



# The IFGS Blue Book

Version 2.0, 2009

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**How to Create, Price, and Sanction Treasure for  
IFGS Games**

Version 1.91, for Use with IFGS Fantasy Rules v7.0

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## 1 Preface

This document is the product of ideas and input from the current and previous members of the Society Sanctioning Committee (SSC), Jonas Bailey, Olan Knight, Michelle Lonsinger, Beth Magness, Brian Olsen, and John Jones, as well as from local sanctioning committees and individual members of the IFGS across the country. It is the SSC's intention that this document be fluid, with regular updates. The SSC appreciates the value of the ideas of the membership, and we appreciate the membership's comments into what is working and what might be changed to help this organization run in a safe, efficient, and fair manner and allow everyone to have fun.

Contributors to this document include past members of the SSC, local sanctioning committees, and individual members who responded to questionnaires, sat in on long brainstorming sessions and debated difficult issues with members of the SSC. In particular we would like to credit the current members of the Fantasy Rules Committee, Spencer Corbin Lawson, William Haddon, Michael Magness, Patrick McGehearty, and Sid Pogue, and the current members of the Society Board. We would especially like to thank the local sanctioning committees, whose members took an early draft of this blue book and helped us find the problems.

If you have suggestions for changes or improvements to this document, please visit the IFGS online forum at <http://forum.ifgs.org/> or send them to IFGS SSC, P.O. Box 3577, Boulder, CO 80307 or [ssc@ifgs.org](mailto:ssc@ifgs.org).

## 2 Introduction

Magic items and gold are the most common forms of treasure or reward in an IFGS game. Game writers put a lot of thought into each magic item that they design; standard +1 rings and swords are fine as treasure, but most designers also enjoy coming up with items that are a little more creative. Items are commonly acquired as treasure in a game or are purchased in a game; items that were not procured in a sanctioned IFGS game cannot be brought into an IFGS adventure.

As described in the IFGS Fantasy Rules, a Magic Item is a ring, wand, medallion, amulet, scroll, weapon, or any other item or effect that is imbued with beneficial and/or detrimental magical properties. Anything that allows a character to perform an SAS or effect not provided by his base class, or that improves or supplements the base class, is considered to be a magic item; this includes innate effects, blessings from deities, and special training, despite the fact that they might have no physical representations.

A mundane item that performs functions normally associated with magic items is priced as if it is a magic item. Any item with a power or effect, whether magical or mundane, is priced the same.

With the information in this blue book, IFGS participants can design and price magical or mundane treasure for use in games. This manual also provides guidelines for game writers and chapter SCs to use when sanctioning treasure.

### 3 Change Log

This table tracks the list of changes made to this document.

<i>Version</i>	<i>Date</i>	<i>Description of Change</i>
1.9	04/17/09	Initial draft, including the simplified Game Treasure Chart.
1.91	10/24/09	Final draft, incorporating comments from Board and proofreaders
2.0	11/1/09	Release version approved by the Board.

*Table 3-A: Change Log*

## 4 Sanctioning Treasure

Each Chapter Sanctioning Committee (SC) has the responsibility to ensure that their games reward players with an appropriate amount of treasure, and to ensure that all items are correctly priced and described. Every member of the sanctioning team should be well versed in the creation of magic items and the restrictions and guidelines that apply. SC members must also be aware of the guidelines for magic shops in game, and the restrictions that are imposed on selling and upgrading existing items. Additionally, SCs may be called upon to re-sanction items that were created under older versions of the blue book.

The blue book transition is a hard cutoff. Once a chapter has run a game sanctioned under a new version of the blue book, all games run in that chapter must be sanctioned under the new blue book.

### 4.1 Risk Ratings

The Risk rating of a game is based on the probability of a negative outcome for a typical PC in the game. Possible negative outcomes include character death, permanent character death, persistent unfavorable change to the character, failure of some or all of the game objectives, and net loss of treasure for the PC.

Risk ratings are somewhat subjective, but the following sections suggest general guidelines for determining a rating for a game.

#### 4.1.1 Risk 1

A Risk 1 game does not include any inherent risk to a PC. There is no combat, or the game design includes a mechanism to restore any effects of the combat. There are no objectives that can be failed. Game design includes contingencies for restoring or reimbursing any harm or loss incurred by PCs.

#### 4.1.2 Risk 2

A Risk 2 game involves minimal risk, usually of failing part of the game objectives, or of a minor net loss of treasure. Failure should be unlikely, and net treasure loss should occur only if the PC uses expendable items and fails every possible objective. Any combat is nonlethal, with no lasting effects.

#### 4.1.3 Risk 3

A Risk 3 game involves minor risk of failing part of the game objectives, or of a minor net loss of treasure. Failure of some or all of the game objectives is a reasonable possibility, and may result in net treasure loss. Any combat is nonlethal, with no lasting effects.

#### 4.1.4 Risk 4

A Risk 4 game usually involves minor risk of failing part of the game objectives, or of a net loss of treasure, but may include a very minor risk of death or persistent change. Combat is potentially lethal, but death is unlikely.

Game design includes contingencies to restore characters to full health before the end of the

game. Any persistent change resulting from a Risk 4 game should be extremely minor, on the order of an annoying curse, or a negative roleplaying effect like minor notoriety.

#### **4.1.5 Risk 5**

A Risk 5 game involves risk of failing part of the game objectives, or of a net loss of treasure, but may include a very minor risk of death or persistent change. Combat is potentially lethal, but death is unlikely. Traps, physical challenges, and mental challenges may include damage penalties for failure.

Game design includes contingencies to restore characters to life before the end of the game, and may include contingencies to restore life points. Persistent change may include loss of permanent life points, with no game design contingency for restoring them.

#### **4.1.6 Risk 6**

A Risk 6 game involves significant risk. This risk includes minor risk of failure, minor risk of net treasure loss, and a minor risk of death or persistent change. Combat is potentially lethal and mildly challenging.

Game design includes contingencies to restore dead characters to life, but access to these contingencies is not guaranteed, and may cost the PCs treasure.

#### **4.1.7 Risk 7**

A Risk 7 game involves significant risk. This risk includes failure, net treasure loss, death, and persistent change. Combat is potentially lethal and challenging for the average PC, but NPCs make no effort to kill incapacitated PCs. Traps, physical challenges, and mental challenges may include damage penalties or other significant negative effects, but are not lethal in themselves.

Game design may or may not include contingencies for reviving dead characters or restoring permanent life points. Persistent change may include curses, diseases, or roleplaying factors with substantial negative effects; these effects could include persistent loss of life points, persistent reduction in damage or armor, minor ongoing treasure loss, and similar penalties. Persistent effects should generally only be imposed as a result of partial or complete failure of game objectives.

#### **4.1.8 Risk 8**

A Risk 8 game may involve substantial risk of failure, net treasure loss, death, and persistent change. It may involve minor risk of permanent death. Combat is potentially lethal and challenging for the average PC, but most NPCs will make no effort to kill incapacitated PCs. Traps, physical challenges, and mental challenges carry substantial penalties and may be potentially lethal.

Game design may or may not include contingencies for reviving dead characters or restoring permanent life points. Persistent change may include curses, diseases, or roleplaying factors with substantial negative effects; these effects could include persistent loss of life points, persistent reduction in damage or armor, ongoing treasure loss, and similar penalties.

#### **4.1.9 Risk 9**

A Risk 9 game involves substantial risk of failure, net treasure loss, death, permanent death, and

persistent change. Combat is potentially lethal and challenging for the average PC. NPCs may Throat Slit or otherwise attempt to kill incapacitated PCs. Traps, physical challenges, and mental challenges may be lethal. Substantial sections of the game may impose severe limitations on character abilities, such as no-magic zones or areas with serious environmental penalties.

Game design may or may not include contingencies for reviving dead characters or restoring permanent life points. Persistent change may include permanent death, curses, diseases, or roleplaying factors with substantial negative effects; these effects could include persistent loss of life points, persistent reduction in damage or armor, persistent reduction of effective level for LI purposes, or ongoing treasure loss. Persistent negative effects may be imposed even if the PC succeeds at all objectives, but such effects should be minor.

#### **4.1.10 Risk 10**

A Risk 10 game involves high risk of failure, net treasure loss, death, permanent death, and persistent change. Combat is potentially lethal and very challenging for the average PC. NPCs will generally Throat Slit or otherwise attempt to kill incapacitated PCs. Traps, physical challenges, and mental challenges will often have crippling or lethal penalties. Substantial sections of the game may impose severe limitations on character abilities, such as no-magic zones or areas with potentially deadly environmental penalties.

Game design generally does not include contingencies for reviving dead characters or restoring permanent life points, and if it does, use of those contingencies will generally cost the PCs treasure. Persistent change may include permanent death, curses, diseases, or roleplaying factors with substantial negative effects; these effects could include persistent loss of life points, persistent reduction in damage or armor, persistent reduction of effective level for LI purposes, persistent reduction of effective level for LI purposes, or ongoing treasure loss. Persistent negative effects may be imposed even if the PC succeeds at all objectives, but should not outweigh the benefits the PC receives for succeeding.

### **4.2 Determining the Amount of Recoverable Game Treasure**

The maximum amount of treasure that can be acquired from a game is based on the risk rating of the game, the number of hours that the game is sanctioned to run, and the number of PCs. Table 4-A lists the maximum treasure per hour that can be awarded for any sanctioned IFGS event. It is certainly acceptable, however, to sanction a game that provides less than the maximum allowable treasure to the PCs, or even no recoverable treasure at all.

For world course games, room games, tournaments or any other game where there are no teams or unequal distribution of treasure is likely to occur, SCs should use discretion on how much treasure a single PC could recover in the game, up to and including the maximum amount. It is the intent of the SSC that treasure division be as fair and equitable as possible. This warning should not prevent the award of a reasonable prize for the winner of a contest or tournament. It should however, prevent a single PC from recovering all of the treasure in a game that includes many other PCs.

Many game writers and sanctioning teams favor allocating treasure on a per-PC basis. This allows for easy treasure division by the players, and it allows the script to account for variable numbers of players.

Maximum Available Treasure for an IFGS Event	
Game Risk	Treasure/PC/Hour (in Gold Pieces)
1-4 (Easy)	200
5-8 (Normal)	300
9-10 (Hard)	400

*Table 4-A: Maximum Available Treasure for an IFGS Event*

To determine the maximum allowable game treasure per team:

1. Determine the risk of the game. This is simply the sanctioned Risk rating.
2. Determine Treasure/PC/Hour by looking up the Game Risk in Table 4-A.
3. Determine the Treasure per Person by multiplying the Treasure/PC/Hour by the number of sanctioned game hours.
4. Determine the Maximum Allowable Treasure per Team by multiplying the Treasure per Person by the number of PCs per team. If the number of PCs on each team is not a constant then the number must be estimated.

### 4.3 General Guidelines for the Design of Game Treasure

A Game Writer (GW) has a great deal of leeway in the types of magic items he can create. Below are a few guidelines to keep in mind when designing and sanctioning magic items. For the complete list of rules and restrictions, please see Section 5 of this manual.

- In general, keep the level of effect and the level of the SAS for any magic item within two levels of the average PC level per team.
- No single magic item gained as treasure should have a value of more than one and one-half an equal player share (divide treasure allowed in game by normal number of players per team to determine a player share). For Novice Games, no single magic item should be more than one equal player share.

These measures serve two purposes. The first, and most important, is to make treasure division simpler and more reasonably equitable for the teams. The second is to ensure that players are actually able to use items they acquire in the game.

### 4.4 Savvies and Definitions of Magic and Mundane Treasure

Each item of treasure in a game, whether magical or mundane, must be clearly and concisely defined. Each "power" of a magical device generally falls into one **Savvy** result, with any crocks or limitations described in a separate **Savvy**. Curses only appear in a **Savvy** result if they are magical.

For any item of treasure, the following information should be included in the item's **Savvy** or description.

- Spell/Ability/Skill (SAS) name, class, and base level of ability (for example, **Sanctify** [Cleric 3])
- Number of uses the item provides, and whether the item is rechargeable (for example, provides one charge of **Sanctify**, can be discharged once/day, and can be recharged with 3 spell or ability points)

- Method and length of time required to activate item, if this differs from the base SAS. (If, for example, a first level SAS requires at least 10 seconds of incantation to activate.)

When applicable, the **Savvy** or description should also include:

- Number of discharges/recharges allowed per day
- Level of effect of the spell or ability (for example, **Crash Time** [MU1], 6<sup>th</sup> level of effect)
- Range, duration, or area of effect if they differ from the base SAS (for example, **Awaken** [MU2], affects bonded owner only)

For items that do not mimic an SAS, the following information is needed in the **Savvy** or description:

- A concise description of the effects of the items (for example, provides a constant +1 magical protection)
- Method and length of time required to activate item (for example, potion must be consumed entirely, and will take a minimum of five seconds to consume)
- Number of uses the item provides, whether the item is rechargeable, and how the item is recharged (for example, provides one charge of the **Pick Locks** ability, can be discharged once/day, and can be recharged by any Thief after 15 seconds of meditation)
- Range, duration, or area of effect
- Level of effect
- An indication of whether the effect can be dispelled, and how it is dispelled

The GW should also consider any Lore abilities that might provide information about the item to players. This could include information that a **Savvy** would also provide, or it could describe aspects of the item not revealed in a **Savvy** spell.

## 4.5 Reselling, Trading, and Upgrading Items

IFGS games frequently provide magic shops to give players an opportunity to resell, trade, or upgrade items. This section describes the rules governing each of these transactions.

### 4.5.1 Resale or Trade of Treasure

The maximum resale or trade-in value of any item is equal to 75% of its current blue book value, unless the game has been sanctioned to provide a higher trade-in value.

If a game is sanctioned to include a higher resale or trade-in value than 75%, then the game must set aside some portion of its maximum allowable game treasure to cover the additional trade-in value. The game copy must specify a maximum gold-piece value that can be received in trade, and the extra gold (above the 75% of value) is then considered to be a portion of the game's recoverable treasure.

Additionally, the maximum gold-piece amount gained from the resale or trade of a single previously owned item shall not exceed 10,000 gold pieces. Thus, an item with a current blue book value in excess of 10,000 gold pieces can be sold for no more than 10,000 gold pieces, regardless of the item's actual resale value. If a game intends to provide more than 10,000 gold pieces in trade or resale for a single item, then the game must count the additional value against its maximum allowable game treasure.

If the game allows items to be purchased by players for less than the current blue book value, then the difference in price shall be accounted for in the maximum allowable game treasure

**Example: A merchant's inventory has a blue book value of 13,000gp, with each item priced at exactly the blue book value. She offers the team a 10% discount on anything they buy. This discount would represent, at maximum, 1,300gp of value. This 1,300 discount must be included as recoverable treasure, and counts towards the game's maximum allowable treasure.**

Magic shops do not count against maximum allowable game treasure if they:

1. charge at least the current blue book value for each item sold
2. assign a trade-in value of no more than 75% of an item's current blue book value
3. purchase no item for more than 75% of its current blue book value
4. pay no more than 10,000gp for any single item

Before purchasing an item or taking an item in trade, all NPC merchants will **Savvy** the item completely and will **Reveal Curse** on all items (or gain the equivalent information by other means) unless it is specified otherwise in game copy. If the game will allow merchants to be fooled by purchasing items with unknown curses or limitations, then the game must count the potential price difference against the maximum allowed game treasure.

### ***4.5.2 Fencing and Thief's Bargain***

The abilities **Fencing** and **Thief's Bargain** adjust the resale or purchase price of items as described in the IFGS Fantasy Rules. The use of these abilities has no effect on the maximum allowed game treasure.

## ***4.6 Upgrading Items and Transferring Properties between Items***

Upgrading magic items and transferring properties between items may be done by game design only, and are subject to the following guidelines.

### ***4.6.1 Upgrading Items***

Upgrading an item increases or adds to the abilities of an existing item. The price of an upgrade is determined based on the difference between the resale value of the existing item and the full blue book value of the upgraded item. The upgrade is priced as if the existing item will be traded in for the upgraded item.

**Example: a +1 long sword is being upgraded to a +2 long sword. The blue book value of a +1 long sword is 1,200gp, so the 75% trade-in value is 900gp. A +2 long sword is worth 3,600gp. The difference between the trade-in value of the +1 sword and the blue book value of the +2 sword is 2,700gp; therefore, the cost of this upgrade is 2,700gp.**

### ***4.6.2 Transferring Properties between Items***

The cost of transferring a property between items is also based on the difference between the resale value of the existing item(s) and the full blue book value of the new item(s). Again, the transfer is priced as if the existing item(s) will be traded in for the new item(s).

**Example:** a player has a Ring of 1/day 10 point Healing, and wishes to transfer the property to his necklace of *Neutralize Poison* 1/day. The blue book values for the original items are 1,200gp and 1,000gp; the trade-in values are 900gp and 750gp, for a total trade-in value of 1,650gp. The cost of the new necklace, with both Healing and *Neutralize Poison*, is 2,200gp. The difference between the trade-in value of the original items and the blue book value of the new item is 550gp; therefore, the cost of the transfer is 550gp.

### 4.6.3 Upgrading or Transferring Abilities of Cursed Items

Curses and other defined limitations of an item are considered to be an inherent part of an item, and are interwoven with how the item functions. Therefore, a curse flaw can never be removed or separated from the other functions or abilities of the item except by successful use of the *Remove Curse* spell.

**Example 1:** A player wishes to have an ability moved from an item that carries an 8<sup>th</sup> level curse. Before this transfer is possible, the 8<sup>th</sup> level curse must be removed with use of a *Remove Curse* at 8<sup>th</sup> level or higher. After the curse is removed, other properties of the item can be transferred as normal.

**Example 2:** A player wishes to have an autocast *Gale* moved from a horn which must be blown to activate, to a ring which requires no physical activation. This transfer is not allowed. Whether included in the original Savvy of the item or not, having to blow the horn is considered a flaw or limitation and cannot be separated from the magical property of *Gale*.

### 4.6.4 Builder Items

Builder items are defined as items which have some abilities that are not active when the item comes into play, and which can only be activated by an expenditure of gold by the owner of the item. All abilities of the item, both active and inactive, are defined at item creation.

The savvy of a builder item lists all abilities of the item, with an indication of which abilities are active, and which are inactive. The amount of gold required to activate each inactive ability will be included in the savvy for that ability. If the effective level of an ability can be increased, the maximum level to which it can be increased will be listed in the savvy.

The item is initially valued at the combined price of all active abilities, plus 10% of the combined price of all inactive abilities. For inactive abilities that are affected by level, the initial price calculation is based on the price of the highest level of that ability that can be activated for the item. If an ability that is active at item creation can be increased in effectiveness, the price for that ability is the full price of the base ability plus 10% of the price of the highest level of effect to which it can be raised. It is possible to create a builder item that has no active abilities when acquired; in such cases, the price is equal to 10% of the combined price of all the inactive abilities. Builder items are not subject to the multiple-use discounts defined in Table 6-H.

Inactive abilities can only be activated at the beginning or end of a game, except by game design. The cost to activate an inactive ability is the full bluebook price of that ability. The cost to increase the level of effect of an ability is the difference between the cost of the new level of effect and the current level of effect. A character may not activate an ability or increase the level of effect of an ability to more than the character's level +2, per the MILL rule.

When calculating the value of a builder item for sale purposes, the price should be recalculated as if the item were newly created. Abilities that have been activated are treated as normal abilities for this purpose.

**Example:** A wand has the active ability to perform Mend once per day, and the inactive ability to perform Crash Time at level 1 once per day. The maximum effect of the Crash Time ability can be increased to level 8 in any increment.

**Savvy 1:** Mend [Magic User 1] (active) 1/day.

**Savvy 2:** Crash Time [Magic User 1] (inactive) 1/day. Initial level 1, Maximum level 8. Cost to activate is 900 gp per level of effect. Fin.

The initial value of the wand is set as

Price of Mend, 1/day—400 gp

0.1 x Price of Crash Time, level 8, 1/day—720 gp

**Total price: 1120 gp**

To activate the Crash Time ability at level 1, the character must pay an additional 900 gp. To increase the effect of the Crash Time ability from level 1 to level 8, the character would pay 6300 gp more.

When the wand is fully activated, it will have cost the character 8320 gp. However, its value for sale purposes will be only 7600 gp.

## **4.7 Conversion of Legacy Items**

If a PC has items that have become illegal under this or a previous Blue Book, he has several options for making the transition to the new Blue Book.

### **4.7.1 Permanently Bonding**

If a player chooses to keep an illegal item, it will immediately become permanently bonded, as described in section 6.6.5.4. The item can never be sold, traded, or upgraded. A Game Designer or Producer may grant permission for a PC to use an “illegal” item, but by default these items cannot be brought into a game.

### **4.7.2 Cashing Out**

A player may cash out illegal items. Unlike selling items in-game, cashing out allows the player to trade in the item for its full value under the previous blue book, up to a maximum of 50,000 gold pieces. Effects and abilities that cannot be priced under the previous blue book are not considered in pricing cashed-out items.

A player may only cash out items from a given character once. Cashing out must be completed within two years of the date when the current blue book goes into effect. If a player wishes to cash out items beyond that cutoff point, he may petition the chapter Sanctioning Committee for an exception.

### **4.7.3 Resanctioning**

A player with an item that is illegal under the new blue book may submit the item to the chapter Sanctioning Committee for resanctioning, preferably with a new proposed savvy. The item will be evaluated and a new savvy and price that is legal under the new blue book will be issued.

When resanctioning items that are illegal due to changes in increment restrictions (a 1-point Heal or a 10-point Fire Strike, for example), the player should be offered the option of resanctioning the effect at the next lower legal increment or upgrading to the next legal increment. If the player opts for the lower increment, the character should receive gold equal to the difference in value under the previous blue book, as if the amount of the reduction had been cashed out as described in 4.7.2. If the player opts to upgrade to the next increment, the character must pay for the additional points at the price defined in Table 6-F of the new blue book.

Items of autocast healing retain their uses of autocast when resanctioned as generic healing items. These uses of autocast can be used to autocast incremental healing from the character's generic healing pool regardless of the increments of the original item.

## 4.8 Spells, Abilities, and Skills Performed as a Service

Beneficial services may be performed for PCs by NPCs during the course of a game. If a service affects the results of a prior game, it is assigned a cost and is considered game treasure. If, however, the service has no effect outside of the game, it is not considered game treasure. Any service for which a PC is charged at least blue book value is also not considered to be game treasure. For example, if an NPC priest were to heal, transfer spell/ability points, or even resurrect downed PCs in a game, these services would not be considered game treasure. On the other hand, if the same priest were to restore to life points lost in a prior game, resurrect a PC killed in a prior game, regenerate a limb lost in a prior game, or to remove a curse obtained in a prior game, then the service would be considered game treasure.

To determine the game treasure value of a service performed by an NPC, the minimum cost is defined as the full price for a single-use item of the SAS, with a 20% reduction in cost. Table 4-B lists some common services that might require a cost.

Cost of an SAS Performed as a Service	
SAS/Service	Cost
Remove Curse	32gp/level
Regenerate Limb	184gp
Raise Dead	400gp/level of target
Restore Life/Spell Point	400gp/point

Table 4-B: Cost of an SAS Performed as a Service

In addition, any treasure given to PCs in return for the use of SAS in a game will count toward the maximum allowable game treasure.

**Example:** The team comes upon a recently slain Knight. They *Life Spark* him and heal his wounds. The recovering Knight gives the team 1,500gp as an expression of his gratitude. The gold counts as recoverable game treasure and counts against the maximum allowable game treasure.

## 5 Restrictions on Design and Use of Treasure

Several measures have been put into place by the Fantasy Rules Committee (FRC), the Society Board, and the SSC to ensure that game treasure is balanced, fair, and as consistent as possible. The following rules apply to all treasure, whether magical or mundane, and cannot be changed by game design or other means.

Although a GD or GP can change any rule during his game, these changes cannot have an affect outside that game. All magic items that can be gained as treasure by PCs must conform to all of the rules stated in this chapter, or must be restricted to use within that GD or GP's "closed" game world.

### 5.1 *Maximum Level*

Magic items may not perform a Skill/Ability/S spell at greater than the base 10th level of effectiveness; for example, **Blast** cannot exceed 40 points, **Wrath** cannot exceed 20 points, and **Kill Dagger** can't exceed 10th level. A magic item of **Kill Dagger** at 10th level will affect a 10th level character; however, a **Kill Dagger** performed by a 10th level Thief could affect a 13th level creature. This limit is to ensure that a character at the highest level of each class will always be able to perform an SAS as well or better than a magic item of the same SAS.

### 5.2 *Stacking*

No item may be created or defined as stackable with other items. All items are subject to stacking rules as discussed in Chapter 11 of the current version of the IFGS Fantasy Rules. If an item was created and defined as stackable under a previous version of the rules, it is no longer considered to be stackable unless it conforms to the rules as discussed in Chapter 11.

### 5.3 *Creation of Ongoing Wealth or Other Items*

No item may be created that creates wealth for the owner on an ongoing basis. For example, a magic box that will provide 100 gold pieces to the owner each game day cannot be created or used in an IFGS game.

### 5.4 *Bonding*

All magic items bond with the user and no item may be created or defined otherwise.

### 5.5 *Immutable*

No item may be created or defined as permanently altering an immutable aspect of a character. Immutable are those aspects of a character that can never be permanently changed, under any circumstances by anyone for any reason. These aspects are fundamental to the IFGS rules system, and this is an area of the rules that is beyond the purview of any Game Writer, Sanctioning Committee or Chapter Policy. While a Game Writer may change some aspects of the rules for his current game, those changes may not leave his game and are not valid outside of that game writer's world. The following characteristics are considered to be immutable:

1. **All Bases** – No effect can alter a base, except for permanent life points. Immutable bases are base hand-held, missile, and thrown damage; number of spell and ability points; and limb points. A Game Producer can alter a base during the current game,

but that alteration may not leave that game.

1. **Weapon Type Allowed** – The types of weapons a character may use, such as long or short swords, can never be changed. A Magic User, for example, can never use a long sword.
2. **Number of Weapon Types Allowed** – The number of weapon types to which a character may apply his base for hand-held or projectile damage can never be changed. A Thief, for example, must always be limited to the use of two weapon types.
3. **Ability to apply Proficiency Damage** – A character can never apply base damage to a second weapon or to a non-allowed weapon type unless it is a standard feature of his class. A 2<sup>nd</sup> level Thief, for example, can apply his base proficiency to two weapons, but a 2<sup>nd</sup> level Ranger cannot.
4. **Armor Type Allowed** – The types of armor that a character may use, such as leather or plate mail, can never be changed. A Druid, for example, can never wear chain mail.
5. **Shield Usage** – A character can never use a shield unless it is a standard feature of his class. A Monk, for example, can never use a shield.
6. **Spell or Ability Cost** – The number of spell or ability points required to use a spell or ability may never be reduced or increased. For example, a Druid's *Gale* will always cost 4 spell points to cast.
7. **Casting/Meditation/Invocation Time** – The time required to cast a spell or invoke an ability may not be reduced except by use of a Magic User's *Autocast* spell. Unless otherwise indicated in the rulebook description, all 1<sup>st</sup> and 2<sup>nd</sup> level spells/abilities/skills take 5 seconds to cast, 3<sup>rd</sup> and 4<sup>th</sup> levels take 10 seconds, and levels 5 and up take 15 seconds. Magic items are also subject to this limitation unless priced with an autocast or autoactivate modifier.
8. **Wait Time Between Usages** – Five seconds must pass between spell castings, uses of abilities and skills, activations of magic items, and aiming time for missile weapons. This wait time cannot be decreased.
9. **Additional Classes** – No magic item or effect that enables a PC to gain an additional class is allowed.

## 5.6 Magic Item Level Limit (MILL)

To activate a magic item, a character may not be more than two levels lower than the base level of the SAS; for example, to use a Wand of *Fireball* (5<sup>th</sup> level spell) a character must be at least 3<sup>rd</sup> level, and to use a Wand of *Blast* (10<sup>th</sup> level spell) for any number of points a character must be at least 8<sup>th</sup> level.

Items of defined value can be activated for up to 2 levels higher than the user's level.

**Example: Bronwen has a ring of 30 point *Ice Strike* usable once per day, and she is only 3<sup>rd</sup> level. She can activate it for a 15 point *Ice Strike* since that is the maximum damage a 5<sup>th</sup> level character can do with an *Ice Strike*. Because the ring only has one use per day, the unused 15 points are not available for use later in the day.**

When a character uses a magic item with a Level Influential (LI) SAS much higher than his own level, he is unable to fully control the LI power. In no case can a player character call out an LI effect more than two levels higher than his own level.

**Example: A magic item has a savvy which says it allows the user to cast a *Crashtime* at 10<sup>th</sup> level.**

**Greystone is 4<sup>th</sup> level, so when he tries to use the item it will function as a *Crashtime* cast at 6<sup>th</sup> level.**

If the resulting level of effect is lower than the level of spell, ability, or skill that is being invoked, it cannot be used at all. For example, Greystone at 4<sup>th</sup> level could not invoke **Awe** at all since it is a 10<sup>th</sup> level SAS. If Greystone were 8<sup>th</sup> level or higher, he could then use **Awe** from an item.

Items with the built-in autocast modifier are subject to the MILL rule as per the base ability of the item or the autocast modifier, whichever is highest. The modifier Autoactivate is not in itself subject to the MILL rule but the base SAS of the item remains limited as normal. If a character cannot use the Autocast property of an item due to the mill rule, the character may still activate the item with the full normal casting time.

**Example: Bronwyn is 4<sup>th</sup> level, and has a wand of *Autocast Fireball* that does 15 points of damage. Since the autocast modifier replicates the 7<sup>th</sup> level *Autocast* spell, Bronwyn must spend 15 seconds to activate the wand until she reaches 5<sup>th</sup> level, at which point she will be able to use the *Autocast* effect.**

## 5.7 Increments

A Magic item may not perform an SAS in an increment different from the base class. For example, **Heal** must be used in increments of 2, **Elemental Strikes** must be in increments of 3, and **Disrupt** must be in increments of 4.

Magic items may not perform a Skill/Ability/Spell in an increment less than the minimum effect of the base Skill/Ability/Spell; for example, **Elemental Strike** must do at least 9 points of damage, **Wrath** must be cast for at least 10 points, and **No Defense Blow** must be at least 6 points.

Incremental items must be activated for at least the minimum that it costs the base class to invoke the SAS and for no more than the maximum allowed by the character's level +2. If too few points are left in the item after an invocation to meet the minimum, the item cannot continue to be used.

**Example: A ring of *Wrath*, 20 points in any increment, is used to cast a 16 point *Wrath*. 4 points would still remain in the ring, but since the minimum *Wrath* is 10 points the ring could not be used again that game day.**

## 5.8 Generic Healing

Generic healing is the standard healing available in magic items. All generic healing possessed by a character forms a single pool, which may be used to heal the owner or another character.. The character may heal from this pool for values ranging from 2 points to twice the character's level, in increments of 2. This healing requires 5 seconds of meditation to invoke, and has a range of 1 inch if used on another character.

Autocast effects associated with healing items apply to the generic healing pool. If a character has one item that provides autocast healing X times per day, and one that provides autocast healing Y times per day, the character may autocast generic healing X+Y times per day. Autocast effects are subject to the MILL rule; characters below 5<sup>th</sup> level cannot autocast healing.

Certain SAS that provide healing have characteristics that do not match the generic healing type, such as Cure Serious Wounds (different increment), Ranged Heal (different range), or Earth Healing (different increment plus additional effects). Items that duplicate non-standard healing SAS do not contribute to the generic healing pool, and are subject to the MILL rule restrictions and casting times of the SAS they duplicate. Regardless of the SAS used to define the item, no item may heal for less than 2 points.

The minimum price for generic healing is 12gp/point, and generic healing is not subject to the multiple use discounts in Table 6-H due to its incremental nature. Non-generic healing is priced as the SAS it duplicates.

## 5.9 *Physical Limitations*

A character must be able to perform the physical effects gained from the magic item for successful use. For example, if a character has lost all the limb points in his legs he cannot perform a Monk's **Leap**.

If a character cannot read, he cannot use a scroll.

## 5.10 *Items and SAS Cannot Affect Other Items*

Magic items and SAS such as Autocast, LI Enhancement, Double Effect, and Invoke may not increase the effectiveness of other magic items. Thus, a wand that allows the owner to cast a 5<sup>th</sup> level **Crashtime** cannot be modified to cast a 7<sup>th</sup> level **Crashtime** even if the owner has cast **LI Enhancement**. A Magic User cannot cast the spell **Autocast** to cause a Wand of Fireballs to instantaneously cast a **Fireball**. More generally, magic items do not affect other magic items, except that Spell/Ability generators/crystals/batteries may be used to recharge magic items that require Spell/Ability points to be recharged. Whatever an item's savvy says it can do is the limit of what it can do, provided none of the savvies violate the IFGS rules.

## 5.11 *Miscellaneous Item Restrictions*

For magic items that require an NPC to play a role such as a familiar, the player must provide someone to fill the role. The NPC for this role will not be provided by game staff.

**Use of magic items that require a GM/SK to carry a player's items, such as a "bag of holding" that will contain other objects, is subject to GM/SK willingness, and is not guaranteed.**

## 6 Calculating Blue Book Value of Items

For many items, calculating blue book value will be as simple as locating a particular item or SAS in a table. For others, it might be a more complex process that requires a calculator or computer. To calculate the value of a magic item:

1. Find the price for each ability by:
  - a. Determine the base price of the ability, using Table 6-A through Table 6-G.
  - b. If you wish to have uses that are autocast or autoactivated, add the appropriate fee for each instance (6.6.1).
  - c. Determine frequency of use for the ability (such as one-shot, 1/day, number of charges, or rechargeable), and apply the appropriate modifier, using Table 6-H and Table 6-I.
  - d. Apply any additional modifiers (such as "Incremental" or "Only works vs supernatural") found in Table 6-J.
  - e. If the item is a builder item, determine whether the ability is active or inactive. If the ability is inactive, apply the 0.10 multiplier to the price of the ability, as described in 4.6.4.
1. Find the total price for all the abilities.
2. Apply any price modifiers that affect the overall item price, using Table 6-K.
3. If the item is a familiar, add the base familiar price as described in 6.8.2 and the price of any additional familiar abilities from Table 6-M.
4. Round the price up to the nearest gold piece. This is the item's price.

As previously defined, this blue book covers the pricing of any item with a magical or magic-like effect. These effects can range from uses of IFGS SAS to generation of spell or ability points, with many other options in between. The basic families of items, each of which is discussed in more detail below, are Special Items, Generators/Crystals/Batteries, Items of General Spell or Ability Storage, SAS-based items, and Exotic Effects. Items can be as simple or as complex as the designer desires, and can even have multiple abilities from each of these families.

## 6.1 Special Items

Special items belong to the “Special” Stacking group, and do not directly replicate the effect of any SAS.

Value of Special Items, Weapons & Armor					
Item	Cost (in gold pieces)				
	Mundane (1 <sup>st</sup> level)	Magic +0 (1 <sup>st</sup> level)	Magic +1 (2 <sup>nd</sup> level)	Magic +2 (4 <sup>th</sup> level)	Magic +3 (6 <sup>th</sup> level)
Melee Weapon	40	400	1,200	3,600	7,200
Bow/Crossbow	40	400	1,200	3,600	7,200
Leather Armor	40	90	1,540	4,540	9,040
Chain Armor	400	500	1,900	4,900	9,400
Plate Armor	1,500	1,650	3,000	6,000	10,500
Ring of Protection	-	-	1,500	4,500	9,000
One-Shot Arrow/Bolt/Thrown Weapon	4	8	15	45	90
Recoverable (1/combat) Arrow/Bolt/Thrown Weapon	40	80	150	450	900

Table 6-A: Value of Special Items, Weapons, and Armor

Value of Special Items, Misc.	
Item	Cost (in gold pieces)
3/4" Lockpick (1 <sup>st</sup> level)	800
1" Lockpick (1 <sup>st</sup> level)	1,600

Table 6-B: Value of Special Items, Misc.

## 6.2 Character Point Generators, Crystals, and Batteries

Generators, crystals, and batteries are invoked like any other magic item. Items of any point value require 5 seconds to invoke, and 5 seconds must pass before using any other SAS or item. Generators, crystals, and batteries may not be defined as permanent or unlimited.

Character point generators, crystals, and batteries may be used by any character class to provide points to fully or partially recharge items that require points to recharge, cast spells using Devil's Weed, or to perform other actions that normally require the use of spell or ability points. A generator provides the owner with a defined number of spell or ability points each game day; batteries and one-shot crystals work in the same manner as generators, with the exception that crystals are “one-shot” items and batteries must be charged and can be defined to have multiple discharges per day.

Note that point-source items cannot be used to directly recharge another item. They must be invoked, adding their points to the character's own point pool, which may then be used for recharging.

<b>Value of Character Point Crystals and Generators</b>	
<b>Item</b>	<b>Cost (in gold pieces)</b>
Crystals (one-shot)	50/point
Generators (1/day)	500/point

*Table 6-C: Value of Character Point Crystals and Generators*

<b>Value of Character Point Batteries</b>	
<b>Number of Discharges Per Day</b>	<b>Cost (in gold pieces)</b>
1	450/point
2	900/point
3	1,250/point
4	1,625/point
5	1,875/point
6	2,150/point

*Table 6-D: Value of Character Point Batteries*

A battery which is defined as dischargeable once per day can only be used/discharged once per day. Specifically, it could be recharged at the beginning of the game day, used during the game, then be recharged again before going out of game; however, it could not be used/discharged again during that game day.

The batteries priced in Table 6-D may be charged by any PC or NPC with spell or ability points, but may only be discharged by the bonded owner. A battery that will discharge its stored points into someone or something other than the bonded owner would fall under the classification and pricing of a combination battery and Spell Point Transfer, and would incur the additional cost associated with the Spell Point Transfer SAS.

### **6.3 Items of General Spell or Ability Storage**

These items will store any spell or ability for later use. They can only be recharged by a character capable of casting the spell or ability, and the character must be of the proper class and level to cast the SAS into the item. Pricing is by the level of the spell or the level of effect at which the spell is stored, whichever is higher (for example, an item that stores a 4<sup>th</sup> level spell at a 4<sup>th</sup> level of effect will be priced at 4<sup>th</sup> level; An item which stores a 1<sup>st</sup> level spell at a 7<sup>th</sup> level of effect is priced at 7<sup>th</sup> level). These items can never store a spell or ability with a base level or level of effect higher than their own level, and can only be used to store spells and abilities which have an associated cost in points.

These items must be defined as being either Spell Storage or Ability Storage—they cannot be both.

The prices listed in Table 6-E are for a single discharge per day. To create a storage item with more discharges per day, simply multiply the price from Table 6-E by the intended number of discharges per day. To price a storage item with an unlimited number of discharges per day, multiply the price from Table 6-E by 18.

Spells or abilities stored within these items are subject to the normal incantation/activation times when

they are discharged from the item, unless the cost of autocast has been applied to the item (the autocast modifier is discussed in 6.6.1 of this manual).

<b>Value of Items of General Spell or Ability Storage<sup>1</sup></b>	
<b>Level</b>	<b>Cost (in gold pieces)</b>
1	1,000
2	2,000
3	3,000
4	4,000
5	5,000
6	6,000
7	7,000
8	8,000
9	9,000
10	10,000

*Table 6-E: Value of Items of General Spell or Ability Storage*

## **6.4 Items Based on Spells, Abilities, or Skills**

A large percentage of the items found and used in IFGS games have abilities based on IFGS spells, abilities, and skills (SAS) possessed by the eight character classes. Table 6-F provides a base cost for each SAS that is available for use in a magic item; this base cost reflects the value of a one-shot item of the SAS with no modifications (such as reduced activation time). All entries in Table 6-F stack as effects in the standard Stacking classifications – none of them are considered “Special” abilities for stacking purposes. Table 6-F also indicates whether or not an effect can be made permanent; this is indicated in the P-Type column, and various permanence categories are detailed in 6.6.2.1.

By default, all items that duplicate a spell, ability, or skill are priced at the base level of the spell, ability, or skill; items shall operate only at the base level of that spell, ability, or skill, unless otherwise specified in the item’s **Savvy**/description and reflected in the item’s cost. For example, a Ring of **Fireball** would contain a 15 point **Fireball** if not otherwise specified, since **Fireball** is a 5th level spell. A Brooch of **Electrify** would contain a 6 point **Electrify** since the spell is 1st level. If the ability is available to more than one class, such as **Neutralize Poison**, it is assumed to be the least powerful form of the ability unless otherwise specified in the item’s **Savvy**/description and reflected in the item’s cost. If the one-shot price for an SAS is listed as NA, the SAS may not be included in a magic item.

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1 Listed price is for one discharge per day.

<b>Value of Items Based on Skills, Abilities, and Spells</b>							
<b>SAS Name</b>	<b>Class/ Level</b>	<b>Area of Effect, Duration</b>	<b>Increment</b>	<b>Min</b>	<b>Max</b>	<b>One-Shot Cost</b>	<b>P-Type</b>
+1 vs. LI Effects	K3	Self, Special	-	-	-	225	E
+2 LI vs. Concealed Object/ Person	T6	Self, 5 minutes	-	-	-	150	U
+2 LI vs. Disguise	T8	Self, 5 minutes	-	-	-	150	N
+2 LI vs. Forgery	T8	Self, 5 minutes	-	-	-	150	N
+2 vs. LI Effects	K6	Self, Special	-	-	-	450	P
Acuity	MU6	1 Target, Inst.	-	-	-	150	N
Acuity - self only	MK6	Self, Inst.	-	-	-	135	N
Additional Armor	MKM8	NA	NA	NA	NA	NA	N
Additional Armor & Damage vs. Supernatural, +1	C2	Self, 1 combat	-	-	-	100	P
Additional Armor & Damage vs. Supernatural, +2	C2	Self, 1 combat	-	-	-	240	P
Additional Armor & Damage vs. Supernatural, +3	C2	Self, 1 combat	-	-	-	440	P
Additional Armor & Damage vs. Supernatural, +4	C2	Self, 1 combat	-	-	-	700	N
Additional Armor & Damage vs. Supernatural, +5	C2	Self, 1 combat	-	-	-	1020	N
Additional Damage +1	K2	Self, 5 min. or 1 combat	-	-	-	75	E
Additional Damage +2	K2	Self, 5 min. or 1 combat	-	-	-	188	E
Additional Damage +3	K2	Self, 5 min. or 1 combat	-	-	-	338	E
Additional Damage +4	K2	Self, 5 min. or 1 combat	-	-	-	525	N
Additional Damage +5	K2	Self, 5 min. or 1 combat	-	-	-	750	N
Additional Damage vs. Supernatural Creatures, +1	K4	Self, 5 min. or 1 combat	-	-	-	60	E
Additional Damage vs. Supernatural Creatures, +2	K4	Self, 5 min. or 1 combat	-	-	-	150	E
Additional Damage vs. Supernatural Creatures, +3	K4	Self, 5 min. or 1 combat	-	-	-	270	E
Additional Damage vs. Supernatural Creatures, +4	K4	Self, 5 min. or 1 combat	-	-	-	420	N
Additional Damage vs. Supernatural Creatures, +5	K4	Self, 5 min. or 1 combat	-	-	-	600	N
Additional Point of Armor (Base)	F5	NA	NA	NA	NA	NA	N
Additional Protection from Area Attacks	MKM9	NA	NA	NA	NA	NA	N
Animal Mind	D3	1 Target, 5 min.	Level	1	10	50/level	N

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Animal Pact <sup>2</sup>	D1, R4	1 Animal Type, Perm.	-	-	-	4200	N
Animal Tamer	D1, R3	1 Target, 10 min.	-	-	-	70	N
Animate Dead	C6	1 Target, Game Day	Level	6	10	45/level	N
Apply Kill Dagger to Needle Trap	T9	NA	NA	NA	NA	NA	N
Arrow of Slaying <sup>3</sup>	R5	1 Arrow, Inst.	2 points	6	20	11/point	N
Ashes to Ashes	C4	1 Target, Inst.	-	-	-	130	U
Aspect of the Beasts - User's Choice	D8, R8	Self, 5 min. or 1 combat	-	-	-	1991	N
Aspect of the Beasts - Bear	D8, R8	Self, 5 min. or 1 combat	-	-	-	1365	N
Aspect of the Beasts - Falcon	D8, R8	Self, 5 min. or 1 combat	-	-	-	1400	N
Aspect of the Beasts - Mongoose	D8, R8	Self, 5 min. or 1 combat	-	-	-	1193	N
Aspect of the Beasts - Panther	D8, R8	Self, 5 min. or 1 combat	-	-	-	1278	N
Aspect of the Beasts - Snake	D8, R8	Self, 5 min. or 1 combat	-	-	-	1155	N
Aspect of the Beasts - Wolf	D8, R8	Self, 5 min. or 1 combat	-	-	-	923	N
Aspect of the Elements - User's Choice	D9	Self, 5 min. or 1 combat	-	-	-	2879	N
Aspect of the Elements - Earth	D9	Self, 5 min. or 1 combat	-	-	-	2170	N
Aspect of the Elements - Fire	D9	Self, 5 min. or 1 combat	-	-	-	1500	N
Aspect of the Elements - Ice	D9	Self, 5 min. or 1 combat	-	-	-	1500	N
Aspect of the Elements - Lightning	D9	Self, 5 min. or 1 combat	-	-	-	2362	N
Autocast	MU7	1 Spell, GD/UU	-	-	-	300	N
Avenging Blow	K5	1 Target, Inst.	2 points	10	20	15/point	N
Awaken	MU2	5' radius, Inst.	-	-	-	90	N
Awe - User's Choice	C10	5' radius, Inst.	Level	1	10	176/level	N
Awe - Enthral	C10	5' radius, Inst.	Level	1	10	80/level	N
Awe - Hold Being	C10	5' radius, Inst.	Level	1	10	160/level	N
Awe - Spook	C10	5' radius, Inst.	Level	1	10	80/level	N
Backstab	T1	NA	NA	NA	NA	NA	N
Backstab with Knockdown	T10	NA	NA	NA	NA	NA	N
Balance	MK5	Self, 5 min.	-	-	-	90	E

**2Animal Pact** - Can only be a one-shot item.

**3Arrow of Slaying** - This item will allow the bonded owner to fire an Arrow of Slaying after a 10-second aim time, but does not create an arrow that can be taken out of game; to price an arrow that can be carried between games until used, add 10% to the one-shot cost of the ability

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Bargain	T6	NA	NA	NA	NA	NA	N
Base Proficiency with Two Weapons	T2, F4, MKK6	NA	NA	NA	NA	NA	N
Battle Fever - 1st <sup>4</sup>	F1	Self, 5 min. or 1 combat	-	-	-	150	N
Battle Fever - 3rd <sup>4</sup>	F3	Self, 5 min. or 1 combat	-	-	-	600	N
Battle Fever - 5th <sup>4</sup>	F5	Self, 5 min. or 1 combat	-	-	-	750	N
Battle Fever - 7th <sup>4</sup>	F7	Self, 5 min. or 1 combat	-	-	-	795	N
Battle Fever - 9th <sup>4</sup>	F9	Self, 5 min. or 1 combat	-	-	-	957	N
Battle Focus	F6	1 Skill, GD/UU	-	-	-	75	N
Battlefield Lore	F1	1 Target, Inst.	-	-	-	60	N
Bind Weapon	F4	1 Target, 5 seconds	Level	4	10	35/level	N
<i>Bindings, Improved</i>	MKS6	NA	NA	NA	NA	NA	NA
Blade Sharp +1	F2	1 Weapon, 1 combat	-	-	-	25	P
Blade Sharp +2	F5	1 Weapon, 1 combat	-	-	-	63	P
Blade Sharp +3	F8	1 Weapon, 1 combat	-	-	-	113	P
<i>Blade Sharp +4, Extreme</i>	F10	NA	NA	NA	NA	NA	NA
Blast	MU10	5' radius, Inst.	4 points	16	40	240 + 28/point	N
Blessed Arrow	C7	1 Arrow, GD/UU	4 points	28	40	22/point	N
Blessed Bolt	C3	1 Target, Inst.	4 points	12	40	10/point	N
Blocking, +1	MK1	Self, 1 combat	-	-	-	75	E
Blocking, +2	MK1	Self, 1 combat	-	-	-	175	E
Blocking, +3	MK1	Self, 1 combat	-	-	-	325	E
Blocking, +4	MK1	Self, 1 combat	-	-	-	525	N
Blocking, +5	MK1	Self, 1 combat	-	-	-	775	N
Blood Heat	D5	1 Target, 5 min.	Level	5	10	110 + 70/level	N
Bloodhound	MU3	1 Target, Inst.	-	-	-	45	U
Bolt	MU9	1 Target, Inst.	4 points	16	40	120 + 14/point	N
Branding	MU1	1 Target, Special	1 point	1	10	7/point	N
Brew Red Death Poison	MKK10, T10	1 Weapon, next strike	-	-	-	2100	N
Brew Venom Poison	T7, MKK7	1 Weapon, next strike	-	-	-	1050	N
Bump of Direction	C2	1 Target, Inst.	-	-	-	60	N
Bypass Glyph	C4, T6	1 Glyph, Inst.	Level	4	10	30/level	N
Bypass Trap - Magical	T8	1 Trap, Inst.	-	-	-	175	N
Bypass Trap - Mechanical	T4	1 Trap, Inst.	-	-	-	130	N
Camp Fire	D1	1' radius, 5 min/level	-	-	-	40	U
<i>Camp Fire, Reverse</i>	D1	1' radius, Inst.	-	-	-	40	U
Celtic Fist	D1	1 Weapon, 1 combat	-	-	-	55	E

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4 **Battle Fever** – Price is for the cumulative Battle Fever effects at this level.

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Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Cleanse	C7	1 Target, Inst.	Level	7	10	300 + 40/level	N
Climbing	T5	Self, 1 use	Level	5	10	80	U
Clinging Vine	D1	5' radius, 5 min.	Level	1	10	94/level	N
Commune	C8	Self, 1 question	-	-	-	150	N
Conceal Item	T5	1 Item, 1 Game Day	Level	5	10	20/level	U
Conceal Item on Self	T6	1 Item, 1 Game Day	Level	6	10	20/level	N
Conceal Other	T6	1 Target, 5 min/level	Level	6	10	20/level	U
Conceal Self	T5, R6	1 Target, 5 min/level	Level	1	10	20/level	U
<i>Conceal Self, Improved</i>	T8	Self, 5 min/level	Level	1	10	30/level	N
<i>Concealment, Group</i>	R7	5' radius, 5 min/level	Level	1	10	40/level	U
Concentration	MU6	Self, 30 min.	-	-	-	450	N
Confidence	K7	10 Targets, 1 combat	-	-	-	450	N
Confusion	MU3	1 Target, 5 min/level	Level	1	10	30/level	N
Control Undead	C4	5' radius, 5 min/level	Level	1	10	50/level	N
Converse	C5	10 Targets, 25 min.	-	-	-	60	U
Crash Time	MU1	5' radius, 5 min/level	Level	1	10	110/level	N
Create Glyph <sup>5</sup>	C4	1 Glyph, GD/UU	Level	4	10	250/level	N
Create Holy Water	C2	6 Bean Bags, Inst.	-	-	-	50	U
Create Scroll <sup>6</sup>	MU3	1 Scroll, GD/UU	-	-	-	150	N
Cure Serious Wounds (Healing, Efficient)	C5, D6	1 Target, Inst.	3 points	12	30	16/point	N
Dead Eye	MU1	1 Target, Inst.	2 points	2	20	10/point	N
Deadfall	R9	1 Trap, GD/UU	3 points	27	30	144 + 42/level	U
Death Commitment	K10, MK10	Self, 5 min. or 1 combat	-	-	-	1510	N
Death Feint	MK3	Self, 5 min.	-	-	-	130	U
Death Memory	MKS7	1 Target, 7 min.	-	-	-	150	U
Deception	T8	Self, 40 min.	-	-	-	150	U
Defense, +1	MU1	Self, 1 combat	-	-	-	75	E
Defense, +2	MU1	Self, 1 combat	-	-	-	175	E
Defense, +3	MU1	Self, 1 combat	-	-	-	325	E
Defense, +4	MU1	Self, 1 combat	-	-	-	525	N
Defense, +5	MU1	Self, 1 combat	-	-	-	775	N
Define Trap - Magical	T7	1 Trap, Inst.	-	-	-	100	U
Define Trap - Mechanical	T3	1 Trap, Inst.	-	-	-	75	U
Delay <sup>7</sup>	MKK7	Self, 1 use	-	-	-	175	N

<sup>5</sup>**Create Glyph** – Requires additional gold on use, as the Create Glyph ability.

<sup>6</sup>**Create Scroll** - Requires that spell be cast onto scroll, and requires gold, as the Create Scroll spell.

<sup>7</sup>**Delay** – This effect only works on Monk abilities.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Detect Good/Evil	C0	3'x10'x10', 30 seconds	-	-	-	50	N
Detect Evil	C0	3'x10'x10', 30 seconds	-	-	-	45	N
Detect Good	C0	3'x10'x10', 30 seconds	-	-	-	45	N
Detect Magic	MU0	3'x10'x10', 30 seconds	-	-	-	65	N
Diagnose	C3	1 Target, Inst.	-	-	-	60	N
Diagnose Self	MK2	Self, Inst.	-	-	-	50	N
Disarm	F6	1 Target, Inst.	Level	1	10	40/level	N
Disarm Trap - Magical	T9	1 Trap, Inst.	-	-	-	190	N
Disarm Trap - Mechanical	T5	1 Trap, Inst.	-	-	-	145	N
Disengage	F5	1 Target, 15 seconds	Level	1	10	25/level	N
Disguise	T7	Self, 5 min/level	Level	7	10	30/level	U
Disguise Other	T8	1 Target, 5 min/level	Level	8	10	30/level	U
Dispel Fear	K5	1 Target, Inst.	-	-	-	180	U
Dispel Magic	MU4, C5, D5	1 Spell, Inst.	Level	1	10	40/level	N
Disrupt	C6	5' radius, Inst.	4 points	24	40	32/point	N
Distrust	T4	1 Spell, Inst.	-	-	-	150	N
Distrust for Others	T6	1 Target, Inst.	-	-	-	150	N
Dodge Blow	F7, T7	1 Blow, Inst.	-	-	-	250	N
Double Effect	MU7	1 Spell, GD/UU	-	-	-	225	N
Dragon Hide	D8	Self, 1 combat	-	-	-	525	N
Dropsy	MU3	1 Target, Special	-	-	-	400	N
Dust Storm	D7	5' radius, 5 min.	-	-	-	1400	N
<i>Dust Storm, Reverse</i>	D7	1 Dust Storm, Inst.	-	-	-	500	N
Earth Calming	D6	1 Target, 30 min.	-	-	-	200	N
Earth Healing	D10	Self, Inst.	-	-	-	840	N
Earth Slap	D5	30' radius, 5 min/level	2 points	10	20	96 + 6/point	N
Electrify	MU1	Self, GD/UU	1 point	6	15	15/point	N
Elemental Arrow - User's Choice	D3	1 Arrow, GD/UU	-	-	-	98	N
Elemental Arrow - Earth	D3	1 Arrow, GD/UU	-	-	-	75	N
Elemental Arrow - Fire	D3	1 Arrow, GD/UU	-	-	-	75	N
Elemental Arrow - Ice	D3	1 Arrow, GD/UU	-	-	-	75	N
Elemental Arrow - Lightning	D3	1 Arrow, GD/UU	-	-	-	75	N
Elemental Damage +1 - User's Choice of Element	D3	1 Weapon, 1 combat	-	-	-	72	P
Elemental Damage +2 - User's Choice of Element	D3	1 Weapon, 1 combat	-	-	-	121	P
Elemental Damage +3 - User's Choice of Element	D3	1 Weapon, 1 combat	-	-	-	186	P
Elemental Damage +4 -	D3	1 Weapon, 1 combat	-	-	-	267	N

<b>Value of Items Based on Skills, Abilities, and Spells</b>							
<b>SAS Name</b>	<b>Class/ Level</b>	<b>Area of Effect, Duration</b>	<b>Increment</b>	<b>Min</b>	<b>Max</b>	<b>One-Shot Cost</b>	<b>P-Type</b>
User's Choice of Element							
Elemental Damage +5 - User's Choice of Element	D3	1 Weapon, 1 combat	-	-	-	364	N
Elemental Damage +1 - Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	55	P
Elemental Damage +2 - Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	93	P
Elemental Damage +3 - Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	143	P
Elemental Damage +4 - Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	205	N
Elemental Damage +5 - Single Defined Element	D3	1 Weapon, 1 combat	-	-	-	280	N
Elemental Fury - User's Choice	D9	10' radius, Inst.	-	-	-	1124	N
Blizzard	D9	10' radius, Inst.	-	-	-	864	N
Chain Lightning	D9	10' radius, Inst.	-	-	-	864	N
Earthquake	D9	10' radius, Inst.	-	-	-	864	N
Eruption	D9	10' radius, Inst.	-	-	-	864	N
Elemental Protection - User's Choice	C3, D3	1 Target, 5 min/level	3 points	3	30	26/point	U
Elemental Protection - Earth	C3, D3	1 Target, 5 min/level	3 points	3	30	20/point	U
Elemental Protection - Fire	C3, D3	1 Target, 5 min/level	3 points	3	30	20/point	U
Elemental Protection - Ice	C3, D3	1 Target, 5 min/level	3 points	3	30	20/point	U
Elemental Protection - Lightning	C3, D3	1 Target, 5 min/level	3 points	3	30	20/point	U
Elemental Protection - self only - User's Choice	MK5	Self, 5 min/level	3 points	3	30	23/point	U
Elemental Protection - Earth - self only	MK5	Self, 5 min/level	3 points	3	30	18/point	U
Elemental Protection - Fire - self only	MK5	Self, 5 min/level	3 points	3	30	18/point	U
Elemental Protection - Ice - self only	MK5	Self, 5 min/level	3 points	3	30	18/point	U
Elemental Protection - Lightning - self only	MK5	Self, 5 min/level	3 points	3	30	18/point	U
Elemental Strike - User's Choice	D4	1 Target, Inst.	3 points	9	30	156 + 16/point	N
Elemental Strike - Earth	D4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Elemental Strike - Fire	D4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Elemental Strike - Ice	D4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Elemental Strike - Lightning	D4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Elephant Hide	D5	Self, 1 combat	-	-	-	325	E

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Enhance – User's Choice	C1	10 Targets, 1 combat	-	-	-	165	N
Enhance Armor	C1	10 Targets, 1 combat	-	-	-	150	N
Enhance Damage	C1	10 Targets, 1 combat	-	-	-	150	N
Enhanced Savvy	MU6	1 Target, Inst.	Spell pt	1	10	120	N
Enhanced Senses	R5	30' radius, 10 min.	-	-	-	70	N
Enthrall	MU1, D2	1 Target, 5 min/level	Level	1	10	40/level	N
Escape Bonds	MK2, T3	Self, Inst.	-	-	-	50	U
Evade	MKM7	1 Attack, Inst.	-	-	-	400	N
Exalt – User's Choice	C10	10 Targets, 1 combat	-	-	-	1155	N
Exalt Armor	C10	10 Targets, 1 combat	-	-	-	1050	N
Exalt Damage	C10	10 Targets, 1 combat	-	-	-	1050	N
Exhort – User's Choice	C7	10 Targets, 1 combat	-	-	-	740	N
Exhort Armor	C7	10 Targets, 1 combat	-	-	-	650	N
Exhort Damage	C7	10 Targets, 1 combat	-	-	-	675	N
Extreme Blade Sharp (+4)	F10	NA	NA	NA	NA	NA	NA
Exuberate – User's Choice	C4	10 Targets, 1 combat	-	-	-	410	N
Exuberate Armor	C4	10 Targets, 1 combat	-	-	-	350	N
Exuberate Damage	C4	10 Targets, 1 combat	-	-	-	375	N
Faery Lights	D1	1 Flashlight, 30 min.	-	-	-	40	E
Fence Item	T3	NA	NA	NA	NA	NA	N
Fighter's Blow	F8	1 Limb, Inst.	-	-	-	300	N
Fighter's Recovery	F1	NA	NA	NA	NA	NA	N
Fighter's Recovery in Combat	F4	NA	NA	NA	NA	NA	N
Find Water	R1	1 Use, 10 min.	-	-	-	30	U
Fire Trap	MU5	1 Target, Inst.	-	-	-	90	N
Fire/Ice/Lightning Ball	MU5	5' radius, Inst.	3 points	9	30	312 + 32/point	N
Fire Ball	MU5	5' radius, Inst.	3 points	9	30	240 + 24/point	N
Ice Ball	MU5	5' radius, Inst.	3 points	9	30	240 + 24/point	N
Lightning Ball	MU5	5' radius, Inst.	3 points	9	30	240 + 24/point	N
Fire/Ice/Lightning Strike	MU4	1 Target, Inst.	3 points	9	30	156 + 16/point	N
Fire Strike	MU4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Ice Strike	MU4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Lightning Strike	MU4	1 Target, Inst.	3 points	9	30	120 + 12/point	N
Flare – User's Choice	D2	1 Target, 10 min.	2 points	2	20	13+ 13/point	N
Flare – Earth	D2	1 Target, 10 min.	2 points	2	20	10 + 10/point	N
Flare – Fire	D2	1 Target, 10 min.	2 points	2	20	10 + 10/point	N
Flare – Ice	D2	1 Target, 10 min.	2 points	2	20	10 + 10/point	N
Flare – Lightning	D2	1 Target, 10 min.	2 points	2	20	10 + 10/point	N

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Flowers of Avalon - User's Choice <sup>8</sup>	D8	1 Flower, GD/UU	-	-	-	573	N
Flowers of Avalon - Black, Purifying <sup>6</sup>	D8	1 Flower, GD/UU	-	-	-	160	N
Flowers of Avalon - Blue, Acuity <sup>6</sup>	D8	1 Flower, GD/UU	-	-	-	450	N
Flowers of Avalon - Gray, Earth Calming <sup>6</sup>	D8	1 Flower, GD/UU	-	-	-	175	N
Flowers of Avalon - Green, Health <sup>6</sup>	D8	1 Flower, GD/UU	-	-	-	260	N
Flowers of Avalon - Purple, Sleeping <sup>6</sup>	D8	1 Flower, GD/UU	-	-	-	220	N
Flowers of Avalon - White, Awakening <sup>6</sup>	D8	1 Flower, GD/UU	-	-	-	175	N
Flowers of Avalon - Yellow, Healing <sup>6</sup>	D8	1 Flower, GD/UU	-	-	-	240	N
Fog Brain	MU2	1 Target, Inst.	Level	1	10	30/level	N
<i>Fog Brain, Reverse</i>	MU2	1 Target, Inst.	Level	1	10	30/level	N
Foresee	C2	1 Question, Inst.	-	-	-	80	N
Forgery	T7	1 Document	Level	7	10	30/level	U
Free Strike	MK9	1 Target, Inst.	Level	9	10	80/level	N
Freeze Disease	C2	1 Target, 30 min.	-	-	-	50	N
Freeze Poison	C2	1 Target, 30 min.	-	-	-	50	N
Gale	D4	5' radius, Inst.	-	-	-	240	N
Gather Food	R1	1 10-person meal	-	-	-	40	U
Gauge Magical Missile Weapon	R4	1 Target, Inst.	-	-	-	60	N
Gauge Magical Weapons and Armor	F3	1 Target, Inst.	-	-	-	45	N
Gauge Non-Magical Missile Weapon	R1	1 Target, Inst.	-	-	-	30	N
Gauge Non-Magical Weapons and Armor	F1	1 Target, Inst.	-	-	-	30	N
Gauge Opponent - Base Armor	F1	1 Target, Inst.	-	-	-	60	U
Gauge Opponent - Base Damage	F2	1 Target, Inst.	-	-	-	60	U
Gauge Opponent - Total Armor	F4	1 Target, Inst.	-	-	-	120	U
Gauge Opponent - Total Damage	F5	1 Target, Inst.	-	-	-	120	U
Gauge Value of Magic Item	T2	1 Target, Inst.	-	-	-	60	U
Gauge Value of Mundane	T1	1 Target, Inst.	-	-	-	30	N

**8Flower of Avalon** - Item will allow the owner to find one flower after 15 seconds of searching - this flower will not last beyond the current game day; to price a preserved flower, add 10% to the one-shot cost of the ability

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Treasure							
Githar's Arrow - User's Choice <sup>9</sup>	R7	1 Arrow, Inst.	Level	1	10	62/level	N
Githar's Arrow - Crash Time <sup>7</sup>	R7	1 Arrow, Inst.	Level	1	10	58/level	N
Githar's Arrow - Disarm <sup>7</sup>	R7	1 Arrow, Inst.	Level	1	10	40/level	N
God's/Goddess's Boon <sup>10</sup>	C2	1 Use, Inst.	-	-	-	130	N
God's/Goddess's Hammer	C6	5' radius, Inst.	2 points	12	20	240 + 20/point	N
God's/Goddess's Shadow <sup>11</sup>	C7	Self, 35 min.	-	-	-	330	N
God's/Goddess's Favor	C3	Self, 5 min/level	-	-	-	165	N
Group Concealment	R7	5' radius, 5 min/level	Level	1	10	40/level	U
Group Haven	C8	5' radius, 5 min/level	Level	1	10	60/level	U
Group Immunity to Fear	K5	10 Targets, 1 combat	-	-	-	128	U
Group Move Without Tracks	R7	10' radius, 35 min.	-	-	-	200	N
Haven	C1	1 Target, 5 min/level	Level	1	10	30/level	U
Heal Plant/Animal	D0	1 Plant/Animal, Inst.	-	-	-	44	N
Heal Animal	D0	1 Plant/Animal, Inst.	-	-	-	40	N
Heal Plant	D0	1 Plant/Animal, Inst.	-	-	-	40	N
Heal Self	MK1	NA	NA	NA	NA	NA	N
Healing, Generic	1	1 Target, GD/UU	2 points	2	20	12/point	N
Heraldic Lore	K1	1 Target, Inst.	-	-	-	60	N
Hold Being	C7	1 Target, 5 min.	Level	1	10	80/level	N
Hone Arrows, +1 <sup>12</sup>	R2	5 Arrows, GD/UU	-	-	-	25	N
Hone Arrows, +2 <sup>12</sup>	R4	5 Arrows, GD/UU	-	-	-	63	N
Hone Arrows, +3 <sup>12</sup>	R7	5 Arrows, GD/UU	-	-	-	113	N
Hunting Pursuit	R9	1 Target, Game Day	-	-	-	230	U
Identify Plant/Animal	D0	1 Target, Inst.	-	-	-	22	N
Identify Animal	D0	1 Target, Inst.	-	-	-	20	N
Identify Plant	D0	1 Target, Inst.	-	-	-	20	N
Identify Potion - Non-Magical	R1	1 Target, Inst.	-	-	-	60	N
Identify Pure Water	D0	1 Target, Inst.	-	-	-	20	N

**9Githar's Arrow** - This item will allow the bonded owner to fire a Githar's Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game; to price an arrow that can be carried between games until used, add 10% to the one-shot cost of the ability.

**10God's/Goddess's Boon** - Requires additional gold, as the ability.

**11God's/Goddess's Shadow** - Does not grant the ability to cast any additional Cleric spells; all standard limitations of the spell apply.

**12Hone Arrow +1, +2, & +3** - This item will allow the owner to hone five arrows after the appropriate preparation time - these arrows will not last beyond the game day; to price an arrow itself, use Table 6-A.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Identify Supernatural Creature	K1	1 Target, Inst.	-	-	-	30	N
Identify Undead	C0	1 Target, Inst.	-	-	-	40	N
Immunity to Enthrall	K9	Self, 5 min. or 1 combat	-	-	-	80	N
Immunity to Fear	K3, K8	Self, 5 min. or 1 combat	-	-	-	96	U
Immunity to Knockdowns	MKM10	Self, 1 combat	-	-	-	250	N
Immunity to Magical Disease	K4	Self, 5 min. or 1 combat				100	N
Immunity to Non-Magical Disease	K1	Self, 5 min. or 1 combat	-	-	-	100	N
Immunity to Poisons	MKS10	Self, 5 min. or 1 combat	-	-	-	500	N
Improved Balance	MKM6	NA	NA	NA	NA	NA	N
Improved Bindings	MKS6	NA	NA	NA	NA	NA	NA
Improved Conceal Self	T8	Self, 5 min/level	Level	6	10	30/level	N
Improved Heal Self	MKS6	NA	NA	NA	NA	NA	N
Improved Kip	MKM6	NA	NA	NA	NA	NA	N
Improved Leap	MKM6	NA	NA	NA	NA	NA	N
Improved Physical Attack	MKK6	NA	NA	NA	NA	NA	N
Improved Sense I	MKS6	NA	NA	NA	NA	NA	N
Improved Sense II	MKS6	NA	NA	NA	NA	NA	N
Improved Speed	MKM7	NA	NA	NA	NA	NA	N
Insect Bane	D3	1 Target, 15 min.	-	-	-	148	P
Insect Strike	D3	1 Target, 5 min.	Level	1	10	74/level	N
Inspire	Loremaster	NA	NA	NA	NA	NA	N
Intuit Code	T4	1 Target, Inst.	-	-	-	140	U
Intuit Trap	T4	1 Trap, Inst.	-	-	-	120	U
Investigate Habitation	R4	1 Target, Inst.	-	-	-	50	U
Invoke - User's Choice	C7	1 Target, 35 min.	-	-	-	215	N
Invoke - Amount of Damage	C7	1 Target, 35 min.	-	-	-	25	N
Invoke - Level of casting	C7	1 Target, 35 min.	-	-	-	187	N
Invoke - Life Points	C7	1 Target, 35 min.	-	-	-	100	E
Invoke - Resistance to LI	C7	1 Target, 35 min.	-	-	-	150	E
Ki'ai	MK4	1 Target, Inst.	2 points	8	20	120 + 10/point	N
Kill Dagger <sup>13</sup>	T2	1 Target, 15 min.	Level	2	10	40/level	N
Killing Arrow <sup>14</sup>	R10	1 Arrow, Inst.	-	-	-	1400	N

<sup>13</sup>**Kill Dagger** – Kill Dagger functions at item level, not player's level +3 or item +3.

<sup>14</sup>**Killing Arrow** - This item will allow the bonded owner to fire a Killing Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game; to price an arrow that can be carried between games until used, add 10% to the one-shot cost of the ability.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Killing Attack - Melee Attack	MKK8	1 Target, Inst.	-	-	-	1400	N
Killing Attack - Spell	MU10	1 Target, Inst.	-	-	-	1400	N
Killing Attack vs. Supernatural Creatures - Melee Attack	K8	1 Target, Inst.	-	-	-	1120	N
Killing Attack vs. Supernatural Creatures - Spell	C9	1 Target, Inst.	-	-	-	1120	N
Kip	MK4	Self, Inst.	-	-	-	162	N
Knock Out Blow	F10	1 Target, 5 min/level	Level	1	10	60/level	N
Knockdown Arrow <sup>15</sup>	R4	1 Arrow, Inst.	-	-	-	160	N
Know Aura	MU2, C3	1 Target, Inst.	-	-	-	50	N
Know Class	T4	1 Target, Inst.	-	-	-	60	N
Know Plant	D2	1 Target, Inst.	-	-	-	60	N
Know Religion	C2	1 Target, Inst.	-	-	-	45	N
Leap	MK2	1 Leap, Inst.	-	-	-	70	U
Legend Lore	MK1	Self, Inst.	-	-	-	45	N
LI Enhancement +1	MU3	1 Spell, GD/UU	-	-	-	75	N
LI Enhancement +2	MU6	1 Spell, GD/UU	-	-	-	150	N
LI Extension	MU10	1 Spell, GD/UU	-	-	-	250	N
Life Enhancement	C7	1 Target, Game Day	-			1000	P
Life Spark	C6, MKS7	1 Target, Inst.	-	-	-	500	N
Life Support <sup>16</sup>	MKS8	Self, Inst.	-	-	-	270	N
Lightbeam - User's Choice	D8	1 Target, Inst.	-	-	-	180	N
Lightbeam - Moonbeam	D8	1 Target, Inst.	-	-	-	150	N
Lightbeam - Starlight	D8	1 Target, Inst.	-	-	-	150	N
Lightbeam - Sunlight	D8	1 Target, Inst.	-	-	-	150	N
Lock	MU1	1 Target, GD/UU	-	-	-	40	N
<i>Lock, Reverse - Classes A-E</i>	MU1	1 Target, Inst.	Lock type	1 (A)	5 (E)	80/type	U
<i>Lock, Reverse - Magical Lock only</i>	MU1	1 Target, Inst.	-	-	-	40	U
Long Arrow <sup>17</sup>	R5	1 Arrow, Inst.	-	-	-	150	E
Mage's Script	MU2	1 Target, Special	-	-	-	50	U

**15Knockdown Arrow** - This item will allow the bonded owner to fire a Knockdown Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game; to price an arrow that can be carried between games until used, add 10% to the one-shot cost of the ability.

**16Life Support** – Heals 9 points; not variable.

**17Long Arrow** - This item will allow the bonded owner to fire a Long Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game; to price an arrow that can be carried between games until used, add 10% to the one-shot cost of the ability.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Major Lore	MK3	1 Target, Inst.	-	-	-	80	N
Make Arrows	R2	5 Arrows, GD/UU	5 Arrows	-	-	15	N
Memory	T3	Self, Inst.	-	-	-	100	N
Mend	MU1	1 Target, Inst.	-	-	-	40	U
Mental Signal	MU5	1 Use, GD/UU	-	-	-	120	N
Message	MU2	1 Target, Inst.	-	-	-	50	N
Missile Protection	MU5, MK5	Self, 1 combat	-	-	-	200	E
Mist Bridge	D6	2'x30', 5 min.	-	-	-	130	U
Mist Servant	D7	1 Servant, 5 min.	-	-	-	190	U
Move Without Tracks	R3, MK5	Self, 15 min.	-	-	-	100	U
<i>Move Without Tracks, Group</i>	R7	10' radius, 35 min.	-	-	-	200	N
Mute	C6	1 Target, 5 min.	Level	1	10	30/level	N
Nature Lore	R1	1 Target, Inst.	-	-	-	45	N
Nerve Strike	MKK9	1 Target, Inst.	-	-	-	448	N
Neutralize Disease - any	C4	1 Target, Inst.	-	-	-	200	N
Neutralize Non-Magical Disease - self only	MK4	Self, Inst.	-	-	-	90	N
Neutralize Non-Magical Disease Potion	R4	1 Potion, GD/UU	-	-	-	100	N
Neutralize Poison	C4, D4	1 Target, Inst.	-	-	-	100	N
Neutralize Poison - self only	MK4	Self, Inst.	-	-	-	90	N
Neutralize Poison Potion	R4, T7	1 Potion, GD/UU	-	-	-	100	N
Neutralize Poison Potion - Including Red Death	T10	1 Potion, GD/UU	-	-	-	250	N
No Defense Arrow <sup>18</sup>	R10	1 Arrow, Inst.	-	-	-	300	N
No Defense Blow	K6	1 Target, Inst.	1 point	6	10	400 + 20/point	N
Nullify Level Drain	K9	1 Level, Inst.	-	-	-	300	N
Nullify Life Point Drain from Supernatural Creatures	K8	1 Target, Inst.	-	-	-	400	N
Numbing Blow	K9	1 Target, 1 min.	Level	1	10	60/level	N
Obscure Class	T5	Self, 25 min.	-	-	-	20/level	U
Pain Strike	C4	1 Target, 1 combat	1 point	1	5	55/point	N
Penetrating Arrow <sup>19</sup>	R2	1 Arrow, Inst.	-	-	-	115	E
People Lore	T2	1 Target, Inst.	-	-	-	60	N

**18No Defense Arrow** - This item will allow the bonded owner to fire a No Defense Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game; to price an arrow that can be carried between games until used, add 10% to the one-shot cost of the ability.

**19Penetrating Arrow** - This item will allow the bonded owner to fire a Penetrating Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game; to price an arrow that can be carried between games until used, add 10% to the one-shot cost of the ability.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Perceive Illusion	MK8	10'x30'x10', 40 min.	-	-	-	80	N
Perceive Illusionary Terrain	R3	10'x30'x10', 10 min.	-	-	-	75	N
Personal Augury	MKS8	1 Question, Inst.	-	-	-	150	N
Petrify	MU8	1 Target, 5 min.	Level	1	10	140 + 80/level	N
<i>Petrify, Reverse</i>	MU8	1 Target, Inst.	Level	1	10	80/level	N
Phase 2 Out	MU8	Self + 1 Target, 5 min.	-	-	-	390	N
Phase Out	MU4	Self, 5 min.	-	-	-	195	N
Physical Attack	MK3	1 Attack, Inst.	2 points	2	20	50 +15/point	N
Physical Protection	C3	Self, 5 min/level	2 points	6	20	60 + 6/point	N
Pick Locks <sup>20</sup>	T1	1 Attempt, Inst.	1 lock	-	-	70	N
Plant Attack	D3	1 Target, 5 min.	Level	3	10	104/level	N
Plant Seek - User's Choice <sup>21</sup>	D5	1 Dose, special	-	-	-	344	N
Plant Seek - Battle Weed <sup>19</sup>	D5	1 Dose, special	-	-	-	300	N
Plant Seek - Duckback <sup>19</sup>	D5	1 Dose, special	-	-	-	80	N
Plant Seek - Motherwort <sup>19</sup>	D5	1 Dose, special	-	-	-	40	N
Plant Seek - Resin <sup>19</sup>	D5	1 Dose, special	-	-	-	80	N
Plant Seek - Sponge <sup>19</sup>	D5	1 Dose, special	-	-	-	160	N
Plant Seek - Vervain <sup>19</sup>	D5	1 Dose, special	-	-	-	80	N
Polymorph	MU7	1 Target, 5 min.	Level	1	10	50/level	N
Precognition	MKS10	Self, Inst.	-	-	-	180	N
Preserve Plant	D3	1 Plant, GD/UU	-	-	-	85	U
Provide Shelter	R2	5' radius, 20 min.	-	-	-	50	U
Purify	C9	1 Target, Inst.	Level	8	10	570 + 40/level	N
Raise Dead	C10	1 Target, Inst.	-	-	-	5000	N
Ranged Heal	C7	1 Target, Inst.	2 points	2	20	18/point	N
Ranger Herbs - User's Choice <sup>22</sup>	R6	1 Herb, GD/UU	-	-	-	326	N
Ranger Herbs - Athelas <sup>20</sup>	R6	1 Herb, GD/UU	-	-	-	250	N
Ranger Herbs - Damiana <sup>20</sup>	R6	1 Herb, GD/UU	-	-	-	110	N
Ranger Herbs - Devil's Weed <sup>20</sup>	R6	1 Herb, GD/UU	-	-	-	200	N
Ranger Herbs - Hellebore <sup>20</sup>	R6	1 Herb, GD/UU	-	-	-	388	N
Ranger Herbs - Melange <sup>20</sup>	R6	1 Herb, GD/UU	-	-	-	120	N

**20Pick Locks** - Provides one attempt per level of the character to pick a single lock. The owner can only attempt to pick one lock per instance of this ability.

**21Plant Seek** - Item will allow the owner to find one plant after 15 seconds of searching - this plant will not last beyond the current game day; to price a preserved plant, add 10% to the one-shot cost of the ability.

**22Ranger Herbs** - Item will allow the owner to find one herb or root after 15 seconds of searching - this herb or root will not last beyond the current game day; to price a preserved herb or root, add 10% to the one-shot cost of the ability.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Ranger Herbs - Nightshade <sup>20</sup>	R6	1 Herb, GD/UU	-	-	-	100	N
Ranger's Guardian	R5	1 Guardian, 2 hours	-	-	-	115	U
Read Language	MU1	1 Target, 5 min.	-	-	-	40	U
Reduce Lock Type, -1	T3	1 Lock, 5 min.	-	-	-	200	N
Reduce Lock Type, -2	T7	1 Lock, 5 min.	-	-	-	300	N
Regenerate	C8	1 Target, Game Day	1 point	1	40	10/point	N
Regenerate Limb	C9	1 Target, Special	-	-	-	250	N
Religion Lore	C1	1 Target, Inst.	-	-	-	60	N
Remove Curse	C3	1 Curse, Inst.	Level	1	10	40/level	N
Remove Glyph	C4	1 Glyph, Inst.	Level	4	10	35/level	N
Repair Chain Mail	F4	1 Target, Inst.	-	-	-	70	U
Repair Plate	F7	1 Target, Inst.	-	-	-	100	U
Repair Shields and Leather Armor	F2	1 Target, Inst.	-	-	-	50	U
Repulse Good/Neutral/Evil	C1	10' radius, 5 min/level	Level	1	10	38/level	N
Repulse Evil	C1	10' radius, 5 min/level	Level	1	10	32/level	N
Repulse Good	C1	10' radius, 5 min/level	Level	1	10	32/level	N
Repulse Neutral	C1	10' radius, 5 min/level	Level	1	10	32/level	N
Resist Death	K7	Self, 5 min. or 1 combat	1 point	7	10	10 + 25/point	U
Resist Pain	K5	1 Limb, 1 combat	-	-	-	188	U
Restore Life/Spell Point	C9	1 Target, Inst.	-	-	-	550	N
Restore Life Point	C9	1 Target, Inst.	-	-	-	500	N
Restore Spell Point	C9	1 Target, Inst.	-	-	-	500	N
Reveal Glyph	C3	30' radius ½ circle, Inst.	-	-	-	80	N
Reveal Magic	C1, D1, MU1	30' radius ½ circle, Inst.	-	-	-	70	N
Reveal Supernatural Creatures	C1, K1	30' radius ½ circle, Inst.	-	-	-	40	U
Reverse Camp Fire	D1	1' radius, Inst.	-	-	-	40	U
Reverse Dust Storm	D7	1 Dust Storm, Inst.	-	-	-	500	N
Reverse Fog Brain	MU2	1 Target, Inst.	Level	1	10	30/level	N
Reverse Lock - Type A-E	MU1	1 Target, Inst.	Lock type	1 (A)	5 (E)	80/type	U
Reverse Lock - Magical Lock only	MU1	1 Target, Inst.	-	-	-	40	U
Reverse Petrify	MU8	1 Target, Inst.	Level	1	10	80/level	N
Reverse Warp	D2	1 Use, Inst.	-	-	-	90	N
Rhino Hide	D2	Self, 1 combat	-	-	-	175	E
Rock to Mud	D6	Special, 30 min.	-	-	-	90	N
Sacrifice Throw	MK3	Self + 1 Target, 5 min.	-	-	-	112	N
Safe Fall	MK3	Self, Inst.	Level	3	10	15/level	U

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Sanctify	C3	3 Weapons, 1 combat	-	-	-	60	E
Savvy	MU1, MK2	1 Target, Inst.	-	-	-	60	N
<i>Savvy, Enhanced</i>	MU6	1 Target, Inst.	Spell pt	1	10	120	N
Scry Glyph	C3	1 Glyph, Inst.	-	-	-	30	N
Second Additional Point of Armor (Base)	F10	NA	NA	NA	NA	NA	N
Seeds of the Elements - User's Choice	D6	1 Seed, GD/UU	2 points	12	20	156 + 13/point	N
Seeds of the Elements - Earth	D6	1 Seed, GD/UU	2 points	12	20	120 + 10/point	N
Seeds of the Elements - Fire	D6	1 Seed, GD/UU	2 points	12	20	120 + 10/point	N
Seeds of the Elements - Ice	D6	1 Seed, GD/UU	2 points	12	20	120 + 10/point	N
Seeds of the Elements - Lightning	D6	1 Seed, GD/UU	2 points	12	20	120 + 10/point	N
Sense I	MK4	Self, GD/UU	-	-	-	168	E
Sense II	MK6	Self, GD/UU	-	-	-	80	E
Sense Magic Item	MK1	1 Target, Inst.	-	-	-	30	N
Sense Poison	R1, T1	1 Target, Inst.	-	-	-	80	N
Sense Potion Type	R1	1 Target, Inst.	-	-	-	30	U
Sense Traps	T2, R3	3'x10'x10', 10 min.	-	-	-	110	N
Set Needle Trap	T3	1 Trap, GD/UU	-	-	-	75	N
Set Projectile Trap	T4	1 Trap, GD/UU	2 points	8	20	120 + 10/point	N
Shadows of Concealment	D6	1 Target, 5 min/level	Level	1	10	20/level	U
Sharpen Daggers, +1	T2	5 Daggers, GD/UU	-	-	-	25	N
Sharpen Daggers, +2	T5	5 Daggers, GD/UU	-	-	-	63	N
Sharpen Daggers, +3	T8	5 Daggers, GD/UU	-	-	-	113	N
Shiatsu I	MKS6	1 Target, Inst.	-	-	-	72	N
Shiatsu II	MKS9	1 Target, 30 min.	-	-	-	130	N
Simon's Spell	C1	1 Target, 5 min.	Level	1	10	45/level	N
Snare	R8	1 Trap, GD/UU	Level	8	10	80 + 15/level	N
Speak Easy	MU1	Self, 5 min.	-	-	-	40	U
Speak to Winds	D6	1 Message/Question	-	-	-	100	N
Speak with Plant/Animal	D0	1 Plant/Animal, 5 min.	-	-	-	44	N
Speak with Animal	D0, R1	1 Animal, 5 min.	-	-	-	40	N
Speak with Plant	D0	1 Plant, 5 min.	-	-	-	40	N
Speak with Dead	C6	1 Target, 5 min.	1 question	1	5	80	U
Speed	MK7	Self, 15 seconds	-	-	-	285	N
Spell Absorption	MU8	1 Spell, GD/UU	Level	8	10	100/level	N
Spell Defense	MU4	Self, 20 min.	-	-	-	600	N
Spell Negation	MU6	Self, GD/UU	Level	6	10	40/level	N

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Spell Transfer <sup>23</sup>	C5	1 Transfer, Inst.	2 points	2	20	13/point	N
Spook	MU2	1 Target, 30 seconds	Level	1	10	34/level	N
Spring Water	D1	5 Gallons, Inst.	-	-	-	40	U
Stasis	C6	1 Target, 30 min.	-	-	-	130	N
Strength I	K1	Self, 5 min. or 1 combat	-	-	-	89	E
Strength II	K4	Self, 5 min. or 1 combat	-	-	-	177	E
Strength III	K7	Self, 5 min. or 1 combat	-	-	-	265	E
Strength IV	K10	Self, 5 min. or 1 combat	-	-	-	353	E
Strong Arm, +1	MU2	1 Target, 1 combat	-	-	-	25	P
Strong Arm, +2	MU2	1 Target, 1 combat	-	-	-	63	P
Strong Arm, +3	MU2	1 Target, 1 combat	-	-	-	113	P
Strong Arm, +4	MU2	1 Target, 1 combat	-	-	-	175	N
Strong Arm, +5	MU2	1 Target, 1 combat	-	-	-	250	N
Stun	MU6	1 Target, Inst.	-	-	-	280	N
Stun Arrow <sup>24</sup>	R7	1 Arrow, Inst.	-	-	-	224	N
Summon Storm	D10	Self, 1 min.	-	-	-	750	N
Supernatural Wathit	C2, K2	1 Target, Inst.	-	-	-	112	N
Sweep	MKM6	5' radius, GD/UU	-	-	-	320	N
Target Arrow <sup>25</sup>	R3	1 Arrow, Inst.	-	-	-	130	E
Telekinesis	MU6	1 Target, 5 min.	-	-	-	130	U
Thief's Edge	T5	1 Weapon, next strike	1 point	5	10	15/point	N
Thief's Touch	T4	1 Touch, Inst.	-	-	-	70	N
Thief's Hearing	T1	1 Use, 5 min.	-	-	-	60	U
Thief's Hearing - Improved	T4	1 Use, 5 min.	-	-	-	75	U
Throw	MK5	1 Target, Inst.	-	-	-	224	N
Timing	MK1	Self, 1 hour	-	-	-	30	U
Tracer	MU5	1 Target, Game Day	-	-	-	80	U
Track Lore	R7	1 Target, Inst.	-	-	-	180	U
Tracking	R1, T3	Self, 5 min.	-	-	-	55	N
Treeshift	D4	Self, 5 min.	-	-	-	130	U
Tripline	R7	1 Trap, GD/UU	2 points	6	20	96 +9/point	N
True Sight	MU7	10'x30'x10', 5 min.	-	-	-	160	N
Truth Force	C8, MK8	1 Target, 5 min.	Level	1	10	100/level	N

**23Spell Transfer** - Price is for number of points transferred; ability does not provide points to be transferred.

**24Stun Arrow** - This item will allow the bonded owner to fire a Stun Arrow after the appropriate preparation time, but does not create an arrow that can be taken out of game; to price an arrow that can be carried between games until used, add 10% to the one-shot cost of the ability.

**25Target Arrow** - This item will allow the bonded owner to fire a Target Arrow after a 10-second aim time, but does not create an arrow that can be taken out of game; to price an arrow that can be carried between games until used, add 10% to the one-shot cost of the ability.

Value of Items Based on Skills, Abilities, and Spells							
SAS Name	Class/ Level	Area of Effect, Duration	Increment	Min	Max	One-Shot Cost	P-Type
Truth Sense	T4, MKS7	1 Target, 10 min.	Level	1	10	40/level	N
Turn Undead	C0	2 Targets, 1 min.	Level	1	10	34/level	N
Walk on Liquids	MK7	Self, 5 min.	-	-	-	100	U
Wall of Fire/Ice/Lightning	MU9	30' length, 5 min.	3 points	3	30	11/point	N
Wall of Fire	MU9	30' length, 5 min.	3 points	3	30	9/point	N
Wall of Ice	MU9	30' length, 5 min.	3 points	3	30	9/point	N
Wall of Lightning	MU9	30' length, 5 min.	3 points	3	30	9/point	N
Warp	D2	1 Use, Inst.	-	-	-	90	N
<i>Warp, Reverse</i>	D2	1 Use, Inst.	-	-	-	90	N
Wathit	R4	1 Target, Inst.	-	-	-	120	N
<i>Wathit, Supernatural</i>	C2, K2	1 Target, Inst.	-	-	-	112	N
Weakness	MU3	1 Target, 5 min/level	Level	1	10	40/level	N
Weapon is Immune to Dropsy & Disarm	K10	1 Weapon, 5 min. or 1 combat	-	-	-	400	P
Weapon Shatter	F9	1 Weapon, Inst.	-	-	-	300	N
Weapons Instructor	F3	1 Target, Inst.	-	-	-	70	U
Wrath	C5	1 Use, GD/UU	2 points	10	20	50 + 5/point	N

*Table 6-F: Value of Items Based on Skills, Abilities, and Spells*

Key - C=Cleric, D=Druid, F=Fighter, K=Knight, MU=Magic User, MK=Monk, MKK=Killing Monk, MKM=Movement Monk, MKS=Spirit Monk, R=Ranger, T=Thief

GD/UU=Game Day or Until Used, Inst.=Instantaneous, NA=Not Available, N=Not Available, U=Unlimited Uses, P=Permanent Effect, E=Either Permanent or Unlimited, specified by Savvy.

## **6.5 Items not Based on Spells, Abilities, or Skills**

The following effects can be included in any item, and do not replicate any existing SAS. However, these effects are treated like standard spells, abilities, and skills for purposes of Stacking. Table 6-G summarizes these effects and their associated costs. The level for each of these effects is listed in the table for purposes of determining activation time and MILL.

### **6.5.1 Autocast Arrow**

An item with this ability allows an archer to fire an arrow with no aim time. This represents a snap shot, and cannot be used to fire a critical arrow.

The Autocast Arrow must be prepared in advance, requiring 15 seconds of preparation. It remains in effect until it is used to enhance an arrow, or until the end of the game day.

**Example: Ash, a level 5 ranger, spends 15 seconds preparing an Autocast Arrow. In the next battle, he needs to hit a target that is moving in and out of cover, so he uses Autocast Arrow to fire an Arrow of Slaying with no aim time. This is called as “Autocast Arrow of Slaying, red, 17 points”.**

This effect may also be purchased on a specific arrow. In this case, the price is the sum of the price of the Autocast and the price of the arrow. A non-ranger might purchase an Autocast Arrow of Slaying, for example. This is the only way non-rangers can autocast special arrows.

### **6.5.2 Detect Law/ Chaos**

An item with this ability functions exactly like the Cleric ability Detect Good/Evil. The first price is for an item that can do either Detect Law or Detect Chaos, user's choice, and the lower price for items that do only one of the two. The prices for these abilities are for one-shot items.

### **6.5.3 Double Effect Arrow**

An item with this ability allows an archer to fire two identical arrows at two separate targets. If this effect is used to enhance a special arrow that costs ranger points, points are only expended for one use of that SAS. Normal aim time applies.

The Double Effect must be prepared in advance, requiring 15 seconds of preparation. It remains in effect until it is used to enhance an arrow, or until the end of the game day.

**Example: Ash, a level 5 ranger, spends 15 seconds preparing a Double Effect Arrow. In the next battle, he needs to hit two targets at once, so he uses his Double Effect on an Arrow of Slaying. He aims for 10 seconds, and calls “Double Effect Arrow of Slaying, red and blue, 17 points”.**

This effect may also be purchased on a specific arrow. In this case, the price is the sum of the price of the Double Effect and the price of the arrow. A non-ranger might purchase a Double Effect Arrow of Slaying, for example. This is the only way non-rangers can double special arrows.

### **6.5.4 Encumbrance Reduction**

This ability reduces the target's Encumbrance Level for purposes of the Pursuit rule.

### **6.5.5 Everfull Vials**

These items require 5 seconds to activate, must be invoked by the bonded owner to function, and must be sealed or stoppered to refill. They cannot be activated remotely by any means. When activated, they produce about one cupful of the designated liquid, or enough to fill one vial of acid or oil. The PC must possess an appropriately colored beanbag in order to use this acid or oil to deal damage. These items may not be used in combat or thrown for damage.

### **6.5.6 Extra-large Quiver**

An extra-large quiver allows a character to start the game day with 30 arrows, rather than 20. This is equivalent to two uses of the Make Arrows ability, and is priced accordingly.

### **6.5.7 Special Materials**

This price should be used for weapons made of a material that has an in-game effect, such as on certain creature types. Special materials include silver, cold iron, and any other materials a gamewriter chooses to designate as a special material. Note that items can be made of any other material, such as wood, iron, stone, or bone, at no extra cost.

If this effect is applied to a bow, the bow will magically transmute any arrow fired from it to the specified material.

### **6.5.8 Items with no abilities**

This price should be used for an item which detects as magical but has no properties. Such items are indestructible except by game design.

### **6.5.9 Items of holding**

An item of holding is an item which can contain other items in an extra-dimensional space, so that they effectively have no weight or volume. The price given for the item is per cubic foot of volume which can be contained inside. The item must also be represented by some sort of container, and any items being stored inside must physically fit through the opening of the container. The use of these items may be subject to GM willingness to carry the items stored inside.

### **6.5.10 Permanent Life Point**

Adds one permanent life point to the owner's total life points to unconsciousness and death. This effect may apply more than once. The maximum number of additional permanent life points a character may have is equal to the character's level.

### **6.5.11 Self-Moving Item**

An item which is defined to be self-moving may not leave the site of the encounter. It must follow the consent rule when attempting to affect a conscious creature which is capable of motion, although it could affect an unconscious or bound creature. For example, a self-moving rope could be instructed to catch a falling teammate (provided the teammate gives consent), or bind

an unconscious creature, but could not be used to trip a creature in combat.

### 6.5.12 *Sentient Item*

A Sentient item is an item which is intelligent, has senses equivalent to those of a standard human, and can carry on an audible, verbal conversation. It does not gain any extra abilities. It cannot activate other items, or even other powers of the sentient item itself.

### 6.5.13 *Item whose Size or Weight can be reduced*

This price is used for an item which can be activated to reduce its size or weight, such as a weapon which can shrink to 6 inches long on command. The use of these items may be subject to GM willingness to carry the full-size item representation.

Value of Exotic Effects				
Effect	Cost	Required Level	Base Frequency of Use	P-Type
Autocast Arrow	300gp + price of the arrow	5	One-shot	N
Detect Law/Chaos	50gp	1	One-shot	U
Detect Law	45gp	1	One-shot	U
Detect Chaos	45gp	1	One-shot	U
Double Effect Arrow	225gp + price of the arrow	5	One-shot	N
Encumbrance Reduction	+500gp/level of encumbrance	1	Permanent	P
“Everfull” Acid	100gp	1	Unlimited	U
“Everfull” Oil	100gp	1	Unlimited	U
“Everfull” vial of a drinkable liquid	100gp	1	Unlimited	U
Extra-large quiver (max of 30 missiles)	300gp	1	Permanent	P
Item is made of a special material, such as silver, cold iron, or crystal	200gp	1	Permanent	P
Item is made of a special material, such as silver, cold iron, or crystal, and can be defined as a new material once per game day	1200gp	1	Permanent	P
Item is magical, but has no abilities	50gp	1	Permanent	P
Items of “holding”	200gp/ft <sup>3</sup>	1	Permanent	P
Permanent life point	2000gp	1	Permanent	P
Self-Moving Item	130gp	1	Permanent	P

Value of Exotic Effects				
Effect	Cost	Required Level	Base Frequency of Use	P-Type
Sentient Item	435gp	1	Permanent	P
Size or weight of item can be reduced	250gp	1	Unlimited	U

Table 6-G: Value of Exotic Effects

## 6.6 Modifiers to Base Item/Ability Prices

Much of the flavor of IFGS items comes from creative application of the modifiers in this section. Unfortunately, most of the complexity in item function and pricing comes from this section as well. The following section discusses the available modifiers, the effect that each one has on the function of an item, and the effects they have on an item's value.

### 6.6.1 Autocast and Autoactivate

By default, all items have an activation time between 5 and 15 seconds, based on the level of the SAS they replicate. Autocast and autoactivate are the only ways to remove or reduce this activation time.

Items with the autocast modifier may be used immediately. Any item that requires less than the standard level-based incantation or meditation time is considered to be autocast. Autoactivate items trigger instantly and automatically when a defined condition is met (for example, when the user's life points drop to unconsciousness).

An autocast ability costs an extra 300 gold. An item which has a variable number of activations, such as an incremental item, costs 300 gold per activation which can be autocast – any additional activations require the full activation time.

An autoactivated ability costs an extra 600 gold, with the same pricing for incremental as for Autocast abilities. An item which has a variable number of activations, such as an incremental item, costs 600 gold per activation which can be autoactivated – any additional activations must be activated by the player.

Autocast and Autoactivate are treated as separate abilities of the item for pricing purposes, and multiple uses of these effects are subject to price multipliers for frequency of use.

**Example: A ring of healing, 20 points, will Autoactivate Heal 10 points once per day on the bonded owner upon the owner becoming unconscious. It can also be used to Autocast Heal (in any increment) three times per day. The total price would be:**

**2400 (20 points healing/day) + 600 (Autoactivate) + 840 (Autocast 3/day) = 3840gp**

### 6.6.2 Frequency of Use

Section 6.4 provides prices for one-shot SAS-based items. This section allows that base cost to be modified for items that can function once or more per game day, be used an unlimited number of times, have permanent SAS effects, or contain more than one charge of an SAS.

### 6.6.2.1 Items of Multiple Uses per Day

These items function one or more times per game day, and require no points or input from the owner to recharge. They are subject to the normal limitations of the SAS, including activation method and time. Table 6-H provides the multiplier for items with 1 or more uses per day.

Generic healing, builder items, and familiars are not subject to these discounts.

Many SAS-based items can be created as permanent or unlimited-use items. Table 6-F, indicates which of the SAS are available as permanent/unlimited and which are restricted to a lesser number of uses. Each SAS falls into one of the following categories:

- P – Permanent; when priced as permanent/unlimited, this ability is always in effect, cannot be dispelled, and requires no activation
- U – Unlimited; when priced as permanent/unlimited, this ability has an unlimited number of uses, requires a standard activation or incantation, and can be dispelled. 5 seconds must pass between each use of the ability.
- E – Either Permanent or Unlimited; when priced as permanent/unlimited, this ability may be defined as either a permanent effect or as having an unlimited number of uses. The **Savvy** or description of the item must identify whether the effect is permanent or unlimited.
- N – Not Allowed; this ability may never be priced as permanent or unlimited

Price Multipliers for Items of Multiple Uses per Day	
Number of Uses per Game Day	Multiplier
1	10
2	20
3	28
4	36
5	42
6	48
Permanent or Unlimited	60

Table 6-H: Price Multipliers for Items of Multiple Uses per Day

### 6.6.2.2 Charged Items

These items contain two or more total uses, or “charges”, of an SAS; by default, these uses cannot be recharged. They are subject to the normal limitations of the SAS, including activation or incantation time. To create an item with multiple charges of an SAS, simply multiply the base cost from Table 6-F by the desired number of charges (for example, a ring with 4 charges of **Neutralize Poison** would cost 4 times as much as a ring with 1 charge of **Neutralize Poison**). For items with rechargeable uses, please see Section 6.6.3.

### 6.6.3 Rechargeable Items

Items which are rechargeable by ordinary means, such as applying spell points, are almost as valuable to PCs as items which are usable once per day without needing a recharge. These items can be charged by any PC or NPC with spell or ability points, but may only be discharged by the bonded owner. For these items, both the number of charges and the number of discharges must be defined (for example, a rechargeable ring of **Gale** with 2 charges, dischargeable 4 times per day).

An item which is defined as dischargeable once per day can only be used/discharged once per day. Specifically, it could be recharged at the beginning of the game day, used during the game, then be recharged again before going out of game; however, it could not be used/discharged again during that game day. If an item allows more discharges per day than it can hold charges, it means that the item must be recharged before the additional discharges can occur.

Anyone with spell or ability points can donate the appropriate number of points to recharge an item, but all of the points must come from a single individual; this individual can, however, draw some or all of the required points from crystals, batteries, and generators. Recharging an item takes 5 seconds, and 5 more seconds must pass before the character may use another ability or invoke an item.

The following guidelines should be used with Table 6-I, which provides price multipliers for rechargeable items<sup>26</sup>:

- For an item with one charge and one or more recharges, simply locate and apply the appropriate multiplier.
- For items with an equal number of charges and discharges, find the appropriate multiplier for 1 discharge per day, and multiply it by the number of charges/discharges (for example, the multiplier for an item with 3 charges and 3 discharges is 25.5).
- For items with multiple charges, but more discharges than charges, calculate the price as if you had several one-charge items of multiple discharges. Split the number of discharges equally among the one-charge items, apply the appropriate multipliers, then add the subtotals together to determine the item's price (for example, an item with 2 charges and 3 discharges is priced as a 1 charge/1 discharge item [base SAS cost \* 9] plus a 1 charge/2 discharge item [base SAS cost \* 18]).

<b>Price Multipliers for Rechargeable Items</b>	
<b>Number of Discharges Per Day</b>	<b>Multiplier</b>
1	9
2	18
3	25
4	32.5
5	37.5
6	43
Unlimited	54

*Table 6-I: Price Multipliers for Rechargeable Items*

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<sup>26</sup>Generic healing, builder items, and familiars are not subject to these discounts.

## 6.6.4 Other Modifiers to the Price of an Ability

### 6.6.4.1 Items that only work versus specific creature types

These modifiers should be used for abilities which only function when targeted at a certain type of creature; for example, a Fire Strike that only works on Supernatural creatures. They should not be applied to Spells, Abilities, or Skills which are already defined to work on specific creature types, such as Additional Damage vs Supernatural.

### 6.6.4.2 Incremental Items

For an item that can be used in increments of less than its full capacity, a 1.20 multiplier is applied to the one-shot or 1/day price. For example, an item of 12 points of **Branding** that will function in any increment (three 4-point **Brandings**, three 1-point **Brandings**, one 6-point **Branding**, etc.) is worth 20% more than an item that must be used as 12 points or nothing. If an item is not specified as incremental in its description, it is assumed to be an 'all or nothing' item, except in the case of Heal items, which are always incremental. If a partially discharged incremental item is rechargeable, the partial charge may be restored to full at any time by expending the full recharge cost; this counts against the limit on discharges per day for the item as if the item had been fully discharged and recharged.

Modifiers to an Ability Price	
Effect	Cost
Ability only works vs. category (Ex: vs. Supernatural)	-20% to cost
Ability only works vs. specific type (Ex: vs. Undead)	-30% to cost
Ability is incremental	+20% to cost

Table 6-J: Modifiers to an Ability Price

## 6.6.5 Modifiers to Overall Item Price

### 6.6.5.1 Innate Item

The item is considered to be part of the character, and has no physical representation. It cannot be removed, lost, sold, stolen, or destroyed except by game design. A character with an innate item detects as magical at all times.

### 6.6.5.2 Item That Returns to the Owner When Lost

If the item is lost or stolen in game, it will return to the bonded owner at the beginning of the character's next game. This ability will not work if the item is sold, or willingly destroyed or sacrificed by the bonded owner.

### 6.6.5.3 Item That Returns to the Owner When Destroyed

If the item is destroyed in game, it will return to the bonded owner at the beginning of the character's next game. This ability will not work if the item is sold, or willingly destroyed or sacrificed by the bonded owner.

### 6.6.5.4 Permanently Bonded Items

The item is permanently bonded to the owner, and cannot be sold. The item may be lost or stolen, but cannot be used by any character other than the owner.

Modifiers to Overall Item Price	
Effect	Price
Innate item, no physical representation	+10% to final cost
Item that returns to the bonded owner if lost	+25% to final price
Item that returns to the bonded owner if destroyed	+50% to final price
Permanently bonded item	No change in cost

Table 6-K: Modifiers to Overall Item Price

### 6.6.6 Cursed and Crooked Items

Items can be created with built-in curses and “crocks”. Crocks are limitations or quirks to an item's effects that apply a non-beneficial side effect to use of the item. Curses and crocks can add flavor and individuality to item creation, but these disadvantages do not affect an item's price. Crocks must be completely defined in the Savvy. Curses may be defined in the Savvy or in the item's description. The definition of a curse must include the level of effect of the curse.

Note that beneficial side effects are not considered crocks, and must be priced as a separate ability.

### 6.6.7 Disallowed Effects

By default, any effect not listed in the previous tables is unavailable as game treasure or for inclusion in items.

A chapter Sanctioning Committee representative may request the addition of new effects to this document at any time. Such requests should be sent to the Society Sanctioning Committee, and must include the following elements:

- Proposed name of the effect
- Detailed description of the effect
- Examples of items using the effect
- Proposed price for the effect
- Justification for the proposed price, preferably in terms of existing effects

Other requests for changes to this document, such as the addition of new pricing categories or mechanics should include a similar level of detail. The Society Sanctioning Committee does not guarantee that a proposed effect or mechanic will be added, but any sufficiently detailed proposal will be considered.

Pricing for existing effects will only be changed in the event of an error.

Table 6-L provides a list of effects that have been found to be problematic, and which are specifically disallowed for use in items. Review of these disallowed effects may be requested under the same guidelines as new effects, but will be require more substantial justification.

<b>Disallowed Effects</b>
<b>Effect</b>
Area-effect Healing
Concentration for non-casting classes
Flying or levitation
Increased LI effect for a particular SAS
Invisibility
Item that adds damage to an SAS used by the owner (i.e., +4 to Physical Protection)
Item that can be summoned by the bonded owner
Item that can be used to enhance the effect(s) of another item
Item that will perform a modified Telekinesis to gather a pile of small items
Item that will preserve a liquid, plant, or other perishable item until used
Items that are rechargeable "only by game design"
Items that can be recharged with anything other than spell or ability points
Magic items that don't detect as magic, either permanently or part of the time
Magical container that can only be opened by the bonded owner
Monks with multiple specialties
No Defense damage for an SAS that is not inherently No Defense
One-handed bow use
Pseudo dual-classing, such as a thief with innate spell points & the ability to cast 1 <sup>st</sup> level MU spells
SAS as non-standard carried effects on melee or missile weapons
Spell reflection
Spell-casting with no verbal or somatic component
"Strengthened" non-magical armor, such as 2 point Leather
The ability to mask or conceal items from the use of detect & reveal magic
The ability to meditate instead of using a verbal incantation for spells
The ability to use self-only SAS on others
Variations on Devil's Weed that confer abilities from other classes
Weapons that can cut through Phase Out

*Table 6-L: Disallowed Effects*

## 6.7 Creating an Item with Multiple Abilities

To create an item with multiple abilities, you must first determine the values of all abilities as if they are separate magic items. Three basic types of multiple-ability items can be created—“and” items and “or” items.

“And” items have multiple abilities, all of which can be used independently of the others (for example, an eye patch that provides *Enhanced Senses* 1/day AND *Perceive Illusion* 1/day). To price this type of item, calculate the cost with modifiers for each individual ability, and then add the costs together to determine the total value of the item.

“Or” items have multiple abilities, but their use is conditional—one ability or the other can be used, but not both (for example, a gauntlet that provides, 1/day, either 3 ability points OR an 8-point *Electrify*). To price this type of item, calculate the cost with modifiers for each individual ability, and then determine which of the abilities has the highest cost. To determine the total value of the item, add 25% of the cost of each lesser ability to the value of the most expensive ability.

## 6.8 Familiars

Familiars are a special category of self-moving, sentient items. A familiar can be any item, creature, or companion which can choose for itself what actions to take or when to use its abilities. A familiar has hit points and is generally played by an NPC.

If an NPC to play the familiar cannot be obtained, the owner of the familiar may roleplay the familiar and activate its abilities, but the familiar may not take part in melee combat. Additionally, a familiar represented by a prop rather than an NPC shares its owner's 5-second activation intervals. If the owner has just used an SAS, 5 seconds must pass before any of the familiar's abilities may be activated. Likewise, if a familiar ability has just been used, the owner must wait at least 5 seconds before activating any other ability or item.

Whether the familiar is played by an NPC or represented by a prop, it must be distinguished by an orange flag, indicating that it is targetable. The familiar and its flag must be visible for any of its abilities to be activated.

### 6.8.1 Limitations

All familiars are subject to the following limitations:

- A familiar can never use other items.
- If a familiar possesses a self-only ability, it may only affect the familiar, not the PC who owns the familiar.
- A familiar cannot trigger glyphs or traps, regardless of its size.
- A familiar suffering from a poison or disease will not die from it, but cannot use any of its abilities until it is cured.
- A familiar is considered a permanently bonded item, as defined in 6.6.5.4, and cannot be sold.

### 6.8.2 Base Characteristics

The base price of a familiar is 1000gp, and a base familiar has the the following characteristics:

- 5 hit points to unconsciousness, 10 total.
- The familiar cannot die, but if it is reduced to 0 hit points, it must be healed to full before it can use any of its abilities beyond communication and movement.

- The familiar cannot use armor or shields.
- The familiar can use weapons to defend itself, but cannot deal melee damage or actively defend any character other than itself, though it can issue warnings.
- The familiar can communicate with its owner, and with others, if the owner so desires.
- The familiar can move independently within line of sight of its owner, but cannot scout.
- The familiar is not affected by any damage not targeted specifically upon the familiar. It would not, for example, be affected by a Fireball targeted on its owner, even if it was within range, but it would be affected if it were the target of the Fireball.

### 6.8.3 Additional Abilities

The familiar may additionally possess abilities and advantages listed in Table 6-M. Familiar abilities are not subject to discounts for multiple uses per day. To determine the price for multiple uses of familiar abilities, simply multiply the price of the ability by the number of uses.

Familiar Abilities			
Ability	Cost	Frequency of Use	P-Type
Additional hit point	200	Permanent	Permanent
May wear leather armor	100	Permanent	Permanent
May wear chain mail	250	Permanent	Permanent
May wear plate mail	500	Permanent	Permanent
May use a shield	200	Permanent	Permanent
May carry an object	1300	1/day	U
May scout	1800	1/day	N
Skill, Ability, Spell	As SAS	As SAS	As SAS

Table 6-M: Familiar Abilities

#### 6.8.3.1 Carry

Each daily use of Carry included in the price allows the familiar to carry an object for up to five minutes; unlimited Carry allows unlimited carrying time. The familiar can carry objects weighing 1 pound per hit point possessed by the familiar. A familiar carrying an object is limited to moving at a slow walking pace, can only cross terrain the familiar is normally capable of traversing, and is subject to environmental damage or attack while carrying an object. A familiar cannot drop objects on people.

If the familiar is rendered unconscious while carrying an object, both the familiar and the object fall to the ground where they are.

#### 6.8.3.2 Scout

The Scout ability can provide information equivalent to that provided by Precognition. However, the time required by the use of this ability is subject to the GM's discretion, with a minimum of 5 minutes, representing the time required for the familiar to travel to the next encounter site, look around, and return to report.

A familiar can be attacked and rendered unconscious while scouting. If this happens, its

owner will immediately be aware of that fact, and the familiar's general location, but no other information from the scouting attempt. The owner must find, retrieve, and heal the familiar to full before it can perform any other functions.

If the familiar is represented by an NPC, the GM may require the NPC to travel to the next encounter and back. The NPC is subject to attack if noticed. If the familiar is not represented by an NPC, the GM may use his or her discretion in deciding whether or not the familiar was noticed or attacked, and the amount of damage the familiar took in the scouting attempt.

### 6.8.3.3 Skills, Abilities, and Spells

A familiar may possess any ability defined in this document, but is limited by the MILL rule as if the ability were an item possessed by its owner. Therefore, a familiar cannot use any ability more than 2 levels higher than its owner's level. This does not apply to the Carry and Scout abilities.

All level-influential abilities possessed by a familiar are set at a fixed level defined in the savvy (and priced accordingly). These abilities are subject to the MILL rule. If an LI ability defined for the familiar has a defined level of effect more than two levels higher than its owner's level, the ability will function at the owner's level + 2.

A familiar may use any of its abilities independently, even while its owner is unconscious or otherwise incapacitated.

**Example: Ash, a 4<sup>th</sup> level ranger, has a wolf as a familiar. The wolf is defined with base hit points (10), unlimited Carry, Scout once per day, Tracking once per day, and Conceal Self at 10<sup>th</sup> level once per day. The wolf can carry a single object of up to 10 pounds indefinitely, and can use Conceal Self at level 6 (Ash's level +2) to hide while it is scouting.**

**The wolf would cost 12370gp = 1000 (Base) + 7020 (Carry, unlimited=1300/10\*54) + 1800 (Scout, 1/day) + 550 (Tracking, 1/day) + 2000 (Conceal Self, 1/day at 10<sup>th</sup> level).**

### 6.8.4 Training

Familiars can be defined as builder items, allowing them to be upgraded or "trained", but all builder rules apply, including the 10% surcharge on all SAS defined at creation.