



PC Item Details Report

28-Nov-2021

IFGS ID: 5145

1 DR The Traveler

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Kip, 1xpd	2133	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
+1 Vs LI, opd	1619	2250	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast +1 Vs LI as per the MU spell, once per day.						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
Arachnadrake Scale (Elephant Hide, 1xpd)	2759	3250	1	Y	Y	1
1 When worn by the bonded owner, allows the owner to cast Elep[hant Hide as per the DR 5 spell, once per day.						Fin
Phase Out	2863	195		Y	N	1
1 When invoked, allows the user to cast a Pahse Out as per the MU 4 spell, one time only. A white flag is required.						Fin
+0 Plate Mail	3119	1650		Y	Y	1
1 When worn by the bonded owner, this is +0 plate mail.						Fin
Elven Brooch of Friendship, Level 5	3232	1200	1	Y	Y	1
1 When worn by the bonded owner, this item allows the user to cast Conceal Self at 5th level as per the TH ability, once per day.						
2 This Item may be increased to a maximum of 10th level but the level of effect can never be more than the PC s level +2.						
3 To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.						
4 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication).						Fin
Hat of Thieves, 1xpd	3298	2100	1	Y	Y	1
1 When worn by the bonded owner, this hat will allow the user to perform a Disguise at level 7 as per the TH 7 ability, once per day.						Fin
Sugar Skull Necklace #30	3364	2862	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 Life Support as per the MK 8 ability, once per day.						
3 Finally, the item will allow the owner to perform a Kip as per the MK 4 ability, one time only.						Fin
Orance Juice of Concentration	3453	4500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Concentration as per the MU 6 spell, once per day.						Fin
Pink Elephant Bracer (Freeze Poison & Kip, 1xpd)	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
Concentration, 6xpd	631	21600	6	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Concentration as per the MU 6 spell cast at level 10, six times per day.						Fin
Pin of Monk's Immunity To Poison, 1xpd	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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HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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.					
Neutralize Poison, opd	1618	1000	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast Neutralize Poison as per the CL spell, once per day.					
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.					
Tin of 10 point Healing Tablets	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.					
4 Point Healing Bead, 1xpd	124	480	1	Y	Y	1
1	When invoked by the bonded owner, this item provides four points of Healing as per the CL 1 spell, once per day.					

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Savvy, opd	1620	600	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast Savvy as per the MU spell, once per day.					
Cosmic Insight, 1xpd	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.					
Nipple Piercing of Enhanced Savvy, 1xpd	3120	1200	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast an Enhanced Savvy as per the MU 6 spell, once per day.					
Acorn of Melange	3311	120		Y	N	1
1	When eaten, this acorn will allow the user to perform Ranger's Herb - Melange as per the RN 6 ability, one time only.					
Friend of Dryads Pin	3415	0		Y	Y	1
1	When worn by the bonded owner, this pin indicates to all Dryads that this person is a Friend to the Dryads of all natural woods.					
Raven Feather of Message	3612	500	1	Y	Y	1
1	When invoked by the bonded owner, this Enchanted Raven feather from the traveling tavern s aviary will allow the user to cast Message as per the MU spell, once per day.					

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Red Skeleton Spider	1570	1200	1	Y	Y	1
1	When invoked by the bonded owner, this Red Skeleton Spider is your familiar.					
2	This familiar allows the user to perform ONE of the following, once per day: Supernatural Wahtit as per the KN ability (2nd lvl), Faery Lights as per the DDR spell (1st lvl), or Plant Seek, Motherwort as per the DR spell (5th lvl).					
Token Of Mordra	1608	0		N	Y	1
1	This is a Token of Mordra, given by the Goddess Mordra.					



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Green Worm in Bottle	1707	1500	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the wearer to cast an LI Enhancement +2 as per the L6 MU ability, once per day. The normal incant time is required.					
2	To activate the double effect the user must sing to the worm a little song that goes like this: "Aren't you so cute, yes you are. Aren't you so cute, yes you are. All of the other worms love you cause you are so cute, yes you are."					
3	This worm is a talking worm. It will continually talk when the bottle is open about all the other worms. He is always afraid that the other worms don't like him because of the power he can do. He likes his bottle and will refuse to get out of it.					
4	If the worm is taken out of bottle he will scream until he is put back into the bottle. The worm is basically a nice guy, but will give the user no information. <i>Fin</i>					
The Moll s Expensive Blessing	1743	1500	1	Y	Y	1
1	When used by the bonded owner, this item casts LI Enhancement +2 as per the L6 MU spell, once per day. <i>Fin</i>					
Ranger Herb, Any, innate, 1xpd	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>					
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.					
Familiar with Awaken & Throw, 1xpd	2780	4140	1	Y	Y	1
1	When with the bonded owner, this is a magical familiar.					
2	The familiar can cast an Awaken as per the MU 1 spell, once per day.					
3	Finally, the familiar can also perform a Throw as per the MK 5 ability, once per day. <i>Fin</i>					
Friend of the Shadows	2862	0				1
1	This PC helped the Shadow Thief save the city by taking the Shadow Pearl away, and is thus deemed a Friend of the Shadow! <i>Fin</i>					
Pumpkin Dragon, 1xpd	2865	540	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to case Phase Out as per the MU 4 spell, once per day.					
2	It will also cast a 2 point Heal as per the CL 1 spell, once per day.					
3	The Flare may be upgraded in increments of 2 up to 20 points total for a cost of 200 gold per point. <i>Fin</i>					
Everfull Vial of Acid	2874	100		Y	Y	1
1	When invoked by the bonded owner, this vial generates one cup of acid, every 5 seconds.jpg <i>Fin</i>					
Wand of Catequil II, 1 xpd	2904	1250	1	Y	Y	1
1	When invoked by the bonded owner, this wand will allow the user to cast Plant Seek Vervain as per the DR 5 spell, once per day.					
2	Currently inactive - The owner can also cast LI Enhancement +2 as per the MU 6 spell, once per day					
3	Currently inactive - The owner can also cast a 30 point Lightbeam - User's Choice (Moonbeam, Sunbeam, or Starbeam) as per the DR 8 spell cast at level 10, once per day.					
4	Currently inactive - The owner can also cast a 12 point Dead Eye as per the MU 1 spell cast at level 6, once per day. <i>Fin</i>					
Mark Of Death	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. <i>Fin</i>					
Mature Fairy Dragon, 1xpd	3027	2230	1	Y	Y	1
1	When invoked by the bonded owner, this mature 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	The mature dragon can also perform a Bypass Traps - Magical as per the TH 8 ability, once per day. <i>Fin</i>					



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+3 Crystal Mountain Staff of the Druid	3082	13055	1	Y	Y	1
1	When wielded by the bonded owner, this is a +3 magic staff. This magical staff appears to be made of one piece of clear attractionite crystal that shimmers with iridescent rainbow colors.					
2	This staff allows the user to cast a Gale as per the DR 4 spell, once per day.					
3	In addition, the bonded owner can cast either a Mist Bridge as per the DR 6 spell OR a Rock To Mud as per the DR 6 spell, once per day.					
4	In addition, this staff allows the user to case either a 14 point Earth Slap as per the DR 5 spell cast at level 7 OR a Lightbeam-User's Choice as per the DR 8 spell, once per day.					
5	Finally, this staff attracts winged, rainbow, unicorn bunnies and purple, three-horned dragonfish.					Fin
Green Leaf of Druid Skills, 1xpd	3312	5310	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast +2 Elemental Damage as ICE per the DR 3 spell, once per day.					
2	In addition, the user can cast Rock to Mud as per the DR 6 spell, once per day.					
3	In addition, the user can cast Mist Bridge as per the DR 6 spell, once per day.					
4	In addition, the user can cast Mist Servant as per the DR 7 spell, once per day.					Fin
Changed to a Female	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.					Fin
Shadowlands Kill Kitten 7-8	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
Ring of the Magi, level 10	3413	13000	1	Y	Y	1
1	When worn by the bonded owner, this ring can store any spell of the 10th level and discharge it once per day.					
2	This ring also allows the bonded owner to cast Autocast as per the MU 7 spell, once per day.					Fin
Ring of Essence of Scorn	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
Spirit Snake Familiar 3	3482	3400	1	Y	Y	1
1	When interacting with the bonded owner, this is a Spirit Snake familiar.					
2	This Familiar can perform an Escape Bonds as per the MK 2 ability, once per day.					
3	This Familiar can perform a Speak With Animals as per the RN 1 ability, once per day.					
4	This Familiar can cast Neutralize Poison as per the CL 4 spell, once per day.					
5	This Familiar can cast Reverse Lock up through level E as per the MU spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 4000 gp.					
6	This Familiar can perform a Neutralize Non-Magical Disease as per the RN 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1000 gp.					Fin
Badge of the Caster	3487	0		Y	Y	1
1	When invoked by the bonded owner, this item allows the user to use Invoke, User's Choice as per the CL 7 spell, a number of times equal to half your level per day, round up.					
2	In order to use this item, the owner must be able to cast at least one spell innately.					
3	This is a closed world item. It requires GP approval in order to be used in any game and the owner must specifically request permission for each game in which this item is desired.					Fin
Baby Conch Can Lock	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



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MISC

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

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

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10 Point Avenging Blow, 1xpd	1504	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 ability, once per day. *Fin*

Valknjoggr, 6xpd	3371	46660	6	Y	Y	1
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- 1 When worn by the bonded owner, this Ash Bracer can only be removed by the bonded owner.
- 2 This is legendary item that was forged by the ancient Dwarves.
- 3 When worn, the wearer detects as supernatural.
- 4 This item allows the wearer to cast Aspect of the Elements - Lightning as per the DR 9 spell, once per day.
- 5 Finally, this item also allows the user to cast a 30 point Elemental Strike Lightning as per the D4 spell cast at level 10, six times per day. *Fin*

Ring of Aspect of the Elements, Ice	3432	1500		Y	N	1
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- 1 When invoked, the user may cast Aspect Of The Elements: Ice as per the DR 9 spell, one time only. *Fin*

Rag of 10 Point Eletrify, Rechargeable, 1xpd	3457	1450	1	Y	Y	1
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- 1 If charged, when invoked by the bonded owner this item allows the user to cast a 10 point Eletrify as per the MU 1 spell cast at level 5, once per day.
- 2 This item can be recharged with 5 spell points. *Fin*

Earl Tainly Dwarven Stout (Create Holy Water, 1xpd)	3498	500	1	Y	Y	1
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- 1 Once per day the bonded owner can will this magic Dwarven cup to be filled with a golden brew of Stout that has a delightful aroma, a full and frithy head, and a rich, full flavor! It comes in pints and the entire pint must be consumed.
- 2 The brew is delicious, but not intoxicating. It will mellow the imbiber for 30 seconds. It does not act as an Earth Calming spell.
- 3 Once consumed, the now mellow PC will be able to cast Create Holy Water, once per day. *Fin*

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
God's Boon, 1xpd	2797	1300	1	Y	Y	1

- 1 When invoked by the bonded owner, the user will be able to cast God's/Goddess's Boon as per the CL 2 spell, once per day. *Fin*

10 Point Spell Point Generator, 1xpd	2857	5000	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item generates 10 spell points, once per day. *Fin*

1 Point Spell Point Generator, 6xpd	2875	2400	6	Y	Y	1
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- 1 When invoked by the bonded owner, this item generates one spell point, six times per day. *Fin*

Fully Buffed Butterfly #4, 1xpd	3083	5680	1	Y	Y	1
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- 1 When worn by the bonded owner, this item will generate 8 spell points, once per day.
- 2 In addition, it can provide 12 points of healing as per the CL 1 spell cast at level 6, one time only.
- 3 Finally, this staff can provide 2 points of Healing, once per day. *Fin*

1 Point Spell Point Generator, 6xpd	3118	2400	6	Y	Y	2
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- 1 When invoked by the bonded owner, this item provides an addition one spell point to the owner, six times per day. *Fin*

10 Ability Points Generator, 6xpd	116	24000	6	Y	Y	1
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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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POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spell Point Generator: 2 pts	42	1000	1	Y	Y	1
1 Generates 2 spell points, once per day						Fin

Total Value of all items: 211975+45740 gold 257715

2 RN Tellub

DEFENSIVE

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

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Insect Bane	1696	148		Y	N	1
1 When invoked, casts an Insect Bane as per the DR spell, one time only.						Fin

Total Value of all items: 278+2300 gold 2578

4 MU Mechem

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing, 1xpd	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

Tattoo of Mordra (12 pt heal, 1xpd)	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.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Leap, 1xpd	2947	700	1	Y	Y	1
1 When invoked by the bonded owner, the user will able to perform a Leap as per the MK 2 ability, once per day.						Fin

Fire Elemental Transformation	3512	0		Y	Y	1
1 You have been transformed into a Fire Elemental by the Paragon of Fire (Dustin Procter). You will detect as Supernatural and will be subject to all of the SAS that affect supernatural creatures, both positive and negative.						
2 As a Fire Elemental, you can selectively convert your body tissue from flesh to living fire, which can provide light and fire in a non-combat situation. Fini.						

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

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Knife of the Fourfathers	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

Mushroom of Life	3439	1100	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						Fin



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4 MU Mechem

POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
4 Ability Points Generator, 6xpd	104	9600	6	Y	Y	1
1	When invoked by the bonded owner, this item provides four addition spell or ability points to the user, six times per day.					<i>Fin</i>

Total Value of all items:	17560+11980 gold	29540
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