



# PC Item Details Report

08-Nov-2018

IFGS ID: 597

## 1 CL Barak Souttender

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bead of Escape Bonds, 3xpd	3004	1400	3	Y	Y	1
+0 Magic Shield	267	400		Y	Y	1
1 When wielded by the bonded owner, this item functions as +0 magic shield.						Fin
Brooch of Sense I, 3xpd	517	2800	3	Y	Y	1
1 Brooch of Sense I, three times per day.						
Potion of Preserved, Prepared Duckback	541	80		Y	N	8
1 When rubbed anywhere onto the skin, the user is under the effects of the herb DuckBack as per the Druid spell.						Fin
Bracer of Dodge Blow, 6xpd	3001	12000	6	Y	Y	1
1 When worn by the bonded owner, this item allows them to perform a Dodge Blow as per the FT 7 ability, six times per day.						Fin
Life Support, 6xpd	1480	16200	6	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a Life Support as per the MK 8 ability, six times per day.						Fin
Item of Safe Fall, 100', 3xpd	2385	4200	3	Y	Y	1
1 When worn by the bonded owner, this item allows the user to perform a Safe Fall as per the MK 3 ability at 10th level, three times per day.						Fin
Necklace of Invoke - User's Choice, 6xpd	2994	10320	6	Y	Y	1
1 When invoked by the bonded owner, this necklace allows the user to cast Invoke, Users Choice as per the CL 7 spell, six times per day.						Fin
+5 Returning Plate Mail	2996	29250		Y	Y	1
1 When worn by the bonded owner, this is +5 magic plate mail.						
2 If lost, stolen, or destroyed, this armor will return fully intact to the owner at the start of the next game day.						Fin
Evade, 1xpd	3012	4000	1	Y	Y	3
1 When invoked by the bonded owner, this item allows them to perform an Evade as per the MKM 7 ability, once per day.						Fin
Sense I, permanent	3151	10080		Y	Y	1
1 When worn by the bonded owner, this item imbues the owner with permanent Sense I as per the MK 4 ability.						Fin
Sense II, permanent	3152	4800		Y	Y	1
1 When worn by the bonded owner, this item imbues the owner with permanent Sense II as per the MK 6 ability.						Fin
Monk's Immunity To Knockdown, 3xpd	3153	7000	3	Y	Y	1
1 When worn by the bonded owner, this item allows the user to perform a Monk's Immunity to Knockdown as per the MKM 10 ability, three times per day.						Fin
Plant Seek: Vervain, 6xpd	3154	3840	6	Y	Y	1
1 When used by the bonded owner, this item allows the user to cast Plant Seek: Vervain as per the DR 5 spell, six times per day.						Fin
Dodge Blow, 6xpd	3156	12000	6	Y	Y	1
1 When worn by the bonded owner, this item allows the user to perform a Dodge Blow as per the FT 7 ability, six times per day.						Fin



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<b>Resist Pain, 6xpd</b>	3157	9024	6	Y	Y	1
1 When worn by the bonded owner, this item allows the user to perform a Resist Pain as per the KN 5 ability, six times per day.						<i>Fin</i>
<b>Phase Out, 1xpd</b>	3181	1950	1	Y	Y	1
1 When invoked by the bonded owner, this bottle allows the user to cast Phase Out as per the MU 4 spell, once per day.						<i>Fin</i>
<b>Evasion, 6xpd</b>	498	19200	6	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform an Evade as per the MMK 7, six times per day						<i>Fin</i>

### HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Amulet of Ash Ra: 8 Points Healing, 6xpd</b>	3003	5760	6	Y	Y	1
1 When worn by the bonded owner, this item allows them to cast an 8 point Heal as per the CL 1 spell cast at level 4, six times per day.						<i>Fin</i>
<b>Prepared and Preserved Athelas &amp; Neutralize Poison</b>	3000	350		Y	N	1
<b>Scroll of Life Spark</b>	259	400		Y	N	4
1 When read, this scroll casts the spell Life Spark on the intended target, once.						<i>Fin</i>
<b>2 Pt Healing, 6xpd</b>	2400	1440	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, six times per day.						<i>Fin</i>
<b>2 Point of Healing, 1xpd</b>	3155	4800		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.						<i>Fin</i>
<b>Yellow Flower of Avalon, 6xpd</b>	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.						<i>Fin</i>

### KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Book of All Glyphs</b>	288	200		N		1
1 This book contains a complete explanation of all known Glyphs.						<i>Fin</i>
<b>Necklace of Mental Signal, 3xpd</b>	516	3360	3	Y	Y	1
1 When worn by the bonded owner, this item allows the user to cast a Mental Signal as per the MU 5 spell, three times per day.						<i>Fin</i>
<b>Knowledge of the Restorum Glyph</b>	2384	100		N	Y	1
1 Acquired permanent innate knowledge of the Restorum glyph.						<i>Fin</i>
<b>Sense Traps, 3xpd</b>	3081	3080	3	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Sense Traps as per the TH 2 ability, three times per day.						<i>Fin</i>

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Ring of Double Effect, 6xpd</b>	507	9120	6	Y	Y	1
1 When worn by the bonded owner, allows the user to cast Double Effect as per the MU spell, six times per day.						<i>Fin</i>



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## 1 CL Barak Souttender

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
50' of Magic Rope	512	400		Y	Y	1
1 50' of Magic Rope						
Flask of Everfull Oil	513	60		Y	Y	1
1 Flask of Everfull Oil						
Flask of Everfull Acid	514	60		Y	Y	1
1 Flask of Everfull Acid						
Flask of Everfull Water	515	60		Y	Y	1
1 Flask of Everfull Water						
Boots of Walk On Liquids, 1xpd	587	1000	1	Y	Y	1
1 When worn by the bonded owner, these boots will allow the wearer to walk on liquids as per the MK 7 ability, once per day.						Fin
Pin of Autocast, 6xpd	2999	14400	6	Y	Y	1
Bones of Forgotten and Dead Gods	2405	0		Y	Y	5
1 This is a collection of Bones of dead and forgotten Gods, collected from under the Void.						Fin
Ring of the Magi	3016	2200	1	Y	Y	1
1 When worn by the bonded owner, this ring can store any spell of the 1st level and discharge it once per day.						
2 This ability may be increased to 10th level by paying 1,000 gold per upgrade level, and no level may be skipped. Example: level 1 to level 2 costs 1000 gp, level 2 to level 3 costs 1000 gp, and so on.						
3 This ring contains an inactive power of autocast one time per day that may be activated by paying 3,000 gold.						Fin
Leap, Unlimited	504	4200		Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a Leap as per the MK 2 ability, once every 5 seconds.						Fin
Gale, 3xpd	505	6720	3	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast Gale as per the DR 4 spell, three times per day.						Fin
Climbing - Level 10, 3xpd	506	2240	3	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform Climbing as per the TH 5 ability, three times per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+5 Returning Everchanging Material & Elemental Sword	2995	33700		Y	Y	1
1 When wielded by the bonded owner, this is a +5 magic sword.						
2 The material of the blade can be changed once every 5 seconds as per the will of the owner. The base material is silver.						
3 In addition, this sword can change the elemental damage it deals once every 5 seconds. The base elemental damage type is none.						
4 If lost, stolen, or destroyed, this sword will return fully intact to the owner at the start of the next game day.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Blue Jewel Of Avalon, 1xpd	2998	4500	1	Y	Y	1
1 When invoked by the bonded owner, this jewel will generate one Blue Flower Of Avalon, as per the DR 8 spell, once per day.						Fin



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## 1 CL Barak Souttender

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10 point Spell Point Generator, 6xpd	509	24000	6	Y	Y	1
1 10 point Spell Point Generator, six times per day.						
5 point Spell Point Generator, 6xpd	510	12000	6	Y	Y	1
1 5 point Spell Point Generator, six times per day.						
4 Point Spell Points Generator, 6xpd	2399	9600	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 4 spell, ability, courage, monk, or renewal points, six times per day.						Fin
10 Point Spell Points Generator, 6xpd	2409	24000	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 10 spell points, six times per day.						Fin
10 Spell Point Generator, 6xpd	2997	24000	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 10 spell points, six times per day.						Fin

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**Total Value of all items: 452754 + 25750 gold 478504**

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## 2 MU Belgarath

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Escape Bonds	1103	50		Y	N	1
1 When invoked, allows the user to Escape Bonds as per the MK ability, one time only.						Fin
Aero Storm: Spell From the Library of Rabena	3408	0	1	Y	Y	1
1 When within one mile of the city of Rabena, the user has the option to lose the spell "Curse -1" and replace it with the spell "Aero Storm", once per day.						
2 When cast, "Aero Storm" places the target at -5 on all missile or spell attacks for one combat or one game day, whichever comes first.						Fin
+5 Ring of Protection	47	25000		Y	Y	1
1 When worn by the bonded owner, this is a +5 Ring of Protection, which provides five points of armor against all forms of physical attack.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of 6 point Heal, once only	581	72		Y	N	1
1 When invoked, will provide 6 points of healing to the possessor, one time only.						Fin
Neutralize Disease	1045	100		Y	N	1
1 When invoked, this gem allows the user to cast Neutralize Disease as per the Cleric spell, one time only.						Fin
Gem of Healing, 2 points, once per day	1050	240	1	Y	Y	6
1 When wielded by the bonded owner, this item provides 2 points of healing, once per day.						Fin
Ring of healing, 10 pts, once per day	1102	1200	1	Y	Y	1
1 When invoked by the bonded owner, this item provides 10 points of healing, once per day						Fin
Item of 2 Point Healing, once per day	1079	200	1	Y	Y	1
1 When used, will provide 2 points of healing, once per day.						Fin



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## 2 MU Belgarath

### HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>5 Points of Fighter's Recover In Combat</b>	1081	50		Y	N	1
1 When used, provides 6 points of Healing as per the CL 1 spell, one time only.						<i>Fin</i>
<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.						<i>Fin</i>
<b>2 Point Heal, 1xpd</b>	2660	240	1	Y	Y	7
1 When invoked by the bonded owner, this item provides 2 points of healing as per the CL 1 sell, once per day.						<i>Fin</i>
<b>Neutralize Poison, 1xpd</b>	235	1000	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast Neutralize Poison as per the DR 4 spell, once per day						<i>Fin</i>

### KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Book with Magic Ink: Intro to Necromany 101</b>	3421	800		Y	Y	1
1 When the bonded owner reads from this book, the ink changes shape to answer any question relating to the Undead. Usageble by GM Discretion only.						<i>Fin</i>
<b>Wathit, 1xpd</b>	3423	1200	1	Y	Y	1
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.						<i>Fin</i>

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Container of Souls</b>	3409	0	1	Y	Y	1
1 When wielded by the bonded owner, this device allows the use to capture the soul of a dying creature.						
2 The contain can only contain one soul at a time. If while full another soul is captured, the soul held originally will escape.						<i>Fin</i>

### OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Crystal of LI Enhance, once only</b>	582	150		Y	N	2
1 When invoked, will cast the spell LI Enhance as per the Mage spell onto the possessor, one time only.						<i>Fin</i>
<b>Functional Cannon with one cannonball</b>	3410	0	1	Y	Y	1
1 When wielded by the bonded owner, this is a cannon capable of blowing through the outer walls of a castle. The cannon can be fired once per day.						
2 The cannon can be disassembled into 5 separate components. Each component weighs about 50 pounds. When assembled, it must be manually loaded and manually aimed for 5 seconds. At that time the trigger mechanism becomes active and it can be fired.						
3 There is one recoverable cannonball with the cannon.						<i>Fin</i>

### POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Tree of Shakti</b>	583	1000	1	Y	Y	1
1 This magical tree generates 2 spell points to the bonded owner once per day.						<i>Fin</i>
<b>1 Point Spell Point Generator, 6xpd</b>	1080	2400	6	Y	Y	2
1 When used by the bonded owner, this item will restore on spell point, six times per day.						<i>Fin</i>
<b>Ring of 2 Spell Points, 6xpd</b>	2644	2400	6	Y	Y	1
1 When worn by the bonded owner, this ring generates 2 spell points, six times per day.						<i>Fin</i>
<b>2 Point Spell Point Generator, 6xpd</b>	2666	4800	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 2 additional spell points, six times per day.						<i>Fin</i>



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## 2 MU Belgarath

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
3 Ability Points Generator, 6xpd	98	7200	6	Y	Y	1
1 When invoked by the bonded owner, this item provides three addition spell or ability points to the user, six times per day.						Fin

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**Total Value of all items: 54492 + 11510 gold 66002**

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## 4 TH Vlad Goodheart

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Evade	1269	4000	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform an Evade as per the MK ability, once per day.						Fin

Celestial's Ring	1636	4340	1	Y	Y	1
1 User is allowed one dodge blow a day.						
2 Upon use of dodge blow, gain 8 points of elemental protection, user's choice of element.						
3 This item can only be used in future "Shadow"games by David Wood or in future Triad games by game design.						Fin

Bark Chew	1639	4000	1	Y	Y	1
1 Upon consumption, allows the user to Evade as per the Monks ability 1/day.						Fin

Scroll fo Confidence	2210	450		Y	N	1
1 When read, this scroll allows the user to perform a Confidence as per the KN 7 ability, one time only.						Fin

Scroll of Hold Being 8th Level	2211	640		Y	N	1
1 When read, this scroll allows the user to cast a Hold Being at 8th level as per the CL 7 spell cast at 8th level, one time only.						Fin

Life Support, 1xpd	2275	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Life Support as per the MKS 8 ability, once per day.						Fin

Plant Seek: Sponge	2276	160		Y	N	3
1 When invoked, this item llows the user to cast Plant Seek: Sponge as per the DR 5 spell, one time only.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pumpkin Seed of 6 Point heal	1255	60		Y	N	5
1 When invoked, provides 6 points of healing to the specified target, one time only.						Fin

Neutralize Poison	1258	100		Y	N	6
1 When invoked, allows the user to cast Neutralize Poison as per the CL ability, one time only.						Fin

2 Points Healing, 1xpd	1536	240	1	Y	Y	20
1 When invoked by the bonded owner, provides 2 points of healing, once per day.						Fin

6 Points Innate Healing, opd	1595	792	1	Y	Y	1
1 When invoked by the bonded owner, provides 6 points of Healing as per the CL spell, once per day.						
2 This item is innate, and can never be lost, sold, traded, stolen, or destroyed.						Fin

8 Point Heal, opd	1640	960	1	Y	Y	1
1 Provides 8 points of healing, once per day.						Fin



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## 4 TH Vlad Goodheart

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>HEALING</b>						
2 Point Heal, 1xpd	2660	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. <i>Fin</i>						
<b>KNOWLEDGE</b>						
Eye Of The Beast	886	1100	1	Y	Y	1
1 When invoked by the bonded owner, casts a Wathit as per the Ranger spell, once per day. <i>Fin</i>						
Savvy, 6xpd	1617	2880	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast Savvy as per the MU spell, six times per day. <i>Fin</i>						
<b>MISC</b>						
Pin of Ent Friendship	565	0		Y	Y	1
1 This magic pin will cause any sane Ent to treat the bearer as a Friend to all Ents. This pin cannot be stolen, but can be given away. <i>Fin</i>						
Scroll of Knock (Reverse Lock, level 8)	589	320		Y	N	1
1 When read, will cast the mage spell Unlock at level 8, once. <i>Fin</i>						
Claw of Nazgor	903	1720	1	Y	Y	1
1 This is a claw of the demon Nazgor. It provides the bonded owner with some of Nazgor's agility and combat skills. The user can use one of the following abilities once per day: Kip, Leap, Throw, or Physical Attack (10 pts). <i>Fin</i>						
2 Within the Isle of Runia ONLY, the claw can be invoked up to three times per day instead of once per day, and in addition to the above abilities the user can use the claw to do EVADE or SPEED. <i>Fin</i>						
Walk On Liquids	904	1000	1	Y	Y	1
1 When invoked by the bonded owner, the user can walk on any liquid without sinking. <i>Fin</i>						
Coldfire Lantern, 1xpd	2273	400	1	Y	Y	1
1 This brass lantern uses a luminous powder to provide light equal to that of a torch. The lantern is cool to the touch at all times, and will not ignite any material, no matter how volatile. It is sealed so that neither wind nor water will extinguish it. Shaking the lantern vigorously will produce a somewhat brighter light for a time. The lantern has a chamber for a measure of flare oil. Provide cool, non-flaming light at all times, plus Faery Lights once per day. <i>Fin</i>						
Mental Signal, 1xpd	2277	1200	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a Mental Signal as per the MU 5 spell, once per day. <i>Fin</i>						
Book of Repulse Supernatural, 1xpd (no level limit)	2282	0	1	Y	Y	1
1 When read by the bonded owner, the book casts Repulse Supernatural with no level limit, once per day. <i>Fin</i>						
2 This is a Continuity 2 item, usually valid only in specific games in the Denver/Boulder area. <i>Fin</i>						
The Ale at the Tavern of the Verdant Inn IS THE BEST IN THE	2283	0	1	Y	Y	1
1 Having consumed this ale, you can cast a 4 point Heal as per the CL 1 spell cast at level 2, once per day. (active) <i>Fin</i>						
2 Buildable (inactive) For an appropriate sacrifice to the gods of Hospitality of 350 gp per life point restored, you may RESTORE 1 permanent life point, provided a you have lost permanent life points, one time only.						
3 This effect will work to restore lost permanent life points to a character's base.						
4 This ale s first effect will only work once a game day for each drink of house ale CONSUMED. The other effect (with sacrifice) will work to restore a permanent life point for each drink PURCHASED up to a character s maximum base.						
5 CURSES are NOT Savvyable. Curse: At 15th level. Those imbibing of the Verdant Ale of the Tavern of the Verdant Cup must proclaim The Tavern of the Verdant Cup has the best Ale in the World the first time they hear the word Ale mentioned each day. <i>Fin</i>						
50' Magic Rope	2661	50		Y	Y	1
1 When used by the bonded owner, this is 50 feet of magic rope. <i>Fin</i>						



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## 4 TH Vlad Goodheart

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Everfull Acid</b>	2662	50		Y	Y	1
1	When invoked by the bonded owner, this vial generates on dose of acid, every 5 seconds.					Fin
<b>Everfull Oil</b>	2663	50		Y	Y	1
1	When invoked by the bonded owner, this vial generates on dose of oil, every 5 seconds.					Fin
<b>Everfull Water</b>	2664	50		Y	Y	1
1	When invoked by the bonded owner, this vial generates on cup of delicious, pure, clean, drinkable water, every 5 seconds.					Fin
<b>Moon Shades</b>	2689	100		Y	Y	1
1	When worn by the bonded owner, these glasses shades blind a person during the day, but allow a person to see clearly at night					
2	They have the reverse effect on Drow and were originally created for a drow. A drow can use these sunglasses any time, it will negate the effects of the sun on the eyes and will protect them from the rays of the moon in the evening as well.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>6 Point No Defense Blow</b>	1274	2240	1	Y	Y	1
1	When wielded by the bonded owner, allows the user to swing 6 points of No Defense damage, one time only.					Fin
<b>Weapon Shatter</b>	1275	100		Y	N	1
1	When invoked, allows the user to perform a Weapon Shatter as per the FT ability, one time only.					Fin
<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 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
<b>Scroll of Free Strike</b>	2212	800		Y	N	1
1	When read, this scroll allows the user to perform a Free Strike as per the MK 9 ability, one time only.					Fin
<b>Flare Oil</b>	2274	150		Y	N	2
1	Flare Oil reacts violently with the powder used in a coldfire lantern, producing a ray of intense light. This reaction completely consumes both oil and powder, so each measure of oil is sold with a packet of replacement powder. May only be used with the					
2	coldfire lantern. When the Flare Oil is used, it creates a Lightbeam: Sunbeam as per the DR 8 spell, one time only. (30 points of damage and a 5 second Knockdown to an undead creature.)					Fin
<b>+5 Retrievable Arrow</b>	2665	750		Y	Y	1
1	When used by the bonded owner, this is a +5 arrow that is retrievable and reusable.					Fin

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**Total Value of all items: 42452 + 810 gold 43262**

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## 5 FT Lug

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+1 Permanent Life Point</b>	107	2000		Y	Y	1
1	This is one extra innate Life Point. It can never be traded, transferred, or sold.					Fin
<b>+0 Magic Shield</b>	73	400		Y	Y	1
1	When invoked by the bonded owner, this is a +0 magic shield.					Fin





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## 5 FT Lug

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Pin of Autoactivate Vervain, 1xpd</b>	86	6800	1	Y	Y	1
1 When worn by the bonded owner, this pin auto-injects a dose of Vervain when the wearer is subject to an LI, mind-control spell that would affect them, once per day.						Fin
<b>Fighters Recovery In Combat - 20 points, 1xpd</b>	105	2000	1	Y	Y	1
1 When consumed, provides the user the innate ability to do a Fighters Recovery In Combat, as per the 6th level Fighter ability.						
2 After the potion has been consumed, this ability can never be traded, transferred or sold.						
3 This potion was consumed by Lug (Olan Knight).						Fin
<b>Gloves Of Holding: Resin, 1xpd</b>	106	800	1	Y	Y	1
1 When worn by the bonded owner, this glove performs a Resin as per the DR 5 spell, once per day.						Fin
<b>Song of the Wolf: Monk's Immunity To Poison, 1xpd</b>	365	5000	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform an Immunity To Posion, including silver, as per the MK 10 ability, once per day.						Fin
<b>Pin of Auto-Activate Awaken, 3xpd</b>	643	19320	3	Y	Y	1
1 When worn by the bonded owner, will auto-Activate the mage spell "Awaken" when the owner unwillingly goes unconscious; three times per day.						Fin
<b>Life Support, 3xpd</b>	1151	7560	3	Y	Y	1
1 When invoked by the bonded owner, this token will provide Life Support as per the MK 8 ability, three times per day						Fin
<b>Mental Signal, 3xpd (innate)</b>	1829	3696	3	Y		1
1 When invoked by the bonded owner, this item will allow the user to cast a Mental Signal as per the MU 5 spell, three times per day.						Fin
<b>Missile Protection, 1xpd</b>	2152	2000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Missile Protection as per the MU 5 spell, once per day.						Fin
<b>Life Support, 6xpd</b>	1480	16200	6	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a Life Support as per the MK 8 ability, six times per day.						Fin
<b>Monk's Immunity To Poison, 6xpd</b>	1481	30000	6	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform an Immunity To Posion, including silver, as per the MK 10 ability, six times per day.						Fin
<b>+1 Permanent Life Point</b>	1646	2000		Y	Y	1
1 This is one extra innate Life Point. It can never be traded, transferred, or sold.						Fin
<b>+2 Permanent Life Points</b>	1817	4000		Y	Y	1
1 The reader of this scroll is given 2 Permanent Life Points. Once read, the transition is permanent and the Scroll is destroyed.						
2 The scroll was read by Lug (Olan Knight).						Fin
<b>Resin</b>	1818	400		Y	N	1
1 This is a small vial of Resin as per the DR 5 spell, usable one time only.						Fin
<b>+5 Defense, 6xpd</b>	1831	37200	6	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a +5 Defense as per the MU 1 spell cast at level 10, six times per day.						Fin
<b>Immunity to Knockdown, 3xpd</b>	2009	7000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Immunity To Knockdown as perthe MK 10 ability, three times per day.						Fin



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### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Natalias Skull Medallion</b>	1968	0		Y	Y	1
1	The bonded owner need only hold out the medallion before an undead creature and the undead will leave the holder and all those touching him/her unmolested unless specifically ordered to by Natalia herself.					
2	If a person who is not the bonded owner presents the medallion, the undead (and all undead within sight of the medallion) will immediately attack the holder and all those touching him/her, unless specifically ordered not to by Natalia herself.					
3	This item permanently bonds to the user and cannot be sold, lost, or traded. <i>Fin</i>					
<b>Aspect of the Morbe</b>	1969	0	1	Y	Y	1
1	Once per day, the character may activate the Aspect of the Morbe. This lasts 5 minutes or until the end of the current combat, whichever is longer. While in this aspect, the character is: Life Points +10, Damage +1, Armor +1.					
2	The character has the ability to invoke a special Life Support (Mk8S) that only triggers when the character would be killed. In addition, he/she does not go unconscious and while he would normally be unconscious, he is +5 damage and +5 armor (total).					
3	When the aspect ends, if the loss of the additional life points results in the unconsciousness or death of the character then she will be unconscious or dead. Stacking Group: Damage.					
4	This is an innate ability that permanently bonds to the user and cannot be sold, lost, or traded. <i>Fin</i>					
<b>Immunity To Knockdown, 3xpd</b>	2061	7000	3	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform Monk's Immunity To Knockdown as per the MK 10 ability, three times per day. <i>Fin</i>					
<b>Uder Stone - 30 Pts Elemental Protection From Ice, 1xpd</b>	2736	3010	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 30 points elemental protection from Ice. <i>Fin</i>					
<b>+5 Returning Plate Mail</b>	2753	29250	1	Y	Y	1
1	When worn by the bonded owner, this is +5 magic plate mail.					
2	If lost, stolen, or destroyed, this armor will return fully intact to the owner at the start of the next game day. <i>Fin</i>					
<b>Glove of Resin, 6xpd</b>	2754	3840	6	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Plant Seek - Resin as per the DR 5 spell, six times per day. <i>Fin</i>					
<b>Belt of Safe Fall, Level 10, 1xpd</b>	2755	1500	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Safe Fall at 10th level as per the MK 3 ability performed at level 10, once per day. <i>Fin</i>					
<b>Bracelet of Resist Pain, 3xpd</b>	2757	5264	3	Y	Y	1
1	When invoked by the bonded owner, this item allows the users to perform a Resist Pain as per the KN 5 ability, once per day. <i>Fin</i>					
<b>Sense Traps, 3xpd</b>	3006	3080	3	Y	Y	1
1	When invoked by the bonded owner, this item allows them to perform a Sense Traps as per the TH 2 ability, three times per day. <i>Fin</i>					
<b>Plant Seek: Duckback, 2xpd</b>	3008	1600	2	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Plant Seek: Duckback as per the DR 5 spell, twice per day. <i>Fin</i>					
<b>Sense I, permanent</b>	3151	10080		Y	Y	1
1	When worn by the bonded owner, this item imbues the owner with permanent Sense I as per the MK 4 ability. <i>Fin</i>					
<b>Sense II, permanent</b>	3152	4800		Y	Y	1
1	When worn by the bonded owner, this item imbues the owner with permanent Sense II as per the MK 6 ability. <i>Fin</i>					
<b>Dodge Blow, 6xpd</b>	3156	12000	6	Y	Y	1
1	When worn by the bonded owner, this item allows the user to perform a Dodge Blow as per the FT 7 ability, six times per day. <i>Fin</i>					



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### DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Evade, 3xpd</b>	3160	11200	3	Y	Y	1

1 When worn by the bonded owner, this item allows the user to perform an Evade as per the MKM 7 ability, three times per day. *Fin*

<b>Ring of Rabenna Dragon Friendship, 1xpd</b>	3366	4800	1	Y	Y	1
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1 When worn by the bonded owner, this ring will allow the user to perform a +2 vs LI as per the KN 6 ability, once per day.

2 If the LI effects are from a Rabenna dragon, the ring functions at +4 vs LI. *Fin*

<b>Sugar Skull Necklace #12</b>	3346	2990	1	Y	Y	1
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1 The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.

2 When invoked by the bonded owner, this item will allow the user to perform a Dodge Blow as per the FT 7 ability, once per day.

3 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.

4 Finally, the item will allow the owner to perform an Immunity To Knockdowns as per the MK 10 ability, one time only. *Fin*

<b>Nullify Level Drain</b>	601	400		Y	N	4
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1 When invoked, this item will allow the user to perform a Nullify Level Drain as per the KN 9 ability, one time only. *Fin*

<b>Evade, 4xpd</b>	607	14400	4	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*

### HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>2 Points of Healing, 1xpd</b>	1826	240	1	Y	Y	1

1 When invoked by the bonded owner, this item will allow the user to perform 2 points of Healing as per the CL 1 spell, once per day. *Fin*

<b>4 Points Healing, 1xpd</b>	1825	480	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform 4 points of Healing as per the CL 1 spell cast at level 2, once per day. *Fin*

<b>12 Points healing, 1xpd, innate</b>	1824	2640	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform 12 points of Healing as per the CL 1 spell cast at level 6, once per day. *Fin*

<b>Dust of Life Spark</b>	89	500		Y	N	1
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1 When this dust is poured onto a dead creature, it will cast the spell Life Spark on that creature. *Fin*

<b>Healing Bandage, 2 pt, 1xpd</b>	95	240	1	Y	Y	1
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1 When invoked by the bonded owner, this item provides 2 points of Healing, once per day. Does not count against the number of binding allowed per person per day. *Fin*

<b>Mark of the Wolf: 20 Points of Healing, 1xpd</b>	366	4800	1	Y	Y	2
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1 Provides the bonded owner 20 points of Healing, once per day. *Fin*

<b>Mark of the Wolf: 16 Points of Healing, 1xpd</b>	367	1920	1	Y	Y	1
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1 Provides the bonded owner 16 points of Healing, once per day. *Fin*

<b>20 Points Healing, 1xpd</b>	1828	2400	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform 20 points of Healing as per the CL 1 spell, once per day. *Fin*

<b>Athenian Necklace - 12 Points of Healing, 1xpd</b>	801	5000	1	Y	Y	1
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1 When invoked by the bonded owner, does 12 points of Healing once per day - OR - may do a Raise Dead once, which will destroy the item. Requires a 6 second prayer to Athena to activate. *Fin*



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### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>20 Points of Ranged Healing, 1xpd</b>	2105	3600	1	Y	Y	1
1 When invoked by the bonded owner, this item allows them to cast up to 20 points of Ranged Healing as oer the CL 7 spell, once per day.						Fin
<b>2 Point Healing Item, 1xpd</b>	1459	240	1	Y	Y	50
1 When invoked by the bonded owner, provides 2 points of Healing, once oer day.						Fin
<b>Yellow Flower Of Avalon, 1xpd</b>	1830	2400	1	Y	Y	1
1 When invoked by the bonded owner, this item creates a Yellow Flower Of Avalon as per the DR 8 spell, once per day.						Fin
<b>Ragveil</b>	1819	100		Y	N	1
1 This is a small clump of Ragveil, which will function as a Neutralize Poison as per the CL 4 spell, one time only.						Fin
<b>Concentrated Ragveil</b>	1820	250		Y	N	1
1 This is a small clump of Concentrated Ragveil, which will function as a Neutralize Poison including Red Death as per the TH 10 ability, one time only.						Fin
<b>2 Points Healing, 1xpd</b>	2690	240	1	Y	Y	20
1 When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin
<b>Yellow Flower of Avalon, 6xpd</b>	3005	11520	6	Y	Y	1
1 When invoked by the bonded owner, this item generates a Yellow Flower Of Avalon as per the DR 8 spell, 6 times per day.						Fin
<b>Monilis Lupus Auxilium, 1xpd</b>	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
<b>Yellow Flower of Avalon, 6xpd</b>	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

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Boon: Track Pretty Ladies and Bad Guys, and Puppy Talk, 3xp</b>	99	2120	1	Y	N	1
1 Can track Pretty Ladies or Bad Guys using the sense of smell as per Ranger's Tracking for one trail per day.						
2 For an additional 550 gp, you can track two trails per day. For yet another 550 go, you can track three trails per day. Currently set to three times per day.						
3 Can speak with any living creature related to the Canine family once per day.						
4 This boon cannot be traded or sold.						Fin
<b>High Priest Engram</b>	1970	0	1	Y	Y	1
1 The bonded owner can use Religious Lore (C1) once per day per level.						
2 In addition, they can also use Heraldic Lore (K1) once per day per level.						
3 In addition, they can also use Know Religion (C2) once per day per level.						
4 In addition, they can also use Scry Glyph (C3) once per day per every 2 levels of the character.						
5 This is an innate ability that permanently bonds to the user and cannot be sold, lost, or traded.						Fin
<b>Knowledge of the Zores Glyph</b>	2932	10		N	N	1
1 This person has full knowledge and understanding of the Zores glyph.						
2 Level: 8, Area: 5' radius, Duration: 5 minutes, Level to Dispel Effect: 8, Description: Turns PC(s) undead until dispelled or party forcibly removes affected PC from graveyard. This Glyph MUST be placed in a graveyard or a site where someone has died.						Fin
<b>Knowledge of the Archmagius Glyph</b>	3040	100		N	Y	1
1 Knowledge of the Archmagius glyph, which is a Magius glyph contained within a Passalon glyph.						Fin



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### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
True Sight, 3xpd	604	4480	3	Y	Y	1

1 When invoked by the bonded owner, this item will allow the user to cast True Sight as per the MU 7 spell, three times per day. *Fin*

Wathit, one property, 6xpd	605	5760	6	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform a Wathit, one property, as per the RN 4 ability, six times per day. *Fin*

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Necklace Of The Sun	112	3924	1	Y	Y	1

1 Provides 2 x 2 point Heals once per day. Provides 1 x Bump Of Direction on "Crispan" (David Spence) only once per day.

2 Will provide a Life Spark on "Crispan" (David Spence) only. Currently filled, may be refilled after it has been used. Dischargable once per day. *Fin*

50' of Magic Rope	81	50		Y	Y	1
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1 When invoked by the bonded owner, this is 50 feet of magic rope. *Fin*

Dragon Scale	586	10		Y	Y	1
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1 This Dragon Scale was knocked off of Smaug the Dragon in combat. *Fin*

Boots of Walk On Liquids, 1xpd	587	1000	1	Y	Y	1
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1 When worn by the bonded owner, these boots will allow the wearer to walk on liquids as per the MK 7 ability, once per day. *Fin*

Everfull Vial of Oil	666	50		Y	Y	1
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1 When wielded by the bonded owner, this vial creates one dose of oil every five seconds. This oil may NOT be used in combat, and it requires 5 seconds between each use. *Fin*

Everfull Vial of Water	672	50		Y	Y	1
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1 When wielded by the bonded owner, this vial creates one cup of water every five seconds. This is normal, clean drinking water, and it requires 5 seconds between each use. *Fin*

Bell of Message, 3xpd	1479	1400	3	Y	Y	1
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1 When invoked by the bonded owner, casts a Message as per the MU 2 spell, three times per day. *Fin*

Residual Knight Strength II, 1xpd	1822	1770	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform Knight Strength II as per the KN 4 ability, once per day.

2 When invoked, the user will get very angry and must break something. *Fin*

Find Your Perfect Match (innate)	1823	100		Y	Y	1
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1 The bonded owner can smell the hand of a female Lycanthrope, and if the aroma is of strawberries, then the union would be perfect for both the owner and the female. If the aroma is of sauerkraut, the union would NOT be good.

2 This ability is innate and permabonded to Lug. *Fin*

Pin of Leap, 6xpd	2756	3360	6	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to perform a Leap as per the MK 2, six times per day. *Fin*

Mark Of Death	2913	0		Y	Y	1
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1 This PC has been permanently Marked by the Avatar of the Paragon of Death and are hereby marked by all creature s under death s control. You will be targeted first in battles, etc, if Death is in command of the enemy. *Fin*

Plant Seek: Sponge, 2xpd	3007	3200	2	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to cast Plant Seek: Sponge as per the DR 5 spell, twice per day. *Fin*



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Necklace of the Pack, 1xpd</b>	3036	700	1	Y	Y	1

- 1 When worn by the bonded owner, this necklace perform an Animal Tamer as per the RN 3 ability, once per day.
- 2 In the enchanted forest (or in any game the GW / GP allows) this amulet will allow members of the pack to communicate via message, once per day.
- 3 In the enchanted forest (or any game the GW / GP allows) this amulet will allow members of the pack to find each other per the Hunting Pursuit Ranger ability.
- 4 In the enchanted forest (or any game the GW / GP allows) this amulet will allow members of the pack to get a general sense of each other if they concentrate on a pack member. This is limited to basic emotions like, hungry, sleepy, hurt, etc. *Fin*

<b>Feather - Hero of the Navarro</b>	3184	0		N	N	1
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- 1 This feather indicates that the wearer is a Hero of the Navarro people. *Fin*

<b>Curse of the Damned</b>	3381	0	1	Y	Y	1
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- 1 At the beginning of each day, 10 permanent Life Points are taken from the bearer of this curse. These Life Points may not be restored in any way available to the PC.
- 2 This curse is at 30th level and may only be removed by game design. *Fin*

<b>Gale, 3xpd</b>	505	6720	3	Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to cast Gale as per the DR 4 spell, three times per day. *Fin*

<b>Strength IV, permanent</b>	606	21180		Y	Y	1
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- 1 When invoked by the bonded owner, this item will give the user Strength IV as per the KN 10 ability, permanently. *Fin*

<b>Ring of Essence of Scorn</b>	3455	0	1	Y	Y	1
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- 1 When worn by the bonded owner, this ring allows the PC to have the ability to copy one ability of an opponent, either a NPC or another PC, once per day.
- 2 This item gives the PC a psychic link to the Scorn with whom they met at the game Face Of Scorn.
- 3 This item changes the detectable alignment of the PC to the alignment of the Scorn they met with instead of their normal alignment.
- 4 This is a Closed World Item and may only be used in a game by Lyn Wood as specified by the Game Writer or by the GM or with Lyn Wood and the other Game Writers permission. *Fin*

<b>Sweeping Durian</b>	3452	3200	1	Y	Y	1
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- 1 When invoked by the bonded owner, this item allows the user to perform Speed as per the MK 6 ability, once per day *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Lakotan Lycanthropy</b>	111	9230	1	Y	Y	1

- 1 Special: See Lakotan Lycanthropy document available from Jim Davie and Olan Knight. *Fin*

<b>Everfull Vial of Acid</b>	665	50		Y	Y	1
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- 1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use. *Fin*

<b>6 Point No Defense, 3xpd</b>	1173	14560	3	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, three times per day. *Fin*

<b>+5 Strong Arm, 6xpd</b>	1483	15000	6	Y	Y	1
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- 1 When invoked by the bonded owner, casts a +5 Strong Arm as per the MU 1 spell cast at level 10, six times per day. *Fin*



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Godslaying Form/Perfect Predator</b>	2373	14300	1	Y	Y	1

- Once per day, Lug may replace one voluntary transformation and he may transform into an Ur-Wolf form rather than his usual were form.
- Becoming the Ur-Wolf conveys the following benefits: This is the original body of his wolf-spirit, and has no special vulnerability to silver or to abilities that affect the supernatural. In this form Lug is a naturally magical creature.
- Enhanced Natural Weapon: Lug's weapon(s) are incorporated into the Ur-Wolf form, functioning as natural weapons with magical bonuses intact. Treat as Attuned Magical Weapons 1xpd for the duration of the form, they are not affected by Dropsy. (4000)
- Lug may perform an Evade once per day (4000)
- Lug also gets 10 Fighter Renewal Points, once per day. (5000)
- All of these abilities are innate, and can never be lost, sold, traded, or sacrificed. *Fin*

<b>No Defense Arrow, innate, 1xpd</b>	2545	3300	1	Y	Y	1
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- This innate ability will allow the user to fire a No Defense Arrow as per the RN 10 ability, once per day. *Fin*

<b>Silver Spike</b>	2692	50		N	Y	1
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- This is a mundane silver spike, sharpened on one end. *Fin*

<b>+5 Returning Everchanging Material &amp; Elemental Sword</b>	2752	33700	1	Y	Y	1
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- When wielded by the bonded owner, this is a +5 magic sword. *Fin*
- The material of the blade can be changes once every 5 seconds as per the will of the owner. The base material is silver.
- In addition, this sword can change the elemental damage it deals once every 5 seconds. The base elemental damage type is none.
- If lost, stolen, or destroyed, this sword will return fully intact to the owner at the start of the next game day. *Fin*

<b>Electrify - 6 Points, 1xpd</b>	303	900	1	Y	Y	1
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- 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*

<b>Rain of Arrows</b>	410	900		Y	Y	1
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- When invoked by the bonded owner, this item allows the user to perform a Make Arrows as per the RN 2 ability, once every 5 seconds. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Spell Point Crystal - 5 points</b>	104	250		Y	N	1

- This crystal provides 5 spell points, one time only. *Fin*

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**Total Value of all items: 486704 + 24028 gold 510732**

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## 6 MK Saval Bork

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+2 Ring of Protection</b>	2354	4500		Y	Y	1

- When worn by the bonded owner, this ring provides 2 points of protection from all forms of physical damage. *Fin*

<b>Missile Protection, 3xpd</b>	2732	5600	3	Y	Y	1
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- When worn by the bonded owner, this item allows the user to perform a Missile Protection as per the MK 5 ability, three times per day. *Fin*

<b>Mental Signal, 1xpd</b>	2734	1200	1	Y	Y	1
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- When invoked by the bonded owner, this items allows the user to cast a Mental Signal as per the MU 5 spell, once per day. *Fin*



# PC Item Details Report

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IFGS ID: 597

## 6 MK Saval Bork

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Poison Removal, 2xpd	2432	2000	2	Y	Y	1
1 This ring can cast Freeze Poison 2/day.						
2 This ring can cast Neutralize Poison 1/day.						Fin
2 Points Healing, 1xpd	2690	240	1	Y	Y	22
1 When worn 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	3302	240	1	Y	Y	10
1 When invoked by the bonded owner, this item will provide 2 points of Healing as per the CL 1 spell, once per day.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Complete Book of Glyphs	2312	100		N	Y	1
1 This is a mundane book that contains a complete list of all standard glyphs, including the glyph of the Black Hand.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Animated Unbreakable Rope	2317	100		Y	Y	1
1 Then wielded by the bonded owner, this is magic, unbreakable animated rope. This 120 foot rope is unbreakable, uncut-able, and non-destroyable by any person other than the bonded owner.						
2 If cut by the bonded owner, it can be repaired by a Mend spell.						
3 It will obey simple commands from its bonded owner, but cannot be used in melee.						Fin
Everfull Acid	2319	100		Y	Y	1
1 When used by the bonded owner, this vial will produce one cup of acid, every five seconds. This item may not be used in melee.						Fin
Everfull Oil	2320	100		Y	Y	1
1 When used by the bonded owner, this vial will produce one cup of oil, every five seconds. This item may not be used in melee.						Fin
Everfull Water	2341	100		Y	Y	1
1 When used by the bonded owner, this vial will produce one cup of drinkable water (not Spring Water) every five seconds. This item may not be used in melee.						Fin
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.						
Candle of Laaras	3305	50		Y	Y	3
1 This is a Candle of Laars.						
2 It was used in the ritual to possess the son of the Wildlife Preserve's keeper when he was in dog form. This Savvy is only valid in closed world games where approved by the GP.						Fin
High level Thief Potions	3306	50		Y	Y	3
1 This is a high level TH potion.						
2 It was used in the ritual to possess the son of the Wildlife Preserve's keeper when he was in dog form. This Savvy is only valid in closed world games where approved by the GP.						Fin
Communicator with Major Lore OR Forsee	3427	850	1	Y	Y	1
1 This device allows the user to communicate with the HOII 1 time per day and seek its wisdom.						
2 When used by the bonded owner, this item allows the user to perform a Major Lore as per the MK 3 ability, once per day ~ OR ~						
3 The bonded owner can cast a Forsee as per the CL 2 spell, once per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spider of Pain	2441	215		Y	N	3
1 These silver spiders can do a Pain Strike -2 pts OR a Resist Pain, one time only.						Fin





# PC Item Details Report

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IFGS ID: 597

## 6 MK Saval Bork

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Spell Point Generator, 6xpd	2355	9600	6	Y	Y	1
1 When invoked by the bonded owner, this item will provide the user with 4 additional ability points, six times per day. <i>Fin</i>						
2 Spell Point Generator, 6xpd	2430	4800	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 2 additional Spell, Ability, Courage, or Monk points, six times per day. <i>Fin</i>						
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. <i>Fin</i>						
<b>Total Value of all items:</b>		<b>41575 + 9000 gold</b>	<b>50575</b>			

## 7 CL Mord, Cordbearer of Chakkaal

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Yellow Chalice: The Most Interesting	3473	100	1	Y	Y	1
1 This is an Everful Vial of decade old Wine.						
2 Drinking from this cup makes this person will suddenly feel incredibly confident in themselves and will feel the need to seek out interesting things to do to add to their list of interesting things they have done.						
3 Anyone of good alignment within a 4 foot radius will think the person is the most interesting person in the world <i>Fin</i>						
<b>Total Value of all items:</b>		<b>100 + 2905 gold</b>	<b>3005</b>			

## 8 DR Cosmo

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Chainmail	32	4900		Y	Y	1
1 When worn by the bonded owner, this is a +2 chainmail armor, which provides four points of armor against all forms of physical attack. <i>Fin</i>						

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10 Point Healing Bead, 6xpd	147	7200	6	Y	Y	1
1 When invoked by the bonded owner, this item provides ten points of Healing as per the CL 1 spell, six times per day. <i>Fin</i>						
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. <i>Fin</i>						

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Ability Points Generator, 6xpd	92	4800	6	Y	Y	1
1 When invoked by the bonded owner, this item provides two addition spell or ability points to the user, six times per day. <i>Fin</i>						
<b>Total Value of all items:</b>		<b>20600 + 1150 gold</b>	<b>21750</b>			

## 9 FT Derek the Mighty

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Escape Bonds	1103	50		Y	N	1
1 When invoked, allows the userto Escape Bonds as per the MK ability, one time only. <i>Fin</i>						



# PC Item Details Report

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## 9 FT Derek the Mighty

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Donkey Of Pain Strike -2, 1xpd	1584	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. <i>Fin</i>						
+3 Plate Mail	1966	9500		Y	Y	1
1 When worn by the bonded owner, this is +3 magic Platemail. <i>Fin</i>						

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Neutralize Disease	1104	100		Y	N	1
1 When invoked, casts a Neutralize Disease on the user, one time only. <i>Fin</i>						
Pendant of healing, 10 pts, once per day	1108	1200	1	Y	Y	2
1 When invoked by the bonded owner, this item provides 10 points of healing, once per day <i>Fin</i>						
Neutralize Poison	1044	100		Y	N	1
1 When invoked, this gem allows the user to cast Neutralize Poison as per the Cleric spell, one time only. <i>Fin</i>						
Neutralize Disease	1045	100		Y	N	1
1 When invoked, this gem allows the user to cast Neutralize Disease as per the Cleric spell, one time only. <i>Fin</i>						
Gem of Healing, 2 points, once per day	1050	240	1	Y	Y	1
1 When wielded by the bonded owner, this item provides 2 points of healing, once per day. <i>Fin</i>						
Heal 4 Pts, 6x day	1132	2880	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 4 points of healing, six times per day. <i>Fin</i>						
Life Spark	1152	500		Y	N	1
1 When invoked, this item casts Life Spark, one time only <i>Fin</i>						
16 Points healing, once	1153	192		Y	N	2
1 When invoked, this item provides 16 points of healing as per the CL 1 spell, one time only. <i>Fin</i>						
Item of Neutralize Poison	1159	100		Y	N	3
1 When invoked, this item will cast Neutralize Poison as per the CL spell, one time only. <i>Fin</i>						
2 Point Heal (6 x day)	1161	1440	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 2 points of healing, six times per day. <i>Fin</i>						
Item of Neutralize Disease	1169	100		Y	N	3
1 When invoked, this item will cast Neutralize Disease as per the CL spell, one time only. <i>Fin</i>						
20 Point Heal, once per day	1189	2400	1	Y	Y	1
1 When invoked by the bonded owner, this item provides 20 points of healing, once per day. <i>Fin</i>						
2 Points Healing, 1xpd	1967	240	1	Y	Y	26
1 When invoked by the bonded owner, this item provides 2 points of healing, once per day. <i>Fin</i>						



# PC Item Details Report

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## 9 FT Derek the Mighty

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Book Of Weapons Instructor</b>	1105	70		N	N	1
1	When invoked, allows the user to perform a Weapons Instructor as per the FT ability, one time only.					Fin
<b>Item of Wathit</b>	1188	120		Y	N	5
1	When invoked, this item will allow the user to cast a Wathit as per the RN ability, one time only.					Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Magic Button</b>	1106	50		Y	Y	1
1	This is a magic button, it has no other properties.					Fin
<b>Letter of Commendation &amp; Invitation</b>	1221	0		N	N	1
1	This is a letter of Commendation to Derek The Mighty from Sir Einar, the leader of the Vermillion Knights of Averlast. It includes an invitation to return to Averlast at any time.					Fin
<b>Marquis of Sarkasmus</b>	2045	0		N	Y	1
1	The owner is acknowledged to be a Marquis in the Lands of Sarkasmus, with all of the rights, privileges, and responsibilities thereof.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+3 Bracer Of Damage</b>	1220	7200		Y	Y	1
1	When wielded by the bonded owner, this bracer converts any weapon wielded into a +3 magic weapon for as long as the weapon is held. When released, the weapon reverts to its natural state.					Fin
<b>Innate Karate Chop, 1 xpd</b>	2042	1980	1	Y	Y	1
1	When invoked by the bonded owner, this item will cast a 12 Point Avenging Blow as per the KN 5 ability, once per day.					Fin

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**Total Value of all items:      37934 + 639 gold      38573**

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## 11 RN Ash

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+0 Chainmail</b>	3229	500		Y	Y	1
1	When worn by the bonoded owner, this is +0 magic chainmail.					Fin
<b>Missile Protection, 1xpd</b>	2152	2000	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to cast Missile Protection as per the MU 5 spell, once per day.					Fin
<b>Wraithstone, 1xpd - Turn Undead L10, 1xpd</b>	3228	3400	1	Y	Y	1
1	This crystal radiates a strange magical energy to which spirits are sensitive, influencing their emotional state and behavior. Currently, it is in a calm, passive state which has little effect on the undead.					
2	By holding the crystal and concentrating on feelings of fear, it is possible to attune it to cause fear in the undead. With training in the arts of meditation and method acting, it would be possible to increase the effectiveness.					
3	At this time, when invoked by the bonded owner the crystall will all them to perform a Turn Undead at level 10 as per the CL 0 ability, once per day.This effect may be upgraded to a maximum of level 10 for 340 gp/level.					
4	With further training, it would be possible to induce more subtle feelings, such as friendship and a desire to cooperate by allowing the user to cast a Control Undead as per the CL 4 spell, once per day.					
5	This effect may be activated at level 1 for 500gp, and upgraded to a maximum of level 10 for 500gp/level.					
<b>+5 Ring of Protection</b>	3230	18000		Y	Y	1
1	When worn by the bonded owner, this is a +5 Ring of Protection. It adds 5 points of protection from all forms of physical damage.					Fin



# PC Item Details Report

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IFGS ID: 597

## 11 RN Ash

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Healing Potion: 10 points, any increment	116	144		Y	N	1
1 When consumed, provides 10 points of Healing in any increment, once.						Fin
Token of 6 Points Healing, 1xpd	485	720	1	Y	Y	1
1 Allows the user to Heal him/her self 6pts, 1/day, after concentrating for 6 seconds.						Fin
Ring Of Clerical Regen, 40 points once per day	579	3400	1	Y	Y	1
1 When invoked by the bonded owner, will cast 40 points of Clerical Regen as per the Cleric spell cast at level 10, once per day.						Fin
2 Points Healing, 1xpd	2833	240	1	Y	Y	12
1 When invoked by the bonded owner, this item will allow the user to cast 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

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Feline Friends	3231	1440	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast a Reveal Magic as per the MU 1 spell, once per day.						
2 In addition, the user may cast Speak With Animals as per the RN 1 spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Jaguar Cub	151	0		N	Y	2
Flower That Never Dies	152	0		Y	Y	1
1 This is a magic flower that never dies.						Fin
Fairy Lights, 1xpd	2062	400	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Fairy Lights as per the DR 1 spell, once per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Returning Winged +5 Bow	10	14400		Y	Y	1
1 Adds +5 damage to all arrows fired from this bow.						
2 This bow was upgraded to +2 in the game 2004-04-05.						
3 This bow was upgraded to +3 in the game 2013-04-25.						
4 This bow was upgraded to +4 in the game 2016-04-20.						
5 This bow was upgraded to +5 in the game 2017-04-30. Also upgraded to be a Returning bow if it is ever lost, stolen, or destroyed, 1xpd.						Fin
Permanent Target Arrow, Innate	454	7800		Y	Y	1
1 You now have an innate, permanent Target Arrow - as per the 4th level Ranger ability.						Fin
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.						Fin
S-Mart Quiver	2063	6700		Y	Y	1
1 When invoked by the bonded owner, this quiver allows the owner to pull out an arrow of any material and of any form of elemental damage, unlimited uses of both.						
2 5 seconds must pass after switching the arrow material before the Quiver can be next used. 5 seconds must pass after switching the elemental damage type before the Quiver can be next used.						Fin



# PC Item Details Report

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## 11 RN Ash

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ahian Chainsaw	3242	3200	1	Y	Y	1
1	When wielded by the bonded owner, this Chainsaw will perform Ashes to Ashes as per the CL4 spell, once per day.					
2	The Chainsaw will also cast Additional Armour & Damage Vs Supernatural +1 as per the CL 2 spell, once per day.					
3	By sacrificing 9200 gp in demon's blood, the Chainsaw may be raised to Additional Armour & Damage Vs Supernatural +5.					
4	For roleplaying purposes only, any Deadyte that sees this weapon will know the holder as its most ancient enemy. <i>Fin</i>					

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell or Ability Point Generator, 6xpd	2149	2400	1	Y	Y	1
1	When invoked by the bonded owner, this item provides 1 Ability or Spell point, six times per day. <i>Fin</i>					

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**Total Value of all items: 79784 + 3309 gold 83093**

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## 12 MU Torvok Heterodyne

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Tree Shift	1695	130		Y	N	1
1	When invoked, casts a Tree Shift as per the DR spell, one time only. <i>Fin</i>					

Sigil of Code Protection	1895	300		Y	Y	1
1	When worn by the bonded owner, this sigil protects the owner from having their code stolen by Code Eaters. <i>Fin</i>					

Blight Immunity	1958	0		Y	Y	1
1	Having been brought to the edge of death by a Blight Demon and survived (in however convoluted a fashion), you have begun to develop a resistance to the contagion of that particular demon. <i>Fin</i>					

+3 Ring of Protection	45	9000		Y	Y	1
1	When worn by the bonded owner, this is a +3 Ring of Protection, which provides three points of armor against all forms of physical attack. <i>Fin</i>					

Bat Familiar - Awaken & Insect Bane, 1xpd	3377	3380	1	Y	Y	1
1	This Bat is a familiar, and can cast Awaken as per the MU 2 spell, once per day.					
2	In addition, this Bat can also cast Insect Bane as per the DR 3 spell, once per day. <i>Fin</i>					

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points of Healing, 1xpd	1515	240	1	Y	Y	8
1	When invoked by the bonded owner, provides 2 points of healing as per the CL spell, twice per day. <i>Fin</i>					

2 Points Healing, 1xpd	1961	1440	1	Y	Y	6
1	When invoked by the bonded owner, this item provides 2 points of healing, once per day. <i>Fin</i>					

Get Out Of Death Free - Life Spark	2853	500	0	Y	Y	1
1	When invoked, this card will allow the user to cast Life Spark as per the CL 6 spell, one time only. <i>Fin</i>					

10 Point Healing Bead, 6xpd	147	7200	6	Y	Y	1
1	When invoked by the bonded owner, this item provides ten points of Healing as per the CL 1 spell, six times per day. <i>Fin</i>					

Neutralize Poison, 1xpd	235	1000	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to cast Neutralize Poison as per the DR 4 spell, once per day. <i>Fin</i>					



# PC Item Details Report

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IFGS ID: 597

## 12 MU Torvok Heterodyne

### 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

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Mend	1693	40		Y	N	1
1 When invoked, casts a Mend as per the MU spell, one time only.						Fin

The Lost Sock of Clan McLeod	1956	1600	1	Y	Y	1
1 When invoked, this item casts a Bump Of Direction as per the CL 2 spell, once per day. On the first step, the foot bearing the Sock will turn on its own toward the target. This ability cannot be used to seek the Other Lost Sock of Clan McLeod.						
2 In addition, the owner can Move Without Tracks as per the RN 3 ability, once per day. This will conceal even the Sock's own faint but persistent reek of blood, sweat, and tripe.						Fin

Deaths Pin Of Contact	1962	0		Y	Y	1
1 When worn by the bonded owner, the incarnation of Death can contact that person.						Fin

Patch from the Green Claw Goblin Clan	2367	0		N	N	1
1 This is a cloth patch that indicates the wearer is a member of the Green Claw Goblin clan.						Fin

Potion of Climbing	2856	80		Y	N	1
1 When invoked, this item allows the user to perform Climbing as per the TH 5 ability, one time only.						Fin

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

Everfull Vial of Acid	406	100		Y	Y	1
1 When invoked by the bonded owner, this vial generated about one cup of acid, once every 5 seconds. The vial must be sealed or stoppered to refill. PC must possess an appropriately colored beanbag to use acid or oil. These items may not be used in combat.						Fin

Everfull Vial of Oil	407	100		Y	Y	1
1 When invoked by the bonded owner, this vial generated about one cup of oil, once every 5 seconds. The vial must be sealed or stoppered to refill. PC must possess an appropriately colored beanbag to use acid or oil. These items may not be used in combat.						Fin

Everfull Vial of Water	408	100		Y	Y	1
1 When invoked by the bonded owner, this vial generated about one cup of water, once every 5 seconds. The vial must be sealed or stoppered to refill. PC must possess an appropriately colored beanbag to use acid or oil. These items may not be used in combat.						Fin

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

Turned into a Lich	3396	0		N	Y	1
1 This character has been turned into a Lich by Sazz-Tau, Lord of the Liches (David Gibson). All the benefits and disadvantages to being undead apply.						Fin

Potion components: Shells, Wizberry, & Bubblefruit	3379	0		Y	N	1
1 These three items are components for a potion of Underwater Walking, which allows you to move underwater as if you were on land.						
2 This is a Closed World item and required GP permission to use in any game.						Fin

Favor from Aria, Guardian Mermaid of the Neverending Salt La	3391	0		N	N	1
1 The PC is owed a favorr from from Aria, the Guardian Mermaid of the Neverending Salt Lake. This is intended to be used at the sequel to the game "Sim In The Sea".						Fin



# PC Item Details Report

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IFGS ID: 597

## 12 MU Torvok Heterodyne

### POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
1 Spell Point Generator, 6xpd	1501	2400	6	Y	Y	1
1 When invoked by the bonded owner, provides 1 spell point, six times per day.						<i>Fin</i>
1 Spell Point Generator, 6xpd	1960	2400	6	Y	Y	1
1 When invoked by the bonded owner, this item restores one spell point, six times per day.						<i>Fin</i>
5 Ability Points Generator, 6xpd	110	12000	6	Y	Y	1
1 When invoked by the bonded owner, this item provides five addition spell or ability points to the user, six times per day.						<i>Fin</i>

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**Total Value of all items: 54490 + 4690 gold 59180**

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