



# PC Item Details Report

20-Nov-2018

IFGS ID: 5181

## 1 MK Nitsu

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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
+0 Platemail	37	1650		Y	Y	1
1 When worn by the bonded owner, this is a +0 plate mail armor, which provides three points of armor against all forms of physical attack.						Fin
Resist Pain, unlimited	610	11100		Y	Y	1
1 When invoked by the bonded owner, allows the user to perform Resis Pain as per the KN 5 ability, once every 5 seconds.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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



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### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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*

Life Support, 6xpd	609	12960	6	Y	Y	1
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1 When invoked by the bonded owner, allows the user to perform an Evade as per the MK 7 ability, four times per day. *Fin*

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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*

Wathit, 1xpd	3423	1200	1	Y	Y	1
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1 When used by the bonded owner, this item allows the user to perform a Wathit for one property as per the RN 4 ability, once per day. *Fin*

### 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
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1 This innate ability will allow the user to perform a Rangers Herb, Any as per the RN 6 ability, once per day. *Fin*

Cornucopia of Holding	3446	2000		Y	Y	1
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1 When used by the bonded owner, this Cornucopia functions as a 10 cubic foot bag of holding. *Fin*

Spinach of Strength IV	3451	3530	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to perform Knight Strength IV as per the KN 10 ability, once per day. *Fin*

Necrotic Lycanthropy	3483	4032	1	Y	Y	1
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- 1 This item updates the current Lakotan Lycanthropy (item #2550).
- 2 The wolf spirit will now detect as undead and any time he shifts and he will smell strongly of rot and decay.
- 3 The wolf spirit will be able to cast an 18 point Necrotic strike one time per day only while in wolf or hybrid form. For gaming purposes this is treated as a DR 4 Elemental Strike, Earth Strike.
- 4 For an additional 3360 gp the Infernal Lycanthrope can cast a second 18 point Necrotic strike one time per day.
- 5 For an additional 3360 gp the Infernal Lycanthrope can cast a third 18 point Necrotic strike one time per day.
- 6 While in hybrid or wolf form, the the Wold Spirit will take a 10 second knockdown if hit with Holy water
- 7 While in hybrid or wolf form, the Wolf Spirit will take No Defense damage from any form of melee attack if the weapon is silver.
- 8 Because of his undead rot, Monk's Immunity To Poison does not work against silver for the Wolf Spirit. *Fin*

Badge of the Avenger	3490	0		Y	Y	1
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- 1 When invoked by the bonded owner, this item allows the user to use Avenging Blow as per the KN 5 ability at your level, a number of times equal to half your level per day, round up.
- 2 In order to use this item, the owner must be at least level 7.
- 3 This is a closed world item. It requires GP approval in order to be used in any game and the owner must specifically request permission for each game in which this item is desired. *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*



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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
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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 +5	3433	26700		Y	Y	1
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1 When wielded by the bonded owner, this is a +5 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*

Knife of the Fourfathers	3438	4000	1	Y	Y	1
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1 When wielded by the bonded owner, this item allows the user to cast Dispell Magic as per the MU 4 spell cast at level 10, once per day.

2 In addition, the wielder may carve fillets from spiritual beings. (This is a roleplaying attribute only.) *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
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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
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1 When worn by the bonded owner, this ring provides an additional 2 ability points, six times per day. *Fin*

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<b>Total Value of all items:</b>	<b>184608 + 7514 gold</b>	<b>192122</b>
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## 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
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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
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1 When invoked, this is +0 magic plate mail. *Fin*

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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*



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## 2 KN Dongo

### 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>Undead Monkey</b>	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.

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**Total Value of all items: 6764 + 0 gold 6764**

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## 3 RN R.E.D.

### DEFENSIVE

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

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

### MISC

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

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

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Arrow Of Slaying, 10 Points</b>	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

<b>Seaweed of the Mighty Sailor</b>	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

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**Total Value of all items: 733 + 1723 gold 2456**

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## 4 MU Oscurro Mirage

### DEFENSIVE

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

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

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Friend of the Shadows</b>	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

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>1 Point Spell Point Generator, 6xpd</b>	2875	2400	6	Y	Y	1

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

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**Total Value of all items: 2595 + 1386 gold 3981**

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# PC Item Details Report

20-Nov-2018

IFGS ID: 5181

## 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.

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**Total Value of all items: 480 + 600 gold 1080**

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## 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.

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**Total Value of all items: 700 + 800 gold 1500**

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