



PC Item Details Report

28-Nov-2021

IFGS ID: 5139

1 TH Castora Ciel "Darielle"

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Elven Brooch, 5th level	1647	1200	1	Y	Y	1
1 When worn by the bonded owner, this item will allow the user to perform a Conceal Self at 5th level as per the TH ability.						
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
+1 Ring of Protection	1686	1500		Y	Y	1
1 When worn by the bonded owner, this is a +1 Ring of Protection.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Phaedra's Flask (8 Pt Heal, 1xpd)	1508	960	1	Y	Y	1
1 When invoked by the bonded owner, provides 8 points of healing as per the CL spell, once per day.						Fin
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
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
Pin of Life Spark	1687	500		Y	N	1
1 When invoked, this item will cast a Life Spark as per the CL(L6) spell, one time only.						Fin
4 Point Heal, 1xpd	3502	480	1	Y	Y	1
1 When invoked by the bonded owner, this item casts a 4 point heal as per the CL 1 spell, once per day.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Badge Of Agility	1521	1400	1	Y	Y	1
1 When worn by the bonded owner, allows them to successfully perform one physical challenge, once per day..						Fin
Cursed Poop Of Paradise	1565	0		Y	Y	1
1 This is a 10th level curse that leaves a permanent white spot somewhere visible on the PC, representing bird poop. The PC must wear a white felt circle no less than 1" in diameter as long as the curse is in effect.						
2 In addition, the white felt circle will always represent an alluring target for ALL birds!						Fin
Curse of the Yellow Sign	3492	1		Y	Y	1
1 The symbol of Hastur has been burned into my mind, and I must show the symbol to everyone I meet.						Fin
20 Acres of Land from Sir Tainly's Estate in Fiorgynsheim	3500	0		N	Y	1
1 This is 20 acres of land from the estate of Sir Tainly of Fiorgynsheim (Rich Adkisson).						Fin
Complete Set of Everfull Vials	3501	400		Y	Y	1
1 When used by the bonded owner, this is a set of four everfull vials: one each of Oil, Acid, Water, and wine.						
2 This set cannot be broken up or subdivided in any way.						Fin

Total Value of all items: 7713+8482 gold 16195



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2 CL Penelope Heartfield

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

Total Value of all items: 0+1988 gold 1988

3 TH Trader Red

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
Patch of the Green Way	1704	1100	1	Y	Y	1
1 When invoked by the bonded owner, this item casts a 12 point Wrath as per the L6 CL spell, once per day.						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
Potion of Immunity To Fear	3130	96		Y	N	1
1 When consumed, this potion will allow the user to perform an Immunity To Fear as per the KN 3 ability, one time only.						Fin
Phase Out, 1xpd	3220	1950	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Phase Out as per the MU 4 spell, once per day.						Fin
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
Chainmail	3403	400		N	Y	1
1 This is a suit of mundane chainmail.						Fin
Sense II, permanent	608	4800		Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a Sense II as per the MK 6 ability, permanently.						Fin
Dodge Blow, 1xpd	259	2500	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a Dodge Blow as per the FT 7 ability, once per day.						Fin



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3 TH Trader Red

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sense I, 1xpd	341	1680	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform Sense I as per the MK 4 ability, once per day.						Fin
Sense II, permanent	608	4800		Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a Sense II as per the MK 6 ability, permanently.						Fin
Heart Of Tefiti	3615	240	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast 2 points of Healing, once per day.						
2 In addition, the bonded owner can cast Water Calming once per day. Water Calming is Earth Calming that only works under water. This item is restricted to David Gibson games only.						Fin
+5 Leather Armor	28	25040		Y	Y	1
1 When worn by the bonded owner, this is a +5 leather armor, which provides six points of armor against all forms of physical attack.						Fin
Holy Symbol of the Silver Hammer	3662	50		Y	Y	1
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
8 Point Healing Potion	2439	96		Y	N	4
1 When consumed in its entirety, this potion provides 8 points of Healing, one time only.						Fin
2 Points Healing, 1xpd	2690	240	1	Y	Y	4
1 When worn 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	2907	240	1	Y	Y	4
1 When invoked by the bonded owner, this item will allow the user to cast a 2 Point Heal as per the CL 1 spell, once per day.						Fin
Cure Serious Wounds, 12 Points, 1xpd	3218	1920	1	Y	Y	3
1 When invoked by the bonded owner, this item allows the user to cast 12 Points of Cure Serious Wounds as per the CL 5 spell, once per day.						Fin
2 Points Healing	3219	24		Y	N	1
1 Then invoked, this item proved 2 points of Healing as per the CL 1 spell, one time only.						Fin
Life Support	332	270		Y	N	1
1 When invoked, allows the user to perform Life Support as per the MK 8 ability, one time only.						Fin
8 Point Healing Bead, 6xpd	141	5760	6	Y	Y	1
1 When invoked by the bonded owner, this item provides eight points of Healing as per the CL 1 spell, six times per day.						Fin
Life Spark	210	500		Y	N	4
1 When invoked, allows the user to cast Life Spark as per the CL 6 spell, one time only.						Fin
Tattoo of Mordra (30 pt heal, 1xpd)	3589	3600	1	Y	Y	1
1 The symbol of Mordra (a Green Tree) is now permanently tattooed on your cheek, hand, or shoulder (PC preference). It allows the PC to do 30 points of Healing, once per day.						Fin
Soul of a Lost Hero: Life Spark, 1xpd	3605	5000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a Life Spark as per the CL 6 spell, once per day.						Fin



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HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
12 Point Healing Bead, 6xpd	153	8400	6	Y	Y	1
1 When invoked by the bonded owner, this item provides twelve points of Healing as per the CL 1 spell, six times per day.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bowl of Seeing, 3xpd	2440	2240	3	Y	Y	1
1 This bowl can be filled with water and used to perform the spell Forsee 3/day. After the bowl is filled with water and the questions asked of Lolth, the answers will reveal themselves in the water to the user.						Fin

Glove of Knowledge (Savvy, 1xpd)	3590	600	1	Y	Y	1
1 When worn by the bonded owner, this glove allows the user to cast a Savvy as per the MU 1 spell, once 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

Wathit, 1xpd	377	1200	1	Y	Y	3
1 When invoked by the bonded owner, allows the user to perform a Wathit as per the RN 4 ability, once per day.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Converse	1698	60		Y	N	1
1 When invoked, casts a Converse as per the MU spell, one time only.						Fin

Boots of Springing, 1xpd	2434	1795	1	Y	Y	1
1 These boots can do one of the following 1/day Kip or Leap.						Fin

3/4 inch Lockpick	2443	800		N	Y	1
3 This is a 3/4 inch lockpick, usable only by Thieves.						Fin

Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will ast Faery Lights as per the DR1 spell, once per day.						
2 It will also cast Shadows of Concealment at level 6 as per the DR 6 spell, once per day.						
3 The Shadows of Concealment level can be increased to level 10 at a cost of 200 gp per level.						

Gold Leaf Of Druidic Plant Seek	2750	502		Y	N	1
1 When invoked, this Gold Leaf allows the user to cast a Plant Seek - Battleweed as per the DR 5 spell, one time only.						
2 In addition, the user can cast Plant- Seek - Duckback as per the DR 5 spell, one time only.						
3 In addition, the user can cast Plant- Seek - Motherwort as per the DR 5 spell, one time only.						
4 In addition, the user can cast Plant- Seek - Resin as per the DR 5 spell, one time only.						Fin

Wand of Greyhyde II, 1xpd	2931	1160	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast Plant Seek - Motherwort as per the DR 5 spell, once per day.						
2 Currently inactive - The owner can also perform a 10 point Resist Death as per the KN 7 ability, once per day.						
3 Currently inactive - The owner can also cast Shadows Of Concealment as per the DR 6 spell cast a level 10, once per day.						
4 Currently inactive - The owner can also perform an Imporoived Concealed Self as per the TH 8 ability performed at level 10, once per day.						Fin

Everfull Vial Of Acid	3222	100		Y	Y	1
1 When invoked by the bonded owner, this Vial can create 1 cup of acid, once every 5 seconds.						Fin



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3 TH Trader Red

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Vial Of Oil	3223	100		Y	Y	1
1 When invoked by the bonded owner, this Vial can create 1 cup of oil, once every 5 seconds.						Fin
Everfull Vial Of Water	3224	100		Y	Y	1
1 When invoked by the bonded owner, this Vial can create 1 cup of clean, drinkable water, once every 5 seconds. This is NOT the same as the DR 1 spell "Spring Water".						Fin
Everfull Vial Of Wine	3225	100		Y	Y	1
1 When invoked by the bonded owner, this Vial can create 1 cup of very fine wine, once every 5 seconds.						Fin
Necklace with 9 matching diamonds	3297	1500		Y	Y	1
1 This is a mundane but gorgeous necklace with nine matching 1 carat diamonds.						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
Pixi Stick of Speed	3445	2860	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Speed as per the MK 7 ability, once per day						Fin
Badge of the Assassin	3489	0		Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cancel your Conceal to immediately attack with any weapon you are allowed to use and deal double base damage, a number of times equal to half your level per day, round up.						
2 In order to use this item, the owner must be able to perform some level of Conceal innately. Other bonuses may not apply to this attack.						
3 This is a closed world item. It requires GP approval in order to be used in any game and the owner must specifically request permission for each game in which this item is desired.						Fin
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.						Fin
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						Fin
	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
Element Of Fire, 1xpd	3221	2532	1	Y	Y	1
1 When invoked, this item will allows the user to cast a 9 Point Fire Strike as per the MU 4 spell, once per day.						
2 The damage can be increased to a maximum of 30 points total at a cost of 120 gold per point, and 3 pts increments are required.						Fin
Flask Of Damage Elixir	506	3000	1	Y	Y	1
1 When liquid is consumed from this flask by the bonded owner, the potion consumed will allow either Hellebore or Battleweed, once per day.						Fin



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3 TH Trader Red

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Electrify - 6 Points, 1xpd	303	900	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast a 6 Point Electrify as per the MU 1 spell, once per day.						Fin
Doll	579	4150	1	Y	Y	1
Knife of the Fourfathers	3438	4000	1	Y	Y	1
1 When wielded by the bonded owner, this item allows the user to cast Dispell Magic as per the MU 4 spell cast at level 10, once per day.						
2 In addition, the wielder may carve fillets from spiritual beings. (This is a roleplaying attribute only.)						Fin
Concentrated Eel Juice of Electrify	3613	900	1	Y	Y	1
1 This is concentrated from the power of deep Electric eels. If applied to food will make it extra salty. If applied to a weapon then the bonded owner can cast a 6 Point Electricity as per the MU 1 spell cast at level 1, once per day.						Fin
Total Value of all items:		124048+38226 gold				162274

4 DR Sarriah

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

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Tear of Undead Repulsion, 1xpd	2612	816	1	Y	Y	1
1 When worn by the bonded owner, this pendant will allow the user to Turn Undead Level 2 as per the CL 2 ability, once per day.						
2 This tear can be enchanted to perform at higher levels of effect at 340gp/level, to a max of level 6.						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
Battle Fever, 1xpd	3250	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 ability, once per day.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Gift of Tongues, 1xpd	2398	880	1	Y	Y	1
1 When invoked by the bonded owner, they can cast Read Languages as per the MU 1 a spell, once per day.						
2 The bonded owner can also cast a Speak Easy as per the MU 1 spell, once per day.						
3 This is an innate item and cannot be sold, traded, or lost.						Fin

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
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
Keystone Beta (2xpd)	2616	2700	2	Y	Y	1
1 When used by the bonded owner, this item will open any locked security doors in Knight of the Keepers Syphoning Facility 23b						
2 In addition, the user can cast a Detect Magic as per the MU 0 ability, twice per day.						
3 In addition, the user can Pick Locks as per the TH 0 ability, twice per day.						Fin



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4 DR Sarriah

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Familiar Container/Blank Template	2760	1000		Y	Y	1

1 ???

Ring of the Magi 3016 2200 1 Y Y 1

- When worn by the bonded owner, this ring can store any spell of the 1st level and discharge it once per day.
- This ability may be increased to 10th level by paying 1,000 gold per upgrade level, and no level may be skipped. Example: level 1 to level 2 costs 1000 gp, level 2 to level 3 costs 1000 gp, and so on.
- This ring contains an inactive power of autocast one time per day that may be activated by paying 3,000 gold. *Fin*

Sponge 3255 160 Y N 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 - Greater Tree 3277 50 Y Y 1

- The user has bonded to their personal Spirit entity, the Greater Tree Spirit, and may call upon them 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

- 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.
- 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*

POINTS

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

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

Total Value of all items: 16747+10912 gold 27659

5 KN Keirae Horoma

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Brimstone Nose, 1xpd	2599	990	1	Y	Y	1

- When invoked, this item will allow the user to cast a Bloodhound as per the MU 3 spell, once per day. This item is innate. *Fin*

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pumpkin Dragon, 1xpd	2683	540	1	Y	Y	1

- When invoked by the bonded owner, this Pumpkin Dragon will cast a 2 point Earth Flare as per the DR 1 spell, once per day.
- It will also cast a 2 point Heal as per the CL 1 spell, once per day.
- The Flare may be upgraded in increments of 2 up to 20 points total for a cost of 200 gold per point. *Fin*

Total Value of all items: 1530+900 gold 2430

6 RN Adelpha, the Amazon

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Amazonian Bracers of Missile Protection, 1xpd - inactive	3304	400		Y	Y	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.
- 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*



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6 RN Adelpha, the Amazon

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Tin of 10 point Healing Tablets	3313	120		Y	N	9
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 7-8	3329	2340	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast Awaken as per the MU 2 spell, once per day.						
2 It will also cast 4 points of Healing as per the CL 1 spell cast at level 2, once per day.						
3 Finally, it will cast ONE of the following: Speak With Dead - one question - as per the CL 6 spell, once per day ~ OR ~						
4 Foresee as per the CL 2 spell (1 question) , once per day.						Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull Necklace #9	3343	2400	1	Y	Y	1
1 The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.						
2 When invoked by the bonded owner, this item will generate one additional SAS point, six times per day.						Fin

Total Value of all items: 6220+7460 gold 13680

7 KN Lilith Crane

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+1000 gold 1850

8 RN Regan Kline

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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
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

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: 1240+2800 gold 4040