

95. Magic Items

This section lists a number of magical items which have been designed for use with DragonQuest. All are based on mythological or literary magical items or on historical objects supposed to have had supernatural powers in addition to their more prosaic characteristics. Each entry on the list is followed by four descriptive phrases, sentences, or paragraphs giving its characteristics as follows:

DESCRIPTION. A description of the physical appearance and/or characteristics of the item.

ABILITIES. A discussion of the powers of the item and its manner of use.

LIMITS. A discussion of the practical limitations of the item's power or the drawbacks on its use where appropriate.

NOTES. A discussion of the body of thought or mythology from which the item is drawn and of any special attributes the item might possess or any significant implications surrounding its use. The items representing herein are suggested as guidelines for structuring the role of magical treasure in DragonQuest campaigns. In general, the actual manufacture of magical items is left up to the players using the rules for the College of Shaping Magics herein. However, the items on this list have been developed and balanced using the DragonQuest rules and may be injected directly into a campaign without modification if the players so desire. The entries are divided into a number of general types describing a particular class of item as outlined in the Investment Rituals of the College of Shaping Magics (Q-5 through Q-11). These classes include:

- Amulets
- Arms and Armor
- Enchanted Clothing
- Enchanted Furniture
- Talismans and Minor Artifacts
- Staves and Wands
- Greater Artifacts

Each class is described in general terms prior to the listing of the items belonging to that class.

AMULETS

Amulets may have almost any spell designed to protect the wearer incorporated into them and may sometimes contain other magic as well. Such items should be small (capable of being worn on the body) and will usually take the form of a medallion or necklace of some sort. Examples include:

The Scarab

DESCRIPTION: These are small carved stones (usually gemstones) representing the dung beetle and containing an inscription carved on their bottom.

ABILITIES: Scarabs were generally used to hold defensive charms carved onto the bottom of them, and Scarabs worn as Amulets would all be of this type. Scarabs with curses or non-defensive spells carved into them would be classed as Minor Artifacts instead of Amulets. Usually, Scarabs are designed to ward bad luck.

LIMITATIONS: Each Scarab is considered to have both a good and a bad nature, so it is possible for the owner to be brought good luck or protected from bad luck on the one hand and for him to be led into bad luck by the workings of the same Scarab on the other.

NOTES: Scarabs are considered in Egyptian mythology to be incarnations of Ra.

The Thet of Ptah

DESCRIPTION: A golden medallion.

ABILITIES: The Amulet allows the wearer to enter another dimension once per week in addition to increasing his resistance to spells of the College of Ensorcelments and Enchantments by 20.

LIMITATIONS: Each time the Amulet is used to enter another dimension, the bearer expends 10 Fatigue.

NOTES: Ptah is the Egyptian god of the unnamed Void and this Amulet is traditionally supposed to have been given by Ptah as a reward for services rendered.

ARMS AND ARMOR

Magical arms and armor are of several distinct types, as follows.

Magic Armor.

Generally, magic armor will absorb an increased number of Damage Points (from 1-3 more DP's) than non-magical armor of the same type. In addition to this primary characteristic, magic armor will often be lighter (1-3 fewer points subtracted from Agility) and will almost always be silvered, gilded, or otherwise have the Cold Iron content of the armor neutralized. Examples include:

Warshirt

DESCRIPTION: A breastplate formed of laced animal bones.

ABILITIES: Treat as leather armor (but at zero modification to Agility). In addition, the wearer will never be struck by non-magical missile weapons.

LIMITATIONS: The warshirt has no effect upon non-missile weapons or on magical missile weapons.

NOTES: Some American Indian tribes equipped their bravest and most powerful warriors with this shirt with the stipulation that the wearer must always be the last warrior to leave a battle.

Magic Shields.

Usually magic shields increase their Defense/Rank by 1-2%. They rarely have special powers, but some may be charmed to increase the chance of breaking a weapon used against them and a small number may have truly extraordinary powers, as outline in the following:

Shield of Perseus

DESCRIPTION: A small round shield of very reflective material which can be polished to a glossy sheen.

ABILITIES: The shield is never broken or damaged even when the user suffers a Grievous Injury (and the user may not employ the option of having the shield cloven in lieu of suffering armor protection loss). In addition, any spell which is hurled at the user may be diverted by the shield (increase the user's chance of Resistance by 10) and turned back on the caster (Base Chance of 20%) if directed by the user to do so.

NOTES: The shield was given to Perseus by Athena to aid him in slaying the Gorgon (Medusa).

The Celtic Raven Shield

DESCRIPTION: A small round shield circular in shape reinforced by a rim of iron and painted with a black raven with wings spread.

ABILITIES: Increases the user's Defense by 10 (not including Defense/Rank) and increases the chance of any weapon used against it breaking by 5. In addition, if the shield is hurled into the air it will black out the sun (making it as dark as midnight during the new moon) within a radius of 21 miles. The enchantment lasts 11 hours, after which the shield returns to the person who cast it into the air providing he is within the radius affected by the spell. Otherwise, it will simply fall to earth.

LIMITATIONS: It costs 3 Fatigue to cast the shield into the air, and the shield can only be used once every 33 hours.

NOTES: The Raven Shield was used in the first battle of Moy-Tura by the Tuatha de Dannan.

Magic Crowns, Helms, and Helmets.

These items are quite versatile, acting as part of normal armor usually while casting one or another sort of enchantment on the wearer. Accordingly, a number of examples are provided.

Battlehelm of the Tuatha de Dannan

DESCRIPTION: An iron war helm with inlaid bronze and festooned with red horsehair plumes and ivory horns.

ABILITIES: The wearer is treated as a Military Scientist 5 Ranks higher than his usual Rank (Rank 4 if unranked). The wearer is also immune to Grievous Injury about the face and neck, and any such injury specified when it occurs (treat as no effect and do not roll again on the Grievous Injury Table until a new grievous injury occurs).

NOTES: Traditionally, this helm was always worn by the Warleader of the Tuatha de Dannan.

The Coronet of Isis

DESCRIPTION: A thin circlet of beaten gold inscribed with charms and decorated with Lapis Lazuli cabochons.

ABILITIES: The wearer may summon non-demonic beings from other dimensions to his aid once per day.

LIMITATIONS: The Coronet of Isis may never be worn by Adepts of any College of Magic. It is connected to the Powers of Light and may not be used to summon those beings from other dimensions which may be summoned via the College of Greater Summoning. It may be used to summon Undead from the world of shades. The user must have a Physical Beauty of at least 18 or the Coronet will not work. Does not increase armor protection.

NOTES: Isis is the Egyptian goddess of Love and Beauty.

The Crown of Osiris

DESCRIPTION: A finely wrought gold crown decorated with the life symbol, Ankh.

ABILITIES: The wearer may look into another dimension once per day. In addition, the wearer increases his chance of disbelieving any illusion by 40. Does not increase armor protection.

LIMITATIONS: The Crown is consecrated to the Powers of Light and may not be worn by Adepts of any College of Magic. If an Adept attempts to wear it, he will receive no benefit from it.

Joukahainen's Helm

DESCRIPTION: A gilded war helm inscribed with arcane symbols.

ABILITIES: The helm warns the wearer whenever a spell is directed at him or the area he occupies by beating a martial tune on his brow. The faster and stronger the beat, the more powerful the spell.

LIMITATIONS: Does not increase armor protection since it is easily cloven.

NOTES: The helm was worn by the Finnish hero, Joukahainen.

Athena's Helm

DESCRIPTION: A bronze war helm embossed with images of Athena in heroic poses.

ABILITIES: Increases the number of Damage Points absorbed by the wearer's armor by 1. Also increases the wearer's resistance versus spells of the College of Enchantment and the College of Illusion by 30.

NOTES: Worn by the Greek goddess, Athena.

Manannan's Helm

DESCRIPTION: A bronze helm encrusted with gems.

ABILITIES: The wearer is invisible. In addition, the number of Damage Points absorbed by the wearer's armor is increased by 1. Once per day, the wearer may place his fingers on the gems inset in the helmet and thereby heal D+5 Fatigue and/or Endurance.

NOTES: Worn by the Celtic hero Manannan Mac Lyr.

Magic Missiles

Included in this category are magic arrows, bolts, quarrels, darts, and shot which will normally work by (1) increasing accuracy, (2) increasing Damage, or (3) placing an enchantment on the target once he is struck. Missile weapons which are wholly or partially magical usually operate by increasing accuracy whether they are firing magical or non-magical missiles. Other types of missile weapons (spears and hammers) usually work by increasing accuracy or returning to their owner. Generally, missile weapons will not be endowed with personalities or special enchantments (other than as specified in 3 above). Examples of such weapons include:

Hayk's Arrows

DESCRIPTION: Look like normal high quality hunting arrows. They are drawn from a self-replenishing leather case.

ABILITIES: The Base Chance of striking a target is increased by 30 when these arrows are used.

LIMITS: The quiver holds only 16 arrows. When they are exhausted, the user must wait 24 hours before they will be replenished. Each arrow is replenished individually 24 hours after it was shot, so arrows may appear at varying times.

NOTES: Hayk employed these arrows during the Indo-European Battle of the Plain of Shinar, killing his rival, Bel, from the opposite end of the field with a single arrow.

Lightning Bow

DESCRIPTION: A hardwood longbow with accompanying quiver of 20 lightning bolt shaped arrows.

ABILITIES: The special arrows may be fired into the sky to bring rain (takes D+10 minutes for clouds to gather and rain to start). The special arrows may also be fired at an enemy in battle. If they strike the target, it will be consumed by whitefire within D+10 Pulses.

LIMITS: Only the special arrows fired by the lightning bow will cause its special powers to be invoked. Use of the arrows in another bow will not do so, and use of normal arrows in the lightning bow will have no special magical effect. Further, the use of the bow costs 3 Fatigue, and any miss the bow is treated as if the spell has missed (with the possibility of Backfire).

Agni's Sarnge

DESCRIPTION: A carved wood shortbow accompanied by a quiver of red-tipped arrows.

ABILITIES: Each of the special arrows contains a spell of the College of the Sorceries of the Mind (selected by the GM). They may be fired into the same or another dimension where the spells will take effect on the target if the arrow successfully strikes him. Only Angi's bow may be used to fire these arrows for their specified effect.

LIMITS: The 20 arrows may be recovered and reinvested with a new spell of the College of Sorceries of the Mind once used. When all 20 arrows have been lost, however, it will be impossible to obtain new ones.

NOTES: The bow was used by the Indo-European god, Agni, to cast his curses onto his enemies.

Crann Buidhe

DESCRIPTION: A yellow-hafted spear with a bronze head.

ABILITIES: The user's Base Chance of striking a target is increased by 10 whenever he uses this spear to strike. The spear may never be broken by a non-magical weapon.

LIMITS: The user of this spear must subtract 20 (net subtraction of 10) from his Base Chance if he opposes a character using the spear Gai Dearg.

NOTES: The Celtic warrior, Diarmaid, was slain by a boar because he carried Crann Buidhe instead of Gai Dearg.

Gai Dearg

DESCRIPTION: A red-hafted spear with a bronze head.

ABILITIES: The user's Base Chance of striking a target is increased by 15 whenever he uses this spear to strike. When facing an enemy armed with Crann Buidhe, the users chance of inflicting a Grievous Injury on his opponent is doubled.

NOTES: Diarmaid possessed both the Crann Buidhe and the Gai Dearg, but favored the former, bringing about his death.

Spear of Arshag

DESCRIPTION: A large, heavy iron-tipped spear.

ABILITIES: The spear can cut through armor like flesh. In addition, it inflicts wounds which bleed profusely, bleeding can not be stopped except by magical means. The wounds inflicted by this spear always become infected.

LIMITS: Any character with a Physical Strength of 18 or less will be unable to Hurl this spear (though he will be able to use it in Melee).

NOTES: This spear was given to the Indo-European King Arshag by his father and was used by the great warrior to slay a huge serpent.

Gungnir

DESCRIPTION: A 20 foot long spear with a shaft and a head of forged iron. The spear weighs 50 pounds.

ABILITIES: The Gungnir has an unlimited Range within sight. The spear has a Base Chance of 90% when thrown, does 4D10 damage, and automatically causes a Grievous Injury. Gungnir has a Base Chance of 70% in Melee Combat and does 3D10 damage with no automatic Grievous Injury.

LIMITS: Gungnir is only useable by individuals with a Physical Strength of 29 or greater and a Manual Dexterity of 25 or greater.

NOTES: Gungnir was made for the Norse god Odin by the Dwarves.

Gai Bolg

DESCRIPTION: A large, heavy spear carved from the beak of a Kraken.

ABILITIES: The spear does D+6 damage. In addition, the spear will begin to throb and hum whenever danger draws near, warning of ambushes and the like.

NOTES: Traditionally, the Gai Bolg was used by Cuchulain, the Celtic god of war.

Magic Swords

The most important magic weapon in almost every culture is the magic sword. Usually, magic swords do from 1 to 4 extra points of damage above and beyond the damage done by non-magical specimens of the same class. In addition, swords will have a variety of enchantments cast upon them which may cause them to sing, talk, warn of danger, dominate their user, inflict special damage, lead their owner to constant battle, danger, treasure, luck, act as an amulet against almost anything...and so on. Many magical swords will have a personality as strong as or stronger than a character. They may be aligned with either Light or Darkness (usually one or the other). Accordingly, the GM should carefully detail the "personality" of each magical sword in the game and should play it himself as a non-player character. A number of ideas for the powers of magical swords are offered in the selection of weapons described in the following, but some of the best ideas will arise out of the characteristics of the GM's own world.

Sword of Naisi

DESCRIPTION: A bronze hand and a half sword with a bejeweled pommel.

ABILITIES: The wounds inflicted by the sword leave no mark on the victim, making them difficult to treat.

NOTES: Given by the God Manannan to the Celtic hero Naisi.

Sword of Nuada

DESCRIPTION: A ruby-like hilted claymore of unknown metal.

ABILITIES: The sword's blade can be made by the wielder to flame upon command (treat as a sword with a Weapon of Flame Spell of Rank 15 cast upon it). Once it flames, all except the user must immediately roll their Willpower or less in order to take any Action during the remainder of the Pulse.

LIMITATIONS: It costs 5 Fatigue to ignite the sword.

NOTES: Traditionally, this sword was used by the King of the Tuatha de Dannan, Nuada, at the First Battle of Moy Tura, when he slew the Collector of Souls.

The Sword of Horus

DESCRIPTION: A bronze shortsword with a worked hilt inscribed with charms and hieroglyphs.

ABILITIES: The Sword of Horus does quadruple damage against all lesser undead and double damage against all greater undead. Its Base Chance is 75% and it does +8 damage. The chance of a Grievous Injury is doubled when employing this weapon against the undead.

LIMITATIONS: It requires a minimum Physical Strength of 20 to effectively use this sword.

NOTES: Horus is the son of Osiris in Egyptian mythology and is sometimes called the Avenger. The GM may wish to endow this weapon with a personality and make it eager to avenge wrongs done the user, increasing its effectiveness when involved in combat against sworn enemies.

Mandaka

DESCRIPTION: A silver embossed and jeweled bronze shortsword.

ABILITIES: Mandaka can be used only against enemies from other dimensions. If the user attempts to use it against an entity from his own dimension, the sword will fall from his hand.

LIMITATIONS: The use must have a Physical Strength of 23 or greater and a Manual Dexterity of 21 or greater to use this sword.

NOTES: Mandaka is the sword of the Hindu god of Fire, Agni.

Freyr's Sword

DESCRIPTION: A five-foot long hand and a half sword of faintly luminescent steel. The hilt is of ivory, and the entire is inscribed with powerful deathrunes.

ABILITIES: The sword has a Base Chance of 70% and does D+8 damage. It will never be broken, except by another magical weapon. In addition, the chances of a Grievous Injury being inflicted on one's target are doubled when using Freyr's sword.

LIMITATIONS: Freyr's sword may be used only by a character possessed of a Physical Strength of 23 or greater and a Manual Dexterity of 20 or better.

NOTES: Freyr lost his sword while attempting to kill Gerd, and Surt used the blade to kill him at Ragnarok.

Durendel

DESCRIPTION: A simple cross-hilted hand and a half sword.

ABILITIES: Durendel is consecrated to the Powers of Light and may never be used by an Adept of any College of Magic (it will burn the hand of such an individual and make it impossible for him to hold the sword). If the sword is ever used for an evil purpose, the user will be cursed with ill luck (see 84.4) until he rights the wrong he has done.

NOTES: Durendel was used by Roland until his death fighting the Paynim at Roncevalles.

Dainslef

DESCRIPTION: A finely crafted iron broadsword.

ABILITIES: The user's Base Chance is increased by 10 whenever he is using Dainslef to strike. The chances of infection are increased by 50% if any wound is inflicted by Dainslef (even if the wound is to Fatigue only).

LIMITATIONS: The sword is charmed so once drawn it will always claim a life, no matter what the wishes of the owner. If an enemy is not present, the sword will claim the life of an ally or a friend of the user. If no one else is present, the sword will attack the user himself, magically leaping into the air and striking at the user until he is dead or the sword is broken.

NOTES: Dwarves made the sword for the Teutonic hero HogeZ.

Kvedulf

DESCRIPTION: A great sword (treat as two-handed) with a Rune carved blade.

ABILITIES: The user's Base Chance is increased by 5 during the day and 15 at night when striking with this sword. In addition, the sword automatically slays an opponent if a Grievous Injury is scored using the sword at night. The user's stealth is increased by 10.

LIMITATIONS: The sword is cursed, and anyone who uses it will come under a Curse of Lycanthropy, changing into a wolf at irregular times for random periods.

NOTES: The name of the sword means "evening wolf." It's Teutonic in origin.

Magic Hammers.

Another class of weapon popular in some cultures as a candidate for magical endowment is the Warhammer. Warhammers, Picks, and similar weapons are usually characterized by greater than normal Range, Damage, Base Chance, and Weight. They also will almost invariably return to their user if thrown. One example of this class should suffice.

Mjollnir

DESCRIPTION: An iron Warhammer about four feet long, weighing 40 pounds. The haft is shorter than normal and gives a small appearance.

ABILITIES: The hammer has unlimited Range and will automatically return to the user's hand if thrown. The hammer has a Base Chance of 100%, does D+7 damage, and has a chance of inflicting a Grievous Injury three times that of a normal Warhammer.

LIMITATIONS: Mjollnir may only be used to full effect by a character with a Physical Strength of 26 or greater and a Manual Dexterity of 21 or greater who is wearing Thor's Iron Gloves.

NOTES: Mjollnir is famed as the main weapon used by Thor in the wars against the Frost Giants.

ENCHANTED CLOTHING

Enchanted clothing includes any non-armor, non-jewelry items that may be worn. Cloaks, Girdles, and Sandals are the most popular candidates in mythology for endowment with magical properties as indicated below.

Thor's Iron Gloves

DESCRIPTION: A pair of cast-iron gauntlets weighing 20 pounds apiece.

ABILITIES: The wearer's Physical Strength is increased by 10 and he is able to wield the Warhammer Mjollnir. He may never drop or break a weapon while wearing the gloves. The gloves may be used to strike for D+5 damage and have a Base Chance of 40%.

LIMITS: The gloves may not be worn while using a missile weapon.

NOTES: Thor wore the gloves to handle Mjollnir properly.

Dwarf Girdle

DESCRIPTION: A man-sized belt of woven gold chains with a jewelled buckle worth 1000 gold shillings.

ABILITIES: Adds 20 to the wearer's Physical Strength.

LIMITATIONS: If the buckle is ever broken, the girdle becomes permanently useless.

NOTES: The Dwarves gave a belt of this description to William of Scherfenburg to pay for his silence about their intrigues.

Girdle of Strength

DESCRIPTION: A belt woven of iron bands. It covers the lower half of the body when worn.

ABILITIES: The wearer's Physical Strength is increased by 15. The girdle absorbs 2 Damage Points and be removed only by the wearer, so long as he is alive. Anyone can remove the girdle if the wearer is dead.

LIMITATIONS: The Agility of the wearer is reduced by 2.

NOTES: Traditionally, this girdle was worn by Thor during the wars with the Frost Giants.

The Persean Sandals

DESCRIPTION: A pair of golden sandals with tiny wings growing from the heels.

ABILITIES: The wearer runs at the rate of 400 yards per minute and may fly (at the same rate) for up to 20 minutes at a stretch.

LIMITATIONS: Each time the sandals are used to run or fly, the wearer expends 5 Fatigue per 10-minute increment (or fraction) of time employed.

NOTES: Perseus used the sandals to transport himself to the land of the Gorgons to kill the Medusa.

Shadow Cloak

DESCRIPTION: A mantle appearing to be made of cobwebs.

ABILITIES: The wearer is treated as if he had a Rank 10 invisibility spell cast over him. He reappears only when the mantle is removed or its effects are temporarily dispelled. Each dispellation lasts for 1 minute.

NOTES: The cloak was worn in the Land of Promise and was given to Cachulainn by Manannan.

Freyja's Magic Cloak

DESCRIPTION: A cloak of Eagle feathers.

ABILITIES: A character wearing the cloak possesses the flying abilities of an Eagle.

LIMITATIONS: Each time the cloak is used to fly, there is a 1% chance that it will slip off and plunge the former wearer to the ground.

NOTES: Loki used the cloak in his search for Mjollnir when that weapon was stolen by Thrym.

Helkappe

DESCRIPTION: A hooded Dwarf-sized cape which seems to expand up to Human-sized to fit the dimensions of the wearer.

ABILITIES: Treat the wearer as if he had a Rank 10 invisibility spell cast over him. He reappears only when the cloak is removed.

LIMITATIONS: The wearer must obey the (non-self-destructive) desires of the cloak's rightful owner.

NOTES: Such cloaks were often used by Dwarves in Teutonic myths.

Ulflamnr

DESCRIPTION: A wolf-skin cloak with a bone-clasp.

ABILITIES: The wearer of the cloak has the power to change into a Dire Wolf at any time between sunset and sunrise. The change will last until the light of day and cannot be reversed by the wearer until that time. While in Dire Wolf form, treat as a Shapechanger in animal form.

LIMITATIONS: In order to effect each transformation, the wearer must take a human or humanoid life.

NOTES: A rare bit of Teutonic mythology.

ENCHANTED FURNITURE

Enchanted furniture most often takes the form of enchanted musical instruments or thrones. Usually, the music produced by the instrument or the act of sitting on the throne will trigger some sort of geas or enchantment, often affecting the player, listeners, or the individual sitting on the throne by altering their perceptions. The examples which follow present exceptions to this rule:

Vainamoinen's Harp

DESCRIPTION: A wood and bone harp.

ABILITIES: When played, the Harp casts a calling spell over the surrounding area within a radius of 300 yards (plus an additional 300 yards per Rank of the user with the Troubadour Skill). All entities the user desires to call within that Range may be summoned by him. However, any entities which desire to cause him harm will fall asleep for 1 day (plus 6 additional hours per user's Rank with the Troubadour Skill) instead of heeding his call.

LIMITATIONS: Only a character who has acquired the Troubadour's Skill and who has learned to play the harp may use Vainamoinen's Harp to cast an enchantment of this type.

NOTES: Traditionally, this object was used by the Finnish God of the Wind.

Daghdha's Harp

DESCRIPTION: A gilded harp of fine craftsmanship.

ABILITIES: The harp speaks the Common Tongue and can be played normally as a musical instrument or once per day may be used to control the weather in the same manner as R-1 of the College of Air Magics at Rank 15.

LIMITATIONS: The user must possess the Troubadour Skill and be able to play the harp to control the weather in this manner.

NOTES: The harp was the possession of the "King" of the Celtic gods, Daghdha.

TALISMANS AND MINOR ARTIFACTS

There are a wide variety of such items usually enchanted with a single spell which will have some bizarre effect when triggered. All forms of jewelry not used as Amulets can be included in this classification, as can statues, most small containers, magical utensils, and tools of every variety. A few samples will have to suffice since the field is so large.

Magic Fetter

DESCRIPTION: A fine white rope said to be composed of a cat's meow, a woman's beard, mountain roots, bear's sinews, fish's breath, and the saliva of a bird.

ABILITIES: The magic fetter may be used to bind any unconscious, asleep, or subdued character or monster, and the victim will remain bound until the owner of the fetter (or someone else other than the victim) removes it.

NOTES: The Aesir used the fetter to bind the Fenris Wolf. The binding lasted until the magic release of Fenris at the foretold moment so that he could participate in the Battle of Ragnarok.

Idols of the Baboons of Thout

DESCRIPTION: A group carving depicting ferocious baboons.

ABILITIES: May be placed to guard a temple and will then be activated whenever the priests of the temple pray for their release to destroy evil invaders. Once activated, the baboons pursue their victims (even through other planes) until they catch them and rend them with their fangs, ending their existence on all planes thereby. The baboons then return to the temple and resume their stone form.

LIMITATIONS: The baboons may only be used to defend the temple and attack those who would desecrate it. They will not be activated for any other purpose.

NOTES: The Baboons as described guarded the Temple of Thout in ancient Egypt.

Idol of Shadow

DESCRIPTION: A small ceramic statue of a Monkey with a Jackal's head.

ABILITIES: Whenever an adept of any College enters the presence of this idol, there is a chance equal to 10% (plus 5 per Rank of the highest Ranked spell the Adept knows) that this idol will be activated and assume life-size shape. The extra-dimensional being thus activated will be a Spectre that will pursue and

haunt the Adept who activated it until it is able to destroy him. Generally, the Spectre will have maximum characteristics for his class and will be the same shape as the statue. He kills by eating the head of the victim while strangling him with his tail.

LIMITATIONS: The companions of the Adept will be pursued as well, and there is a 5% chance that anyone in the room (including the owner of the statue) will be mistaken for a companion of the Adept and be haunted as well.

NOTES: Statues of this type were placed in the tombs of dead considered unfit for the afterlife. They are associated with Anubis, the Egyptian God of the Underground.

Idol of the Bone Breaker

DESCRIPTION: A small ceramic statuette of a Demon with enormous arms and legs, the head of a jackal and body of a reptile.

ABILITIES: The statue may be activated by the owner's command. It will then hunt down a victim of the owner's choice before returning to its own plane of existence. During its period of activation, the demon will act as a Spectre with maximum characteristics for that type of entity but will have a human sized form similar to the statue's. It will kill its victim by breaking his bones and sucking out the marrow, saving the skull (and brains) for last.

LIMITATIONS: There is a 5% chance that after destroying the designated target, the Bone Breaker will then turn on its master instead of returning to its own plane. Once in its own plane, the statue will be useless and the Bone Breaker will never again be summonable by activating the statue.

NOTES: The Bone Breaker is a member of the judgement council of Anurian-Egyptian mythology.

Wind Bags

DESCRIPTION: Small hide bags etched with pictures of great destructive winds.

ABILITIES: The bag containing the wind may be opened on a hilltop (preferably a barren hilltop) and will then blow out of the neck of the bag, turning around in a clockwise direction blowing enemies out of its way, along with friends, trees, and anything else it happens to touch until it returns to the mouth of the bag.

LIMITATIONS: The longer the bag remains open, the stronger the winds will become until it will become impossible after several minutes to close the neck of the bag and a great storm will begin to rage over the surrounding area lasting D-1 days and destroying the power of the bag.

NOTES: Magic items of this type were common among American Indians.

Andvari's Ring

DESCRIPTION: A small white gold ring inscribed with Runes.

ABILITIES: The ring will produce four gold rings worth 1000 Gold Shillings each every twelfth night while in the possession of any owner.

LIMITATIONS: Whoever claims the ring or wears it (even to keep for another) will suffer a doom that he will die violently in battle. Treat as a major curse.

NOTES: The Norse god Loki forced the Dwarf Andvari to create the ring on which the Dwarf placed the curse secretly. Loki later died at Ragnarok.

Draupnir

DESCRIPTION: A yellow-gold ring inscribed with Runes.

ABILITIES: Draupnir will produce eight gold rings worth 200 Gold Shillings each every ninth night.

NOTES: Draupnir was created by the Dwarves for the use of the Aesir gods.

Silvanus' Drinking Cup

DESCRIPTION: A horn cup studded with brass.

ABILITIES: Any desired liquid will flow into the drinker's mouth unendingly so long as he holds the upended horn to his mouth.

NOTES: The cup was the property of the Celtic God Silvanus.

STAVES AND WANDS

Generally, staves and wands will be as described in the section dealing with the College of Rune Magics, though it is possible for a Shaper to make a Staff or Wand for an adept of another College. A non-Adept will never be able to employ any magical staff or wand for any magical purpose. No examples are given herein since such items are discussed in some detail in both the College of Rune Magics and the College of Shaping Magics.

GREATER ARTIFACTS

Usually, greater artifacts will be some form of transportation or warding device such as a chariot, ship, iron room, or the like. The uses and construction of such items will be highly variable, but transportation devices will usually be 25-50% faster than similar devices of the same type which are non-magical. Two representative examples of transportation devices are listed below.

Agni's Red Chariot

DESCRIPTION: A large chariot of gilded bronze pulled by two red Warhorses.

ABILITIES: The chariot travels 450 yards per minute on the ground and flies through the air at the rate of 500 yards per minute. At the driver's command, a circle of fire will appear around it which will do D+10 damage to anyone touching it while trying to approach the chariot. The chariot and horses may move while surrounded by this circle.

LIMITATIONS: The horses can only be telepathically controlled by the Hindu god Agni or by an Adept of a magical College who casts some type of control spell over them.

Skidbiadnir

DESCRIPTION: A small leather pouch which folds out into a 50-foot galley with sail that will hold up to 20 people.

ABILITIES: When folded, the vessel weighs only 10 pounds. When afloat, it will travel at 35 yards per minute toward any destination without the need for navigation. It can never be sunk except by magical means.

LIMITATIONS: The ship must be immersed in at least five feet of water to move.

NOTES: The ship was fashioned by the Dwarves for the god, Freyr.

Notes on Shaping the Magic Items

As an astute reader will notice, many of the items listed in this section cannot be easily created by the shaping system as presented. Some of the abilities imbued in those items cannot be represented with a precisely determined shaping index, and many of the other abilities have no hard and fast equivalent in a DragonQuest world. Players and GM's may wish to use these abilities in items of their own design, and the GM should not be intimidated by the limitations of the system.

The shaping system as stated can be used as a guide for the shaping and creation of these items or items like them. The easiest (for the GM) and most direct alternative would be to discern exactly what kind of ability or characteristic the player wishes to put into the item, weigh that ability versus spells or overall impact on an adventure or campaign, and extrapolate the shaping index from these parameters.

If, for example, a character wished to recreate Daghdha's Harp (see page 49) in his world, the GM will have to extrapolate the shaping index, because the abilities are not easily quantified. First, the Harp can speak Common (fluently, one could presume) and once per day can function as a ritual of Controlling Weather. So, if calculated normally, this item would have a shaping index of 675 (225 for language at Rank 8, 450 for the experience multiple of the ritual). But, since it speaks Common (and harps, as a rule, cannot talk at all, let alone enunciate Common), the GM could multiply that index by 5, yielding 1125. Since the magic ability of Air Magics is equal to a ritual (which cannot be imbued in an item), but may only be used once per day, doubling the experience multiple would be enough (900). Thus, a valid shaping index for Daghdha's Harp would be $(1125+900)=2025$. It would take one full year to shape and cost seven Endurance Points to be lost, which seems a fair price to pay for the Harp belonging to the King of the Celtic Gods.

In this manner, almost any item can be shaped within the GM's world. Whenever in doubt, he should carefully check the Magic Item Creation Chart for an index which yields time and cost figures that match his gut reaction to the value of an item in his world. The figures which come closest will determine the index of the item.