



# PC Item Details Report

11-May-2018

IFGS ID: 2521

## 1 CL Aloysious

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Boon: Please Don't Kill Me!</b>	320	1195	1	Y	Y	1

- 1 After much practice, you're getting the hang of the art of the "Strategic Withdrawal". Shavrina will help you master the finer points -- you can now Disengage (as a Fighter) at 2nd level, once a day. The LI of this retreat can be upgraded (see below). The
- 2 only stipulation is that for the duration of the Disengage you must plead "Please don't kill me!" Cost: 3rd level=389gp, 4th thru 10th level=528 gp for each level.
- 3 This boon can never be traded or sold. *Fin*

<b>+0 Magic Shield</b>	530	400	1	Y	Y	1
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1 When carried by the bonded owner, functions as a +0 magic shield. *Fin*

<b>+2 Ring of Protection</b>	531	4500	1	Y	Y	1
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1 When worn by the bonded owner, provides an additional 2 points of defense from all forms of damage attacks. *Fin*

<b>Celestial's Ring</b>	1636	4340	1	Y	Y	1
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1 User is allowed one dodge blow a day.

2 Upon use of dodge blow, gain 8 points of elemental protection, user's choice of element.

3 This item can only be used in future "Shadow" games by David Wood or in future Triad games by game design. *Fin*

<b>+1 Permanent Life Point</b>	1646	2000		Y	Y	1
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1 This is one extra innate Life Point. It can never be traded, transferred, or sold. *Fin*

<b>Amulet of Resist Pain, 1xpd</b>	1905	1880	1	Y	Y	1
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1 When worn by the bonded owner, this item allows the owner to perform a Resist Pain as per the KN 5 ability, once per day. *Fin*

<b>Tooth of Death, 1xpd</b>	2566	2700	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform a Life Support as per the MKS 8 ability, once per day. *Fin*

<b>Sugar Skull Necklace #8</b>	3342	2750	1	Y	Y	1
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1 The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.

2 When invoked by the bonded owner, this item will allow the user to perform a Sense I as per the MK 4 ability, once per day.

3 In addition, the user can perform a Sense II as per the MK 6 ability, once per day.

4 Finally, the user can perform Life Support as per the MKS 8 ability, one time only. *Fin*

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Potion of Neutralize Poison</b>	240	100		Y	N	1

1 When consumed, casts the spell Neutralize Poison on the user. *Fin*

<b>15 Points of Fighter Regen in Combat</b>	243	1500		Y	Y	1
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1 When invoked by the bonded owner, allows the user to perform a total of 15 points of Fighters Regen In Combat as per the Fighter ability, once per day. *Fin*

<b>Bracer of Instant Arms</b>	508	960	6	Y	Y	1
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1 Bracer of Instant Arms, six times per day.

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

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

<b>8 Point Heal, opd</b>	1640	960	1	Y	Y	1
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1 Provides 8 points of healing, once per day. *Fin*



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### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Pt Healing, 6xpd	2400	1440	6	Y	Y	1

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

Get Out Of Death Free - Life Spark	2853	500	0	Y	Y	1
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1 When invoked, this card will allow the user to cast Life Spark as per the CL 6 spell, one time only. *Fin*

Tin of 10 point Healing Tablets	3313	120		Y	N	10
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1 This tin will provides one mint that provides 10 points of Healing as per the CL 1 spell cast at level 5, one time only. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Death's Shades, 1xpd	2578	1500	1	Y	Y	1

1 When invoked by the bonded owner, this item will allow the user to perform a Death Memory as per the MKS 7 ability, once per day. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mark of Bast (Friend of the Felanashai)	242	0		Y	Y	1

1 This mark indicates that the bearer is a Friend of the Felanashai. *Fin*

Animated Rope	1533	130		Y	Y	1
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1 When invoked by the bonded owner, allows the user to control this self-animated rope. *Fin*

Everfull Everchanging Vial	1534	400		Y	Y	1
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1 When invoked by the bonded owner, allows the user to create one dose of acid, oil, or drinkable water, every 5 seconds. *Fin*

Ring of Spell Storing, 1st level , 1xpd	1731	1000	1	Y	Y	1
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1 When invoked by the bonded owner, this Ring will store any 1st level spell or ability. This ring can be discharged once per day. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Dwarven Mithral Silver Plating	819	180		N	Y	1

1 This coating adds Silver damage to every successful hand-held melee strike. Once applied to a single weapon it cannot be transferred in any way. *Fin*

Bracelet of the Mantis	1637	4440	1	Y	Y	1
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1 Allows the user to cast Insect Strike at their level +2 1/day. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 point Spell Point Generator	520	2400	6	Y	Y	1

1 1 point Spell Point Generator, six times per day.

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

<b>Total Value of all items:</b>	<b>46867 + 6650 gold</b>	<b>53517</b>
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## 3 MU Garkin

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
20 Points of Improved Fighter's Regen	553	1800	1	Y	Y	1

1 When invoked by the bonded owner, allows them to cast an Improved Fighters Regen, as per the 4th level Fighter Ability. *Fin*



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## 3 MU Garkin

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Zanith Blood Bead	1936	300		Y	N	1

1 When invoked, this item will cast a 10 point Wrath, as per the CL 5 spell, three times only. *Fin*

+1 Ring of Protection	1937	1500		Y	Y	1
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1 When worn by the bonded owner, this item provides one additional point of protection from all forms of physical damage.. *Fin*

Hat of Thieves, 1xpd	3298	2100	1	Y	Y	1
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1 When worn by the bonded owner, this hat will allow the user to perform a Disguise at level 7 as per the TH 7 ability, once per day. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bowl of Seeing, 3xpd	2440	2240	3	Y	Y	1

1 This bowl can be filled with water and used to perform the spell Forsee 3/day. After the bowl is filled with water and the questions asked of Lolth, the answers will reveal themselves in the water to the user. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Amulet of Remove Curse, 20 Levels, Incremental	1982	960		Y	N	1

1 This amulet contains 20 levels of Remove Curse as per the CL 4 spell. They may be used in any increment from 1 to 10, subject to the MILL rule, one time only. *Fin*

Wand of Catequil II, 1 xpd	2904	1250	1	Y	Y	1
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1 When invoked by the bonded owner, this wand will allow the user to cast Plant Seek Vervain as per the DR 5 spell, once per day.

2 Currently inactive - The owner can also cast LI Enhancement +2 as per the MU 6 spell, once per day

3 Currently inactive - The owner can also cast a 30 point Lightbeam - User's Choice (Moonbeam, Sunbeam, or Starbeam) as per the DR 8 spell cast at level 10, once per day.

4 Currently inactive - The owner can also cast a 12 point Dead Eye as per the MU 1 spell cast at level 6, once per day. *Fin*

Mark Of Death	2913	0		Y	Y	1
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1 This PC has been permanently Marked by the Avatar of the Paragon of Death and are hereby marked by all creature s under death s control. You will be targeted first in battles, etc, if Death is in command of the enemy. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Magic Weapon	1939	40		Y	Y	1

1 When wielded by the bonded owner, this is a +0 magical weapon. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Spell PointGenerator, 5xpd	1938	2100	5	Y	Y	1

1 When invoked by the bonded owner, this item generates one additional spell point, five times per day. *Fin*

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<b>Total Value of all items:</b>	<b>12290 + 141 gold</b>	<b>12431</b>
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## 4 RN Evil Roy Slade

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Dragon Guts	1414	5250				1

1 When invoked by the bonded orner, casts a Dragon Hide as per the DR spell,once per day.

2 Usable by characters of Evil alignment only. *Fin*

Life Support Crystal	1434	270		Y	N	1
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1 When invoked by the bonded orner, allows the user to perform a Life Supportl as per the MK ability, one time only. *Fin*



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## 4 RN Evil Roy Slade

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing, 1xpd	1428	240	1	Y	Y	18
1 When invoked by the bonded owner, casts 2 points of healing as per the CL spell, once per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Preserved Powder of Nightshade	475	100		Y	N	1
1 When ingested (the powder can be dropped into a drink) it affects the individual as per the 6th level Ranger ability FIND HERBS: NIGHTSHADE. (poison)						Fin

+1 Bone Short Sword	481	1260		Y	Y	1
1 Magic bone (not wood or metal) short sword which does +1 magical damage in Melee combat.						
2 May only be wielded without penalty by neutral or evil characters. Good characters who willingly take the item in hand with the intent of possession or to wield it, will immediately take the following effects:						
3 1 point No Defense damage in the arm with which the sword was held. Affected with CHILLING ATTACK so long as the weapon is held and ceasing as soon as it is released (holder cannot attack or spell cast, but can defend).						
4 This effect is neutralized if the holder is immune to at least 21 points of cold damage.						Fin

Bark Poison Sac	1053	540	1	Y	N	1
1 This item is represented with a green bean bag. A hit when thrown at a target causes an Autocast Dropsy on the target, AND the target must scratch furiously for 5 full minutes.						Fin

Belt of Wrath, 1xpd	2044	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast a 10 Point Wrath as per the CL 5 spell, once per day.						Fin

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<b>Total Value of all items:</b>	<b>13240 + 3352 gold</b>	<b>16592</b>
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## 6 FT Luigi Vercotti

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Permanent Life Point	435	2000		Y	Y	1
1 The user has one permanent, additional Life Point.						Fin

+0 Magic Shield	439	400		Y	Y	1
1 Functions as a +0 magic shield when wielded by the bonded owner.						Fin

Plate mail	440	1500			N	1
1 Mundane Plate mail armour.						Fin

+1 Ring Of Protection	1162	1500		Y	Y	1
1 When worn by the bonded owner, this ring add 1 point of protection from all forms of physical attack.						Fin

Sigil of Code Protection	1895	300		Y	Y	1
1 When worn by the bonded owner, this sigil protects the owner from having their code stolen by Code Eaters.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Heal (6 x day)	1161	1440	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 2 points of healing, six times per day.						Fin

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<b>Total Value of all items:</b>	<b>7140 + 824 gold</b>	<b>7964</b>
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