



# PC Item Details Report

28-Nov-2021

IFGS ID: 812

## 1 MU Crispan Magicker

### DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Mage's Best Friend</b>	222	1200	6	Y	N	1
1 This ring grants the bonded owner 2 spell points once per day AND 2 points of Healing once per day.						Fin
<b>Pin of Autoactive Awaken</b>	1486	6900	1	Y	Y	1
1 When invoked by the bonded owner, autoactivates by casting an Awaken on the owner the first time an SAS successfully puts the owner to sleep, once per day.						Fin
<b>+1 Permanent Life Point</b>	1646	2000		Y	Y	1
1 This is one extra innate Life Point. It can never be traded, transferred, or sold.						Fin
<b>Ring of Conceal Self 10th Level, 1xpd</b>	1688	2000	1	Y	Y	1
1 When worn by the bonded owner, this ring allows the wearer to Conceal Self per the RN ability , once per day.						Fin
<b>Bottle of Life Support, 1xpd</b>	1689	2700	1	Y	Y	2
1 When invoked by the bonded owner, this item allows the wearer to perform a Life Support as per the MK ability, once per day.						Fin
<b>Ring of Rabenna Dragon Friendship, 1xpd</b>	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
<b>Aero Storm: Spell From the Library of Rabena</b>	3408	0	1	Y	Y	1
1 When within one mile of the city of Rabena, the user has the option to lose the spell "Curse -1" and replace it with the spell "Aero Storm", once per day.						
2 When cast, "Aero Storm" places the target at -5 on all missile or spell attacks for one combat or one game day, whichever comes first.						Fin
<b>Second Chance: Evade, 1xpd</b>	3606	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform an Evade as per the MMK 7 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

### KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Boon: The Obscured Soul</b>	223	4000		Y	Y	1
1 This innate ability permanently obscures the users alignment. This ability cannot be bought, traded, sold, or lost.						Fin

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Bell of Message, 3xpd</b>	1479	1400	3	Y	Y	1
1 When invoked by the bonded owner, casts a Message as per the MU 2 spell, three times per day.						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

### OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Shield Strap of the Four Winds</b>	1690	3465	1	Y	Y	1
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



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Elemental Bracer</b>	1813	120		Y	N	4
1	When invoked, will allow the user to add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage for one combat, one time ONLY. The element type can be changed at will with 15 seconds meditation, and the damage is magical.					Fin
<b>Dragonomic Orb</b>	2376	22919	1	Y	Y	1
1	Might of the Dragon - can be used to focus Crispan's magical might, functioning as a +3 magical weapon for spellcasting purposes. [Usable only in David Wood games or by special permission of game producers.					
2	If magical foci are added to the bluebook in the future, Crispan may pay standard bluebook price for the effect to enable it for general use. [Estimated Value: 7200gp. Treasure Value: 0]					
3	Aspect of the Dragon - Crispan may invoke one of the identities within the orb to cloak himself in draconic power. Initially, only the Lightning Soul, eager to come forth and sow destruction, will answer his call, but the souls of Ice, Fire, and Earth may					
4	be mastered with time and effort. Crispan can sense at least one more soul within, but it lies beyond his reach...for now.					
5	Aspect of the Elements - User's Choice, 1/day. [Value: 15000 + 13790 = 28790 gp]					
6	Mind of the Dragon - In the maddening spirals of thought and will lie the memories of eons, across a thousand worlds. Crispan may--with extreme care--extract certain secrets from the Orb. Major Lore, 6/day [Value: 3840gp]					
7	Vigor of the Dragon - In the final extreme, Crispan will draw upon the life force within the Orb to stave off death. Life Support, 1/day [Value: 2700gp]					
8	May use a material on all non-elemental spells. This effect must be approved by the game producer. [Total value: 36709 gp]					Fin
<b>Gravity Storm: Spell From the Library of Rabena</b>	3411	0	1	Y	Y	1
1	When within one mile of the city of Rabena, the user has the option to lose the spell "xxxxxxxx" and replace it with the spell "Gravity Strike", once per day.					
2	When cast, "Gravity Storm" causes 4 points of damage per level of the caster PLUS a 20 second Knockdown.					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>60104+56212 gold</b>		<b>116316</b>		

## 2 RN Damned Fairy LizardKing KatKiller

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Earring of Immunity to Fear, once per day</b>	301	1375	1	Y	Y	1
1	This earring will allow the bonded owner to cast Immunity To Fear as per the Knight Ability, once per day					Fin
<b>Small Bracer of Instant Arms: Autocast 3 x 1 pt Heals, once pe</b>	313	480	3	Y	Y	1
1	This bracer will allow the bonded owner to Autocast a one point Heal on themselves, three times 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>Familiar with Dodge Blow, 1xpd</b>	2789	3500	1	Y	Y	1
1	When with the bonded owner, this is a magical familiar.					
2	The familiar can also perform a Dodge Blow as per the FT 7 ability, once per day.					Fin
<b>+5 Chainmail</b>	35	25400		Y	Y	1
1	When worn by the bonded owner, this is a +5 chainmail armor, which provides seven points of armor against all forms of physical attack.					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



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## 2 RN Damned Fairy LizardKing KatKiller

### HEALING

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

20 Point Healing Bead, 6xpd	177	14400	6	Y	Y	1
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1 When invoked by the bonded owner, this item provides twenty points of Healing as per the CL 1 spell, six times per day. *Fin*

Ranger Herbs: Athelas, 1xpd	3659	2500	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to cast Ranger Herbs: Athelas as per the RN 6 spell, once per day. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Necklace of Speak With Spiders, once per day	296	360	1	Y	Y	1

1 This necklace will allow the bonded owner to Speak with all types of Spiders as per the Ranger ability Speak With Animals, once per day. *Fin*

Wand of Detect Traps, once per day	303	700	1	Y	Y	2
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1 This wand will allow the bonded owner to Detect Traps as per the Thief ability, once per day. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Thieves Touch, once per day	304	700	1	Y	Y	2

1 This ring will allow the bonded owner to execute a Thieves Touch as per the Thief ability, once per day. *Fin*

Psionic Circle, unlimited	3372	7800		Y	Y	1
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1 When worn by the bonded owner, this circlet allows the user to cast Telekinesis as per the MU 6 spell, once every 5 seconds. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Eyeglass of Pick Lock, once per day	302	700	1	Y	Y	2

1 This pair of eyeglasses will allow the bonded owner to pick one lock as per the Thief ability, once per day. *Fin*

+5 Bow Of Ranger Awesomeness	2788	36800		Y	Y	1
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1 When used by the bonded owner this is a +5 magic bow.

2 It also has the ability to fire a Long Arrow as per the RN 5 ability, once every 5 seconds.

3 It also has the ability to fire a Target Arrow as per the RN 3 ability, once every 5 seconds. *Fin*

+5 Melee Weapon	7	20000		Y	Y	1
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1 When wielded by the bonded owner, this is a +5 melee weapon. *Fin*

Oil of Weapon Improvement: +3 to +4	470	5280		Y	N	1
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1 When applied to the blade of a single +3 weapon, that weapon is permanently upgraded to a +4 weapon, one time only. *Fin*

Oil of Weapon Improvement: +4 to +5	471	14080		Y	N	1
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1 When applied to the blade of a single +4 weapon, that weapon is permanently upgraded to a +5 weapon, one time only. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
5 Ability Points Generator, 5xpd	109	10500	5	Y	Y	1

1 When invoked by the bonded owner, this item provides five additional spell or ability points to the user, five times per day. *Fin*

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<b>Total Value of all items:</b>	<b>155425+16360 gold</b>	<b>171785</b>
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# PC Item Details Report

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## 3 KN Sir Aminor Gyles

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Net Of Spell Defense	1557	6000	1	Y	Y	1

1 When invoked by the bonded owner, allows the user to cast a Spell Defense as per the MU spell, once per day. *Fin*

+5 Plate Mail	3295	26500		Y	Y	1
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1 When worn by the bonded owner, this is +5 Plate Mail. *Fin*

### HEALING

	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, 1xpd	2934	240	1	Y	Y	3
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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*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ancient Kairyn	941	11000	1	Y	Y	1

- When invoked by the bonded owner, casts the spell FORSEE as per the Cleric spell, once per day.
- In addition, can cast GALE as per the Druid spell, once per day.
- In addition, can cast 12 points of ELEMENTAL PROTECTION as per the Druid's spell, one time per day.
- In addition, can cast 12 points of Strike - either Earth, Fire, Ice, or Lightning - once per day.
- In addition, can cast either - a DRAGON HIDE as per the DR spell OR a POLYMORPH, Level 10 as per the MU spell - once per day. *Fin*

Ring of Spell Storing, 10th Level	1558	10000	1	Y	Y	1
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1 When worn by the bonded owner, this ring allows the user to store any one spell up to 10th level; can be stored once per day. *Fin*

Ring Of Illusion	1816	100	6	Y	1	1
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- Allows the user to put up each of the 4 auras (Red, Blue, Yellow, White) for 1 hour each per day
- Aura can only be dispelled by the user.
- Each aura takes 5 seconds to cast.
- This item is permabonded to the owner. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sheath of Blade Sharp +1	591	1200	2	Y	Y	1

1 When invoked by the bonded owner, adds +1 to any mundane edged weapon as per the Fighter Ability "Blade Sharp" twice per day. *Fin*

+3 Knightly Sword Upgraded to +4 2xpd	1556	17200	2	Y	Y	1
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1 When wielded by the bonded owner, this +3 magic Knightly Sword has been upgraded so that it now can do +4 twice per day. *Fin*

Tommygun Of The Don	1815	29000	4	Y	Y	1
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- May only be carried by the current Godfather of the Don.
- 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.
- 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.
- 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.
- 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.
- The Tommygun allows the bonded owner to perform a Kip as per the MK 4 ability, 1 time a day.
- 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*



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## 3 KN Sir Aminor Gyles

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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*

30 Point Fire Ball, 1xpd	2845	9600	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to cast a 30 point Fireball as per the MU 5 spell cast at level 10, once per day. *Fin*

+5 Sword	2958	14400		Y	Y	1
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1 When wielded by the bonded owner, this is a +5 magic sword. *Fin*

Amulet of Dosh-Truccion	3296	5000		Y	N	1
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1 When invoked, this amulet will allow the user to cast the glyph Dosh as per the CL 4 spell cast at level 8, one time only. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Spell Point crystal	923	50		Y	N	2

1 Spell point crystal, 1 point, one time only. *Fin*

4 Point Spell Points Generator, 6xpd	2399	9600	6	Y	Y	1
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1 When invoked by the bonded owner, this item provides 4 spell, ability, courage, monk, or renewal points, six times per day. *Fin*

10 Ability Points Generator, 6xpd	116	24000	6	Y	Y	2
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1 When invoked by the bonded owner, this item provides ten addition spell or ability points to the user, six times per day. *Fin*

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<b>Total Value of all items:</b>	<b>190340+22625 gold</b>	<b>212965</b>
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## 4 CL Guinness

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Conceal Self +2	1073	280	1	Y	Y	1

1 When worn by the bonded owner, this ring allows the user to cast Conceal Self +2 as per the TH ability, once per day. *Fin*

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<b>Total Value of all items:</b>	<b>280+ 0</b>
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## 6 MK Cristoff Treywood

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pin of Auto-Activate Awaken, once per day	691	1800	1	Y		1

1 When worn by the bonded owner, will autocast the spell Awaken on the wearer whenever they unwillingly go unconscious. *Fin*

Tooth of Death, 1xpd	2566	2700	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform a Life Support as per the MKS 8 ability, once per day. *Fin*

+5 Ring of Protection	47	25000		Y	Y	1
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1 When worn by the bonded owner, this is a +5 Ring of Protection, which provides five points of armor against all forms of physical attack. *Fin*



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## 6 MK Cristoff Treywood

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Life Spark	259	400		Y	N	2

1 When read, this scroll casts the spell Life Spark on the intended target, once. Fin

Potion of Neutralize Poison	240	100		Y	N	1
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1 When consumed, casts the spell Neutralize Poison on the user. Fin

Potion of Healing, 8 pts	241	96		Y		1
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1 When consumed, provides 6 points of Healing to the user, once. Fin

15 Points of Fighter Regen in Combat	243	1500		Y	Y	1
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1 When invoked by the bonded owner, allows the user to perform a total of 15 points of Fighters Regen In Combat as per the Fighter ability, once per day. Fin

12 Point Heal (opd)	1370	1440	1	Y	Y	2
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1 When invoked by the bonded orner, provides 12 points of healing, once per day. Fin

Flower Of Avalon - Yellow	2098	240		Y	N	1
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1 When inhaled with intent, this is a Yellow Flower of Avalon, as per the DR 8 spell, one time only. This will provide up to 20 points of healing. Fin

2 Points Healing, 1xpd, innate	2315	264	1	Y	Y	1
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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 an cannot be sold, traded, lost, or given away. Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Mental Signal	745	1150	1	Y	Y	1

1 When worn by the bonded owner, allows the user to cast the spell Mental Signal, once per day. Fin

Book of Glyphs	766	Zero		N	Y	1
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1 This book contains the complete list of common Glyphs, and all associated informatioin regarding each Glyph. Fin

Eye Of The Beast	886	1100	1	Y	Y	1
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1 When invoked by the bonded owner, casts a Wathit as per the Ranger spell, once per day. Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Set of Skeleton Keys, one for each class A-G, once	292	1680		Y	N	1

1 This is a mundane set of Skeleton Keys, which will allow the user to open a lock of each class - classes A-G - once. Fin

Mark of Bast (Friend of the Felanashai)	242	0		Y	Y	1
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1 This mark indicates that the bearer is a Friend of the Felanashai. Fin

Added 2 levels to Namari Wolf	636	600		N		1
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1 The Namari Wolf has been trained to do a Truth Sense at 3rd level once per day. Fin

Namari Monk Training, Basic	721	885		N		1
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1 This is the Basic Training that a partner may provide to their Namari Wolf. Fin



# PC Item Details Report

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## 6 MK Cristoff Treywood

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Rainbow Lizard</b>	2018	1000	1	Y	Y	1

- When invoked by the bonded owner, this item generated one spell point, once per day.
- In addition, the lizard allows the bonded owner to wield elemental forces through ONE weapon at a time. Base element (fire or ice or lightning or earth or no element) must be chosen at time of purchase) is ICE.
- The lizard embodies the ability to switch elements (fire or ice or lightning or earth or no element) once per day.
- Once an element is switched, it remains in effect for the rest of the day. *Fin*

<b>Flower Of Avalon - Gray</b>	2094	175	0	Y	N	1
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- When inhaled with intent, this is a Gray Flower of Avalon, as per the DR 8 spell, one time only. The effect is Earth Calming. *Fin*

<b>Flower Of Avalon - White</b>	2095	175	0	Y	N	1
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- When inhaled with intent, this is a White Flower of Avalon, as per the DR 8 spell, one time only. The effect is Awakening. *Fin*

<b>Flower Of Avalon - Green</b>	2097	260		Y	N	1
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- When inhaled with intent, this is a Green Flower of Avalon, as per the DR 8 spell, one time only. The effect is Health. *Fin*

<b>Flower Of Avalon - Black</b>	2099	160		Y	N	1
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- When inhaled with intent, this is a Black Flower of Avalon, as per the DR 8 spell, one time only. The effect is Purification. *Fin*

<b>Mark Of Death</b>	2913	0		Y	Y	1
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- 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 Greyhyde II, 1xpd</b>	2931	1160	1	Y	Y	1
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- When invoked by the bonded owner, this item will allow the user to cast Plant Seek - Motherwort as per the DR 5 spell, once per day.
- Currently inactive - The owner can also perform a 10 point Resist Death as per the KN 7 ability, once per day.
- Currently inactive - The owner can also cast Shadows Of Concealment as per the DR 6 spell cast a level 10, once per day.
- Currently inactive - The owner can also perform an Imporoived Concealed Self as per the TH 8 ability performed at level 10, once per day. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Scroll of Electrify, 10 points</b>	254	100		Y	N	1

- When read, this scroll casts the spell Electrify for 10 points on the user, once. *Fin*

<b>Scroll of Electrify, 15 points</b>	272	150		Y	N	1
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- When read, casts the spell Electrify for 15 points worth of damage, once. *Fin*

<b>Excellent Oil of Weapon Improvement</b>	685	4500		Y		1
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- When used on a +2 magic edged weapon, this Oil will change the item from +2 to +3. *Fin*

<b>Crystal Ice Pommel</b>	2021	7932		Y	Y	1
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- When wielded by the bonded owner, this pommel stone causes the weapon it is placed upon to become blue celestian crystal and wield ice damage. All damage done with this weapon is Crystal Ice magic.
- Will also cast SEEDS OF THE ELEMENT - ICE, 1 seed, 12 points per the DR 6 spell, once per day.
- The Seeds of the Elements may be raised to a total of 20 points at a cost of 100 per point.
- Will also cast autocast ICE STRIKE 9 points per the DR 4 spell, once per day.
- The Ice Strike can be increased to a total of 30 points at a cost of 120 per point.
- Will also cast ELEMENTAL PROTECTION - FIRE 6 points per the DR 3 spell, once per day.
- The Elemental Protection can be increased to a total of 30 points at a cost of 200 per point. *Fin*



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## 6 MK Cristoff Treywood

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scythe Bullet, 1xpd	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

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell Point Crystal	701	500	1	Y	Y	20
1 This is a one point spell point crystal, usable once only.						Fin

2 Point Spell Point Generator	960	1000	1	Y	Y	1
1 When invoked by the bonded owner, generates two spell points, once per day.						Fin

Flower Of Avalon - Blue	2096	450	0	Y	N	1
1 When inhaled with intent, this is a Blue Flower of Avalon, as per the DR 8 spell, one time only. The effect is Acuity AND it will restore 6 spell or ability points.						Fin

---

**Total Value of all items: 69357+12742 gold 82099**

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## 7 TH Turin

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Thieve's Touch, once per day	382	700	1	Y	Y	1
1 When used by the bonded owner, will provide one additional Thieve's Touch one per day.						Fin

+1 Leather Armour	403	1540		Y	Y	1
1 When worn by the bonded owner, this armor provides an addition one point of protection from all forms of damage.						Fin

Pin of Auto-activated Neutralize Poison, once per day	405	2000	1	Y	Y	1
1 When worn by the bonded owner, this pin will Auto-activate the spell Neutralize Poison, once per day when the wearer is affected by any form of Poison including a Kill Dagger.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Healing Potion, 6 Pts.	384	72		Y	N	1
1 When consumed, provides 6 points of healing.						Fin

Healing Potion, 4 Pts.	388	48		Y	N	2
1 When consumed, provides 4 points of healing.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Employee of "The Brotherhood" (the Ninveh Thieves Guild)	387	0		N		1
1 You have joined The Brotherhood as a full member. The Brotherhood is the Thieve's Guild of the city of Ninveh, and they are quite powerful. Refer to the Notes for more information.						
2 The Guild fees are 20 gp per level per game - payable to the GM and noted on your Gamer Form.						
3 You have become an EMPLOYEE of The Brotherhood. If you provide relevant, important information to the GM after each game, you will be paid a fee of 20 gp per level. Indicate that you have reported to the Guild on your Gamer form.						Fin

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**Total Value of all items: 4408+2223 gold 6631**

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## 8 MU SeaDawn Tempest

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Protection +2	822	4500		Y	Y	1
1 When worn by the bonded owner, this ring provides an additional 2 points of protection from all forms of physical attack.						Fin





# PC Item Details Report

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IFGS ID: 812

## 8 MU SeaDawn Tempest

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Pin of Concentration</b>	823	3000	1	Y	Y	1
1 When worn by the bonded owner, this item casts Concentration as per the MU spell, once per day. <i>Fin</i>						
<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. <i>Fin</i>						
<b>+4 Ring of Protection</b>	3209	13500		Y	Y	1
1 When worn by the bonded owner, this ring provides an additional 4 points of protections from all forms of physical damage. <i>Fin</i>						

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Bracer Of Arms</b>	137	480	6	Y	Y	1
1 When wielded by the bonded owner, allows the user to cast a one point Heal, six times per day. It requires 6 seconds to cast, and six seconds must pass between uses. <i>Fin</i>						
<b>Bead of Fighter's Regen: 20 points</b>	138	1800	1	Y	Y	1
1 When worn by the bonded owner, this bead will allow the user to perform a total of 20 points of Fighters Regen, as per the fighter ability, once per day. <i>Fin</i>						
<b>Gem Of Life Spark</b>	809	400	1	Y	N	1
1 When invokes, casts the Clerical spell Life Spark, once only. <i>Fin</i>						

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Book Of Heraldic Lore</b>	1052	400	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the owner to cast Heraldic Lore as per the KN ability, once per day. <i>Fin</i>						

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Rainbow Lizard</b>	802	800	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. <i>Fin</i>						
<b>Locket of Double Effect</b>	825	1900	1	Y	Y	1
1 When worn by the bonded owner, this item casts Double Effect as per the MU spell, once per day. <i>Fin</i>						
<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! <i>Fin</i>						
<b>Bead of Autocast, 4xpd</b>	2876	10800	4	Y	Y	4
1 When invoked by the bonded owner, this bead will allow the user to cast Autocast as per the MU 7 spell, four times per day. <i>Fin</i>						

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Ring of Autocast</b>	824	2500	1	Y	Y	1
1 When worn by the bonded owner, this item casts Autocast as per the MU spell, once per day. <i>Fin</i>						
<b>Oil of Weapon Improvement" +1 to +2</b>	2877	2640		Y	N	1
1 When applied to any +1 magic weapon, the damage bonus of that weapon will permanently rise from +1 to +2, one time only. <i>Fin</i>						



# PC Item Details Report

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IFGS ID: 812

## 8 MU SeaDawn Tempest

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+4 Sword	3210	10800		Y	Y	1
1 When wielded by the bonded owner, this is a +4 magic sword.						Fin

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**Total Value of all items: 86115+17025 gold 103140**

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## 11 FT Kiurk

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Chainmail	487	4900		Y	Y	1
1 This is a mundane set of Chainmail.						
2 This chainmail was upgraded to +2 in the game 2004-04-05.						Fin

Boots of Kip	491	1300	1	Y	Y	1
1 When worn by the bonded owner, will do a KIP as per the Monk ability, once per day.						Fin

+1 Ring of Protection	647	1500		Y	Y	1
1 When worn by the bonded owner, this ring provides an addition one point of protection from all forms of damage. Cat II.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Neutralize Disease, once	348	100		Y	N	1
1 When read aloud, this scroll will cast a Neutralize Disease as per the Cleric spell, once.						Fin

Scroll of Neutralize Poison, once	349	100		Y	N	1
1 When read aloud, this scroll will cast a Neutralize Poison as per the Cleric spell, once.						Fin

6 Points Innate Healing, opd	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
Chuckles, Gargoyle Figurine	483	850	1	Y	Y	1
1 When asked, this figurine will answer one question within range of its knowledge (Its range of knowledge is equal to the abilities and LEGEND LORE, LEGEND LORE ON PEOPLE, HERALDIC LORE & NATURE LORE). One question per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spring Water, Innate, opd	1630	440	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast Spring Water as per the DR spell, once per day.						
2 This item is innate, and can never be lost, sold, traded, stolen, or destroyed.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Magic Bow	340	1200		Y	Y	1
1 Add +1 magic damage to all missile weapons when fired by the bonded owner.						Fin

Gauntlet of Strang Arm +2, 1xpd	2121	630	1	Y	Y	1
1 When worn by the bonded owner, this gauntlet allows the user to cast Strong Arm +2 as per the MU 2 spell cast at L4, once per day.						Fin

+2 Spear	1629	3600		Y	Y	2
1 When wielded by the bonded owner, this is a +2 magic spear.						Fin

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**Total Value of all items: 19012+436 gold 19448**

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# PC Item Details Report

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IFGS ID: 812

## 12 CL Nicolin Black

### DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Chainmail</b>	563	400		N		1
1 This is a suit of mundane Chainmail.						<i>Fin</i>
<b>+3 Ring Of Protection</b>	1210	4500		Y	Y	1
1 When worn by the bonded owner, this item provides an additional 3 points of protection from all forms of melee damage.						<i>Fin</i>
<b>Scroll of Tree Shift</b>	1695	130		Y	N	1
1 When invoked, casts a Tree Shift as per the DR spell, one time only.						<i>Fin</i>
<b>Bottle Of Life Support, 1xpd</b>	2036	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 MK 8 ability, once per day.						<i>Fin</i>
<b>Harmonica Of 10 Point Wrath, 1xpd</b>	2234	1050	1	Y	Y	1
1 Allows the bonded owner to cast a 10 point Wrath as per the CL 5 spell, once per day. The user must call to Oros or to The Songlord.						
2 This item may be upgraded to a maximum of 20 points of damage by spending 50 gp per additional point of damage done.						<i>Fin</i>
<b>Bead of Evasion, 1xpd</b>	2255	4000	1	Y	Y	1
1 When wielded by the bonded owner, this item allows the user to perform an Evade as per the MMK 7 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>
<b>10 Point Spell Point Battery</b>	559	4500	1	Y	Y	3
1 When used by the bonded owner, will store up to 10 spell points of any type. Dischargeable once per day.						<i>Fin</i>
<b>Item of Life Spark</b>	1163	400		Y	N	4
1 When invoked by a user of at least 4th level, this item will cast Life Spark as per the CL 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>
<b>Supernatural Wathit, 1xpd</b>	1580	1200	1	Y	Y	1
1 When wielded by the bonded owner, allows the user to perform a Supernatural Wathit as per the KN ability, 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>
<b>Item of Mist Bridge</b>	1218	130		Y	N	2
1 When invoked, allows the user to cast a Mist Bridge as per the DR spell, one time only.						<i>Fin</i>
<b>Scale of Water Breathing</b>	1222	100		Y	N	6
1 When invoked, allows the user to breather underwater for 5 minutes or one combat, one time only.						<i>Fin</i>
<b>Ranger Herb, Any, innate, 1xpd</b>	2539	3586	1	Y	Y	1
1 This innate ability will allow the user to perform a Rangers Herb, Any as per the RN 6 ability, once per day.						<i>Fin</i>
<b>Pin of Autocast, 2xpd</b>	3128	6000	2	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast an Autocast as per the MU 7 spell, twice per day.						<i>Fin</i>
<b>Changed to a Female</b>	3299	0		Y	Y	1
1 This PC was permanently transformed into a female. Dr. FrankenMurder put a level 10 curse in combination with Polymorph Other in order to effect this change.						<i>Fin</i>



# PC Item Details Report

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IFGS ID: 812

## 12 CL Nicolin Black

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
6 Point No Defense (once)	1211	325		Y	N	1

1 When wielded, allows the user to swing 6 points of No Defense damage, one time only. *Fin*

+3 Sword	1921	7500		Y	Y	1
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1 When wielded by the bonded owner, this is a +3 magic sword. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell Point Crystal	655	50	1	Y		4

1 Provides one additional spell point to the creature holding the crystal when it is invoked, one time only. *Fin*

Spell or Ability Point Crystal	1016	50		Y	N	81
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1 When invoked, this crystal provides 1 spell point, one time only. *Fin*

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<b>Total Value of all items:</b>	<b>51601+2168 gold</b>	<b>53769</b>
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## 13 FT Jayne

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Healing Potion	2090	48		Y	N	1

1 When consumed, this potion provides 4 points of healing, one time only. *Fin*

Medallion of Healing, 1 xpd	2050	960	1	Y	Y	1
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1 When invoked by the bonded owner, this item will cast 8 points of healing as per the CL 1 spell cast at level 4 - OR - will cast a Diagnose as per the CL 3 spell, once per day. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Magic Silver Axe	2052	600		Y	Y	1

1 When used by the bonded owner, this is a +0 Silver magic axe. All damage is Magic Silver damage. *Fin*

Silver Recoverable Mundane Arrow	2053	51		N	N	20
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1 This is a mundane recoverable arrow with a silver arrowhead. *Fin*

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<b>Total Value of all items:</b>	<b>2628+1625 gold</b>	<b>4253</b>
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## 14 FT Nailor

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Chainmail	1779	400		N	Y	1

1 This is a suit of mundane chainmail. When worn it provides 2 points of protection from all forms of physical damage. *Fin*

+0 Leather Armour	1796	90		Y	Y	1
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1 When worn by the bonded owner, this is +0 magic Leather armour. *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*

Blight Immunity	1958	0		Y	Y	1
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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*



# PC Item Details Report

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IFGS ID: 812

## 14 FT Nailor

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Razorback Shield	2266	1790		Y	Y	1

- When wielded by the bonded owner, this is a +0 magic shield.
- In addition, this item allows the bonded owner to perform Sense I as per the MK 4 ability, once per day. Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Animated Chain	1788	130		Y	Y	1

- When used by the bonded owner, this is a magical animated chain that will obey simple commands issued by the owner. This chain cannot be used in combat. Fin

The Lost Sock of Clan McLeod	1956	1600	1	Y	Y	1
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- 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.
- 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

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Weapon	1787	1200		Y	Y	1

- When used by the bonded owner, this is a +1 weapon that adds 1 point of damage to all hand-held melee attacks. Fin

The Third Degree	2272	3200		Y	Y	1
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- When wielded by the bonded owner, this is a +1 magic sword.
- In addition, this weapon does Elemental damage: Fire, permanently. Fin

<b>Total Value of all items:</b>	<b>9910+95 gold</b>	<b>10005</b>
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## 15 CL Haslin De Sade

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Chain Mail	2388	1900		Y	Y	1

- When worn by the bonded owner, this chainmail provides 3 points of protection from all forms of physical damage. Fin

Handkerchief of Phasing, 1xpd	2435	1950	1	Y	Y	1
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- This handkerchief can be drawn to allow the wielder to Phase Out 1/day. Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
8 Point Healing Potion	2439	96		Y	N	14

- When consumed in its entirety, this potion provides 8 points of Healing, one time only. Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
De Sade's Whip	2389	100		Y	Y	1

- When wielded by the bonded owner, this cat of nine tails delivers 1 point of damage and 1 point of healing at the same time for a net change of zero hit points to anyone it strikes.
- At each PC level it will gain an additional point of healing and damage. At second level the whip delivers 2 points of damage and 2 points of healing, and third level it delivers 3 points, and so on.
- This whip can never take the hit point total of any target to zero or below zero.
- This whip may not be used in combat. Fin

<b>Total Value of all items:</b>	<b>5294+616 gold</b>	<b>5910</b>
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# PC Item Details Report

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IFGS ID: 812

## 16 KN Enricca De La Mancha

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring of Protection	2538	1500		Y	Y	1
1 When worn by the bonded owner, this ring provides one point of additional armor against all forms of physical damage.						Fin

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**Total Value of all items: 1500+1300 gold 2800**

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## 17 DR Burning Ice

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring of Protection	2553	1500		Y	Y	1
1 When invoked by the bonded owner, this item will provide one additional point of protection from all forms of physical damage.						Fin

Sock of Escaping	2611	50		Y	N	1
1 When invoked, this sock will allow the user to perform an Escape Bonds as per the MK 1 ability, one time only.						Fin

Tear of Undead Repulsion, 1xpd	2612	816	1	Y	Y	1
1 When worn by the bonded owner, this pendant will allow the user to Turn Undead Level 2 as per the CL 2 ability, once per day.						
2 This tear can be enchanted to perform at higher levels of effect at 340gp/level, to a max of level 6.						Fin

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**Total Value of all items: 2366+2200 gold 4566**

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## 18 KN Riven

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

The Face Of A Goblin, 1xpd	2735	100		Y	Y	1
1 When worn by the bonded owner, this mask shows the face of a goblin, and has the ability to disguise a human as a monster in the eyes of any other typical monster.						
2 More intelligent monsters may be suspicious, but will not see through the disguise unless other means are used to do so.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	2690	240	1	Y	Y	5
1 When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Necklace of Enthral, 1xpd	2672	760	1	Y	Y	1
1 When worn by the bonded owner, this necklace allows the user to cast Enthral at level 1 as per the MU 1 spell, once per day.						
2 The level of the Enthral can be raised to 10th level at a cost of 400 gold for each level added.						Fin

Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast 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.						



# PC Item Details Report

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IFGS ID: 812

## 18 KN Riven

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wand of Greyhide, 1xpd	2914	515	1	Y	Y	1

- When invoked by the bonded owner, this wand will allow the user to perform a Blade Sharp +1 as per the FT 2 ability, once per day.
- Currently inactive - The owner can also perform Tracking as per the TH 3 ability, once per day.
- Currently inactive - The owner can also cast Wrath as per the CL 5 spell, once per day. The call is "Cease in the name of the Law".
- Currently inactive - The owner can also perform Gauge Opponent - Base Armor as per the FT 1 ability, once per day.
- Currently inactive - The owner can also cast Know Aura as per the MU 2 spell, once per day. Fin

Ranger's Herb: Devil's Weed, 6xpd	635	9600	6	Y	Y	1
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- When invoked by the bonded owner, this item allows the user to perform a Ranger's Herb: Devil's Weed as per the RN 6 ability, six times per day. Fin

Magnetic Hand	3597	1000		Y	Y	1
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- When invoked by the bonded owner, at the start of each game day, one item or weapon on your person may be granted the Self-Moving property for game day. When commanded to do so, the chosen object will move rapidly straight toward your hand. Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Pain of the Doomed: Pain Strike -3, 1xpd	3599	1650	1	Y	Y	1

- When invoked by the bonded owner, this item allows the user to cast a Pain Strike -3 as per the CL 4 spell cast at level 6, 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	2

- When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.
- When acquired, the bonded owner must set whether this item generates Spell points OR ability points. Fin

<b>Total Value of all items:</b>	<b>24365+20840 gold</b>	<b>45205</b>
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## 19 MU Rumble

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Ring Of Protection	3097	4500		Y	Y	1

- When worn by the bonded owner, this item provides an additional 2 points of protection from all forms of melee damage. Fin

Potion of Immunity To Fear	3130	96		Y	N	1
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- When consumed, this potion will allow the user to perform an Immunity To Fear as per the KN 3 ability, one time only. Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	3011	240	1	Y	Y	36

- 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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- This is the eye casing and jelly of an alpha spider.
- 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 Crystal	3096	24		Y	N	200
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- When invoked, this crystal provides 2 points of Healing as per the CL 1 spell, one time only. Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Book of Names	3300	0		Y	Y	1

- ???. Fin



# PC Item Details Report

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IFGS ID: 812

## 19 MU Rumble

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of the Magi, Level 2, 1xpd	3141	2000	1	Y	Y	1
1	When worn by the bonded owner, this ring can store any spell of the 2nd 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. <i>Fin</i>					
Ashes of Natasha	3301	0		N	Y	1
1	These are the ashes of the evil Natasha (Ruth Davie). <i>Fin</i>					

### OFFENSIVE

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

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell Point Generator, 6xpd	3095	2400	6	Y	Y	3
1	When invoked by the bonded owner, this item will generate 1 spell point, six times per day. <i>Fin</i>					
2 Point Spell Point Generator, 6xpd	3142	4800	1	Y	Y	4
1	When invoked by the bonded owner, this ring generates 2 spell points, six times per day. <i>Fin</i>					

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**Total Value of all items: 47536+3630 gold 51166**

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## 20 BD Acturis

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Chainmail	31	1900		Y	Y	1
1	When worn by the bonded owner, this is a +1 chainmail armor, which provides three points of armor against all forms of physical attack. <i>Fin</i>					
+5 Platemail	42	26500		Y	Y	1
1	When worn by the bonded owner, this is a +5 plate mail armor, which provides eight points of armor against all forms of physical attack. <i>Fin</i>					
Awaken, 1xpd	289	900	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast Awaken as per the MU 2 spell, once per day. <i>Fin</i>					
Concentration, 1xpd	293	4500	1	Y	Y	2
1	When invoked by the bonded owner, allows the user to cast Concentration as per the MU 6 spell, once per day. <i>Fin</i>					
Evade, 1xpd	325	4000	1	Y	Y	3
1	When invoked by the bonded owner, allows the user to perform an Evade as per the MK 7 ability, once per day. <i>Fin</i>					
Immunity To Knockdowns, 1xpd	327	2500	1	Y	Y	2
1	When invoked by the bonded owner, allows the user to perform Immunity to Knockdowns as per the MK 10 ability, once per day. <i>Fin</i>					





# PC Item Details Report

28-Nov-2021

IFGS ID: 812

## 20 BD Acturis

### DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Pink Elephant Bracer (Freeze Poison &amp; Kip, 1xpd)</b>	3499	2120	1	Y	Y	1
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

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>2 Point Healing Bead, 6xpd</b>	123	1440	6	Y	Y	1
1	When invoked by the bonded owner, this item provides two points of Healing as per the CL 1 spell, six times per day.					Fin
<b>30 Point Healing Bead, 6xpd</b>	183	36000	6	Y	Y	3
1	When invoked by the bonded owner, this item provides thirty points of Healing as per the CL 1 spell, six times per day.					Fin
<b>Life Support, 1xpd</b>	333	2700	1	Y	Y	2
1	When invoked by the bonded owner, allows the user to perform Life Support as per the MK 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

<b>Night Hag Medicine Bag (Neutralize Poison, 1xpd)</b>	3496	1000	1	Y	Y	1
1	This horrid concoction is brewed from the blood of a Hinght Hag and the ichor of a black lilly. It smells like a corpse buried in rotting fruit. It is thick, greasy, and clings to the side of the bottle. like a living thing.					
2	Imbibing this medicine will kill any posion foreign to the host body as per the CL 4 spell Neutralize Posion, once per day.					Fin

### KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Know Aura, 1xpd</b>	313	500	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast Know Aura as per the MU 2 spell, once per day					Fin

<b>Apple Of Knowledge</b>	3449	4100	1	Y	Y	1
1	When read from by the bonded owner, this book will allow the user to perform a Heraldic Lore as per the KN 1 ability, once per day.					
2	In addition, the user can perform a Legend Lore as per the MK 1 ability, once per day.					
3	In addition, the user can perform a Major Lore as per the MK 3 ability, once per day.					
4	In addition, the user can perform a Nature Lore as per the RN 1 ability, once per day.					
5	In addition, the user can perform a People Lore as per the TH 2 ability, once per day.					
6	In addition, the user can perform a Religion Lore as per the CL 1 ability, once per day.					
7	In addition, the user can perform a Battlefield Lore as per the FT 1 ability, 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>Autocast, 1xpd</b>	287	3000	1	Y	Y	2
1	When invoked by the bonded owner, allows the user to cast Autocast as per the MU 7 spell, once per day.					Fin

<b>Spinach of Strength IV</b>	3451	3530	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform Knight Strength IV as per the KN 10 ability , once per day.					Fin

<b>Sweeping Durian</b>	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: 812

## 20 BD Acturis

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Spirit Wolf Familiar 3</b>	3476	3453	1	Y	Y	1
1	When interacting with the bonded owner, this is a Spirit Wolf familiar.					
2	This Familiar can Carry as per the rules on Familiar Scouting once per day.					
3	This Familiar can perform Tracking as per the MK 3 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 550 gp.					
4	This Familiar can perform a Wathit as per the RN 4 ability on Greatest Weakness AND on Greatest Strength, once per day. This ability is currently inactive. This ability may be activated at a cost of 2400 gp.					
5	This Familiar can perform a Sense I as per the MK 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1680 gp.					
6	This Familiar can cast Remove Glyph as per the CL 4 spell cast at level 10, once per day. This ability is currently inactive. This ability may be activated at a cost of 3500 gp.					
7	This Familiar can cast an Unearthly Howl (Spook) as per the MU 2 spell cast at level 10, once per day. This ability is currently inactive. This ability may be activated at a cost of 3400 gp.					
<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).					

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+5 Melee Weapon</b>	7	20000		Y	Y	1
1	When wielded by the bonded owner, this is a +5 melee weapon.					
<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.)					
<b>Banana Peel of Throw</b>	3444	2240	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Throw as per the MK 5 ability, once per day					
<b>Earl Tainly Dwarven Stout (Create Holy Water, 1xpd)</b>	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.					

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>1 Ability Point Generator, 6xpd</b>	86	2400	6	Y	Y	1
1	When invoked by the bonded owner, this item provides one addition spell or ability point to the user, six times per day.					
<b>10 Ability Points Generator, 6xpd</b>	116	24000	6	Y	Y	3
1	When invoked by the bonded owner, this item provides ten addition spell or ability points to the user, six times per day.					

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**Total Value of all items: \$304.50**

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