28-Nov-2021

I RN Beowulf

DEF	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count				
Rir	ngmail of Regrowth	167	1400	1	Υ	Υ	1				
1	This is +0 magic chainmail that allows the bonded owner to use day.	e 10 points o	of Improv	ed Fighter'	s Regen	once per	Fin				
Se	nse II Tetrad, 4xpd	3189	2880	4	Υ	Υ	1				
1	When invoked by the bonded owner, this item allows the user to per day.	to peform Se	ense II as	per the M	K 6 ability	y, four times	Fin				
+2	Ring of Protection	44	4500		Υ	Υ	1				
1	When worn by the bonded owner, this is a +2 Ring of Protection, which provides two points of armor against all forms of physical atttack.										
Su	per NPC Reward: +2 vs Ll, 1xpd	3386	4500	1	Υ	Υ	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.										
HEA	LING	Item ID	Value	Per Day	Magic?	Permanent?	Count				
2 F	Point Healing Crystal	1199	24		Υ	N	1				
1											
Ge	t Out Of Death Free - Life Spark	2853	500	0	Υ	Υ	1				
1	the contract of the contract o										
KNO	WLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Count				
Ey	e Of The Beast	886	1100	1	Υ	Υ	1				
1	1 When invoked by the bonded owner, casts a Wathit as per the Ranger spell, once per day.										
MISC		Item ID	Value	Per Day	Magic?	Permanent?	Count				
Ev	erfull Acid	1578	100		Υ	Υ	1				
1	When wielded by the bonded owner, this vial generates one do	se of acid, e	every 5 se	econds.			Fin				
An	imated Unbreakable Rope	2317	100		Υ	Υ	1				
1	Then wielded by the bonded owner, this is magic, unbreakable uncut-able, and non-destroyable by any person other than the lf cut by the bonded owner, it can be repaired by a Mend spell.	bonded own		120 foot ro	ope is unl	oreakable,					
3	It will obey simple commands from its bonded owner, but cann		n melee.				Fin				
OFF	ENSIVE			Per Day	Magic?	Permanent?					
	ken of Make Arrows, unlimited	2108	900	. 0. 24,	Y	Y	1				
1	When invoked by the bonded owner, this item allows them to N seconds.	Make Arrow a	as per the	e RN 2 abil	lity, once	every 5	Fin				
Ev	erchanging Quiver	2232	6500		Υ	Υ	1				
1	When used by the bonded owner, this item allows the archer to mundane arrow pulled from it. The base Material of this weapo										
2	The materials that can be createed are silver, cold iron, wood, designated may be changed once every 5 seconds.			-							
3	In addition, this item allows the user to specify the type of dam base element is set to NONE, and this can be changerd every and Air.						Fin				
Qu	ivering Feather of Accuracy	2316	7800		Υ	Υ	1				
	_ ·										
1	When worn by the bonded owner, allows them to fire a Target	Arrow as per	the RN	3 ability, o	nce every	[,] 15	Fin				

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RN**Beowulf OFFENSIVE** Item ID Per Day Magic? Permanent? Count Value The Final Friend, 1xpd 2570 1300 1 When invoked by the bonded owner, this item will allow the user to cast Ashes To Ashes as per the CL 4 spell, Fin once per day. +3 Bow 3187 7200 1 This Falcon is a familiar of the bonded owner and will only obey and respond to the bonded owner. 2 This familiar can cast Awaken as per the MU 2 spell, once per day. This familiar can also perform a Sacrifice Throw as per the MK 3 ability, once per day. Fin 3 +0 Sword 3188 400 2 When wielded by the bonded owner, this is a +0 magic sword. Fin Total Value of all items: 39604+9970 gold 49574 DR **Cian Holt DEFENSIVE** Item ID Value Per Day Magic? Permanent? Count **Blight Immunity** 1958 Having been brought to the edge of death by a Blight Demon and survived (in however convoluted a fashion), you Fin have begun to develop a resistance to the contagion of that particular demon. Pin of Life Support, 1xpd 1 Fin When worn by the bonded owner, this item will allow the user to perform a Life Support as per the MK 8 ability, once per day. **HEALING** Item ID Value Per Day Magic? Permanent? Count 1710 Life Spark 500 1 When invoked, casts a Life Spark as per the L6 CL spell, one time only. Fin 2 Points Healing, 1xpd 240 14 When worn by the bonded owner, this item will allow the user to cast a 2 Point Heal as per the CL 1 spell, once per Fin Item ID **MISC** Value Per Day Magic? Permanent? Count 1955 1400 1 The Keepers Key When invoked by the bonded owner, this item allows the owner to Pick Locks as per the TH 1 ability, once per day. In addition, the owner can perform a Thieve's Touch pas per the TH 4 ability, once per day. Fin 1 When worn by the bonded owner, this item will autoactivate HEAL 2 points as perthe CL 1 spell when the bonded owner s right arm reaches 0, once per day. In addition, this item will autoactivate HEAL 2 points as perthe CL 1 spell when the bonded owner s left arm reaches 0, once per day. In addition, this item will perform a STRONG ARM +3 per the MU 6 spell, twice per day. Fin Total Value of all items: 16510 11900+4610 gold KN **Black Jack Gyles DEFENSIVE** Item ID Value Per Day Magic? Permanent? Count +0 Returning Magic Shield, 1xpd 664 620 1 When wielded by the bonded owner, this is a +0 magic shield. If lost, stolen, or ddestroyed, this shield will return fully intact to the bonded owner at the start of the next game day. Fin Oil of Weapon Improvement to +0 836 525 1 When rubbed upon an existing mundane weapon, this oil will change it into a +0 magi weapon permanently. The oil may be used one time only and the improvement is not transferable.



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KN	Black Jack Gyles						
DEF	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Coun
Se	nse I (unlimited)	1524	10080		Υ	Υ	1
1	When invoked by the bonded owner, allows the user to perform	rm a Sense	I as per the	e MK abilit	y, every f	ve seconds.	Fin
+1	Permanent Life Point	1646	2000		Υ	Υ	1
1	This is one extra innate Life Point. It can never be traded, train	nsferred, or	sold.				Fin
Во	ttle of Life Support, 1xpd	2484	2700	1	Υ	Υ	1
1	When invoked by the bonded owner, this item allows the use per day.	r to perform	Life Suppo	ort as per t	he MK 7 a	ability, once	Fin
Life	e Support, 1xpd	2522	2700	1	Υ	Υ	1
1	When used by the bonded owner, this item allows the user to per day.	perform a l	Life Suppor	t as per th	e MK 7 a	bility, once	Fin
Tre	eywood Goblet, 1xpd	2679	2100	1	Υ	Υ	1
1	This item will send the bonded owner a Mental Signal as per substance is placed in the glass, once per day.					ng	
2	This item will also perform a Neutralize Poison, Self Only as	•	•				Fin
	er Stone - 3 Pts, 1xpd	2680	1140	1	Υ	Y	1
1	When invoked by the bonded owner, when placed in a norma radiate it back when in the cold. It provides 3 points elementa It may be upgraded in increments of 3 up to 30 points total fo	al protection	from Ice.		ly absorb	the heat and	Fin
2 Ar	achnadrake Scale (Elephant Hide, 1xpd)	2759	3250	1 point.	Υ	Υ	1
1	When worn by the bonded owner, allows the owner to cast El			•			Fin
,	Which worth by the bornaca owner, allows the owner to east El	icp[nant riid	c as per in	СЫКОЗР	cii, oricc į	oci day.	, ,,,
lm	munity To Knockdown, 6xpd	2768	12000	6	Υ	Υ	1
1	When worn by the bonded owner, this item allows the user to 10 ability, six timesper day.	perform an	Immunity 1	to Knockdo	own as pe	er the MKM	Fin
Ph	ase Out	2863	195		Υ	N	1
1	When invoked, allows the user to cast a Pahse Out as per the	e MU 4 spel	II, one time	only. A wh	nite flag is	required.	Fin
Se	nse II, 4xpd	3032	2880	4	Υ	Υ	1
1	When invoked by the bonded owner, this item allows the use times per day.	r to perform	a Sense II	as per the	MK 6 ab	ility, four	Fin
En	hanced Senses, 3xpd	3033	1960	3	Υ	Υ	1
1	When invoked by the bonded owner, this item allows the use three times per day.	r to cast Enl	hanced Sei	nses as pe	er the RN	6 spell,	Fin
Kn	ightly Order Plate Mail, Returning 1 xpd	3108	2325	1	Υ	Υ	1
1	This plate mail has been issued by the Knightly Order of the b	bonded own	er and can	not be sol	d or trade	d.	
2	This plate mail has been upgraded such that if lost, stolen, or at the beginning of the next game day.	r destroyed i	it will return	full intact	to the bo	nded owner	Fin
+5	Ring Of Protection	3110	18000		Υ	Υ	1
1	When worn by the bonded owner, this is a +5 Ring of Protect of physical attack.	ion which a	dds five poi	nts of prot	ection fro	m all forms	Fin
De	-Medusa	3281	1650		Υ	N	1
1	When the bonded owner is the target of a Petrify of the 10th I per the 8th IvI MU spell at 10th IvI, LI Extension 5 ft radius, or			ill autoact	ivate Rev	erse Petrify	Fin
Rir	ng of Rabenna Dragon Friendship, 1xpd	3366	4800	1	Υ	Υ	1
1	When worn by the bonded owner, this ring will allow the user day.	to perform a	a +2 vs Ll	as per the	KN 6 abi	lity, once per	
2	If the LI effects are from a Rabenna dragon, the ring functions	s at +4 vs Ll	l.				Fin

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NN Black Jack Gyles						
DEFENSIVE	Item ID	Value	•	•	Permanent?	Count
Evasion, 6xpd	498	19200	6	Y	Υ	1
1 When invoked by the bonded owner, allows the user to perfro	m an Evade	as per the	e MMK 7, s	six times	per day	Fin
Missile Protection, 1xpd	311	2000	1	Υ	Υ	1
1 When invoked by the bonded owner, allows the user to cast N	lissile Prote	ection as pe	er the MU t	5 spell, o	nce per day	Fin
HEALING	Item ID	Value	Per Day	Magic?	Permanent?	Count
Find Herbs: Athelas, once	767	130		Υ	N	5
1 When invoked, this will act like a Find Herbs: Athelas, once.						Fin
Bracer of Healing	838	864	4	Υ	Υ	1
1 When worn by the bonded owner, this item provides two point	s of healing	, four time	s per day.			Fin
Gem of Life Spark	939	400		Υ	N	7
1 When invoked, casts the clerical spell LIFE SPARK, one time	only.					Fin
Autocast Heal, 2 Points, 1xpd	974	3240	1	Υ	Υ	1
1 When invoked by the bonded owner, will autocast 2 points of	healing, onc	ce per day.				Fin
2 Pt Healing, 6xpd	2400	1440	6	Υ	Υ	1
1 When invoked by the bonded owner, this item provides 2 point	ts of Healin	g as per th	e CL 1 spe	ell, six tin	nes per day.	Fin
2 Point Healing, 1xpd	2934	240	1	Υ	Υ	3
When invoked by the bonded owner, the user will able to cast day.	2 Points of	Healing as	s per the C	L 1 spell	, once per	Fin
Potion of Neutralize Posion, Including Red Death	3111	250		Υ	N	1
When consumed, this potion will allow the user to perform a N 10 ability, one time only.	leutralize P	oison Inclu	ding Red [Death as	per the TH	Fin
Yellow Flower of Avalon, 6xpd	3279	11500	6	Υ	Υ	1
When invoked by the bonded owner, this item will generate a times per day.	Yellow Flow	ver of Avalo	on as per t	he DR 8	spell, six	Fin
Life Support, 1xpd	333	2700	1	Υ	Υ	1
1 When invoked by the bonded owner, allows the user to perfor	m Life Supp	oort as per	the MK 8 a	ability, on	ice per day.	Fin
Blooming Flower, 6xpd	416	11500	6	Υ	Υ	1
When invoked by the bonded owner, this item allows the user DR 8 spell, six times per day.	to cast Flo	wers of Ava	alon: Yello	w Flower	as per the	Fin
Tin of 10 point Healing Tablets	3313	120		Υ	N	10
1 This tin will provides one mint that provides 10 points of Heali	ng as per th	e CL 1 spe	ell cast at le	evel 5, or	ne time only.	Fin
KNOWLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Book of Glyphs	766	Zero		N	Υ	1
1 This book contains the complete list of common Glyphs, and	all associate	ed informat	tioin regard	ling each	Glyph.	Fin
Codebreaker	976	120		Υ	N	3
1 Will cast Read Languages as per the Magic User spell, once	only.					Fin

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	Diagn Guon Gylos										
KNO	WLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Count				
Ra	ven Feather of Message	3612	500	1	Υ	Υ	1				
1	When invoked by the bonded owner, this Enchanted Raven featuser to cast Message as per the MU spell, once per day.	ather from t	he travelin	g tavern s	aviary wi	II allow the	Fin				
MISC		Item ID	Value	Per Day	Magic?	Permanent?	Count				
Eve	erfull Vial of Oil	666	50		Υ	Υ	1				
1	When wielded by the bonded owner, this vial creates one dose of oil every five seconds. This oil may NOT be used in combat, and it requires 5 seconds between each use.										
Na	mari Wolf (familiar) Basic Training	694	300		N		1				
1	The Namari Wolf has been trained to do a Truth Sense at 3rd	level once p	oer day.				Fin				
Eve	erfull Vial of Water	815	100		Υ	Υ	1				
1	When invoked by the bonded owner, this item creates one cup is NOT the same as the Spring Water spell.	of drinkabl	e water, u	sable ever	y five sed	conds. This	Fin				
Eve	erfull Vial of Wine	818	100		Υ	Υ	1				
1	When invoked by the bonded owner, this item creates one cup five seconds.	of good, b	ut not grea	at, drinlable	e wine, us	sable every	Fin				
Na	mari Wolf (familiar) Ranger Training	841	Zero		Υ	Υ	1				
1	The Namari Wolf has been trained to do ???? once per day.						Fin				
Luc	ck of the Draw	2371	13334	1	Υ	Υ	1				
1	at the beginning of each day, the bonded ownerr may draw a c knight points $(15000) \times 66.67\% = 10000.5 (10000.5)$	ard and gai	in the follo	w effects:	Number	Cards - 30					
2	Face cards and Aces (Not Including Black Jacks) - Spell Defe 4000 x 25.93% = 1037.2 (2593)	ense 1/day 6	6000 x 25.	93% = 155	5.8 and I	Evade 1/day					
3	Black Jack Killing Attack 14000 x 3.7% = 518 and a +5 dama	ge 1/day 60	000 x 3.7%	5 = 222 (74)	·O)						
4	Joker No effect.						Fin				
Fai	miliar Container/Blank Template	2760	1000		Υ	Υ	1				
1	???										
Frie	end of the Shadows	2862	0				1				
1	This PC helped the Shadow Thief save the city by taking the S the Shadow!	shadow Pea	ırl away, a	nd is thus	deemed a	a Friend of	Fin				
Sp	eed	2938	285		Υ	N	2				
1	When invoked by the bonded owner, the user will able to perfo	rm Speed a	as per the	MK 7 abilit	y, one tir	ne only	Fin				
Rin	ng of the Magi	3016	2200	1	Υ	Υ	1				
1	When worn by the bonded owner, this ring can store any spell	of the 1st le	evel and di	ischarge it	once per	day.					
2	This ability may be increased to 10th level by paying 1,000 gole Example: level 1 to level 2 costs 1000 gp, level 2 to level 3 costs				el may be	skipped.					
3	This ring contains an inactive power of autocast one time per of	day that mag	y be activa	ated by pay	ing 3,000	0 gold.	Fin				
Ası	pects of Rain, 1xpd	3280	1550	1	Υ	Υ	1				
1	When invoked by the bonded owner, this item will allow the use ${\sim} OR {\sim}$	er to perfori	m Wak on	Liquids as	per the l	MK 7 ability					
2	the user can cast Mist Bridge as per the DR 6 spell, once per c but not both.	day. The us	er can do	one or the	other on	ce per day,	Fin				
Bla	ink Scroll Imbued with Aspect of Life	3282	0		Υ	Υ	1				



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Sugar Skull Necklace e17	IXIX	Diack Jack Gyles						
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 cast a 10 point Wristh as per the CL 5 spell, once per day. 3 The item can also cast a Mist Bridge as per the DR 6 spell, once per day. 4 This item will allow the user to perform a Throw as per the MK 5 ability, two times only. 5 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. 6 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. 7 I When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. 8 I haddilion, the user can cast Awaken as per the MU 1 spell, once per day. 9 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast linsect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast linsect Bane as per the DR 3 spell, once per day. 9 Finally, the user can also cast linsect Bane as per the DR 3 spell, once per day. 9 Fin 1 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2016-04-10). 9 Whoever holds the heart has the ability to control Lord Lyle. 9 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. 9 Fin Hecate's Mirror of Truth 1 Super	MIS	C	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 When invoked by the bonded owner, this item will allow the user to cast a 10 point Wrath as per the CL 5 spell, once per day. 3 The item can also cast a Mist Bridge as per the DR 6 spell, once per day. 4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day. 5 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. Fin Black Jack's Hal Familiar 1 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. In addition, the user can cast Awaken as per the MU 1 spell, once per day. In addition, the user can cast Awaken as per the MU 1 spell, once per day. Fin In addition, the user can salso cast insect Bane as per the DR 3 spell, once per day. Fin Lord Lyle's True Heart 1 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Heacte's Mirror of Truth 3 493	Sı	ugar Skull Necklace #17	3351	2988	1	Υ	Υ	1
once per day, 3 The item and also cast a Mist Bridge as per the DR 6 spell, once per day, 4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day, 5 Finally, this item will also can cast a 2 point Heal as per the CL 1 spell, once per day, 6 Finally, this item will also can cast a 2 point Heal as per the CL 1 spell, once per day. 7 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 8 In addition, the user can cast Awaken as per the DR 3 spell, once per day. 9 In addition, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 In addition, the user can also cast Insect Bane as per the DR 3 spell, once per day. 9 Fin Intelligent Cart Park Heart 1 Card Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 10 Whoever holds the heart has the ability to control Lord Lyle. 11 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 12 Whoever holds the heart has the ability to control Lord Lyle. 13 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. 14 Fin Hecate's Mirror of Truth. 15 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. 16 Fin Hecate's Mirror of Truth and the viewer will see their true self displayed. 17 This baby conch leals safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its fined, the bonded owner, once per day. 18 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will alloways be given to those in need', you need only ask for it." 19 This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will alloways be given to those in need', you need only ask for it." 20 Touching this item for 1's seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, pu	1	•	•					
4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day. 5 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. 7 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. 8 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 9 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 9 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 1 This is the true heart of Lord Lyle (Torn Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 1 This is the true heart of Lord Lyle (Torn Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This bady 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. 8 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, Fin blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFERSIVE 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Fin Dended owner can change the element type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner changing Weapon 8 Hours in the Four Winds 1 When invoked	2		er to cast a 1	10 point V	Vrath as pe	er the CL	5 spell,	
5 Finally, this item will allow the user to perform a Throw as per the MK 5 ability, two times only. Black Jack's Hat Familiar 7 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. 8 In addition, the user can also cast insect Bane as per the MU 1 spell, once per day. 9 Finally, the user can also cast insect Bane as per the DR 3 spell, once per day. 10 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 11 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 12 Whoever holds the heart has the ability to control Lord Lyle. 13 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecates Mirror of Truth 14 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Baby Conch Can Lock 15 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 Fin friend, the bonded owner, once per day. 15 This Summerous Staff Badge 16 This Summerous 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." 16 Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, Fin blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini 17 This add do normat, and it requires 5 seconds between each use. 18 Everfull Vial of Acid 19 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. 19 This will be bonded owner, this was per the DR 8 spell, once per day. Fini 20 Touching this item for 15 seconds will allow the bonded owner to Lightning) at will with 15 seconds meditation. 21 May	3	The item can also cast a Mist Bridge as per the DR 6 spell, once	e per day.					
Black Jack's Hat Familiar 1 When invoked by the bonded owner, this Hat will allow the user to cast Awaken as per the MU 1 spell, 10 times only. 2 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 3 Finally, the user can also cast Awaken as per the DR 3 spell, once per day. Lord Lyte's True Heart 3 456 0 Y Y 1 1 This is the true heart of Lord Lyte (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyte. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Hecate's Mirror of Truth 1 This baby conch Can Lock 3 614 400 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. Summervale Staff Badge 3 670 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, Fin blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Exemples are wood, sliver, cold iron, crystal etc. 6 Points No-Defense Damage 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. Fin When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per	4	This item will also can cast a 2 point Heal as per the CL 1 spell	, once per d	lay.				
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only, 2 In addition, the user can cast Awaken as per the MU 1 spell, once per day. 3 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 4 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 5 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. 6 Fin Start Place Archive Place Ar	Bl	ack Jack's Hat Familiar	3373	4280	1	Υ	Υ	1
3 Finally, the user can also cast Insect Bane as per the DR 3 spell, once per day. Lord Lyle's True Heart 1 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. 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. 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. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y Y 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 Pin When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1 When invoked by the bonded ow	1		r to cast Aw	aken as p	per the MU	1 spell,	10 times	
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1 This is the true heart of Lord Lyle (Tom Paul Grissom, PC #3) as lost in the game Heart of Rabena (game id 2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 3493 0 Y Y 1 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. 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. 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. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y 1 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 1 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Campage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 1 When invoked by the bonded owner, th	3	Finally, the user can also cast Insect Bane as per the DR 3 spe	ell, once per	day.				Fin
2018-04-10). 2 Whoever holds the heart has the ability to control Lord Lyle. 3 This is a Closed World Item and may only be used in a games with the GPs and GWs permission. Fin Hecate's Mirror of Truth 3493	Lo	ord Lyle's True Heart	3456	0		Υ	Υ	1
Hecate's Mirror of Truth 3493 0 Y Y 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed. Fin Baby Conch Can Lock 3614 400 1 Y Y 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. Summervale Staff Badge 3670 5730 Y Y 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." 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 Everfull Vial of Acid When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y Y 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. This item will have a total When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	1		as lost in the	game H	eart of Rab	ena (gar	me id	
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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. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 665 50 Y Y Y 1 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense Fin damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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	Sı	ummervale Staff Badge	3670	5730		Υ	Υ	1
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. Fini OFFENSIVE Item ID Value Per Day Magic? Permanent? Count Everfull Vial of Acid 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer 839 3000 Y Y 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense Fin damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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	1		staff memb	er and fri	iend to the	school. '	'Help will	
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1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. Excellent Elemental Bracer	OFF	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count
Excellent Elemental Bracer 839 3000 Y Y Y 1 1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense Fin damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. 2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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	E۱	verfull Vial of Acid	665	50		Υ	Υ	1
1 May add one magic Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage permanent. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. Magical Ever Changing Weapon 840 1200 1 Y Y 1 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 325 1 Y Y 6 1 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense Fin damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. 2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 1 When invoked by the bonded owner, this pair of dice wil 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 Fin	1		of acid ever	ry five sed	conds. This	s acid ma	ay NOT be	Fin
Magical Ever Changing Weapon 840 1200 1 Y Y 1 When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. Points No-Defense Damage 975 325 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin	E	cellent Elemental Bracer	839	3000		Υ	Υ	1
When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	1							Fin
When invoked by the bonded owner, this weapon may be defined as a new mundane material once per day. Fin Examples are wood, silver, cold iron, crystal etc. 6 Points No-Defense Damage 975 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	Ma	agical Ever Changing Weapon	840	1200	1	Υ	Υ	1
6 Points No-Defense Damage 975 325 1 Y Y 6 When invoked by the bonded owner, will cause the next hand-held melee damage to be 6 points of No-Defense damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2		When invoked by the bonded owner, this weapon may be defin			e material			
damage, one time only. Shield Strap of the Four Winds 1690 3465 1 Y Y 1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2	6	Points No-Defense Damage	975	325	1	Υ	Υ	6
 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day. The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd When invoked by the bonded owner, this pair of dice wil 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. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 	1		neld melee o	lamage to	o be 6 poin	ts of No-	Defense	Fin
day. 2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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 Fin	Sł	nield Strap of the Four Winds	1690	3465	1	Υ	Υ	1
 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Dice of 2 Point Elemental Flare, 1xpd When invoked by the bonded owner, this pair of dice wil 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. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 	1		er to Autocas	st a Gale	as per the	DR spell	, once per	
Dice of 2 Point Elemental Flare, 1xpd 2175 480 1 Y Y 1 When invoked by the bonded owner, this pair of dice wil 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. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin	2	The bonded owner may add up to 3 additional Autocast Gales a	at a cost of	2700 eac	h. This iten	n will hav	ve a total	Fin
 When invoked by the bonded owner, this pair of dice wil 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. This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin 	Di	•	2175	480	1	Υ	Υ	1
2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 Fin		When invoked by the bonded owner, this pair of dice wil cast a	2 point Eler		are, once p			
	2	This item may be upgraded to a maximum of 20 points of dama		ments of	2 points. E	ach add	itional 2	Fin

IFGS ID: 4911

PC Item Details Report

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0.55	ENONE	14 a ma 10								
	ENSIVE	Item ID	Value	Per Day	Magic? Y	Permanent?	Count			
	ick Jack's Gunblade Attachment	2531	17922	i na kalabta	•	Y ardar magia	1			
1	When used by the bonded owner, this is a +3 bow and will not weapon limit. The user must just aim the sword like a gun to us	se it. (David	d Wood Clo	osed World			Fin			
2	The user will have the ability to perform a Sense II as per the M	-								
3	IN addition, at the beginning of the day the user will roll a six sir following for the game day -			Ü						
4	1 : nothing (16.7%), 2 : Autocast Deadeye 20 points 6/day (16 4 : Autocast Stun 2/day (16.7%), 5 : Autocast Light Beam Use (16.7%).						Fin			
Silv	ver Spike	2692	50		Ν	Υ	1			
1	This is a mundane silver spike, sharpened on one end.						Fin			
Ba	stion Of Strength, 6xpd	3031	12000	6	Υ	Υ	1			
When invoked by the bonded owner, this item allows the user to cast Strong Arm +5 as per the MU 2 spell cast at level 10, six times per day.										
Kn	ightly Order +3 Sword, Returning 1 xpd	3109	11160	1	Υ	Υ	1			
1	This +3 Sword has been issued by the Knightly Order of the bo	nded owne	er and can	not be sold	or trade	d.				
2 This sword has been upgraded such that if lost, stolen, or destroyed it will return full intact to the bonded owner at the beginning of the next game day.										
Tor	mmygun Of The Don	1815	29000	4	Υ	Υ	1			
1	May only be carried by the current Godfather of the Don.									
2										
3	3 To activate the Tommy Gun, it must be fired (an arrow must be fired from it) each day while saying This ones from the Don yous Bum.									
4	The Tommygun has a permanent Mental Signal (MU 5) with the bonded owner. This will warn the bonded owner if the Gun is ever more than 10 feet from them.									
5	5 The bonded owner can cast an Autocast Deadeye, 20 points, 5 second knockdown, double effect as per the MU 1 spell cast at level 10 - 4 times a day.									
6	The Tommygun allows the bonded owner to perform a Kip as p	er the MK	4 ability, 1	time a day	y.					
7	The Tommygun allows the bonded owner to perform a BattleFe levels, once per day.	ever at the	PCs level	as per the	FT ability	at variable	Fin			
Co	ncentrated Eel Juice of Electrify	3613	900	1	Υ	Υ	1			
1	This is concentrated from the power of deep Electric eels. If ap weapon then the bonded owner can cast a 6 Point Electricy as						Fin			
POIN	ITS	Item ID	Value	Per Day	Magic?	Permanent?	Count			
1.5	Spell Point crystal	923	50	,	Ϋ́	N	116			
1	Spell point crystal, 1 point, one time only.						Fin			
4 F	Point Spell Points Generator, 6xpd	2399	9600	6	Υ	Υ	1			
1	When invoked by the bonded owner, this item provides 4 spell, per day.	ability, cou	urage, mor	nk, or rene	wal points	s, six times	Fin			
1 F	Point Spell/Ability Point Generator, 6xpd	2688	2400	6	Υ	Υ	1			
1	When invoked by the bonded owner, this item will generate one six times per day.	e additional	l spell poin	t OR one a	additional	l ability point,				
2	When acquired, the bonded owner must set whether this item of	generates S	Spell points	s OR abilit	y points.		Fin			
10	Point Spell or Ability Points	2693	500	0	Υ	N	1			
1	When invoked, provides 10 spell points, one time only.						Fin			
	Total Value of all items: 2599	928+50674	gold	31	0602					



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7 MU Widget Brom

DEE	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Cour
	Ring Of Protection	1490	1500	rei Day	Wayic:	Y	1
1	When worn by the bonded owner, provides one additional poir			II forms of	-		Fin
lmı	nunity To Fear, 1xpd	1492	960	1	Y	Υ	1
1	When invoked by the bonded owner, allows the user to perfor day.	m an Immur	nity To Fea	ar as per th	ne KN abi	ility, once per	Fin
Es	cape Bonds, 1xpd	1493	500	1	Υ	Υ	1
1	When invoked by the bonded owner, allows the user to perfor day.	m an Escap	e Bonds a	s per the N	/IK ability	, once per	Fin
Sci	roll of Tree Shift	1695	130		Υ	N	1
1	When invoked, casts a Tree Shift as per the DR spell, one time	e only.					Fin
Ins	ole Of Pinjas, 1 xpd	2041	2000	1	Υ	Υ	1
1	When invoked by the bonded owner, this item will cast Shado day.	ws Of Conc	ealment a	s per the D	R 6 spell	l, once per	Fin
Wr	aithstone, 1xpd	2245	1758	1	Υ	Υ	1
1	This crystal radiates a strange magical energy to which spirits behavior. Currently, it is in a calm, passive state which has litt				motional	state and	
2	By holding the crystal and concentrating on feelings of fear, it With training in the arts of meditation and method acting, it wo						
3	At this time, when invoked by the bonded owner the cryustal $\rm v$ the CL 0 ability, once per day. This effect may be upgraded to	a maximum	of level 1	0 for 340 g	p/level.	·	
4	With further training, it would be possible to induce more subtle cooperate by allowing the user to cast a Control Undead as per cooperate by allowing the u	er the CL 4	spell, once	per day.			
5	This effect may be activated at level 1 for 500gp, and upgrade			vel 10 for 5	O.		Fin
	nd Amulet (1xpd)	2620	2700	1	Υ	Υ	1
1	When used by the bonded owner, this item allows the user to per day.				e MU 5 s	pell, once	- .
2	In addition, it will allow the user to cast a Reveal Magic as per	· ·		per day.	.,		Fin
	k Elephant Bracer (Freeze Poison & Kip, 1xpd)	3499	2120	1 Dai	Υ	Y	1
1	When worn by the bonded owner, this amusing bracelet allows spell, once per day.			reeze Poi	son as pe	er the CL 2	- Fin
2	In addition, the owner can perform a Kip as per the MK 4 abilit	•	•				Fin
	LING	Item ID 2315	Value 264	Per Day	Magic?	Permanent?	Coui
	oints Healing, 1xpd, innate			,	'	T nor dov	ı
1 2	When invoked by the bonded owner, this item performs 2 poir This item is innate an cannot be sold, traded, lost, or given aw		g as per ti	ne CL 1 sp	eii, once	per day.	Fin
	acle Max's Deluxe Chocolate Pill	2318	2180		Υ	N	1
1	Once eaten, this item will cast autoactivate LIFE SPARK per t life points reach 0 1 time ONLY.			e bonded o			I
2	Five seconds later will autoactivate CURE SERIOUS WOUNI 1 time ONLY.	OS 30 pts p	er the Clei	ic s spell c	n the bo	nded owner	Fin
Flo	wer of Avalon, Yellow, innate, 1xpd	2542	2640	1	Υ	Υ	1
1	This innate ability will allow the user to cast Flower Of Avalon,	Yellow, as	per the DF	R 8 spell, o	nce per c	day.	Fin
NO	WLEDGE	Item ID	Value	Per Day	Magic?	Permanent?	Coui
Ea	rring Of Wathit, 1xpd	2026	1200	1	Υ	Υ	1
1	When worn by the bonded owner, this earring allows the user day. $ \\$	to perform a	a Wathit a	s per the R	N 4 abilit	y, once per	Fin

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MU Widget Brom

MISC	Widget Brom							
		Item ID	Value	Per Day	Magic?	Permanent?	Count	
Bo	wl Of Zorthil	756	600	1	Υ	Υ	1	
1	This large bowl does a Conceal Item at 3rd level on anyth	ning wholly placed	d within it,	once per	day.		Fin	
An	imated Unbreakable Spider Silk Rope	2024	230		Υ	Υ	1	
1	When used by the bonded owner, this 120 foot magical rany person other than the bonded owner.	ope is unbreakab	le, uncut-	able, and r	non-destr	oyable by		
2	It can be repaired by a Mend spell.							
3	It will obey simple commands from its bonded owner.							
4	This rope is thin enough to fit on one sewing thread spoo bonded owner or those the owner allows to use this rope		ever dam	age the ha	nds or fle	sh of the	Fin	
Se	ntient Staff	2246	435		Υ	Υ	1	
1	When wielded by the bonded owner, this is a +0 magic s	taff. In addition, tl	ne staff is	sentient.			Fin	
20	Acres of Land from Sir Tainly's Estate in Fiorgynsheim	3500	0		N	Υ	1	
1	This is 20 acres of land from the estate of Sir Tainly of Fi	orgynsheim (Rich	n Adkisso	n).			Fin	
OFF	ENSIVE	Item ID	Value	Per Day	Magic?	Permanent?	Count	
He	adband of Throw, 1xpd	2025	2240	1	Υ	Υ	1	
When worn by the bonded owner, this heabdand allows the user to perform a Throw as per the MK 5 ability, once per day.								
+3	Melee Weapon	5	7200		Υ	Υ	1	
1	When wielded by the bonded owner, this is a +3 melee w	eapon.					Fin	
Ea	rl Tainly Dwarven Stout (Create Holy Water, 1xpd)	3498	500	1	Υ	Υ	1	
					4 04			
1	Once per day the bonded owner can will this magic Dwar delightful aroma, a full and frithy head, and a rich, full flav consumed.							
2	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell.	vor! It comes in place	ints and the	ne entire pi	nt must b	oe .		
	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the	vor! It comes in place	ints and the	ne entire pi	nt must b	oe .	Fin	
2	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast	vor! It comes in place	ints and the	ne entire pi It does no er day.	nt must b	oe .	Fin Count	
2 3 POIN	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast	or! It comes in position of the imbiber for 30 Create Holy Water	seconds. er, once p	ne entire pi It does no er day.	nt must b	oe n Earth		
2 3 POIN	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast	or! It comes in positive imbiber for 30 Create Holy Wate Item ID 1494	seconds. er, once p Value 1500	ne entire pi It does no er day. Per Day	nt must b t act as a Magic?	n Earth Permanent?	Count	
2 3 POIN 3 S 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator	or! It comes in positive imbiber for 30 Create Holy Wate Item ID 1494	seconds. er, once p Value 1500	ne entire pi It does no er day. Per Day	nt must b t act as a Magic?	n Earth Permanent?	Count 1	
2 3 POIN 3 S 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point.	vor! It comes in point in poin	ints and the seconds. er, once positive value 1500 of the seconds.	ne entire pi It does no er day. Per Day	nt must b t act as a <i>Magic?</i> Y	n Earth Permanent? Y	Count 1 Fin	
2 3 POIN 3 S 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal	vor! It comes in point in poin	ints and the seconds. er, once p Value 1500 7. 50	ne entire pi It does no er day. Per Day 1	nt must b t act as a <i>Magic?</i> Y	n Earth Permanent? Y	Count 1 Fin 30	
2 3 POIN 3 S 1 1 F 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items:	ror! It comes in point in the imbiber for 30 Create Holy Wate Item ID 1494 Ints, once per day 2235 Int, one time only	ints and the seconds. er, once p Value 1500 7. 50	ne entire pi It does no er day. Per Day 1	nt must b t act as a Magic? Y	n Earth Permanent? Y	Count 1 Fin 30	
2 3 POIN 3 S 1 1 F 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items:	vor! It comes in pone imbiber for 30 Create Holy Wate Item ID 1494 Ints, once per day 2235 Int, one time only 32157+2088 (seconds. er, once p Value 1500 . 50	ne entire pi It does no er day. Per Day 1	nt must b t act as a Magic? Y Y	n Earth Permanent? Y N	Count 1 Fin 30 Fin	
2 3 POIN 3 S 1 1 F 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items: Zir Auslaut ENSIVE	ror! It comes in posterior of the imbiber for 30 Create Holy Water Item ID 1494 Ints, once per day 2235 Int, one time only 32157+2088 §	seconds. er, once p Value 1500 . 50 .	ne entire pi It does no er day. Per Day 1	nt must be tact as a Magic? Y Y 4245 Magic?	n Earth Permanent? Y N Permanent?	Count 1 Fin 30 Fin Count	
2 3 POIN 3 S 1 1 F 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items:	vor! It comes in posterior of the imbiber for 30. Create Holy Water Item ID 1494. Ints, once per day 2235. Int, one time only 32157+2088 gas Item ID 1796.	seconds. er, once p Value 1500 . 50	ne entire pi It does no er day. Per Day 1	nt must b t act as a Magic? Y Y	n Earth Permanent? Y N	Count 1 Fin 30 Fin	
2 3 POIN 3 S 1 1 F 1 TH DEFI +0	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items: Zir Auslaut ENSIVE Leather Armour When worn by the bonded owner, this is +0 magic Leather	vor! It comes in pone imbiber for 30 Create Holy Wate Item ID 1494 Ints, once per day 2235 Int, one time only 32157+2088 gas Item ID 1796 er armour.	seconds. er, once p Value 1500 . 50 . Value 90	ne entire pi It does no eer day. Per Day 1 3.	nt must be tact as a Magic? Y Y 4245 Magic? Y	n Earth Permanent? Y N Permanent? Y	Count 1 Fin 30 Fin Count 1 Fin	
2 3 POIN 3 S 1 1 F 1 TH DEF +0 1	delightful aroma, a full and frithy head, and a rich, full flav consumed. The brew is delicious, but not intoxicating. It will mellow the Calming spell. Once consumed, the now mellow PC will be able to cast NTS Spell Point Generator When invoked by the bonded owner, provides 3 spell point Spell Point Crystal When invoked, this item provides one additional spell point Total Value of all items: Zir Auslaut ENSIVE Leather Armour	vor! It comes in posterior of the imbiber for 30. Create Holy Water Item ID 1494. Ints, once per day 2235. Int, one time only 32157+2088 gas Item ID 1796.	seconds. er, once p Value 1500 . 50 .	ne entire pi It does no eer day. Per Day 1 3.	nt must be tact as a Magic? Y Y 4245 Magic? Y	n Earth Permanent? Y N Permanent?	Count 1 Fin 30 Fin Count 1 Fin	

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MISC	Zir Auslaut		Item ID	Value	Per Day	Magic?	Permanent?	Cour
Lock	Pick Of 2nd Chance		1797	336		Y	N	2
1 1	Magical lock pick allov	ws the wielder 6 additional THIEF S	S TOUCH one tim	e ONLY.				Fin
		Total Value of all items:	962+1528	gold		2490		
CL	Dr. Sexy M.D.							
KNOW	VLEDGE		Item ID	Value	Per Day	Magic?	Permanent?	Cou
Spea	ak With Plants		2910	40		Υ	N	1
1 \	When invoked, allows	the users to cast Speak With Plan	nts, two times only	/ .				Fin
MISC			Item ID	Value	Per Day	Magic?	Permanent?	Cou
Wan	nd of Avalon, 1xpd		2909	520	1	Υ	Υ	1
5	spell, once per day.	bonded owner, this wand will allow ne owner can also cast Know Aura		-		as per th	ne DR 0	
	•	ne owner can also cast Major Lore a	•	•				
		ne owner can also perform a Legen			-	er day.		
	•	ne owner can also cast Savvy as pe	•					Fin
	NSIVE	, ,	Item ID	Value	-	Magic?	Permanent?	Сог
_	Knockback		2911	50	. o u,	Y	N	1
		the users to perform a 10' Knockb				-		Fin
POINT	rs		Item ID	Value	Per Day	Magic?	Permanent?	Сог
Crys	stal of Enchant - 2 SP	Generator, 1xpd	2633	1000	1	Υ	Υ	1
1 \	When worn by the bor	nded owner, this ring generates 2 s	spell points, once	per day.				Fin
		Total Value of all items:	1610+1900	gold		3510		
FT	Einkyl Shieldclash							
DEFE	NSIVE		Item ID	Value	Per Day	Magic?	Permanent?	Cou
+0 S	Shield		2766	90		N	Υ	1
_	A/le a.a. a.a.uu: a.al le tle a. le	oonded owner, this is a +0 magical						Fin
	when carried by the b	orided emier, the lear to magical	shield.					
1 \	e Mail +0	onace omici, and is a 10 magical	shield. 2767	1650		Υ	Υ	1
1 \Plate	e <mark>Mail +0</mark> When with the bonded	d owner, this is a magical familiar.		1650		Υ	Y	
1 \Plate 1 \\2	e <mark>Mail +0</mark> When with the bonded This familiar has +0 P	d owner, this is a magical familiar.	2767					Fin
1 \Plate 1 \\ 2 \\ +2 \R 1 \\	e Mail +0 When with the bonded This familiar has +0 P Ring of Protection	d owner, this is a magical familiar. Plate Mail. nded owner, this is a +2 Ring of Pro	2767 44	4500	o points of	Y	Y	
1 N Plate 1 N 2 T +2 R 1 N f	e Mail +0 When with the bonder This familiar has +0 P Ring of Protection When worn by the bor forms of physical attta	d owner, this is a magical familiar. Plate Mail. nded owner, this is a +2 Ring of Pro	2767 44 otection, which pr	4500 ovides tw <i>Value</i>	·	Y armor ag <i>Magic?</i>	Y gainst all Permanent?	Fin 1 Fin
1 \\Plate 1 \\2 +2 R 1 \\frac{1}{2} \\ f \\	e Mail +0 When with the bonder This familiar has +0 P Ring of Protection When worn by the bord forms of physical attta	d owner, this is a magical familiar. Plate Mail. Inded owner, this is a +2 Ring of Proack.	2767 44 otection, which pr Item ID 2761	4500 ovides tw <i>Value</i> 500	Per Day	Y armor ag <i>Magic?</i> Y	Y gainst all Permanent? N	Fin 1 Fin Cou 2
1 \\Plate 1 \\2 +2 R 1 \\frac{1}{2} \\ f \\ HEALI Life:	e Mail +0 When with the bonder This familiar has +0 P Ring of Protection When worn by the bord forms of physical attta	d owner, this is a magical familiar. Plate Mail. nded owner, this is a +2 Ring of Pro	2767 44 otection, which pr Item ID 2761	4500 ovides tw <i>Value</i> 500	Per Day	Y armor ag <i>Magic?</i> Y	Y gainst all Permanent? N	Fin 1 Fin Cou
1 \ Plate 1 \ \ 2 \ \ +2 R 1 \ \ f HEALI Life:	e Mail +0 When with the bonder This familiar has +0 P Ring of Protection When worn by the bord forms of physical attta ING Spark Dust When this dust is pou	d owner, this is a magical familiar. Plate Mail. Inded owner, this is a +2 Ring of Proack.	2767 44 otection, which pr Item ID 2761	4500 ovides tw <i>Value</i> 500	Per Day	Y armor ag <i>Magic?</i> Y per the C	Y gainst all Permanent? N	Fin 1 Fin Cou 2
1 \ \Plate 1 \ \ 2 \ +2 R 1 \ \ f HEALI Life: 1 \ \ C KNOW	when with the bonder This familiar has +0 P Ring of Protection When worn by the bor forms of physical attta ING Spark Dust When this dust is pour	d owner, this is a magical familiar. Plate Mail. Inded owner, this is a +2 Ring of Proack.	2767 44 otection, which pr Item ID 2761 re or person, it wi	4500 ovides tw <i>Value</i> 500 Il cast Life	Per Day	Y armor ag <i>Magic?</i> Y per the C	Y painst all Permanent? N CL 6 spell,	Fin 1 Fin Cou 2 Fin

IFGS ID: 4911

PC Item Details Report

28-Nov-2021

5 FT MIS F	SC amiliar Container/Blank	Template	<i>Item ID</i> 2760	Value 1000	Per Day	<i>Magic?</i> Y	Permanent? Y	Count 1		
OF	FENSIVE		Item ID	Value	Per Day	Magic?	Permanent?	Count		
+ 1	2 Hammer When wielded by the	bonded owner, this is a +2 magic	3034 Hammer.	3600		Υ	Y	1 Fin		
		Total Value of all items:	13040+3000 ç	jold	1:	6040				
 6 MK	Contab Oaku									
MK MIS			Item ID	Value	Per Dav	Magic?	Permanent?	Count		
	Shadowlands Kill Kitten 1	-3 Familiar	3385	1700	1	Y	Υ	1		
1	This Killkitten is a Fa	miliar to the bonded owner, and wi	Il allow the user to	perform a	a Leap as p	er the M	K 2 ability,	Fin		
		Total Value of all items:	1700+100 gd	old		1800				
	FENSIVE 1 Platemail	leus Cromwell III Inded owner, this is a +1 plate mai	<i>Item ID</i> 38 I armor, which prov	<i>Value</i> 3000 rides four	·	Y	Permanent? Y inst all forms	Count 1 Fin		
KN	OWLEDGE		Item ID	Value	Per Dav	Magic?	Permanent?	Count		
	Favor Owed		3616	0	1	Y	Υ	1		
1	You are cursed at 14	th level and marked as a friend to	the Thisledown Cla	ın, and to	Unseelie i	n general				
2	day by you giving up	must perform a favor to the Thistle one use of an ability that day. (This	s is to be a minor r	•		_	ated for the	<i></i>		
3	, .	inor favor from Clan Thistledown u	•					Fin		
MIS			Item ID	Value	Per Day	Magic? Y	Permanent?	Count		
	Self Moving Spool Rope	anded owner this is a 120 fear land	426	380	200	Y	Y	1		
1 2	This rope is unbreaka	unded owner, this is a 120 foor leng able and cannot be cut by any pers be repaired back to its original condi	son other than the b	onded o	•	ld the bo	nded owner			
3	• •	pe can reduce its size to a small s			everse com	mand it o	an be			
4	All aspects and restri	ctions of a self-moving item apply.						Fin		
		Total Value of all items:	3380+1595 დ	jold		4975				