



# PC Item Details Report

28-Nov-2021

IFGS ID: 5012

## 1 MU Kei

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Zanith Blood Crystal	2337	100		Y	N	2
1	When invoked, this item will cast a 10 Point Wrath as per the CL 5 spell, one time only.					Fin
Witness To The Tower, 1xpd	2572	960	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform an Immunity To Fear as per the KN 3 ability, once per day. This item is innate.					Fin
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
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
Innate Battle Fever, 1xpd	3256	1650	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 ability, once per day.					
2	This item is innate, and can never be lost, sold, destroyed, or traded except by game design.					Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Cleric's Mushroom	877	550	1	Y	Y	1
1	When invoked by the bonded owner, casts EITHER a Freeze Poison OR a Freeze Disease, once perday.					Fin
2 Point Healing, 1xpd	2313	240	1	Y	Y	4
1	When invoked by the bonded owner, this item performs 2 points of Healing as per the CL 1 spell, once per day.					Fin
Life Spark Dust	2761	500		Y	N	1
1	When this dust is poured onto the body of a dead creature or person, it will cast Life Spark as per the CL 6 spell, one time only.					Fin
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
2 Point Healing Bead, 1xpd	118	240	1	Y	Y	1
1	When invoked by the bonded owner, this item provides two points of Healing as per the CL 1 spell, once per day.					Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Eye Of The Beast	886	1100	1	Y	Y	1
1	When invoked by the bonded owner, casts a Wathit as per the Ranger spell, once per day.					Fin
Spectacles of Tactical Knowledge, 2xpd	2609	1540	2	Y	Y	1
1	When worn by the bonded owner, these glasses will allow the user to perform either a Know Aura as per the CL 3 spell OR a Know Class as per the TH 4 ability, twice per day.					Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Vial of Apyнна's Ashes	2613	0		N	Y	1
1	This is a vial of the ashes of Apyнна The Vampire.					Fin



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Drickster Dust, 1xpd</b>	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.

<b>Horns of the Wendigo</b>	2771	0		N	Y	1
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1 These are the horns of a slain Wendigo. *Fin*

<b>Familiar: Tentacle Monster, 1xpd</b>	2772	5350	1	Y	Y	1
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- 1 When with the bonded owner, this is a magical Tentacle Monster familiar.
- 2 The familiar can cast 10 points of Healing as per the CL 1 spell cast at level 5, once per day.
- 3 The familiar can also perform a Throw as per the MK 5 ability, once per day.
- 4 Finally, the familiar can cast an Awaken as per the MU 1 spell, once per day. *Fin*

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

<b>Spirit World Totem - Unicorn</b>	3259	50		Y	Y	1
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1 The user has bonded to their Animal Spirit, the Unicorn, and may call upon them once per day. *Fin*

<b>Communicator with Major Lore OR Forsee</b>	3427	850	1	Y	Y	1
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- 1 This device allows the user to communicate with the HOII 1 time per day and seek its wisdom.
- 2 When used by the bonded owner, this item allows the user to perform a Major Lore as per the MK 3 ability, once per day ~ OR ~
- 3 The bonded owner can cast a Forsee as per the CL 2 spell, once per day. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Headband Of Throw, 1xpd</b>	2582	2240	1	Y	Y	1

- 1 When invoked by the bonded owner, this item will allow the user to perform a Throw as per the MK 5 ability, once per day. *Fin*

<b>Saber Garter</b>	3454	6752		Y	Y	1
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1 When wielded by the bonded owner, *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>1 Point Spell/Ability Point Generator, 6xpd</b>	2688	2400	6	Y	Y	1

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

<b>Total Value of all items:</b>	<b>33992+15210 gold</b>	<b>49202</b>				
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## 2 FT Darkfire

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+1 Chainmail</b>	1884	1500		Y	Y	1

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

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



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## 2 FT Darkfire

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Points of Healing, 1xpd</b>	2111	240	1	Y	Y	4
1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin
<b>Balm of 8 Point Healing</b>	256	606	3	Y	N	2
1 Each use of this Balm heals the target for 8 points. There are 3 doses of this Balm. Two of the doses can be combined to create a Neutralize Poison lotion.						Fin
<b>Bottle Of Heal, 1xpd</b>	1984	480	1	Y	Y	1
1 When shaken for 5 seconds, will create one 4 point Healing potion, once per day.						Fin
<b>Healing Balm</b>	2027	576		Y	N	1
1 Each use of this Balm heals the target for 16 points. There are 3 doses of this Balm.						
2 Two of the doses can be combined to create a Neutralize Poison lotion.						Fin
<b>Total Value of all items:</b>		<b>5028+722 gold</b>		<b>5750</b>		

## 3 CL Celeilin

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Chainmail</b>	2142	400		N	Y	1
1 This is mundane chainmail.						Fin
<b>Blue Amulet of Protection, 1xpd</b>	2718	2689	1	Y	Y	1
1 When invoked by the bonded owner, this Amulet allows the user to cast a 20 Point Wrath as per the CL 5 spell cast at 10th level, once per day.						
2 Inactive: This amulet can be upgraded to perform Physical Protection once per day. The initial 6 point protection costs 960 gold. Each additional 2 points of protection up to 20 costs 120 gold.						
3 This amulet can perform a 10 Point Wrath once per day. The initial 10 point Wrath costs 1000 gold. This can be upgraded, and each additional 2 points of protection costs 100 gold. Wrath is called in the name of the Ancestors. The max is 20 points.						
4 Inactive: This amulet can be upgraded to perform a Sense I once per day. This costs 1680 gold.						
5 Inactive: This amulet can be upgraded to perform a Sense II once per day. This costs 800 gold.						
6 Inactive: This amulet can be upgraded to perform a Missile Protection once per day. This costs 2000 gold.						
7 Inactive: This amulet can be upgraded to perform a Phase Out once per day. This costs 1950 gold.						
8 This amulet will not function for anyone except the person who retrieved it from the Spirit Grove. Its only value if sold is a mundane value of 50 gold.						
9 This amulet can only be upgraded through acts of service. The gold used to upgrade must come from CAP for gold.						Fin
<b>Phase Out</b>	2863	195		Y	N	1
1 When invoked, allows the user to cast a Pahse Out as per the MU 4 spell, one time only. A white flag is required.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<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 an cannot be sold, traded, lost, or given away.						Fin
<b>6 Point Healing Potion</b>	2473	72		Y	N	1
1 When consumed, this potion provides 6 points of healing, one time only.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Intuit Code</b>	2474	140		Y	N	1
1 When invoked, this item allows the user to perform an Intuit Code as per the TH 4 ability, one time only.						Fin



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## 3 CL Celeilin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
LI Enhancement +1	2202	75		Y	N	1

1 When invoked, this item casts an LI Enhancement +1 on the user as per the MU 3 spell, one time only. *Fin*

Friend of the Shadows	2862	0				1
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1 This PC helped the Shadow Thief save the city by taking the Shadow Pearl away, and is thus deemed a Friend of the Shadow! *Fin*

### 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*

Headband of Throw, 1xpd	2344	2240	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform a Throw as per the MK 5 ability, once per day. *Fin*

Hand Wrap of Throw, 1xpd	2719	2240	1	Y	Y	1
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1 When worn by the bonded owner, this hand wrap allows the owner to perform a Throw as per the MK 5 ability, once per day. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spell Weaver s Friend	2458	1240	2	Y	Y	1

1 This ring provides 2 spell points (not ability points) per day to the bonded owner.

2 This ring will also cast 2 points of healing as per the CL 1 spell (self only) 1 / day with a 6 second cast time. *Fin*

1 Spell Point Crystal	2869	50		Y	N	50
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1 When invoked, will restore one spell point, one time only. *Fin*

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<b>Total Value of all items:</b>	<b>12535+7160 gold</b>	<b>19695</b>
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## 4 CL Renwyn, Cleric Of Delwin

### 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. *Fin*

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

### KNOWLEDGE

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

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Ability Point Crystal	80	50		Y	N	38

1 When invoked, this crystal provides one addition spell or ability point to the user, one time only. *Fin*

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<b>Total Value of all items:</b>	<b>6180+23300 gold</b>	<b>29480</b>
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## 5 FT Glimmerfluff

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	2546	240	1	Y	Y	10
1 When worn by the bonded owner, this item allows the user to cast a 2 point Heal as per the CL 1 spell, once per day.						Fin

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**Total Value of all items: 2400+100 gold 2500**

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## 7 MU Lexiel

### 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
2 Points Healing	2936	24		Y	N	12
1 When invoked, the user will able to cast 2 Points of Healing as per the CL 1 spell, one time only.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell Point Generator, 1xpd	2942	500	1	Y	Y	1
1 When invoked by the bonded owner, this item will add one additional spell point to the users pool of available spell points, once per day.						Fin

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**Total Value of all items: 1508+3587 gold 5095**

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## 8 CL Lolli

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring Of Protection	2978	1500		Y	Y	1
1 When worn by the bonded owner, this ring adds one additional point of protection from all forms of physical damage.						Fin
Chainmail	2993	400		N	Y	1
1 This is a mundane suit of Chainmail.						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
The Nihilists Conundrum: Life Support, 1xpd	3602	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Life Support as per the SMK 8 ability, once per day.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	3011	240	1	Y	Y	1
1 When worn by the bonded owner, this item allows them to cast 2 points of Healing, once times per day.						Fin
2 Points Healing Crystal	117	24		Y	N	2
1 When invoked, this crystal provides two points of healing as per the CL 2 spell, one time only.						Fin



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## 8 CL Lolli

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bead of Savvy	2991	60		Y	N	1
1 When invoked, this bead allows the user to cast Savvy as per the MU 1 spell, one time only.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Flask Of Wine	2992	100		Y	Y	1
1 When invoked by the bonded owner, this flask generates one cup of truly excellent wine, once every five seconds. The flask must be recorked in order to be refilled.						Fin

Butterfly #17, 1xpd	3061	700	1	Y	Y	1
1 When invoked by the bonded owner, this Butterfly will allow the owner to perform a Leap as per the MK 2 ability, once per day.						Fin

Magnetic Hand	3597	1000		Y	Y	1
1 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

Self Moving Rope	425	130		Y	Y	1
1 When used by the bonded owner, this is a 120 foot length of magical self moving rope.						
2 This rope is unbreakable and cannot be cut by any person other than the bonded owner.						
3 Should the bonded owner cut the rope, it can be repaired back to its original condition with a Mend spell.						
4 All aspects and restrictions of a self-moving item apply.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Juvenile Fairy Dragon, 1xpd	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

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Ability/Spell Point Crystal	2989	50		Y	N	46
1 The invoked, this crystal provides one Ability or Spell point to the user, once time only.						Fin

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<b>Total Value of all items:</b>	<b>12338+4740 gold</b>	<b>17078</b>
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## 9 MU Syl, the Amazon

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Amazonian Bracers of Missile Protection, 1xpd - inactive	3304	400		Y	Y	1
1 When worn by the bonded owner, these bracers will allow the user to cast Missile Protection as per the MU 5 spell, twice per day.						
2 The bracers are currently inactive. Each of the two instances of the SAS may be activated at a cost of 2000 gp per once-per-day invocation.						Fin

Super NPC Reward: +2 vs LI, 1xpd	3386	4500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a +2 vs LI as per the KN 6 ability, once per day.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Tin of 10 point Healing Tablets	3313	120		Y	N	1
1 This tin will provides one mint that provides 10 points of Healing as per the CL 1 spell cast at level 5, one time only.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull 1-3	3327	800	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast Speak With Dead - one question - as per the CL 6 spell, once per day.						Fin



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## 9 MU Syl, the Amazon

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Shadowlands Kill Kitten 1-3	3331	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.					<i>Fin</i>

### POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Sugar Skull Necklace #7	3341	3000	1	Y	Y	1
1	The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.					<i>Fin</i>
2	This item will generate one additional SAS point, six times per day.					
3	Finally, it will also cast 4 points of Healing as per the CL 1 spell cast at level 2, once per day.					<i>Fin</i>

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**Total Value of all items:                    9520+1450 gold                    10970**

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