



# PC Item Details Report

28-Nov-2021

IFGS ID: 2746

## 2 MK Yan Kankuk

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Bracer Of Eed</b>	453	12875	1	Y	Y	1
1	When worn by the bonded owner, this will allow the user to cast a 10 point Spell Protection, a Resist Pain, and an Earth Healing, each once per day.					Fin
<b>Celestial's Ring: Dodge Blow + 9 pts Elemental Protection, 1xp</b>	1636	4340	1	Y	Y	1
1	User is allowed one dodge blow a day.					
2	Upon use of dodge blow, gain 9 points of elemental protection, user's choice of element.					
3	This item can only be used in future "Shadow" games by David Wood or in future Triad games by game design.					Fin
<b>Aspect of the Beast: Panther, 1xp</b>	2378	12780	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to cast Aspect of the Beast: Panther as per the DR 8 spell, once per day.					Fin
<b>Arachnadrake Scale (Elephant Hide, 1xp)</b>	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
<b>Battle Fever, 1xp</b>	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
<b>+4 Ring of Protection</b>	46	15000		Y	Y	2
1	When worn by the bonded owner, this is a +4 Ring of Protection, which provides four points of armor against all forms of physical attack.					Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>8 Point Heal, opd</b>	1640	960	1	Y	Y	1
1	Provides 8 points of healing, once per day.					Fin
<b>Get Out Of Death Free - Life Spark</b>	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
<b>2 Point Healing, 1xp</b>	2934	240	1	Y	Y	2
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
<b>Ranger Herbs: Athelas, 1xp</b>	3659	2500	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Ranger Herbs: Athelas as per the RN 6 spell, once per day.					Fin
<b>Cup of Neutralize Poison, 1xp</b>	3660	1000	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to create a potion of Neutralize Posion as per the DR 4 spell, once per day.					Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Bump Of Direction, 1xp</b>	2946	600	1	Y	Y	1
1	When invoked by the bonded owner, the user will able to cast a Bump Of Direction as per the CL 2 spell, once per day.					Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Familiar Container/Blank Template</b>	2760	1000		Y	Y	1
1	???					
<b>One pound of Preserved Kraken Steak</b>	3203	0		Y	Y	1
1	This is one pound of preserved Kraken steak.					Fin



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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
Headband of the Unicorn, 1xpd	3272	50	1	Y	Y	1
1	When worn by the bonded owner, this headband allows the user to call upon a Guardian Unicorn Spirit, once per day.					Fin
Ghost Wyvern Venom GLand	3401	10		N	N	1
1	This is the venom gland of a ghost Wyvern.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Iss Rune: +1 Elemental Damage Ice, opd	1612	550	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast +1 Elemental Damage, ICE as per the DR spell, once per day.					Fin
Kaun Rune: +1 Elemental Damage Fire, opd	1613	550	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast +1 Elemental Damage, FIRE as per the DR spell, once per day.					Fin
Beating Rings	1638	5600	1	Y	Y	1
1	Allows the user to throw 8 points no defense as per the knights ability 1/day.					Fin
+4 Melee Weapon	6	12000		Y	Y	2
1	When wielded by the bonded owner, this is a +4 melee weapon.					Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10 point Ability Point Generator	891	5000	1	Y	Y	1
1	When invoked by the bonded owner, provides the user with 10 additional ability points, once per day.					Fin
1 Point Spell Point Generator, 6xpd	1080	2400	6	Y	Y	2
1	When used by the bonded owner, this item will restore on spell point, six times per day.					Fin
3 Ability Point Generator, 6xpd	1546	7200	1	Y	Y	1
1	When invoked by the bonded owner, provides 3 Ability points, six times per day.					Fin
5 Ability Points Generator, 6xpd	110	12000	6	Y	Y	1
1	When invoked by the bonded owner, this item provides five addition spell or ability points to the user, six times per day.					Fin

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**Total Value of all items: 131705+15380 gold 147085**

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## 3 MU Gordon Dexter

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Ring Of Protection	368	4500		Y	Y	1
1	Provides the bonded owner with an additional 2 points of prtction from all forms of damaging attacks while being worn.					Fin
Earcuff of Life Support	1233	2250	1	Y	Y	1
1	When worn by the bonded owner, this item provides the user with 9 points of Life Support as per the MK ability, once per day.					Fin



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## 3 MU Gordon Dexter

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Potion of Vervain</b>	2113	80		Y	N	5
1	When consumed, this potion allows the user to cast Plant Seek, Vervain as oer the DR 5 spell, one time only.					Fin
<b>Life Support, 1xpd</b>	2118	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 MK 7 ability, once per day.					Fin
<b>Kip, 1xpd</b>	2133	1620	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Kip as per the MK 4 ability, once per day.					Fin
<b>Evade, 1xpd</b>	2147	4000	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform Evade as per the MK 7 ability, once per day.					Fin
<b>Dodge Blow, 1xpd</b>	2148	2500	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Dodge Blow as per the FT 7 ability, once per day.					Fin
<b>+1 Permanent Life Point</b>	1646	2000		Y	Y	1
1	This is one extra innate Life Point. It can never be traded, transferred, or sold.					Fin
<b>Treywood Goblet, 1xpd</b>	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
<b>Uder Stone - 3 Pts, 1xpd</b>	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
<b>Gem of Detect Poison, 1xpd</b>	2731	800	1	Y	Y	1
1	When worn by the bonded owner, this gem grants the ability to perform a Sense Poison as per the TH 1 ability, once per day.					Fin
<b>Hat of Thieves, 1xpd</b>	3298	2100	1	Y	Y	1
1	When worn by the bonded owner, this hat will allow the user to perform a Disguise at level 7 as per the TH 7 ability, once per day.					Fin
<b>Confidence, 1xpd</b>	269	4500	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform Confidence as per the KN 7 ability, once per day.					Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Points Healing</b>	2146	24		Y	N	20
1	When invoked, this crystal will provide 2 points of healing, one time only.					Fin
<b>2 Pt Healing, 6xpd</b>	2400	1440	6	Y	Y	1
1	When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, six times per day.					Fin
<b>2 Points of Healing</b>	2525	24		Y	N	83
1	When invoked, this item will provide 2 points of Healing, one time only.					Fin



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### 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*

Scroll of Death Mark Removal Ritual	3278	0		N	N	1
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1 This scroll contains complete instruction on how to remove the Death Mark put onto PCs by the avatar of Death in the Unbalanced Elemental series of games. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
CAP-for-Gold	369	0		N	N	1

Everfull Vial of Oil	813	100		Y	Y	1
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1 When invoked by the bonded owner, this item creates one dose of oil, usable every five seconds, cannot be used in combat. *Fin*

Everfull Vial of Acid	814	100		Y	Y	1
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1 When invoked by the bonded owner, this item creates one dose of acid, usable every five seconds, cannot be used in combat. *Fin*

Everfull Vial of Wine	818	100		Y	Y	1
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1 When invoked by the bonded owner, this item creates one cup of good, but not great, drinkable wine, usable every five seconds. *Fin*

Mystic Mushroom	870	600	1	Y	Y	1
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1 When invoked by the bonded owner, will perform a Shiatsu 1 as per the Monk ability, once per day. *Fin*

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

Changed to a Female	3299	0		Y	Y	1
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1 This PC was permanently transformed into a female. Dr. FrankenMurder put a level 10 curse in combination with Polymorph Other in order to effect this change. *Fin*

Badge of the Caster	3487	0		Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to use Invoke, User's Choice as per the CL 7 spell, 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 cast at least one spell innately.  
 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*

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*

### MOVEMENT

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Cat of Grace	803	1050	1	Y	Y	1

1 When invoked by the bonded owner, casts ONE of the following once per day: Balance, Climbing, or Leap. *Fin*



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Alurran Portable Gate	2533	17580	1	y	Y	1

- This is a portable gate made by the Alurran an unknown amount of time ago. Over time, the gate was possessed by a demon who turned it into the demon gate. The demon has been vanquished but the abilities still remain.
- The bonded owner is able to perform a Spell Steal, three times per day. This allows the user to steal any prepared spell from anyone else and use that spell as if they had cast the spell. There is no spell point cost to use this ability.
- In addition, the user can cast Aspect Of The Beast-PANTHER, once per day.
- Finally, this item will restore 2 spell points, six times per day. *Fin*

Fighter's Blow, innate, 1xpd	2541	3300	1	Y	Y	1
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- This innate ability will allow the user to perform a Fighter's Blow as per the FT 8 ability, once per day. *Fin*

Sugar Skull Necklace #10	3344	2900	1	Y	Y	1
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- The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.
- When invoked by the bonded owner, this item will allow the user to cast a 14 point Earth Seeds of the Elements spell as per the DR 6 spell cast at level 7, once per day.
- The Seed may be raised to a total of 20 pts (10th lvl) at a cost of 100 per pt.
- This item will also can cast a 2 point Heal as per the CL 1 spell, once per day. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spell Point Generator: 6 points	144	3000	1	Y	Y	1

- When used by the bonded owner, generates 6 spell points once per day. *Fin*

Sneeze Berries	869	100	1	Y	N	5
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- When consumed, will resore 2 spell or ability points AND cause the person who ate them to sneeze uncontrollably for two minutes, one time only. *Fin*

1 Spell Point Crystal	2143	50		Y	N	18
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- When invoked, this crystal will provide one spell point, one time only. *Fin*

4 Point Spell Points Generator, 6xpd	2399	9600	6	Y	Y	1
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- When invoked by the bonded owner, this item provides 4 spell, ability, courage, monk, or renewal points, six times per day. *Fin*

One Spell Point Crystal	2524	50		Y	N	100
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- When invoked, this item restores one spell point, one time only. *Fin*

1 Point Spell/Ability Point Generator, 6xpd	2688	2400	6	Y	Y	1
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- When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.
- When acquired, the bonded owner must set whether this item generates Spell points OR ability points. *Fin*

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<b>Total Value of all items:</b>	<b>89982+28283 gold</b>	<b>118265</b>
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## 4 KN Sir Sarkyn

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ringmail of Regrowth	167	1400	1	Y	Y	1

- This is +0 magic chainmail that allows the bonded owner to use 10 points of Improved Fighter's Regen once per day. *Fin*

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<b>Total Value of all items:</b>	<b>1400+233 gold</b>	<b>1633</b>
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## 5 TH Garret

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Troll Heart</b>	160	900				1
1 When consumed, this item provides the owner with the ability to perform 10 points of Fighters Regen, once per day. This ability cannot be bought, traded, sold, or lost.						Fin

### DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Immunity To Poison, one shot</b>	199	250		Y	N	1
1 When invoked, grants the user Immunity to Poison as per the Monk ability.						Fin

<b>Item of Escape Bonds - one shot</b>	211	50		Y	N	1
1 When invoked, this item will allow the user to Escape Bonds as per the Monk ability, once.						Fin

<b>Item of Neutralize Poison</b>	212	1000	1	Y	N	1
1 When invoked by the bonded user, will cast the spell Neutralize Poison once per day.						Fin

### HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Neutralize Poison Potion</b>	205	100		Y	N	1
1 When consumed, casts the spell Neutralize Poison on the user.						Fin

<b>Healing Potion, 4 Pts.</b>	388	48		Y	N	1
1 When consumed, provides 4 points of healing.						Fin

<b>Healing Potion, 12 Pts.</b>	391	144		Y	N	1
1 When consumed, provides 12 points of healing.						Fin

<b>Remove Curse, Level 9</b>	1272	360		Y	N	1
1 When invoked, allows the user to cast Remove Curse at level 9 as per the CL ability, one time only.						Fin

<b>24 Points of healing</b>	1273	288		Y	N	1
1 When invoked by the bonded owner, provides 24 points of healing, once only.						Fin

### KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Item of Savvy</b>	206	550	1	Y	N	1
1 When wielded by the bonded owner, this item allows the user to cast Savvy, once per day.						Fin

<b>Bead of Wathiit, once per day</b>	395	800	1	Y	Y	1
1 When invoked by the bonded owner, this bead allows the user to cast the spell Wathiit once per day.						Fin

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Arrow of Penetration</b>	93	115		Y	N	1
1 This is a magical Arrow of Penetration. When fired it will penetrate into its target and cannot be removed.						Fin

<b>Everfull Vial of Acid</b>	196	200		Y	Y	1
1 When wielded by the bonded owner, this vial creates one dose of acid every six seconds. This acid may NOT be used in combat, and it requires 6 seconds between each use.						Fin

<b>Item of Disarm Mechanical Trap</b>	209	145		Y	N	1
1 When invoked, this item will allow the user to Disarm Mechanical Traps, once.						Fin



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## 5 TH Garret

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of 5 x Thieves Touch - one shot	210	350		Y	N	1

1 When invoked, this item will allow the user an addition 5 Thieves Touches in any increment, once. Fin

Potion of Spring Water	385	50		Y	N	1
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1 Mixing the contents of this box with up to 30 cubic yards of any other liquid will cause the spell Spring Water to be cast upon that liquid. Fin

Mark of the Fairy Friend	386	0		Y		1
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1 Pixies and other mischievous fairy folk may have a little mercy on the PC in future games.  
 2 If the PC ever takes any hostile action against Fairy Folk, the mark will disappear and the PC will no longer have the benefit provided. Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Flash Bomb	204	1200	1	Y	N	1

1 When wielded by the bonded owner, this item functions as a 15 point Fireball, once per day. Fin

Item of LI Enhance - one shot	207	100		Y	N	1
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1 When invoked, will cast the spell LI Enhance on the user. Fin

Elemental Arrow	208	50		Y	N	1
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1 When invoked, will cast the spell Elemental Arrow on the mundane arrow of choice - any element, once. Fin

Arrow of Stun (opd)	280	1200	1	Y	Y	1
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1 When fired at a target by the bonded owner, any target hit by the arrow takes the effect of a Stun, once per day. This arrow is always a critical arrow. Fin

<b>Total Value of all items:</b>	<b>7900+12105 gold</b>	<b>20005</b>
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## 6 TH Kael

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Infiltrator's Armor	135	3000		Y	Y	1

1 When worn by the bonded owner, this functions as +1 magic Leather armor that allows the user to cast Disguise, 10th level once per day.  
 2 To upgrade from +0 to +1= 1472 gp, to +2 = 3385 gp, to +3 = 5635 gp, upgrades must be made in order.  
 3 This armor allows the owner to cast the Ranger spell Conceal Self at 10th level, once per day.  
 4 This armor allows the owner to do a Monk's Leap, once per day.  
 5 This armor allows the owner to do a Feign Death as per the Monk ability, once per day. Fin

<b>Total Value of all items:</b>	<b>3000+200 gold</b>	<b>3200</b>
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## 7 MU Cydran The Seer

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Leap	1030	70		Y	N	2

1 When invoked, this item allows the user to perform Leap as per the Monk ability, one time only. Fin

Item of Kip	1031	130		Y	N	1
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1 When invoked, this item allows the user to perform Kip as per the Monk ability, one time only. Fin

Item of Mental Signal	1032	115		Y	N	2
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1 When invoked, this rag allows the user to cast Mental Signal as per the MU spell, one time only. Fin



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## 7 MU Cydran The Seer

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Potion of Vervain	1172	90		Y	N	6

1 When consumed, this potion of Vervain removes any trace of any Enthrall SAS cast upon the user. *Fin*

Blue Amulet of Protection, 1xpd	2470	1189	1	Y	Y	1
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1 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.

2 Inactive: This amulet can be upgraded to perform Earth Slap once per day. The initial 10 point Slap costs 1560 gold. Each additional 2 points of protection up to 20 costs 120 gold.

3 Inactive: This amulet can be upgraded to perform Wrath once per day. The initial 10 point Wrath costs 1000 gold. Each additional 2 points of protection up to 20 costs 100 gold. Wrath is called in the name of the Ancestors.

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*

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10 Point Healing Crystal	1000	120		Y	N	7

1 When invoked, this crystal provides 10 points of healing, one time only. *Fin*

Gem of Life Spark	1002	400		Y	N	1
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1 When invoked, this gem casts the Clerical spell LIFE SPARK on the target, one time only. *Fin*

Gem of Neutralize Poison	1003	100		Y	N	1
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1 When invoked, this gem casts the Clerical spell Neutralize Poison on the target, one time only. *Fin*

Gem of Neutralize Disease	1004	100		Y	N	1
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1 When invoked, this gem casts the Clerical spell Neutralize Disease on the target, one time only. *Fin*

Potion of Vervain	1006	80		Y	N	2
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1 This is a single preserved dose of the herb Vervain, as per the Druid Spell Plant Seek. *Fin*

Gem of Life Spark	1017	400		Y	N	3
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1 When invoked, this gem allows the user to cast Life Spark as per the Cleric spell, one time only. *Fin*

Necklace of Neutralize Poison	1057	1000	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the owner to cast Neutralize Poison as per the CL ability, once per day. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Token of Thieve's Memory	1005	85		Y	N	1

1 When invoked, this item allows the target to use the Thief ability MEMORY, one time only. *Fin*

Item of Legend Lore	1035	55		Y	N	5
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1 When invoked, this item allows the user to perform Legend Lore as per the Monk ability, one time only. *Fin*

Friend of Dryads Pin	3415	0		Y	Y	1
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1 When worn by the bonded owner, this pin indicates to all Dryads that this person is a Friend to the Dryads of all natural woods. *Fin*





# PC Item Details Report

28-Nov-2021

IFGS ID: 2746

## 7 MU Cydran The Seer

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Possessed Note: Forsee, 1xpd	3418	800	1	Y	Y	1
1 When read from by the bonded owner, this note will cast Forsee as per the CL 2 spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pill of Monks Balance	1023	90		Y	N	2
1 When invoked, this item allows the user to perform Balance as per the Monk ability, one time only.						Fin

Item of Telekinesis	1033	130		Y	N	1
1 When invoked, this rag allows the user to cast Telekinesis as per the MU spell, one time only.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Staff of Throw, once per day	429	1200	1	Y	Y	1
1 When wielded by the bonded owner, allows the user to cast a Throw, once per day.						Fin

Item of Gale	1034	120		Y	N	1
1 When invoked, this item allows the user to cast Gale as per the DR spell, one time only.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Permanent Spell Point	437	500		Y	Y	1
1 The user has one permanent, additional Spell Point.						Fin

1 Point Spell Point Crystal	1001	50		Y	N	5
1 When invoked, this crystal provides 1 spell point, one time only.						Fin

Spell or Ability Point Crystal	1016	50		Y	N	30
1 When invoked, this crystal provides 1 spell point, one time only.						Fin

3 Point Spell Point Generator (6 x day)	1171	7200	6	Y	Y	1
3 When invoked by the bonded owner, this item will generate 3 spell points, 6 times per day.						Fin

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<b>Total Value of all items:</b>	<b>18269+1438 gold</b>	<b>19707</b>
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## 8 FT Number 10 Ox

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 magic Plate Mail	2429	1650		Y	Y	1
1 When used by the bonded owner, this is a +0 magic plate mail.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points of Healing, 1xpd	2423	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

2 Points Healing Crystal	117	24		Y	N	1
1 When invoked, this crystal provides two points of healing as per the CL 2 spell, one time only.						Fin

10 Point Healing Bead, 1xpd	142	1200	1	Y	Y	1
1 When invoked by the bonded owner, this item provides ten points of Healing as per the CL 1 spell, once per day.						Fin



# PC Item Details Report

28-Nov-2021

IFGS ID: 2746

## 8 FT Number 10 Ox

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Strength II	282	177		Y	N	1

1 When invoked, allows the user to perform Strength II as per the KN 4 ability, one time only. *Fin*

The Pole Star	3587	100		Y	Y	1
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1 When carried by the bonded owner, this item makes the bearer immune from the Abyss. *Fin*

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<b>Total Value of all items:</b>	<b>4111+260 gold</b>	<b>4371</b>
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## 9 CL Rukh

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring of Protection	3029	1500		Y	Y	1

1 When worn by the bonded owner, this ring adds one point of armor against all forms of physical attack. *Fin*

+0 Chainmail	3030	500		Y	Y	1
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1 When worn by the bonded owner, this is +0 chainmail. *Fin*

The Nihilists Conundrum: Life Support, 1xpd	3602	2700	1	Y	Y	1
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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*

The Life of a Friend: Resist Death, 10 pts, 1xpd	3603	2600	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to perform a Resist Death, 10 points as per the KN 7 ability performed at level 10, once per day. *Fin*

### 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
Eyelash of Major Lore, 1xpd	3080	800	1	Y	Y	1

1 When worn by the bonded owner, this eyelash allows the user to perform a Major Lore as per the MK 3 ability, once per day. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Baby Fairy Dragon, 1xpd	3015	1280	1	Y	Y	1

1 When invoked by the bonded owner, this baby 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 The Dragon can also case a Forsee as per the CL 2 spell, once per day. *Fin*

Ring of the Magi	3016	2200	1	Y	Y	1
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1 When worn by the bonded owner, this ring can store any spell of the 1st level and discharge it once per day.

2 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.

3 This ring contains an inactive power of autocast one time per day that may be activated by paying 3,000 gold. *Fin*

### 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*

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<b>Total Value of all items:</b>	<b>13280+12005 gold</b>	<b>25285</b>
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# PC Item Details Report

28-Nov-2021

IFGS ID: 2746

## 10 TH Krank

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
A Favor Owed	3616	0	1	Y	Y	1
1	You are cursed at 14th level and marked as a friend to the Thisledown Clan, and to Unseele in general.					
2	GM Discretion: You must perform a favor to the Thistledown Clan once per day. This favor can be negated for the day by you giving up one use of an ability that day. (This is to be a minor roleplaying inconvenience.)					
3	You may request a minor favor from Clan Thistledown up to 3 times total.					Fin

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**Total Value of all items: 0+205 gold 205**

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## 50 TE Ice-1

### SCRAP

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scrap, Grade 1	641	1			N	4
1	Scrap, Grade 1					Fin

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**Total Value of all items: \$00**

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