

Magical Items

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Staves

- v **Ho Lung Apprentice's Friend:** an inexpensive staff that contains 3 FP to be used for magic. The points regenerate at a rate of 1 per hour. There are different variants of this staff, each good for one specific school of magic only. (1000 ducats)
- v **Morgane & Cie Ami Magique:** a mass produced staff of slightly better quality than the Apprentice's Friend, this staff is similar but can store 4 FP. (1200 ducats)
- v **Alphatian Custom Staff:** disdained by patriots, this Alphatian import can store 5 FP and regenerates 1 per 30 minutes. (2000 ducats)

Staff Enhancements

These items can be attached to a staff to grant it additional abilities. A staff may only have one head, one grip, and up to three talismans.

- v **Morgane & Cie Everburning chalice:** This staff head is a chalice that contains a flame that can be turned off and on at will but does not require any fuel. It acts as a torch but can also help to avoid the fatigue

cost of the fire dart with a successful Fire Talent check. (500 ducats)

- v **Ho Lung Talisman of Protection:** one successful attack can be deflected after damage is rolled. The talisman is broken afterwards. (500 ducats)
- v **Magische Gesellschaft Windtrad:** This staff head grants you +2 on all Air Talent rolls. (500 ducats)

Wands

Wands usually send out a tight beam that must be aimed using the Wand skill (DX/E, default is DX-3). A wand is used up/broken after a critical failure of the wand skill.

- v **McMortal Manufactory Bone Dart Wand:** This wand shoots small bone darts at enemies. (Dam 2d-1 pi+, Acc 1, Range 75/450, RoF 1, Rcl 2). (200 ducats)
- v **Morgane & Cie. Ice Blow Wand:** popular amongst water and air elementalists, this wand shoots a small ray of icy air filled with tiny ice shrapnels, dealing both cold and piercing damage. (Dam 2d-1 pi- and 1d fatigue (hypothermia), Acc 2,

Wands and Staves

Name	Price	Availability (Merchant Roll)
Alphatian Custom Staff	2.000	+2
Ho Lung Apprentice's Friend	1.000	+5
Ho Lung Talisman of Protection	500	+3
M&C Ami Magique	1.200	+4
M&C Everburning Chalice	500	+5
M&C Iceblow Wand	400	+3
Magische Gesellschaft Windrad	500	+3
McMortal Man. Bone Dart Wand	200	+5

Range 75/450, RoF 1, Rcl 2). (400 ducats)

Rings

Magical rings are powerful items but have limited uses per day. They are very expensive and only powerful mages own one or more. The maximum number of rings a character can wear is two and similar effects usually do not add up.

- ▼ **Morgane & Cie. Anneau de Invisibilité:** This ring allows its wearer to turn invisible for a total of 20 minutes, regenerating 1 minute of use per hour not in use. (10000 ducats)
- ▼ **McMortal Manufactory Ring of Elemental Resistance Model A:** There are four variants of this ring against different types of damage: burning, hypothermia, toxic, and corrosion. Each variant grants DR 4 against that particular type of damage as a force field. (1000 ducats)
- ▼ **McMortal Manufactory Ring of Elemental Resistance Model B:** As Model A but with a higher level of resistance (DR 6). (3000 ducats)
- ▼ **Magische Gesellschaft Kletterring:** This ring grants a +5 bonus to the Climbing skill. (3000 ducats)
- ▼ **Magische Gesellschaft Schwimmring:** This ring grants a +5 bonus to the Swimming skill. (3000 ducats)

- ▼ **Magische Gesellschaft Springring:** This ring grants a +5 bonus to the Jumping skill. (3000 ducats)
- ▼ **Morgane & Cie. Anneau de Durance:** This ring grants +3 to Hiking and +2 to Running. (4000 ducats)

Magical Armour

Since dwarves are not well-received in Glantri, the elves of Belcadiz are the prime source of magical armour. This is reflected in the fact that most pieces available are light armour. Any plate armour has its Availability modifier altered by -3.

There are several materials available to create magical armour from:

- ▼ **Fine Steel:** This steel has been treated so that it will hold enchantments. (mundane price x1.5)
- ▼ **Mithril:** The armour is made of mithril, which is lighter than other metals. Thus, weight is halved. (mundane price x3).
- ▼ **Adamantium:** The armour is made of adamantium, an almost black metal. DR is increased by 1. (mundane price x2)
- ▼ **Abysal Steel:** This green alloy is very sturdy and resist magical effects. (+1 on all rolls to resist spell effects, mundane price x5)
- ▼ **Pearl Island Steel:** This alloy is very flexible, light, and durable. Its

Rings		
Name	Price	Availability (Merchant Roll)
Anneau de Invisibilité	10.000	-2
Durance (Hiking + Running)	4.000	+5
Elemental Resistance A	1.000	+3
Elemental Resistance B	3.000	+1
Kletterring (Climbing)	3.000	+2
Schwimmring (Swimming)	3.000	+1
Springring (Jumping)	3.000	+2

manufacture is a secret of the Thyatian Pearl Islands. The armour's weight is halved and DR is increased by 1. (mundane price x10)

There are several magical effects which may be added to a piece of armour. However, the total of number of enhancements must not exceed 3. Availability is the worst of all enhancements as well as -2 for each enhancement after the first.

- V **Damage Resistance 1:** The DR of the armour is increased by 1. (100 ducats)
- V **Damage Resistance 2:** The DR of the armour is increased by 2. (400 ducats)
- V **Damage Resistance 3:** The DR of the armour is increased by 3. (900 ducats)
- V **Damage Resistance 4:** The DR of the armour is increased by 4. (1600 ducats)
- V **Acid Resistance:** The armour has a dull gray colour and grants +4 DR against corrosion damage. (9000 ducats)

- V **Cold Resistance:** The armour is adorned with furs and pelts and grants +4 DR against hypothermia damage. (9000 ducats)
- V **Fire Resistance:** The armour has a bright silver hue and grants +4 DR against burning damage. (9000 ducats)
- V **Glamered:** The armour looks like a normal piece of clothing, unless a Per + Illusionism Talent roll -4 is made. (1000 ducats)
- V **Arrow Deflection:** The armour grants an additional +4 DR against missile weapons. (9000 ducats)
- V **Slick:** This armour is somewhat slippery and grants the advantage *Slippery 5*. (4000 ducats)
- V **Braveheart:** This armour grants Fearlessness 3 and +1 DR for hits against the vitals. (4000 ducats)

Weapons

As is the case for armour, these items come mostly from the lands of Belcadiz and thus any weapon not typically

Armour Materials And Enhancements

Name	Price	Availability (Merchant Roll)
Abyssal Steel	x5	-3
Acid Resistance	9.000	+0
Adamantium	x2	+1
Arrow Deflection	9.000	+1
Braveheart	4.000	+1
Cold Resistance	9.000	-1
Damage Resistance 1	1.000	+3
Damage Resistance 2	4.000	+2
Damage Resistance 3	9.000	+0
Damage Resistance 4	16.000	-2
Fine Steel	x1.5	+8
Fire Resistance	9.000	+2
Glamered	1.000	-2
Mithril	x3	+3
Pearl Island Steel	x10	-6
Slick	4.000	+2

associated with elves suffers from a -2 to availability. There are several materials available to create magical weapons from:

- ✓ **Fine Steel:** This steel has been treated so that it will hold enchantments. (mundane price x1.5)
- ✓ **Mithril:** The weapon is made of mithril, which is lighter than other metals. Thus, weight is halved. (mundane price x3).
- ✓ **Adamantium:** The weapon is made of adamantium, an almost black metal. Swinging crushing damage is increased by 1. (mundane price x2)
- ✓ **Abyssal Steel:** This green alloy is very sturdy and resist magical effects. While it does not offer any particular advantages for weapons, it is often considered a status symbol to own such a blade. (mundane price x5)

- ✓ **Pearl Island Steel:** This alloy is very flexible, light, and durable. Its manufacture is a secret of the Thyatian Pearl Islands. The weapon's weight is halved and damage is increased by 1. (mundane price x10)

There are several magical effects which may be added to a weapon. However, the total of number of enhancements must not exceed 3. Availability is the worst of all enhancements as well as -2 for each enhancement after the first.

- ✓ **Damage Enhancement 1:** The weapon deals 1 additional point of damage. (1000 ducats)
- ✓ **Damage Enhancement 2:** The weapon deals 2 additional points of damage. (4000 ducats)
- ✓ **Damage Enhancement 3:** The weapon deals 3 additional points of damage. (9000 ducats)

Weapon Materials And Enhancements		
Name	Price	Availability (Merchant Roll)
Abyssal Steel	x5	-3
Adamantium	x2	+1
Armour Piercing	16.000	-3
Attack Bonus 1	1.000	+3
Attack Bonus 2	4.000	+2
Bane	4.000	+0
Damage Enhancement 1	1.000	+3
Damage Enhancement 2	4.000	+2
Damage Enhancement 3	9.000	+0
Damage Enhancement 4	16.000	-2
Defender	4.000	+1
Fine Steel	x1.5	+8
Mithril	x3	+3
Pearl Island Steel	x10	-6
Returning	1.000	+4
Snakebite	16.000	-4
Vampirical	9.000	-1
Vorpal	9.000	-2
Wounding	9.000	-3

- V Damage Enhancement 4:** The weapon deals 4 additional points of damage. (16000 ducats)
- V Bane:** The weapon deals 1d6 corrosion damage as follow-up when used against a particular creature category (pick one from the Creature Catalogue). (4000 ducats)
- V Snakebite:** The weapon deals 1d6 toxic damage as follow-up. Unless a HT save is made or an anti-toxin is applied, there will be an additional 1d6 points of damage per minute. (16000 ducats)
- V Attack Bonus 1:** The skill of the wielder is increased by 1 for attacks. (1000 ducats)
- V Attack Bonus 2:** The skill of the wielder is increased by 2 for attacks. (4000 ducats)
- V Defender:** The weapon grants a +1 to parry rolls. (4000 ducats)
- V Returning:** This enhancement can only be applied to thrown weapons, which will return to the hand of the thrower after 1 second, i.e., they can be thrown every other round. (1000 ducats)
- V Vorpal:** When applied to a weapon dealing cutting damage, the damage multiplier for neck hits is increased to x4. (9000 ducats)
- V Wounding:** Wounds caused by this weapon are treated as if the target had *Hemophilia*. (9000 ducats)
- V Vampirical:** For every 3 points of damage the weapon deals (rounding down), the wielder heals 1 HP. (9000 ducats)
- V Armour Piercing:** DR is halved for the purposes of damage penetration. (16000 ducats)