



PC Item Details Report

11-May-2018

IFGS ID: 5181

1 MK Nitsu

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Immunity to Knockdown, innate, 1xpd	2544	2750	1	Y	Y	1
1 This innate ability will allow the user to perform an Immunity To Knockdown as per the MKM 10ability, once per day.						Fin
Immunity to Knockdown	3092	500		Y	N	1
1 When invoked, this item will allow the user to perform an Immunity To Knockdown as per the MK 10 ability, one time only.						Fin
+5 Ring Of Protection	3093	18000		Y	Y	1
1 When worn by the bonded owner, this item provides an additional 5 points of protection from all forms of melee damage.						Fin
Item of Monk's Immuity To Poison (incl Silver)	2138	500		Y	N	1
1 When invoked by the bonded owner, this item allows the user to perform a Monk's Immunity To Poison, including silver, as per the MK 10 ability, one time only.						Fin
Life Support, 1xpd	3208	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Life Support as per the MK 7 ability, once per day.						Fin
Battle Fever, 1xpd	3250	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 ability, once per day.						Fin
+2 vs LI, permanent	3402	27000		Y	Y	1
1 When carried by the bonded owner, that person is +2 vs LI as per the KN 6 ability, permanently.						Fin

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
2 Points Healing, 1xpd	1741	240	1	Y	Y	10
1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL spell, once per day.						Fin
2 Point Healing, 1xpd	1888	240	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast 2 Points of healing as per the CL 1 spell, once per day.						Fin
Monilis Lupus Auxilium, 1xpd	3178	3300	1	Y	Y	1
1 When worn and invoked by the bonded owner, this necklace allows the user to perform a Life Support as per the MKS 8 ability, once per day, OR						
2 The bonded owner may instead to use this necklace to provide 20 points of Healing, once per day.						Fin
2 Points of Healing, 1xpd	3185	240	1	Y	Y	20
1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin
Yellow Flower of Avalon, 6xpd	3243	11500	6	Y	Y	1
1 When invoked by the bonded owner, this item will create a Yellow Flower of Avalon as per the DR 8 spell, six times per day.						Fin
Yellow Flower of Avalon, 6xpd	3279	11500	6	Y	Y	1
1 When invoked by the bonded owner, this item will generate a Yellow Flower of Avalon as per the DR 8 spell, six times per day.						Fin
Tin of 10 point Healing Tablets	3313	120		Y	N	10
1 This tin will provides one mint that provides 10 points of Healing as per the CL 1 spell cast at level 5, one time only.						Fin

KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Scroll Of Savvy	2459	60		Y	N	1
1 Reading this scroll for 6 seconds will allow the reader to cast a savvy spell as per the MU 1 spell, one time only.						Fin



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Gold Coin of Reverse Pickpocket	2510	0		Y	N	3
1 When invoked, this coin will allow the user to slip a reasonably sized item INTO another person's pouch or pocket, one time only. (i.e. a reverse pickpocket.)						Fin
Ranger Herb, Any, innate, 1xpd	2539	3586	1	Y	Y	1
1 This innate ability will allow the user to perform a Rangers Herb, Any as per the RN 6 ability, once per day.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
-2 Pain Strike, 1xpd	1555	1100	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast a -2 pain Strike as per the CL spell, once per day.						Fin
Lakotan Lycanthropy	2550	10000	1	Y	Y	1
1 Special: See the Lakotan Lycanthropy document available from Jim Davie and Olan Knight.						Fin
6 Point No Defense Blow, 1xpd	2786	5200	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a 6 Point No Defense Blow as per the KN 6 ability, once per day.						Fin
Crystal Mountain Ever Changing Sword +0	3022	7100		Y	Y	2
1 When wielded by the bonded owner, this is a +3 magic sword. The base Material (silver, cold iron, wood, crystal, etc.) of the sword must be set upon purchase.						
2 The sword may be defined as a new material (silver, cold iron, wood, crystal, etc) unlimited uses, but 5 seconds must pass between each change.						
3 The base Element (Fire, Ice, Lightning, Earth, or none) of the sword must be set upon purchase.						
4 The sword may be defined as a new Element (Fire, Ice, Lightning, Earth, or none) unlimited uses, but 5 seconds must pass between each change.						Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell/Ability Point Generator, 6xpd	2688	2400	6	Y	Y	1
1 When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.						
2 When acquired, the bonded owner must set whether this item generates Spell points OR ability points.						Fin
1 Ability Point Generator, 6xpd	2844	2400	6	Y	Y	1
1 When invoked by the bonded owner, this item will generate 1 Ability Point, six times per day.						Fin
2 Ability Point Generator, 6xpd	3207	2400	6	Y	Y	2
1 When worn by the bonded owner, this ring provides an additional 2 ability points, six times per day.						Fin

Total Value of all items: 131636 + 11514 gold 143150

2 KN Dongo

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pain Strike Ant	1574	1100	1	Y	Y	1
1 When wielded by the bonded owner, allows the user to cast a Pain Strike -2 as per the CL 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
+0 Plate Mail	2348	1650		Y	Y	1
1 When invoked, this is +0 magic plate mail.						Fin



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2 KN Dongo

HEALING

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

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Cursed Poop Of Paradise	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

Undead Monkey	2356	3450	1	Y	Y	1
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1 This MAGIC ITEM is a small figurine made of various materials. When the bonded owner chooses, this item will become the creature it represents and be a companion to the bonded owner. This is for role-playing purposes ONLY. It may switch back and forth

2 forth from figurine to creature at the will of the bonded owner. This item is not a familiar; it is a MAGIC ITEM and is subject to the rules of magic items. Will cast Autoactivate AWAKEN (MU1) 1 time per day.

3 Will cast CONTROL UNDEAD (Cleric 4, level 3 active) 1 time per day. The Control Undead may be raised to a total of 10th level at a cost of 500 per level.

Total Value of all items:	6764 + 0 gold	6764
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3 RN R.E.D.

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
+0 Chainmail	2168	500		Y	Y	1

1 When worn by the bonded owner, this is +0 magic chainmail. Fin

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Scroll of Converse	1698	60		Y	N	1

1 When invoked, casts a Converse as per the MU spell, one time only. Fin

OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Arrow Of Slaying, 10 Points	1692	110		Y	N	1

1 When invoked, casts a Arrow Of Slaying for 10 points as per the RN ability, one time only. Fin

Seaweed of the Mighty Sailor	2162	63		Y	N	1
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1 When consumed, the user will grow exceptionally strong as if they had received a Strong-Arm +2, one time only. Fin

Total Value of all items:	733 + 1723 gold	2456
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4 MU Oscuro Mirage

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Phase Out	2863	195		Y	N	1

1 When invoked, allows the user to cast a Phase Out as per the MU 4 spell, one time only. A white flag is required. Fin

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Friend of the Shadows	2862	0				1

1 This PC helped the Shadow Thief save the city by taking the Shadow Pearl away, and is thus deemed a Friend of the Shadow! Fin



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4 MU Oscurro Mirage

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell Point Generator, 6xpd	2875	2400	6	Y	Y	1
1 When invoked by the bonded owner, this item generates one spell point, six times per day.						Fin

Total Value of all items: 2595 + 1386 gold 3981

5 CL Shetti

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing, 1xpd	2934	240	1	Y	Y	2
1 When invoked by the bonded owner, the user will able to cast 2 Points of Healing as per the CL 1 spell, once per day.						Fin

Total Value of all items: 480 + 600 gold 1080

6 TH Lil Sh*t

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Shadowlands Kill Kitten 1-3	3331	700	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Leap as per the MK 2 ability, once per day.						Fin

Total Value of all items: 700 + 800 gold 1500
