



# PC Item Details Report

20-Apr-2024

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
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

<b>Total Value of all items:</b>	<b>1820+2150 gold</b>	<b>3970</b>
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## 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
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
1 When worn by the bonded owner, this is +0 magic chainmail.						Fin

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

You Got To Be Free, 1xpd	2397	880	1	Y	Y	1
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
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
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
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
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
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
<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.					Fin
<b>Turret Core</b>	2268	0		N	N	1
1	This is the core of a Turret machine gun from the game "Portal To Heck".					Fin
<b>Undead Left Arm</b>	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.					Fin
<b>Crystal Dragon Soul</b>	2831	10		Y	Y	1
1	As a result of experimentation by Gozer (Henry Wood), the sould of a Crystal Dragon resides in me, preventing any unlawful act.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Seaweed of the Mighty Sailor</b>	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.					Fin
<b>+2 Sword</b>	2725	3600		Y	Y	1
1	When wielded by the bonded owner, this is a +2 magic sword.					Fin
<b>Rock of Throw</b>	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.					Fin
<b>+3 Sword</b>	3070	7200		Y	Y	1
1	When wielded by the bonded owner, this is a +3 magic sword.					Fin
<b>Crystal Mountain Ever Changing Material Sword +0</b>	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.					Fin
<b>Total Value of all items:</b>		<b>40113+4386 gold</b>		<b>44499</b>		

## 4 KN Sir Callous

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Scroll Of Savvy</b>	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

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Spell Weaver s Friend</b>	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.					Fin
<b>Total Value of all items:</b>		<b>1300+500 gold</b>		<b>1800</b>		



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## 5 TH Fredrick The Swift

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+0 Chainmail</b>	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
<b>+2 Ring of Protection</b>	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
<b>Battle Fever, 1st level, 1xpd</b>	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
<b>Defense +1, 1xpd</b>	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
<b>2 Points Helaing, 1xpd</b>	2634	240		Y	Y	5
1 When invoked by the bonded owner, this item provides 2 points of healing, once per day.						Fin
<b>20 Point Healing Bead, 1xpd</b>	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
<b>Spoon of The Fourfathers</b>	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
<b>Amulet of Savvy, 1xpd</b>	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
<b>Drickster Dust, 1xpd</b>	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.						
<b>Self Moving Rope</b>	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
<b>+1 Melee Weapon</b>	3	1200		Y	Y	2
1 When wielded by the bonded owner, this is a +1 melee weapon.						Fin

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<b>Total Value of all items:</b>	<b>19180+690 gold</b>	<b>19870</b>
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# PC Item Details Report

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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
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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
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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
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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
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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
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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.						Fin

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.						Fin
+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.						Fin
Scroll of Negative Exuberate	1205	350		Y	N	1
1 This is a scroll of Negative Exuberate, as per the CL spell, once only.						Fin
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.						Fin

### 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.						Fin
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.						Fin
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.						Fin

### 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).						Fin

### 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.						Fin
+1 Bow	2980	1200		Y	Y	1
1 When wielded by the bonded owner, this bow adds 1 point to all arrows fired.						Fin
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.						Fin



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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**



# PC Item Details Report

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IFGS ID: 5216

12 KN Dahveed Aurorous

## MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Gale, 1xpd	231	2400	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast Gale as per the DR 4 spell, once per day.					Fin

## OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Electrify - 6 Points, 1xpd	303	900	1	Y	Y	1
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

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Total Value of all items:	3300+5700 gold	9000
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