



# PC Item Details Report

05-May-2024

IFGS ID: 5100

## 1 FT Asher

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Blight Immunity</b>	1958	0		Y	Y	1
1 Having been brought to the edge of death by a Blight Demon and survived (in however convoluted a fashion), you have begun to develop a resistance to the contagion of that particular demon.						Fin
<b>+3 Ring Of Protection</b>	2110	9000		Y	Y	1
1 When worn by the bonded owner, this ring provides 3 points of protection from all forms of physically damaging attacks.						Fin
<b>+0 Plate Mail</b>	2128	1650		Y	Y	1
1 When worn by the bonded owner, this is +0 plate mail.						Fin
<b>Elven Brooch, 6th level</b>	2158	1400	1	Y	Y	1
1 When worn by the bonded owner, this item will allow the user to perform a Conceal Self at 6th level as per the TH ability.						
2 This Item may be increased to a maximum of 10th level but the level of effect can never be more than the PCs level +2						
3 To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.						
4 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication).						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>4 Point Healing Potion</b>	1282	48		Y	N	1
1 When invoked, provides 4 points of healing as per the CL ability, one time only.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Headband of Converse, 1xpd</b>	2122	600	1	Y	Y	1
1 When worn by the bonded owner, this gauntlet allows the user to cast Converse as per the CL 5 spell, once per day.						Fin
<b>Cosmic Insight, 1xpd</b>	2396	880	1	Y	Y	1
1 When invoked by the bonded owner, they can perform a Major Lore as per the MK 3 ability, once per day.						
2 This is an innate item and cannot be sold, traded, or lost.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Cursed Poop Of Paradise</b>	1565	0		Y	Y	1
1 This is a 10th level curse that leaves a permanent white spot somewhere visible on the PC, representing bird poop. The PC must wear a white felt circle no less than 1" in diameter as long as the curse is in effect.						
2 In addition, the white felt circle will always represent an alluring target for ALL birds!						Fin
<b>Scale of Gadzuki</b>	1566	100		Y	Y	1
1 This is a magic scale from the growing teenaged Gadzuki, son of Godzilla, heir to the title King Of All Monsters!						Fin
<b>Everfull Oil</b>	1880	100		Y	Y	1
1 When used by the bonded owner, this vial creates enough oil to fill a mundane vial every 5 seconds; liquid can be poured from the Vial. Vial cannot be thrown for damage, or broken. The PC must have a black container or beanbag to use this item.						Fin
<b>Everfull Acid</b>	1881	100		Y	Y	1
1 When used by the bonded owner, this vial creates enough acid to fill a mundane vial every 5 seconds; liquid can be poured from the Vial. Vial cannot be thrown for damage, or broken. The PC must have a red container or beanbag to use this item.						Fin
<b>Care Bear Stare</b>	2159	0		N	Y	1
1 A small pink bear that is looking out at the world is Branded onto your forehead. This indicates that you are friends with the evil spirit "Magness".						Fin



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Stone of Fulgurite	1804	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a 10 point Electrify as per the MU 4 spell, once per day.						Fin
+0 Magic Changing Weapon 1xpd	1879	500	1	Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic sword. The base element is Silver.						
2 May be defined as a new material once per day. The materials it may change into must be set upon purchase and are: silver, cold iron, wood, crystal and stone.						
3 Once the base material had been changed, it will remain that material the rest of the game day.						Fin
Bracer Of Elements: Fire	1883	500	1	Y	Y	1
1 This bracer allows the bonded owner to wield elemental forces through ONE weapon at a time. Base element (fire or ice or lightning or earth or no element) must be chosen at time of purchase. FIRE has been chosen for this item.						
2 The bracer embodies the ability to switch elements (fire or ice or lightning or earth or no element) once per day. Once an element is switched, it remains in effect for the rest of the day.						Fin
+2 Sword of Duke Arnold	2448	3600		Y	Y	1
1 When wielded by the bonded owner, this is a +2 magic sword.						Fin

Total Value of all items: 19978+7982 gold 27960

## 2 MU Heavens-Blade Tenken

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring Of Protection	1375	1500		Y	Y	1
1 When worn by the bonded owner, this is a +1 ring of protection. It adds 1 point of protection from all forms of physically damaging attacks.						Fin
Patch of the Green Way	1704	1100	1	Y	Y	1
1 When invoked by the bonded owner, this item casts a 12 point Wrath as per the L6 CL spell, once per day.						Fin
Insole Of Pinjas, 1 xpd	2041	2000	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast Shadows Of Concealment as per the DR 6 spell, once per day.						Fin
Zanith Blood Crystal	2337	100		Y	N	3
1 When invoked, this item will cast a 10 Point Wrath as per the CL 5 spell, one time only.						Fin
Elven Brooch of Friendship, Level 5	3232	1200	1	Y	Y	1
1 When worn by the bonded owner, this item allows the user to cast Conceal Self at 5th level as per the TH ability, once per day.						
2 This Item may be increased to a maximum of 10th level but the level of effect can never be more than the PC s level +2.						
3 To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.						
4 All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication).						Fin
	Item ID	Value	Per Day	Magic?	Permanent?	Count
Freeze Poison Crystal	1377	50		Y	N	1
1 When invoked, casts a Freeze Poison as per the CL spell, one time only.						Fin
2 Points Healing, 1xpd	1536	240	1	Y	Y	12
1 When invoked by the bonded owner, provides 2 points of healing, once per day.						Fin



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## 2 MU Heavens-Blade Tenken

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	1713	240	1	Y	Y	3
1 When invoked by the bonded owner, provides 2 points of healing as per the L1 CL spell, once per day.						Fin
Brooch of Major Healing, 1xpd	1906	1440	1	Y	Y	1
1 When worn by the bonded owner, this item allows the owner to cast 12 points of healing as per the CL 1 spell cast at Level 6, once per day.						Fin
Brooch of Healing, 1xpd	1907	720	1	Y	Y	1
1 When worn by the bonded owner, this item allows the owner to cast 6 points of healing as per the CL 1 spell cast at Level 3, once per day.						Fin
2 Points Healing, 1xpd, innate	2315	264	1	Y	Y	1
1 When invoked by the bonded owner, this item performs 2 points of Healing as per the CL 1 spell, once per day.						
2 This item is innate and cannot be sold, traded, lost, or given away.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Quiver of WATHIT	1290	1200	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a Wathit as per the RN ability, once per day.						Fin
Seekerstone (opd)	1376	600	1	Y	Y	1
1 When invoked by the bonded owner, casts a Bump Of Direction as per the CL spell, once per day.						Fin
Mama Tisseaux's Chicken Bones (opd)	1378	800	1	Y	Y	1
1 When invoked by the bonded owner, casts a Forsee as per the CL spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Symbol Of Pathos	1582	0		N	N	1
1 This is a mundane pendant inscribed with the symbol of Pathos, the god of the soul.						Fin
Tabard of the Black Way	1711	0		N	N	1
1 This is a mundane tabard of the Black Way (Mordra's nemesis).						Fin
Pin of Autocast	1712	3000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the wearer to cast Autocast as per the L7 MU spell, once per day.						Fin
Animated Unbreakable Rope	1733	130		Y	Y	1
1 When used by the bonded owner, this is 100' of unbreakable rope that is animated.						Fin
Everfull Vial - Oil	1734	100		Y	Y	1
1 When used by the bonded owner, this vial generates one cup of oil, every 5 seconds.						Fin
Everfull Vial - Acid	1735	100		Y	Y	1
1 When used by the bonded owner, this vial generates one cup of acid, every 5 seconds.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10 Point Avenging Blow, 1xpd	1504	1500	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a 10 point Avenging Blow as per the KN ability, once per day.						Fin



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## 2 MU Heavens-Blade Tenken

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+1 Bow</b>	1579	1200		Y	Y	1
1 When wielded by the bonded owner, this is a +1 magic bow.						Fin
<b>Throwing Dagger of Blech!</b>	1583	0		N	N	1
1 This is a mundane throwing dagger, captured in battle from the vampire leader Count Blech.						Fin
<b>Bracer of Elements</b>	1736	500	1	Y	Y	1
1 This bracer allows the bonded owner to wield elemental forces through ONE weapon at a time. The base element is ICE damage. This bracer allows the user to switch elements (fire, ice, lightning, earth, or no element) once per day.						
2 Once an element is switched, it remains in effect for the rest of the day.						Fin
<b>Changing Weapon</b>	1737	500	1	Y	Y	1
1 When wielded by the bonded owner, this weapon has a base material of SILVER. It may be changed into any one of the following elements, once per day: silver, cold iron, wood, and crystal.						
2 Once the base material had been changed, it will remain that material the rest of the game day.						Fin
<b>Dice of 2 Point Elemental Flare, 1xpd</b>	2175	480	1	Y	Y	1
1 When invoked by the bonded owner, this pair of dice wil cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase.						
2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 point increment costs 530 gp.						Fin
<b>The Final Friend, 1xpd</b>	2570	1300	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast Ashes To Ashes as per the CL 4 spell, once per day.						Fin
<b>+3 Sword</b>	2977	7200		Y	Y	1
1 When wielded by the bonded owner, this sword adds 3 points to all hand-held melee damage.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Spell Point Generator, 6xpd</b>	1535	4800	1	Y	Y	1
1 When invoked by the bonded owner, provides 2 spell points, six times per day.						Fin

<b>Total Value of all items:</b>	<b>35584+13625 gold</b>	<b>49209</b>
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## 3 KN Sir Loin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>6 Points Innate Healing, opd</b>	1595	792	1	Y	Y	1
1 When invoked by the bonded owner, provides 6 points of Healing as per the CL spell, once per day.						
2 This item is innate, and can never be lost, sold, traded, stolen, or destroyed.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Sheath of the Don s Transformation</b>	1875	100		Y	Y	1
1 This sheath will take any weapon placed into it and changes its shape to be a violin. The sheath itself will take the form of a violin case to hold it.						
2 This shape is only held while the weapon is in the case; the weapon returns to normal shape when it is drawn from the sheath.						Fin
<b>Everfull Oil</b>	1880	100		Y	Y	1
1 When used by the bonded owner, this vial creates enough oil to fill a mundane vial every 5 seconds; liquid can be poured from the Vial. Vial cannot be thrown for damage, or broken. The PC must have a black container or beanbag to use this item.						Fin
<b>Everfull Acid</b>	1881	100		Y	Y	1
1 When used by the bonded owner, this vial creates enough acid to fill a mundane vial every 5 seconds; liquid can be poured from the Vial. Vial cannot be thrown for damage, or broken. The PC must have a red container or beanbag to use this item.						Fin



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## 3 KN Sir Loin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Water	1882	100		Y	Y	1
1	When used by the bonded owner, this vial creates enough water to fill a mundane vial every 5 seconds; liquid can be poured from the Vial. Vial cannot be thrown for damage, or broken. The PC must have a container representign this item in order to use it.					Fin
Tankard of Automatic Refill	2498	100		Y	Y	1
1	When carried by the bonded owner, this tankard will, when invoked, automatically refill with the last alcoholic beverage it held. Usable once every 5 seconds.					
2	This item cannot be used for combat or in melee.					Fin
3/4" Lockpick Of Opening, 1xpd	2502	1500	1	Y	Y	1
1	When used by the bonded owner, the owner can attempt to pick one lock per day as if they were a Thief equal to their own level, once per day. Thieves will instead get one extra attempt per level on a specific lock, once per day.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracer Of Elements: Lightning	1876	500	1	Y	Y	1
1	This bracer allows the bonded owner to wield elemental forces through ONE weapon at a time. Base element (fire or ice or lightning or earth or no element) must be chosen at time of purchase. LIGHTNING has been chosen for this item.					
2	The bracer embodies the ability to switch elements (fire or ice or lightning or earth or no element) once per day. Once an element is switched, it remains in effect for the rest of the day.					Fin
+0 Magic Changing Weapon 1xpd	1879	500	1	Y	Y	1
1	When wielded by the bonded owner, this is a +0 magic sword. The base element is Silver.					
2	May be defined as a new material once per day. The materials it may change into must be set upon purchase and are: silver, cold iron, wood, crystal and stone.					
3	Once the base material had been changed, it will remain that material the rest of the game day.					Fin

Total Value of all items:	3792+3536 gold	7328
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