



# PC Item Details Report

28-Nov-2021

IFGS ID: 5181

## 1 MK Nitsu

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Immunity to Knockdown, innate, 1xpd	2544	2750	1	Y	Y	1
1 This innate ability will allow the user to perform an Immunity To Knockdown as per the MKM 10ability, once per day.						Fin
Immunity to Knockdown	3092	500		Y	N	1
1 When invoked, this item will allow the user to perform an Immunity To Knockdown as per the MK 10 ability, one time only.						Fin
+5 Ring Of Protection	3093	18000		Y	Y	1
1 When worn by the bonded owner, this item provides an additional 5 points of protection from all forms of melee damage.						Fin
Item of Monk's Immuity To Poison (incl Silver)	2138	500		Y	N	1
1 When invoked by the bonded owner, this item allows the user to perform a Monk's Immunity To Poison, including silver, as per the MK 10 ability, one time only.						Fin
Life Support, 1xpd	3208	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Life Support as per the MK 7 ability, once per day.						Fin
Battle Fever, 1xpd	3250	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 ability, once per day.						Fin
+2 vs LI, permanent	3402	27000		Y	Y	1
1 When carried by the bonded owner, that person is +2 vs LI as per the KN 6 ability, permanently.						Fin
+0 Platemail	37	1650		Y	Y	1
1 When worn by the bonded owner, this is a +0 plate mail armor, which provides three points of armor against all forms of physical attack.						Fin
Resist Pain, unlimited	610	11100		Y	Y	1
1 When invoked by the bonded owner, allows the user to perform Resist Pain as per the KN 5 ability, once every 5 seconds.						Fin
Pink Elephant Bracer (Freeze Poison & Kip, 1xpd)	3499	2120	1	Y	Y	1
1 When worn by the bonded owner, this amusing bracelet allows the owner to cast a Freeze Poison as per the CL 2 spell, once per day.						
2 In addition, the owner can perform a Kip as per the MK 4 ability, once per day.						Fin
+0 Shield	16	90		Y	Y	1
1 When wielded by the bonded owner, this is a +0 shield.						Fin
Group Immunity To Fear, unlimited	621	7680		Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Group Immunity To Fear as per the KN 5 ability, once every 5 seconds.						Fin
Pin of Monk's Immunity To Poison, 1xpd	3661	5000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Monk's Immunity To Poison as per the Spirit MK 10 ability, once per day.						Fin
Holy Symbol of the Silver Hammer	3662	50		Y	Y	1
1 When worn by the bonded owner, this symbol will cloak any wearing it to not detect as a lycanthrope or supernatural.						
2 This item is restricted to David Gibson games, and requires GP approval to use in any game.						Fin
	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	1741	240	1	Y	Y	10
1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL spell, once per day.						Fin



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### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Point Healing, 1xpd</b>	1888	240	1	Y	Y	1
1	When invoked by the bonded owner, this item will cast 2 Points of healing as per the CL 1 spell, once per day.					Fin
<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>2 Points of Healing, 1xpd</b>	3185	240	1	Y	Y	20
1	When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.					Fin
<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
<b>Yellow Flower of Avalon, 6xpd</b>	3279	11500	6	Y	Y	1
1	When invoked by the bonded owner, this item will generate a Yellow Flower of Avalon as per the DR 8 spell, six times per day.					Fin
<b>Tin of 10 point Healing Tablets</b>	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
<b>Life Support, 6xpd</b>	609	12960	6	Y	Y	1
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
<b>Tattoo of Mordra (30 pt heal, 1xpd)</b>	3589	3600	1	Y	Y	1
1	The symbol of Mordra (a Green Tree) is now permanently tattooed on your cheek, hand, or shoulder (PC preference). It allows the PC to do 30 points of Healing, once per day.					Fin
<b>2 Point Healing Bead, 1xpd</b>	118	240	1	Y	Y	1
1	When invoked by the bonded owner, this item provides two points of Healing as per the CL 1 spell, once per day.					Fin

### 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
<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.					Fin
<b>Raven Feather of Message</b>	3612	500	1	Y	Y	1
1	When invoked by the bonded owner, this Enchanted Raven feather from the traveling tavern s aviary will allow the user to cast Message as per the MU spell, once per day.					Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Gold Coin of Reverse Pickpocket</b>	2510	0		Y	N	3
1	When invoked, this coin will allow the user to slip a reasonably sized item INTO another person's pouch or pocket, one time only. (i.e. a reverse pickpocket.)					Fin
<b>Ranger Herb, Any, innate, 1xpd</b>	2539	3586	1	Y	Y	1
1	This innate ability will allow the user to perform a Rangers Herb, Any as per the RN 6 ability, once per day.					Fin
<b>Cornucopia of Holding</b>	3446	2000		Y	Y	1
1	When used by the bonded owner, this Cornucopia functions as a 10 cubic foot bag of holding.					Fin



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Spinach of Strength IV</b>	3451	3530	1	Y	Y	1

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

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

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

<b>Leap, Unlimited</b>	504	4200		Y	Y	1
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- When invoked by the bonded owner, allows the user to perform a Leap as per the MK 2 ability, once every 5 seconds. *Fin*

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

<b>Summervale Staff Badge</b>	3670	5730		Y	Y	1
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- This Summervale Staff Badge identifies the wearer as a school staff member and friend to the school. "Help will always be given to those in need; you need only ask for it."
- Touching this item for 15 seconds will allow the bonded owner to find any single Flower Of Avalon (ANY): black, blue, grey, green, purple, white, OR yellow, as per the DR 8 spell, once per day. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>-2 Pain Strike, 1xpd</b>	1555	1100	1	Y	Y	1

- When invoked by the bonded owner, allows the user to cast a -2 pain Strike as per the CL spell, once per day. *Fin*

<b>Lakotan Lycanthropy</b>	2550	10000	1	Y	Y	1
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- Special: See the Lakotan Lycanthropy document available from Jim Davie and Olan Knight. *Fin*

<b>6 Point No Defense Blow, 1xpd</b>	2786	5200	1	Y	Y	1
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- When invoked by the bonded owner, this item allows the user to perform a 6 Point No Defense Blow as per the KN 6 ability, once per day. *Fin*

<b>Crystal Mountain Ever Changing Sword +5</b>	3433	26700		Y	Y	1
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- When wielded by the bonded owner, this is a +5 magic sword. The base Material (silver, cold iron, wood, crystal, etc.) of the sword must be set upon purchase.
- 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.
- The base Element (Fire, Ice, Lightning, Earth, or none) of the sword must be set upon purchase.
- The sword may be defined as a new Element (Fire, Ice, Lightning, Earth, or none ) unlimited uses, but 5 seconds must pass between each change. *Fin*



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Knife of the Fourfathers</b>	3438	4000	1	Y	Y	1
1	When wielded by the bonded owner, this item allows the user to cast Dispell Magic as per the MU 4 spell cast at level 10, once per day.					
2	In addition, the wielder may carve fillets from spiritual beings. (This is a roleplaying attribute only.)					Fin
<b>Earl Tainly Dwarven Stout (Create Holy Water, 1xpd)</b>	3498	500	1	Y	Y	1
1	Once per day the bonded owner can will this magic Dwarven cup to be filled with a golden brew of Stout that has a delightful aroma, a full and frithy head, and a rich, full flavor! It comes in pints and the entire pint must be consumed.					
2	The brew is delicious, but not intoxicating. It will mellow the imbiber for 30 seconds. It does not act as an Earth Calming spell.					
3	Once consumed, the now mellow PC will be able to cast Create Holy Water, once per day.					Fin
<b>Desh-Truction</b>	420	5000		Y	N	1
1	When invoked by the bonded owner, this item will autocast Create Glyph-Desh. (8th lvl) The User still must pay the 1600 gold when the item is invoked.					Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>1 Point Spell/Ability Point Generator, 6xpd</b>	2688	2400	6	Y	Y	1
1	When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.					
2	When acquired, the bonded owner must set whether this item generates Spell points OR ability points.					Fin
<b>1 Ability Point Generator, 6xpd</b>	2844	2400	6	Y	Y	1
1	When invoked by the bonded owner, this item will generate 1 Ability Point, six times per day.					Fin
<b>2 Ability Point Generator, 6xpd</b>	3207	2400	6	Y	Y	2
1	When worn by the bonded owner, this ring provides an additional 2 ability points, six times per day.					Fin
<b>10 Ability Points Generator, 6xpd</b>	116	24000	6	Y	Y	1
1	When invoked by the bonded owner, this item provides ten addition spell or ability points to the user, six times per day.					Fin

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**Total Value of all items: 264498+9804 gold 274302**

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## 2 KN Dongo

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Pain Strike Ant</b>	1574	1100	1	Y	Y	1
1	When wielded by the bonded owner, allows the user to cast a Pain Strike -2 as per the CL spell, once per day.					Fin
<b>Zanith Blood Crystal</b>	2337	100		Y	N	3
1	When invoked, this item will cast a 10 Point Wrath as per the CL 5 spell, one time only.					Fin
<b>+0 Plate Mail</b>	2348	1650		Y	Y	1
1	When invoked, this is +0 magic plate mail.					Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>2 Points Healing, 1xpd, innate</b>	2315	264	1	Y	Y	1
1	When invoked by the bonded owner, this item performs 2 points of Healing as per the CL 1 spell, once per day.					
2	This item is innate an cannot be sold, traded, lost, or given away.					Fin



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## 2 KN Dongo

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Cursed Poop Of Paradise</b>	1565	0		Y	Y	1

1 This is a 10th level curse that leaves a permanent white spot somewhere visible on the PC, representing bird poop. The PC must wear a white felt circle no less than 1" in diameter as long as the curse is in effect.

2 In addition, the white felt circle will always represent an alluring target for ALL birds! *Fin*

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

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

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

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<b>Total Value of all items:</b>	<b>6764+ 0</b>	<b>6764</b>
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## 3 RN R.E.D.

### DEFENSIVE

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

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

### MISC

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

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

### OFFENSIVE

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

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

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

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<b>Total Value of all items:</b>	<b>733+1723 gold</b>	<b>2456</b>
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## 4 MU Oscurro Mirage

### DEFENSIVE

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

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

### MISC

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

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

### POINTS

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

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

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<b>Total Value of all items:</b>	<b>2595+3456 gold</b>	<b>6051</b>
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**5 CL Shetti**

**HEALING**

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
2 Point Healing, 1xpd	2934	240	1	Y	Y	2

1 When invoked by the bonded owner, the user will able to cast 2 Points of Healing as per the CL 1 spell, once per day.

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

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**6 TH Lil Sh\*t**

**MISC**

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Shadowlands Kill Kitten 1-3	3331	700	1	Y	Y	1

1 When invoked by the bonded owner, this item will allow the user to perform a Leap as per the MK 2 ability, once per day.

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

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