



# PC Item Details Report

28-Nov-2021

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.  |       |         |        |            | Fin   |
| <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.   |       |         |        |            | Fin   |
| <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  |       |         |        |            | Fin   |
| <b>The Burden of the Mighty: +2 Permanent Life Points</b> | 3609   | 4000  |         | Y      | Y          | 1     |
| 1   | When invoked by the bonded owner, this item adds two permanent Life Points to the user. The maximum number of additional permanent life points a character may have is equal to the character's level. |       |         |        |            | Fin   |

### HEALING

|   | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|---|--|-------|---------|--------|------------|-------|
| <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. |       |         |        |            | Fin   |
| <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.  |       |         |        |            | Fin   |
| <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.                     |       |         |        |            | Fin   |
| <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.                          |       |         |        |            | 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>Book of All Glyphs</b>              | 288  | 200   |         | N      |            | 1     |
| 1                                      | This book contains a complete explanation of all known Glyphs.   |       |         |        |            | Fin   |
| <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.           |       |         |        |            | Fin   |
| <b>Knowledge of the Restorum Glyph</b> | 2384   | 100   |         | N      | Y          | 1     |
| 1                                      | Acquired permanent innate knowledge of the Restorum glyph.   |       |         |        |            | Fin   |
| <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. |       |         |        |            | Fin   |



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### MISC

|  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--|---------|-------|---------|--------|------------|-------|
| Ring of Double Effect, 6xpd  | 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.   |         |       |         |        |            | Fin   |
| 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   |
| Time Dilation: Speed. 1xpd   | 3600    | 2850  | 1       | Y      | Y          | 1     |
| 1 When invoked by the bonded owner, this item allows the user to perform Speed as per the MMK 7 ability, once 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   |



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### 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           |
| 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           |
| <b>Total Value of all items:</b>  |         | <b>459604+25750 gold</b> |         |        |            | <b>485354</b> |

## 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   |



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## 2 MU Belgarath

### HEALING

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| 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   |
| 5 Points of Fighter's Recover In Combat   | 1081    | 50    |         | Y      | N          | 1     |
| 1 When used, provides 6 points of Healing as per the CL 1 spell, one time only.                                   |         |       |         |        |            | Fin   |
| 2 Points Helaing, 1xpd  | 2634    | 240   |         | Y      | Y          | 5     |
| 1 When invoked by the bonded owner, this item provides 2 points of healing, once per day.                         |         |       |         |        |            | Fin   |
| 2 Point Heal, 1xpd  | 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.    |         |       |         |        |            | Fin   |
| 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 |         |       |         |        |            | Fin   |

### KNOWLEDGE

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| Book with Magic Ink: Intro to Necromany 101   | 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. Usagele by GM Discretion only. |         |       |         |        |            | Fin   |
| Wathit, 1xpd  | 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   |

### MISC

|  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--|---------|-------|---------|--------|------------|-------|
| Container of Souls   | 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. |         |       |         |        |            | Fin   |

### OFFENSIVE

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| Crystal of LI Enhance, once only  | 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.   |         |       |         |        |            | Fin   |
| Functional Cannon with one cannonball   | 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.  |         |       |         |        |            | Fin   |

### POINTS

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



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## 2 MU Belgarath

### POINTS

|   | Item ID | Value                   | Per Day | Magic? | Permanent? | Count        |
|---|---------|-------------------------|---------|--------|------------|--------------|
| <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.                          |         |                         |         |        |            | Fin          |
| <b>3 Ability Points Generator, 6xpd</b>   | 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          |
| <b>Total Value of all items:</b>  |         | <b>54492+11510 gold</b> |         |        |            | <b>66002</b> |

## 4 TH Vlad Goodheart

### DEFENSIVE

|  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--|---------|-------|---------|--------|------------|-------|
| <b>Evade</b>   | 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   |
| <b>Celestial's Ring: Dodge Blow + 9 pts Elemental Protection, 1x</b>   | 1636    | 4340  | 1       | Y      | Y          | 1     |
| 1 User is allowed one dodge blow a day.  |         |       |         |        |            |       |
| 2 Upon use of dodge blow, gain 9 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   |
| <b>Bark Chew: Evade, 1xpd</b>  | 1639    | 4000  | 1       | Y      | Y          | 1     |
| 1 Upon consumption, allows the user to Evade as per the Monks ability 1/day.   |         |       |         |        |            | Fin   |
| <b>Scroll fo Confidence</b>  | 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   |
| <b>Scroll of Hold Being 8th Level</b>  | 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   |
| <b>Life Support, 1xpd</b>  | 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   |
| <b>Plant Seek: Sponge</b>  | 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 |
|---|---------|-------|---------|--------|------------|-------|
| <b>Pumpkin Seed of 6 Point heal</b>   | 1255    | 60    |         | Y      | N          | 5     |
| 1 When invoked, provides 6 points of healing to the specified target, one time only.                |         |       |         |        |            | Fin   |
| <b>Neutralize Poison</b>  | 1258    | 100   |         | Y      | N          | 6     |
| 1 When invoked, allows the user to cast Neutralize Poison as per the CL ability, one time only.     |         |       |         |        |            | Fin   |
| <b>2 Points Healing, 1xpd</b>   | 1536    | 240   | 1       | Y      | Y          | 20    |
| 1 When invoked by the bonded owner, provides 2 points of healing, once per day.                     |         |       |         |        |            | Fin   |
| <b>6 Points Innate Healing, opd</b>   | 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   |



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## 4 TH Vlad Goodheart

### HEALING

|                   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|-------------------|---------|-------|---------|--------|------------|-------|
| 8 Point Heal, opd | 1640    | 960   | 1       | Y      | Y          | 1     |

1 Provides 8 points of healing, once per day. Fin

|                    |      |     |   |   |   |    |
|--------------------|------|-----|---|---|---|----|
| 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 sell, once per day. Fin

### KNOWLEDGE

|                  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|------------------|---------|-------|---------|--------|------------|-------|
| 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. Fin

|             |      |      |   |   |   |   |
|-------------|------|------|---|---|---|---|
| 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. Fin

### MISC

|                       | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|-----------------------|---------|-------|---------|--------|------------|-------|
| 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. Fin

|   |     |     |  |   |   |   |
|---|-----|-----|--|---|---|---|
| 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. Fin

|                |     |      |   |   |   |   |
|----------------|-----|------|---|---|---|---|
| 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). Fin

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. Fin

|                 |     |      |   |   |   |   |
|-----------------|-----|------|---|---|---|---|
| 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. Fin

|                        |      |     |   |   |   |   |
|------------------------|------|-----|---|---|---|---|
| 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. Fin

|                     |      |      |   |   |   |   |
|---------------------|------|------|---|---|---|---|
| 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. Fin

|   |      |   |   |   |   |   |
|---|------|---|---|---|---|---|
| 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. Fin

2 This is a Continuity 2 item, usually valid only in specific games in the Denver/Boulder area. Fin

|   |      |   |   |   |   |   |
|---|------|---|---|---|---|---|
| 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) Fin

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. Fin



# PC Item Details Report

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IFGS ID: 597

## 4 TH Vlad Goodheart

### MISC

|  | Item ID   | Value   | Per Day | Magic?  | Permanent? | Count      |       |
|--|---|---------|---------|---------|------------|------------|-------|
| <b>50' Magic Rope</b>  | 2661  | 50      |         | Y       | Y          | 1          |       |
| 1 When used by the bonded owner, this is 50 feet of magic rope.  |   |         |         |         |            | Fin        |       |
| <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        |       |
| <b>Hecate's Mirror of Truth</b>  | 3493  | 0       |         | Y       | Y          | 1          |       |
| 1 This is the Goddess Hacate's Mirror of Truth. When looked into the viewer will see their true self displayed.  |   |         |         |         |            | Fin        |       |
| <b>Gem of Darkholm</b>   | 3494  | 0       |         | Y       | Y          | 1          |       |
| 1 This gem is linked to the Essence of Prince Vlad Bassarab, the Vampire.  |   |         |         |         |            | Fin        |       |
| <b>Curse of the Black Lilly</b>  | 3495  | 0       |         | Y       | Y          | 1          |       |
| 1 The bearer of this curse is marked with a symbol of the Black Lilly flower on their arm.   |   |         |         |         |            |            |       |
| 2 The mark can not be removed by any means short of Deitic intervention.   |   |         |         |         |            | Fin        |       |
| <b>Reese's Flask</b>   | 544   | 100     | 99      | Y       | Y          | 1          |       |
| 1 This is an everfull flask of Firewine Whiskey. Developed specifically for Reese (Dane Lyon's Monk), it has gained a reputation that is out of this world!  |   |         |         |         |            | Fin        |       |
| <b>Summervale Staff Badge</b>  | 3670  | 5730    |         | Y       | Y          | 1          |       |
| 1 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."   |   |         |         |         |            |            |       |
| 2 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. Fini   |   |         |         |         |            | Fin        |       |
|  | <b>OFFENSIVE</b>  | 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   |





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## 4 TH Vlad Goodheart

### OFFENSIVE

|                      | Item ID   | Value | Per Day | Magic? | Permanent? | Count |
|----------------------|---|-------|---------|--------|------------|-------|
| Flare Oil            | 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   |
| +5 Retrievable Arrow | 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: 48282+6235 gold 54517**

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## 5 FT Lug

### DEFENSIVE

|   | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|---|--|-------|---------|--------|------------|-------|
| +1 Permanent Life Point                           | 107  | 2000  |         | Y      | Y          | 1     |
| 1   | This is one extra innate Life Point. It can never be traded, transferred, or sold.   |       |         |        |            | Fin   |
| +0 Magic Shield                                   | 73   | 400   |         | Y      | Y          | 1     |
| 1   | When invoked by the bonded owner, this is a +0 magic shield.   |       |         |        |            | Fin   |
| Pin of Autoactivate Vervain, 1xpd                 | 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   |
| Fighters Recovery In Combat - 20 points, 1xpd     | 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   |
| Gloves Of Holding: Resin, 1xpd                    | 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   |
| Song of the Wolf: Monk's Immunity To Poison, 1xpd | 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   |
| Pin of Auto-Activate Awaken, 3xpd                 | 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   |
| Life Support, 3xpd                                | 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   |
| Mental Signal, 3xpd (innate)                      | 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   |
| Missile Protection, 1xpd                          | 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   |
| 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   |



# PC Item Details Report

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IFGS ID: 597

## 5 FT Lug

### DEFENSIVE

|  | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|--|--|-------|---------|--------|------------|-------|
| <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 Poison, 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>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 per the MK 10 ability, three times per day.  |       |         |        |            | Fin   |
| <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.   |       |         |        |            | Fin   |
| <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.  |       |         |        |            | Fin   |
| <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.   |       |         |        |            | Fin   |
| <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.  |       |         |        |            | Fin   |
| <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.   |       |         |        |            | Fin   |
| <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.   |       |         |        |            | Fin   |
| <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.  |       |         |        |            | Fin   |
| <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.   |       |         |        |            | Fin   |



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## 5 FT Lug

### DEFENSIVE

|   | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|---|--|-------|---------|--------|------------|-------|
| <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.                 |       |         |        |            | Fin   |
| <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.                 |       |         |        |            | Fin   |
| <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.                                      |       |         |        |            | Fin   |
| <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.                                     |       |         |        |            | Fin   |
| <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.                   |       |         |        |            | Fin   |
| <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     |
| 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     |
| 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     |
| 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     |
| 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>Pink Elephant Bracer (Freeze Poison &amp; Kip, 1xpd)</b> | 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   |
| <b>+1 Permanent Life Point</b>                              | 632  | 2000  |         | Y      | Y          | 6     |
| 1   | This item bestows +1 additional Permanent Life Point to the target.  |       |         |        |            |       |
| 2   | As per the v7.0 Rulebook, Chapter 7, page 60, The maximum cumulative gain allowed is 1 extra permanent life point per level of the character.  |       |         |        |            | Fin   |
| <b>Group Immunity To Fear, unlimited</b>                    | 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   |
| <b>Monk's Immunity To Poison</b>                            | 643  | 500   |         | Y      | N          | 1     |
| 1   | When invoked by the bonded owner, this item allows the user to perform Monk's Immunity to Poison, one time only.                               |       |         |        |            | Fin   |



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## 5 FT Lug

### DEFENSIVE

|  | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>+2 vs LI, permanent</b>   | 658            | 27000        |                | Y             | Y                 | 1            |
| 1 When worn by the bonded owner, this item performs +2 vs incoming LI as per the KN 6 ability, permanently.  |                |              |                |               |                   | <i>Fin</i>   |
| <b>Heart Of Tefiti</b>   | 3615           | 240          | 1              | Y             | Y                 | 1            |
| 1 When invoked by the bonded owner, this item will cast 2 points of Healing, once per day.   |                |              |                |               |                   |              |
| 2 In addition, the bonded owner can cast Water Calming once per day. Water Calming is Earth Calming that only works under water. This item is restricted to David Gibson games only. |                |              |                |               |                   | <i>Fin</i>   |
| <b>+1 Permanent Life Point</b>   | 632            | 2000         |                | Y             | Y                 | 7            |
| 1 This item bestows +1 additional Permanent Life Point to the target.  |                |              |                |               |                   |              |
| 2 As per the v7.0 Rulebook, Chapter 7, page 60, The maximum cumulative gain allowed is 1 extra permanent life point per level of the character.                                      |                |              |                |               |                   | <i>Fin</i>   |
| <b>Pin of Monk's Immunity To Poison, 1xpd</b>  | 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.                                  |                |              |                |               |                   | <i>Fin</i>   |
| <b>Holy Symbol of the Silver Hammer</b>  | 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. Fini   |                |              |                |               |                   | <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>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.  |                |              |                |               |                   | <i>Fin</i>   |
| <b>4 Points Healing, 1xpd</b>  | 1825           | 480          | 1              | Y             | Y                 | 1            |
| 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.                                      |                |              |                |               |                   | <i>Fin</i>   |
| <b>12 Points healing, 1xpd, innate</b>   | 1824           | 2640         | 1              | Y             | Y                 | 1            |
| 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.                                     |                |              |                |               |                   | <i>Fin</i>   |
| <b>Dust of Life Spark</b>  | 89             | 500          |                | Y             | N                 | 1            |
| 1 When this dust is poured onto a dead creature, it will cast the spell Life Spark on that creature.   |                |              |                |               |                   | <i>Fin</i>   |
| <b>Healing Bandage, 2 pt, 1xpd</b>   | 95             | 240          | 1              | Y             | Y                 | 1            |
| 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.                         |                |              |                |               |                   | <i>Fin</i>   |
| <b>Mark of the Wolf: 20 Points of Healing, 1xpd</b>  | 366            | 4800         | 1              | Y             | Y                 | 2            |
| 1 Provides the bonded owner 20 points of Healing, once per day.  |                |              |                |               |                   | <i>Fin</i>   |
| <b>Mark of the Wolf: 16 Points of Healing, 1xpd</b>  | 367            | 1920         | 1              | Y             | Y                 | 1            |
| 1 Provides the bonded owner 16 points of Healing, once per day.  |                |              |                |               |                   | <i>Fin</i>   |
| <b>20 Points Healing, 1xpd</b>   | 1828           | 2400         | 1              | Y             | Y                 | 1            |
| 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.   |                |              |                |               |                   | <i>Fin</i>   |
| <b>Athenian Necklace - 12 Points of Healing, 1xpd</b>  | 801            | 5000         | 1              | Y             | Y                 | 1            |
| 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. |                |              |                |               |                   | <i>Fin</i>   |



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## 5 FT Lug

### 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   |
| <b>30 Point Healing Bead, 1xpd</b>   | 178     | 3600  | 1       | Y      | Y          | 1     |
| 1 When invoked by the bonded owner, this item provides thirty points of Healing as per the CL 1 spell, once per day.                                     |         |       |         |        |            | Fin   |
| <b>Ranger Herbs - Athelas, 1xpd</b>  | 369     | 2500  | 1       | Y      | Y          | 1     |
| 1 When invoked by the bonded owner, allows the user to perform Ranger Herbs - Athelas as per the RN 6 ability, once per day.                             |         |       |         |        |            | Fin   |
| <b>Red Death Antidote Kit</b>  | 1207    | 207   |         | N      | N          | 1     |
| 1 This is a pre-mixed potion that cures Red Death, one time only.  |         |       |         |        |            | 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   |



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### KNOWLEDGE

|  | Item ID   | Value | Per Day | Magic? | Permanent? | Count |     |
|--|---|-------|---------|--------|------------|-------|-----|
| <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 |
| <b>True Sight, 3xpd</b>                  | 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 |
| <b>Wathit, one property, 6xpd</b>        | 605   | 5760  | 6       | Y      | Y          | 1     |     |
| 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 |
| <b>Book Of All Standard Glyphs</b>       | 628   | 100   |         | N      | N          | 1     |     |
| 1  | This is a mundane book that contains the listing of all known standard glyphs.  |       |         |        |            |       |     |
| 2  | Additional glyphs must be learned in game and listed as game treasure.  |       |         |        |            |       | Fin |
| <b>Tracking, 6xpd</b>                    | 3586  | 2640  | 6       | Y      | Y          | 1     |     |
| 1  | When worn by the bonded owner, this item will allow the owner to perform Tracking as per the RN 1 ability, six times 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>Necklace Of The Sun</b>            | 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. Dischargeable once per day.                       |       |         |        |            |       | Fin |
| <b>50' of Magic Rope</b>              | 81  | 50    |         | Y      | Y          | 1     |     |
| 1                                     | When invoked by the bonded owner, this is 50 feet of magic rope.  |       |         |        |            |       | Fin |
| <b>Dragon Scale</b>                   | 586   | 10    |         | Y      | Y          | 1     |     |
| 1                                     | This Dragon Scale was knocked off of Smaug the Dragon in combat.  |       |         |        |            |       | Fin |
| <b>Boots of Walk On Liquids, 1xpd</b> | 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 |
| <b>Everfull Vial of Oil</b>           | 666   | 50    |         | Y      | Y          | 1     |     |
| 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 |



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### MISC

|   | Item ID   | Value | Per Day | Magic? | Permanent? | Count |
|---|---|-------|---------|--------|------------|-------|
| <b>Everfull Vial of Water</b>           | 672   | 50    |         | Y      | Y          | 1     |
| 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   |
| <b>Bell of Message, 3xpd</b>            | 1479  | 1400  | 3       | Y      | Y          | 1     |
| 1                                       | When invoked by the bonded owner, casts a Message as per the MU 2 spell, three times per day.   |       |         |        |            | Fin   |
| <b>Find Your Perfect Match (innate)</b> | 1823  | 100   |         | Y      | Y          | 1     |
| 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   |
| <b>Pin of Leap, unlimited</b>           | 2756  | 3360  |         | Y      | Y          | 1     |
| 1                                       | When invoked by the bonded owner, this item allows the user to perform a Leap as per the MK 2, once every 5 seconds   |       |         |        |            | Fin   |
| <b>Mark Of Death</b>                    | 2913  | 0     |         | Y      | Y          | 1     |
| 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   |
| <b>Plant Seek: Sponge, 2xpd</b>         | 3007  | 3200  | 2       | Y      | Y          | 1     |
| 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   |
| <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     |
| 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     |
| 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     |
| 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     |
| 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     |
| 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   |



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## 5 FT Lug

### MISC

|                        | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|------------------------|---------|-------|---------|--------|------------|-------|
| <b>Sweeping Durian</b> | 3452    | 3200  | 1       | Y      | Y          | 1     |

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*

|                               |     |       |  |   |   |   |
|-------------------------------|-----|-------|--|---|---|---|
| <b>Strength IV, permanent</b> | 606 | 21180 |  | Y | Y | 1 |
|-------------------------------|-----|-------|--|---|---|---|

1 When invoked by the bonded owner, this item will give the user Strength IV as per the KN 10 ability, permanently. *Fin*

|                                      |      |       |  |   |   |   |
|--------------------------------------|------|-------|--|---|---|---|
| <b>Knight Strength IV, Permanent</b> | 3585 | 21180 |  | Y | Y | 1 |
|--------------------------------------|------|-------|--|---|---|---|

1 When worn by the bonded owner, this item provides Knight Strength IV as per the KN 10 ability, permanently. *Fin*

|                      |      |     |  |   |   |   |
|----------------------|------|-----|--|---|---|---|
| <b>The Pole Star</b> | 3587 | 100 |  | Y | Y | 1 |
|----------------------|------|-----|--|---|---|---|

1 When carried by the bonded owner, this item makes the bearer immune from the Abyss. *Fin*

|                            |      |     |   |   |   |   |
|----------------------------|------|-----|---|---|---|---|
| <b>Baby Conch Can Lock</b> | 3614 | 400 | 1 | Y | Y | 1 |
|----------------------------|------|-----|---|---|---|---|

1 This baby conch feels safest behind a lock and will cast a Lock Per as the MU level 1 spell cast at level 1 for its friend, the bonded owner, once per day. *Fin*

|               |      |      |   |   |   |   |
|---------------|------|------|---|---|---|---|
| <b>Wuffie</b> | 3663 | 1110 | 1 | Y | Y | 1 |
|---------------|------|------|---|---|---|---|

1 When invoked by the bonded owner, this is a Familiar.

2 Wuffie can be enhanced to Sense Traps as per the TH 2 ability once per day for a cost of 1100 gp. *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 |
|------------------------------|-----|----|--|---|---|---|

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 |
|---------------------------------|------|-------|---|---|---|---|

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>Godslaying Form/Perfect Predator</b> | 2373 | 14300 | 1 | Y | Y | 1 |
|---|------|-------|---|---|---|---|

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.

2 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.

3 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)

4 Lug may perform an Evade once per day (4000)

5 Lug also gets 10 Fighter Renewal Points, once per day. (5000)

6 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 |
|---------------------------------------|------|------|---|---|---|---|

1 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 |
|---------------------|------|----|--|---|---|---|

1 This is a mundane silver spike, sharpened on one end. *Fin*





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## 5 FT Lug

### OFFENSIVE

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| <b>+5 Returning Everchanging Material &amp; Elemental Sword</b> | 2752    | 33700 | 1       | 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*

|                                   |     |     |   |   |   |   |
|-----------------------------------|-----|-----|---|---|---|---|
| <b>Electrify - 6 Points, 1xpd</b> | 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*

|                       |     |     |  |   |   |   |
|-----------------------|-----|-----|--|---|---|---|
| <b>Rain of Arrows</b> | 410 | 900 |  | Y | Y | 1 |
|-----------------------|-----|-----|--|---|---|---|

- 1 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*

|  |      |     |   |   |   |   |
|--|------|-----|---|---|---|---|
| <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 frothy 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>Concentrated Eel Juice of Electrify</b> | 3613 | 900 | 1 | Y | Y | 2 |
|--|------|-----|---|---|---|---|

- 1 This is concentrated from the power of deep Electric eels. If applied to food will make it extra salty. If applied to a weapon then the bonded owner can cast a 6 Point Electrify as per the MU 1 spell cast at level 1, once per day. *Fin*

### POINTS

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

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

|  |     |       |   |   |   |   |
|--|-----|-------|---|---|---|---|
| <b>10 Ability Points Generator, 6xpd</b> | 116 | 24000 | 6 | Y | Y | 3 |
|--|-----|-------|---|---|---|---|

- 1 When invoked by the bonded owner, this item provides ten additional spell or ability points to the user, six times per day. *Fin*

|                                  |                          |               |  |  |  |  |
|----------------------------------|--------------------------|---------------|--|--|--|--|
| <b>Total Value of all items:</b> | <b>629141 +5726 gold</b> | <b>634867</b> |  |  |  |  |
|----------------------------------|--------------------------|---------------|--|--|--|--|

## 6 MK Saval Bork

### DEFENSIVE

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

- 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 |
|---------------------------------|------|------|---|---|---|---|

- 1 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 |
|----------------------------|------|------|---|---|---|---|

- 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. *Fin*

### HEALING

|                                     | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|-------------------------------------|---------|-------|---------|--------|------------|-------|
| <b>Ring of Poison Removal, 2xpd</b> | 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*



# PC Item Details Report

28-Nov-2021

IFGS ID: 597

## 6 MK Saval Bork

### HEALING

|                        | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|------------------------|---------|-------|---------|--------|------------|-------|
| 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 cast 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

28-Nov-2021

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, Corderbearer of Chakkaal

### KNOWLEDGE

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| Curse of Darach, 1xpd   | 3511    | 400   | 1       | Y      | Y          | 1     |
| 1 The high level Druid Darach bestowed this curse on you to be able to Speak With Plants as per the DR 0 ability, once per day. <i>Fini</i> |         |       |         |        |            |       |

### 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>   |         |       |         |        |            |       |
| Fire Elemental Transformation  | 3512    | 0     |         | Y      | Y          | 1     |
| 1 You have been transformed into a Fire Elemental by the Paragon of Fire (Dustin Procter). You will detect as Supernatural and will be subject to all of the SAS that affect supernatural creatures, both positive and negative. |         |       |         |        |            |       |
| 2 As a Fire Elemental, you can selectively convert your body tissue from flesh to living fire, which can provide light and fire in a non-combat situation. <i>Fini</i> .   |         |       |         |        |            |       |

### POINTS

|  | Item ID | Value                  | Per Day      | Magic? | Permanent? | Count |
|--|---------|------------------------|--------------|--------|------------|-------|
| 10 Ability Points Generator, 6xpd  | 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. <i>Fin</i> |         |                        |              |        |            |       |
| <b>Total Value of all items:</b>   |         | <b>24500+3905 gold</b> | <b>28405</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> |         |       |         |        |            |       |
| Third Eye Lense: LI Enhance + 2, 1xpd   | 3595    | 1500  | 1       | Y      | Y          | 1     |
| 1 When invoked by the bonded owner, this item allows the user to cast a +2 LI Enhance as per the MU 6 spell, , once per day. <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> |         |       |         |        |            |       |



# PC Item Details Report

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## 8 DR Cosmo

### HEALING

|                                   | Item ID   | Value | Per Day | Magic? | Permanent? | Count |
|-----------------------------------|---|-------|---------|--------|------------|-------|
| <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. <i>Fin</i>                                   |       |         |        |            |       |
| <b>4 Point Healing Bead, 1xpd</b> | 124   | 480   | 1       | Y      | Y          | 1     |
| 1                                 | When invoked by the bonded owner, this item provides four points of Healing as per the CL 1 spell, once per day. <i>Fin</i>                               |       |         |        |            |       |

### MISC

|                               | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|-------------------------------|--|-------|---------|--------|------------|-------|
| <b>God's/Goddess's Shadow</b> | 206  | 330   |         | Y      | N          | 1     |
| 1                             | When invoked, allows the user to cast God's/Goddess's Shadow as per the CL 7 spell, one time only. <i>Fin</i>  |       |         |        |            |       |
| <b>Everfull Vial of Acid</b>  | 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. <i>Fin</i>  |       |         |        |            |       |
| <b>Everfull Vial of Oil</b>   | 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. <i>Fin</i>   |       |         |        |            |       |
| <b>Everfull Vial of Water</b> | 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. <i>Fin</i> |       |         |        |            |       |
| <b>Strong Arm +5, 6xpd</b>    | 423  | 12000 | 6       | Y      | Y          | 1     |
| 1                             | When invoked by the bonded owner, this item allows the user to cast a +5 Strong Arm as per the MU 2 spell cast at level 10, six times per day. <i>Fin</i>  |       |         |        |            |       |
| <b>Badge of the Caster</b>    | 3487   | 0     |         | Y      | Y          | 1     |
| 1                             | When invoked by the bonded owner, this item allows the user to use Invoke, User's Choice as per the CL 7 spell, a number of times equal to half your level per day, round up.  |       |         |        |            |       |
| 2                             | In order to use this item, the owner must be able to cast at least one spell innately.   |       |         |        |            |       |
| 3                             | This is a closed world item. It requires GP approval in order to be used in any game and the owner must specifically request permission for each game in which this item is desired. <i>Fin</i>  |       |         |        |            |       |
| <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. <i>Fin</i>   |       |         |        |            |       |

### POINTS

|   | Item ID   | Value | Per Day | Magic? | Permanent? | Count |
|---|---|-------|---------|--------|------------|-------|
| <b>2 Ability Points Generator, 6xpd</b> | 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>5 Ability Points Generator, 6xpd</b> | 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: 47340+17490 gold 64830**

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# PC Item Details Report

28-Nov-2021

IFGS ID: 597

## 9 FT Derek the Mighty

### DEFENSIVE

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| <b>Item of Escape Bonds</b>   | 1103    | 50    |         | Y      | N          | 1     |
| 1 When invoked, allows the user to Escape Bonds as per the MK ability, one time only.                           |         |       |         |        |            | Fin   |
| <b>Donkey Of Pain Strike -2, 1xpd</b>   | 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. |         |       |         |        |            | Fin   |
| <b>+3 Plate Mail</b>  | 1966    | 9500  |         | Y      | Y          | 1     |
| 1 When worn by the bonded owner, this is +3 magic Platemail.  |         |       |         |        |            | Fin   |

### HEALING

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



# PC Item Details Report

28-Nov-2021

IFGS ID: 597

## 9 FT Derek the Mighty

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| <b>HEALING</b>  |         |       |         |        |            |       |
| 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. |         |       |         |        |            | Fin   |

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| <b>KNOWLEDGE</b>  |         |       |         |        |            |       |
| Book Of Weapons Instructor  | 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   |

|  |      |     |  |   |   |     |
|--|------|-----|--|---|---|-----|
| Item of Wathit   | 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 |

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| <b>MISC</b>   |         |       |         |        |            |       |
| Magic Button  | 1106    | 50    |         | Y      | Y          | 1     |
| 1 This is a magic button, it has no other properties. |         |       |         |        |            | Fin   |

|   |      |   |  |   |   |     |
|---|------|---|--|---|---|-----|
| Letter of Commendation & Invitation   | 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 |

|  |      |   |  |   |   |     |
|--|------|---|--|---|---|-----|
| Marquis of Sarkasmus   | 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 |

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| <b>OFFENSIVE</b>  |         |       |         |        |            |       |
| +3 Bracer Of Damage   | 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   |

|   |      |      |   |   |   |     |
|---|------|------|---|---|---|-----|
| Innate Karate Chop, 1 xpd   | 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

|  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--|---------|-------|---------|--------|------------|-------|
| <b>DEFENSIVE</b>   |         |       |         |        |            |       |
| +0 Chainmail   | 3229    | 500   |         | Y      | Y          | 1     |
| 1 When worn by the bonded owner, this is +0 magic chainmail. |         |       |         |        |            | Fin   |

|   |      |      |   |   |   |     |
|---|------|------|---|---|---|-----|
| Missile Protection, 1xpd  | 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 |

|   |      |      |   |   |   |   |
|---|------|------|---|---|---|---|
| Wraithstone, 1xpd - Turn Undead L10, 1xpd   | 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 crystal will allow 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.   |      |      |   |   |   |   |



# PC Item Details Report

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IFGS ID: 597

## 11 RN Ash

### DEFENSIVE

|                              | Item ID   | Value | Per Day | Magic? | Permanent? | Count |
|------------------------------|---|-------|---------|--------|------------|-------|
| <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   |

### HEALING

|   | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|---|--|-------|---------|--------|------------|-------|
| <b>Healing Potion: 10 points, any increment</b> | 116  | 144   |         | Y      | N          | 1     |
| 1   | When consumed, provides 10 points of Healing in any increment, once. |       |         |        |            | Fin   |

|  |  |     |   |   |   |     |
|--|--|-----|---|---|---|-----|
| <b>Token of 6 Points Healing, 1xpd</b> | 485  | 720 | 1 | Y | Y | 1   |
| 1                                      | Allows the user to Heal him/her self 6pts, 1/day, after concentrating for 6 seconds. |     |   |   |   | Fin |

|   |   |      |   |   |   |     |
|---|---|------|---|---|---|-----|
| <b>Ring Of Clerical Regen, 40 points once per day</b> | 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 |

|                               |  |     |   |   |   |     |
|-------------------------------|--|-----|---|---|---|-----|
| <b>2 Points Healing, 1xpd</b> | 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 |

|                                      |   |       |   |   |   |     |
|--------------------------------------|---|-------|---|---|---|-----|
| <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>Feline Friends</b> | 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 |
|-------------------|---------|-------|---------|--------|------------|-------|
| <b>Jaguar Cub</b> | 151     | 0     |         | N      | Y          | 2     |

|                               |   |   |  |   |   |     |
|-------------------------------|---|---|--|---|---|-----|
| <b>Flower That Never Dies</b> | 152                                     | 0 |  | Y | Y | 1   |
| 1                             | This is a magic flower that never dies. |   |  |   |   | Fin |

|                           |   |     |   |   |   |     |
|---------------------------|---|-----|---|---|---|-----|
| <b>Fairy Lights, 1xpd</b> | 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 |
|--------------------------------|---|-------|---------|--------|------------|-------|
| <b>Returning Winged +5 Bow</b> | 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   |

|                                       |   |      |  |   |   |     |
|---------------------------------------|---|------|--|---|---|-----|
| <b>Permanent Target Arrow, Innate</b> | 454   | 7800 |  | Y | Y | 1   |
| 1                                     | You now have an innate, permanent Target Arrow - as per the 4th level Ranger ability. |      |  |   |   | Fin |

|  |  |     |  |   |   |     |
|--|--|-----|--|---|---|-----|
| <b>Token of Make Arrows, unlimited</b> | 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 |



# PC Item Details Report

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## 11 RN Ash

### OFFENSIVE

|               | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---------------|---------|-------|---------|--------|------------|-------|
| S-Mart Quiver | 2063    | 6700  |         | Y      | Y          | 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.
- 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*

|                 |      |      |   |   |   |   |
|-----------------|------|------|---|---|---|---|
| Aahian Chainsaw | 3242 | 3200 | 1 | Y | Y | 1 |
|-----------------|------|------|---|---|---|---|

- When wielded by the bonded owner, this Chainsaw will perform Ashes to Ashes as per the CL4 spell, once per day.
- The Chainsaw will also cast Additional Armour & Damage Vs Supernatural +1 as per the CL 2 spell, once per day.
- By sacrificing 9200 gp in demon's blood, the Chainsaw may be raised to Additional Armour & Damage Vs Supernatural +5.
- For roleplaying purposes only, any Deadyte that sees this weapon will know the holder as its most ancient enemy. *Fin*

### POINTS

|  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--|---------|-------|---------|--------|------------|-------|
| 1 Point Spell or Ability Point Generator, 6xpd | 2149    | 2400  | 1       | Y      | Y          | 1     |

- When invoked by the bonded owner, this item provides 1 Ability or Spell point, six times per day. *Fin*

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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     |

- When invoked, casts a Tree Shift as per the DR spell, one time only. *Fin*

|                          |      |     |  |   |   |   |
|--------------------------|------|-----|--|---|---|---|
| Sigil of Code Protection | 1895 | 300 |  | Y | Y | 1 |
|--------------------------|------|-----|--|---|---|---|

- When worn by the bonded owner, this sigil protects the owner from having their code stolen by Code Eaters. *Fin*

|                 |      |   |  |   |   |   |
|-----------------|------|---|--|---|---|---|
| Blight Immunity | 1958 | 0 |  | Y | Y | 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. *Fin*

|                       |    |      |  |   |   |   |
|-----------------------|----|------|--|---|---|---|
| +3 Ring of Protection | 45 | 9000 |  | Y | Y | 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. *Fin*

|   |      |      |   |   |   |   |
|---|------|------|---|---|---|---|
| Bat Familiar - Awaken & Insect Bane, 1xpd | 3377 | 3380 | 1 | Y | Y | 1 |
|---|------|------|---|---|---|---|

- This Bat is a familiar, and can cast Awaken as per the MU 2 spell, once per day.
- In addition, this Bat can also cast Insect Bane as per the DR 3 spell, once per day. *Fin*

|                                       |      |      |   |   |   |   |
|---------------------------------------|------|------|---|---|---|---|
| Third Eye Lense: LI Enhance + 2, 1xpd | 3595 | 1500 | 1 | Y | Y | 1 |
|---------------------------------------|------|------|---|---|---|---|

- When invoked by the bonded owner, this item allows the user to cast a +2 LI Enhance as per the MU 6 spell, once per day. *Fin*

|                            |      |      |   |   |   |   |
|----------------------------|------|------|---|---|---|---|
| Second Chance: Evade, 1xpd | 3606 | 4000 | 1 | Y | Y | 1 |
|----------------------------|------|------|---|---|---|---|

- When invoked by the bonded owner, this item allows the user to perform an Evade as per the MMK 7 ability, once per day. *Fin*

### HEALING

|                           | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---------------------------|---------|-------|---------|--------|------------|-------|
| 2 Points of Healing, 1xpd | 1515    | 240   | 1       | Y      | Y          | 8     |

- When invoked by the bonded owner, provides 2 points of healing as per the CL spell, twice per day. *Fin*

|                        |      |      |   |   |   |   |
|------------------------|------|------|---|---|---|---|
| 2 Points Healing, 1xpd | 1961 | 1440 | 1 | Y | Y | 6 |
|------------------------|------|------|---|---|---|---|

- When invoked by the bonded owner, this item provides 2 points of healing, once per day. *Fin*





# PC Item Details Report

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IFGS ID: 597

## 12 MU Torvok Heterodyne

### HEALING

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| <b>Get Out Of Death Free - Life Spark</b>   | 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>                     |         |       |         |        |            |       |
| <b>10 Point Healing Bead, 6xpd</b>  | 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>     |         |       |         |        |            |       |
| <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>          |         |       |         |        |            |       |
| <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. <i>Fin</i> |         |       |         |        |            |       |
| <b>10 Point Healing Bead, 6xpd</b>  | 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>     |         |       |         |        |            |       |

### KNOWLEDGE

|  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--|---------|-------|---------|--------|------------|-------|
| <b>Book of Standard Glyphs</b>   | 3610    | 100   |         | N      | Y          | 1     |
| 1 This is a mindane book that contains all of the standard Glyphs from the v7.0 Rulebook. <i>Fin</i> |         |       |         |        |            |       |
| <b>Book of Standard Glyphs</b>   | 3610    | 100   |         | N      | Y          | 1     |
| 1 This is a mindane book that contains all of the standard Glyphs from the v7.0 Rulebook. <i>Fin</i> |         |       |         |        |            |       |

### MISC

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| <b>Scroll of Mend</b>   | 1693    | 40    |         | Y      | N          | 1     |
| 1 When invoked, casts a Mend as per the MU spell, one time only. <i>Fin</i>   |         |       |         |        |            |       |
| <b>The Lost Sock of Clan McLeod</b>   | 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. <i>Fin</i>            |         |       |         |        |            |       |
| 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. <i>Fin</i>  |         |       |         |        |            |       |
| <b>Deaths Pin Of Contact</b>  | 1962    | 0     |         | Y      | Y          | 1     |
| 1 When worn by the bonded owner, the incarnation of Death can contact that person. <i>Fin</i>   |         |       |         |        |            |       |
| <b>Patch from the Green Claw Goblin Clan</b>  | 2367    | 0     |         | N      | N          | 1     |
| 1 This is a cloth patch that indicates the wearer is a member of the Green Claw Goblin clan. <i>Fin</i>   |         |       |         |        |            |       |
| <b>Potion of Climbing</b>   | 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. <i>Fin</i>  |         |       |         |        |            |       |
| <b>Gale, 1xpd</b>   | 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. <i>Fin</i>  |         |       |         |        |            |       |
| <b>Everfull Vial of Acid</b>  | 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. <i>Fin</i> |         |       |         |        |            |       |



# PC Item Details Report

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IFGS ID: 597

## 12 MU Torvok Heterodyne

### MISC

|   | Item ID   | Value | Per Day | Magic? | Permanent? | Count |
|---|---|-------|---------|--------|------------|-------|
| <b>Everfull Vial of Oil</b>   | 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   |
| <b>Everfull Vial of Water</b>   | 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   |
| <b>Bag of Obscuring</b>   | 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   |
| <b>Turned into a Lich</b>   | 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   |
| <b>Potion components: Shells, Wizberry, &amp; Bubblefruit</b>         | 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   |
| <b>Favor from Aria, Guardian Mermaid of the Neverending Salt Lake</b> | 3391  | 0     |         | N      | N          | 1     |
| 1   | The PC is owed a favor 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   |

### POINTS

|   | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|---|--|-------|---------|--------|------------|-------|
| <b>1 Spell Point Generator, 6xpd</b>    | 1501   | 2400  | 6       | Y      | Y          | 1     |
| 1                                       | When invoked by the bonded owner, provides 1 spell point, six times per day.   |       |         |        |            | Fin   |
| <b>1 Spell Point Generator, 6xpd</b>    | 1960   | 2400  | 6       | Y      | Y          | 1     |
| 1                                       | When invoked by the bonded owner, this item restores one spell point, six times per day.                                   |       |         |        |            | Fin   |
| <b>5 Ability Points Generator, 6xpd</b> | 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. |       |         |        |            | Fin   |

---

|                                  |                        |              |
|----------------------------------|------------------------|--------------|
| <b>Total Value of all items:</b> | <b>67390+7710 gold</b> | <b>75100</b> |
|----------------------------------|------------------------|--------------|

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