



PC Item Details Report

28-Nov-2021

IFGS ID: 5110

1 AL Gozer The Gozerian

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Early Bird Of Warning, 1xpd	1551	1680	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a Sense I as per the MK ability, once per day.						Fin
Black Raven Feather	1708	1300	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Death Feint as per the L3 MK ability, once per day.						
2 While in this state the user will enter a dream world. In this dream world the user dreams are dependent on their alignment. A good alignment will dream happy dreams while an evil alignment will have terrible nightmares.						
3 This dream state will give the user no information and is strictly for role playing.						Fin
Dodge Blow, 1xpd	1893	2500	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the owner to perform a Dodge Blow as per the FT 7 ability, once per day.						Fin
You Got To Be Free, 1xpd	2397	880	1	Y	Y	1
1 When invoked by the bonded owner, they can perform an Escape Bonds as per the MK 2 ability, once per day.						
2 The bonded owner can also perform Timing as per the MK 1 ability, once per day.						
3 This is an innate item and cannot be sold, traded, or lost.						Fin
Evade, 1xpd	2419	4000	1	Y	Y	1
1 When used by the bonded owner, this bead allows the user to perform an Evade as per the MKM 7 ability, once per day.						Fin
Ring of Resistance, 1xpd	2463	4530	1	Y	Y	1
1 When worn by the bonded owner, this ring allows the user to perform a Resist Death for 7 poits, as per the KN 7 ability, once per day.						
2 It also allows the user to perform a Resist Pain as per the KN 5 ability, once per day.						
3 Finally, it allows the user to perform a Sense II as per the MK 6 ability, once per day.						Fin
Missile Protection, 1xpd	2549	2000	1	Y	Y	1
1 When worn by the bonded owner, this item allows the user to cast Missile Protection as per the MU 5 spell, once per day.						Fin
Tooth of Death, 1xpd	2566	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Life Support as per the MKS 8 ability, once per day.						Fin
Belt of Kip, 1xpd	2597	1620	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Kip as per the MKS 4 ability, once per day.						Fin
+0 Magic Size-Changing Shield	2742	340		Y	Y	1
1 When carried by the bonded owner, this is a +0 magic shield. In addition, this shield can change its size once every 5 seconds at the will of the owner.						Fin
Pauldron of Spell Absorption, 1xpd	2744	8000	1	Y	Y	1
1 When invoked by the bonded owner, this Pauldron allows the users to cast Spell Absorption at level 8 as per the MU 8 spell, once per day.						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
Butterfly #19, 1xpd	3103	800	1	Y	Y	1
1 When invoked by the bonded owner, this Butterfly will allow the user to perform a Sense II as per the MK 6 ability, once per day.						Fin
Life Support, 1xpd	3208	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Life Support as per the MK 7 ability, once per day.						Fin



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	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Enormous And All Encompassing Glyph Book	3318	2930	1	Y	Y	1

- 1 This is a mundane book of all glyphs, including some rare glyphs. In addition, it will cast the following:
- 2 Reveal Glyph per the 3rd lvl CL spell, 1XDay.
- 3 Remove Glyph 6th level per the 4th lvl Cleric spell cast at level 6, one time only.
- 4 Remove Glyph 8th level per the 4th lvl Cleric spell cast at level 8, one time only.
- 5 Remove Glyph 10th level per the 4th lvl Cleric spell cast at level 10, one time only.
- 6 In addition, this book will cast the following Lores:
- 7 Battlefield Lore per 1st lvl Fighter ability, one time only.
- 8 Heraldic Lore per 1st lvl Knight ability, one time only.
- 9 Legend Lore per 1st lvl Monk ability, one time only.
- 10 Major Lore per 3rd lvl Knight ability, one time only.
- 11 Nature Lore per 1st lvl Ranger ability, one time only.
- 12 People Lore. per 2nd lvl Thief ability, one time only.
- 13 Religion Lore per 1st lvl Cleric ability, one time only.
- 14 Track Lore per 7th lvl Ranger ability, one time only.
- 15 Finally, this book comes with a 3 cubic foot Bag of Holding. *Fin*

Sugar Skull Necklace #14	3348	2862	1	Y	Y	1
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- 1 The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.
- 2 When invoked by the bonded owner, this item will allow the user to perform Life Support as per the MKS 8 ability, once per day.
- 3 Finally, the own can perform a Kip as per the MK 4 ability, one time only. *Fin*

Wraith Kings Amulet, 1xpd	3431	4000	1	Y	Y	1
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- 1 When invoked by the bonded owner, this Amulet will allow the user to cast Immunity to Control Undead, once per day.
- 2 If the Immunity to Control Undead is not allowed by the GP or the GM, then this amulet allows the user to cast Spell Negation as per the MU 6 spell cast at level 10, once per day. *Fin*

Pink Elephant Bracer (Freeze Poison & Kip, 1xpd)	3499	2120	1	Y	Y	1
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- 1 When worn by the bonded owner, this amusing bracelet allows the owner to cast a Freeze Poison as per the CL 2 spell, once per day.
- 2 In addition, the owner can perform a Kip as per the MK 4 ability, once per day. *Fin*

Resist Pain, unlimited	610	11100		Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to perform Resist Pain as per the KN 5 ability, once every 5 seconds. *Fin*

Resist Death (10 pts), 6xpd	611	12480	6	Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to perform Resist Death as per the KN 7 ability performed at level 10, six times per day. *Fin*

Holy Symbol of the Silver Hammer	3662	50		Y	Y	1
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- 1 When worn by the bonded owner, this symbol will cloak any wearing it to not detect as a lycanthrope or supernatural.
- 2 This item is restricted to David Gibson games, and requires GP approval to use in any game. *Fin*

HEALING

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

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

2 Points Healing, 1xpd, innate	2315	264	1	Y	Y	1
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- 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*

2 Points Healing, 1xpd	2690	240	1	Y	Y	10
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- 1 When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day. *Fin*



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HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bead of Life Support, 1xpd	3146	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Life Support as per the MKS 6 ability, once per day.						Fin
2 Point Heal, 1xpd	3594	240	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a 2 point Heal as per the CL ability, once per day.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Glass Sword of Truth, 1xpd	3104	2700	1	Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic sword. The base material is a transparent glass.						
2 This sword allows the user to cast True Sight as per the MU 7 spell, once per day.						
3 In addition, the user can cast Truth Force at level 1 as per the CL 8 spell, once per day, but this spell is currently inactive. It can be made active for 1000 gp.						
4 The level of the Truth Force can be increased to a maximum of level 10 by paying an additional 1000 gp per level.						
5 While this sword is bonded to the owner, the owner must AT ALL TIMES tell the truth. They absolutely can not tell a lie in any form, not even little white lies, nor can they lie through omission.						Fin
Scabbard of Detect Good/Evil, 2xpd	3593	1000	2	Y	Y	1
1 When worn by the bonded owner, this scabbard allows the user to perform a Detect Good or Evil as per the CL ability, twice per day.						Fin
Raven Feather of Message	3612	500	1	Y	Y	1
1 When invoked by the bonded owner, this Enchanted Raven feather from the traveling tavern s aviary will allow the user to cast Message as per the MU spell, once per day.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Rainbow Lizard	1649	1000	1	Y	Y	1
1 When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.						
2 May add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage one time per day. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. The damage will be magical.						Fin
Item of Autocast	2351	3000	1	Y	Y	1
1 When worn by the bonded owner, this item allows the user to cast an Autocast as per the MU 7 spell, once per day.						Fin
Ranger Herb, Any, innate, 1xpd	2539	3586	1	Y	Y	1
1 This innate ability will allow the user to perform a Rangers Herb, Any as per the RN 6 ability, once per day.						Fin
Boots of Walk On Liquids, 1xpd	2598	1000	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Walk On Liquids as per the MKS 7 ability, once per day.						Fin
Chaos Anti-God Beholder Monster Child: Erebos	2628	100		Y	Y	1
1 This is a young, pure chaos Beholder, raised from the dead and named Erebos.						Fin
Namari Wolf - Orion, 1xpd	2745	1480	1	Y	Y	1
1 When with its bonded owner, this is a Wolf Familiar named "Orion". Orion has several abilities. He can send a Message as per the MU 2 spell, once per day.						
2 Orion acts as a one point spell point generator, once per day.						
3 Finally, Orion can cast a 4 point Heal as per the CL 1 spell, once per day.						Fin
One Complete Human Skeleton	2749	100		N	N	1
1 This is the complete skeleton of the late, lamented "Billy Bones Jones".						Fin



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Arachnodrake	2793	50		Y	Y	1
1 This is a captured and contained Arachnodrake. It is NOT under control and will not obey orders.						Fin
Wendigo	2794	50		Y	Y	1
1 This is a captured and contained Wendigo. It is NOT under control and will not obey orders.						Fin
Marut	2795	50		Y	Y	1
1 This is a captured and contained Marut. It is NOT under control and will not obey orders.						Fin
Mark Of Death	2913	0		Y	Y	1
1 This PC has been permanently Marked by the Avatar of the Paragon of Death and are hereby marked by all creature s under death s control. You will be targeted first in battles, etc, if Death is in command of the enemy.						Fin
Aspect Of Air, 1xpd	3217	5400	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to autocast Gale as per the DR 4 spell, once per day.						Fin
Misty Ghost	3323	2750	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to ONE of the following, once per day.						
2 Mist Servant as per the DR 7 spell, OR						
3 Phase Out as per the MU 4 spell, OR						
4 Mist Bridge as per the DR 6 spell.						Fin
Shadowlands Kill Kitten 7-8	3333	2025	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform ONE of the following: Balance per the MK 5 ability, once per day ~ OR ~ Climbing as per the TH 5 ability, once per day.						
2 In addition, it will cast ONE of the following: Safe Fall as per the MK 3 ability performed at level 5, once per day, ~ OR ~ Leap per the MK 2 ability, once per day.						Fin
Morgul Blade	3404	10		Y	Y	1
1 This is a Morgul Blade. The properties of this item have not yet been defined, so at this time this item is for Roleplaying purposes only, and GP approval is required for anything else.						Fin
Fork of the Fourfathers	3437	3650	1	Y	Y	1
1 When used by the bonded owner, this fork will allow the user to cast Telekinesis as per the MU 6 spell, once per day.						
2 In addition, the user can throw this fork to perform a Penetrating Arrow as per the RN 2 ability, once per day.						
3 Finally, the use may also perform a Gauge Opponent-Total Armor as per the FT 4 ability, once per day.						Fin
Bowl of Sentient Spahetti Familiar	3440	1000		Y	Y	1
1 This bowl of spaghetti has been blessed by the Forefathers and has gained sentience to become a basic Familiar for its bonded owner.						Fin
Spirit Snake Familiar 3	3482	3400	1	Y	Y	1
1 When interacting with the bonded owner, this is a Spirit Snake familiar.						
2 This Familiar can perform an Escape Bonds as per the MK 2 ability, once per day.						
3 This Familiar can perform a Speak With Animals as per the RN 1 ability, once per day.						
4 This Familiar can cast Neutralize Poison as per the CL 4 spell, once per day.						
5 This Familiar can cast Reverse Lock up through level E as per the MU spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 4000 gp.						
6 This Familiar can perform a Neutralize Non-Magical Disease as per the RN 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1000 gp.						Fin



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spirit Snake Familiar 3	3482	3400	1	Y	Y	1

- 1 When interacting with the bonded owner, this is a Spirit Snake familiar.
- 2 This Familiar can perform an Escape Bonds as per the MK 2 ability, once per day.
- 3 This Familiar can perform a Speak With Animals as per the RN 1 ability, once per day.
- 4 This Familiar can cast Neutralize Poison as per the CL 4 spell, once per day.
- 5 This Familiar can cast Reverse Lock up through level E as per the MU spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 4000 gp.
- 6 This Familiar can perform a Neutralize Non-Magical Disease as per the RN 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1000 gp. *Fin*

Necrotic Lycanthropy	3483	4032	1	Y	Y	1
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- 1 This item updates the current Lakotan Lycanthropy (item #2550).
- 2 The wolf spirit will now detect as undead and any time he shifts and he will smell strongly of rot and decay.
- 3 The wolf spirit will be able to cast an 18 point Necrotic strike one time per day only while in wolf or hybrid form. For gaming purposes this is treated as a DR 4 Elemental Strike, Earth Strike.
- 4 For an additional 3360 gp the Infernal Lycanthrope can cast a second 18 point Necrotic strike one time per day.
- 5 For an additional 3360 gp the Infernal Lycanthrope can cast a third 18 point Necrotic strike one time per day.
- 6 While in hybrid or wolf form, the the Wold Spirit will take a 10 second knockdown if hit with Holy water
- 7 While in hybrid or wolf form, the Wolf Spirit will take No Defense damage from any form of melee attack if the weapon is silver.
- 8 Because of his undead rot, Monk's Immunity To Poison does not work against silver for the Wolf Spirit. *Fin*

Baby Conch Can Lock	3614	400	1	Y	Y	1
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- 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. *Fin*

Summervale Staff Badge	3670	5730		Y	Y	1
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- 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. *Fin*

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wooden Bow, broken	2160	10		N	N	1

- 1 This is a mundane wooden bow made of ash, but it is broken. *Fin*

Bead of Throw, 2xpd	2417	4480	2	Y	Y	1
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- 1 When used by the bonded owner, this bead allows the user to perform a Throw as per the MK 5 ability, once per day. *Fin*

Stygian Holy Water, 1xpd	2653	3000	1	Y	Y	1
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- 1 When wielded by the bonded owner, this is a bottle of holy water from the Rixer Styx.
- 2 When thrown at a target, it casts For Brain as per the MU 2 spell at level 10, once per day. *Fin*

Heart Ripping, 1xpd	3150	0	1	Y	Y	1
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- 1 This special ability allows the user to pull the heart out of a creature, while leaving the creature alive. All rules of knockout blow apply, i.e., bound etc.
- 2 The user must be 5 levels above the level of the person whose heart is being removed.
- 3 Allows the holder to have a permanent Enthral per the MU ability at the PCs level +4 over the creature whose heart is being held for as long as the Heart is held.
- 4 Allows the wielder to kill the creature by crushing the heart. *Fin*

Trapper's Poison	3147	Zero		N	N	2
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- 1 ? *Fin*

Rain Of Arrows, unlimited	3216	900		Y	Y	1
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- 1 When invoked by the bonded owner, this item allows the user to cast Make Arrows as per the RN 1 spell, once every five seconds. *Fin*



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OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Morgul Blade	3241	0		Y	Y	3

- 1 See the script for the game "The Ring" for a full accounting of the original properties of this blade.
- 2 This item mas ONLY be used for roleplaying purposes. *Fin*

Slicks Skullflower	3420	100		Y	N	1
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- 1 This is a magical necromantic plant known to grow in swamps, deadlands, and graveyards. Difficult to make flower, but if the user manages to do so; this plant can be used by novice necromancers to raise the dead when their skills are minimal.
- 2 To use: Must know Ritual Mastery X or have 5 Ritual Masters Equalling 10 or more total levels; Requires Herbology Tome, and Gather All Other Alchemical Ingredients for the Ritual: Avatar of Life s Tears, Blood of a Martyr, Chokecherry Preserves, & a
- 3 Blessed Flower of Avalon -White. Will create a Raise Dead One Time Only Edible Skullflower (val. 5,000 GP if ritual completed and raise dead skullflower created!!). This Item and Ritual Can only be used by Game Design. *Fin*

Lakotan Lycanthropy	2550	10000	1	Y	Y	1
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- 1 Special: See the Lakotan Lycanthropy document available from Jim Davie and Olan Knight. *Fin*

Earl Tainly Dwarven Stout (Create Holy Water, 1xpd)	3498	500	1	Y	Y	1
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- 1 Once per day the bonded owner can will this magic Dwarven cup to be filled with a golden brew of Stout that has a delightful aroma, a full and frithy head, and a rich, full flavor! It comes in pints and the entire pint must be consumed.
- 2 The brew is delicious, but not intoxicating. It will mellow the imbiber for 30 seconds. It does not act as an Earth Calming spell.
- 3 Once consumed, the now mellow PC will be able to cast Create Holy Water, once per day. *Fin*

Concentrated Eel Juice of Electrify	3613	900	1	Y	Y	1
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- 1 This is concentrated from the power of deep Electric eels. If applied to food will make it extra salty. If applied to a weapon then the bonded owner can cast a 6 Point Electricity as perthe MU 1 spell cast at level 1, once per day. *Fin*

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell Point Generator, 6xpd	2070	2400	6	Y	Y	1

- 1 When invoked by the bonded owner, this ring provides one additional spell point, six times per day. *Fin*

Ring of 2 Spell Points, 6xpd	2644	2400	6	Y	Y	1
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- 1 When worn by the bonded owner, this ring generates 2 spell points, six times per day. *Fin*

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

10 Ability Points Generator, 6xpd	116	24000	6	Y	Y	1
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- 1 When invoked by the bonded owner, this item provides ten addition spell or ability points to the user, six times per day. *Fin*

10 Ability Points Generator, 6xpd	116	24000	6	Y	Y	3
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- 1 When invoked by the bonded owner, this item provides ten addition spell or ability points to the user, six times per day. *Fin*

ROLEPLAY

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Vial of Chaos Lycanthrope DNA	2469	0		N	N	1

- 1 This is a vial of Lycanthrope DNA, acquired from the Lycanthropes of Chaos.
- 2 (Note that this item is for roleplaying purposes only.) *Fin*

Total Value of all items:	244374+2603 gold	246977
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2 RN "Slim" Jlm

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Blight Immunity	1958	0		Y	Y	1

1 Having been brought to the edge of death by a Blight Demon and survived (in however convoluted a fashion), you have begun to develop a resistance to the contagion of that particular demon. *Fin*

+1 Leather Armour	2057	1540		Y	Y	1
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1 When worn by the bonded owner, this is +1 magic leather armor. *Fin*

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Badge Of The Don	1532	480	1	Y	Y	1

1 When invoked by the bonded owner, allows the user to cast a 4 point Heal as per the CL spell, once per day. *Fin*

6 Points Innate Healing, opd	1595	792	1	Y	Y	1
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1 When invoked by the bonded owner, provides 6 points of Healing as per the CL spell, once per day.

2 This item is innate, and can never be lost, sold, traded, stolen, or destroyed. *Fin*

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Keepers Key	1955	1400	1	Y	Y	1

1 When invoked by the bonded owner, this item allows the owner to Pick Locks as per the TH 1 ability, once per day.

2 In addition, the owner can perform a Thief's Touch pas per the TH 4 ability, once per day. *Fin*

Telekinesis, 1xpd	2850	1300	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to cast Telekinesis as per the MU 6 spell, once per day. *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*

+2 Crossbow	2230	3600		Y	Y	1
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1 When wielded by the bonded owner, this is a +2 magic crossbow. *Fin*

Rain Of Arrows, unlimited	2835	900		Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perm a Make Arrows - creating 5 mundane arrows - as per the RN 2 ability, once every 5 seconds. *Fin*

Total Value of all items: 10492+1160 gold 11652

3 TH Greggory Nasty aka "Mr. Prince"

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Leather Armour	2057	1540		Y	Y	1

1 When worn by the bonded owner, this is +1 magic leather armor. *Fin*

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	1589	240	1	Y	Y	2

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

2 Points Healing	1593	24		Y	N	16
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1 When invoked, provides 2 points of Healing as per the CL spell, one time only. *Fin*



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3 TH Greggor Nasty aka "Mr. Prince"

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Friendship with Goblins	1588	0		N	N	1

1 The PC can be identified by any Goblin as a "Friend to Goblins". *Fin*

7th Level Purple Fish Skin Curse 1798 0 Y Y 1

1 This 7th level curse changes the portion of the body that touched the magic water into purple fish scales permanently. *Fin*

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracelet of Elemental Smite, 1xpd	1799	1170	1	Y	Y	1

1 This bracelet will allow the bonded wearer to perform an 8 point Flare as per the DR 4 spell Elemental Strike of the element of their choosing, once per day. *Fin*

Total Value of all items: 3574+2223 gold 5797

4 MU Kamek

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Tree Shift	1695	130		Y	N	1

1 When invoked, casts a Tree Shift as per the DR spell, one time only. *Fin*

Scroll Of Bypass Trap, Mechanical 1702 130 Y N 1

1 When invoked, casts a Bypass Trap, Mechanical, as per the TH ability, one time only. *Fin*

+1 Ring Of Protection 2072 1500 Y Y 1

1 When worn by the bonded owner, this ring provides 1 additional point of armor from all forms of physical attack. *Fin*

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Mist Servant	1691	190		Y	N	1

1 When invoked, casts a Mist Servant as per the DR spell, one time only. *Fin*

Total Value of all items: 1950+2960 gold 4910

5 MU Soundwave

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Medallion of Healing, 1 xpd	2050	960	1	Y	Y	1

1 When invoked by the bonded owner, this item will cast 8 points of healing as per the CL 1 spell cast at level 4 - OR - will cast a Diagnose as per the CL 3 spell, once per day. *Fin*

Total Value of all items: 960+340 gold 1300

6 KN Sir Kilroy

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Vervain, 1xpd	2112	800	1	Y	Y	1

1 When invoked by the bonded owner, this item allows them to cast Plant Seek, Vervain as per the DR 5 spell, once per day. *Fin*

Chainmail 2142 400 N Y 1

1 This is mundane chainmail. *Fin*



PC Item Details Report

28-Nov-2021

IFGS ID: 5110

6 KN Sir Kilroy

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Token of Make Arrows, unlimited	2108	900		Y	Y	1
1 When invoked by the bonded owner, this item allows them to Make Arrow as per the RN 2 ability, once every 5 seconds.						Fin
Arrow of Crash Time, Level 6	2887	660		Y	N	1
1 When fired, the target of this arrow will be affected by a Crash Time at level 6, as per the MU spell cast at level 6, one time only.						Fin

Total Value of all items: 3260+4435 gold 7695

7 FT Gram Pellicoh

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spring Onion	2675	Zero				1
1 ???						Fin

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Plate Mail	2676	1650		Y	Y	1
1 When worn by the bonded owner, this is +0 Plate mail.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Hellebore Pepper	2674	388		Y	N	1
1 When consumed, this pepper acts as a single does of Hellebore as per the RN 6 spell Ranger Herbs - Hellebore, one time only.						Fin

Total Value of all items: 2038+450 gold 2488

8 FT Darius Graccus

HEALING

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

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Curse of Darach, 1xpd	3511	400	1	Y	Y	1
1 The high level Druid Darach bestowed this curse on you to be able to Speak With Plants as per the DR 0 ability, once per day. Fini.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Fire Hand	3513	0		Y	Y	1
1 Your entire right arm has been transformed into living fire by the Paragon of Fire (Dustin Procter). Your right arm can provide light, and fire in a non-combat situation. Fini.						Fin

Total Value of all items: 1600+1900 gold 3500



PC Item Details Report

28-Nov-2021

IFGS ID: 5110

9 BD Alan Vic

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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
Total Value of all items:		850+600 gold		1450		

11 AL Gimble Gamble

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Ability Point Generator, 1xpd	81	500	1	Y	Y	1
1 When invoked by the bonded owner, this item provides one addition spell or ability point to the user, once per day.						Fin
Total Value of all items:		500+8536 gold		9036		

12 CL Philip Gilder Goldwright

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
God's Blood, Forsee 1xpd	3671	800	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a Foresee as per the CL 2 spell, once per day.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wood from the Judas tree, Level 1	3654	50		Y	Y	1
1 This is magical wood capable of floating on the river Styx.						
2 This piece of wood can be used in the construction of magical weapons or shields.						
3 Only one piece of this word can be kept any any person.						Fin
Demon Slave, Level 666	3655	0		Y	Y	1
1 A PC with this curse will be mistrusted by all Good aligned Gods, and no Good aligned God will trust this PC.						
2 A PC with this curse will be under a level 666 charm spell at all times with their Demon master.						
3 The PC will be unable to tell anyone of this curse.						
4 The PC will suffer 10 no defense of damage any time they disobey their Demon master.						
5 The Demon master cannot kill a PC who is enslaved to them.						
6 The PC cannot harm their Demon master in any way.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Eye of the Beholder, Level 1, 1xpd	3651	200	1	Y	Y	1
1 When invoked by the bonded owner, this eye will allow the bonded owner to cast a level 1 Dead Eye for two 2 points of damage as per the MU 1 spell, once per day.						
2 This item can be upgraded to level 10 for a total of 20 points of damage one time per day. The upgrade cost is 200gp per level. This item and all upgrades are subject to the MILL rule.						Fin
Total Value of all items:		1050+2800 gold		3850		