



# PC Item Details Report

15-Mar-2016

IFGS ID: 5109

## 1 FT Zanith Kilarious

### DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Death Lock Pendant</b>	1225	2725	1	Y	Y	1

1 When worn by the bonded owner, this pendant allows the user to perform a Resist Death as per the KN 7 ability, once per day.

2 This item can be increased at a cost of 250 gp per level, up to level 10.

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

<b>+3 Red Dragon Scale Plate</b>	1518	11650		Y	Y	1
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1 When worn by the bonded owner, this is +3 Plate Mail which will add 6 points of armour against all forms of physical attack.

2 This armor is innate.

3 The weight of the plate mail is 100 pounds, which is now added to the bonded owner. Swimming is not possible, nor floating even when disrobed. This weight must be considered during all activities. *Fini*

<b>Elven Brooch, 7th level</b>	1672	1600	1	Y	Y	1
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1 When worn by the bonded owner, this item will allow the user to perform a Conceal Self at 5th level as per the TH ability. Currently upgraded to 7th level.

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 *Fini*

<b>Item of Plant Seek, Vervain, 6xpd</b>	2492	4224	6	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to cast a Plant Seek: Vervain as per the DR 5 spell, six times per day.

2 The Vervain that is found also works against "Control Undead".

3 This item is innate and can never be sold, traded, or lost. *Fini*

### HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>10 Points Healing, 6xpd</b>	2490	6336	6	Y	Y	1

1 When invoked by the bonded owner, this item allows the user to cast a 10 point Heal as per the CL 1 spell cast at level 5, six times per day.

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

### KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<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. *Fini*

<b>Chaos Token</b>	2467	50		Y	Y	6
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1 When these tokens are held by 6 creatures who agree on the direction the zone of intense chaos should move, it will move in that direction. If no unanimous directions have been given in the last 24 hours, it will move in a random direction.

2 (Note that unless another Chaos Anarl is written into a game, these function as powerless 50gp magic items.) *Fini*

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Gangrene Flesh</b>	1422	0		Y	N	4

1 This is one dose of preserved, undead flesh. When consumed it provides 4 points of healing as per the CL 1 spell, but it causes the user to go permanently insane.

2 This is a closed world item, valid only in the world of Xindhi (Nathan Tryon GW). *Fini*

<b>Red Dragon Blood</b>	1423	0		Y	N	7
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1 This is one dose of Red Dragon blood. *Fini*

<b>RIG Chest Piece - Death Lock</b>	1673	2910	1	Y	Y	1
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1 When worn by the bonded owner, this item will perform SENSE 2 per the TH (L6) ability, once per day. it will also perform RESIST DEATH as per the KN (L7) ability, once per day.

2 The RESIST DEATH may be raised to 10th level by paying 250 gp per level increased. *Fini*

<b>RIG Arm Piece - Military Armaments</b>	1674	2260	1	Y	Y	1
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1 When worn by the bonded owner, this item will perform a STRONG ARM +3 per the MU (L6) spell, twice per day. *Fini*



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
<b>RIG Leg Piece - Evasive Maneuvers</b>	1675	12240	1	Y	Y	1	
1	When worn by the bonded owner, this item will perform a DODGE BLOW per the FT (L6) ability, twice per day.						
2	It will also perform a KIP as per the MK (L4) Movement ability, twice per day.						
3	It will also perform an EVADE as per the MK (L7) Movement ability, once per day.						<i>Fini</i>
<b>Scroll of Invoke</b>	2227	215		Y	N	1	
1	When read, this scroll allows the user to cast Invoke, user's choice, as per the CL 7 spell, one time only.						<i>Fini</i>

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
<b>Ring of Double Electrify, 2xpd</b>	2077	1800	2	Y	Y	1	
1	When worn by the bonded owner, this ring allows the user to cast a 6 point Electrify as per the MU 1 spell, twice per day.						<i>Fini</i>
<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 will 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.						<i>Fini</i>
<b>Aspect of the Beast: Mongoose, 1xpd</b>	2386	11930	1	Y	Y	1	
1	When invoked by the bonded owner, this item will allow the user to cast Aspect of the Beast: Mongoose as per the DR 8 spell, once per day.						<i>Fini</i>
<b>+3 Sword</b>	2491	7200		Y	Y	2	
1	When wielded by the bonded owner, this is a +3 magic sword.						<i>Fini</i>
<b>Bow Of Speed, 1xpd</b>	2466	6600	1	Y	Y	1	
1	When wielded by the bonded owner, this is a +2 magic bow.						
2	This bow allows the user to perform an Autocast Arrow, once per day.						<i>Fini</i>
<b>Fighter's Blow, innate, 1xpd</b>	2541	3300	1	Y	Y	1	
1	This innate ability will allow the user to perform a Fighter's Blow as per the FT 8 ability, once per day.						<i>Fini</i>

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
<b>w2 Renewal Points, 6xpd</b>	2493	4800	6	Y	Y	1	
1	When invoked by the bonded owner, this item provides 2 Renewal Points, six times per day.						<i>Fini</i>

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**Total Value of all items: 81200 + 4700 gold 85900**

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## 2 TH Stabby McPherson

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
<b>Neutralize Poison</b>	1258	100		Y	N	2	
1	When invoked, allows the user to cast Neutralize Poison as per the CL ability, one time only.						<i>Fini</i>

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**Total Value of all items: 100 + 2176 gold 2276**

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## 4 DR Steve Irwin: Basilisk Hunter

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
<b>Patch of the Green Way</b>	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.						<i>Fini</i>



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## 4 DR Steve Irwin: Basilisk Hunter

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Tankard of Everfullness</b>	2169	50		Y	Y	1
1	When invoked by the bonded owner, this tankard will produce the last alcoholic beverage drank by the bonded user that was poured into this tankard, once every 5 seconds.					
2	This item is intended for role-playing purposes only. It is up to the GP/GM of any future game to determine if this item can provide any utility besides role-playing.					

<b>Endangered Seq Squirrel Hat</b>	2171	10		N	N	1
1	This is a hat made from the pelt of the endangered Sea Squirrel.					

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+1 Weapon</b>	2170	1200		Y	Y	1
1	When wielded by the bonded owner, this is a +1 magic weapon.					

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**Total Value of all items: 2360 + 7365 gold 9725**

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## 5 MK Admiral Keeper Ivan

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Dodge Blow, 1xpd</b>	1790	2500	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Dodge Blow as per the FT 7 ability, once per day.					

<b>Death Feint</b>	1792	130	0	Y	N	1
1	When invoked, this item allows the user to perform a Death Feint as per the MK 3 ability, one time only					

<b>Eye of Awareness, 1xpd</b>	2437	800	1	Y	Y	1
1	This eye-shaped gem can be placed on the wielder s back to allow them to do Sense II 1/day.					

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>6 Points Healing, 1xpd</b>	1577	720	1	Y	Y	1
1	When invoked by the bonded owner, provides 6 points of Healing as per the CL spell, once per day.					

<b>Badge of Don Alonzo</b>	1728	240	1	Y	Y	1
1	When invoked by the bonded owner, provides 2 points of healing as per the L1 CL spell, once per day.					

<b>2 Points Healing, 1xpd</b>	1786	240	1	Y	Y	5
1	When used by the bonded owner, this item provides 2 points of healing as per the CL 1 spell, once per day.					

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Bracer Of The North</b>	1581	900	0	Y	N	1
1	This bracer allows the wearer the following: Knight Stength +1, three times only; Knight Stength + 2, two times only; and Knight Strength +3, one time only.					

<b>+1 Weapon</b>	1787	1200		Y	Y	1
1	When used by the bonded owner, this is a +1 weapon that adds 1 point of damage to all hand-held melee attacks.					

<b>10 Point Avenging Blow, 1xpd</b>	1789	1500	1	Y	Y	1
1	When invoked by the bonded owner, this item casts a 10 point Avenging Blow as per the KN 5 ability, once per day.					



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## 5 MK Admiral Keeper Ivan

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Throw, 1xpd	1791	2240	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Throw as per the MK5 ability, once per day.					<i>Fini</i>
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.					<i>Fini</i>
Spider of Pain	2441	215		Y	N	1
1	These silver spiders can do a Pain Strike -2 pts OR a Resist Pain, one time only.					<i>Fini</i>

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**Total Value of all items: 12185 + 3284 gold 15469**

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## 6 RN Dash McKenna Grimm

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Chainmail	2142	400		N	Y	1
1	This is mundance chainmail.					<i>Fini</i>

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	1998	240	1	Y	Y	13
1	When worn by the bonded owner, this item will allow the user to cast a 2 Point Heal as per the CL 1 spell, once per day.					<i>Fini</i>

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Token of Make Arrows, unlimited	2108	900		Y	Y	1
1	When invoked by the bonded owner, this item allows them to Make Arrow as per the RN 2 ability, once every 5 seconds.					<i>Fini</i>
Ever Changing Quiver	2020	2000		Y	Y	1
1	When used by the bonded owner, this item allows the archer to change the base material of the head of the mundane arrow pulled from it. The base Material of this weapon must be set upon purchase, and is set to wood.					
2	The materials that can be createed are silver, cold iron, wood, crystal, mithral, stone, and energy. The material designated may be changed once every 5 seconds.					<i>Fini</i>

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**Total Value of all items: 3540 + 5420 gold 8960**

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## 7 KN Boogie Knight

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Silver Sword	2054	220		N	Y	1
1	This is a mundane sword with a permanently silver coated blade.					<i>Fini</i>

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**Total Value of all items: 220 + 7020 gold 7240**

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