



PC Item Details Report

24-Jan-2019

IFGS ID: 5216

1 KN Kumina

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Werewolf Pelt	2078	10		N	N	1

1 This is the pelt from a werewolf. Fin

Werewolf Head	2079	10		N	N	1
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1 This is the severed head of a werewolf. Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Double Electrify, 2xpd	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. Fin

Total Value of all items: 1820 + 2150 gold 3970

2 FT Oda Miatachi

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Shield	2129	90		Y	Y	1

1 When wielded by the bonded owner, this is a +0 magic shield. Fin

Kip, 1xpd	2133	1620	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to perform a Kip as per the MK 4 ability, once per day. Fin

+0 Magic Chainmail	2047	500		Y	Y	1
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1 When worn by the bonded owner, this is +0 magic chainmail. Fin

Plate Mail	2267	1500		N	Y	1
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1 This is a suit of mundane plate mail. Fin

You Got To Be Free, 1xpd	2397	880	1	Y	Y	1
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1 When invoked by the bonded owner, they can perform an Escape Bonds as per the MK 2 ability, once per day.
 2 The bonded owner can also perform Timing as per the MK 1 ability, once per day.
 3 This is an innate item and cannot be sold, traded, or lost. Fin

+0 Plate Of Vashanka	2408	1650		Y	Y	1
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1 When worn by the bonded owner, this is a +0 magic plate mail.
 2 The user must call out "For Vashanka" before each combat or the plate mail becomes mundane for that combat. Fin

Witness To The Tower, 1xpd	2572	960	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform an Immunity To Fear as per the KN 3 ability, once per day. This item is innate. Fin

Wind Amulet (1xpd)	2620	2700	1	Y	Y	1
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1 When used by the bonded owner, this item allows the user to cast Missile Protection as per the MU 5 spell, once per day.
 2 In addition, it will allow the user to cast a Reveal Magic as per the MU 1 spell, once per day. Fin

+1 Ring of Protection	2714	1500		Y	Y	1
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1 When worn by the bonded owner, this ring provides an additional 2 points of protection from all forms of physical attack. Fin

+0 Leather Armor	2923	90		Y	Y	1
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1 When worn by the bonded owner, this is +0 magic Leather Armor. Fin



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2 FT Oda Miatachi

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pin of Sweep, 1xpd	3071	2850	1	Y	Y	1

1 When invoked by the bonded owner, this pin will allow the owner to perform a Sweep as per the MKM 6 ability, once per day. *Fin*

Elven Brooch of Friendship, Level 5	3232	1200	1	Y	Y	1
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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*

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points of Healing, 1xpd	2111	240	1	Y	Y	5

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

2 Points Healing, 1xpd, innate	2315	264	1	Y	Y	1
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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*

6 Points of Healing, 1xpd	2407	720	1	Y	Y	1
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1 When invoked by the bonded owner, this item provides 6 points of Healing as per the CL 1 spell, once per day. *Fin*

2 Points Healing, 1xpd	2690	240	1	Y	Y	15
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1 When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day. *Fin*

Nullify Life Point Drain from Supernatural Creatures, 1xpd	3028	3000	1	Y	Y	1
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1 When worn by the bonded owner, this amulet will cast a Nullify Life Point Drain from Supernatural Creatures as per the KN 8 spell, once per day. *Fin*

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Speak Easy, 1xpd	2144	400	1	Y	Y	1

1 When invoked by the bonded owner, this item allows the user to cast Speak Easy as per the MU 1 spell, once per day. *Fin*

Polly The Parrot, 1xpd	2167	1294	1	Y	Y	1
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1 When invoked by the bonded owner and when perched on the user's shoulder, Polly can perform ONE of the following abilities 1/day: Savvy, Speak Easy or Memory.

2 By spending 435gp for special materials, Polly can be upgraded to be Sentient

3 Polly has been enchanted to be relatively immortal, does not need to eat or breathe, and can withstand the same kinds of duress that a normal magical item can withstand. *Fin*

Ring of Sense Traps	2366	220		Y	N	1
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1 When invoked, this ring allows the user to perform a Sense Traps as per the TH 2 ability, two times only. *Fin*

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Werewolf Pelt	2048	10		N	N	1

1 This is the pelt of a werewolf. *Fin*

Flower Of Avalon - Black	2099	160		Y	N	1
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1 When inhaled with intent, this is a Black Flower of Avalon, as per the DR 8 spell, one time only. The effect is Purification. *Fin*



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2 FT Oda Miatachi

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Tankard of Everfullness	2169	50		Y	Y	1
1	When invoked by the bonded owner, this tankard will produce the last alcoholic beverage drunk 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.					
Turret Core	2268	0		N	N	1
1	This is the core of a Turret machine gun from the game "Portal To Heck".					
Undead Left Arm	2830	10		Y	Y	1
1	As a result of experimentation by Gozer (Henry Wood), my left arm is now Undead. As allowed by Game Design, the arm is -2 to Ice damage taken and +2 to Fire Damage taken.					
Crystal Dragon Soul	2831	10		Y	Y	1
1	As a result of experimentation by Gozer (Henry Wood), the soul of a Crystal Dragon resides in me, preventing any unlawful act.					

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Seaweed of the Mighty Sailor	2162	63		Y	N	1
1	When consumed, the user will grow exceptionally strong as if they had received a Strong-Arm +2, one time only.					
+2 Sword	2725	3600		Y	Y	1
1	When wielded by the bonded owner, this is a +2 magic sword.					
Rock of Throw	2922	224		Y	N	3
1	When invoked, this item will allow the user to perform a Throw as per the MK 5 ability, one time only.					
+3 Sword	3070	7200		Y	Y	1
1	When wielded by the bonded owner, this is a +3 magic sword.					
Crystal Mountain Ever Changing Material Sword +0	3072	2100		Y	Y	1
1	When wielded by the bonded owner, this is a +0 magic Sword. The base Material (silver, cold iron, wood, crystal, etc.) of the arrow 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.					

Total Value of all items: 40113 + 2086 gold 42199

4 KN Sir Callous

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.					

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spell Weaver s Friend	2458	1240	2	Y	Y	1
1	This ring provides 2 spell points (not ability points) per day to the bonded owner.					
2	This ring will also cast 2 points of healing as per the CL 1 spell (self only) 1 / day with a 6 second cast time.					

Total Value of all items: 1300 + 500 gold 1800



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5 TH Fredrick The Swift

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Chainmail	30	500		Y	Y	1
1	When worn by the bonded owner, this is a +0 chainmail armor, which provides two points of armor against all forms of physical attack.					Fin
+2 Ring of Protection	44	4500		Y	Y	1
1	When worn by the bonded owner, this is a +2 Ring of Protection, which provides two points of armor against all forms of physical attack.					Fin
Battle Fever, 1st level, 1xpd	247	1500	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform Battle Fever - 1st Level as per the FT 1 ability, once per day.					Fin
Defense +1, 1xpd	295	750	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast Defense +1 as per the MU 1 spell, once per day.					Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Helaing, 1xpd	2634	240		Y	Y	5
1	When invoked by the bonded owner, this item provides 2 points of healing, once per day.					Fin
20 Point Healing Bead, 1xpd	172	2400	1	Y	Y	1
1	When invoked by the bonded owner, this item provides twenty points of Healing as per the CL 1 spell, once per day.					Fin
Spoon of The Fourfathers	3436	3700	1	Y	Y	1
1	When used by the bonded owner, this spoon will allow the user to perform a Neutralize Posion, including Red Death as per the TH 10 ability, once per day.					
2	If the user is below level 8 then the spoon will instead allow the user to cast Neutralize Poison as per the CL 4 spell, once per day.					
3	In addition, the item will provide 10 points of Healing as per the CL 1 spell cast at level 5, once per day.					Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Amulet of Savvy, 1xpd	2636	600	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast a Savvy as per the MU 1 spell, once per day.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
1	When invoked by the bonded owner, this item will ast Faery Lights as per the DR1 spell, once per day.					
2	It will also cast Shadows of Concealment at level 6 as per the DR 6 spell, once per day.					
3	The Shadows of Concealment level can be increased to level 10 at a cost of 200 gp per level.					
Self Moving Rope	425	130		Y	Y	1
1	When used by the bonded owner, this is a 120 foot length of magical self moving rope.					
2	This rope is unbreakable and cannot be cut by any person other than the bonded owner.					
3	Should the bonded owner cut the rope, it can be repaired back to its original condition with a Mend spell.					
4	All aspects and restrictions of a self-moving item apply.					Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Melee Weapon	3	1200		Y	Y	2
1	When wielded by the bonded owner, this is a +1 melee weapon.					Fin

Total Value of all items:	19180 + 690 gold	19870
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6 MK Sid Vicious

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Conceal Self at 7th level, 1xpd	1894	1400	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the owner to perform a Conceal Self as per the TH 5 ability performed at L7, once per day.						Fin

Uder Stone - 3 Pts, 1xpd	2680	1140	1	Y	Y	1
1 When invoked by the bonded owner, when placed in a normal heat source this stone will slowly absorb the heat and radiate it back when in the cold. It provides 3 points elemental protection from Ice.						
2 It may be upgraded in increments of 3 up to 30 points total for a cost of 200 gold per point.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	2690	240	1	Y	Y	5
1 When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everchanging Weapon, 1xpd	1531	1200	1	Y	Y	1
1 When wielded by the bonded owner, this weapon can change its material from the current material to any other material, once per day.						Fin

Total Value of all items: 4940 + 2400 gold 7340

7 MU Ingo

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Phase Out	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

+1 Ring of Protection	2870	1500		Y	Y	1
1 When worn by the bonded owner, this is a +1 Ring of Protection.						Fin

Pin of Immunity To Fear	2921	96		Y	N	3
1 When invoked, this item will allow the user to cast Immunity To Fear as per the KN 3 spell, one time only.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing, 1xpd	2867	240	1	Y	Y	5
1 When invoked by the bonded owner, this item allows the user to cast a 2 point Heal as per the CL 1 spell, once per day.						Fin

2 Points Healing, 1xpd	2907	240	1	Y	Y	3
1 When invoked 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.						Fin

2 Points of Healing	2920	24		Y	N	10
1 When invoked, this crystal provides 2 points of Healing, one time only.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pain Strike -2, 1xpd	2871	1100	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a -2 point Pain Strike as per the CL 4 spell, once per day.						Fin



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7 MU Ingo

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
15 point Blessed Bolt, xpd	2872	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a 15 point Blessed Bolt as per the CL 3 spell, once per day. <i>Fin</i>						

Total Value of all items: 6743 + 1800 gold 8543

8 RN Karl Mattock

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Chainmail	2972	500		y	Y	1
1 When worn by the bonded owner, this is +0 magic chainmail. <i>Fin</i>						
+1 Ring Of Protection	2978	1500		Y	Y	1
1 When worn by the bonded owner, this ring adds one additional point of protection from all forms of physical damage. <i>Fin</i>						
Scroll of Negative Exhuberate	1205	350		Y	N	1
1 This is a scroll of Negative Exhuberate, as per the CL spell, once only. <i>Fin</i>						
Missile Protection	3267	200		Y	N	3
1 When invoked, this item allows the user to cast Missile Protection as per the MU 5 spell, one time only. <i>Fin</i>						

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Healing Bandage, 1xpd	2975	480	1	Y	Y	2
1 When used by the bonded owner, this bandage provides 4 points of Healing as per the CL 1 spell cast at level 2, once per day. <i>Fin</i>						
2 Points of Healing	3264	24		Y	N	10
1 When invoked, this crystal provides 2 points of Healing as per the CL 1 spell, one time only. <i>Fin</i>						
2 Points of Healing, 1xpd	3265	240	1	Y	Y	5
1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day. <i>Fin</i>						

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Rod Of Lordly Might	2369	15900		Y	Y	1
1 When wielded by the bonded owner, this item can create a Mist Bridge 2/day (2600)						
2 The user can also swing a Knockout Blow, 10th level 1/day (6000)						
3 The user has the ability to perform Climbing, once every 5 seconds. This climbing can be used by the entire team as the item will unfold into a 30 foot ladder. Unlimited Climbing (may be used by the team) (4800)						
4 The bonded owner also gets 5 Thief Renewal Points (2500), once per day.						
5 Using the rod of lordly might, the user may pick a lock from 30 feet. (Restricted to David Wood games or must be approved by the game producer). <i>Fin</i>						

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Make Arrows, Unlimited	2971	900		Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Make Arrows as per the RN 2 ability, once every 5 seconds. <i>Fin</i>						
+1 Bow	2980	1200		Y	Y	1
1 When wielded by the bonded owner, this bow adds 1 point to all arrows fired. <i>Fin</i>						
Elemental Arrow, Users Choice, 1xpd	3266	980	1	Y	Y	2
1 When invoked by the bonded owner, this allows the user to cast an Elemental Arrow, User's Choice as per the DR 5 spell, once per day. <i>Fin</i>						



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8 RN Karl Mattock

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Knockdown Arrow	3268	160		Y	N	2
1	When invoked by the bonded owner, this allows the user to perform a Knockdown Arrow as per the RN 4 ability, one time only.					Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Ability Point Generator, 1xpd	2979	1000	1	Y	Y	1
1	When invoked by the bonded owner, this item provides 2 additional Ability Points, once per day.					Fin

Total Value of all items: 26630 + 6290 gold 32920

10 CL Barzul Ironskin

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Chainmail	30	500		Y	Y	1
1	When worn by the bonded owner, this is a +0 chainmail armor, which provides two points of armor against all forms of physical attack.					Fin

Immunity To Fear, 1xpd	273	960	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform an Immunity To Fear as per the KN 3 ability, once per day.					Fin

Missile Protection	310	200		Y	N	2
1	When invoked, allows the user to cast Missile Protection as per the MU 5 spell, one time only.					Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
6 Point Healing Bead, 1xpd	130	720	1	Y	Y	1
1	When invoked by the bonded owner, this item provides six points of Healing as per the CL 1 spell, once 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

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bag of Obscuring	3378	0		Y	Y	1
1	Any magic item placed into this bag will NOT detect as magic.					
2	This is a Closed World item and required GP permission to use in any game.					Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Avenging Blow - 10 Points, 1xpd	267	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 5 ability, once per day.					Fin

Electrify - 6 Points, 1xpd	303	900	1	Y	Y	2
1	When invoked by the bonded owner, allows the user to cast a 6 Point Electrify as per the MU 1 spell, once per day.					Fin

Throw, 1xpd	349	2240	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform Throw as per the MK 5 ability, once per day.					Fin

Dice of 2 Point Elemental Flare, 1xpd	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

Total Value of all items: 9800 + 1680 gold 11480
