



PC Item Details Report

28-Nov-2021

IFGS ID: 5310

1 CL Esbjorn

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
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.						<i>Fin</i>
Concentration, 1xpd	293	4500	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast Concentration as per the MU 6 spell, once per day.						<i>Fin</i>
Phase Out, 1xpd	315	1950	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast Phase Out as per the MU 4 spell, once per day						<i>Fin</i>
Fire Trap Pouch	3434	1770	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast a Fire Trap as per the MU 5 spell, once per day.						
2 This pouch includes two (2) prepaid Fire Traps.						
3 In addition, this pouch will cast an Autoactivate Awaken per the 2nd lvl Magic User spell when the bonded owner has been magically slept, one time only.						<i>Fin</i>
Cannibas of Enhances Senses	3441	1960	3	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Enhanced Senses as per the RN 5 ability, three times per day						<i>Fin</i>
Second Chance: Evade, 1xpd	3606	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform an Evade as per the MMK 7 ability, once per day.						<i>Fin</i>
+5 Platemail	42	26500		Y	Y	1
1 When worn by the bonded owner, this is a +5 plate mail armor, which provides eight points of armor against all forms of physical attack.						<i>Fin</i>

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
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.						<i>Fin</i>
Alpha Spider Eye Jelly Preserves, 1xpd	3020	1000	1	Y	Y	1
1 This is the eye casing and jelly of an alpha spider.						
2 When the bonded owner sucks out eye jelly from the eye casing for 10 seconds, they can cast al Neutralize Poison as per the CL 4 spell, once per day.						<i>Fin</i>
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.						<i>Fin</i>
Life Support, 1xpd	333	2700	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform Life Support as per the MK 8 ability, once per day.						<i>Fin</i>
Spoon of The Fourfathers	3436	3700	1	Y	Y	1
1 When used by the bonded owner, this spoon will allow the user to perform a Neutralize Posion, including Red Death as per the TH 10 ability, once per day.						
2 If the user is below level 8 then the spoon will instead allow the user to cast Neutralize Poison as per the CL 4 spell, once per day.						
3 In addition, the item will provide 10 points of Healing as per the CL 1 spell cast at level 5, once per day.						<i>Fin</i>
Wellspring of Kindness: Yellow Flower of Avalon, 1xpd	3601	2400	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a Flowers of Avalon, Yellow Flower Of Avalon as per the DR 8 spell, once per day.						<i>Fin</i>



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HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Familiar - Axolotl	431	4100	1	Y	Y	1

1 When purchased, this Axolotl will become the bonded familiar of the owner. The familiar will have 5 life points to unconsciousness, and 10 life points to death.

2 This familiar can cast Regenerate Limbs as per the CL 9 spell, once per day ~ OR ~

3 This familiar can cast 20 points of Healing in any even increment as per the CL 1 spell cast at 10th level. *Fin*

Golden Apple, Level 3	3649	50		Y	N	1
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1 If consumed, this apple will cure partial zombification.

2 If mixed with a Potion of Weakness, it will empower the potion to cure full zombification. *Fin*

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Acorn of Melange	3311	120		Y	N	1

1 When eaten, this acorn will allow the user to perform Ranger's Herb - Melange as per the RN 6 ability, one time only. *Fin*

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Delwin's Day: Earth Calming, Mist Bridge, Rock to Mud	3293	420		Y	N	1

1 When invoked, this item will allow the user to cast Earth Calming as per the DR 6 spell, one time only.

2 In addition, the owner can cast Mist Bridge as per the DR 6 spell, one time only.

3 And finally, the owner can cast Rock to Mud as per the DR 6 spell, one time only. *Fin*

Ring of the Magi, 4th level, 1xpd	3398	5500	1	Y	Y	1
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1 When worn by the bonded owner, this ring can store any spell of the 1st through 4th 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*

Elven Brooch of Friendship, Level 8	3399	1800	1	Y	Y	1
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1 When worn by the bonded owner, this item allows the user to cast Conceal Self at 8th 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. *Fin*

Favor from Aria, Guardian Mermaid of the Neverending Salt La	3391	0		N	N	1
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1 The PC is owed a favor from from Aria, the Guardian Mermaid of the Neverending Salt Lake. This is intended to be used at the sequel to the game "Sim In The Sea". *Fin*

Communicator with Major Lore OR Forsee	3427	850	1	Y	Y	1
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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*

Ring of Essence of Scorn	3455	0	1	Y	Y	1
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1 When worn by the bonded owner, this ring allows the PC to have the ability to copy one ability of an opponent, either a NPC or another PC, once per day.

2 This item gives the PC a psychic link to the Scorn with whom they met at the game Face Of Scorn.

3 This item changes the detectable alignment of the PC to the alignment of the Scorn they met with instead of their normal alignment.

4 This is a Closed World Item and may only be used in a game by Lyn Wood as specified by the Game Writer or by the GM or with Lyn Wood and the other Game Writers permission. *Fin*

Spirit Owl Familiar 3	3475	5080	1	Y	Y	1
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1 When interacting with the bonded owner, this is a Spirit Owl familiar.

2 This Familiar can Speak to Winds for one question as per the DR 6 spell, once per day.

3 This familiar can Foresee as per the CL 2 spell, once per day.

4 This Familiar can cast an Insect Bane as per the DR 3 spell, once per day.

5 This Familiar can perform a Major Lore as per the MK 3 ability, once per day. *Fin*



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Aspects of Rain, 1xpd	414	1550	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Walk On Liquids as per the MK 7 ability, once per day ~ OR ~						
2 it will allow the owner to cast a Mist Bridge as per the DR 6 spell, once per day.						Fin
Time Dilation: Speed. 1xpd	3600	2850	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Speed as per the MMK 7 ability, once per day.						Fin
Unbreaking Diamond Pick	3647	50		N	Y	1
1 This is an Unbreaking Diamond Pick. It has a durability of 1561, and its durability will not diminish with use.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Morgul Blade	3241	0		Y	Y	1
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
+5 Stormforged Sword of Everchanging Material & Everchangi	3294	28500		Y	Y	1
1 When wielded by the bonded owner, this is a +5 magic sword.						
2 This sword can change its material, once every five seconds.						
3 This sword can also change the type of damage it does from standard to any of the Elemental damage types as defined in the Rulesbook, once every five seconds.						Fin
The Daybreak Sword	3412	0		N	Y	1
1 Once, this sword was a powerful weapon, forged from Rabena s Spellforge. It was granted to an ancient king, but it was broken at the battle of West Gilead. It was still powerful when it was returned, but it s power has been drained.						Fin
Mushroom of Life	3439	1100	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Throw as per the MK 5 ability, once per day						Fin
+0 Projectile Weapon	9	400		Y	Y	1
1 When wielded by the bonded owner, this is a +0 projectile weapon.						Fin
Lightbeam - User's Choice, 1xpd	233	1800	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast Lightbeam, User's Choice as per the DR 8 spell, once per day.						Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull Necklace #7	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

Total Value of all items: 114070+29181 gold 143251

2 MU Jasper

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Oil of Ring of Protection Improvement: +1 to +2	490	3300		Y	N	1
1 When applied to a single +1 Ring of Prtection, that Ring is permanently upgraded to a +2 Ring of Protection, one time only.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Shadowlands Kill Kitten 1-3	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



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2 MU Jasper

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Strength II, 1xpd	283	1770	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform Strength II as per the KN 4 ability, once per day. <i>Fin</i>						

OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Throw, 1xpd	349	2240	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform Throw as per the MK 5 ability, once per day. <i>Fin</i>						

Total Value of all items:	8010+13074 gold	21084
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3 KN Sir Salvator

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
+2 Ring of Protection	44	4500		Y	Y	1
1 When worn by the bonded owner, this is a +2 Ring of Protection, which provides two points of armor against all forms of physical attack. <i>Fin</i>						

Second Chance: Evade, 1xpd	3606	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform an Evade as per the MMK 7 ability, once per day. <i>Fin</i>						

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Tattoo of Mordra (12 pt heal, 1xpd)	3588	1440	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 12 points of Healing, once per day. <i>Fin</i>						

Wellspring of Kindness: Yellow Flower of Avalon, 1xpd	3601	2400	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a Flowers of Avalon, Yellow Flower Of Avalon as per the DR 8 spell, once per day. <i>Fin</i>						

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Mark of Bast	3591	0		Y	Y	1
1 This mark appears on either the hand or cheek [PC choice] of someone to whom a cleric or monk of Bast owes a life debt. This mark is permanent and cannot be removed by Heal or Remove Curse. <i>Fin</i>						

OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Eye Of Deadeye	626	540	2	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a 6 point Dead Eye as per the MU 1 spell cast at level 3, once per day.						
2 This item hold one charge. It can be recharged by hitting a live creature with the eye three times, causing 3 points of damage to that creature. <i>Fin</i>						

Total Value of all items:	12880+5310 gold	18190
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