



The IFGS Blue Book

Version 2.13, 2017

**How to Create, Price, and Sanction Treasure for IFGS
Games**

Version 2.13, for Use with IFGS Fantasy Rules v7.0**Table of Contents**

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1 Preface

This document is the product of ideas and input from the current and previous members of the Society Sanctioning Committee (SSC), Jonas Bailey, Olan Knight, Michelle Lonsinger, Beth Magness, Brian Olsen, and John Jones, as well as from local sanctioning committees and individual members of the IFGS across the country. It is the intention of the SSC that this document be fluid, with regular updates. The SSC appreciates the value of the ideas of the membership, and we appreciate the membership's comments into what is working and what might be changed to help this organization run in a safe, efficient, and fair manner and allow everyone to have fun.

Contributors to this document include past members of the SSC, local sanctioning committees, and individual members who responded to questionnaires, sat in on long brainstorming sessions and debated difficult issues with members of the SSC. In particular we would like to credit the current members of the Fantasy Rules Committee, Spencer Corbin Lawson, William Haddon, Michael Magness, Patrick McGehearty, and Sid Pogue, and the current members of the Society Board. We would especially like to thank the local sanctioning committees, whose members took an early draft of this Blue Book and helped us find the problems.

If you have suggestions for changes or improvements to this document, please visit the IFGS online forum at <http://forum.ifgs.org/> or send them to IFGS SSC, P.O. Box 3577, Boulder, CO 80307 or ssc@ifgs.org.

2 Introduction

Magic items and gold are the most common forms of treasure or reward in an IFGS game. Game writers put a lot of thought into each magic item that they design; standard +1 rings and swords are fine as treasure, but most designers also enjoy coming up with items that are a little more creative. Items are commonly acquired as treasure in a game or are purchased in a game; items that were not procured in a sanctioned IFGS game cannot be brought into an IFGS adventure.

As described in the IFGS Fantasy Rules, a Magic Item is a ring, wand, medallion, amulet, scroll, weapon, or any other item or effect that is imbued with beneficial and/or detrimental magical properties. Anything that allows a character to perform an SAS (Skill, Ability, or Spell) or other effect not provided by his base class, or that improves or supplements the base class, is considered to be a magic item; this includes innate effects, blessings from deities, and special training, despite the fact that they might have no physical representations.

A mundane item that performs functions normally associated with magic items is priced as if it is a magic item. Any item with a power or effect, whether magical or mundane, is priced the same.

With the information in this Blue Book, IFGS participants can design and price magical or mundane treasure for use in games. This manual also provides guidelines for game writers and chapter SCs to use when sanctioning treasure.

3 Change Log

This table tracks the list of changes made to this document.

<i>Version</i>	<i>Date</i>	<i>Description of Change</i>
1.9	04/17/09	Initial draft, including the simplified Game Treasure Chart.
1.91	10/24/09	Final draft, incorporating comments from Board and proofreaders
2.0	11/1/09	Release version approved by the Board.
2.1	4/26/12	Numerous corrections and clarifications. Simplified upgrade process, added new information for elemental and exotic weapons, autocast/autoactivate effects, shields, +4/+5 x/day weapons and armor. Release version approved by the Board.
2.11	9/10/13	Draft: Updated 4.2 with new treasure award rate information Updated 6.1 with reusable missiles, improved extreme enhancement writeup, and converter items Added 6.2.1 Renewal Items (recharge for fighters and thieves) Added 6.5.7 Glyph knowledge as treasure Added 6.5.10 Items with no game-mechanical effect (purely cosmetic and roleplaying items) Updated 6.6.1 with further autoactivate clarifications Minor fix to text in 6.6.6 (Curses and Crocks) Added 6.8 Random Items
2.12	9/24/13	Updated 6.1, removing converter items and modifying reusable missiles, based on feedback. Version approved for use by the Board, 9/26/2013.
2.13	5/17/17	Updated 6.1, adding permanent +4 and +5 enhancements to table and renaming and clarifying Enhancement Bonuses section. Added 6.5.16, Additional Languages and updated the associated pricing table. Updated Section 4.5.1 to handle items with higher prices. Corrected price of Ranger Herbs – User's Choice.

Table 3-A: Change Log

4 Sanctioning Treasure

Each Chapter Sanctioning Committee (SC) has the responsibility to ensure that their games reward players with an appropriate amount of treasure, and to ensure that all items are correctly priced and described. Every member of the sanctioning team should be well versed in the creation of magic items and the restrictions and guidelines that apply. SC members must also be aware of the guidelines for magic shops in game, and the restrictions that are imposed on selling and upgrading existing items. Additionally, SCs may be called upon to re-sanction items that were created under older versions of the Blue Book.

The Blue Book transition is a hard cutoff. Once a chapter has run a game sanctioned under a new version of the Blue Book, all games run in that chapter must be sanctioned under the new Blue Book.

4.1 Risk Ratings

The Risk rating of a game is based on the probability of a negative outcome for a typical PC in the game. Possible negative outcomes include character death, permanent character death, persistent unfavorable change to the character, failure of some or all of the game objectives, and net loss of treasure for the PC.

Risk ratings are somewhat subjective, but the following sections suggest general guidelines for determining a rating for a game.

4.1.1 Risk 1

A Risk 1 game does not include any inherent risk to a PC. There is no combat, or the game design includes a mechanism to restore any effects of the combat. There are no objectives that can be failed. Game design includes contingencies for restoring or reimbursing any harm or loss incurred by PCs.

4.1.2 Risk 2

A Risk 2 game involves minimal risk, usually of failing part of the game objectives, or of a minor net loss of treasure. Failure should be unlikely, and net treasure loss should occur only if the PC uses expendable items and fails every possible objective. Any combat is nonlethal, with no lasting effects.

4.1.3 Risk 3

A Risk 3 game involves minor risk of failing part of the game objectives, or of a minor net loss of treasure. Failure of some or all of the game objectives is a reasonable possibility, and may result in net treasure loss. Any combat is nonlethal, with no lasting effects.

4.1.4 Risk 4

A Risk 4 game usually involves minor risk of failing part of the game objectives, or of a net loss of treasure, but may include a very minor risk of death or persistent change. Combat is potentially lethal, but death is unlikely.

Game design includes contingencies to restore characters to full health before the end of the game. Any persistent change resulting from a Risk 4 game should be extremely minor, on the order of an annoying curse, or a negative roleplaying effect like minor notoriety.

4.1.5 Risk 5

A Risk 5 game involves risk of failing part of the game objectives, or of a net loss of treasure, but may include a very minor risk of death or persistent change. Combat is potentially lethal, but death is unlikely. Traps, physical challenges, and mental challenges may include damage penalties for failure.

Game design includes contingencies to restore characters to life before the end of the game, and may include contingencies to restore life points. Persistent change may include loss of permanent life points, with no game design contingency for restoring them.

4.1.6 Risk 6

A Risk 6 game involves significant risk. This risk includes minor risk of failure, minor risk of net treasure loss, and a minor risk of death or persistent change. Combat is potentially lethal and mildly challenging.

Game design includes contingencies to restore dead characters to life, but access to these contingencies is not guaranteed, and may cost the PCs treasure.

4.1.7 Risk 7

A Risk 7 game involves significant risk. This risk includes failure, net treasure loss, death, and persistent change. Combat is potentially lethal and challenging for the average PC, but NPCs make no effort to kill incapacitated PCs. Traps, physical challenges, and mental challenges may include damage penalties or other significant negative effects, but are not lethal in themselves.

Game design may or may not include contingencies for reviving dead characters or restoring permanent life points. Persistent change may include curses, diseases, or roleplaying factors with substantial negative effects; these effects could include persistent loss of life points, persistent reduction in damage or armor, minor ongoing treasure loss, and similar penalties. Persistent effects should generally only be imposed as a result of partial or complete failure of game objectives.

4.1.8 Risk 8

A Risk 8 game may involve substantial risk of failure, net treasure loss, death, and persistent change. It may involve minor risk of permanent death. Combat is potentially lethal and challenging for the average PC, but most NPCs will make no effort to kill incapacitated PCs. Traps, physical challenges, and mental challenges carry substantial penalties and may be potentially lethal.

Game design may or may not include contingencies for reviving dead characters or restoring permanent life points. Persistent change may include curses, diseases, or roleplaying factors with substantial negative effects; these effects could include persistent loss of life points, persistent reduction in damage or armor, ongoing treasure loss, and similar penalties.

4.1.9 Risk 9

A Risk 9 game involves substantial risk of failure, net treasure loss, death, permanent death, and persistent change. Combat is potentially lethal and challenging for the average PC. NPCs may Throat Slit or otherwise attempt to kill incapacitated PCs. Traps, physical challenges, and mental challenges may be lethal. Substantial sections of the game may impose severe limitations on character abilities, such as no-magic zones or areas with serious environmental penalties.

Game design may or may not include contingencies for reviving dead characters or restoring permanent life points. Persistent change may include permanent death, curses, diseases, or roleplaying factors with substantial negative effects; these effects could include persistent loss of life points, persistent reduction in damage or armor, persistent reduction of effective level for LI

purposes, or ongoing treasure loss. Persistent negative effects may be imposed even if the PC succeeds at all objectives, but such effects should be minor.

4.1.10 Risk 10

A Risk 10 game involves high risk of failure, net treasure loss, death, permanent death, and persistent change. Combat is potentially lethal and very challenging for the average PC. NPCs will generally Throat Slit or otherwise attempt to kill incapacitated PCs. Traps, physical challenges, and mental challenges will often have crippling or lethal penalties. Substantial sections of the game may impose severe limitations on character abilities, such as no-magic zones or areas with potentially deadly environmental penalties.

Game design generally does not include contingencies for reviving dead characters or restoring permanent life points, and if it does, use of those contingencies will generally cost the PCs treasure. Persistent change may include permanent death, curses, diseases, or roleplaying factors with substantial negative effects; these effects could include persistent loss of life points, persistent reduction in damage or armor, persistent reduction of effective level for LI purposes, persistent reduction of effective level for LI purposes, or ongoing treasure loss. Persistent negative effects may be imposed even if the PC succeeds at all objectives, but should not outweigh the benefits the PC receives for succeeding.

4.2 Determining the Amount of Recoverable Game Treasure

The maximum amount of treasure that can be acquired from a game is based on the risk rating of the game, the experience points awarded for the game, and the number of PCs. Table 4-A lists the maximum treasure per PC that can be awarded for any sanctioned IFGS event as a percentage of the experience point award. It is certainly acceptable, however, to sanction a game that provides less than the maximum allowable treasure to the PCs, or even no recoverable treasure at all.

For world course games, room games, tournaments or any other game where there are no teams or unequal distribution of treasure is likely to occur, SCs should use discretion on how much treasure a single PC could recover in the game, up to and including the maximum amount. It is the intent of the SSC that treasure division be as fair and equitable as possible. This warning should not prevent the award of a reasonable prize for the winner of a contest or tournament. It should however, prevent a single PC from recovering all of the treasure in a game that includes many other PCs.

Many game writers and sanctioning teams favor allocating treasure on a per-PC basis. This allows for easy treasure division by the players, and it allows the script to account for variable numbers of players.

Maximum Available Treasure for an IFGS Event As a Percentage of Experience	
Game Risk	Treasure/PC
1-4 (Easy)	40%
5-8 (Normal)	60%
9-10 (Hard)	80%

Table 4-A: Maximum Available Treasure for an IFGS Event

To determine the maximum allowable game treasure per team:

1. Determine the risk of the game. This is simply the sanctioned Risk rating.
2. Determine Treasure/PC percentage by looking up the Game Risk in Table 4-A.

3. Determine the Treasure per Person by multiplying the Treasure/PC percentage by the total experience award for the game, as defined by the Society Registry Handbook.
4. Determine the Maximum Allowable Treasure per Team by multiplying the Treasure per Person by the number of PCs per team. If the number of PCs on each team is not a constant then the number must be estimated.

4.3 General Guidelines for the Design of Game Treasure

A Game Writer (GW) has a great deal of leeway in the types of magic items he can create. Below are a few guidelines to keep in mind when designing and sanctioning magic items. For the complete list of rules and restrictions, please see Section 5 of this manual.

- In general, keep the level of effect and the level of the SAS for any magic item within two levels of the average PC level per team.
- No single magic item gained as treasure should have a value of more than one and one-half an equal player share (divide treasure allowed in game by normal number of players per team to determine a player share). For Novice Games, no single magic item should be more than one equal player share.

These measures serve two purposes. The first, and most important, is to make treasure division simpler and more reasonably equitable for the teams. The second is to ensure that players are actually able to use items they acquire in the game.

4.4 Savvies and Definitions of Magic and Mundane Treasure

Each item of treasure in a game, whether magical or mundane, must be clearly and concisely defined. Each "power" of a magical device generally falls into one **Savvy** result, with any crocks or limitations described in a separate **Savvy**. Curses only appear in a **Savvy** result if they are magical.

For any item of treasure, the following information should be included in the item's **Savvy** or description.

- Spell/Ability/Skill (SAS) name, class, and base level of ability (for example, **Sanctify** [Cleric 3])
- Number of uses the item provides, and whether the item is rechargeable (for example, provides one charge of **Sanctify**, can be discharged once/day, and can be recharged with 3 spell or ability points)
- Method and length of time required to activate item, if this differs from the base SAS. (If, for example, a first level SAS requires at least 10 seconds of incantation to activate.)

When applicable, the **Savvy** or description should also include:

- Number of discharges/recharges allowed per day
- Level of effect of the spell or ability (for example, **Crash Time** [MU1], 6th level of effect)
- Range, duration, or area of effect if they differ from the base SAS (for example, **Awaken** [MU2], affects bonded owner only)

For items that do not mimic an SAS, the following information is needed in the **Savvy** or description:

- A concise description of the effects of the items (for example, provides a constant +1 magical protection)
- Method and length of time required to activate item (for example, potion must be consumed entirely, and will take a minimum of five seconds to consume)
- Number of uses the item provides, whether the item is rechargeable, and how the item is recharged (for example, provides one charge of the **Pick Locks** ability, can be discharged once/day, and can be recharged by any Thief after 15 seconds of meditation)
- Range, duration, or area of effect
- Level of effect
- An indication of whether the effect can be dispelled, and how it is dispelled

The GW should also consider any Lore abilities that might provide information about the item to players. This could include information that a **Savvy** would also provide, or it could describe aspects of the item not revealed in a **Savvy** spell.

4.5 Reselling, Trading, and Upgrading Items

IFGS games frequently provide magic shops to give players an opportunity to resell, trade, or upgrade items. This section describes the rules governing each of these transactions.

4.5.1 Resale or Trade of Treasure

The maximum resale or trade-in value of any item is equal to 75% of its current Blue Book value, unless the game has been sanctioned to provide a higher trade-in value.

If the maximum resale value of an item under the current Blue Book exceeds 10,000 gold pieces, it may be sold for up to 75% of its original Blue Book value. If the original Blue Book value cannot be determined, the resale value of the item is capped at 10,000 gold pieces.

If a game is sanctioned to include a higher resale or trade-in value than 75%, then the game must set aside some portion of its maximum allowable game treasure to cover the additional trade-in value. The game copy must specify a maximum gold-piece value that can be received in trade, and the extra gold (above the 75% of value) is then considered to be a portion of the game's recoverable treasure.

Items which are illegal, unplayable, or which cannot be priced under the current version of the Blue Book have a maximum resale value of 100 gold pieces. This applies specifically to in-game sales. Options other than in-game sale of these items are covered in Section 4.7

If the game allows items to be purchased by players for less than the current Blue Book value, then the difference in price shall be accounted for in the maximum allowable game treasure

Example: A merchant's inventory has a Blue Book value of 13,000gp, with each item priced at exactly the Blue Book value. She offers the team a 10% discount on anything they buy. This discount would represent, at maximum, 1,300gp of value. This 1,300gp discount must be included as recoverable treasure, and counts towards the game's maximum allowable treasure.

Magic shops do not count against maximum allowable game treasure if they:

1. Charge at least the current Blue Book value for each item sold
2. Assign a trade-in value of no more than 75% of an item's current Blue Book value
3. Purchase no item for more than 75% of its current Blue Book value

Before purchasing an item or taking an item in trade, all NPC merchants will **Savvy** the item completely and will **Reveal Curse** on all items (or gain the equivalent information by other means) unless it is specified otherwise in game copy. If the game will allow merchants to be fooled by purchasing items with unknown curses or limitations, then the game must count the potential price difference against the maximum allowed game treasure.

4.5.2 Fencing and Thief's Bargain

The abilities **Fencing** and **Thief's Bargain** adjust the resale or purchase price of items as described in the IFGS Fantasy Rules. The use of these abilities has no effect on the maximum allowed game treasure.

4.6 Upgrading Items and Transferring Properties between Items

Upgrading magic items and transferring properties between items may be done by game design only, and are subject to the following guidelines.

4.6.1 Upgrading Items

The properties of an item, such as SAS and magical enhancements, can be upgraded or added to on a property-by-property basis. A property cannot be "upgraded" to a different SAS. The price of the upgrade is determined by taking the difference between the full blue book value of the existing property and the full blue book value of the new property, and adding 10% to the result.

If a new property is being added to the item, if additional uses of the property are being added, or if the property is priced on a per-increment basis, then the existing property is valued at 0gp. For properties that have a number of discharges per day, each upgrade only affects one discharge. One-shot items cannot be upgraded.

These upgrades are envisioned as a service offered by an NPC or shop, and are therefore not subject to the discount described in Section 4.8. Upgrades may be created as one-shot items, however, at no extra cost. These upgrade items are the only exception to the rule that no item may affect another item.

Example: A sword with a +1 enhancement is being upgraded by a smith to +2. This upgrade is priced at:

$$3600\text{gp (+2 weapon)} - 1200\text{gp (+1 weapon)} + (3600\text{gp} - 1200\text{gp}) * 10\% = 2640\text{gp}$$

Example: An application of Oil of Smiting to a weapon will add the ability to perform a 6-point No Defense Blow 1/day to the weapon. This upgrade item is priced at:

$$5200\text{gp (6-point No Defense Blow 1/day)} - 0\text{gp (Value of previous SAS)} + 5200\text{gp} * 10\% = 5720\text{gp}$$

Example: The Incense of Elemental Fortification will permanently increase the effectiveness of an existing item of Elemental Protection – User's Choice, Any Target 1/day by 6 points. If no existing Elemental Protection effect is present in the item bathed in the smoke, the Incense will add a 6-point Elemental Protection 1/day property to the item. If the item has multiple uses of Elemental Protection per day, the upgrade will only be applied to one use.

If applied to an existing item of Elemental Protection – User's Choice, Any Target, 6 points, 2/day , this upgrade item will produce an item with one use per day of 12-point Elemental Protection and one use per day of 6-point Elemental Protection.

This upgrade item is priced at:

$$1560\text{gp (Elemental Protection – User's Choice, Any Target, 6 points, 1/day)} - 0\text{gp (Elemental Protection is priced on a per-point basis)} + 1560\text{gp} * 10\% = 1716\text{gp}$$

4.6.2 Transferring Properties Between Items

To transfer a property between one item and another, the player loses the property to be transferred from the original item in which it resides, and upgrades the item that will now host the property. The cost is 10% of the transferred property. The value of the combined item is calculated normally. If all properties are transferred out of an item, it becomes a mundane item with a value of 0gp.

Example: A player has a Ring of 1/day 10 point Healing, and wishes to transfer the property to his necklace of *Neutralize Poison 1/day*. The value of the healing effect is 1200gp, so the cost to transfer the effect is 120gp. The ring no longer has a treasure value, and the necklace is now worth 1200gp (10 points/day healing) + 1000gp (*Neutralize Poison 1/day*) = 2200gp.

4.6.3 Upgrading or Transferring Abilities of Cursed Items

Curses and other defined limitations of an item are considered to be an inherent part of an item, and are interwoven with how the item functions. Therefore, a curse flaw can never be removed or separated from the other functions or abilities of the item except by successful use of the *Remove Curse* spell.

Example 1: A player wishes to have an ability moved from an item that carries an 8th level curse. Before this transfer is possible, the 8th level curse must be removed with use of a *Remove Curse* at 8th level or higher. After the curse is removed, other properties of the item can be transferred as normal.

Example 2: A player wishes to have an autocast *Gale* moved from a horn which must be blown to activate, to a ring which requires no physical activation. This transfer is not allowed. Whether included in the original Savvy of the item or not, having to blow the horn is considered a flaw or limitation and cannot be separated from the magical property of *Gale*.

4.6.4 Builder Items

Builder items are defined as items which have some powers¹ that are not active when the item comes into play, and/or which can be improved in effectiveness. Powers can only be activated or improved by an expenditure of gold by the owner of the item. All powers of the item, both active and inactive, are defined at item creation.

Inactive powers are powers that simply don't function when the item is obtained. They have no effect until gold is spent to make them active, at which point, they function like any other item.

Upgradeable powers may or may not be active when the item is obtained. These powers include any class skill, ability, or spell that can be cast at varying degrees of effectiveness by a PC. They may be LI effects, deal varying amounts of damage, or provide variable buffs based on level and points spent. *Enthrall*, *Fire Strike*, and *Defense* are examples of upgradeable powers. Other properties may be defined as upgradeable as well, such as the pluses of magic weapons or armor, or the number of discharges per day for a power.

The savvy of a builder item lists all powers of the item, with an indication of which powers are active, and which are inactive. The amount of gold required to activate each inactive power will be included in the savvy for that ability. If the effective level of a power can be increased, the maximum level to which it can be increased will be listed in the savvy.

The item is initially valued at the combined price of all active powers, plus 10% of the combined price of all inactive powers. For inactive powers that are affected by level, the initial price calculation is based on the price of the highest level of that power that can be activated for the item. If a power that is active at item creation can be increased in effectiveness, the price for that power is the full price of the active base power plus 10% of the difference between that price and the price of the highest level of effect to which it can be raised. It is possible to create a builder item that has no active powers when acquired; in such cases, the price is equal to 10% of the combined price of all the inactive powers. Builder items are not subject to the multiple-use

¹ In this context, "powers" refers to skills, abilities, spells, and exotic effects the builder item can potentially provide.

discounts defined in Table 6-H.

Inactive powers can only be activated at the beginning or end of a game, except by game design. The cost to activate an inactive power is the full bluebook price of that power. The cost to increase the level of effect of a power is the difference between the cost of the new level of effect and the current level of effect. A character may not activate a powers or increase the level of effect of a power to more than the character's level +2, per the Magic Item Level Limit (MILL) rule in the Fantasy Rules.

After upgrading a builder item, the value of the item should be recalculated as if the item were newly created. Powers that have been activated are treated as normal powers for this purpose. This can easily be tracked by updating the price of the item each time a power is activated or upgraded. When the activation or upgrade occurs, the value of the item increases by 90% of the gold spent to activate or upgrade the power.

Example: A wand has the active ability to perform Mend once per day, and the inactive ability to perform Crash Time at level 1 once per day. The maximum effect of the Crash Time ability can be increased to level 8 in any increment.

Savvy 1: Mend [Magic User 1] (active) 1/day.

Savvy 2: Crash Time [Magic User 1] (inactive) 1/day. Initial level 1, Maximum level 8. Cost to activate is 900 gp per level of effect. Fin.

The initial value of the wand is set as

Price of Mend, 1/day—400 gp

0.1 x Price of Crash Time, level 8, 1/day—720 gp

Total price: 1120 gp

To activate the Crash Time ability at level 1, the character must pay an additional 900 gp. To increase the effect of the Crash Time ability from level 1 to level 8, the character would pay 6300 gp more.

When the wand is fully activated, it will have cost the character 8320 gp. However, its value for sale purposes will be only 7600 gp.

4.7 Conversion of Legacy Items

If a PC has items that have become illegal under this or a previous Blue Book, several options for making the transition to the new Blue Book are available.

4.7.1 Permanently Bonding

If a player chooses to keep an illegal item, it will immediately become permanently bonded, as described in section 6.6.5.4. The item can never be sold, traded, or upgraded. A Game Designer or Producer may grant permission for a PC to use an “illegal” item, but by default these items cannot be brought into a game.

4.7.2 Cashing Out

A player may cash out illegal items. Unlike selling items in-game, cashing out allows the player to trade in the item for its full value under the previous Blue Book, up to a maximum of 50,000 gold pieces. Effects and abilities that cannot be priced under the previous Blue Book are not considered in pricing cashed-out items.

A player may only cash out items from a given character once. Cashing out must be completed within two years of the date when the current Blue Book goes into effect. If a player wishes to cash out items beyond that cutoff point, they may petition the chapter Sanctioning Committee for an exception.

4.7.3 Resanctioning

A player with an item that is illegal under the new Blue Book may submit the item to the chapter Sanctioning Committee for resanctioning, preferably with a new proposed savvy. The item will be evaluated and a new savvy and price that is legal under the new Blue Book will be issued.

When resanctioning items that are illegal due to changes in increment restrictions (a 1-point Heal or a 10-point Fire Strike, for example), the player should be offered the option of resanctioning the effect at the next lower legal increment or upgrading to the next legal increment. If the player opts for the lower increment, the character should receive gold equal to the difference in value under the previous Blue Book, as if the amount of the reduction had been cashed out as described in 4.7.2. If the player opts to upgrade to the next increment, the character must pay for the additional points at the price defined in Table 6-F of the new Blue Book. For example, to upgrade the 10-point Fire Strike 1/day item, the character must pay for two points of Fire Strike at the new Blue Book price; if the player were to downgrade the item instead, the character would receive gold equal to the value of one point of Fire Strike under the previous Blue Book.

Items of autocast healing retain their uses of autocast when resanctioned as generic healing items. These uses of autocast can be used to autocast incremental healing from the character's generic healing pool regardless of the increments of the original item.

4.8 Spells, Abilities, and Skills Performed as a Service

Beneficial services may be performed for PCs by NPCs during the course of a game. If a service affects the results of a prior game, it is assigned a cost and is considered game treasure. If, however, the service has no effect outside of the game, it is not considered game treasure. Any service for which a PC is charged at least Blue Book value is also not considered to be game treasure. For example, if an NPC priest were to heal, transfer spell/ability points, or even resurrect downed PCs in a game, these services would not be considered game treasure. On the other hand, if the same priest were to restore to life points lost in a prior game, resurrect a PC killed in a prior game, regenerate a limb lost in a prior game, or to remove a curse obtained in a prior game, then the service would be considered game treasure.

To determine the game treasure value of a service performed by an NPC, the minimum cost is defined as the full price for a single-use item of the SAS, with a 20% reduction in cost. Table 4-B lists some common services that might require a cost.

Cost of an SAS Performed as a Service	
SAS/Service	Cost
Remove Curse	32gp/level
Regenerate Limb	200gp
Raise Dead	4000gp
Restore Life Point	400gp/point

Table 4-B: Cost of an SAS Performed as a Service

In addition, any treasure given to PCs in return for the use of SAS in a game will count toward the maximum allowable game treasure.

Example: The team comes upon a recently slain Knight. They *Life Spark* him and heal his wounds. The recovering Knight gives the team 1,500gp as an expression of his gratitude. The gold counts as recoverable game treasure and counts against the maximum allowable game treasure.

4.9 Playing Down and Downgrading Items

When a player has the opportunity to PC in a game, but the character they wish to play is a higher level than is allowed for that game, the PC may "play down" in that game as specified in the current Fantasy Rules. However, the total gold piece value of the items owned by the PC may be greater than the allowed treasure limit of the game. In this event, the PC must reduce the value of their items in order to participate.

The player may elect to have their PC leave specific items at home. These items will not be brought into the game, cannot be used in the game, and thus do not count against the treasure limit on items and gold for that game. Alternatively, the player may temporarily downgrade some or all of the character's items in effectiveness, reducing their value for the duration of the game. Item effects that scale with level may also be downgraded to meet the MILL requirements of the character's temporary level.

4.9.1 Downgrading Magic Items

Magic items may be downgraded in intensity or in the number of available discharges, if applicable. Each property of an item may be downgraded or left behind separately from other properties of the same item, with the exception of curses and crocks; if an item bearing a curse or crock is taken into the game, it carries the full effects of the negative property. A "return to owner" exotic effect may be left behind, but if the item is lost, stolen, destroyed, or otherwise is not in the possession of the bonded owner at the end of the game, it will not return to the bonded owner. Downgraded items may not be upgraded, enhanced, or otherwise modified by any means, including the standard upgrade options for builder items and familiars, during the game for which they are downgraded.

4.9.1.1 Downgrading Scalable Skill, Ability, or Spell Effects

A scalable SAS is a skill, ability, or spell that can be used with a variable intensity in its effect, such as level of effect for a level-influential SAS, or damage for a damaging SAS. An SAS may not be downgraded into a different SAS of the same type, however.

Example: The Defense spell can be used to apply from +1 to +5 to armor. This is a scalable effect, so a +4 Defense item could be downgraded to a +2 Defense. Exalt: Armor, on the other hand, applies a fixed +4 to armor to all affected characters. This is not scalable, and cannot be downgraded to Exuberate: Armor.

The downgraded states available for a scalable SAS are defined by Table 6-F. The effect may only be downgraded by the increments defined in table, and may never be downgraded below the minimum intensity defined for items of that SAS, or below the base level of the SAS.

Example: A "Wand Of Fire Ball, 24 points, 3 activations/day" has an SAS effect functioning at 8th level. A PC playing down at 3rd level may choose to downgrade this item to the maximum intensity they will be able to use under the MILL rule, which is 5th level of effect. In this case, the item functions as a Wand of Fire Ball,

15 points, 3 activations/day for the duration of the game. It could not be downgraded to produce 14-point Fire Balls or 6-point Fire Balls, because those are not legal increments for a Fireball SAS item.

Alternatively, the PC could bring the wand in without downgrading it. In this case, the PC could still only activate it to produce 15 point Fireballs, per the MILL rule, but the item would still be valued at its full price.

4.9.1.2 Downgrading Activations

Many effects are defined as having a specific number of activations per day. Others have unlimited activations, or durations extended to make them permanent, as defined by the permanency type in Table 6-F or Table 6-G. These effects may be downgraded by reducing the number of activations available. In the case of permanent or unlimited-use effects, this results in reducing them to a limited number of activations per day.

Example: Elithar has a Bracer of Might, which provides a permanent Strong Arm +3. It is valued at 113gp (Strong Arm +3 one-shot) * 60 (Permanency modifier from Table 6-H) = 6780gp. The player chooses to downgrade from permanent to 6/day. This reduces the value to 5424gp.

Example: Elithar has innate Sea Elf Blood, which provides the effects of Plant Seek-Sponge 6/day. It is valued at 160gp (Sponge one-shot) * 48 (6/day modifier) + 10% (innate) = 8448gp. The player chooses to downgrade from 6/day to 3/day. This reduces the value to 4928gp.

Effects that are intrinsically permanent, like the damage bonus of a magical weapon or certain exotic effects like sentience, may not be downgraded from permanent to limited activations per day.

4.9.1.3 Downgrading Special Items

The bonuses on magical weapons and armor defined in Table 6-A are considered scalable effects. Like scalable SAS, they may be downgraded in intensity to reduce their value. The +4 and +5 limited activation bonuses may also be downgraded in number of activations per day.

Example: Hanlon wields the sword Razor, which has a permanent +3 bonus, which can be increased to +5 twice per day. Razor is valued at 7200gp (+3 weapon) + 2 X 6000gp (+5 1/day) = 19200gp. The player elects to downgrade Razor to +2, with one activation of +4 and one activation of +5 per day. The downgraded value would be 3600gp (+2 weapon) + 6000 (+5 1/day) + 3200 (+4 1/day) = 12800gp.

4.9.1.4 Downgrading Items of Spell, Ability, or Skill Storage

Items of SAS storage are defined as storing SAS of a fixed level. The level of SAS stored may not be downgraded. However, if the item can store multiple SAS simultaneously, the number of SAS stored may be downgraded.

Example: Gerrick has a Ring of Spell Storing that can store two 5th level spells and one 6th level spell per day, valued at 6000gp (6th level slot) + 2 X 5000gp (5th level slots) = 16000gp. The player may not downgrade the 6th level slot to 5th level, but may drop it entirely, along with one of the 5th level slots. The resulting ring would store one 5th level spell per day and be valued at 5000gp.

4.9.1.5 Downgrading Rechargeable Items

Rechargeable items may be downgraded by following the same guidelines as non-rechargeable items. However, at the end of any game in which a rechargeable item was played in a downgraded state, the item is considered to be fully discharged.

5 Restrictions on Design and Use of Treasure

Several measures have been put into place by the Fantasy Rules Committee (FRC), the Society Board, and the SSC to ensure that game treasure is balanced, fair, and as consistent as possible. The following rules apply to all treasure, whether magical or mundane, and cannot be changed by game design or other means.

Although a GD or GP can change any rule during his game, these changes cannot have an affect outside that game. All magic items that can be gained as treasure by PCs must conform to all of the rules stated in this chapter, or must be restricted to use within that GD or GP's "closed" game world.

5.1 Maximum Level

Magic items may not perform a Skill/Ability/Spell at greater than the base 10th level of effectiveness; for example, **Blast** cannot exceed 40 points, **Wrath** cannot exceed 20 points, and **Kill Dagger** can't exceed 10th level. A magic item of **Kill Dagger** at 10th level will affect a 10th level character; however, a **Kill Dagger** performed by a 10th level Thief could affect a 13th level creature. This limit is to ensure that a character at the highest level of each class will always be able to perform an SAS as well or better than a magic item of the same SAS.

5.2 Stacking

No item may be created or defined as stackable with other items. All items are subject to stacking rules as discussed in the current version of the IFGS Fantasy Rules. If an item was created and defined as stackable under a previous version of the rules, it is no longer considered to be stackable unless it conforms to the IFGS Fantasy Rules.

5.3 Creation of Ongoing Wealth or Other Items

No item may be created that creates wealth for the owner on an ongoing basis. For example, a magic box that will provide 100 gold pieces to the owner each game day cannot be created or used in an IFGS game.

5.4 Bonding

All magic items bond with the user and no item may be created or defined otherwise. Any item defined by Bluebook properties is considered a magic item, unless the properties in question are specifically defined in the Bluebook as mundane, such as the items in the "Mundane" column of Table 6-A.

5.5 Immutables

No item may be created or defined as permanently altering an immutable aspect of a character. Immutables are those aspects of a character that can never be permanently changed, under any circumstances by anyone for any reason. These aspects are fundamental to the IFGS rules system, and this is an area of the rules that is beyond the purview of any Game Writer, Sanctioning Committee or Chapter Policy. While a Game Writer may change some aspects of the rules for his current game, those changes may not leave his game and are not valid outside of that game writer's world. The following characteristics are considered to be immutable:

1. **All Bases** – No effect can alter a base, except for permanent life points. Immutable

- bases are base hand-held, missile, and thrown damage; number of spell and ability points; and limb points. A Game Producer can alter a base during the current game, but that alteration may not leave that game.
2. **Weapon Type Allowed** – The types of weapons a character may use, such as long or short swords, can never be changed. A Magic User, for example, can never use a long sword.
 4. **Number of Weapon Types Allowed** – The number of weapon types to which a character may apply his base for hand-held or projectile damage can never be changed. A Thief, for example, must always be limited to the use of two weapon types.
 5. **Ability to apply Proficiency Damage** – A character can never apply base damage to a second weapon or to a non-allowed weapon type unless it is a standard feature of his class. A 2nd level Thief, for example, can apply his base proficiency to two weapons, but a 2nd level Ranger cannot.
 6. **Armor Type Allowed** – The types of armor that a character may use, such as leather or plate mail, can never be changed. A Druid, for example, can never wear chain mail.
 7. **Shield Usage** – A character can never use a shield unless it is a standard feature of his class. A Monk, for example, can never use a shield.
 8. **Spell or Ability Cost** – The number of spell or ability points required to use a spell or ability may never be reduced or increased. For example, a Druid's *Gale* will always cost 4 spell points to cast.
 9. **Casting/Meditation/Invocation Time** – The time required to cast a spell or invoke an ability may not be reduced except by use of a Magic User's *Autocast* spell. Unless otherwise indicated in the rulebook description, all 1st and 2nd level spells/abilities/skills take 5 seconds to cast, 3rd and 4th levels take 10 seconds, and levels 5 and up take 15 seconds. Magic items are also subject to this limitation unless priced with an autocast or autoactivate modifier.
 10. **Five Second Rule** – Five seconds must pass between spell castings, uses of abilities and skills, and activations of magic items. This wait time cannot be decreased.
 11. **Additional Classes** – No magic item or effect that enables a PC to gain an additional class is allowed.

5.6 Magic Item Level Limit (MILL)

To activate a magic item, a character may not be more than two levels lower than the base level of the SAS; for example, to use a Wand of *Fireball* (5th level spell) a character must be at least 3rd level, and to use a Wand of *Blast* (10th level spell) for any number of points a character must be at least 8th level.

Items of defined value can be activated for up to 2 levels higher than the user's level.

Example: Bronwen has a ring of 30 point *Ice Strike* usable once per day, and she is only 3rd level. She can activate it for a 15 point *Ice Strike* since that is the maximum damage a 5th level character can do with an *Ice Strike*. Because the ring only has one use per day, the unused 15 points are not available for use later in the day.

When a character uses a magic item with a Level Influential (LI) SAS much higher than his own level, he is unable to fully control the LI power. In no case can a player character call out an LI effect more than two levels higher than their own level.

Example: A magic item has a savvy which says it allows the user to cast a *Crashtime* at 10th level. Greystone is 4th level, so when he tries to use the item it will function as a *Crashtime* cast at 6th level.

If the resulting level of effect is lower than the level of spell, ability, or skill that is being invoked, it cannot be used at all. For example, Greystone at 4th level could not invoke *Awe* at all since it is a 10th level SAS. If Greystone were 8th level or higher, he could then use *Awe* from an item.

Items with the built-in autocast modifier are subject to the MILL rule as per the base ability of the item or the autocast modifier, whichever is highest. The modifier Autoactivate is not in itself subject to the MILL rule but the base SAS of the item remains limited as normal. If a character cannot use the Autocast property of an item due to the MILL rule, the character may still activate the item with the full normal casting time.

Example: Bronwyn is 4th level, and has a wand of *Autocast Fireball* that does 15 points of damage. Since the autocast modifier replicates the 7th level *Autocast* spell, Bronwyn must spend 15 seconds to activate the wand until she reaches 5th level, at which point she will be able to use the *Autocast* effect.

5.7 Increments

A Magic item may not perform an SAS in an increment different from the base class. For example, *Heal* must be used in increments of 2, *Elemental Strikes* must be in increments of 3, and *Disrupt* must be in increments of 4.

Magic items may not perform a Skill/Ability/S spell in an increment less than the minimum effect of the base Skill/Ability/S spell; for example, *Elemental Strike* must do at least 9 points of damage, *Wrath* must be cast for at least 10 points, and *No Defense Blow* must be at least 6 points.

Incremental items must be activated for at least the minimum that it costs the base class to invoke the SAS and for no more than the maximum allowed by the character's level +2. If too few points are left in the item after an invocation to meet the minimum, the item cannot continue to be used.

Example: A ring of *Wrath*, 20 points in any increment, is used to cast a 16 point *Wrath*. 4 points would still remain in the ring, but since the minimum *Wrath* is 10 points the ring could not be used again that game day.

5.8 Generic Healing

Generic healing is the standard healing available in magic items. All generic healing, both one-shot and per-day, possessed by a character forms a single pool, which may be used to heal the owner or another character. The character may heal from this pool from 2 points up to 2 points per level at the character's level + 2, in increments of 2. This healing requires 5 seconds of meditation to invoke, and has a range of 1 inch if used on another character. By default, per-day healing is presumed to be used first, but a player may choose to use one-shot healing from the generic healing pool at any time.

Autocast effects associated with healing items apply to the generic healing pool. If a character has one item that provides autocast healing X times per day, and one that provides autocast healing Y times per day, the character may autocast generic healing X+Y times per day. Autocast effects are subject to the MILL rule; characters below 5th level cannot autocast healing.

Autoactivated healing follows the same rules as autocast healing, but the number of points healed by the autoactivated ability must be specified in the savvy. If fewer points remain in the generic healing pool than are specified in the savvy, the ability will still autoactivate, healing the target for as many points as remain in the pool. The Autoactivate effect is not subject to the MILL rule, but the effect it modifies is subject to the normal restrictions.

Certain SAS that provide healing have characteristics that do not match the generic healing type, such as Cure Serious Wounds (different increment), Ranged Heal (different range), or Earth Healing (different increment plus additional effects). Items that duplicate non-standard healing SAS do not contribute to the generic healing pool, and are subject to the MILL rule restrictions and casting times of the SAS they duplicate. Regardless of the SAS used to define the item, no item may heal for less than 2 points.

Potions and scrolls of healing are specifically required by the Fantasy Rules to be consumed in their entirety in order to take effect. As such, they cannot be defined as incremental healing and do not contribute to the generic healing pool.

The minimum price for generic healing is 12gp/point for one-shot healing, and generic healing is not subject to the multiple use discounts in Table 6-H due to its incremental nature; generic healing that refreshes daily is subject to the x10 multiplier, as if it were a once per day item. Non-generic healing is priced as the SAS it duplicates.

5.9 Physical Limitations

A character must be able to perform the physical effects gained from the magic item for successful use. For example, a character whose legs have been disabled by damage cannot perform a Monk's **Leap**.

A character who cannot read cannot use a scroll.

5.10 Items and SAS Cannot Affect Other Items

Magic items and SAS such as Autocast, LI Enhancement, Double Effect, and Invoke may not increase the effectiveness of other magic items. Thus, a wand that allows the owner to cast a 5th level **Crashtime** cannot be modified to cast a 7th level **Crashtime** even if the owner has cast **LI Enhancement**. A Magic User cannot cast the spell **Autocast** to cause a Wand of Fireballs to instantaneously cast a **Fireball**. More generally, magic items do not affect other magic items. The only exception to this are upgrade items, which permanently change the savvy of another item.

Point sources, such as spell/ability point generators/crystals/batteries may be used indirectly to recharge magic items that require spell/ability points to be recharged. To do so, the character uses the point source to add the points to their personal pool, then uses those points to recharge the item. Any character may add spell or ability points to their personal pool for this purpose, regardless of the type of point pool their class normally has, if any.

Whatever an item's savvy says it can do is the limit of what it can do, provided none of the savvies violate the IFGS rules.

5.11 Miscellaneous Item Restrictions

For magic items that require an NPC to play a role such as a familiar, the player must provide someone to fill the role. The NPC for this role will not be provided by game staff.

Use of magic items that require a GM/SK to carry a player's items, such as a "bag of holding" that will contain other objects, is subject to GM/SK willingness, and is not guaranteed.

6 Calculating Blue Book Value of Items

For many items, calculating Blue Book value will be as simple as locating a particular item or SAS in a table. For others, it might be a more complex process that requires a calculator or computer. To calculate the value of a magic item:

1. Find the price for each ability by:
 - Determine the base price of the ability, using Table 6-A through Table 6-G.
 - If you wish to have uses that are autocast or autoactivated, add the appropriate fee for each instance (6.6.1).
 - Determine frequency of use for the ability (such as one-shot, 1/day, number of charges, or rechargeable), and apply the appropriate modifier, using Table 6-H and Table 6-I.
 - Apply any additional modifiers (such as “Incremental” or “Only works vs supernatural”) found in Table 6-J.
 - If the item is a builder item, determine whether the ability is active or inactive. If the ability is inactive, apply the 0.10 multiplier to the price of the ability, as described in 4.6.4.
2. Find the total price for all the abilities.
3. Apply any price modifiers that affect the overall item price, using Table 6-K.
4. If the item is a familiar, add the base familiar price as described in 6.9.2 and the price of any additional familiar abilities from Error: Reference source not found.
5. Round the price up to the nearest gold piece. This is the item’s price.

As previously defined, this Blue Book covers the pricing of any item with a magical or magic-like effect. These effects can range from uses of IFGS SAS to generation of spell or ability points, with many other options in between. The basic families of items, each of which is discussed in more detail below, are Special Items, Generators/Crystals/Batteries, Items of General Spell or Ability Storage, SAS-based items, and Exotic Effects. Items can be as simple or as complex as the designer desires, and can even have multiple abilities from each of these families.

6.1 Weapon and Armor Enhancements

Value of Weapon and Armor Enhancements							
Item	Cost (in gold pieces)						
	Mundane (Level 1)	Magic +0 (Level 1)	Magic +1 (Level 2)	Magic +2 (Level 4)	Magic +3 (Level 6)	Magic +4 (Level 8)	Magic +5 (Level 10)
Melee Weapon	40	400	1,200	3,600	7,200	12,000	20,000
Projectile Weapon	40	400	1,200	3,600	7,200	12,000	20,000
Shield	40	90	1,540	4,540	9,040	15,040	25,040
Leather Armor	40	90	1,540	4,540	9,040	15,040	25,040
Chain Armor	400	500	1,900	4,900	9,400	15,400	25,400
Plate Armor	1,500	1,650	3,000	6,000	10,500	16,500	26,500
Ring of Protection	-	-	1,500	4,500	9,000	15,000	25,000
One-Shot Arrow/Bolt/Thrown Weapon	4	8	15	45	90	135	180
Retrievable (1/combat) Arrow/Bolt/Thrown Weapon	40	80	150	450	900	1,350	1,800
Reusable Arrow/Bolt/Thrown Weapon	N/A	200	600	1,800	3,600	5,400	7,200
Invoked Weapon Enhancement ²	-	-	-	-	-	3,200	6,000
Invoked Armor Enhancement ²	-	-	-	-	-	4,000	7,500

Table 6-A: Value of Weapon and Armor Enhancements

² The price given for invoked enhancements is the price for a single invocation per day. These prices are subject to the modifiers in the multiple uses-per-day table.

6.1.1 Enhancement Bonuses

Enhancement bonuses increase the effectiveness of armor and weapons. Each point of enhancement on a weapon adds a point of damage to melee or missile attacks made with that weapon. Each point of enhancement on armor reduces the damage from each incoming melee, missile, or spell attack by one point. Weapons with a +0 or greater enhancement bonus are considered to deal magical damage.

Enhancement bonuses belong to the “Special” stacking category; they stack with both base values and bonuses from skills, abilities, and spells. Enhancement bonuses have no effect on No Defense damage, carried effects, or attacks that do not deal a specified amount of damage. Armor enhancement bonuses cannot reduce damage from a melee attack below one point, per the One-Point Rule.

6.1.1.1 Invoked Enhancement Bonuses

Most enhancement bonuses are persistent and always active. However, some enhancements may instead be invoked a limited number of times per day. These bonuses are priced independently of the weapon or armor to which they apply. The standard rules on invoking magic items apply to the activation of these bonuses; invoking the bonus requires 5 seconds of activation and triggers the global 5-second cooldown. If an enhancement bonus is invoked on an item that already has an active enhancement bonus, the greater bonus will take precedence.

Example: Xiao, a level 3 fighter, has an ancestral blade with a persistent +3 enhancement bonus. Once per day, he may call upon his ancestors guide his sword, invoking a +5 bonus. The total treasure value of the sword is:

7200gp (+3 melee weapon) + 6000gp (1/day invoked +5 enhancement) = 13200gp

6.1.1.2 Knightly Relics and Blessed Items

As a class feature, knights receive weapons and armor from their orders, or, alternatively, may have weapons and armor received from other sources blessed by the order. The base value of the items granted by the class feature does not count against a knight's total treasure value, but the value of any additional effects beyond those provided by the class feature does.

Example: A level 3 knight is entitled to a +1 weapon and chain mail from class features. If the knight, through gameplay, upgrades the armor to +1 chain mail and adds a +1 Elemental Damage Fire 1/day to the weapon, the cost of each item should be discounted by the base amount provided for treasure total calculations. Thus, the adjusted value of the weapon is 550gp (the price of the Elemental Damage effect), and the adjusted value of the armor is 1500gp (the difference between the price of the enhanced chain mail and the price of the mundane chain mail).

6.1.2 Retrievable Missile Weapons

Retrievable missiles are considered “enhanced” for purposes of determining how many can be carried; as such, they do not count against the number of mundane projectiles a character may bring into a game. Retrievable missiles are considered to be recovered automatically at the end of combat. Alternatively, they may be retrieved while combat is ongoing if the PC roleplays finding and retrieving

them for a full minute without engaging in the combat. This PC is considered to have been out of combat for a full minute for purposes of SAS duration, so any SAS that last for one combat will be down once the missiles are retrieved. If the PC is struck for damage or affected by a Dropsy during the retrieval period, the PC must start over.

Retrievable items cannot have the Self-Moving property.

6.1.3 Reusable Missile Weapons

A reusable missile weapon retains its enhancement bonus after being used, and may be used at its full bonus multiple times per combat, just as an enhanced melee weapon may. However, the weapon must be retrieved in order to do so. For missile weapons with physical representations, such as daggers, this may be done by retrieving the specific rep used, and reps for enhanced weapons should be marked appropriately. Alternatively, if the weapon also has the Self Moving property, the PC may use multiple reps to represent the weapon, but must spend 5 seconds of meditation to recall the item between uses of the weapon and call "Weapon Returned" before reusing it.

As they have no physical rep, projectiles, such as arrows and bolts, may not be defined as reusable missiles.

6.1.4 Miscellaneous Special Equipment

Certain special equipment may be enhanced to provide advantages in uses skills, abilities, and spells. This enhanced equipment may be used as often as the SAS it supports, and is considered magical.

Value of Special Items, Misc.	
Item	Cost (in gold pieces)
3/4" Lockpick (1 st level)	800
1" Lockpick (1 st level)	1,600

Table 6-B: Value of Special Items, Misc.

6.2 Character Point Generators, Crystals, and Batteries

Generators, crystals, and batteries are invoked like any other magic item. Items of any point value require 5 seconds to invoke, and 5 seconds must pass before using any other SAS or item. Generators, crystals, and batteries may not be defined as permanent or unlimited.

Character point generators, crystals, and batteries may be used by any character class to provide points to fully or partially recharge items that require points to recharge, cast spells using Devil's Weed, or to perform other actions that normally require the use of spell or ability points. A generator provides the owner with a defined number of spell or ability points each game day; batteries and one-shot crystals work in the same manner as generators, with the exception that crystals are "one-shot" items and batteries must be charged and can be defined to have multiple discharges per day.

Note that point-source items cannot be used to directly recharge another item. They must be invoked, adding their points to the character's own point pool, which may then be used for recharging.

Value of Character Point Crystals and Generators	
Item	Cost (in gold pieces)
Crystals (one-shot)	50/point
Generators (1/day)	500/point

Table 6-C: Value of Character Point Crystals and Generators

Value of Character Point Batteries	
Number of Discharges Per Day	Cost (in gold pieces)
1	450/point
2	900/point
3	1,250/point
4	1,625/point
5	1,875/point
6	2,150/point

Table 6-D: Value of Character Point Batteries

A battery which is defined as dischargeable once per day can only be used/discharged once per day. Specifically, it could be recharged at the beginning of the game day, used during the game, then be recharged again before going out of game; however, it could not be used/discharged again during that game day.

The batteries priced in Table 6-D may be charged by any PC or NPC with spell or ability points, but may only be discharged by the bonded owner. A battery that will discharge its stored points into someone or something other than the bonded owner would fall under the classification and pricing of a combination battery and Spell Point Transfer, and would incur the additional cost associated with the Spell Point Transfer SAS.

6.2.1 Renewal Items

Character classes that do not natively possess or use spell or ability points cannot use point generators or crystals to power their class abilities. Instead, they can use renewal items. These are generators or crystals that can be used to restore uses of one or more abilities.

Fighter and thief abilities are typically defined in terms of uses per level per day. To restore one use of an ability that is defined as usable [Level] uses per day requires one point of renewal per level of the ability. To restore a use of an ability defined as usable [$\frac{1}{2}$ Level] uses per day requires two points per level of the ability. Abilities that are not defined in terms of [Level] uses per day cannot be restored with renewal items.

If multiple versions of an ability exist at different levels, the PC must choose which level of the ability to restore when the renewal item is used. Only the effects of that level of the ability will be available when the restored use is invoked.

Renewal batteries are not available. Otherwise, renewal items are priced by the point at the

same rate as spell and ability point generators and crystals.

Example: Grog, a level 4 fighter, has a 2-point renewal generator. Grog could use the generator to restore two uses of Gauge Opponent-Base Armor, a level 1 ability usable Level times per day.

Alternatively, he could use it to restore one use of Battle Fever. However, if he chooses to use it to restore a use of Battle Fever, that use will only provide the benefits of the Level 1 version of the ability, additional life points, even though Grog would normally gain both additional life points and +2 vs LI by invoking Battle Fever.

If Grog had 6 points of renewal available, he could restore the Level 3 version of Battle Fever, and receive the same benefits as from a normal invocation of the ability.

6.3 Items of General Spell or Ability Storage

These items will store any spell or ability for later use. They can only be recharged by a character capable of casting the spell or ability, and the character must be of the proper class and level to cast the SAS into the item. Pricing is by the level of the spell or the level of effect at which the spell is stored, whichever is higher (for example, an item that stores a 4th level spell at a 4th level of effect will be priced at 4th level; An item which stores a 1st level spell at a 7th level of effect is priced at 7th level). These items can never store a spell or ability with a base level or level of effect higher than their own level, and can only be used to store spells and abilities which have an associated cost in points.

These items must be defined as being either Spell Storage or Ability Storage—they cannot be both.

The prices listed in Table 6-E are for a single discharge per day. To create a storage item with more discharges per day, simply multiply the price from Table 6-E by the intended number of discharges per day. To price a storage item with an unlimited number of discharges per day, multiply the price from Table 6-E by 18.

Spells or abilities stored within these items are subject to the normal incantation/activation times when they are discharged from the item, unless the cost of autocast has been applied to the item (the autocast modifier is discussed in 6.6.1 of this manual).

Value of Items of General Spell or Ability Storage ³	
Level	Cost (in gold pieces)
1	1,000
2	2,000
3	3,000
4	4,000
5	5,000
6	6,000
7	7,000
8	8,000
9	9,000
10	10,000

Table 6-E: Value of Items of General Spell or Ability Storage

6.4 Items Based on Spells, Abilities, or Skills

A large percentage of the items found and used in IFGS games have abilities based on IFGS spells, abilities, and skills (SAS) possessed by the eight character classes. Table 6-F provides a base cost for each SAS that is available for use in a magic item; this base cost reflects the value of a one-shot item of the SAS with no modifications (such as Autocast or Autoactivate). All entries in Table 6-F stack as effects in the standard Stacking classifications – none of them are considered “Special” abilities for stacking purposes. Table 6-F also indicates whether or not an effect can be made permanent; this is indicated in the P-Type column, and various permanence categories are detailed in 6.6.2.1.

By default, all items that duplicate a spell, ability, or skill are priced at the base level of the spell, ability, or skill; items shall operate only at the base level of that spell, ability, or skill, unless otherwise specified in the item’s **Savvy**/description and reflected in the item’s cost. For example, a Ring of **Fireball** would contain a 15 point **Fireball** if not otherwise specified, since **Fireball** is a 5th level spell. A Brooch of **Electrify** would contain a 6 point **Electrify** since the spell is 1st level. If the ability is available to more than one class, such as **Neutralize Poison**, it is assumed to be the least powerful form of the ability unless otherwise specified in the item’s **Savvy**/description and reflected in the item’s cost. If the one-shot price for an SAS is listed as NA, the SAS may not be included in a magic item.

³ Listed price is for one discharge per day.

Value of Items Based on Skills, Abilities, and Spells

SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P- Type
+1 vs. LI Effects	K3	Self, Special	-	-	-	225	E
+2 LI vs. Concealed Object/Person	T6	Self, 5 minutes	-	-	-	150	U
+2 LI vs. Disguise	T8	Self, 5 minutes	-	-	-	150	N
+2 LI vs. Forgery	T8	Self, 5 minutes	-	-	-	150	N
+2 vs. LI Effects	K6	Self, Special	-	-	-	450	P
Acuity	MU6	1 Target, Inst.	-	-	-	150	N
Acuity - self only	MK6	Self, Inst.	-	-	-	135	N
Additional Armor	MKM8	NA	NA	NA	NA	NA	N
Additional Armor & Damage vs. Supernatural, +1	C2	Self, 1 combat	-	-	-	100	P
Additional Armor & Damage vs. Supernatural, +2	C2	Self, 1 combat	-	-	-	240	P
Additional Armor & Damage vs. Supernatural, +3	C2	Self, 1 combat	-	-	-	440	P
Additional Armor & Damage vs. Supernatural, +4	C2	Self, 1 combat	-	-	-	700	N
Additional Armor & Damage vs. Supernatural, +5	C2	Self, 1 combat	-	-	-	1020	N
Additional Damage +1	K2	Self, 5 min. or 1 combat	-	-	-	75	E
Additional Damage +2	K2	Self, 5 min. or 1 combat	-	-	-	188	E
Additional Damage +3	K2	Self, 5 min. or 1 combat	-	-	-	338	E
Additional Damage +4	K2	Self, 5 min. or 1 combat	-	-	-	525	N
Additional Damage +5	K2	Self, 5 min. or 1 combat	-	-	-	750	N
Additional Damage vs. Supernatural Creatures, +1	K4	Self, 5 min. or 1 combat	-	-	-	60	E
Additional Damage vs. Supernatural Creatures, +2	K4	Self, 5 min. or 1 combat	-	-	-	150	E
Additional Damage vs. Supernatural Creatures, +3	K4	Self, 5 min. or 1 combat	-	-	-	270	E
Additional Damage vs. Supernatural Creatures, +4	K4	Self, 5 min. or 1 combat	-	-	-	420	N
Additional Damage vs. Supernatural Creatures, +5	K4	Self, 5 min. or 1 combat	-	-	-	600	N
Additional Point of Armor (Base)	F5	NA	NA	NA	NA	NA	N
Additional Protection from Area Attacks	MKM9	NA	NA	NA	NA	NA	N

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Animal Mind	D3	1 Target, 5 min.	Level	1	10	50/level	N
Animal Pact ⁴	D1, R4	1 Animal Type, Perm.	-	-	-	4200	N
Animal Tamer	D1, R3	1 Target, 10 min.	-	-	-	70	N
Animate Dead	C6	1 Target, Game Day	Level	6	10	45/level	N
Apply Kill Dagger to Needle Trap	T9	NA	NA	NA	NA	NA	N
Arrow of Slaying ⁵	R5	1 Arrow, Inst.	2 points	6	20	11/point	N
Ashes to Ashes	C4	1 Target, Inst.	-	-	-	130	U
Aspect of the Beasts – User's Choice	D8, R8	Self, 5 min. or 1 combat	-	-	-	1991	N
Aspect of the Beasts – Bear	D8, R8	Self, 5 min. or 1 combat	-	-	-	1365	N
Aspect of the Beasts – Falcon	D8, R8	Self, 5 min. or 1 combat	-	-	-	1400	N
Aspect of the Beasts – Mongoose	D8, R8	Self, 5 min. or 1 combat	-	-	-	1193	N
Aspect of the Beasts – Panther	D8, R8	Self, 5 min. or 1 combat	-	-	-	1278	N
Aspect of the Beasts – Snake	D8, R8	Self, 5 min. or 1 combat	-	-	-	1155	N
Aspect of the Beasts – Wolf	D8, R8	Self, 5 min. or 1 combat	-	-	-	923	N
Aspect of the Elements – User's Choice	D9	Self, 5 min. or 1 combat	-	-	-	2879	N
Aspect of the Elements – Earth	D9	Self, 5 min. or 1 combat	-	-	-	2170	N
Aspect of the Elements – Fire	D9	Self, 5 min. or 1 combat	-	-	-	1500	N
Aspect of the Elements – Ice	D9	Self, 5 min. or 1 combat	-	-	-	1500	N
Aspect of the Elements – Lightning	D9	Self, 5 min. or 1 combat	-	-	-	2362	N
Attuned Magical Weapon	K10	1 Weapon, 5 min. or 1 combat	-	-	-	400	P
Autocast	MU7	1 Spell, GD/UU	-	-	-	300	N
Avenging Blow	K5	1 Target, Inst.	2 points	10	20	15/point	N
Awaken	MU2	5' radius, Inst.	-	-	-	90	N
Awe – User's Choice	C10	5' radius, Inst.	Level	1	10	176/level	N
Awe – Enthrall	C10	5' radius, Inst.	Level	1	10	80/level	N
Awe – Hold Being	C10	5' radius, Inst.	Level	1	10	160/level	N
Awe – Spook	C10	5' radius, Inst.	Level	1	10	80/level	N

4Animal Pact - Can only be a one-shot item.

5Arrow of Slaying - This item will allow the bonded owner to fire an Arrow of Slaying after a 10-second aim time, but does not create an arrow that can be taken out of game.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Backstab	T1	NA	NA	NA	NA	NA	N
Backstab with Knockdown	T10	NA	NA	NA	NA	NA	N
Balance	MK5	Self, 5 min.	-	-	-	90	E
Bargain	T6	NA	NA	NA	NA	NA	N
Base Proficiency with Two Weapons	T2, F4, MKK6	NA	NA	NA	NA	NA	N
Battle Fever – 1st ⁶	F1	Self, 5 min. or 1 combat	-	-	-	150	N
Battle Fever – 3rd ⁶	F3	Self, 5 min. or 1 combat	-	-	-	600	N
Battle Fever – 5th ⁶	F5	Self, 5 min. or 1 combat	-	-	-	750	N
Battle Fever – 7th ⁶	F7	Self, 5 min. or 1 combat	-	-	-	795	N
Battle Fever – 9th ⁶	F9	Self, 5 min. or 1 combat	-	-	-	957	N
Battle Focus	F6	1 Skill, GD/UU	-	-	-	75	N
Battlefield Lore	F1	1 Target, Inst.	-	-	-	60	N
Bind Weapon	F4	1 Target, 5 seconds	Level	4	10	35/level	N
<i>Bindings, Improved</i>	MKS6	NA	NA	NA	NA	NA	NA
Blade Sharp +1	F2	1 Weapon, 1 combat	-	-	-	25	P
Blade Sharp +2	F5	1 Weapon, 1 combat	-	-	-	63	P
Blade Sharp +3	F8	1 Weapon, 1 combat	-	-	-	113	P
<i>Blade Sharp +4, Extreme</i>	F10	NA	NA	NA	NA	NA	NA
Blast	MU10	5' radius, Inst.	4 points	16	40	240 + 28/point	N
Blessed Arrow	C7	1 Arrow, GD/UU	4 points	28	40	22/point	N
Blessed Bolt	C3	1 Target, Inst.	4 points	12	40	10/point	N
Blocking, +1	MK1	Self, 1 combat	-	-	-	75	E
Blocking, +2	MK1	Self, 1 combat	-	-	-	175	E
Blocking, +3	MK1	Self, 1 combat	-	-	-	325	E
Blocking, +4	MK1	Self, 1 combat	-	-	-	525	N
Blocking, +5	MK1	Self, 1 combat	-	-	-	775	N
Blood Heat	D5	1 Target, 5 min.	Level	5	10	110 + 70/level	N
Bloodhound	MU3	1 Target, Inst.	-	-	-	45	U
Bolt	MU9	1 Target, Inst.	4 points	16	40	120 + 14/point	N
Branding	MU1	1 Target, Special	1 point	1	10	7/point	N
Brew Red Death Poison	MKK10, T10	1 Weapon, next strike	-	-	-	2100	N
Brew Venom Poison	T7, MKK7	1 Weapon, next strike	-	-	-	1050	N
Bump of Direction	C2	1 Target, Inst.	-	-	-	60	N
Bypass Glyph	C4, T6	1 Glyph, Inst.	Level	4	10	30/level	N
Bypass Trap – Magical	T8	1 Trap, Inst.	-	-	-	175	N

6 **Battle Fever** – Price is for the cumulative Battle Fever effects at this level.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Bypass Trap – Mechanical	T4	1 Trap, Inst.	-	-	-	130	N
Camp Fire	D1	1' radius, 5 min/level	-	-	-	40	U
<i>Camp Fire, Reverse</i>	D1	1' radius, Inst.	-	-	-	40	U
Celtic Fist	D1	1 Weapon, 1 combat	-	-	-	55	E
Cleanse	C7	1 Target, Inst.	Level	7	10	300 + 40/level	N
Climbing	T5	Self, 1 use	Level	5	10	80	U
Clinging Vine	D1	5' radius, 5 min.	Level	1	10	94/level	N
Commune	C8	Self, 1 question	-	-	-	150	N
Conceal Item	T5	1 Item, 1 Game Day	Level	5	10	20/level	U
Conceal Item on Self	T6	1 Item, 1 Game Day	Level	6	10	20/level	N
Conceal Other	T6	1 Target, 5 min/level	Level	6	10	20/level	U
Conceal Self	T5, R6	1 Target, 5 min/level	Level	1	10	20/level	U
<i>Conceal Self, Improved</i>	T8	Self, 5 min/level	Level	1	10	30/level	N
<i>Concealment, Group</i>	R7	5' radius, 5 min/level	Level	1	10	40/level	U
Concentration	MU6	Self, 30 min.	-	-	-	450	N
Confidence	K7	10 Targets, 1 combat	-	-	-	450	N
Confusion	MU3	1 Target, 5 min/level	Level	1	10	30/level	N
Control Undead	C4	5' radius, 5 min/level	Level	1	10	50/level	N
Converse	C5	10 Targets, 25 min.	-	-	-	60	U
Crash Time	MU1	5' radius, 5 min/level	Level	1	10	110/level	N
Create Glyph ⁷	C4	1 Glyph, GD/UU	Level	4	10	250/level	N
Create Holy Water	C2	6 Bean Bags, Inst.	-	-	-	50	U
Create Scroll ⁸	MU3	1 Scroll, GD/UU	-	-	-	150	N
Cure Serious Wounds (Healing, Efficient)	C5, D6	1 Target, Inst.	3 points	12	30	16/point	N
Dead Eye	MU1	1 Target, Inst.	2 points	2	20	10/point	N
Deadfall	R9	1 Trap, GD/UU	3 points	27	30	144 + 42/level	U
Death Commitment	K10, MK10	Self, 5 min. or 1 combat	-	-	-	1510	N
Death Feint	MK3	Self, 5 min.	-	-	-	130	U
Death Memory	MKS7	1 Target, 7 min.	-	-	-	150	U
Deception	T8	Self, 40 min.	-	-	-	150	U
Defense, +1	MU1	Self, 1 combat	-	-	-	75	E
Defense, +2	MU1	Self, 1 combat	-	-	-	175	E
Defense, +3	MU1	Self, 1 combat	-	-	-	325	E
Defense, +4	MU1	Self, 1 combat	-	-	-	525	N

7 Create Glyph – Requires additional gold on use, as the Create Glyph ability.

8 Create Scroll - Requires that spell be cast onto scroll, and requires gold, as the Create Scroll spell.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Defense, +5	MU1	Self, 1 combat	-	-	-	775	N
Define Trap – Magical	T7	1 Trap, Inst.	-	-	-	100	U
Define Trap – Mechanical	T3	1 Trap, Inst.	-	-	-	75	U
Delay ⁹	MKK7	Self, 1 use	-	-	-	175	N
Detect Good/Evil	C0	3'x10'x10', 30 seconds	-	-	-	50	N
Detect Evil	C0	3'x10'x10', 30 seconds	-	-	-	45	N
Detect Good	C0	3'x10'x10', 30 seconds	-	-	-	45	N
Detect Magic	MU0	3'x10'x10', 30 seconds	-	-	-	65	N
Diagnose	C3	1 Target, Inst.	-	-	-	60	N
Diagnose Self	MK2	Self, Inst.	-	-	-	50	N
Disarm	F6	1 Target, Inst.	Level	1	10	40/level	N
Disarm Trap – Magical	T9	1 Trap, Inst.	-	-	-	190	N
Disarm Trap – Mechanical	T5	1 Trap, Inst.	-	-	-	145	N
Disengage	F5	1 Target, 15 seconds	Level	1	10	25/level	N
Disguise	T7	Self, 5 min/level	Level	7	10	30/level	U
Disguise Other	T8	1 Target, 5 min/level	Level	8	10	30/level	U
Dispel Fear	K5	1 Target, Inst.	-	-	-	180	U
Dispel Magic	MU4, C5, D5	1 Spell, Inst.	Level	1	10	40/level	N
Disrupt	C6	5' radius, Inst.	4 points	24	40	32/point	N
Distrust	T4	1 Spell, Inst.	-	-	-	150	N
Distrust for Others	T6	1 Target, Inst.	-	-	-	150	N
Dodge Blow	F7, T7	1 Blow, Inst.	-	-	-	250	N
Double Effect	MU7	1 Spell, GD/UU	-	-	-	225	N
Dragon Hide	D8	Self, 1 combat	-	-	-	525	N
Dropsy	MU3	1 Target, Special	-	-	-	400	N
Dust Storm	D7	5' radius, 5 min.	-	-	-	1400	N
<i>Dust Storm, Reverse</i>	D7	1 Dust Storm, Inst.	-	-	-	500	N
Earth Calming	D6	1 Target, 30 min.	-	-	-	200	N
Earth Healing	D10	Self, Inst.	-	-	-	840	N
Earth Slap	D5	30' radius, 5 min/level	2 points	10	20	96 + 6/point	N
Electrify	MU1	Self, GD/UU	1 point	6	15	15/point	N
Elemental Arrow – User's Choice	D3	1 Arrow, GD/UU	-	-	-	98	N
Elemental Arrow – Earth	D3	1 Arrow, GD/UU	-	-	-	75	N
Elemental Arrow – Fire	D3	1 Arrow, GD/UU	-	-	-	75	N
Elemental Arrow – Ice	D3	1 Arrow, GD/UU	-	-	-	75	N
Elemental Arrow –	D3	1 Arrow, GD/UU	-	-	-	75	N

9 Delay – This effect only works on Monk abilities.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P- Type
Lightning							
Elemental Damage +1 – User's Choice of Element	D3	1 Weapon, 1 combat	-	-	-	72	P
Elemental Damage +2 – User's Choice of Element	D3	1 Weapon, 1 combat	-	-	-	121	P
Elemental Damage +3 – User's Choice of Element	D3	1 Weapon, 1 combat	-	-	-	186	P
Elemental Damage +4 – User's Choice of Element	D3	1 Weapon, 1 combat	-	-	-	267	N
Elemental Damage +5 – User's Choice of Element	D3	1 Weapon, 1 combat	-	-	-	364	N
Elemental Damage +1 – Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	55	P
Elemental Damage +2 – Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	93	P
Elemental Damage +3 – Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	143	P
Elemental Damage +4 – Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	205	N
Elemental Damage +5 – Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	280	N
Elemental Fury - User's Choice	D9	10' radius, Inst.	-	-	-	1124	N
Elemental Fury - Earth	D9	10' radius, Inst.	-	-	-	864	N
Elemental Fury - Fire	D9	10' radius, Inst.	-	-	-	864	N
Elemental Fury - Ice	D9	10' radius, Inst.	-	-	-	864	N
Elemental Fury - Lightning	D9	10' radius, Inst.	-	-	-	864	N
Elemental Protection – User's Choice	C3, D3	1 Target, 5 min/level	3 points	3	30	26/point	U
Elemental Protection – Earth	C3, D3	1 Target, 5 min/level	3 points	3	30	20/point	U
Elemental Protection – Fire	C3, D3	1 Target, 5 min/level	3 points	3	30	20/point	U
Elemental Protection – Ice	C3, D3	1 Target, 5 min/level	3 points	3	30	20/point	U
Elemental Protection – Lightning	C3, D3	1 Target, 5 min/level	3 points	3	30	20/point	U
Elemental Protection – self only - User's Choice	MK5	Self, 5 min/level	3 points	3	30	23/point	U
Elemental Protection – Earth – self only	MK5	Self, 5 min/level	3 points	3	30	18/point	U
Elemental Protection – Fire – self only	MK5	Self, 5 min/level	3 points	3	30	18/point	U
Elemental Protection – Ice – self only	MK5	Self, 5 min/level	3 points	3	30	18/point	U
Elemental Protection –	MK5	Self, 5 min/level	3 points	3	30	18/point	U

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Lightning – self only							
Elemental Strike – User's Choice	D4	1 Target, Inst.	3 points	9	30	120 + 16/point	N
Elemental Strike – Earth	D4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Elemental Strike – Fire	D4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Elemental Strike – Ice	D4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Elemental Strike – Lightning	D4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Elephant Hide	D5	Self, 1 combat	-	-	-	325	E
Enhance – User's Choice	C1	10 Targets, 1 combat	-	-	-	165	N
Enhance Armor	C1	10 Targets, 1 combat	-	-	-	150	N
Enhance Damage	C1	10 Targets, 1 combat	-	-	-	150	N
Enhanced Savvy	MU6	1 Target, Inst.	Spell pt	1	10	120	N
Enhanced Senses	R5	30' radius, 10 min.	-	-	-	70	N
Enthrall	MU1, D2	1 Target, 5 min/level	Level	1	10	40/level	N
Escape Bonds	MK2, T3	Self, Inst.	-	-	-	50	U
Evade	MKM7	1 Attack, Inst.	-	-	-	400	N
Exalt – User's Choice	C10	10 Targets, 1 combat	-	-	-	1155	N
Exalt Armor	C10	10 Targets, 1 combat	-	-	-	1050	N
Exalt Damage	C10	10 Targets, 1 combat	-	-	-	1050	N
Exhort – User's Choice	C7	10 Targets, 1 combat	-	-	-	740	N
Exhort Armor	C7	10 Targets, 1 combat	-	-	-	650	N
Exhort Damage	C7	10 Targets, 1 combat	-	-	-	675	N
Extreme Blade Sharp (+4)	F10	NA	NA	NA	NA	NA	NA
Exuberate – User's Choice	C4	10 Targets, 1 combat	-	-	-	410	N
Exuberate Armor	C4	10 Targets, 1 combat	-	-	-	350	N
Exuberate Damage	C4	10 Targets, 1 combat	-	-	-	375	N
Faery Lights	D1	1 Flashlight, 30 min.	-	-	-	40	E
Fence Item	T3	NA	NA	NA	NA	NA	N
Fighter's Blow	F8	1 Limb, Inst.	-	-	-	300	N
Fighter's Recovery	F1	NA	NA	NA	NA	NA	N
Fighter's Recovery in Combat	F4	NA	NA	NA	NA	NA	N
Find Water	R1	1 Use, 10 min.	-	-	-	30	U
Fire Trap	MU5	1 Target, Inst.	-	-	-	90	N
Fire/Ice/Lightning Ball	MU5	5' radius, Inst.	3 points	9	30	240 + 29/point	N
Fire Ball	MU5	5' radius, Inst.	3 points	9	30	240 + 24/point	N
Ice Ball	MU5	5' radius, Inst.	3 points	9	30	240 + 24/point	N

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Lightning Ball	MU5	5' radius, Inst.	3 points	9	30	240 + 24/point	N
Fire/Ice/Lightning Strike	MU4	1 Target, Inst.	3 points	9	30	120 + 16/point	N
Fire Strike	MU4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Ice Strike	MU4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Lightning Strike	MU4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Flare – User's Choice	D2	1 Target, 10 min.	2 points	2	20	13+ 13/point	N
Flare – Earth	D2	1 Target, 10 min.	2 points	2	20	10 + 10/point	N
Flare – Fire	D2	1 Target, 10 min.	2 points	2	20	10 + 10/point	N
Flare – Ice	D2	1 Target, 10 min.	2 points	2	20	10 + 10/point	N
Flare – Lightning	D2	1 Target, 10 min.	2 points	2	20	10 + 10/point	N
Flowers of Avalon – User's Choice ¹⁰	D8	1 Flower, GD/UU	-	-	-	573	N
Flowers of Avalon – Black, Purifying ⁶	D8	1 Flower, GD/UU	-	-	-	160	N
Flowers of Avalon – Blue, Acuity ⁶	D8	1 Flower, GD/UU	-	-	-	450	N
Flowers of Avalon – Gray, Earth Calming ⁶	D8	1 Flower, GD/UU	-	-	-	175	N
Flowers of Avalon – Green, Health ⁶	D8	1 Flower, GD/UU	-	-	-	260	N
Flowers of Avalon – Purple, Sleeping ⁶	D8	1 Flower, GD/UU	-	-	-	220	N
Flowers of Avalon – White, Awakening ⁶	D8	1 Flower, GD/UU	-	-	-	175	N
Flowers of Avalon – Yellow, Healing ⁶	D8	1 Flower, GD/UU	-	-	-	240	N
Fog Brain	MU2	1 Target, Inst.	Level	1	10	30/level	N
<i>Fog Brain, Reverse</i>	MU2	1 Target, Inst.	Level	1	10	30/level	N
Foresee	C2	1 Question, Inst.	-	-	-	80	N
Forgery	T7	1 Document	Level	7	10	30/level	U
Free Strike	MK9	1 Target, Inst.	Level	9	10	80/level	N
Freeze Disease	C2	1 Target, 30 min.	-	-	-	50	N
Freeze Poison	C2	1 Target, 30 min.	-	-	-	50	N
Gale	D4	5' radius, Inst.	-	-	-	240	N
Gather Food	R1	1 10-person meal	-	-	-	40	U
Gauge Magical Missile Weapon	R4	1 Target, Inst.	-	-	-	60	N
Gauge Magical Weapons and Armor	F3	1 Target, Inst.	-	-	-	45	N

10 Flower of Avalon - Item will allow the owner to find one flower after 15 seconds of searching - this flower will not last beyond the current game day.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Gauge Non-Magical Missile Weapon	R1	1 Target, Inst.	-	-	-	30	N
Gauge Non-Magical Weapons and Armor	F1	1 Target, Inst.	-	-	-	30	N
Gauge Opponent – Base Armor	F1	1 Target, Inst.	-	-	-	60	U
Gauge Opponent – Base Damage	F2	1 Target, Inst.	-	-	-	60	U
Gauge Opponent – Total Armor	F4	1 Target, Inst.	-	-	-	120	U
Gauge Opponent – Total Damage	F5	1 Target, Inst.	-	-	-	120	U
Gauge Value of Magic Item	T2	1 Target, Inst.	-	-	-	60	U
Gauge Value of Mundane Treasure	T1	1 Target, Inst.	-	-	-	30	N
Githar's Arrow – User's Choice ¹¹	R7	1 Arrow, Inst.	Level	1	10	62/level	N
Githar's Arrow – Crash Time ⁷	R7	1 Arrow, Inst.	Level	1	10	58/level	N
Githar's Arrow – Disarm ⁷	R7	1 Arrow, Inst.	Level	1	10	40/level	N
God's/Goddess's Boon ¹²	C2	1 Use, Inst.	-	-	-	130	N
God's/Goddess's Hammer	C6	5' radius, Inst.	2 points	12	20	240 + 20/point	N
God's/Goddess's Shadow ¹³	C7	Self, 35 min.	-	-	-	330	N
God's/Goddess's Favor	C3	Self, 5 min/level	-	-	-	165	N
Group Concealment	R7	5' radius, 5 min/level	Level	1	10	40/level	U
Group Haven	C8	5' radius, 5 min/level	Level	1	10	60/level	U
Group Immunity to Fear	K5	10 Targets, 1 combat	-	-	-	128	U
Group Move Without Tracks	R7	10' radius, 35 min.	-	-	-	200	N
Haven	C1	1 Target, 5 min/level	Level	1	10	30/level	U
Heal Plant/Animal	D0	1 Plant/Animal, Inst.	-	-	-	44	N
Heal Animal	D0	1 Plant/Animal, Inst.	-	-	-	40	N
Heal Plant	D0	1 Plant/Animal, Inst.	-	-	-	40	N
Heal Self	MK1	NA	NA	NA	NA	NA	N
Healing, Generic	1	1 Target, GD/UU	2 points	2	20	12/point	N
Heraldic Lore	K1	1 Target, Inst.	-	-	-	60	N

11 Githar's Arrow - This item will allow the bonded owner to fire a Githar's Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game.

12 God's/Goddess's Boon - Requires additional gold, as the ability.

13 God's/Goddess's Shadow - Does not grant the ability to cast any additional Cleric spells; all standard limitations of the spell apply.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Hold Being	C7	1 Target, 5 min.	Level	1	10	80/level	N
Hone Arrows, +1 ¹⁴	R2	5 Arrows, GD/UU	-	-	-	25	N
Hone Arrows, +2 ¹⁴	R4	5 Arrows, GD/UU	-	-	-	63	N
Hone Arrows, +3 ¹⁴	R7	5 Arrows, GD/UU	-	-	-	113	N
Hunting Pursuit	R9	1 Target, Game Day	-	-	-	230	U
Identify Plant/Animal	D0	1 Target, Inst.	-	-	-	22	N
Identify Animal	D0	1 Target, Inst.	-	-	-	20	N
Identify Plant	D0	1 Target, Inst.	-	-	-	20	N
Identify Potion – Non-Magical	R1	1 Target, Inst.	-	-	-	60	N
Identify Pure Water	D0	1 Target, Inst.	-	-	-	20	N
Identify Supernatural Creature	K1	1 Target, Inst.	-	-	-	30	N
Identify Undead	C0	1 Target, Inst.	-	-	-	40	N
Immunity to Enthral	K9	Self, 5 min. or 1 combat	-	-	-	80	N
Immunity to Fear	K3, K8	Self, 5 min. or 1 combat	-	-	-	96	U
Immunity to Knockdowns	MKM10	Self, 1 combat	-	-	-	250	N
Immunity to Magical Disease	K4	Self, 5 min. or 1 combat	-	-	-	100	N
Immunity to Non-Magical Disease	K1	Self, 5 min. or 1 combat	-	-	-	100	N
Immunity to Poisons	MKS10	Self, 5 min. or 1 combat	-	-	-	500	N
Improved Balance	MKM6	NA	NA	NA	NA	NA	N
Improved Bindings	MKS6	NA	NA	NA	NA	NA	NA
Improved Conceal Self	T8	Self, 5 min/level	Level	6	10	30/level	N
Improved Heal Self	MKS6	NA	NA	NA	NA	NA	N
Improved Kip	MKM6	NA	NA	NA	NA	NA	N
Improved Leap	MKM6	NA	NA	NA	NA	NA	N
Improved Physical Attack	MKK6	NA	NA	NA	NA	NA	N
Improved Sense I	MKS6	NA	NA	NA	NA	NA	N
Improved Sense II	MKS6	NA	NA	NA	NA	NA	N
Improved Speed	MKM7	NA	NA	NA	NA	NA	N
Insect Bane	D3	1 Target, 15 min.	-	-	-	148	P
Insect Strike	D3	1 Target, 5 min.	Level	1	10	74/level	N
Inspire	Loremaster	NA	NA	NA	NA	NA	N
Intuit Code	T4	1 Target, Inst.	-	-	-	140	U
Intuit Trap	T4	1 Trap, Inst.	-	-	-	120	U

14 Hone Arrow +1, +2, & +3 - This item will allow the owner to hone five arrows after the appropriate preparation time - these arrows will not last beyond the game day; to price an arrow itself, use Table 6-A.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Investigate Habitation	R4	1 Target, Inst.	-	-	-	50	U
Invoke – User's Choice	C7	1 Target, 35 min.	-	-	-	215	N
Invoke – Amount of Damage	C7	1 Target, 35 min.	-	-	-	25	N
Invoke – Level of casting	C7	1 Target, 35 min.	-	-	-	187	N
Invoke – Life Points	C7	1 Target, 35 min.	-	-	-	100	E
Invoke – Resistance to LI	C7	1 Target, 35 min.	-	-	-	150	E
Ki'ai	MK4	1 Target, Inst.	2 points	8	20	120 + 10/point	N
Kill Dagger ¹⁵	T2	1 Target, 15 min.	Level	2	10	40/level	N
Killing Arrow ¹⁶	R10	1 Arrow, Inst.	-	-	-	1400	N
Killing Attack - Melee Attack	MKK8	1 Target, Inst.	-	-	-	1400	N
Killing Attack - Spell	MU10	1 Target, Inst.	-	-	-	1400	N
Killing Attack vs. Supernatural Creatures - Melee Attack	K8	1 Target, Inst.	-	-	-	1120	N
Killing Attack vs. Supernatural Creatures - Spell	C9	1 Target, Inst.	-	-	-	1120	N
Kip	MK4	Self, Inst.	-	-	-	162	N
Knock Out Blow	F10	1 Target, 5 min/level	Level	1	10	60/level	N
Knockdown Arrow ¹⁷	R4	1 Arrow, Inst.	-	-	-	160	N
Know Aura	MU2, C3	1 Target, Inst.	-	-	-	50	N
Know Class	T4	1 Target, Inst.	-	-	-	60	N
Know Plant	D2	1 Target, Inst.	-	-	-	60	N
Know Religion	C2	1 Target, Inst.	-	-	-	45	N
Leap	MK2	1 Leap, Inst.	-	-	-	70	U
Legend Lore	MK1	Self, Inst.	-	-	-	45	N
LI Enhancement +1	MU3	1 Spell, GD/UU	-	-	-	75	N
LI Enhancement +2	MU6	1 Spell, GD/UU	-	-	-	150	N
LI Extension	MU10	1 Spell, GD/UU	-	-	-	250	N
Life Enhancement	C7	1 Target, Game Day	-	-	-	1000	P
Life Spark	C6, MKS7	1 Target, Inst.	-	-	-	500	N
Life Support ¹⁸	MKS8	Self, Inst.	-	-	-	270	N

15 Kill Dagger – Kill Dagger functions at item level, not player's level +3 or item +3.

16 Killing Arrow - This item will allow the bonded owner to fire a Killing Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game.

17 Knockdown Arrow - This item will allow the bonded owner to fire a Knockdown Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Lightbeam – User's Choice	D8	1 Target, Inst.	-	-	-	180	N
Lightbeam – Moonbeam	D8	1 Target, Inst.	-	-	-	150	N
Lightbeam – Starlight	D8	1 Target, Inst.	-	-	-	150	N
Lightbeam – Sunlight	D8	1 Target, Inst.	-	-	-	150	N
Lock	MU1	1 Target, GD/UU	-	-	-	40	N
<i>Lock, Reverse - Classes A-E</i>	MU1	1 Target, Inst.	Lock type	1 (A)	5 (E)	80/type	U
<i>Lock, Reverse - Magical Lock only</i>	MU1	1 Target, Inst.	-	-	-	40	U
Long Arrow ¹⁹	R5	1 Arrow, Inst.	-	-	-	150	E
Mage's Script	MU2	1 Target, Special	-	-	-	50	U
Major Lore	MK3	1 Target, Inst.	-	-	-	80	N
Make Arrows	R2	5 Arrows, GD/UU	5 Arrows	-	-	15	U
Memory	T3	Self, Inst.	-	-	-	100	N
Mend	MU1	1 Target, Inst.	-	-	-	40	U
Mental Signal	MU5	1 Use, GD/UU	-	-	-	120	N
Message	MU2	1 Target, Inst.	-	-	-	50	N
Missile Protection	MU5, MK5	Self, 1 combat	-	-	-	200	E
Mist Bridge	D6	2'x30', 5 min.	-	-	-	130	U
Mist Servant	D7	1 Servant, 5 min.	-	-	-	190	U
Move Without Tracks	R3, MK5	Self, 15 min.	-	-	-	100	U
<i>Move Without Tracks, Group</i>	R7	10' radius, 35 min.	-	-	-	200	N
Mute	C6	1 Target, 5 min.	Level	1	10	30/level	N
Nature Lore	R1	1 Target, Inst.	-	-	-	45	N
Nerve Strike	MKK9	1 Target, Inst.	-	-	-	448	N
Neutralize Disease - any	C4	1 Target, Inst.	-	-	-	200	N
Neutralize Non-Magical Disease - self only	MK4	Self, Inst.	-	-	-	90	N
Neutralize Non-Magical Disease Potion	R4	1 Potion, GD/UU	-	-	-	100	N
Neutralize Poison	C4, D4	1 Target, Inst.	-	-	-	100	N
Neutralize Poison – self only	MK4	Self, Inst.	-	-	-	90	N
Neutralize Poison Potion	R4, T7	1 Potion, GD/UU	-	-	-	100	N
Neutralize Poison Potion – Including Red Death	T10	1 Potion, GD/UU	-	-	-	250	N

18 Life Support – Heals 9 points; not variable.

19 Long Arrow - This item will allow the bonded owner to fire a Long Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
No Defense Arrow ²⁰	R10	1 Arrow, Inst.	-	-	-	300	N
No Defense Blow	K6	1 Target, Inst.	1 point	6	10	400 + 20/point	N
Nullify Level Drain	K9	1 Level, Inst.	-	-	-	400	N
Nullify Life Point Drain from Supernatural Creatures	K8	1 Target, Inst.	-	-	-	300	N
Numbing Blow	K9	1 Target, 1 min.	Level	1	10	60/level	N
Obscure Class	T5	Self, 25 min.	-	-	-	20/level	U
Pain Strike	C4	1 Target, 1 combat	1 point	1	5	55/point	N
Penetrating Arrow ²¹	R2	1 Arrow, Inst.	-	-	-	115	E
People Lore	T2	1 Target, Inst.	-	-	-	60	N
Perceive Illusion	MK8	10'x30'x10', 40 min.	-	-	-	80	N
Perceive Illusionary Terrain	R3	10'x30'x10', 10 min.	-	-	-	75	N
Personal Augury	MKS8	1 Question, Inst.	-	-	-	150	N
Petrify	MU8	1 Target, 5 min.	Level	1	10	140 + 80/level	N
<i>Petrify, Reverse</i>	MU8	1 Target, Inst.	Level	1	10	80/level	N
Phase 2 Out	MU8	Self + 1 Target, 5 min.	-	-	-	390	N
Phase Out	MU4	Self, 5 min.	-	-	-	195	N
Physical Attack	MK3	1 Attack, Inst.	2 points	2	20	50 + 15/point	N
Physical Protection	C3	Self, 5 min/level	2 points	6	20	60 + 6/point	N
Pick Locks ²²	T1	1 Attempt, Inst.	1 lock	-	-	70	N
Plant Attack	D3	1 Target, 5 min.	Level	3	10	104/level	N
Plant Seek – User's Choice ²³	D5	1 Dose, special	-	-	-	344	N
Plant Seek – Battle Weed ¹⁹	D5	1 Dose, special	-	-	-	300	N
Plant Seek – Duckback ¹⁹	D5	1 Dose, special	-	-	-	80	N
Plant Seek – Motherwort ¹⁹	D5	1 Dose, special	-	-	-	40	N
Plant Seek – Resin ¹⁹	D5	1 Dose, special	-	-	-	80	N
Plant Seek – Sponge ¹⁹	D5	1 Dose, special	-	-	-	160	N
Plant Seek – Vervain ¹⁹	D5	1 Dose, special	-	-	-	80	N
Polymorph	MU7	1 Target, 5 min.	Level	1	10	50/level	N

20 No Defense Arrow - This item will allow the bonded owner to fire a No Defense Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game.

21 Penetrating Arrow - This item will allow the bonded owner to fire a Penetrating Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game.

22 Pick Locks - Provides one attempt per level of the character to pick a single lock. The owner can only attempt to pick one lock per instance of this ability.

23 Plant Seek - Item will allow the owner to find one plant after 15 seconds of searching - this plant will not last beyond the current game day.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Precognition	MKS10	Self, Inst.	-	-	-	180	N
Preserve Plant	D3	1 Plant, GD/UU	-	-	-	85	U
Provide Shelter	R2	5' radius, 20 min.	-	-	-	50	U
Purify	C9	1 Target, Inst.	Level	8	10	570 + 40/level	N
Raise Dead	C10	1 Target, Inst.	-	-	-	5000	N
Ranged Heal	C7	1 Target, Inst.	2 points	2	20	18/point	N
Ranger Herbs – User's Choice ²⁴	R6	1 Herb, GD/UU	-	-	-	553	N
Ranger Herbs – Athelas ²⁰	R6	1 Herb, GD/UU	-	-	-	250	N
Ranger Herbs – Damiana ²⁰	R6	1 Herb, GD/UU	-	-	-	110	N
Ranger Herbs – Devil's Weed ²⁰	R6	1 Herb, GD/UU	-	-	-	200	N
Ranger Herbs – Hellebore ²⁰	R6	1 Herb, GD/UU	-	-	-	388	N
Ranger Herbs – Melange ²⁰	R6	1 Herb, GD/UU	-	-	-	120	N
Ranger Herbs – Nightshade ²⁰	R6	1 Herb, GD/UU	-	-	-	100	N
Ranger's Guardian	R5	1 Guardian, 2 hours	-	-	-	115	U
Read Language	MU1	1 Target, 5 min.	-	-	-	40	U
Reduce Lock Type, -1	T3	1 Lock, 5 min.	-	-	-	200	N
Reduce Lock Type, -2	T7	1 Lock, 5 min.	-	-	-	300	N
Regenerate	C8	1 Target, Game Day	1 point	1	40	10/point	N
Regenerate Limb	C9	1 Target, Special	-	-	-	250	N
Religion Lore	C1	1 Target, Inst.	-	-	-	60	N
Remove Curse	C3	1 Curse, Inst.	Level	1	10	40/level	N
Remove Glyph	C4	1 Glyph, Inst.	Level	4	10	35/level	N
Repair Chain Mail	F4	1 Target, Inst.	-	-	-	70	U
Repair Plate	F7	1 Target, Inst.	-	-	-	100	U
Repair Shields and Leather Armor	F2	1 Target, Inst.	-	-	-	50	U
Repulse Good/Neutral/Evil	C1	10' radius, 5 min/level	Level	1	10	38/level	N
Repulse Evil	C1	10' radius, 5 min/level	Level	1	10	32/level	N
Repulse Good	C1	10' radius, 5 min/level	Level	1	10	32/level	N
Repulse Neutral	C1	10' radius, 5 min/level	Level	1	10	32/level	N
Resist Death	K7	Self, 5 min. or 1 combat	1 point	7	10	10 + 25/point	U
Resist Pain	K5	1 Limb, 1 combat	-	-	-	188	U
Restore Life/Spell Point	C9	1 Target, Inst.	-	-	-	550	N
Restore Life Point	C9	1 Target, Inst.	-	-	-	500	N

24 Ranger Herbs - Item will allow the owner to find one herb or root after 15 seconds of searching - this herb or root will not last beyond the current game day.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P- Type
Restore Spell Point	C9	1 Target, Inst.	-	-	-	500	N
Reveal Curse	C3	30' radius ½ circle, Inst.	-	-	-	60	N
Reveal Glyph	C3	30' radius ½ circle, Inst.	-	-	-	80	N
Reveal Magic	C1, D1, MU1	30' radius ½ circle, Inst.	-	-	-	70	N
Reveal Supernatural Creatures	C1, K1	30' radius ½ circle, Inst.	-	-	-	40	U
Reverse Camp Fire	D1	1' radius, Inst.	-	-	-	40	U
Reverse Dust Storm	D7	1 Dust Storm, Inst.	-	-	-	500	N
Reverse Fog Brain	MU2	1 Target, Inst.	Level	1	10	30/level	N
Reverse Lock – Type A-E	MU1	1 Target, Inst.	Lock type	1 (A)	5 (E)	80/type	U
Reverse Lock – Magical Lock only	MU1	1 Target, Inst.	-	-	-	40	U
Reverse Petrify	MU8	1 Target, Inst.	Level	1	10	80/level	N
Reverse Warp	D2	1 Use, Inst.	-	-	-	90	N
Rhino Hide	D2	Self, 1 combat	-	-	-	175	E
Rock to Mud	D6	Special, 30 min.	-	-	-	90	N
Sacrifice Throw	MK3	Self + 1 Target, 5 min.	-	-	-	112	N
Safe Fall	MK3	Self, Inst.	Level	3	10	15/level	U
Sanctify	C3	3 Weapons, 1 combat	-	-	-	60	E
Savvy	MU1, MK2	1 Target, Inst.	-	-	-	60	N
<i>Savvy, Enhanced</i>	MU6	1 Target, Inst.	Spell pt	1	10	120	N
Scry Glyph	C3	1 Glyph, Inst.	-	-	-	30	N
Seeds of the Elements – User's Choice	D6	1 Seed, GD/UU	2 points	12	20	120 + 13/point	N
Seeds of the Elements – Earth	D6	1 Seed, GD/UU	2 points	12	20	120 + 10/point	N
Seeds of the Elements – Fire	D6	1 Seed, GD/UU	2 points	12	20	120 + 10/point	N
Seeds of the Elements – Ice	D6	1 Seed, GD/UU	2 points	12	20	120 + 10/point	N
Seeds of the Elements – Lightning	D6	1 Seed, GD/UU	2 points	12	20	120 + 10/point	N
Sense I	MK4	Self, GD/UU	-	-	-	168	E
Sense II	MK6	Self, GD/UU	-	-	-	80	E
Sense Magic Item	MK1	1 Target, Inst.	-	-	-	30	N
Sense Poison	R1, T1	1 Target, Inst.	-	-	-	80	N
Sense Potion Type	R1	1 Target, Inst.	-	-	-	30	U
Sense Traps	T2, R3	3'x10'x10', 10 min.	-	-	-	110	N
Set Needle Trap	T3	1 Trap, GD/UU	-	-	-	75	N

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Set Projectile Trap	T4	1 Trap, GD/UU	2 points	8	20	120 + 10/point	N
Shadows of Concealment	D6	1 Target, 5 min/level	Level	1	10	20/level	U
Sharpen Daggers, +1	T2	5 Daggers, GD/UU	-	-	-	25	N
Sharpen Daggers, +2	T5	5 Daggers, GD/UU	-	-	-	63	N
Sharpen Daggers, +3	T8	5 Daggers, GD/UU	-	-	-	113	N
Shiatsu I	MKS6	1 Target, Inst.	-	-	-	72	N
Shiatsu II	MKS9	1 Target, 30 min.	-	-	-	130	N
Simon's Spell	C1	1 Target, 5 min.	Level	1	10	45/level	N
Snare	R8	1 Trap, GD/UU	Level	8	10	80 + 15/level	N
Speak Easy	MU1	Self, 5 min.	-	-	-	40	U
Speak to Winds	D6	1 Message/Question	-	-	-	100	N
Speak with Plant/Animal	D0	1 Plant/Animal, 5 min.	-	-	-	44	N
Speak with Animal	D0, R1	1 Animal, 5 min.	-	-	-	40	N
Speak with Plant	D0	1 Plant, 5 min.	-	-	-	40	N
Speak with Dead	C6	1 Target, 5 min.	1 question	1	5	80	U
Speed	MK7	Self, 15 seconds	-	-	-	285	N
Spell Absorption	MU8	1 Spell, GD/UU	Level	8	10	100/level	N
Spell Defense	MU4	Self, 20 min.	-	-	-	600	N
Spell Negation	MU6	Self, GD/UU	Level	6	10	40/level	N
Spell Transfer ²⁵	C5	1 Transfer, Inst.	2 points	2	20	13/point	N
Spook	MU2	1 Target, 30 seconds	Level	1	10	34/level	N
Spring Water	D1	5 Gallons, Inst.	-	-	-	40	U
Stasis	C6	1 Target, 30 min.	-	-	-	130	N
Strength I	K1	Self, 5 min. or 1 combat	-	-	-	89	E
Strength II	K4	Self, 5 min. or 1 combat	-	-	-	177	E
Strength III	K7	Self, 5 min. or 1 combat	-	-	-	265	E
Strength IV	K10	Self, 5 min. or 1 combat	-	-	-	353	E
Strong Arm, +1	MU2	1 Target, 1 combat	-	-	-	25	P
Strong Arm, +2	MU2	1 Target, 1 combat	-	-	-	63	P
Strong Arm, +3	MU2	1 Target, 1 combat	-	-	-	113	P
Strong Arm, +4	MU2	1 Target, 1 combat	-	-	-	175	N
Strong Arm, +5	MU2	1 Target, 1 combat	-	-	-	250	N
Stun	MU6	1 Target, Inst.	-	-	-	280	N
Stun Arrow ²⁶	R7	1 Arrow, Inst.	-	-	-	224	N

25 Spell Transfer - Price is for number of points transferred; ability does not provide points to be transferred.

26 Stun Arrow - This item will allow the bonded owner to fire a Stun Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Summon Storm	D10	Self, 1 min.	-	-	-	750	N
Supernatural Wathit	C2, K2	1 Target, Inst.	-	-	-	112	N
Sweep	MKM6	5' radius, GD/UU	-	-	-	320	N
Target Arrow ²⁷	R3	1 Arrow, Inst.	-	-	-	130	E
Telekinesis	MU6	1 Target, 5 min.	-	-	-	130	U
Thief's Edge	T5	1 Weapon, next strike	1 point	5	10	15/point	N
Thief's Touch	T4	1 Touch, Inst.	-	-	-	70	N
Thief's Hearing	T1	1 Use, 5 min.	-	-	-	60	U
Thief's Hearing - Improved	T4	1 Use, 5 min.	-	-	-	75	U
Throw	MK5	1 Target, Inst.	-	-	-	224	N
Timing	MK1	Self, 1 hour	-	-	-	30	U
Tracer	MU5	1 Target, Game Day	-	-	-	80	U
Track Lore	R7	1 Target, Inst.	-	-	-	180	U
Tracking	R1, T3	Self, 5 min.	-	-	-	55	N
Treeshift	D4	Self, 5 min.	-	-	-	130	U
Tripline	R7	1 Trap, GD/UU	2 points	6	20	96 +9/point	N
True Sight	MU7	10'x30'x10', 5 min.	-	-	-	160	N
Truth Force	C8, MK8	1 Target, 5 min.	Level	1	10	100/level	N
Truth Sense	T4, MKS7	1 Target, 10 min.	Level	1	10	40/level	N
Turn Undead	C0	2 Targets, 1 min.	Level	1	10	34/level	N
Walk on Liquids	MK7	Self, 5 min.	-	-	-	100	U
Wall of Fire/Ice/Lightning	MU9	30' length, 5 min.	3 points	3	30	11/point	N
Wall of Fire	MU9	30' length, 5 min.	3 points	3	30	9/point	N
Wall of Ice	MU9	30' length, 5 min.	3 points	3	30	9/point	N
Wall of Lightning	MU9	30' length, 5 min.	3 points	3	30	9/point	N
Warp	D2	1 Use, Inst.	-	-	-	90	N
<i>Warp, Reverse</i>	D2	1 Use, Inst.	-	-	-	90	N
Wathit	R4	1 Target, Inst.	-	-	-	120/property	N
<i>Wathit, Supernatural</i>	C2, K2	1 Target, Inst.	-	-	-	112/property	N
Weakness	MU3	1 Target, 5 min/level	Level	1	10	40/level	N
Weapon Shatter	F9	1 Weapon, Inst.	-	-	-	300	N
Weapons Instructor	F3	1 Target, Inst.	-	-	-	70	U
Wrath	C5	1 Use, GD/UU	2 points	10	20	50 + 5/point	N

Table 6-F: Value of Items Based on Skills, Abilities, and Spells

²⁷ **Target Arrow** - This item will allow the bonded owner to fire a Target Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game.

Key

C=Cleric

D=Druid

F=Fighter

K=Knight

MU=Magic User

MK=Monk

MKK=Killing Monk

MKM=Movement Monk

MKS=Spirit Monk

R=Ranger

T=Thief

GD/UU=Game Day or Until Used

Inst.=Instantaneous

NA=Not Available

N=Not Available as a permanent or unlimited effect

U=Unlimited Uses

P=Permanent Effect

E=Either Permanent or Unlimited, specified by Savvy.

Increment=Increments by which the power of the effect increases.

Min=Minimum power of the effect that can be provided by a single discharge of an item.

Max=Maximum power of the effect that can be provided by a single discharge of an item.

6.5 Items not Based on Spells, Abilities, or Skills

The following effects can be included in any item, and do not replicate any existing SAS. However, these effects are treated like standard spells, abilities, and skills for purposes of Stacking. Table 6-G summarizes these effects and their associated costs. The level for each of these effects is listed in the table for purposes of determining activation time and MILL.

6.5.1 Autocast Arrow

An item with this ability allows an archer to fire an arrow with no aim time. This represents a snap shot, and cannot be used to fire a critical arrow.

The Autocast Arrow must be prepared in advance, requiring 15 seconds of preparation. It remains in effect until it is used to enhance an arrow, or until the end of the game day.

Example: Ash, a level 5 ranger, spends 15 seconds preparing an Autocast Arrow. In the next battle, he needs to hit a target that is moving in and out of cover, so he uses Autocast Arrow to fire an Arrow of Slaying with no aim time. This is called as “Autocast Arrow of Slaying, red, 17 points”.

This effect may also be purchased on a specific arrow. In this case, the price is the sum of the price of the Autocast and the price of the arrow. A non-ranger might purchase an Autocast Arrow of Slaying, for example. This is the only way non-rangers can autocast special arrows.

6.5.2 Detect or Repulse Law/Chaos

Items with these abilities function exactly like the Cleric abilities Detect Good/Evil and Repulse Good/Evil. The first price is for an item that can function in relation to either Law or Chaos, user's choice, and the lower price is for items that do only one of the two. The prices for these abilities are for one-shot items.

6.5.3 Double Effect Arrow

An item with this ability allows an archer to fire two identical arrows at two separate targets. If this effect is used to enhance a special arrow that costs ranger points, points are only expended for one use of that SAS. Normal aim time applies.

The Double Effect must be prepared in advance, requiring 15 seconds of preparation. It remains in effect until it is used to enhance an arrow, or until the end of the game day.

Example: Ash, a level 5 ranger, spends 15 seconds preparing a Double Effect Arrow. In the next battle, he needs to hit two targets at once, so he uses his Double Effect on an Arrow of Slaying. He aims for 10 seconds, and calls “Double Effect Arrow of Slaying, red and blue, 17 points”.

This effect may also be purchased on a specific arrow. In this case, the price is the sum of the price of the Double Effect and the price of the arrow. A non-ranger might purchase a Double Effect Arrow of Slaying, for example. This is the only way non-rangers can double special arrows.

6.5.4 Encumbrance Reduction

This ability reduces the target's Encumbrance Level for purposes of the Pursuit rule.

6.5.5 Everfull Vials

These items require 5 seconds to activate, must be invoked by the bonded owner to function,

and must be sealed or stoppered to refill. They cannot be activated remotely by any means. When activated, they produce about one cupful of the designated liquid, or enough to fill one vial of acid or oil. The PC must possess an appropriately colored beanbag in order to use this acid or oil to deal damage. These items may not be used in combat or thrown for damage.

6.5.6 Extra-large Quiver

An extra-large quiver allows a character to start the game day with 30 projectiles, rather than 20. This is equivalent to two uses of the Make Arrows ability, and is priced accordingly. Thirty is the absolute maximum number of mundane, non-retrievable projectiles a PC may carry into a game; this limit does not apply to thrown weapons, magical projectiles, or retrievable projectiles.

6.5.7 Glyph Knowledge

When a character is exposed to a glyph in a game, the player should record the fact that the character now knows that glyph as if it were a treasure item. However, knowledge of a glyph gained in this fashion has no treasure value.

A general knowledge of all standard glyphs and magical symbols in the rulebook may be obtained as a Glyph Reference magic item without individually encountering all the glyphs in games. This includes both standard glyphs and the Fire Trap symbol. This effect functions as a reference, allowing the bonded owner to recognize an unlimited number of standard glyphs each day, including knowledge of the name, effects, and countermeasures for the glyph, but does not provide information on any nonstandard or game-specific glyphs.

The effect may not be used to instruct others, and does not convey permanent knowledge of any glyph until used to identify that glyph in a game. If the item leaves the character's possession, the character must rely on glyph knowledge recorded on their character sheets.

Example: When the bonded owner traces a magical symbol on the Sigil Slate, it temporarily grants the owner knowledge of the name and properties of that symbol. This knowledge fades away at the end of the game day. The Slate can only provide knowledge of the standard glyphs and symbols defined in the Fantasy Rules. The item is priced at:

100gp (Glyph Reference)

6.5.8 Exotic Material

These prices should be used for weapons made of a material that may have special in-game effects, such as on certain creature types. Exotic materials include silver, cold iron, and other materials as designated by the item creator. Weapons made of the common materials wood, iron, steel, stone, or bone do not incur any extra cost.

An Exotic Material weapon deals damage as a specific material type at all times. This effect cannot be switched on or off. The Exotic Material type is not included in any stacking category. For example, a weapon may be +3 Magic, Exotic Material - Silver, and have a +3 Blade Sharp on it. In this case, the wielder would be swinging +6 magic silver damage. The specific Exotic Material type must be defined in the savvy. A mundane sword with the Exotic Material property does NOT deal magic damage.

A weapon may not have more than one Exotic Material type in effect at a time. For example, a single weapon may not simultaneously inflict silver and cold iron damage. A weapon may be magically enhanced, have one Elemental Weapon type, and have one Exotic Material type at a time.

The Exotic Material property is a prerequisite for a weapon with Exotic Material Switching and must be included in the value of the item. Each activation of switching may change an Exotic Material weapon

to a mundane material or to any other Exotic Material listed in the savvy. Activating this Exotic Material Switching effect requires a 5 second meditation. Once activated, the Exotic Material type remains in effect until deliberately switched to a mundane material or to another Exotic Material type.

Example: The Bane Bow is enchanted to battle lycanthropes and fae creatures. It can coat the head of arrows fired from it with silver or cold iron as its wielder wills. It is an Exotic Material weapon with unlimited switching. It is priced at:

200gp (Exotic Material) + 25gp * 60 (Exotic Material Switching * Unlimited multiplier) = 1700gp

6.5.9 Elemental Weapons

These prices are for weapons which deal elemental damage as an Exotic property, but do not deal bonus damage as per the Elemental Damage SAS. An Elemental Weapon deals damage as a specific elemental type at all times. This effect cannot be switched on or off. The specific Elemental Weapon type must be defined in the savvy. This elemental type is not included in any stacking category. For example, a weapon may be +3 Magic, Elemental Weapon - Fire, and have a +3 Blade Sharp on it. In this case, the wielder would be swinging +6 magic fire damage. A mundane sword with the Elemental Weapon property does NOT deal magic damage.

A weapon may not have more than one elemental type in effect at a time. For example, a wielder may not swing lightning and fire at the same time with the same weapon. A weapon may be magically enhanced, have one Elemental Weapon type, and have one Exotic Material Weapon type at a time. If an Elemental Damage SAS is cast on a weapon with the Elemental Weapon property, the SAS elemental type replaces the Exotic Elemental type while the Elemental Damage SAS is in effect.

The Elemental Weapon property is a prerequisite for a weapon with Elemental Weapon Switching and must be included in the value of the item. Each activation of switching may deactivate an active Elemental Weapon effect, activate a deactivated Elemental Weapon effect to any Elemental Weapon type, or change the active Elemental Weapon type to any other Elemental Weapon type listed in the savvy. Activating this Elemental Weapon Switching effect requires a 5 second meditation. Once activated, the Elemental Weapon type remains in effect until deliberately deactivated or switched to another Elemental Weapon type.

Example: The Thermocline Blade embodies the opposing elements of fire and ice, and can manifest one or the other each day. Once an element is chosen, it remains in effect for the rest of the day. It is priced at:

2000gp (Elemental Weapon) + 50gp * 10 (Elemental Switching 1-shot * 1/day multiplier) = 2500gp

6.5.10 Items with No Game-Mechanic Effects

This price should be used for properties of an item which are magical, but have no effect in terms of game mechanics. They cannot cause damage, prevent damage, heal damage, duplicate or counter skills, abilities, or spells, or otherwise produce effects within the fantasy rules system.

This effect is purely for cosmetic and roleplaying purposes. At most, it may represent a magical version of a mundane item a character could bring into a game or free. The effect could be used to define a magical flameless light source or an enchanted rope, for example, or cause all visible effects of spells cast by the owner to appear blue. Alternatively, it could be used to add a

cosmetic or roleplaying effect to an item with other powers, although these are often defined as 0-value crocks instead.

Like all other magic items, items with this property are indestructible except by game design.

Example: The Coldfire Lantern uses a luminous powder to provide light equal to that of a torch. The lantern is cool to the touch at all times, and will not ignite any material, no matter how volatile. It is sealed so that neither wind nor water will extinguish it.

Price: 50gp

6.5.11 Items of Holding

An item of holding is an item which can contain other items in an extra-dimensional space, so that they effectively have no weight or volume. The price given for the item is per cubic foot of volume which can be contained inside. The item must also be represented by some sort of container, and any items being stored inside must physically fit through the opening of the container. The use of these items may be subject to GM willingness to carry the items stored inside.

6.5.12 Permanent Life Point

This effect adds one permanent life point to the owner's total life points to unconsciousness and death. This effect may apply more than once. The maximum number of additional permanent life points a character may have is equal to the character's level.

6.5.13 Self-Moving Item

An item which is defined to be self-moving may not leave the site of the encounter. It must follow the consent rule when attempting to affect a conscious creature which is capable of motion, although it could affect an unconscious or bound creature. For example, a self-moving rope could be instructed to catch a falling teammate (provided the teammate gives consent), or bind an unconscious creature, but could not be used to trip a creature in combat.

6.5.14 Sentient Item

A Sentient item is an item which is intelligent, has senses equivalent to those of a standard human, and can carry on an audible, verbal conversation. It does not gain any extra abilities. It cannot activate other items, or even other powers of the sentient item itself.

6.5.15 Item whose Size or Weight can be Reduced

This price is used for an item which can be activated to reduce its size or weight, such as a weapon which can shrink to 6 inches long on command. The use of these items may be subject to GM willingness to carry the full-size item representation.

6.5.16 Additional Languages

It is assumed by default that a character is able to read and write up to two languages of the player's choice. In settings which involve additional, explicitly defined languages, there is a price associated with learning additional languages. Additional languages are not considered magic items for purposes of game mechanics; they are innate and non-magical.

Example: An elven character knows how to read and write Elvish and Common by default. If the character additionally knows Draconic, the value of that knowledge is set at 500gp.

Value of Exotic Effects				
Effect	Cost	Required Level	Base Frequency of Use	P-Type
Autocast Arrow	300gp + price of the arrow	5	One-shot	N
Additional Language	500gp	1	Permanent	P
Detect Law/Chaos	50gp	1	One-shot	U
Detect Law	45gp	1	One-shot	U
Detect Chaos	45gp	1	One-shot	U
Double Effect Arrow	225gp + price of the arrow	5	One-shot	N
Elemental Weapon	2000gp	1	Permanent	P
Elemental Switching	50gp	1	1-shot	U
Encumbrance Reduction	+500gp/level of encumbrance	1	Permanent	P
"Everfull" Acid	100gp	1	Unlimited	U
"Everfull" Oil	100gp	1	Unlimited	U
"Everfull" vial of a drinkable liquid	100gp	1	Unlimited	U
Exotic Material	200gp	1	Permanent	P
Exotic Material Switching	25gp	1	1-shot	U
Extra-large quiver (max of 30 missiles)	300gp	1	Permanent	P
Glyph Knowledge (single)	0gp	1	Permanent	P
Glyph Reference (general)	100gp	1	Unlimited	U
Item is magical, but has no game-mechanic effects.	50gp	1	Permanent	E
Items of "holding"	200gp/ft ³	1	Permanent	P
Permanent life point	2000gp	1 pt/level	Permanent	P
Repulse Law/Chaos	35gp/level	1	One-shot	N
Repulse Law	32gp/level	1	One-shot	N
Repulse Chaos	32gp/level	1	One-shot	N
Self-Moving Item	130gp	1	Permanent	P
Sentient Item	435gp	1	Permanent	P
Size or weight of item can be reduced	250gp	1	Unlimited	U

Table 6-G: Value of Exotic Effects

6.6 Modifiers to Base Item/Ability Prices

Much of the flavor of IFGS items comes from creative application of the modifiers in this section. Unfortunately, most of the complexity in item function and pricing comes from this section as well. The following section discusses the available modifiers, the effect that each one has on the function of an item, and the effects they have on an item's value.

6.6.1 Autocast and Autoactivate

By default, all items have an activation time that is the same as that of the SAS they replicate. In the case of items which can be activated, but do not replicate an SAS, the default activation time is based on the required level to use the item; the activation time is 5 seconds for levels 1-2, 10 seconds for levels 3-4, and 15 seconds for level 5 and higher. Autocast and Autoactivate are the only ways to remove or reduce this activation time.

Items with the autocast modifier may be used immediately. Any item that requires less than the standard level-based incantation or meditation time is considered to be autocast.

Autoactivate items trigger instantly and automatically when a defined condition is met (for example, when the user's life points drop to unconsciousness). Trigger conditions for autoactivate are subject to the following limitations:

- 1) The trigger may not give or be based on information that the player doesn't have.
- 2) It may not detect or react to the intentions of people other than the owner.
- 3) If the trigger condition occurs, the autoactivate will trigger, regardless of the desires of the owner.

The trigger may not act as an immediate counter unless the SAS is already defined as an immediate counter. For this purpose, this means that an autoactivate cannot cause an effect that would occur between the calling of an effect and its result occurring. For example, an autoactivated Elemental Protection cannot take effect between the calling of an Elemental Strike on the character and the point at which the character takes the damage from the Strike. Such an item would provide protection against the next strike, but not the one that triggered it.

If the trigger is one that is consciously or deliberately activated by the holder, 5 seconds must pass before another SAS or magic item can be activated. Similarly, the deliberate trigger may not be activated within 5 seconds of having used another SAS or item. Otherwise, the triggering of the autoactivate is exempt from the 5-second rule as a triggered effect.

Autoactivate has no MILL level and can be used by characters of any level, however, if the character does not meet the MILL requirements for autocast, the autoactivated effect will require the full normal casting time to take effect.

A one-shot autocast ability costs an extra 300 gold. An item which has a variable number of activations, such as an incremental item, costs 300 gold per activation which can be autocast – any additional activations require the full activation time.

A one-shot autoactivated ability costs an extra 600 gold, with the same pricing for incremental as for Autocast abilities. An item which has a variable number of activations, such as an incremental item, costs 600 gold per activation which can be autoactivated – any additional activations must be activated by the player.

Autocast and Autoactivate are treated as separate abilities of the item for pricing purposes, and

multiple uses of these effects are subject to price multipliers for frequency of use.

Example: A ring of healing, 20 points, will autoactivate Heal 10 points once per day on the bonded owner upon the owner becoming unconscious. It can also be used to autocast Heal (in any increment) three times per day. The total price would be:

$$2400 (20 \text{ points healing/day}) + 6000 (\text{Autoactivate}) + 8400 (\text{Autocast 3/day}) = 16,800\text{gp}$$

6.6.2 Frequency of Use

Section 6.4 provides prices for one-shot SAS-based items. This section allows that base cost to be modified for items that can function once or more per game day, be used an unlimited number of times, have permanent SAS effects, or contain more than one charge of an SAS.

6.6.2.1 Items of Multiple Uses per Day

These items function one or more times per game day, and require no points or input from the owner to recharge. They are subject to the normal limitations of the SAS, including activation method and time. Table 6-H provides the multiplier for items with 1 or more uses per day.

Generic healing, builder items, familiars, and armor or weapon items from Table 6-A: Value of Weapon and Armor Enhancements are not subject to these discounts.

Many SAS-based items can be created as permanent or unlimited-use items. Table 6-F, indicates which of the SAS are available as permanent/unlimited and which are restricted to a lesser number of uses. Each SAS falls into one of the following categories:

- P – Permanent; when priced as permanent/unlimited, this ability is always in effect, cannot be dispelled, and requires no activation
- U – Unlimited; when priced as permanent/unlimited, this ability has an unlimited number of uses, requires a standard activation or incantation, and can be dispelled. 5 seconds must pass between each use of the ability.
- E – Either Permanent or Unlimited; when priced as permanent/unlimited, this ability may be defined as either a permanent effect or as having an unlimited number of uses. The **Savvy** or description of the item must identify whether the effect is permanent or unlimited.
- N – Not Allowed; this ability may never be priced as permanent or unlimited

Price Multipliers for Items of Multiple Uses per Day ²⁸	
Number of Uses per Game Day	Multiplier
1	10
2	20
3	28
4	36
5	42
6	48
Permanent or Unlimited	60

Table 6-H: Price Multipliers for Items of Multiple Uses per Day

²⁸Generic healing, builder items, and familiars are not subject to these discounts.

6.6.2.2 Charged Items

These items contain two or more total uses, or “charges”, of an SAS; by default, these uses cannot be recharged. They are subject to the normal limitations of the SAS, including activation or incantation time. To create an item with multiple charges of an SAS, simply multiply the base cost from Table 6-F by the desired number of charges (for example, a ring with 4 charges of **Neutralize Poison** would cost 4 times as much as a ring with 1 charge of **Neutralize Poison**). For items with rechargeable uses, please see Section 6.6.3.

6.6.3 Rechargeable Items

Items which are rechargeable by ordinary means, such as applying spell points, are almost as valuable to PCs as items which are usable once per day without needing a recharge. These items can be charged by any PC or NPC with spell or ability points, but may only be discharged by the bonded owner.

The maximum number of discharges per day is subject to the permanency type defined for the SAS in Table 6-F. A rechargeable item can hold a maximum number of charges equal to the number of discharges it is capable of each day, except in the case of unlimited discharge items, which may hold up to six charges at a time. A rechargeable item that is not fully charged may be recharged at any time, but must be charged in increments equal to a single charge. Anyone with spell or ability points can donate the appropriate number of points to recharge an item, but all of the points for each charge must come from a single individual; this individual can, however, draw some or all of the required points from crystals, batteries, and generators. Recharging an item takes 5 seconds, regardless of the number of charges being recharged, and 5 more seconds must pass before the character may use another ability or invoke an item.

An item which is defined as dischargeable once per day can only be used/discharged once per day. Specifically, it could be recharged at the beginning of the game day, used during the game, then be recharged again before going out of game; however, it could not be used/discharged again during that game day.

Price Multipliers for Rechargeable Items²⁹	
Number of Discharges Per Day	Multiplier
1	9
2	18
3	25
4	32.5
5	37.5
6	43
Unlimited	54

Table 6-I: Price Multipliers for Rechargeable Items

²⁹Generic healing, builder items, and familiars are not subject to these discounts.

6.6.4 Other Modifiers to the Price of an Ability

6.6.4.1 Items that only work versus specific creature types

These modifiers should be used for abilities which only function when targeted at a certain type of creature; for example, a Fire Strike that only works on Supernatural creatures. They should not be applied to Spells, Abilities, or Skills which are already defined to work on specific creature types, such as Additional Damage vs Supernatural.

6.6.4.2 Incremental Items

For an item that can be used in increments of less than its full capacity, a 1.20 multiplier is applied to the one-shot or 1/day price. For example, an item of 12 points of **Branding** that will function in any increment (three 4-point **Brandings**, three 1-point **Brandings** and one 9-point **Branding**, two 6-point **Brandings**, etc.) is worth 20% more than an item that must be used as 12 points or nothing. If an item is not specified as incremental in its description, it is assumed to be an 'all or nothing' item, except in the case of generic healing items, which are always incremental. If a partially discharged incremental item is rechargeable, the partial charge may be restored to full at any time by expending the full recharge cost; this counts against the limit on discharges per day for the item as if the item had been fully discharged and recharged.

Incremental items do not have uses/day and are not subject to the multiple use discount table. Instead, they may be used until the remaining charge is less than the minimum increment allowed for the ability.

Modifiers to an Ability Price	
Effect	Cost
Ability only works vs. category (Ex: vs. Supernatural)	-20% to cost
Ability only works vs. specific type (Ex: vs. Undead)	-30% to cost
Ability is incremental	+20% to cost

Table 6-J: Modifiers to an Ability Price

6.6.5 Modifiers to Overall Item Price

6.6.5.1 Innate Item

The item is considered to be part of the character, and has no physical representation. It cannot be removed, lost, sold, stolen, or destroyed except by game design. A character with an innate item detects as magical at all times.

6.6.5.2 Item That Returns to the Owner When Lost

If the item is lost or stolen in game, it will return to the bonded owner at the beginning of the character's next game. This ability will not work if the bonded owner willingly transfers ownership of the item, sacrifices it, or destroys it.

6.6.5.3 Item That Returns to the Owner When Lost or Destroyed

If the item is lost, stolen, or destroyed in game, it will return to the bonded owner at the beginning of the character's next game. This ability will not work if the bonded owner willingly transfers ownership of the item, sacrifices it, or destroys it.

6.6.5.4 Permanently Bonded Items

The item is permanently bonded to the owner, and cannot be sold. The item may be lost or stolen, but cannot be used by any character other than the owner.

Modifiers to Overall Item Price	
Effect	Price
Innate item, no physical representation	+10% to final cost
Item that returns to the bonded owner if lost	+25% to final price
Item that returns to the bonded owner if lost or destroyed	+50% to final price
Permanently bonded item	No change in cost

Table 6-K: Modifiers to Overall Item Price

6.6.6 Cursed and Crooked Items

Items can be created with built-in curses and “crocks”. Crocks are limitations or quirks to an item's effects that apply a non-beneficial side effect to use of the item. Curses and crocks can add flavor and individuality to item creation, but these disadvantages do not affect an item's price. Crocks must be completely defined in the *Savvy*. Curses may be defined in the *Savvy* or in the item's description. The definition of a curse must include the level of effect of the curse.

Note that beneficial side effects are not considered crocks or curses, and must be priced as a separate ability.

6.6.7 Disallowed Effects

By default, any effect not listed in the previous tables is unavailable as game treasure or for inclusion in items.

A chapter Sanctioning Committee representative may request the addition of new effects to this document at any time. Such requests should be sent to the Society Sanctioning Committee, and must include the following elements:

- Proposed name of the effect
- Detailed description of the effect
- Examples of items using the effect
- Proposed price for the effect
- Justification for the proposed price, preferably in terms of existing effects

Other requests for changes to this document, such as the addition of new pricing categories or mechanics should include a similar level of detail. The Society Sanctioning Committee does not guarantee that a proposed effect or mechanic will be added, but any sufficiently detailed proposal will be considered. Pricing for existing effects will only be changed in the event of an

error.

Table 6-L provides a list of effects that have been found to be problematic, and which are specifically disallowed for use in items. Review of these disallowed effects may be requested under the same guidelines as new effects, but will be require more substantial justification.

Disallowed Effects	
Effect	
Area-effect Healing	
Concentration that provides protection during invocation of non-spell effects	
Flying or levitation	
Increased LI effect for a particular SAS	
Invisibility	
Item that adds damage to an SAS used by the owner (i.e., +4 to Physical Protection)	
Item that can be summoned by the bonded owner	
Item that can be used to enhance the effect(s) of another item	
Item that will perform a modified Telekinesis to gather a pile of small items	
Item that will preserve a liquid, plant, or other perishable item until used	
Items that are rechargeable "only by game design"	
Items that can be recharged with anything other than spell or ability points	
Magic items that don't detect as magic, either permanently or part of the time	
Magical container that can only be opened by the bonded owner	
Monks with multiple specialties	
No Defense damage for an SAS that is not inherently No Defense	
One-handed bow use	
Pseudo dual-classing, such as a thief with innate spell points & the ability to cast 1 st level MU spells	
SAS as non-standard carried effects on melee or missile weapons	
Spell reflection	
Spell-casting with no verbal or somatic component	
"Strengthened" non-magical armor, such as 2 point Leather	
The ability to mask or conceal items from the use of detect & reveal magic	
The ability to meditate instead of using a verbal incantation for spells	
The ability to use self-only SAS on others	
Variations on Devil's Weed that confer abilities from other classes	
Weapons that can cut through Phase Out	

Table 6-L: Disallowed Effects

6.7 Creating an Item with Multiple Abilities

To create an item with multiple abilities, you must first determine the values of all abilities as if they are separate magic items. Two basic types of multiple-ability items can be created—“and” items and “or” items.

“And” items have multiple abilities, all of which can be used independently of the others (for example, an eye patch that provides **Enhanced Senses** 1/day AND **Perceive Illusion** 1/day). To price this type of item, calculate the cost with modifiers for each individual ability, and then add the costs together to determine the total value of the item.

“Or” items have multiple abilities, but their use is conditional—one ability or the other can be used, but not both (for example, a gauntlet that provides, 1/day, either 3 ability points OR an 8-point **Electrify**). To price this type of item, calculate the cost with modifiers for each individual ability, and then determine which of the abilities has the highest cost. To determine the total value of the item, add 25% of the cost of each lesser ability to the value of the most expensive ability.

6.8 Random Items

These items are items that are not always reliable or functional and generally rely on a dice roll to determine their effectiveness, although it can also be a deck of cards or any other method acceptable to the local Sanctioning Committee. Whatever is chosen, if the method of randomization is affected by in- or out-of-game effects, the item fails to function at all. For example, if a die is nudged, falls in an unclear position, or an SAS such as Telekinesis is used to manipulate the die, activation of the item fails. The randomization must be witnessed and approved by a GM, and cannot be performed in combat. If cards are used, any previously drawn cards must be returned to the deck, and the deck must be shuffled before the item may be invoked.

For any random item that randomizes once and takes that result permanently, the item should be valued as the most valuable possible result. Random items are considered those items that are randomized every time they are used, and this can average out to a median result over a period of time. Round all probabilities to 4 decimal places and all prices to the nearest gold piece.

It is possible to include one-shot effects on a random item. Once the effect has been used, future randomization results that indicate that effect will produce no effect, but still count against the uses of the item for that day.

Multiple-use discounts do not apply to random items.

6.8.1 Random Generators

These items produce a number of spell, ability, or renewal points per day, based on a randomization result. Prices are set based on the average result of the randomization multiplied by the base price of a generator, as seen in the table below.

Random Generators		
Randomization Type	Cost	Frequency of Use
Coin flip (1 or 2 points)	750	1/day
D4 (1-4 points)	1250	1/day
D6 (1-6 points)	1750	1/day
D8 (1-8 points)	2250	1/day
D10 (1-10 points)	2750	1/day
D12 (1-12 points)	3250	1/day
D20 (1-20 points)	5250	1/day

Table 6-M: Random Generators

6.8.2 Undependable Items

These are items that have only one effect and produce or allow a specific SAS effect or other property, but randomly. They are items that only work some of the time. The price of this item is calculated by multiplying the probability of the effect working by the price of the effect after all other modifiers are applied.

Example: Gambler's Edge is a +2 sword that only functions if a coin flipped at the beginning of the game day comes up heads. The coin flip must be announced in advance and witnessed by a GM. If tails is flipped, the sword deals mundane damage with no bonus that day.

The probability of the bonus applying for a given game day is 0.5, so the price of the effect would be $1800gp = 0.5 \text{ (Probability of Effect)} * 3600 \text{ (+2 Melee Weapon)}$.

Example: The Steely Die is an enchanted six-sided die with a magical effect that can be invoked once per day. This invocation must be announced before the die is rolled and witnessed by a GM. If the result of the die roll is a 5 or 6, the bonded owner gains +2 vs LI Effects as per the Knight ability.

The probability of any given result on a d6 is 0.1667, and two possible results will make the effect work, so the combined probability is 0.3334. The price of the effect would be $1500gp = 0.3334 \text{ (Probability of Effect)} * 4500 \text{ (Knight's +2 vs LI Effects)}$.

6.8.3 Random Effects

It is possible for an item to have multiple possible randomly selected effects. The price for such an item would simply be the sum of the prices of each of its effects as calculated above. Each effect requires normal casting time.

Example: The Pyramid of Protection is a four-sided die that may be invoked once per day. Each possible result grants a different protective effect, as listed below.

- 1) Ranged Defense—Missile Protection and Spell Defense (Value 8000)
- 2) Elemental Focus—Concentration and Elemental Protection, 21 points, User's Choice, Self-Only (Value 9330)
- 3) Barricade—Repulse Evil, 8th level and Blocking, 4 points (Value 7810)
- 4) Endurance—Resist Pain and Life Support (Value 4580)

The probability of any given result on a d4 is 0.25, so the combined price of these effects is $7430gp = 0.25 * 8000 + 0.25 * 9330 + 0.25 * 7810 + 0.25 * 4580$

Common Probabilities	
Randomization Type	Probability of a Given Result
Coin flip	0.5
D4	0.25
D6	0.1667
D8	.0125
D10	0.1
D12	.0833
D20	.05
Deck of 52	.0192
Deck of 54 (with jokers)	.0185

Table 6-N: Common Probabilities

6.9 Familiars

Familiars are a special category of self-moving, sentient items. A familiar can be any item, creature, or companion which can choose for itself what actions to take or when to use its abilities. A familiar has hit points and is generally played by an NPC.

If an NPC to play the familiar cannot be obtained, the owner of the familiar may roleplay the familiar and activate its abilities, but the familiar may not take part in melee combat. Additionally, a familiar represented by a prop rather than an NPC shares its owner's 5-second activation intervals. If the owner has just used an SAS, 5 seconds must pass before any of the familiar's abilities may be activated. Likewise, if a familiar ability has just been used, the owner must wait at least 5 seconds before activating any other ability or item.

Whether the familiar is played by an NPC or represented by a prop, it must be distinguished by an orange flag, indicating that it is targetable. The familiar and its flag must be visible for any of its abilities to be activated.

6.9.1 Limitations

All familiars are subject to the following limitations:

- A familiar can never use other items.
- If a familiar possesses a self-only ability, it may only affect the familiar, not the PC who owns the familiar.
- A familiar cannot trigger glyphs or traps, regardless of its size.

- A familiar suffering from a poison or disease will not die from it, but cannot use any of its abilities until it is cured.
- A familiar is considered a permanently bonded item, as defined in 6.6.5.4, and cannot be sold, traded, or given away. A PC can only lose a familiar by game design or by willingly destroying the familiar or by setting it free. In the latter case, the familiar is permanently removed from play as if it had been destroyed.

6.9.2 Base Characteristics

The base price of a familiar is 1000gp, and a base familiar has the following characteristics:

- The familiar has 5 hit points to unconsciousness, 10 total.
- The familiar cannot die, but if it is reduced to 0 hit points, it must be healed to full before it can use any of its abilities beyond communication and movement.
- The familiar cannot use armor or shields.
- The familiar can use weapons to defend itself, but cannot deal melee damage or actively defend any character other than itself, though it can issue warnings.
- The familiar can communicate with its owner, and with others, if the owner so desires.
- The familiar can move independently within line of sight of its owner, but cannot scout.
- The familiar is not affected by any damage not targeted specifically upon the familiar. It would not, for example, be affected by a Fireball targeted on its owner, even if it was within range, but it would be affected if it were the target of the Fireball.

6.9.3 Additional Abilities

The familiar may additionally possess abilities and advantages listed in Error: Reference source not found. Familiar abilities are not subject to discounts for multiple uses per day. To determine the price for multiple uses of familiar abilities, simply multiply the price of the ability by the number of uses.

Familiar Abilities			
Ability	Cost	Frequency of Use	P-Type
Additional hit point	200	Permanent	Permanent
May wear leather armor	100	Permanent	Permanent
May wear chain mail	250	Permanent	Permanent
May wear plate mail	500	Permanent	Permanent
May use a shield	200	Permanent	Permanent
May carry an object	1300	1/day	U
May scout	1800	1/day	N
Skill, Ability, Spell	As SAS	As SAS	As SAS

Table 6-O: Familiar Abilities

6.9.3.1 Carry

Each daily use of Carry included in the price allows the familiar to carry an object for up to five minutes; unlimited Carry allows unlimited carrying time. The familiar can carry objects weighing 1 pound per hit point possessed by the familiar. A familiar carrying an object is limited to moving at a slow walking pace, can only cross terrain the familiar is

normally capable of traversing, and is subject to environmental damage or attack while carrying an object. A familiar cannot drop objects on people.

If the familiar is rendered unconscious while carrying an object, both the familiar and the object fall to the ground where they are.

6.9.3.2 Scout

The Scout ability can provide information equivalent to that provided by Precognition. However, the time required by the use of this ability is subject to the GM's discretion, with a minimum of 5 minutes, representing the time required for the familiar to travel to the next encounter site, look around, and return to report.

A familiar can be attacked and rendered unconscious while scouting. If this happens, its owner will immediately be aware of that fact, and the familiar's general location, but no other information from the scouting attempt. The owner must find, retrieve, and heal the familiar to full before it can perform any other functions.

If the familiar is represented by an NPC, the GM may require the NPC to travel to the next encounter and back. The NPC is subject to attack if noticed. If the familiar is not represented by an NPC, the GM may use his or her discretion in deciding whether or not the familiar was noticed or attacked, and the amount of damage the familiar took in the scouting attempt.

6.9.3.3 Skills, Abilities, and Spells

A familiar may possess any ability defined in this document, but is limited by the MILL rule as if the ability were an item possessed by its owner. Therefore, a familiar cannot use any ability more than 2 levels higher than its owner's level. This does not apply to the Carry and Scout abilities.

All level-influential abilities possessed by a familiar are set at a fixed level defined in the savvy (and priced accordingly). These abilities are subject to the MILL rule. If an LI ability defined for the familiar has a defined level of effect more than two levels higher than its owner's level, the ability will function at the owner's level + 2.

A familiar may use any of its abilities independently, even while its owner is unconscious or otherwise incapacitated.

Example: Ash, a 4th level ranger, has a wolf as a familiar. The wolf is defined with base hit points (10), unlimited Carry, Scout once per day, Tracking once per day, and Conceal Self at 10th level once per day. The wolf can carry a single object of up to 10 pounds indefinitely, and can use Conceal Self at level 6 (Ash's level +2) to hide while it is scouting.

The wolf would cost 13,150gp = 1000 (Base) + 7800 (Carry, unlimited=1300/10*60) + 1800 (Scout, 1/day) + 550 (Tracking, 1/day) + 2000 (Conceal Self, 1/day at 10th level).

6.9.4 Training

Familiars can be defined as builder items, allowing them to be upgraded or "trained", but all builder rules apply, including the 10% surcharge on all SAS defined at creation.