ability, permanently.						Fin
<b>Sense I, permanent</b>	659	10080		Y	Y	1
1 When worn by the bonded owner, this item performs Sense I as per the MK 4 ability, permanently.						Fin
<b>Elemental Protection, User's Choice, 30 points, unlimited</b>	660	46800		Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Elemental Protection, User's Choice as per the DR 3 spell cast at level 10, once every 5 seconds.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Points Healing, 1xpd</b>	1536	240	1	Y	Y	2
1 When invoked by the bonded owner, provides 2 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 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>2 Points Helaing, 1xpd</b>	2634	240		Y	Y	2
1 When invoked by the bonded owner, this item provides 2 points of healing, once per day.						Fin
<b>Phoenix Feather of Life Spark</b>	2639	500		Y	N	1
1 When invoked, this feather will cast a Life Spark as per the CL 6 spell, one time only.						Fin
<b>Butterfly #9, 1xpd</b>	3068	1128	1	Y	Y	1
1 When invoked by the bonded owner, this Butterfly can cast Insect Bane as per the DR 3, one time only.						
2 In addition, it can cast Insect Strike at 10th level as per the DR 3 spell cast at 10th level, one time only.						
3 Finally, it can cast 2 Points of Healing as per the CL 1 spell, once per day.						Fin
<b>Earcuff of Life Support, 1xpd</b>	3116	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Life Support as per the MKS 8 ability, once per day.						Fin
<b>Blooming Flower, 6xpd</b>	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



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### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Butterfly #9, 1xpd	3068	1128	1	Y	Y	1

- 1 When invoked by the bonded owner, this Butterfly can cast Insect Bane as per the DR 3, one time only.
- 2 In addition, it can cast Insect Strike at 10th level as per the DR 3 spell cast at 10th level, one time only.
- 3 Finally, it can cast 2 Points of Healing as per the CL 1 spell, once per day. *Fin*

Tin of 10 point Healing Tablets	3313	120		Y	N	10
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- 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*

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*

4 Point Healing Bead, 1xpd	124	480	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item provides four points of Healing as per the CL 1 spell, once per day. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull 7-8	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*

Commune, 1xpd	193	1500	1	Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to cast Commune as per the CL 8 spell, once per day. *Fin*

Raven Feather of Message	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
Dragon Knight Dust	1609	0		N	Y	1

- 1 This is one vial of the dust that remained after one of the Dragon Knights of The Evil One (Mordra's ewnemy) was slain. *Fin*

Mama's Pow'ful Gris-Gris, Level 6	1610	270		Y	N	3
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- 1 When invoked by the bonded owner, allows the user to cast Animate Dead at level 6 as per the CL spell, one time only. *Fin*

Frost Spider Body	2642	0		N	N	1
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- 1 This is the corpse of a Frost Spider. *Fin*

Drickster Dust, 1xpd	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.



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MISC	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Moon Shades</b>	2689	100		Y	Y	1
1	When worn by the bonded owner, these glasses shades blind a person during the day, but allow a person to see clearly at night					
2	They have the reverse effect on Drow and were originally created for a drow. A drow can use these sunglasses any time, it will negate the effects of the sun on the eyes and will protect them from the rays of the moon in the evening as well.					Fin
<b>Sket Demon Hand</b>	2727	50		N	N	1
1	This is the hand of a Sket Demon.					Fin
<b>Sket Demon Blood</b>	2728	50		N	N	1
1	This is one cup of the blood from a Sket Demon.					Fin
<b>Telekineses, 1xpd</b>	2776	1300	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Telekineses as per the MU 6 spell, once per day.					Fin
<b>Familiar with Awaken, 1xpd</b>	2778	1900	1	y	y	1
1	When with the bonded owner, this is a magical familiar.					
2	The familiar can cast Awaken as per the MU 2 spell cast, once per day.					Fin
<b>Leap, 1xpd</b>	2826	700	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform a Leap as per the MK 2 ability, once per day.					Fin
<b>1 x Vial of Blob creature</b>	2829	10		N	N	1
1	This is a vial of the Blob creature from the 2016 Annual Banquet.					Fin
<b>Friend of the Shadows</b>	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
<b>Mark Of Death</b>	2913	0		Y	Y	1
1	This PC has been permanently Marked by the Avatar of the Paragon of Death and are hereby marked by all creature s under death s control. You will be targeted first in battles, etc, if Death is in command of the enemy.					Fin
<b>Wand of Saphir II, 1 xpd</b>	2919	1195	1	Y	Y	1
1	When invoked by the bonded owner, this wand will allow the user to perform a Blade Sharp +2 as per the FT 5 ability, once per day.					
2	Currently inactive - The owner can also perform a Life Support as per the MKS 8ability, once per day.					
3	Currently inactive - The owner can also cast Elemental Damage +1 as per the DR 3 spell, once per day.					
4	Currently inactive - The owner can also cast 12 points of Elemental Protection Fire as per the DR 3 spell cast at level 4, once per day.					Fin
<b>Ring of the Magi</b>	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
<b>Magic Bear trap</b>	3069	50		Y	Y	1
1	This is a magic bear trap.					Fin
<b>Dust of A Witch</b>	3182	0		N	N	1
1	This is the dust that remains after the witch, who was a Vampire Bride, was burned to ash.					Fin



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MISC	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Head of a Medusa</b>	3183	0		N	N	1
1	This is the severed head of a Medusa, who was a Vampire Bride.					Fin
<b>Giant Pearl</b>	3200	0		N	N	1
1	This is a giant pearl.					Fin
<b>Bag of Holding, 10 cubic feet</b>	3201	2000		Y	Y	1
1	When used by the bonded owner, this is a Bag of Holding that has 10 cubic feet of space.					Fin
<b>Sponge</b>	3255	160		Y	N	1
1	When invoked, this item allows the user to cast Plant Seek - Sponge as per the DR 5 spell, one time only.					Fin
<b>Spirit World Totem - Wyvern</b>	3262	50		Y	Y	1
3	The user has bonded to their Animal Spirit, the Wyvern, and may call upon them once per day.					Fin
<b>Petrified Body of a Knight of Tyr</b>	3263	0		N	Y	1
1	This is the petrified body of a Knight of Tyr. At one time it was host to a corrupted spirit, but that spirit was destroyed.					Fin
<b>Vial of tainted, evil water from the Neverending Salt Lake</b>	3395	0		N	N	1
1	This is a vial of tainted, evil water, removed from the Neverending Salt Lake while it was still infected by the blocked flow of water established by the Dark Wizard.					Fin
<b>Shadowlands Kill Kitten 7-8</b>	3333	2025	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform ONE of the following: Balance per the MK 5 ability, once per day ~ OR ~ Climbing as per the TH 5 ability, once per day.					
2	In addition, it will cast ONE of the following: Safe Fall as per the MK 3 ability performed at level 5, once per day, ~ OR ~ Leap per the MK 2 ability, once per day.					Fin
<b>Ring of Essence of Scorn</b>	3455	0	1	Y	Y	1
1	When worn by the bonded owner, this ring allows the PC to have the ability to copy one ability of an opponent, either a NPC or another PC, once per day.					
2	This item gives the PC a psychic link to the Scorn with whom they met at the game Face Of Scorn.					
3	This item changes the detectable alignment of the PC to the alignment of the Scorn they met with instead of their normal alignment.					
4	This is a Closed World Item and may only be used in a game by Lyn Wood as specified by the Game Writer or by the GM or with Lyn Wood and the other Game Writers permission.					Fin
<b>Baby Conch Can Lock</b>	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
<b>Leap, Unlimited</b>	504	4200		Y	Y	1
1	When invoked by the bonded owner, allows the user to perform a Leap as per the MK 2 ability, once every 5 seconds.					Fin
<b>Strength IV, permanent</b>	606	21180		Y	Y	1
1	When invoked by the bonded owner, this item will give the user Strength IV as per the KN 10 ability, permanently.					Fin
<b>Summervale Staff Badge</b>	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



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### 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
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
<b>Willow Wand - Plant Attack, Level 6</b>	1611	624		Y	N	1
1	When invoked, allows the user to cast Plant Attack at level 6 as per the DR spell, one time only.					Fin
<b>Iss Rune: +1 Elemental Damage Ice, opd</b>	1612	550	1	Y	Y	2
1	When invoked by the bonded owner, allows the user to cast +1 Elemental Damage, ICE as per the DR spell, once per day.					Fin
<b>Gauntlet of Power</b>	1705	1800	1	Y	Y	1
1	When invoked by the bonded owner, this item casts a 12 point Avenging Blow as per the L6 KN ability, once per day.					Fin
<b>Gem Glaze</b>	1738	200		Y	N	1
1	Once applied to the edge of any weapon, that weapon does magic CRYSTAL damage from that point on. This Glaze can only be used once.					Fin
<b>Rainbow Lizard</b>	1740	1000	1	Y	Y	1
1	When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.					
2	May add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage one time per day. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. The damage will be magical.					Fin
<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.					Fin
<b>Yellow Leaf of Druidic Might</b>	2722	450		Y	N	1
1	When invoked, this Yellow Leaf allows the user to cast a Lightbeam - Moonbeam as per the DR 8 spell, one time only.					
2	In addition, it allows the user to cast a Lightbeam - Starlight as per the DR 8 spell, one time only.					
3	In addition, it allows the user to cast a Lightbeam - Sunbeam as per the DR 8 spell, one time only.					Fin
<b>Stone Singer's Disc of Ice - 12 pts, 1xpd</b>	2726	2640	1	Y	Y	1
1	When invoked by the bonded owner, this stone allows the user to cast a 12 point Elemental Strike - Ice, once per day.					Fin
<b>Strong Arm +4, 1xpd</b>	2775	1750	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast a Strong Arm +4 as per the MU 2 spell cast at level 8, once per day.					Fin
<b>+3 Sword</b>	2827	7200		Y	Y	1
1	When wielded by the bonded owner, this is a +3 Magic Shield.					Fin
<b>1 x Giant Mechanical Arm</b>	2828	10		N	Y	1
1	This is a giant mechanical arm, torn from the body of an attack mechanism.					Fin
<b>Juvenile Fairy Dragon, 1xpd</b>	3047	1960	1	Y	Y	1
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



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Petrify, Level 10, 1xpd</b>	3202	9400	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Petrify at 10th level as per the MU 8 spell cast at level 10, once per day.					Fin
<b>+0 Melee Weapon</b>	2	400		Y	Y	1
1	When wielded by the bonded owner, this is a +0 melee weapon.					Fin
<b>Darklands Jellyfish</b>	3322	2750	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to cast Pain Strike -2 as per the CL 4 spell cast at level 5, once per day.					
2	This can be upgraded to -5 (10th lvl) at a cost of 550 per point.					Fin
<b>Avenging Blow - 10 Points, 1xpd</b>	267	1500	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform a 10 point Avenging Blow as per the KN 5 ability, once per day.					Fin
<b>Slicks Skullflower</b>	3420	100		Y	N	1
1	This is a magical necromantic plant known to grow in swamps, deadlands, and graveyards. Difficult to make flower, but if the user manages to do so; this plant can be used by novice necromancers to raise the dead when their skills are minimal.					
2	To use: Must know Ritual Mastery X or have 5 Ritual Masters Equalling 10 or more total levels; Requires Herbology Tome, and Gather All Other Alchemical Ingredients for the Ritual: Avatar of Life s Tears, Blood of a Martyr, Chokecherry Preserves, & a					
3	Blessed Flower of Avalon -White. Will create a Raise Dead One Time Only Edible Skullflower (val. 5,000 GP if ritual completed and raise dead skullflower created!!). This Item and Ritual Can only be used by Game Design.					Fin
<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 per the MU 1 spell cast at level 1, once per day.					Fin
<b>Total Value of all items:</b>		<b>248426+ 0</b>	<b>248426</b>			

## 3 RN Furious Fred

### 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 able to cast 2 Points of Healing as per the CL 1 spell, once per day.					Fin
<b>Total Value of all items:</b>		<b>720+300 gold</b>	<b>1020</b>			

## 4 TH Sir Filias LeBlanc Lupin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Ashes of Natasha</b>	3301	0		N	Y	1
1	These are the ashes of the evil Natasha (Ruth Davie).					Fin
<b>Candle of Laaras</b>	3305	50		Y	Y	2
1	This is a Candle of Laars.					
2	It was used in the ritual to possess the son of the Wildlife Preserve's keeper when he was in dog form. This Savvy is only valid in closed world games where approved by the GP.					Fin
<b>High level Thief Potions</b>	3306	50		Y	Y	3
1	This is a high level TH potion.					
2	It was used in the ritual to possess the son of the Wildlife Preserve's keeper when he was in dog form. This Savvy is only valid in closed world games where approved by the GP.					Fin



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## 4 TH Sir Filias LeBlanc Lupin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ritual Bowl of Laars	3308	50		Y	Y	1

1 This is a Ritual Bowl of Laars.

2 It was used in the ritual to possess the son of the Wildlife Preserve's keeper when he was in dog form. This Savvy is only valid in closed world games where approved by the GP. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Crossbow of Laars	3307	50		Y	Y	1

1 This is a mundane crossbow.

2 When used by an initiate of the Demon Lord Laars, it will coat each bolt with a poison that inflicts a Kill Dagger at level 7 on a successful hit. This Savvy is only valid in closed world games where approved by the GP. *Fin*

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**Total Value of all items: 350+1550 gold 1900**

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## 5 MK Appoclafist

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Wrath, 1xpd	3369	1000	1	Y	Y	1

1 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.

2 The Wrath may be raised to a total of 20 points (10th lvl) at a cost of 50 per point. *Fin*

+0 Platemail	37	1650		Y	Y	1
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1 When worn by the bonded owner, this is a +0 plate mail armor, which provides three points of armor against all forms of physical attack. *Fin*

+1 Ring of Protection	43	1500		Y	Y	1
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1 When worn by the bonded owner, this is a +1 Ring of Protection, which provides one point of armor against all forms of physical attack. *Fin*

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing Bead, 4xpd	121	960	4	Y	Y	1

1 When invoked by the bonded owner, this item provides two points of Healing as per the CL 1 spell, four times per day. *Fin*

Tattoo of Mordra (12 pt heal, 1xpd)	3588	1440	1	Y	Y	1
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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. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mark of Bast	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. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Ability Point Generator, 3xpd	83	1400	3	Y	Y	1

1 When invoked by the bonded owner, this item provides one addition spell or ability point to the user, three times per day. *Fin*

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**Total Value of all items: 7950+872 gold 8822**

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## 6 KN Grillador

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Heal, 1xpd	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*





# PC Item Details Report

28-Nov-2021

IFGS ID: 5143

## 6 KN Grillador

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
God's Blood, Forsee 1xpd	3671	800	1	Y	Y	1
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. <i>Fin</i>						

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Fork of the Fourfathers	3437	3650	1	Y	Y	1
1 When used by the bonded owner, this fork will allow the user to cast Telekinesis as per the MU 6 spell, once per day.						
2 In addition, the user can throw this fork to perform a Penetrating Arrow as per the RN 2 ability, once per day.						
3 Finally, the use may also perform a Gauge Opponent-Total Armor as per the FT 4 ability, once per day. <i>Fin</i>						

Bowl of Sentient Spaghetti Familiar	3440	1000		Y	Y	1
1 This bowl of spaghetti has been blessed by the Forefathers and has gained sentience to become a basic Familiar for its bonded owner. <i>Fin</i>						

Yellow Chalice: The Most Interesting	3473	100	1	Y	Y	1
1 This is an Everful Vial of decade old Wine.						
2 Drinking from this cup makes this person will suddenly feel incredibly confident in themselves and will feel the need to seek out interesting things to do to add to their list of interesting things they have done.						
3 Anyone of good alignment within a 4 foot radius will think the person is the most interesting person in the world. <i>Fin</i>						

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). <i>Fin</i>						

Complete Set of Everfull Vials	3501	400		Y	Y	1
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. <i>Fin</i>						

Wood from the Judas tree, Level 1	3654	50		Y	Y	1
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. <i>Fin</i>						

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Eye of the Beholder, Level 1, 1xpd	3651	200	1	Y	Y	1
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. <i>Fin</i>						

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**Total Value of all items: 6680+6900 gold 13580**

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## 50 MA Alexander Vincinze Clourly

### SCRAP

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scrap, Grade 1, Highly Irradiated	638	1			N	2
1 Scrap, Grade 1, Highly Irradiated <i>Fin</i>						

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**Total Value of all items: \$13.40**

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