



PC Item Details Report

28-Nov-2021

IFGS ID: 5280

1 RN Temperance "Temper" Hart

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ashes of the Wendigo	2764	Zero				1
1 ???						Fin
Webs of the Archnadrake	2765	Zero				1
1 ???						Fin

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Chainmail	2071	4900		Y	Y	1
1 When worn by the bonded owner, this is +1 magic chainmail.						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
+1 Permanent Life Point	2682	2000		Y	Y	1
1 This item adds one additional permanent Life Point to the bonded owner.						
2 This item can never be lost, sold, traded, or given away.						Fin
Namari Wolf Guardian, 1xpd	2685	3890	1	Y	Y	1
1 This item is a Guardian Familiar, and is bonded to its owner. When invoked it can cast a Message as per the MU 2 spell, once per day.						
2 This wolf can also act as a Ranger's Guardina as per the RN 5 ability, once per day.						
3 In addition, the wolf allows the user to perform a Throw as per the MK 5 ability, once per day.						
+2 Chainmail	2071	4900		Y	Y	1
1 When worn by the bonded owner, this is +1 magic chainmail.						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
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
Battle Fever, 1xpd	3250	1500	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.						Fin

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
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



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HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Tattoo of Mordra (30 pt heal, 1xpd)	3589	3600	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 30 points of Healing, once per day.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Book Of Lore, 1xpd	3180	4100	1	Y	Y	1
1 When invoked by the bonded owner, this book allows the owner to cast.....						Fin
The Fourfathers Gift Of Gab	3450	3600		Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Converse as per the CL 5 spell, once every five seconds.						Fin
God's Blood, Forsee 1xpd	3671	800	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a Foresee as per the CL 2 spell, once per day.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Gold Coin of Reverse Pickpocket	2510	0		Y	N	1
1 When invoked, this coin will allow the user to slip a reasonably sized item INTO another person's pouch or pocket, one time only. (i.e. a reverse pickpocket.)						Fin
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.						
Pumpkin Dragon, 1xpd	2683	540	1	Y	Y	1
1 When invoked by the bonded owner, this Pumpkin Dragon will cast a 2 point Earth Flare as per the DR 1 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.						Fin
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!						Fin
Ring of the Magi	3016	2200	1	Y	Y	1
1 When worn by the bonded owner, this ring can store any spell of the 1st level and discharge it once per day.						
2 This ability may be increased to 10th level by paying 1,000 gold per upgrade level, and no level may be skipped. Example: level 1 to level 2 costs 1000 gp, level 2 to level 3 costs 1000 gp, and so on.						
3 This ring contains an inactive power of autocast one time per day that may be activated by paying 3,000 gold.						Fin
Old Blood Vampire Curse, 1xpd	3179	8620	1	Y	Y	1
1 The bonded owner has contracted the Old Blood Vampire Curse, and is now a vampire and detects as Supernatural.						
2 The user can perform a Strength I as per the KN 1 ability, once per day.						
3 In addition, the user can perform Speed as per the MK 7 ability, once per day.						
4 Finally, the user can cast Regenerate as per the CL 8 spell cast at 10th level, once per day. Note that as per the SAS, the maximum amount of healing the user can cast is 4 times their level.						Fin
Cornucopia of Holding	3446	2000		Y	Y	1
1 When used by the bonded owner, this Cornucopia functions as a 10 cubic foot bag of holding.						Fin
Badge of the Avenger	3490	0		Y	Y	1
1 When invoked by the bonded owner, this item allows the user to use Avenging Blow as per the KN 5 ability at your level, a number of times equal to half your level per day, round up.						
2 In order to use this item, the owner must be at least level 7.						
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



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MISC

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

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Final Friend, 1xpd	2570	1300	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to cast Ashes To Ashes as per the CL 4 spell, once per day.					Fin

Staunch Bracelet (1xpd)	2619	2640	1	Y	Y	1
1	When used by the bonded owner, this item allows the user to perform a Group Immunity To Fear as per the KN 5 ability, once per day.					
2	In addition, it will allow the user to cast a Spook as per the CL MU 2 spell, once per day.					Fin

Hellpepper	2656	165		Y	N	1
1	When invoked, this item casts a Pain Strike -3, one time only.					Fin

Crystal Mountain Rain of Arrows +3 Bow	2686	7200		Y	Y	1
1	When used by the bonded owner, this bow is a +1 magic bow.					
2	In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds.					Fin

Crystal Mountain Rain of Arrows +3 Bow	2686	7200		Y	Y	1
1	When used by the bonded owner, this bow is a +1 magic bow.					
2	In addition, the bonded owner can perform Make Arrows as per the RN 2 ability, once every 5 seconds.					Fin

Wand of Control Undead, level 4	729	1200	1	Y	Y	1
1	When invoked by the bonded owner, this wand casts the spell Control Undead at level 4, once per day					Fin

Crystal Mountain Ever Changing Bow String +3	3021	13900		Y	Y	1
1	When wielded by the bonded owner, this bow string allows the user to fire any arrow with a +3 damage bonus. The base Material (silver, cold iron, wood, crystal, etc.) of the arrow must be set upon purchase.					
2	The arrow may be defined as a new material (silver, cold iron, wood, crystal, etc) unlimited uses, but 5 seconds must pass between each change.					
3	The base Element (Fire, Ice, Lightning, Earth, or none) of the arrow must be set upon purchase.					
4	The arrow may be defined as a new Element (Fire, Ice, Lightning, Earth, or none) unlimited uses, but 5 seconds must pass between each change.					Fin

Crystal Mountain Ever Changing Sword +0	3022	7100		Y	Y	1
1	When wielded by the bonded owner, this is a +3 magic sword. The base Material (silver, cold iron, wood, crystal, etc.) of the sword must be set upon purchase.					
2	The sword may be defined as a new material (silver, cold iron, wood, crystal, etc) unlimited uses, but 5 seconds must pass between each change.					
3	The base Element (Fire, Ice, Lightning, Earth, or none) of the sword must be set upon purchase.					
4	The sword may be defined as a new Element (Fire, Ice, Lightning, Earth, or none) unlimited uses, but 5 seconds must pass between each change.					Fin

Golden Quiver	3419	1702	1	Y	Y	1
1	When used by the bonded owner, this Quiver can Make Arrows as per the RN 2 ability, once every 5 seconds. (5 arrows per use).					
2	When the PC puts in 980 gold, this quiver will create a single golden Elemental Arrow-User's Choice as per the DR 3 spell, once per day.					
3	When the PC puts in 6160 gold the quiver will make a single Rose Gold Blessed Arrow as per the CL 7 spell cast at level 7 for 28 points, once per day					
4	The damage from the Blessed Arrow can be increased per level up to level 10 at 22 gp per pt. Damage increments are by level at 4 points per level, which is 88 gp per level.					Fin

Eye of the Beholder, Level 1, 1xpd	3651	200	1	Y	Y	1
1	When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day.					
2	This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is 200gp per level. This item and all upgrades are subject to the MILL rule.					Fin



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POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Blacklight Leaf of 10 Spell Points	2684	500	0	Y	N	1
1 When invoked, this item will provide 1- addition spell or ability points, one time only.						Fin

Total Value of all items: 94792+11800 gold 106592

2 DR Queline

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing, 1xpd	2934	240	1	Y	Y	6
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
Skeleton Ribcase	2935	0		N	N	1
1 This is the ribcage from the skeleton of a henchman of the lich Balen.						Fin

Total Value of all items: 1440+100 gold 1540

3 KN Elysia, 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 ceurrently inactive. Each of the two instances of the SAS may be activated at a cost of 2000 gp per once-per-day invocation.						Fin

+2 Platemail	39	6000		Y	Y	1
1 When worn by the bonded owner, this is a +2 plate mail armor, which provides five points of armor against all forms of physical attack.						Fin

HEALING

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

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Dead Man s Eye	3319	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast True Sight as per the MU 7 spell, once per day.						
2 In addition, the owner can cast a 10 point Dead Eye as per the MU 1 spell cast at level 5, once per day.						
3 Finally, the Dead Eye may be raised to a total of 20 points (10th lvl) at a cost of 100 per point.						Fin

Shadowlands Kill Kitten 4-6	3332	1275	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 ~						
2 Climbing as per the TH 5 ability, once per day, ~ OR ~						
3 Leap per the MK 2 ability, once per day.						Fin

Sugar Skull Necklace #23	3357	2850	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 Speed as per the MK 7 ability, once per day.						Fin



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3 KN Elysia, the Amazon

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Electrify - 6 Points, 1xpd	303	900	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast a 6 Point Electrify as per the MU 1 spell, once per day. <i>Fin</i>						

Total Value of all items: 15325+800 gold 16125

4 BD Lady Louiza "Iza"

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spoon of The Fourfathers	3436	3700	1	Y	Y	1
1 When used by the bonded owner, this spoon will allow the user to perform a Neutralize Posion, including Red Death as per the TH 10 ability, once per day.						
2 If the user is below level 8 then the spoon will instead allow the user to cast Neutralize Poison as per the CL 4 spell, once per day.						
3 In addition, the item will provide 10 points of Healing as per the CL 1 spell cast at level 5, once per day. <i>Fin</i>						

Total Value of all items: 3700+1215 gold 4915

5 KN Kimble Primrose

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing Crystal	117	24		Y	N	6
1 When invoked, this crystal provides two points of healing as per the CL 2 spell, one time only. <i>Fin</i>						
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. <i>Fin</i>						

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Vial of Wine	409	100		Y	Y	1
1 When invoked by the bonded owner, this vial generated about one cup of wine once every 5 seconds. The vial must be sealed or stoppered to refill. PC must possess an appropriately colored beanbag to use acid or oil. These items may not be used in combat. <i>Fin</i>						
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. <i>Fin</i>						
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. <i>Fin</i>						
Wuffie	3663	1110	1	Y	Y	1
1 When invoked by the bonded owner, this is a Familiar.						
2 Wuffie can be enhanced to Sense Traps as per the TH 2 ability once per day for a cost of 1100 gp. <i>Fin</i>						

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Concentrated Eel Juice of Electrify	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 Electrify as per the MU 1 spell cast at level 1, once per day. <i>Fin</i>						

Total Value of all items: 3894+13325 gold 17219
