



PC Item Details Report

28-Nov-2021

IFGS ID: 595

3 TH Lord Lyle

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lock Pick of Good Fortune	864	1400	1	Y	Y	1

1 When carried by the bonded owner, •This lock pick will yell "BANE" when the owner attempts to pick a lock and the result of the pick would be detrimental to the owner, such as setting off a trap or locking the lock instead of unlocking, one time per day.

2 Priced as an autoactivate FORESEE, bane only, limited to this use. Fin

Belt Of Spell Negation, Leve 10	1245	4000	1	Y	Y	1
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1 When worn by the bonded owner, allow the user to cast Spell Negation at 10th level as per the MU spell, once per day. Fin

+1 Permanent Life Point	1646	2000		Y	Y	1
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1 This is one extra innate Life Point. It can never be traded, transferred, or sold. Fin

+5 Ring Of Protection	3197	18000		Y	Y	1
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1 When worn by the bonded owner, this ring provides an additional 5 points of protections from all forms of physical damage. Fin

Ring of Rabenna Dragon Friendship, 1xpd	3366	4800	1	Y	Y	1
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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

Evasion, 6xpd	498	19200	6	Y	Y	1
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1 When invoked by the bonded owner, allows the user to perform an Evade as per the MMK 7, six times per day Fin

The Enormous And All Encompassing Glyph Book	3318	2930	1	Y	Y	1
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1 This is a mundane book of all glyphs, including some rare glyphs. In addition, it will cast the following:

2 Reveal Glyph per the 3rd lvl CL spell, 1XDay.

3 Remove Glyph 6th level per the 4th lvl Cleric spell cast at level 6, one time only.

4 Remove Glyph 8th level per the 4th lvl Cleric spell cast at level 8, one time only.

5 Remove Glyph 10th level per the 4th lvl Cleric spell cast at level 10, one time only.

6 In addition, this book will cast the following Lores:

7 Battlefield Lore per 1st lvl Fighter ability, one time only.

8 Heraldic Lore per 1st lvl Knight ability, one time only.

9 Legend Lore per 1st lvl Monk ability, one time only.

10 Major Lore per 3rd lvl Knight ability, one time only.

11 Nature Lore per 1st lvl Ranger ability, one time only.

12 People Lore. per 2nd lvl Thief ability, one time only.

13 Religion Lore per 1st lvl Cleric ability, one time only.

14 Track Lore per 7th lvl Ranger ability, one time only.

15 Finally, this book comes with a 3 cubic foot Bag of Holding. Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points of Healing, 1xpd	2111	240	1	Y	Y	10

1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day. Fin

Duckback	1909	80		Y	N	10
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1 When invoked, this item allows the owner to cast Plant Seek, Duckback as per the DR 5 spell, one time only. Fin

Athelas	1910	250		Y	N	1
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1 When invoked, this item allows the owner to cast Ranger Herbs, Athelas as per the RN 6 ability, one time only. Fin



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	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
10 Point Heal	1911	120		Y	N	10
1 When invoked, this item allows the owner to cast a 10 point Heal as per the CL 1 spell ast atLevel 5, one time only.						<i>Fin</i>
2 Points Healing, 1xpd, innate	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.						<i>Fin</i>
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.						<i>Fin</i>
10 Point Ranged Heal, 1xpd	3198	1980	1	Y	Y	1
1 When invoked, this item will allows the user to cast a 10 Point Ranged Heal as per the CL 7 spell, once per day.						
2 The healing may be raised to a total of 20 points at a cost of 180 per point.						<i>Fin</i>
Blooming Flower, 6xpd	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.						<i>Fin</i>
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.						<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>

KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Complete Book of Glyphs	2312	100		N	Y	1
1 This is a mundane book that contains a complete list of all standard glyphs, including the glyph of the Black Hand.						<i>Fin</i>
Wathit, 1xpd	377	1200	1	Y	Y	2
1 When invoked by the bonded owner, allows the user to perform a Wathit as per the RN 4 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>
Skeleton Key	863	2400	1	Y	Y	1
1 When invoked by the bonded owner, allows the owner to autocast open a class C or lower lock, once per day.						<i>Fin</i>
Improved Lock Pick of Second Chance	865	3360	6	Y	Y	1
1 When carried by the bonded owner, allows the owner 6 extra Thief's Touch as per the Thief ability, once per day.						<i>Fin</i>
Snail Of Wonder	867	1390	1	Y	Y	1
1 When invoked by the bonded owner, will allow the owner to do EITHER a Mist Bridge OR a Rock To Mud - as per the Druid spells - once per day.						<i>Fin</i>
Rogestone (Tourmaline) (Teleport)	1170	1000		Y	N	6
1 This curious crystal is green on one end and pink on the other. If broken in half, the two pieces retain a magical link. If they are separated, the holder of one piece may use it to teleport himself and anything he is carrying to the location of the other						
2 piece, provided it is no more than 100 feet away. Using the stone in this fashion will drain it of magic. If its magic is not invoked, the pieces of the stone can be retrieved, and will fuse if placed together again.						<i>Fin</i>
Variable Everfull Vial	1666	400		Y	Y	1
1 When used by the bonded owner, this vial produces on cup of either drinkable water (not Spring Water), oil, or acid, once every 5 seconds.						<i>Fin</i>



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Don's Magic Fedora	2345	130		Y	Y	1
1	This fedora is self-moving and will always return to the bonded owner at the end of the game day if lost or stolen.					
2	The self-movement property is transferred to the new owner if the Fedora is sold or traded. This item may not be used in combat.					Fin
Rod Of Lordly Might	2369	15900		Y	Y	1
1	When wielded by the bonded owner, this item can create a Mist Bridge 2/day (2600)					
2	The user can also swing a Knockout Blow, 10th level 1/day (6000)					
3	The user has the ability to perform Climbing, once every 5 seconds. This climbing can be used by the entire team as the item will unfold into a 30 foot ladder. Unlimited Climbing (may be used by the team) (4800)					
4	The bonded owner also gets 5 Thief Renewal Points (2500), once per day.					
5	Using the rod of lordly might, the user may pick a lock from 30 feet. (Restricted to David Wood games or must be approved by the game producer).					Fin
Bones of Forgotten and Dead Gods	2405	0		Y	Y	8
1	This is a collection of Bones of dead and forgotten Gods, collected from under the Void.					Fin
Piece Of Crazed Mushroom	2406	0		Y	Y	150
1	This is a piece from the corpse of the Crazed Mushroom.					Fin
Feather - Hero of the Navarro	3184	0		N	N	1
1	This feather indicates that the wearer is a Hero of the Navarro people.					Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Peregrine Falcon	866	1320	1	Y	Y	1
1	When invoked by the bonded owner, will allow the owner to do EITHER a Monk's Speed OR a Sweep - as per the Monk abilities - once per day.					Fin
Thunderbird of Wonder	868	3600	1	Y	Y	1
1	When invoked by the bonded owner, will cast a 6 point Electrify as per the Magic User spell, once per day.					
2	Will also cast a 12 point LIGHTNING STRIKE as per the Magic User's spell, one time per day.					
3	Will also cast a GALE as per the Druid's spell, one time per day					Fin
Dwarven Mithral Silver Plating	1228	200		Y	Y	1
1	This item allows the user to permanently plate one weapon with Dwarven Mithral silver, one time only.					Fin
Navarro Sky Iron	1229	200		Y	Y	1
1	This item allows the user to permanently plate one weapon with Navarro Sky Iron, one time only.					Fin
Rainbow Lizard	1231	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.					Fin
Token of Make Arrows, unlimited	2108	900		Y	Y	1
1	When invoked by the bonded owner, this item allows them to Make Arrow as per the RN 2 ability, once every 5 seconds.					Fin
+3 Short Sword, Enhanced	1665	10475		Y	Y	1
1	When wielded by the bonded owner, this is a +3 magic sword.					
2	In addition to the standard set of materials, this blade on this sword has four additional materials: plain steel, Navarro Sky Iron, Dwarven Mithral Silver, and gemstone crystal.					
3	This blade can be modified to cast Elemental damage, twice per day.					
4	When invoked by the bonded owner, this sword can change the material of its blade, once every five seconds.					Fin



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lightbeam Sunlight, 1xpd	3199	1500	1	Y	Y	1
1 When invoked, this item will allows the user to cast a Lightbeam Sunlight as per the DR 8 spell, once per day. <i>Fin</i>						

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Spell Points Generator, 6xpd	2399	9600	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 4 spell, ability, courage, monk, or renewal points, six times per day. <i>Fin</i>						

Total Value of all items: 134279+6920 gold 141199

4 CL Sareen

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pin of Auto-Activate Awaken	700	1600	1	Y	Y	1
1 This pin will automatically cast an Awaken on the bonded owner when they are put to sleep against their will. <i>Fin</i>						

Life Support Crystal	1359	270		Y	N	1
1 When invoked, allows the user to perform a Life Support as per the MK ability, one time only. <i>Fin</i>						

Concentration Crystal	1379	450		Y	N	2
1 When invoked, casts Concentration as per the MU spell, one time only. <i>Fin</i>						

Item of Life Support	1597	270		Y	N	3
1 When wielded by the bonded owner, allows the user to perform a Life Support as per the MK ability, one time only. <i>Fin</i>						

Celestial's Ring: Dodge Blow + 9 pts Elemental Protection, 1x	1636	4340	1	Y	Y	1
1 User is allowed one dodge blow a day.						
2 Upon use of dodge blow, gain 9 points of elemental protection, user's choice of element.						
3 This item can only be used in future "Shadow" games by David Wood or in future Triad games by game design. <i>Fin</i>						

Bark Chew: Evade, 1xpd	1639	4000	1	Y	Y	1
1 Upon consumption, allows the user to Evade as per the Monks ability 1/day. <i>Fin</i>						

Elven Brooch of Concealment, level 10, 1xpd	1891	2000	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Conceal Self as per the TH 5 ability cast at level 10, 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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.						
3 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication). <i>Fin</i>						

Immunity to Knockdown, innate, 1xpd	2544	2750	1	Y	Y	1
1 This innate ability will allow the user to perform an Immunity To Knockdown as per the MKM 10ability, once per day. <i>Fin</i>						

Elven Brooch of Concealment, level 10, 1xpd	1891	2000	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Conceal Self as per the TH 5 ability cast at level 10, 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. To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.						
3 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication). <i>Fin</i>						



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	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
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
Gem of Concentration, 1xpd	2723	4500	1	Y	Y	1
1 When invoked by the bonded owner, this gem allows the user to cast Concentration as per the MU 6 spell, once per day.						Fin
Gem of Life Support, 1xpd	2724	2700	1	Y	Y	1
1 When invoked by the bonded owner, this gem allows the user to perform a Life Support as per the MK 7 ability, once per day.						Fin
Evade, 1xpd	2774	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform an Evade as per the MKM 7 ability, once per day.						Fin
Evade, 1xpd	2825	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform an Evade as per the MKM 7 ability, once per day.						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
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

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
2 Point Healing Crystal	1419	24		Y	N	12
1 When invoked, casts 2 points of healing as per the CL spell, one time only.						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
Phaedra's Flask (8 Pt Heal, 2xpd)	1509	1920	2	Y	Y	1
1 When invoked by the bonded owner, provides 8 points of healing as per the CL spell, twice per day.						Fin
2 Points Healing, 1xpd	2690	240	1	Y	Y	1
1 When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin
Life Support, 2xpd	2773	5400	2	Y	Y	2
1 When invoked by the bonded owner, this item allows the user to perform a Life Support as per the MKS 8 ability, once per day.						Fin
Aspects of Life	411	1796		Y	N	1
1 This item will cast an autoactivate Life Spark as per the CL 6 spell on the bonded owner when their life points reach 0, one time only.						
2 Five seconds later it will cast an autoactivated HEAL 8 points on the bonded owner as per the CL 1 spell cast at level 4.						Fin



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HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Life Support, 6xpd	609	12960	6	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform an Evade as per the MK 7 ability, four times per day.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Soul Gem	786	20		Y	Y	1
1	This Gem contains one human soul.					Fin

Telekinesis, 1xpd	1380	1300	1	Y	Y	1
1	When invoked by the bonded owner, casts a Telekinesis as per the MU spell, once per day.					Fin

Animated Rope	1533	130		Y	Y	1
1	When invoked by the bonded owner, allows the user to control this self-animated rope.					Fin

Everfull Everchanging Vial	1534	400		Y	Y	1
1	When invoked by the bonded owner, allows the user to create one dose of acid, oil, or drinkable water, every 5 seconds.					Fin

Gold Coin of Reverse Pickpocket	2510	0		Y	N	10
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 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.					

Stone Singer s Aspects of Rain, 1xpd	2721	1550	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Walk on Liquids as per the MK 7 ability OR to perform a Mist Bridge as per the DR 6 ability - once per day.					Fin

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

Spirit World Totem - Raven	3260	50		Y	Y	1
1	The user has bonded to their Animal Spirit, the Raven, and may call upon them once per day.					
2	When invoked by the bonded owner, this totem allows the user to cast a Gale as per the DR 4 spell, one time only.					
3	In addition, the user can cast Leap as per the MK 2 ability, once every 5 seconds.					Fin

Spirit World Totem - Snake	3261	50		Y	Y	1
1	The user has bonded to their Animal Spirit, the Snake, and may call upon them once per day.					
2	When invoked by the bonded owner, this totem allows the user to perform a Conceal Self as per the TH 5 ability, one time only.					

Favor from Aria, Guardian Mermaid of the Neverending Salt La	3391	0		N	N	1
1	The PC is owed a favor from Aria, the Guardian Mermaid of the Neverending Salt Lake. This is intended to be used at the sequel to the game "Sim In The Sea".					Fin

LI Enhancement +2, 1xpd	307	1500	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast an LI Enhancement +2 as per the MU 6 spell, once per day.					Fin

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



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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*

Essence of the Outsider	3664	0		Y	Y	1
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- 1 When invoked by the bonded owner, this spike is magically connected to the Outsider.
- 2 The user of this spike can interact with the Outsider. *Fin*

Walk On Liquids, 1xpd	351	1000	1	Y	Y	6
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- 1 When invoked by the bonded owner, allows the user to perform Walk On Liquids as per the MK 7 ability, once per day. *Fin*

Leap, Unlimited	504	4200		Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to perform a Leap as per the MK 2 ability, once every 5 seconds. *Fin*

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Belt of Knight Strengh II	746	1625	1	Y	Y	1

- 1 When worn by the bonded owner, allows the user to invoke the Knight Ability Strnegth II, once per day. *Fin*

The Don's Tommy Gun	1545	2200	1	Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to cast a 20 point Dead Eye as per the MU spell, once per day. *Fin*

Rainbow Lizard	1889	1000	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.
- 2 The lizard allows the bonded owner to wield elemental forces through ONE weapon at a time. Base element is NONE. The lizard embodies the ability to switch elements (fire or ice or lightning or earth or no element) once per day
- 3 Once an element is switched, it remains in effect for the rest of the day. *Fin*

Death's Touch, +1 Weapon	2571	1200		Y	Y	1
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- 1 When wielded by the bonded owner, this is a +1 Weapon. Note that the "+" damage was provided by Death itself. *Fin*

Rainbow Lizard	1889	1000	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.
- 2 The lizard allows the bonded owner to wield elemental forces through ONE weapon at a time. Base element is NONE. The lizard embodies the ability to switch elements (fire or ice or lightning or earth or no element) once per day
- 3 Once an element is switched, it remains in effect for the rest of the day. *Fin*

Death's Touch, +1 Weapon	2571	1200		Y	Y	1
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- 1 When wielded by the bonded owner, this is a +1 Weapon. Note that the "+" damage was provided by Death itself. *Fin*

Yellow Leaf of Druidic Might	2722	450		Y	N	1
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- 1 When invoked, this Yellow Leaf allows the user to cast a Lightbeam - Moonbeam as per the DR 8 spell, one time only.
- 2 In addition, it allows the user to cast a Lightbeam - Starlight as per the DR 8 spell, one time only.
- 3 In addition, it allows the user to cast a Lightbeam - Sunbeam as per the DR 8 spell, one time only. *Fin*



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull Necklace #18	3352	2160	1	Y	Y	1

- The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.
- When invoked by the bonded owner, this item will allow the user to perform Walk On Liquids as per the MK 7 ability, once per day.
- The item can also cast Speak Easy as per the MU 1 spell, once per day.
- This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.
- Finally, this item will allow the user to perform a 6 Point No Defense Blow as per the KN 6 ability, one time only. *Fin*

Earl Tainly Dwarven Stout (Create Holy Water, 1xpd)	3498	500	1	Y	Y	1
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- 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.
- The brew is delicious, but not intoxicating. It will mellow the imbiber for 30 seconds. It does not act as an Earth Calming spell.
- 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
Spell Point Generator: 8 pts	679	4000	1	Y		1

- When invoked by the bonded owner, this item generates 8 spell points once per day. *Fin*

1 Spell Point, 6 xpd	1366	2400	1	Y	Y	1
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- When invoked by the bonded owner provides 1 additional Spell point to the owner, six times per day. *Fin*

1 Spell Point Generator, 6xpd	1544	2400	1	Y	Y	1
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- When invoked by the bonded owner, provides 1 spell point, six times per day. *Fin*

6 Point Spell Point Generator, 1xpd	1885	2400	1	Y	Y	5
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- When invoked by the bonded owner, this item will provide 6 spell points, once per day. *Fin*

1 Point Spell Point Generator, 1xpd	2677	500	1	Y	Y	1
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- When invoked by the bonded owner, this item generates one spell point, once per day. *Fin*

1 Point Spell/Ability Point Generator, 6xpd	2688	2400	6	Y	Y	1
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- 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*

Total Value of all items:	130851 +9756 gold	140607				
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5 KN Sir Tificate

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Cloak of Missile Protection	2624	2000	1	Y	Y	1

- When worn by the bonded owner, this cloak will perform Missile Protect as per the MK 5 ability, once per day. *Fin*

Phase Out	2863	195		Y	N	1
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- 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*

+4 Ring of Protection	46	15000		Y	Y	1
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- When worn by the bonded owner, this is a +4 Ring of Protection, which provides four points of armor against all forms of physical attack. *Fin*



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DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Phase Out	314	195		Y	N	1
1	When invoked, allows the user to cast Phase Out as per the MU 4 spell, one time only.					Fin
Kip, 1xpd	329	1620	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform a Kip as per the MK 4 ability, once per day.					Fin
Invoke, User's Choice	618	215		Y	N	1
1	When invoked by the bonded owner, this item will allow the user to cast Invoke, User's Choice as per the CL 7 spell, one time only.					Fin
Escape Bonds, 1xpd	623	500	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform an Escape Bonds as per the MK 2 ability, once per day.					Fin
Pin of +1 vs LI	3518	13500		Y	Y	1
1	When worn by the bonded owner, this pins grants permanent +1 vs all LI effect as per the KN 3 ability, at all times.					Fin
Second Chance: Evade, 1xpd	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

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10 Point Healing Bead, 1xpd	142	1200	1	Y	Y	1
1	When invoked by the bonded owner, this item provides ten points of Healing as per the CL 1 spell, once per day.					Fin
20 Point Healing Bead, 1xpd	172	2400	1	Y	Y	2
1	When invoked by the bonded owner, this item provides twenty points of Healing as per the CL 1 spell, once per day.					Fin
Blood Crystal of Cain	3514	500		Y	N	1
1	When invoked, this item will cast Restore One Permanent Life Point as per the CL 9 spell, one time only.					Fin
Get Up, Ya Bum!	3515	1460		Y	N	2
1	When the person who possesses this item dies, it will do the following. First, it will AutoActivate a Life Spark as per the CL 6 spell onto the possessor, one time only. Next, it will cast 30 Points of Healing onto the possessor.					
2	At the discretion of the possessor, this item can be Autocast, which will perform all the spells as per the AutoActivate, one time only. After this use, the item is gone.					Fin
Night Hag Medicine Bag (Neutralize Poison, 1xpd)	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
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.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Rainbow Lizard	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.					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



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Disarm Trap - Mechanical	624	145		Y	N	2
1 When invoked by the bonded owner, this item allows the user to perform a Disarm Traps - Mechanical as per the TH 5 ability, one time only.						Fin
Pouch of Preserve Plant, 2xpd	3516	1700	2	Y	Y	1
1 When invoked by the bonded owner, this item will cast Preserve Plants as per the DR 3 spell, twice per day.						Fin
Gem of Darkholm	3494	0		Y	Y	1
1 This gem is linked to the Essence of Prince Vlad Bassarab, the Vampire.						Fin
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.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
No Defense Arrow	364	300		Y	N	1
1 When invoked, allows the user to perform a 10 Point No Defense Arrow as per the RN 10 ability, one time only.						Fin
Eye Of Deadeye	626	540	2	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a 6 point Dead Eye as per the MU 1 spell cast at level 3, once per day.						
2 This item hold one charge. It can be recharged by hitting a live creature with the eye three times, causing 3 points of damage to that creature.						Fin
Ranger Herbs - Devil's Weed	3517	200		Y	N	1
1 When invoked, this item will cast Ranger Herbs - Devil's Weed as per the DR 6 spell, one time only.						Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Courage Point Generator, 5 points once per day	817	2500	1	Y	Y	2
1 When invoked by the bonded owner, generates five Courage Points once per day.						Fin
4 Ability Points Generator, 1xpd	99	2000	1	Y	Y	1
1 When invoked by the bonded owner, this item provides four addition spell or ability points to the user, once per day.						Fin
5 Ability Points Generator, 5xpd	109	10500	5	Y	Y	1
1 When invoked by the bonded owner, this item provides five addition spell or ability points to the user, five times per day.						Fin

Total Value of all items:	69219+21785 gold	91004
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7 MU Chill

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Ring Of Protection	1029	4500		Y	Y	1
1 When worn by the bonded owner, this ring provides two additional points of armour from all forms of physical attack.						Fin
Necklace of Resistance	1056	1500	1	Y	Y	1
1 When worn by the bonded owner, this necklace will protect the wearer from ten points of fire, ice, or lightning damage one combat per day; the type of damage must be chosen at the beginning of the day.						Fin
Sock of Escaping	2611	50		Y	N	1
1 When invoked, this sock will allow the user to perform an Esacpe Bonds as per the MK 1 ability, one time only.						Fin



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7 MU Chill

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Rechargeable Ring Of Healing	956	1020	1	Y	Y	1
1	When worn by the bonded owner, can heal in increments of 2 points for a maximum of 10 points of healing, once per day.					
2	This ring can be recharged by spell points, one spell point adds 2 points of healing.					
3	This ring can be discharged up to one time per day.					Fin
Shibara Pin	954	1200	1	Y	Y	1
1	When invoked by the bonded owner, heals for 10 points, once per day.					Fin
Stone Of Life Spark	942	4000	1	Y	Y	1
1	When invoked by the bonded owner, casts the spell LIFE SPARK as per the Cleric spell, once per day.					Fin
Gem of Life Spark	1017	400		Y	N	2
1	When invoked, this gem allows the user to cast Life Spark as per the Cleric spell, one time only.					Fin
Item of healing, 5 points	1028	60		Y	N	19
1	When invoked, this item provides 5 points of healing, one time only.					Fin
Glimmering Sash	1055	3888	1	Y	Y	1
1	When worn by the bonded owner, this sash will autocast heal 12 life points 1/day, but only in the event of a throat slit or a potentially mortal blow.					Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Stick Of Legend	949	550	1	Y	Y	1
1	When used by the bonded owner, casts the spell LEGEND LORE as per the Monk ability, once per day.					Fin
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
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.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Elf Talisman, 2nd Level	953	3500	1	Y	Y	1
1	When worn by the bonded owner, the user may identify plants and animals as per the Druid ability, four times per day. (1750 gp, item level 1)					
2	When this item is raised to the 2nd level, the user will also be able to speak with plants and animals as per the Druid ability, four times per day. (additional 1760 gp, item level 2)					
3	When this item is raised to the 3rd level, the user will also be able to heal plants and animals as per the Druid ability, four times per day. (additional 1584 gp, item level 3)					
4	When this item is raised to the 4th level, the user will also be able to cast Animal Tamer as per the Druid ability, four times per day. (additional 2520 gp, item level 4)					
5	When this item is raised to the 5th level, the user will also be able to cast Plant Seek as per the Druid ability, four times per day. (additional 11,276 gp, item level 5)					
6	When this item is raised to the 6th level, the user will also be able to cast Find Herbs as per the Ranger ability, four times per day. (additional 10,476 gp, item level 6)					
7	When this item is raised to the 7th level, the user will also be able to cast Speak To Winds as per the Druid ability, four times per day. (additional 3240 gp, item level 7)					
8	When this item is raised to the 8th level, the user will also be able to cast Flowers Of Avalon as per the Druid ability, four times per day. (additional 19,404 gp, item level 8)					
9	When this item is raised to the 9th level, the user will also be able to cast Aspect Of The Beast as per the Druid ability, four times per day. (additional 59,447 gp, item level 9)					
10	When this item is raised to the 10th level, the user will also be able to cast EarthHealing as per the Druid ability, four times per day. (additional 18,000 gp, item level 10)					Fin



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Vial of Dragon Blood	951	100		N	N	3
1 One sealed vial of Dragon blood, freely given. Will last until the end of the game day in which the seal is broken.						Fin
Griffin Claws, one full set	957	100		N	N	1
1 This is one full set of claws from a Griffin.						Fin
Iron Box with Key	947	100		N	N	1
1 This is a mundane iron box with a key for its class G lock. Can be destroyed with 500 points of damage.						Fin
50' of Magic Rope	943	100		Y	Y	1
1 50' of unbreakable magic rope.						Fin
Pick Of The Litter	944	700	1	Y	Y	1
1 When used by the bonded owner, allows them to make one attempt to pick a lock, once per day.						Fin
Hide of a Bark Monster	1054	100		N	N	1
1 This is the hide of a Bark monster from Duskwood Forest.						Fin
Wand of Infinite Phatty Blows	3416	0		Y	Y	1
1 ???						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Elven Blade, 6th Level	948	11100	1	Y	Y	1
1 When used by the bonded owner, this magic sword does +0 magic damage. (400 gp, item level 1)						
2 When this item is raised to the 2nd level, the user will also gain 1 additional spell points per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 2)						
3 When this item is raised to the 3rd level, the sword will do +1 magic damage instead of +0 magic damage. (additional 800 gp, item level 3)						
4 When this item is raised to the 4th level, the user will gain 2 additional spell points, instead of 1, per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 4)						
5 When this item is raised to the 5th level, the sword will do +2 magic damage instead of +1 magic damage. (additional 2400 gp, item level 5)						
6 When this item is raised to the 6th level, the user will gain 3 additional spell points, instead of 2, per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 6)						
7 No change occurs at this level.						
8 When this item is raised to the 8th level, the user will gain 4 additional spell points, instead of 3, per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 8)						
9 When this item is raised to the 9th level, the sword will do +3 magic damage instead of +2 magic damage. (additional 3600 gp, item level 9)						
10 When this item is raised to the 10th level, the user will gain 5 additional spell points, instead of 4, per good aligned PC on their team, up to 5 PCs, once per day. (additional 2500 gp, item level 10)						Fin
Offensive Crystal	945	475	1	Y	Y	1
1 When used by the bonded owner, generates one spell point, once per day.						
2 This spell point must be used to power an offensive spell of the crystal will explode.						Fin
Killing Cloth	946	10000	1	Y	Y	1
1 When rubbed on his own body by the bonded owner, casts the spell PHYSICAL PROTECTION for 10 points as per the Cleric spell, once per day.						
2 Will allow allow the user to cast KILLING ATTACK as per the Magic User spell, once per day.						Fin
Staff of Throw, once per day	429	1200	1	Y	Y	1
1 When wielded by the bonded owner, allows the user to cast a Throw, once per day.						Fin



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OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
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

POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Stone of 2Fer	955	1000	1	Y	Y	1
1 When invoked by the bonded owner, generates two additional spell points, once per day.						Fin

Stone of 3Fer	950	1500	1	Y	Y	1
1 When invoked by the bonded owner, generates three additional spell points, once per day.						Fin

Spell or Ability Point Crystal	1016	50		Y	N	28
1 When invoked, this crystal provides 1 spell point, one time only.						Fin

Total Value of all items:	52623+96 gold	52719
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9 RN Ehlongier

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
+1 Ring of Protection	43	1500		Y	Y	1
1 When worn by the bonded owner, this is a +1 Ring of Protection, which provides one point of armor against all forms of physical attack.						Fin

OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
+1 Melee Weapon	3	1200		Y	Y	2
1 When wielded by the bonded owner, this is a +1 melee weapon.						Fin

+1 Projectile Weapon	10	1200		Y	Y	1
1 When wielded by the bonded owner, this is a +1 projectile weapon.						Fin

Total Value of all items:	5100+2500 gold	7600
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