



# PC Item Details Report

28-Nov-2021

IFGS ID: 5012

## 1 MU Kei

### DEFENSIVE

|                      | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|----------------------|---------|-------|---------|--------|------------|-------|
| Zanith Blood Crystal | 2337    | 100   |         | Y      | N          | 2     |

1 When invoked, this item will cast a 10 Point Wrath as per the CL 5 spell, one time only. *Fin*

|                            |      |     |   |   |   |   |
|----------------------------|------|-----|---|---|---|---|
| Witness To The Tower, 1xpd | 2572 | 960 | 1 | Y | Y | 1 |
|----------------------------|------|-----|---|---|---|---|

1 When invoked by the bonded owner, this item will allow the user to perform an Immunity To Fear as per the KN 3 ability, once per day. This item is innate. *Fin*

|                       |      |      |   |   |   |   |
|-----------------------|------|------|---|---|---|---|
| Treywood Goblet, 1xpd | 2679 | 2100 | 1 | Y | Y | 1 |
|-----------------------|------|------|---|---|---|---|

1 This item will send the bonded owner a Mental Signal as per the MU 5 spell if poison and/or mind-altering substance is placed in the glass, once per day.

2 This item will also perform a Neutralize Poison, Self Only as per the MK 4 ability, once per day. *Fin*

|                          |      |      |   |   |   |   |
|--------------------------|------|------|---|---|---|---|
| Uder Stone - 3 Pts, 1xpd | 2680 | 1140 | 1 | Y | Y | 1 |
|--------------------------|------|------|---|---|---|---|

1 When invoked by the bonded owner, when placed in a normal heat source this stone will slowly absorb the heat and radiate it back when in the cold. It provides 3 points elemental protection from Ice.

2 It may be upgraded in increments of 3 up to 30 points total for a cost of 200 gold per point. *Fin*

|  |      |      |   |   |   |   |
|--|------|------|---|---|---|---|
| Arachnadrake Scale (Elephant Hide, 1xpd) | 2759 | 3250 | 1 | Y | Y | 1 |
|--|------|------|---|---|---|---|

1 When worn by the bonded owner, allows the owner to cast Elep[hant Hide as per the DR 5 spell, once per day. *Fin*

|                           |      |      |   |   |   |   |
|---------------------------|------|------|---|---|---|---|
| Innate Battle Fever, 1xpd | 3256 | 1650 | 1 | Y | Y | 1 |
|---------------------------|------|------|---|---|---|---|

1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 ability, once per day.

2 This item is innate, and can never be lost, sold, destroyed, or traded except by game design. *Fin*

### HEALING

|                   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|-------------------|---------|-------|---------|--------|------------|-------|
| Cleric's Mushroom | 877     | 550   | 1       | Y      | Y          | 1     |

1 When invoked by the bonded owner, casts EITHER a Freeze Poison OR a Freeze Disease, once per day. *Fin*

|                       |      |     |   |   |   |   |
|-----------------------|------|-----|---|---|---|---|
| 2 Point Healing, 1xpd | 2313 | 240 | 1 | Y | Y | 4 |
|-----------------------|------|-----|---|---|---|---|

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

|                 |      |     |  |   |   |   |
|-----------------|------|-----|--|---|---|---|
| Life Spark Dust | 2761 | 500 |  | Y | N | 1 |
|-----------------|------|-----|--|---|---|---|

1 When this dust is poured onto the body of a dead creature or person, it will cast Life Spark as per the CL 6 spell, one time only. *Fin*

|                                    |      |     |   |   |   |   |
|------------------------------------|------|-----|---|---|---|---|
| Get Out Of Death Free - Life Spark | 2853 | 500 | 0 | Y | Y | 1 |
|------------------------------------|------|-----|---|---|---|---|

1 When invoked, this card will allow the user to cast Life Spark as per the CL 6 spell, one time only. *Fin*

|                            |     |     |   |   |   |   |
|----------------------------|-----|-----|---|---|---|---|
| 2 Point Healing Bead, 1xpd | 118 | 240 | 1 | Y | Y | 1 |
|----------------------------|-----|-----|---|---|---|---|

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

### KNOWLEDGE

|                  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|------------------|---------|-------|---------|--------|------------|-------|
| Eye Of The Beast | 886     | 1100  | 1       | Y      | Y          | 1     |

1 When invoked by the bonded owner, casts a Wathit as per the Ranger spell, once per day. *Fin*

|  |      |      |   |   |   |   |
|--|------|------|---|---|---|---|
| Spectacles of Tactical Knowledge, 2xpd | 2609 | 1540 | 2 | Y | Y | 1 |
|--|------|------|---|---|---|---|

1 When worn by the bonded owner, these glasses will allow the user to perform either a Know Aura as per the CL 3 spell OR a Know Class as per the TH 4 ability, twice per day. *Fin*

### MISC

|                        | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|------------------------|---------|-------|---------|--------|------------|-------|
| Vial of Apyyna's Ashes | 2613    | 0     |         | N      | Y          | 1     |

1 This is a vial of the ashes of Apyyna The Vampire. *Fin*



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## 1 MU Kei

### MISC

|                      | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|----------------------|---------|-------|---------|--------|------------|-------|
| Drickster Dust, 1xpd | 2678    | 1500  | 1       | Y      | Y          | 1     |

1 When invoked by the bonded owner, this item will ast Faery Lights as per the DR1 spell, once per day.

2 It will also cast Shadows of Concealment at level 6 as per the DR 6 spell, once per day.

3 The Shadows of Concealment level can be increased to level 10 at a cost of 200 gp per level.

|   |      |   |  |   |   |     |
|---|------|---|--|---|---|-----|
| Horns of the Wendigo                      | 2771 | 0 |  | N | Y | 1   |
| 1 These are the horns of a slain Wendigo. |      |   |  |   |   | Fin |

|                                  |      |      |   |   |   |   |
|----------------------------------|------|------|---|---|---|---|
| Familiar: Tentacle Monster, 1xpd | 2772 | 5350 | 1 | Y | Y | 1 |
|----------------------------------|------|------|---|---|---|---|

1 When with the bonded owner, this is a magical Tentacle Monster familiar.

2 The familiar can cast 10 points of Healing as per the CL 1 spell cast at level 5, once per day.

3 The familiar can also perform a Throw as per the MK 5 ability, once per day.

4 Finally, the familiar can cast an Awaken as per the MU 1 spell, once per day. Fin

|   |      |     |  |   |   |     |
|---|------|-----|--|---|---|-----|
| 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 - Unicorn  | 3259 | 50 |  | Y | Y | 1   |
| 1 The user has bonded to their Animal Spirit, the Unicorn, and may call upon them once per day. |      |    |  |   |   | Fin |

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

### OFFENSIVE

|                         | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|-------------------------|---------|-------|---------|--------|------------|-------|
| Headband Of Throw, 1xpd | 2582    | 2240  | 1       | Y      | Y          | 1     |

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

|                                     |      |      |  |   |   |     |
|-------------------------------------|------|------|--|---|---|-----|
| Saber Garter                        | 3454 | 6752 |  | Y | Y | 1   |
| 1 When wielded by the bonded owner, |      |      |  |   |   | Fin |

### POINTS

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

1 When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.

2 When acquired, the bonded owner must set whether this item generates Spell points OR ability points. Fin

**Total Value of all items: 33992+15210 gold 49202**

## 2 FT Darkfire

### DEFENSIVE

|              | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--------------|---------|-------|---------|--------|------------|-------|
| +1 Chainmail | 1884    | 1500  |         | Y      | Y          | 1     |

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

|  |      |     |  |   |   |     |
|--|------|-----|--|---|---|-----|
| Sigil of Code Protection   | 1895 | 300 |  | Y | Y | 1   |
| 1 When worn by the bonded owner, this sigil protects the owner from having their code stolen by Code Eaters. |      |     |  |   |   | Fin |



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28-Nov-2021

IFGS ID: 5012

## 2 FT Darkfire

### HEALING

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

## 3 CL Celeilin

### DEFENSIVE

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

### HEALING

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| 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.   |         |       |         |        |            | Fin   |
| 6 Point Healing Potion  | 2473    | 72    |         | Y      | N          | 1     |
| 1 When consumed, this potion provides 6 points of healing, one time only.                                       |         |       |         |        |            | Fin   |

### KNOWLEDGE

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



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28-Nov-2021

IFGS ID: 5012

## 3 CL Celeilin

### MISC

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

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

Friend of the Shadows 2862 0 1

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

### OFFENSIVE

|                                       | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---------------------------------------|---------|-------|---------|--------|------------|-------|
| Dice of 2 Point Elemental Flare, 1xpd | 2175    | 480   | 1       | Y      | Y          | 1     |

1 When invoked by the bonded owner, this pair of dice will cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase.

2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 point increment costs 530 gp. *Fin*

Headband of Throw, 1xpd 2344 2240 1 Y Y 1

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

Hand Wrap of Throw, 1xpd 2719 2240 1 Y Y 1

1 When worn by the bonded owner, this hand wrap allows the owner to perform a Throw as per the MK 5 ability, once per day. *Fin*

### POINTS

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

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

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

1 Spell Point Crystal 2869 50 Y N 50

1 When invoked, will restore one spell point, one time only. *Fin*

**Total Value of all items: 12535+7160 gold 19695**

## 4 CL Renwyn, Cleric Of Delwin

### DEFENSIVE

|              | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--------------|---------|-------|---------|--------|------------|-------|
| +1 Chainmail | 31      | 1900  |         | Y      | Y          | 1     |

1 When worn by the bonded owner, this is a +1 chainmail armor, which provides three points of armor against all forms of physical attack. *Fin*

Third Eye Lense: LI Enhance + 2, 1xpd 3595 1500 1 Y Y 1

1 When invoked by the bonded owner, this item allows the user to cast a +2 LI Enhance as per the MU 6 spell, once per day. *Fin*

### KNOWLEDGE

|                      | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|----------------------|---------|-------|---------|--------|------------|-------|
| Cosmic Insight, 1xpd | 2396    | 880   | 1       | Y      | Y          | 1     |

1 When invoked by the bonded owner, they can perform a Major Lore as per the MK 3 ability, once per day.

2 This is an innate item and cannot be sold, traded, or lost. *Fin*

### POINTS

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

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

**Total Value of all items: 6180+23300 gold 29480**



# PC Item Details Report

28-Nov-2021

IFGS ID: 5012

## 5 FT Glimmerfluff

### HEALING

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

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

## 7 MU Lexiel

### HEALING

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| 2 Point Healing, 1xpd   | 2934    | 240   | 1       | Y      | Y          | 3     |
| 1 When invoked by the bonded owner, the user will able to cast 2 Points of Healing as per the CL 1 spell, once per day. |         |       |         |        |            | Fin   |
| 2 Points Healing  | 2936    | 24    |         | Y      | N          | 12    |
| 1 When invoked, the user will able to cast 2 Points of Healing as per the CL 1 spell, one time only.                    |         |       |         |        |            | Fin   |

### POINTS

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

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

## 8 CL Lolli

### DEFENSIVE

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| +1 Ring Of Protection   | 2978    | 1500  |         | Y      | Y          | 1     |
| 1 When worn by the bonded owner, this ring adds one additional point of protection from all forms of physical damage.             |         |       |         |        |            | Fin   |
| Chainmail   | 2993    | 400   |         | N      | Y          | 1     |
| 1 This is a mundane suit of Chainmail.  |         |       |         |        |            | Fin   |
| Elven Brooch of Friendship, Level 5   | 3232    | 1200  | 1       | Y      | Y          | 1     |
| 1 When worn by the bonded owner, this item allows the user to cast Conceal Self at 5th level as per the TH ability, once per day. |         |       |         |        |            |       |
| 2 This Item may be increased to a maximum of 10th level but the level of effect can never be more than the PC's level +2.         |         |       |         |        |            |       |
| 3 To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.                                     |         |       |         |        |            |       |
| 4 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication).         |         |       |         |        |            | Fin   |
| The Nihilists Conundrum: Life Support, 1xpd   | 3602    | 2700  | 1       | Y      | Y          | 1     |
| 1 When invoked by the bonded owner, this item allows the user to perform Life Support as per the SMK 8 ability, once per day.     |         |       |         |        |            | Fin   |

### HEALING

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



# PC Item Details Report

28-Nov-2021

IFGS ID: 5012

## 8 CL Lolli

### KNOWLEDGE

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

### MISC

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

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

|  |      |      |  |   |   |     |
|--|------|------|--|---|---|-----|
| Magnetic Hand  | 3597 | 1000 |  | Y | Y | 1   |
| 1 When invoked by the bonded owner, at the start of each game day, one item or weapon on your person may be granted the Self-Moving property for game day. When commanded to do so, the chosen object will move rapidly straight toward your hand. |      |      |  |   |   | Fin |

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

### OFFENSIVE

|  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--|---------|-------|---------|--------|------------|-------|
| Juvenile Fairy Dragon, 1xpd  | 3047    | 1960  | 1       | Y      | Y          | 1     |
| 1 When invoked by the bonded owner, this juvenile Dragon will cast a 2 Point Flare per the DR 2 spell, once per day. |         |       |         |        |            |       |
| 2 User must choose Earth or Fire or Ice or Lightning, and the Flare will remain that one element.                    |         |       |         |        |            |       |
| 3 The Flare can be raised to a total of 20 points at a cost of 100 per point.  |         |       |         |        |            |       |
| 4 In addition, this dragon can cast Insect Bane as per the DR 3 spell, once per day.                                 |         |       |         |        |            | Fin   |

### POINTS

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

**Total Value of all items: 12338+4740 gold 17078**

## 9 MU Syl, the Amazon

### DEFENSIVE

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

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

### HEALING

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

### KNOWLEDGE

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



# PC Item Details Report

28-Nov-2021

IFGS ID: 5012

## 9 MU Syl, the Amazon

### MISC

|   | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|---|--|-------|---------|--------|------------|-------|
|   | 3331   | 700   | 1       | Y      | Y          | 1     |
| 1 | When invoked by the bonded owner, this item will allow the user to perform a Leap as per the MK 2 ability, once per day. |       |         |        |            | Fin   |

### POINTS

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

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|                           |                |       |
|---------------------------|----------------|-------|
| Total Value of all items: | 9520+1450 gold | 10970 |
|---------------------------|----------------|-------|

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