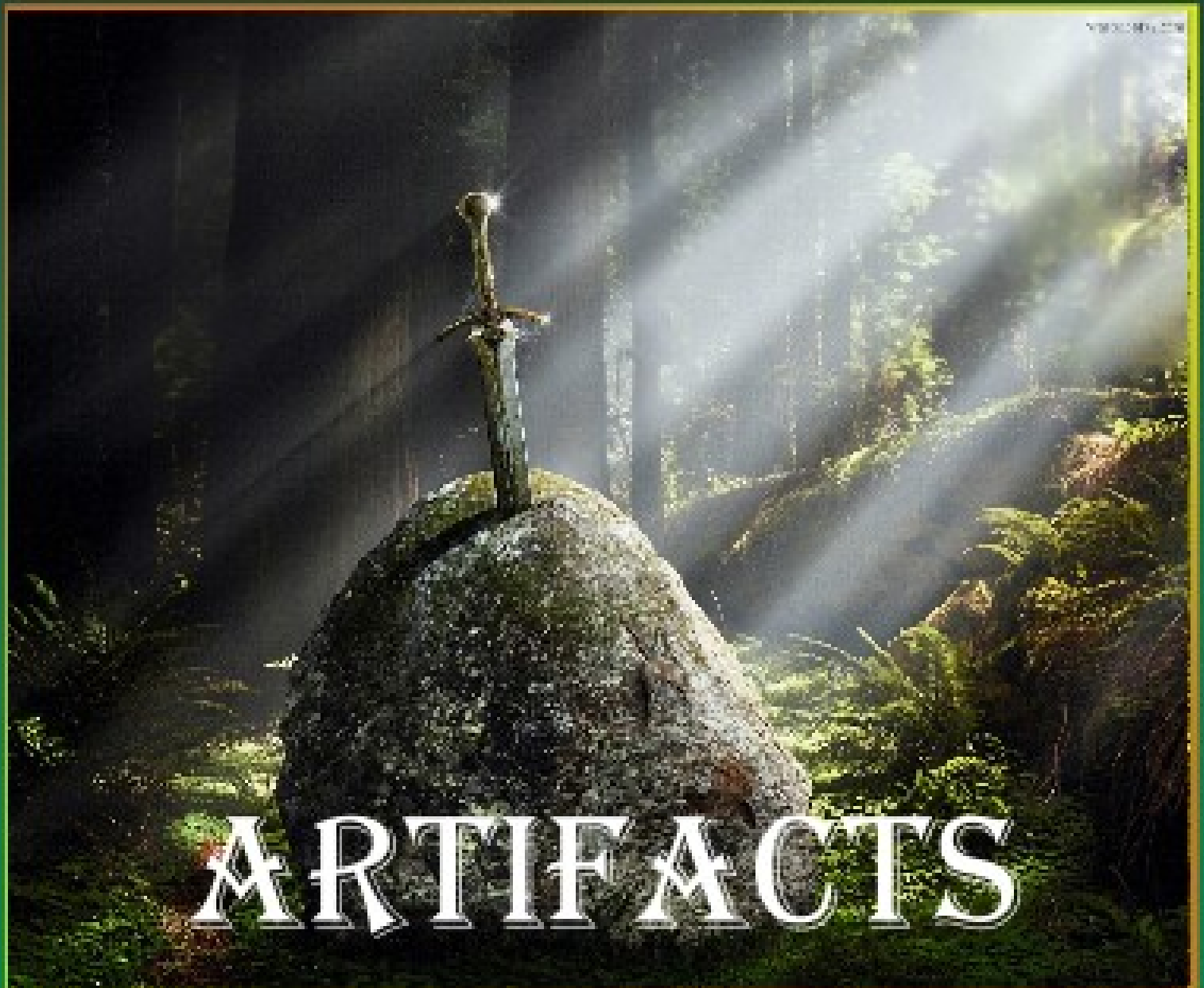


# Beyond Heroes

Companion Rules BH24



The Role Playing Game for all Genres

# The Beyond Heroes Roleplaying Game Book XXIV: The Book of Artifacts

Writing and Design: Marco Ferraro

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## FOREWORD

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2<sup>nd</sup> edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

One of the most important types of treasure a character can earn is a magical item. Not only does the item act as an immediate reward for good play, it increases the power and survivability of the character. Such items add to the wonder and romance of the game, allowing the character to perform feats far beyond those of ordinary mortals. Rare indeed is the player character who does not want the rewards of magical items.

Like other treasures, magical items may be found in the lairs of unintelligent and intelligent monsters. Random encounters with unintelligent monsters shouldn't yield magical items (except in rare cases where the beast has swallowed them). After all, why (let alone how) would a giant snake carry around a sword +1?

Unintelligent creatures may have a few items in or near their lairs, the former possessions of their victims. Even this will be rare, however. Such monsters don't recognize the worth of magical items and seldom make a special effort to collect them. The comments relating to treasure and unintelligent creatures can be applied here.

Intelligent creatures, on the other hand, tend to value magical items above other items of treasure. They recognize such items for what they are (unless the item is very well disguised or unique) and take them. Knowing such items can be used to their benefit, they will attempt to learn the function of the item. A creature that can use an item will use it. Useful magical items that are part of treasure will therefore be in the creature's hands, not hidden away.

## 1. BUYING MAGICAL ITEMS

As player characters earn more money and begin facing greater dangers, some of them will begin wondering where they can buy magical items. Using 20th-century, real-world economics, they will figure there must be stores that buy and sell such goods. Naturally they will want to find and patronize such stores. However, no magical stores exist.

Before the GM goes rushing off to create magical item shops, consider the player characters and their behavior. Just how often do player characters sell those potions and scrolls they find? Cast in a sword +1? Unload a horn of blasting or a ring of free action?

More often than not, player characters save such items. Certainly they don't give away one-use items. One can never have too many potions of healing or scrolls with extra spells. Sooner or later the character might run out. Already have a sword +1? Maybe a henchman or hireling could use such a weapon (and develop a greater respect for his master). Give up the only horn of blasting the party has? Not very likely at all. It is

reasonable to assume that if the player characters aren't giving up their goods, neither are any non-player characters. And if adventurers aren't selling their finds, then there isn't enough trade in magical items to sustain such a business.

Even if the characters do occasionally sell a magical item, setting up a magic shop is not a good idea. Where is the sense of adventure in going into a store and buying a sword +1? Haggling over the price of a wand? Player characters should feel like adventurers, not merchants or greengrocers. Consider this as well: If a wizard or priest can buy any item he needs, why should he waste time attempting to make the item himself?

Magical item research is an important role-playing element in the game, and opening a magic emporium kills it. There is a far different sense of pride on the player's part when using a wand his character has made, or found after perilous adventure, as opposed to one he just bought.

Finally, buying and trading magic presumes a large number of magical items in the society. This lessens the GM's control over the whole business. Logically-minded players will point out the inconsistency of a well-stocked magic shop in a campaign otherwise sparse in such rewards.

## 2. MAGIC-RARE OR COMMON?

One of the things the GM decides is just how common magic is in his campaign. Is the world rich in magical items such that every lowly fighter has access to at least a sword +1? Players enjoy having a

wide variety of interesting magical items, but there's the risk of creating an out-of-control Monty Haul situation. And a magic-rich world has consequences unforeseen by most GMs.

If magic is common, then normal people will begin to build inventions around it. There may be djinni-powered steam engines, crystal ball telecommunications networks, and other very un-medieval results. This can be entertaining, but it does drastically change the shape of the campaign world. The charm of discovering a magical item is lost if everyone has one, but too few magical items can also ruin a game.

This is especially true at higher levels where magic is so important to character survival. You don't want to kill half the party just so the survivors can be excited at discovering a sword +1. The GM wants each magical treasure, no matter how small, to feel special, but at the same time he must be able to balance the pain of its acquisition against the reward. This is not a thing the GM can learn through formulae or tables. It takes time and judgment.

## 3. RESEARCHING MAGICAL ITEMS

One of the abilities shared by the wizard and priest groups is their ability to construct magical items. This is a potent ability, but it is not one easily used. As GM you do not want your player characters constructing every magical item available. Each one should be an accomplishment and the springboard for a new adventure. The wizard's ability to research items is divided into different phases. Although a wizard can cast a

magic missile at 1st level, he cannot transcribe that spell onto a scroll until he reaches 9th level. The same is true of brewing potions.

Only when he reaches 11th level can a wizard attempt to create other magical items. Even then he may not be able to create many items if he lacks the ability to cast the necessary spells. The priest can begin creating scrolls at 7th level and can brew a few potions (mainly those involving healing) at 9th level. Clerics can fabricate only a few other magical items and cannot attempt these until they reach at least 11th level. As with the wizard, their ability even then may be limited by the spells they have access to at the time.

Creating a magical item is much like researching a new spell. The GM and the player must cooperate and work together to bring about the desired goal.

However, there are differences. In magical item research, the desired goal is usually well-known to both the player and the GM. The player says, "Rupert wants to create a potion of clairaudience."

The effect is known; what must be done to create it isn't. Therefore, once the player has stated his desire, the GM decides what materials, formulae, spells, and rites must be acquired and/or performed to create the item. Once the GM knows this, the player can proceed. He does not tell the player what he needs to do.

It is up to the player to discover the processes and steps required to create a magical item, however small. He may consult a sage, seek the guidance of a higher level spellcaster, or even use

spells to call upon greater powers. Even after learning what he must do, the spellcaster may have to do further research to learn the techniques required for each step.

All of this will cost the character time and money, so his dedication and resources must be substantial if he hopes to succeed. The process of gathering the needed information and materials is a grand excuse for one adventure after another. Making a magical item is more than just a mechanical process. It should also be an opportunity for excitement and role-playing.

## 4. THE NATURE OF MAGICAL FABRICATION

There are two basic attitudes toward the making of magical items: The practical method and the fantastic method.

The practical method says that magical item manufacture is somehow tied to common sense; the materials needed to make the item reflect the properties of the item being constructed, and the steps required are fairly well-defined. For example, a potion of climbing might require the hair of a climbing creature such as a giant spider or the legs of a giant insect. A wand of lightning bolts might have to be carved from the heart wood of an oak struck by lightning.

Petrification might require the scales of a basilisk, a snake from a medusa, or a feather from a live cockatrice. Fear might require a drop of dragon sweat or the grave earth of a ghost. In each case, the relationship between the items

needed and the object desired is relatively clear. Furthermore, the component items themselves are physical and understandable.

They may be rare, but they can't be gathered without special preparations (other than those required for normal adventuring). In essence, the GM creates a "grocery list" that the player character must fill. The character goes out adventuring, seeking out the creatures or things that will provide him with the materials he needs. This method has advantages, not the least being that it simplifies the GM's task. When confronted by a player who wants to create some bizarre magical item, the GM need only list materials that seem appropriate to the magical effect.

At the same time, however, the practical method can be abused by clever players. They may figure out that every monster encountered has a potential usefulness to wizards and so begin collecting tissue samples, blood, hair, organs, and more. They become walking butcher shops—not at all what is desired! Furthermore, players expect to find shops specializing in magical materials, both to sell and buy their needed goods. This defeats the need to adventure for one's materials and ruins part of the role-playing involved in magical item creation.

The fantastical approach takes a drastically different view of magical item construction. Here, when the player says, "I want to create a rope of climbing," the GM provides a list of impossible ingredients. It then becomes the player's obligation to discover the means to collect each ingredient. Thus, to make the rope of climbing, the GM could require a skein of unspun yarn, the

voice of a spider, and the courage of a daring thief. The player would then have to discover the meaning of each ingredient or the means to produce it.

This, in turn, could require more research and spells to accomplish the goal. For the rope of climbing, the player might solve it by finding a magical sheep whose wool is so thick it needs no spinning. This he could form into a rope, casting spells to give a spider voice so it can say a few words over the cord. Finally, he could trick a renowned thief into using the unfinished rope on a dangerous mission. After all this, the wizard would cast the spells necessary to bind the various elements and, viola—a rope of climbing would be the result.

Folktales, myths, and legends are filled with instances of impossible tasks and impossible ingredients. To bind the Fenris Wolf of Norse mythology, the dwarves forged an unbreakable chain from such things as the roots of a mountain, the noise of a cat, and the breath of a fish. Folktales tell of heroes and heroines faced with impossible tasks—to plow the ocean or make a shirt without seams. Hercules was faced with Twelve Labors, deemed impossible by others. Cullhwch (of Celtic legend) had to produce sweet honey without bees. If the player characters aspire to such ranks of heroism and wonder, surely they can accomplish deeds such as these.

The fantastical method gives the campaign a high fantasy element, for such impossible tasks are part of the wonder and enchantment of such a world. Furthermore, it ensures that each ingredient or step will be an adventure. Wizards won't casually assemble their ingredients at the local magic supply

warehouse. It also provides the GM with a means to control the time required (since assembling components can be quite a task) and a method for draining excess cash from the character's accounts.

At the same time, players can perceive this method as too difficult and too restrictive. They may become discouraged by the GM's demands. To alleviate this, at least partially, the GM should balance the requirements against the potency of the item being created. Combining the practical with the fantastical is a workable alternative to either method. Not every magical item can be created by gathering the organs of creatures or the essences of rare plants, nor does each require the spellcaster to overcome the impossible.

Simple and common magical items (potions of healing, scrolls with various spells, wands of detection) could require only that the proper things be brought together and ensorcelled. Powerful, exotic, and highly useful items (such as a sword +1) might test the spellcaster's abilities and resourcefulness, requiring that he solve puzzles and riddles far beyond the normal ken. The combination of the two philosophies can even be used to explain the fact that some magical items are so common and others so rare—potions are everywhere, but maces of disruption are hard to come by. Potions require simple ingredients; maces require the moving of mountains.

## 5. SCROLLS AND POTIONS

Just because a spellcaster knows a spell, he isn't automatically endowed with the knowledge to create a scroll or potion of similar function. The processes and formulae used in each are different. A spell on a page in a wizard's spellbook is different from a spell contained on a scroll. The first requires memorization and may need components or gestures to activate. The latter needs only an utterance to be effective.

A potion, ingested to be effective, is clearly a different form of the same thing. Because of these differences, a wizard must learn more of his art before attempting to make scrolls and potions. He is assumed to have attained the appropriate degree of training by the time he reaches 9th level. Even then the knowledge of how to create such items does not just leap into his brain. Rather, at ninth level he has the potential to create such items. He knows enough basics of the art and has learned where to look for the information he needs to make the attempt. The exact process for each spell is still a mystery to him.

### Scrolls

The first step in creating a spell scroll (not a protection scroll) is for the wizard or priest to know and be able to cast the appropriate spell—the desired spell must exist in his spell books. If he has never seen the desired spell or has failed to learn it, he certainly cannot create a scroll for that spell. When creating a protection scroll, the wizard is limited to those protective spells that fall within the purview of his art, for example,

protection from elementals, magic, and petrification.

If a wizard knows the spell, he can begin fabrication. His first step is to assemble the appropriate materials: quill, ink, and paper. These materials can't be commonplace items lest they mar the final product or be consumed by the very magical energies the wizard seeks to enscribe. The quill used for each spell must be fresh and unused. Lingering energies of the spell just transcribed cling to the quill. If the quill were used again, these energies would flow and intermingle with later attempts, causing them to fail.

Furthermore, the pen can't be just an ordinary goose quill. It must be from a strange and magical creature, perhaps one appropriate to the nature of the spell (the feather of a cockatrice for a flesh to stone, etc.). The task of gathering the right quill can be an adventure in itself. Quills hand-picked by the wizard himself increase the chance of success by 5%. The paper or other material upon which the scroll is inscribed must also be of fine quality. Paper is best for this purpose, followed by parchment, and then papyrus. Each affects the chance of success as follows:

Paper	+5%
Parchment	0%
Papyrus	-5%

The ink is the final consideration. In this area, the GM has the greatest leeway to demand the most exotic ingredients and processes. The ingredients could be simple—the ink of a giant squid mixed with the venom of a wyvern's sting, or the musk of a giant skunk brewed with the blood of a gorgon. They could also

be complex in meaning—the tears of a crocodile and a drop of water from the bottom of the deepest ocean, or a drop of mead from the cup of King Thyas blended with the lamentations of the women from the funeral of a great hero. In general, the ink's ingredients should relate to the overall purpose of the scroll. As with the quill, the ink required for each spell should be different and even each inscription of the same spell requires the batch to be brewed anew.

After the character has gathered and brewed all the materials, he can begin the actual process of writing. Wizards must have their spell books at hand to guide their work, while priests and others must work on a specially prepared altar. The actual process of writing the scroll requires one full day for each level of the spell inscribed. Protection scrolls require six days of work. During this time, the spellcaster must be undisturbed, breaking only for food and sleep (and then for a minimum of each).

If the spellcaster halts before the transcription is completed, the entire effort fails and all work done to that point is for naught. After the work is completed, the GM secretly checks for success. The base chance is 80%. This can be increased or decreased by the materials used. For every level of the spell, 1% is subtracted from the success chance, but every level of the spellcaster adds 1%. Thus, a 15th-level mage (+15) making a scroll of a 7th-level spell (-7), using papyrus (-5) and writing with a cockatrice quill plucked with his own hand (+5) would have an  $(80 + 15 - 7 - 5 + 5 =)$  88% chance of success.

If the number rolled on percentile dice is equal to or less than the required



number, the attempt succeeds. If the roll is higher, the attempt fails, though the player has no way of knowing this. If the attempt fails, the scroll is cursed in some way. The GM secretly decides an appropriate effect based on the spell that was attempted. A failed attempt to create a fireball scroll may result in a cursed scroll that explodes in a fiery ball of flame upon reading. The player character cannot detect the cursed effect until it is too late.

Note: A remove curse spell will cause this faulty scroll to turn to dust.

A single scroll can contain 1 to 6 spells, the number determined randomly by the GM. The player can never be certain of the amount of space required even for the same spell on two different scrolls. A failed attempt to transcribe a scroll automatically fills the remainder of the page, although other spells successfully written before the failure remain. In this case, the cursed effect of the failed spell will not come into effect until that spell is read. When using a scroll he himself has prepared, a wizard does not need to resort to a read magic spell to understand the writing.

### Potions

Potions are primarily the province of wizards, although priests can prepare those potions relating to healing and cures. (Priests of other mythos may or may not be able to prepare such potions, depending on the spell spheres available to them.) Healing and curing potions are beyond the ken of wizards. As with other magical items, the character must identify and gather the materials needed to brew a potion before he can begin work. The formula can be as straightforward or bizarre as the GM desires.

It may require the blood of a rare creature, powdered gems, the sweat of a mare, or the breath of a dying hero. In addition, a potion requires a number of mundane ingredients. The basic cost of these ingredients ranges from 200 to 1,000 gp. The GM should decide this based on how common the potion is, its power, and the nature of the ingredients he has specified. A potion of dragon control is a rare item of great power and so should cost the full 1,000 gp. A potion of healing is a fairly necessary item, something the GM may want to be readily available to the characters. Therefore, it should be cheap, costing no more than 200 gp.

Wizards must do more than acquire ingredients: They also need a complete alchemical laboratory. Potions are not something you can brew up over the kitchen stove! This laboratory must be furnished with furnaces, alembics, retorts, beakers, distilling coils, and smoldering braziers—in short, all the trappings of a mad scientist's laboratory (circa 1400 AD). The basic cost for such a laboratory is at least 2,000 gp if all the skilled craftsmen are readily available to construct the equipment to the wizard's specifications. And this cost covers only the furnishings; the wizard must also have an appropriate place to put all these things and to conduct his work.

Given the strange noises and foul smells that issue at all hours from such a laboratory, many a landlord may be less than willing to have his rooms used for such purposes. Once the laboratory is established, the wizard must pay 10% of its value every month to maintain the equipment, replacing things broken in experiments and minor ingredients that lose potency with age.

Priests do not make use of a laboratory—such equipment smacks of impious and heretical learning. Instead, the priest places his faith in greater powers to perform the actual transformations needed to blend the potion. As such, he uses an altar specially consecrated to the purpose. When constructing such an altar, the character must be ready to make some sacrifice of worth, either a monetary sacrifice or, even more significantly, a special service to his deity. Thereafter, the priest need only respect the altar as would be normal for his faith.

#### **Creating the Potion:**

With all this equipment assembled, the wizard or priest is ready to begin. The cost already determined, the time to brew, infuse, distill, decant, and extract the potion is measured in days equal to the cost divided by 100. During this time, the character must remain uninterrupted except for the normal needs of sleep and food. If the work is disturbed, the potion is hopelessly ruined as are all ingredients used in it. After the work is done, the GM secretly rolls percentile dice to determine if the potion has taken. The base chance of success 70%.

For every 100 gp worth of ingredients, 1% is subtracted. For every two levels of the spellcaster (or fraction thereof), 1% is added to the base. If the percentile roll is equal to or less than the chance of success, the potion succeeds. If the potion fails, the spellcaster has unwittingly brewed either a deadly poison or a potion of delusion, at the GM's discretion. Of course, the player won't know whether a potion is good until it's too late. In any case, the wizard or priest is wise to label his creation, for

there is no sure way to distinguish between different potions by sight alone.

## **6. CREATING OTHER MAGICAL ITEMS**

Potions and scrolls are not the only magical items spellcasters can create. Other types of magical item can be made—weapons, wands, staves, rods, rings, bracers, braziers, cloaks, and more. Players should be invited to submit their own ideas for new or unique items. The possibilities for new items are limited only by the constraints of game balance. Perhaps the character wants an arrow that explodes in a flash of brilliant light or a wand that causes those touched to suffer amnesia.

Using the same give-and-take process described for new player spells, the GM should have the player write up a description of the desired item. The GM studies this, alters it as needed, and discusses the changes with the player.

When both are in agreement, the character can begin the actual process of research and construction. When a player announces the desire to construct a given item, it is not the GM's task to tell him whether this is within his capabilities or not. It is the GM's responsibility to decide the materials and steps needed to construct the item. The player can then have his character consult a sage, fellow spellcaster, or higher power to learn what he needs. In the process he may discover he lacks the appropriate powers to create the item. This is one of the risks inherent in magical research.

### **1. Finding the Right Materials:**

First the character needs appropriate materials. When constructing a magical item, no ordinary sword, stock, cloak, necklace, or whatever will do. The item must be extraordinary in some way. Weapons must be of high-quality craftsmanship. Woods must be rare, specially grown, or cut in a particular way at a particular time. Cloth must be woven to exacting specifications. The material itself may be of an impossible nature (a shirt without seams or a hammer forged in a volcano's heart and quenched in the deepest ocean).

Often, the only way to ensure the appropriate vessel for the enchantment is for the spellcaster to fashion or gather the item himself. However it is obtained, the vessel should cost far more than a normal item of the same type. The price can range from 1,000 to 10,00 (or more!) gold pieces depending on the material.

### **2. Preparing the Materials:**

Once the vessel for the magic is obtained, the character will have to prepare it. A sword may need to be dipped in rare acids to burn away impurities. Bone may need to be picked clean by giant ants. Wood could require soaking in rare oils and herbs. Though the item is, as yet, far from gaining any sorcerous power, this stage is vital—failure here means the spell will fail to take. Normally this stage takes from two weeks to a month just to prepare the vessel. Additional ingredients at this stage will cost at least 500 gold pieces, if not more.

### **3. Enchanting the Item:**

The spellcaster is now ready to begin the actual enchantment. Wizards must first successfully cast an enchant on item (or

have another do it for them) on the vessel according to the conditions described for that spell. Once he is finished, the wizard can cast other spells into the vessel, provide the last ingredients, or perform the final steps in the enchantment process (as defined by the GM). The character might have to take the enchanted item to the peak of the highest mountain to expose it to the rays of the dawning sun before it will be ready. He could have to immerse it in the distilled sorrows of nightingales.

If spells are necessary, these, instead of expending their energies, are absorbed and transformed by the enchanted vessel. The spell that must be cast into the enchanted vessel is the one that matches the power desired. If there is no direct spell equivalent, a more powerful spell with essentially the same function can be cast instead. If there is no spell equivalent at all, the wizard must research the appropriate spell before he begins the process of making the magical item, or he must provide exotic ingredients capable of conferring the power on the item, whichever the GM decides. Thus, at this step, the wizard could cast lightning bolt on a wand to make it a wand of lightning, but he would have to research a new spell of create gauntlets of Dexterity (since no spell exists to improve Dexterity) or bathe the gauntlets in the bottled essence of hummingbird dreams (as an example).

Finally, if the item is to hold its magic for more than a single use, a permanency spell must be cast. This locks the trapped magic into the vessel, empowering it at the command chosen by the wizard. If the permanency is not used, the vessel only holds charges equal to the number of spells cast upon it. If all these steps

have been performed correctly and without interruptions, the item will be created...maybe. The process is long and involved and there are many opportunities for unintended error. Thus, when all is said and done, a success roll must be made. The basic chance of success is 60%. Each level of the wizard adds 1% to the chance, while each spell, special process, or unique ingredient used lowers the chance by 1%. The GM can further adjust the percentage for any extra-special precautions or notorious shortcuts the character might take.

If the check is passed (by rolling equal to or lower than the success chance) the desired item has been created. If the check fails, the item is cursed, although this may not be known until a much later time. The function of the item becomes perverted, the opposite of the character's intention. A cursed sword, for example, could lower the character's chances of hitting, while cursed gauntlets could render the wearer clumsy. A character can't seek to make a cursed item with the hope and intention that the process will fail (thereby gaining a useful magical item). The nature of magical failure is such that the desired result, spoken or unspoken, never occurs.

Clerics and other priests can also make magical items appropriate to their calling. The process begins with the selection of an appropriate vessel of the finest or most perfect materials. Once the vessel is at hand, the priest must spend two weeks in meditation and purification ceremonies and then another week in fasting and purification. Then he must likewise purify the item and seek to invoke it with a small portion of his deity's grandeur. Fortunately, this step

takes but a single day and night. Once this is done, the item is ready for the final plea. As it rests upon an altar, the priest must pray for the blessed sign that the deity will endow the vessel with the desired powers. Each day there is a 1% cumulative chance that the prayers will be heard.

Once this step is completed, the item need only be sanctified and consecrated, unless it is to possess charges in which case the priest has 24 hours to cast the appropriate spells into the item. Should the task to be incomplete at the end of this time, the priest will once again have to seek his deity's favor before continuing the process (in other words, start over at the beginning). The priest is assumed to be perfectly faithful and true to his calling. Should this not be the case, in the GM's estimation, the process may fail or yield some result unanticipated by the priest. The enchantment may fail or the character's deity may curse the item in retribution for the priest's impudence in seeking favor so ill-deserved. The GM must judge the standing of the priest based on his previous actions and his current motives.

## 7. RECHARGING

### MAGICAL ITEMS

Every wizard with any ambition wants to make magical items. Desire and talent don't always translate into time and resources, though, so truly wise mages often make charged magical items. These have the great advantage of needing to be made only once. Thereafter, charges to the item can be restored with much less effort and time.

Not all magical items can be or need to be recharged. One-shot items—mostly potions and scrolls—are consumed or blanked in use and clearly cannot be recharged. Permanent magical items—swords, armor, cloaks, most rings, and miscellaneous magical items—never expend charges and thus do not need to be recharged.

The only magical items that can be recharged are those with charges—wands, rods, staves, and some rings. Even then, the presence of charges is not a guarantee; particularly powerful devices cannot always be recharged.

Some items can be recharged only by wizards, others by priests, and a few require the services of both. Most absorb the energy of a specific spell but, yet again, a few absorb virtually any type of magic. A few particularly heinous items draw their charges from the life force of a being (such as the staff of the elements). Not only do wizards of good inclination view these as morally bad, but such items are not normally considered rechargeable, so the rules for recharging these items do not apply.

Some items that carry several charges are rechargeable. Recharging isn't easy, but it is easier than creating an entirely new magical item. High-level wizards or priests may find it useful to boost up an old item. To recharge an item, it must first be enchanted either through the use of an enchant an item spell or prayer, as noted above.

Once prepared, new charges can be cast into the item. One benefit of recharging an item is that each charge requires only the spells' normal casting time (not the

2D4 hours per spell level normally required by the enchant an item spell).

However, recharging is not without risk to the item. Each time the item is enchanted to recharge, it must roll a saving throw vs. spell (using the saving throw of the caster) with a -1 penalty. If this saving throw is failed, the character has accidentally interfered with the magic of the item and it crumbles into useless dust.

## 8. DESTROYING MAGICAL ITEMS

Occasionally characters may find it desirable, useful, or vitally necessary to bring about the destruction of a magical item. Magical items are more resistant than ordinary ones, but they are hardly indestructible. Characters who have possession of a device and are determined to destroy it can do so at will.

They need only snap the blade of a magical sword or burn a lock or whatever. It is possible to target specific magical items held by others, but it is very difficult. (In fact, it is no easier or harder than attacking a non-magical item.)

Attempting to destroy an enemy's magical item may require attack rolls, saving throws, and item saving throws. The breaking of a magical item should result in something more dramatic than the breaking of a vase or a windowpane. As GM you are perfectly justified in describing a dramatic explosion of force, a small whirlwind, a foul stench, or whatever seems most appropriate to the moment.

For some items, particularly some staves, there are specific rules that define the effects of the item's destruction. Such cases are rare and the effects are devastating, so they are recommended only for those in the area. You might, for example, dictate that characters within 1 foot, 5 feet, or even 10 feet suffer D8 points of damage.

This is just an example—the actual damage can vary, at your discretion. Remember, however, that such damage should only be used for effect; it should never kill or seriously injure a character. After all, killing the character in the explosion of his own magical sword is piling injury upon insult; the loss of a prized magical treasure is bad enough.

## 9. ARTIFACTS AND RELICS

Vastly more potent than the most powerful magical items are extremely rare items of ancient power and majesty—artifacts, constructs of the utmost wizardly might, and relics, the remains of awesome powers and the greatest of holy men. These are items of great import and effect, so their use must be strictly controlled. The following absolute conditions are always in effect when dealing with artifacts and relics.

The appearance of an artifact or relic must always be the basis of an adventure. These items should never be casually introduced into play. Characteristics of Artifacts and Relics: Each artifact and relic is unique. There can only be one of that item in existence in a given campaign. It appears in a campaign only when it has been placed there by the GM. These devices never

form part of a randomly placed treasure and so are not on any treasure table. The GM must choose to include each particular artifact in his game.

Artifacts and relics always possess dangerous and possibly deadly side effects. These effects are all but irreversible, unaffected by wishes and most greater powers. Artifacts can only be destroyed by extraordinary means. So, given all these warnings and admonitions, just what is it that makes artifacts and relics so potentially dangerous to use in a role-playing game? At the top of the list is the fact that, in game terms, artifacts and relics are nothing more than excuses for the GM to break any and every rule he cares to.

Upon learning the proper command, an artifact or relic might allow a character to raise all his ability scores immediately to their maximum or turn an enemy's bones to jelly. The artifact might allow the character to summon meteor swarms, utter a power word, resurrect, or stop time once per day at will. He might be able to summon powerful monsters and easily bend them to his will. He could discover the power to dominate the minds of others, enslaving them to his desires. And this might only be a small part of what the artifact would allow him to do. In short, there is no limit to what you, as the GM, decide an artifact can accomplish.

### Origins of Artifacts and Relics:

All of these items have been handed down from ancient times and have histories shrouded in myth and legend. An artifact has the same background and aura about it as, for example, King Arthur's Excalibur, the skin of the Nemean lion worn by Hercules,

Pandora's box, the Golden Fleece, the sword, jewels, and mirror of ancient Japan, or the hammer of Thor. These unique objects were once held and used by gods and mortals far greater and more powerful than normal men.

Often these items existed for an express purpose—to be used by a particular hero, to fight a particular foe. So closely associated is an artifact with a person, time, or place that its powers can seldom be fully used except by specific individuals who meet certain standards. A weakling could not hurl Thor's hammer, nor could just anyone command Baba Yaga's hut. An artifact may show its full powers only to deal with particular, very specific, threats or dangers. Artifacts have purposes, sometimes fulfilled long in the past and sometimes never-ending.

### Introducing Artifacts and Relics into a Campaign:

Because the impact of an artifact is so great, you should use them only in the most earth-shaking adventures you can devise. You must always have a reason for bringing an artifact into your game. It should never appear just because you want to give the characters something bigger and better. If discovered at the beginning of an adventure, it should be the prelude to some great threat to the kingdom, empire, continent, or world where the item will make a difference.

Rather than simply giving the item to the characters, you can introduce the danger first and then set the player characters searching for the artifact that will defeat or stem the tide of evil that threatens to oversweep the land. Alternatively, the player characters could be faced with the worst of all situations—one in which the

artifact is in the hands of the enemy and the players must get it away from them. Each of these creates an adventure or, more likely, a series of adventures centered around the device.

Once the adventure is over, it is best for you to find some way to get the artifact out of the players' hands. In essence, the artifact was a MacGuffin—the thing that made the plot go—not something you want to remain in your campaign now that the need for the item is gone. This is very much in keeping with the nature of artifacts and relics, since they have a maddening habit of disappearing once their task is done. To leave the artifact in the campaign is to invite abuse by the player characters, perhaps for noble ends, but abuse all the same.

There are, even in a fantasy game, "some things man was not meant to know." Because of their grand impact and titanic significance in the scheme of things, artifacts should be used sparingly. There are only so many times the characters can save the world before it becomes old hat. Don't be too eager to introduce these items into play and don't bring them in too often.

Artifacts and relics represent the epitome of magical items. They are going to lose a lot of effect if every king in every kingdom has one in his treasure chambers. If characters only find one artifact in their entire careers, it will be enough. Well-played for all its drama, it will lead to an adventure the players will remember for a long time to come.

### Designing an Artifact or Relic

When you do decide to introduce an artifact or relic, you design it specially for your campaign. Some examples are

given at the end of this section, but artifacts should always be made to fit your campaign, not the other way around. In this way, the players will never know what to expect—not its shape, its history, its powers, or its purpose. All these things will make the discovery and use of the item more exciting. In addition, you will have the knowledge that you have created something major, perhaps the most significant thing, for your campaign. That is no small accomplishment.

### **Appearance:**

The first step in creating an artifact is to decide its form. It could be anything: a weapon, a hut with chicken legs, a book, a mask, a crown, a tooth, a throne, a mechanical nightingale, a crystal orb, a plain ring, a wand, or whatever.

### **History:**

After you know what it looks like, create a history for it. This history will guide you in deciding what powers the artifact has and what it is used for. In this history, decide who created the item and what their reasons for creating it were. Then, outline what has befallen the item over the centuries—where has it surfaced and what has happened at those times? Finally, embellish this history with clues to its powers and the erroneous legends that have come to surround the item.

### **Alignment:**

Choose an appropriate alignment for the artifact (all artifacts are heavily identified with an alignment).

### **Minor Powers:**

After you have a history of the item, begin to assign it powers. Artifacts normally have a number of relatively

minor powers and one or two major abilities. Some minor abilities are:

Cast a given 1st-level spell at will  
Cast a 5th-level or lesser spell once per day or week  
Cast a spell of 3rd level or less once or twice per day  
Cure serious wounds, disease, blindness, or deafness one or more times per day  
Detect good/evil, invisibility, charm, or magic at will  
Double the character's movement rate  
Freedom from hunger and fatigue  
Fly  
Grant the possessor immunity to one type of harm: poison, fear, disease, gas, normal missiles, acid, normal fire or cold, etc.  
Grant water breathing when held  
Improve the wielder's Armor Class by one or more points  
Increase an ability score by one point  
Paralyze at a touch  
Regenerate 2 hp per turn  
Speak with dead once per day  
Speak with plants or animals at will  
Turn undead as a cleric of the PC's level  
Understand any spoken language  
Understand any written language

### **Major Powers:**

After choosing minor powers, you can select the major powers. There should normally be no more than one or two of these. The major power must be in keeping with the history of the item. If you describe a sword wielded by a bloodthirsty and depraved tyrant, it makes little sense for the major power to be to resurrect others once per day. Rather one would expect something terrible—deliquescing an enemy or summoning some extra-planar beast to kill upon command. Some suggested major powers are:



Automatically warn of impending danger  
Bestow magic resistance of 50% to 70% when held  
Cast a 9th-level spell or less once per day or week  
Death ray with no saving throw once per day  
Permanently raise all ability scores to their maximum  
Polymorph self at will  
Restore youth upon touch once per month  
Summon a djinni once per day  
Summon and control elementals once per day  
Teleport at will with no error  
Total immunity to all types of fire or cold  
Total immunity to all types of mental attacks (charms, etc.)

**Dangers:**

After designing the beneficial or useful powers of the artifact, create the dangers inherent in its use. All artifacts have grave risks—such is the nature of their power. The item was originally used by someone of great will and power, and even they placed themselves in danger to use the power the artifact possessed. For the player characters, such danger is nearly inescapable. These dangers are usually drastic physical side effects that affect the character. Again you want the drawbacks of the artifact to mesh with the history you have created. Some suggested drawbacks include:

Alignment gradually becomes that of the item  
All plants within 10 feet of character wither and die  
All who see the artifact covet it  
Artifact always causes user to attack specific creature types

Artifact drains one level of experience from user whenever a major power is used  
Character is controlled by artifact if saving throw is failed  
Holy water burns the character  
User ages 3d10 years with each use until he is reduced to a zombie  
User causes fear in all who see him  
User contracts an incurable disease that reduces ability scores by 1 point each month  
User has a 5% cumulative chance per use of being stricken by incurable lycanthropy  
User's touch causes petrification

**(Optional) Corrupting Effect:**

As if this weren't enough, all artifacts have a corrupting effect. Characters become suspicious of others and possessive of the item. They begin to see threats where none were intended. Ultimately they will turn upon their friends and companions, seeing them as scheming enemies out to destroy them and steal the artifact. As with the drawbacks, this effect is caused by the fact that the player character is not the one the artifact was first intended for. His personality is different, and no matter how great he is, he lacks the force of will of the great hero, arch-wizard, high priest, or demigod, who originally wielded the item.

**Weakness:**

Finally, prepare some method by which the artifact can be destroyed. Destroying an artifact is never easy—in fact, it's nearly impossible. Artifacts and relics are impervious to all normal harm and magical attacks. They cannot be crushed, dissolved in acid, melted or broken normally.

At best, the physical form can be disrupted for a period of time, but within a century or less it will re-form in some new location. To truly destroy an artifact, the characters must fulfill some exacting set of conditions as unique as the artifact itself. Possible ways to destroy an artifact include:

Carry it to the Outer Planes and presume upon the deity that made it to strip it of its power.

Cast it into the searing flames of the Sun.

Crush it under the heel of an honest man (harder than it seems).

Dissolve it in the Universal Solvent (which eats through anything).

Expose it to the blinding light of the Lamp of Pure Reason.

Feed it to the Earth Serpent who coils at the base of the World Tree.

Melt it down in the heart of the volcano where it was forged.

Place it at the very bottom of the Well of Decay.

Utter aloud its 5,000,001 secret names.

Weld it into the Gates of Hel.

Once all this is done, you will have an artifact or relic ready for use in your campaign.

## 10. MAGIC ITEM

### QUICK ROLL TABLES

These are quick roll tables for creating your own common artifacts. True artifacts can be created here.

#### Table 1: Magic Item Type

Roll first on this table to determine what the object is. Then roll on table 2.

#### **01-07 Armour**

- 01-07 Cape
- 08-14 Rags
- 15-22 Cloak
- 23-30 Robe
- 31-35 Armour, Leather
- 36-40 Armour, Padded
- 41-45 Armour, Ring
- 46-50 Armour, Studded Leather
- 51-55 Armour, Scale
- 56-60 Armour, Hide
- 61-65 Armour, Brigadine
- 66-70 Armour, Chain
- 71-75 Armour, Bronze Plate
- 76-80 Armour, Splint
- 81-85 Armour, Banded
- 86-90 Armour, Plate
- 91-95 Armour, Field Plate
- 96-00 Armour, Full Plate

#### **08-14 Head Gear**

- 01-07 Helmet, Myrrmillo
- 08-14 Helmet, Pikeman
- 15-21 Helmet, Morion
- 22-27 Helmet, Burgonet
- 28-35 Helmet, Sallet
- 36-42 Helmet, Barbut
- 43-49 Helmet, Close
- 50-56 Helmet, Armet
- 57-63 Helmet, Galea
- 64-70 Helmet, Great
- 71-77 Hat
- 78-84 Mask
- 85-92 Crown
- 93-00 Cap

#### **15-21 Attire**

- 01-07 Gloves
- 08-14 Gauntlet, Chain
- 15-21 Gauntlet, Plate
- 22-27 Gauntlet, Leather
- 28-35 Gloves, Leather
- 36-42 Gloves, Silk
- 43-49 Sash
- 50-56 Boots, Leather
- 57-63 Boots, Soft
- 64-70 Bracers
- 71-77 Belt

	78-84	Gauntlets		25-36	Spiked Chain
	85-92	Girdle		37-48	Goupillon Flail
	93-00	Shoes		49-60	Mace and Chain
<b>22-28</b>		<b>Shield</b>		61-74	Manriki Gusari
	01-12	Buckler		75-87	Sa Tjat Koen
	13-24	Large Bronze		88-00	Nunchaku
	25-36	Large Steel	<b>50-56</b>		<b>Spear</b>
	37-48	Large Wooden		01-14	Pilum
	49-60	Small Bronze		15-28	Glaive
	61-74	Small Steel		29-42	Trident
	75-87	Small Wooden		43-56	Pike
	88-00	Tower		57-70	Spear
<b>29-35</b>		<b>Blade</b>		71-85	Harpoon
	01-05	Bastard Sword		86-00	Javelin
	06-10	Katana	<b>57-64</b>		<b>Polearm</b>
	11-15	Long Sword		01-04	Awl Pike
	16-20	Dagger/Dirk		05-08	Bardiche
	21-25	Knife/Stiletto		09-12	Bec de Corbin
	26-30	Main-gauche		13-16	Bill-guisarme
	31-35	Rapier		17-20	Fauchard
	36-40	Cutlass		21-24	Fauchard-fork
	41-46	Khopesh		25-28	Glaive
	47-52	Claymore		29-32	Glaive-guisarme
	53-58	Falchion		33-36	Guisarme
	59-64	Wakizashi		37-40	Guisarme-voulge
	65-70	Sabre		41-45	Halberd
	71-76	Scimitar		46-50	Hook Fauchard
	77-82	Short Sword/Drusus		51-55	Lucern Hammer
	83-88	Two-handed Sword		56-60	Mancatcher
	89-94	Scythe		61-65	Military Fork
	95-00	Sickle		66-70	Naginata
<b>36-42</b>		<b>Club</b>		71-75	Partisan
	01-09	Belaying Pin		76-80	Ranseur
	10-18	Club		81-85	Spetum
	19-27	Footman's Mace		86-90	Staff
	28-36	Hammer		91-95	Tetsubo
	37-45	Horseman's Mace		96-00	Voulge
	46-54	Morning Star	<b>65-70</b>		<b>Bow</b>
	55-63	Tonfa		01-09	Long
	64-72	Maul		10-18	Composite Long
	73-81	Cudgel		19-27	Short
	82-90	Pipe		28-36	Composite Short
	91-00	Warhammer		37-45	Daikyu
<b>43-49</b>		<b>Chain</b>		46-54	Hand Crossbow
	01-12	Chain		55-63	Heavy Crossbow
	13-24	Ball and Chain		64-72	Light Crossbow

73-81	Repeating Crossbow
82-90	Arrow
91-00	Quarrel
<b>71-76</b>	<b>Lance</b>
01-25	Heavy Horse Lance
26-50	Light Horse Lance
51-75	Jousting Lance
76-00	Medium Horse Lance
<b>77-82</b>	<b>Axe</b>
01-33	Battle Axe
34-66	Hand Axe
67-00	Great Axe
<b>83-88</b>	<b>Miscellaneous Weapon</b>
01-07	Footman's Pick
08-14	Horseman's Pick
15-21	Footman's Flail
22-27	Horseman's Flail
28-35	Sling
36-42	Staff Sling
43-49	Sling Bullet
50-56	Shuriken
57-63	Katar
64-70	Blowpipe
71-77	Boomerang
78-84	Whip
85-92	Hook
93-00	Lasso
<b>89-94</b>	<b>Accessory</b>
01-12	Charm
13-24	Ring
25-36	Amulet
37-48	Orb
49-60	Bracelet
61-74	Necklace
75-87	Earring
88-00	Belt
<b>95-00</b>	<b>Special</b>
01-25	Wand
26-50	Scroll
51-75	Magic Book
76-00	Potion, Elixir, Oil or Resin (potions and elixirs are imbibed; oils coat melee weapons; resins coat missile weapons)

## Table 2: Abilities

First roll on this table to determine how many special abilities the object has.

01-75	1 ability
76-96	2 abilities
97-99	3 abilities
00	4 abilities

Next roll below to determine what special abilities the object has.

### **01-25 Attributes**

01-05	+D4 STR
06-10	+D4 DEX
11-15	+D4 CON
16-20	+D4 CHA
21-25	+D4 INT
26-30	+D4 WIS
31-35	+D4 MR
36-45	+D6 AC
46-50	+D6 AC, +D6 against missiles
51-54	+D4 on 2 attributes (determine which 2)
55-57	+D4 on 3 attributes (determine which 3)
58-59	+D4 on 4 attributes (determine which 4)
60	+D4 on 5 attributes (determine which 5)
61-70	+4D10 HPs
71-80	When regaining hit points, user regains +D100% of the amount (up to maximum)
81-90	+D4 actions/attacks per round
91-00	+D4 level/score with all skills

### **26-50 Saves**

01-10	+D4 save vs. acid, -5D10% damage
11-20	+D4 save vs. cold, -5D10% damage
21-30	+D4 save vs. fire, -5D10% damage
31-40	+D4 save vs. lightning,

- 5D10% damage
- 41-50 +D4 save vs. mind affecting spells and effects, -5D10% damage
- 51-60 +D4 save vs. poison, -5D10% damage
- 61-70 +D4 save vs. spell, -5D10% damage
- 71-72 +D4 all saves (determine D4 for each individual save)
- 73-00 When discover treasure receive +D4 roll on random treasure normal table
- 51-75 Combat**
- 01-05 Any enemy hit loses initiative for D4 rounds
- 06-10 Any enemy hit has their next attack reduced by 50% damage
- 11-15 Any enemy hit saves or suffers fear for D4 rounds
- 16-20 Any enemy hit saves or is slowed for D4 rounds
- 21-25 +D4 Thac0
- 26-27 +D4 Thac0, with an additional +D4 Thac0 vs. undead and demonic creatures
- 28-32 Improve critical hit chance by +D4
- 33-37 Reduce damage taken by 20%
- 38-39 Reduce damage taken by 50%
- 40.44 Successful melee attack against the wearer inflicts half damage on the attacker
- 45.46 Successful melee attack against the wearer inflicts equal damage on the attacker
- 47-58 +D4 damage
- 59-68 +D4 initiative when entering combat
- 69-73 +D6 cold damage
- 74-78 +D6 fire damage
- 79-83 +D6 lightning damage
- 84-88 +D6 acid damage
- 89-93 Cut causes +D6 poison damage
- 94-95 If hit enemy can immediately follow up with D4 additional free hits
- 96-00 On critical hit shatters whatever object it touches (armour, weapons, etc)
- 76-00 Magic**
- 01-10 All magical items carried by user have an additional +D100% charges
- 11.20 Doubles the duration of any herbs, potion, oils and resins used by the character
- 21-30 +D4 initiative when casting spells
- 31-40 +4D10 Mana
- 41-50 Hit by enemy heals the user D10 hit points
- 51-57 Has D4 random D4 level spells
- 58-59 Has D4 random D6 level spells
- 60 Has D4 random D10-1 level spells
- 61-70 If welder hits a spellcaster D4 of his cast spells are restored
- 71-80 When discover treasure receive +D4 roll on magic items table
- 81-90 Glows to a D4 x 3 metre radius
- 91-00 Welder is invisible to all beings more than D4 x10 metres away

## 11. ARCANE

### ARTIFACT QUICK

#### ROLL TABLES

Roll in each of the sections.

##### **Step 1: Type**

Choose or roll for the Artifact type. With the GM's permission the Artifact may be composed of multiple parts; such as 2 rings, a bracelet and a helmet.

- 01-03 Armour, Ancient (either Banded Mail, Brigandine, Bronze Plate Mail, Chain Mail, Field Plate, Full Plate, Hide, Leather, Padded, Plate Mail, Ring Mail, Scale Mail, Splint Mail, or Studded Leather)
- 04-06 Shield (either Buckler, Large Bronze, Large Steel, Large Wooden, Small Bronze, Small Steel, Small Wooden or Tower)
- 07-09 Helmet, Ancient (either Armet, Barbut, Burgonet, Close, Galea, Great, Morion, Myrrmillo, Pikeman, or Sallet)
- 10-12 Gauntlet (either Chain, Leather or Plate)
- 13-15 Whip (Scourge or Whip)
- 16-18 Sword (Bastard, Katana, Long, Scimitar, Sabre, Two-handed sword, Cutlass, Khopesh, Wakizashi, Short or Drusus)
- 19-21 Axe (Battle or Hand)
- 22-24 Bow (Composite long, Composite short, Daikyu, Long or Short)
- 25-27 Crossbow (Hand, Heavy crossbow or Light)
- 28-30 Mace (Belaying pin, Club, Footman's mace, Horseman's mace, Morning star, Tonfa, Maul, or Cudgel)
- 31-33 Knife (Dagger, Dirk, Knife, Stiletto, or Main-gauche)
- 34-36 Hammer (Standard or

- Warhammer)
- 37-39 Flail (Footman's or Horseman's)
- 40-42 Staff (Bo, Long or Short)
- 43-45 Spear (Harpoon, Javelin, Long Spear, Short or Trident)
- 46-48 Halberd (Awl pike, Bardiche, Bec de corbin, Bill-guisarme, Fauchard, Fauchard-fork, Glaive, Glaive-guisarme, Guisarme, Guisarme-voulge, Halberd, Hook fauchard, Lucern hammer, Mancatcher, Military fork, Naginata, Partisan, Ranseur, Spetum, Tetsubo or Voulge)
- 49-51 Pick (Footman's or Horseman's)
- 52-54 Chain (Spiked Chains, Ball and Chains, Goupillon Flails, Mace and Chains, Manriki Gusari, Sa Tjat Koens, Nunchaku or Chain Flails)
- 55-57 Lance (Heavy horse, Light horse, Jousting or Medium horse)
- 58-60 Bracelet
- 61-63 Ring
- 64-66 Necklace
- 67-69 Amulet
- 70-72 Crown
- 73-75 Earring
- 76-78 Belt
- 79-81 Wand
- 82-84 Sceptre
- 85-87 Carpet
- 88-91 Other Weapon
- 92-95 Other Jewellery
- 96-00 Other Object (eg. clock, skull, etc)

##### **Step 2: History**

Create a history for the Artifact. Why was it created? What was it for (has it fulfilled its purpose)? How has it been used in the meantime? Why is it here now? Or will its history remain a mystery forever?

Note that the Artifact may lie to its current user about its past and purpose. Only the GM will know for certain.

- 01-15 Artifact created by accident
- 16-30 Artifact belonged to a now departed or dead entity
- 31-44 Artifact created to perform specific task or defeat specific foe
- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

### Step 3: Intelligence

If you choose to make the Artifact intelligent determine its INT and WIS level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever);

- 01-17 3D6
- 18-34 3D6+1
- 35-51 3D6+2
- 52-68 3D6+4
- 69-85 4D6
- 86-00 5D6

### Step 4: Ego

If the Artifact is intelligent determine its Ego by adding its INT to its WIS. Then do the same for your character. For every 5 points that the Artifact's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demand/s could have severe consequences (such as cutting off all powers at a critical combat moment). If roll the same demand twice then reroll until you get a new one;

- 01-17 Removal of all other associates the Artifact doesn't like or who have upset it.
- 18-34 Removal of any other Artifacts, magical or otherwise.

- 35-51 Total obedience from the welder so the Artifact can pursue its own agenda.
- 52-68 The welder must create a new religion with the Artifact as its god and try to convert others to worship it.
- 69-85 Begin associating with people the Artifact likes.
- 86-0 Destroy all other Weapons, Mystical Weapons or Artifacts encountered.

### Step 5: Alignment

Only pick an alignment if the Artifact is intelligent. Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment.

### Step 6: Abilities

Artifacts gain all the following free; All Artifacts - Are indestructible by conventional means. Give its owner +1 Thac0 and AC when using it. Affects all Infinite and supernatural beings. Does double the normal damage for its type. If separated from the Artifact the most recent owner can teleport it back to himself so long as it is within his line of sight.

Intelligent Artifacts - In addition to the above can speak to the welder verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

Additionally roll 5 times on the following table;

- 01-10 The Artifact's normal bonus to Armour Class is increased by +1.
- 11-20 The user gains +1 to one attribute

while he has the object on him. It can be either STR, DEX, CON, INT, WIS, CHA or MR.

- 21-30 The Artifact's normal damage is increased by +D6.
- 31-40 The user gains +10 to his hit points while he has the object on him.
- 41-50 The user can use as many of his points as he likes to buy powers which the object will bestow on him.
- 51-60 The user's normal non magical WIS saves are all increased by +1.
- 61-70 The user's normal non magical CON saves are all increased by +1.
- 71-80 The user's magical saves are increased +1.
- 81-90 The Artifact can cast spells. It has one spell per INT point over 9. The spells can come from any sphere of magic and in any combination.
- 91-0 The Artifact's normal bonus to hit and parry is increased by +1.

#### **Step 7: Power Source**

What fuels the artifact's powers?

- 1.50 The Artifact's power source is mana. It gathers ambient magical energy (in the same way a mana organ does in a magical creature) and transform it into electrical power. At full charge the mana is good for 1 week.
- 51-90 The Artifact is powered by life forces. When it kills a victim, it absorbs his soul as if it were mana and converts it to fuel. This is likely to horrify even your allies.
- 91-0 The Artifact is powered by a bound elemental, demon, angel, etc.

#### **Step 8: Disadvantages**

What other consequences has discovering the Artifact created?

- 01-17 Artifact is hunted by its twin seeking to either destroy it or be reunited.
- 18-34 Discovery of Artifact has awoken something.
- 35-52 Artifact is hunted by a cult bent on either its capture or destruction.
- 53-68 Artifact is hunted by its original owner who wants it back.
- 69-83 Artifact comes and goes at random never revealing where its been.
- 84-0 Artifact is a famous religious artifact recognizable to everyone. This has upset the religion it belongs to.

## 12. ARCAN E VEHICLE

### QUICK ROLL TABLES

Roll in each of the sections.

#### **Step 1: Type**

Choose or roll for the Vehicle type.

- 01-50 Ancient
- 51-90 Modern
- 91-00 Future

#### Step 1a: Ancient Type

Choose or roll for the Vehicle type.

- 01-05 Airship
- 06-11 Balloon
- 12-17 Barge
- 18-24 Canoe
- 25-31 Caravel
- 32-38 Carriage
- 39-45 Cart
- 46-52 Chariot
- 53-59 Coach
- 60-66 Galleon
- 67-73 Galley
- 74-79 Glider



- 80-86 Raft
  - 87-93 Wagon
  - 94-00 Warship
- Step 1b: Modern Type**
- Choose or roll for the Vehicle type.
- 01-03 Airship
  - 04-06 Autogyro
  - 07-09 Bus
  - 10-20 Car
  - 21-23 Construction (Backhoe, Bulldozer, Cement Truck, Crane, Driller, Dump Truck, Excavator, Front Loader (shovel), Grader, Resurfacers, Scraper, Steamroller)
  - 24-26 Emergency (Ambulance, Fire Engine, Rescue)
  - 27-29 Farm (Tractor, Harvester)
  - 30-32 Glider
  - 33-34 Helicopter Combat
  - 35-37 Helicopter Civilian
  - 38-40 Hovercraft
  - 41-43 Hydrofoil
  - 44-45 Jet Bomber
  - 46-47 Jet Fighter
  - 48-50 Jet Passenger
  - 51-52 Military Army (Armoured Personnel Carrier, Armoured Recovery Vehicle, Minecleaver)
  - 53-54 Military Sea Vessel (Aircraft, Battleship, Corvette, Cruiser, Destroyer, Frigate)
  - 55-57 Motorcycle
  - 58-59 Plane Propeller
  - 60-62 Quad Bike
  - 63-65 Racing Car
  - 66-37 Sea Freighter
  - 68-69 Sea Liner
  - 70-71 Sea Tanker
  - 72-74 Semi Tractor/Engine + Trailer (choose from Dumper, Flatbed, Flatbed

- (dual level), Reefer or Tanker)
- 75-77 Snowmobile
- 78-79 Space Shuttle
- 80-82 Speed Boat
- 83-85 Sub Civilian Explorer
- 86-87 Sub Military
- 88-89 Tank
- 90-92 Train (Electric or Steam with carriage)
- 93-95 Tram
- 96-98 Trike
- 99-00 Yacht

**Step 1c: Future Type**

- Choose or roll for the Vehicle type.
- 01-10 Aircraft Fixed Wing
  - 11-20 Aircraft Rotor Wing
  - 21-30 Spaceship Military (Battleship, Carrier, Cruiser, Destroyer, Dreadnaught, Scout)
  - 31-40 Spaceship Explorer
  - 41-50 Spaceship Freighter
  - 51-60 Spaceship Frigate
  - 61-70 Spaceship Liner
  - 71-80 Spaceship Military Fighter
  - 81-90 Spaceship Mining Craft
  - 91-00 Spaceship Scientific Research Craft

**Step 2: History**

Create a history for the Vehicle. Why was it created? What was it for (has it fulfilled its purpose)? How has it been used in the meantime? Why is it here now? Or will its history remain a mystery forever? Note that the Artifact may lie to its current user about its past and purpose. Only the GM will know for certain.

- 01-15 Artifact created by accident
- 16-30 Artifact belonged to a now departed or dead entity

- 31-44 Artifact created to perform specific task or defeat specific foe
- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

### Step 3: Intelligence

If you choose to make the Vehicle intelligent determine its INT and WIS level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever). If not go straight to step 6.

- 01-17 3D6
- 18-34 3D6+1
- 35-51 3D6+2
- 52-68 3D6+4
- 69-85 4D6
- 86-00 5D6

### Step 4: Ego

If the Vehicle is intelligent determine its Ego by adding its INT to its WIS. Then do the same for your character. For every 5 points that the Vehicle's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demand/s could have severe consequences (such as cutting off all powers at a critical combat moment). If roll the same demand twice then reroll until you get a new one;

- 01-17 Removal of all other associates the Vehicle doesn't like or who have upset it.
- 18-34 Removal of any other Vehicle, magical or otherwise.
- 35-51 Total obedience from the welder so the Vehicle can pursue its own agenda.
- 52-68 The welder must create a new religion with the Vehicle as its

god and try to convert others to worship it.

- 69-85 Begin associating with people the Vehicle likes.
- 86-00 Destroy all other Weapons, Mystical Weapons or Vehicle encountered.

### Step 5: Alignment

Only pick an alignment if the Artifact is intelligent. Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment.

### Step 6: Abilities

All Vehicles - Are indestructible by conventional means. Give its owner +1 Thac0 and AC when using it. Affects all Infinite and supernatural beings. If separated from the Artifact the most recent owner can teleport it back to himself so long as it is within his line of sight.

Intelligent Vehicles - In addition to the above can speak to the user verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

Additionally roll 5 times on the following table;

- 01-10 The Artifact's normal bonus to Armour Class is increased by +1.
- 11-20 The user gains +1 to one attribute while he has the object on him. It can be either STR, DEX, CON, INT, WIS, CHA or MR.
- 21-30 The Artifact's normal damage is increased by +D6.
- 31-40 The user gains +10 to his hit points while he has the object on him.

- 41-50 The user can use as many of his points as he likes to buy powers which the object will bestow on him.
- 51-60 The user's normal non magical WIS saves are all increased by +1.
- 61-70 The user's normal non magical CON saves are all increased by +1.
- 71-80 The user's magical saves are increased +1.
- 81-90 The Artifact can cast spells. It has one spell per INT point over 9. The spells can come from any sphere of magic and in any combination.
- 91-00 The Artifact's normal bonus to hit and parry is increased by +1.

### Step 7: Power Source

What other consequences has discovering the Artifact created?

01-18 Solar;

On a sunny day a solar converter can continually provide power all day. The fuel is free, but there just isn't that much available after nightfall. Once there's no sun it will continue to work actively for 1 hour for every 2 hours of sunlight it received during the day, or on standby mode for 1 hour for every 1 hour of sunlight.

19-36 Nuclear;

A miniaturised reactor (essentially the same as a nuclear submarine's) which offers up to 5 years before needing to be refuelled. The power source is radioactive but the item is shielded so no radiation is emitted. Unless of course you want it to leak.

37-54 Fission;

This produces power by splitting atoms, generating electricity without the radiation. Good for 2 years.

55.72 Fusion;

This generates energy by fusing hydrogen into helium through a thermonuclear reaction. Good for 200 years.

73.90 Antimatter;

This produces energy through the mutual annihilation of matter and antimatter. A gram runs it for 5 years.

91.92 Cosmic;

This produces power through means unexplainable by modern science. For example, a cosmic power plant may draw energy from another antimatter dimension, or even a magical universe. It provides power indefinitely.

93.94 Mana;

This engine is a technomagic device that gathers ambient magical energy (in the same way a mana organ does in a magical creature) and transform it into electrical power. At full charge the mana is good for 1 week.

95.96 Bio;

The engine is a bio-mechanical machine living inside the object, eating food and producing bioelectrical or mechanical energy. It generates energy using food and atmospheric oxygen, and has a "mouth" into which water and food (anything biological) must be placed. Provides power for 24 hours before requiring feeding again.

97.98 Bound;

This object is powered by a bound demon, elemental or some other entity. It can provide power for up to 18 hours before requiring rest for 2 hours to 'recharge'. If it ever escapes be somewhere else.

99-00 Soulburner;

This is a necromantic object fuelled by life-force. It does not use normal fuel. Instead, an intelligent, sentient being must be sacrificed on the object. The victim's soul then powers the object for 1 month.

### Step 8: Disadvantages

- What other consequences has discovering the Vehicle created?
- 01-17 Vehicle is hunted by its twin seeking to either destroy it or be reunited.
  - 18-34 Discovery of Vehicle has awoken something.
  - 35-52 Vehicle is hunted by a cult bent on either its capture or destruction.
  - 53-68 Vehicle is hunted by its original owner who wants it back.
  - 69-83 Vehicle comes and goes at random never revealing where it goes.
  - 84-00 Vehicle is a famous religious artifact recognisable to everyone. This has upset the religion it belongs to.

- 40-42 Theatre or Cinema
- 43-45 Pub/Casino
- 46-48 Bunker
- 49-51 Zoo or Marine Park
- 52-54 Church or Temple/Cathedral or Monastery
- 55-57 Town Hall/Convention Centre
- 58-60 Cafe or Restaurant/Mall Eatery Area
- 61-63 Police Station/Prison
- 64-66 Fire Station
- 67-69 Ambulance Station/Hospital
- 70-72 Factory
- 73-75 Granary or Silo
- 76-79 House/Palace
- 80-82 Water Mill or Wind Mill/Power Plant
- 83-85 Hut/Pyramid
- 86-88 Bus Terminal
- 89-91 Rail or Subway Station
- 92-94 Fuel Station/Oil Rig
- 95-97 Lighthouse
- 98-00 Gym/Stadium

## 13. ARCANE

### ARCHITECTURE

#### QUICK ROLL TABLES

##### Step 1: Type

Choose or roll for the Building type. Listed below are the smallest version of each type followed by the largest type.

Roll	Form
01-03	Greenhouse/Conservatory
04-06	Tower/Castle
07-09	Shed/Barn or Stables
10-12	Garage/Hangar
13-15	Motel/Hotel
16-18	Carwash/Multistorey Car Park
19-21	Market
22-24	Shop/Shopping Mall
25-27	Grocery Store/Supermarket
Roll	Form
28-30	Warehouse
31-33	Boat House/Sea Port Terminal
34-36	Airport Tower/Airport Terminal
37-39	School/University

##### Step 2: Size

The character can decide what size the building will be. It doesn't have to be exactly the size listed and may for instance be taller than it is wide. Or if for instance the character took 150 square metres, then he could choose multiple building types which individually were less than the total area but together added up to the maximum area. The size can be increased by spending character points.

Cost	Size
0	2.5 x 2.5 x 2.5 metres
5	5 x 5 x 5 metres
10	10 x 10 x 10 metres
20	20 x 20 x 20 metres
Cost	Size
30	40 x 40 x 40 metres
40	75 x 75 x 75 metres
50	150 x 150 x 150 metres

### Step 3: Era

When was the building first created?

Roll	Era
01-14	Ancient Roman
15-28	16th Century (first true houses)
29-42	17th Century
43-56	18th Century
57-70	19th Century
71-84	20th Century
85-00	21st Century

### Step 4: History

Create a history for the Building. Why was it created? What was it for (has it fulfilled its purpose)? How has it been used in the meantime? Why is it here now? Or will its history remain a mystery forever? Note that the Building may lie to its current user about its past and purpose. Only the GM will know for certain.

Roll	History
01-15	Building created by accident
16-30	Building belonged to a now departed or dead entity
31-44	Building created to perform specific task or defeat specific foe
45-58	Building part of a set which has been separated or destroyed
59-72	Building is a lost religious artifact
73-86	Building created for character
87-00	Unknown

### Step 5: Intelligence

If you choose to make the Building intelligent determine its INT and WIS level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever);

Roll	INT
01-18	3D6
19-34	3D6+1
35-51	3D6+2
52-68	3D6+4

69-85 4D6

86-00 5D6

### Step 6: Ego

If the Building is intelligent determine its Ego by adding its INT to its WIS. Then do the same for your character. For every 5 points that the Building's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demand/s could have severe consequences (such as cutting off all powers at a critical combat moment). If roll the same demand twice then reroll until you get a new one;

Roll	Ego
01-18	Removal of all other associates the Building doesn't like or who have upset it.
19-34	Removal of any other Buildings, magical or otherwise.
35-51	Total obedience from the welder so the Building can pursue its own agenda.
52-68	The welder must create a new religion with the Building as its god and try to convert others to worship it.
69-85	Begin associating with people the Building likes.
86-00	Destroy all other Weapons, Mystical Weapons or Buildings encountered.

### Step 7: Alignment

Only pick an alignment if the Building is intelligent. Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment.

### Step 8: Abilities

All Buildings - Are indestructible by conventional means. If separated from the Building the most recent owner can teleport himself back to it so long as it is

within his line of sight. The creator of the Building is unaffected by any of the restrictions purchased. Thus, he can, for example, use guns even if nobody else can, or use his magic and psionic powers despite the Building's restriction on others. This gives the Lord the upper hand in almost every conflict in his Building.

Intelligent Buildings - In addition to the above can speak to the welder verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

Defences are meant to deal with any enemies or intruders who may somehow manage to enter the Building, in spite of other impediments or cloaking measures provided from the accessibility characteristics. Defence features confront interlopers who have managed to get inside. Each can be selected as often as desired, provided the creator has sufficient points to burn.

Additionally roll 5 times on the following table;

- 01-03 If anybody except the owner enters the Building he is alerted by a mental alarm. This alarm will alert the owner anywhere within the same universe.
- 04-06 Each door can be changed to lead to different unconnected parts of the building (much like a gateway).
- 07-09 Each door can be changed to lead to locations up to (WIS + INT) x1km away increasing by the same amount each level or each time rebought (much like a gateway). If bought again it can

also lead to locations in time up to (WIS + INT ) x1 year away increasing by the same amount each level or each time rebought. The house exists in many times at once (enough so that there are some who want to use it for time travel).

- 10-12 The Building's gravity can be altered up to plus or minus 1% per WIS.
- 13-15 Each room in the Building's can be altered so that it is permanently lit or permanently dark.
- 16-18 This characteristic allows people to walk on walls or ceilings. The landscape can be made to look like an Escher painting, with staircases going in all directions. This twisting of gravity will be very confusing to those who are not used to it; most enemies, except flying creatures, will be -4 on all combat moves when fighting and any skill rolls.
- 19-21 The staircase/s can change their position in space to lead to different floors. As a form of defence they may also as required change into a slide causing all on it to fall to the bottom.
- 22-24 The character can alter the temperature of sections of his Building by up to plus or minus 1% per WIS.
- 25-28 This power allows the owner to control the rate at which time flows in his building in a very limited way. He may set one rate of time flow per 3 WIS, and switch between them at will. This control affects the Building as a whole, and cannot be used only on

- individuals or portions of his Building.
- 29-32 A trapdoor in the attic ceiling leads up into an impossible network of, super-attics. It is WIS x1 larger on the inside.
- 33-36 A trapdoor in the basement floor leads down to an impossible network of sub-basements. It is WIS x1 larger on the inside.
- 37-40 The building can teleport across space up to (WIS + INT) x1km. If bought again it can also move through time (WIS + INT ) x1 year away.
- 41-44 No supernatural abilities or enhancements will function in the Building. Any undead will turn human and Weres will be unable to transform into other forms.
- 45-48 No explosive reactions including those used for chemical weapons and projectile guns can occur in the Building.
- 49-52 No magic or spells will function in the Building except those employed by the building itself and its owner.
- 53-56 No meta powers will function in the Building.
- 57-60 The character can alter rooms and floors at will.
- 61-64 The Building can create constructs with the following: all physical attributes up to 10, all mental attributes up to 5, knows 2 physical or weapon skills. Has 1 HP per WIS and Thac0 of 20. Skills are all at the first level of proficiency. Can create 1 construct per WIS of the owner.
- 65-68 The creator has hired various beings to serve his Building. Payment must be determined with the GM. Most will be moderately loyal, although they will rarely fight to the death for their master. They may be human or semi/intelligent monsters. This is a catch all for anything from maids to soldiers. Can hire 2 employees per WIS of the owner.
- 69-72 In this case, the creature is summoned and then magically or psychically bound to the Building. The enslaved entity cannot leave the area, and must obey the instructions of its new master to the letter. Needless to say the entity will not be happy. Can bind 1 entity per 10 WIS of the owner.
- 73-76 The owner can choose to give the Building the ability to cast spells. It has one spell per INT point over 9. The spells can come from any sphere of magic and in any combination. This ability can only be bought if the Building is intelligent though.
- 77-80 Intruders find that they are not able to physically affect anything in the Building. Intruders may use some meta and magic powers, but cannot physically touch anything.
- 81-84 This gets you 1 mirror per WIS. Each mirror can suck one normal size person into itself requiring a save vs spell to resist. The target is then trapped within a prison cell, the contents of which is all that is visible in the mirror, unable to escape. The mirror is a window in and out of the cage. Breaking the mirror will free the prisoner. Sound may or may not be able to pass through the mirror to allow normal conversation to take place with the caged person.

- 85-88 Any trap the creator can envision can be created in the Building. Intruders with skills which allow them to detect traps may notice them. Traps may include pits, arrow traps, falling blocks, water filled areas, whirling blades, explosives and anything else that depends on a mechanism to operate. The maximum damage a trap can do is D4 per WIS.
- 89-92 Up to 1 restraint per WIS forms like tentacles from the ground, walls or vegetation to grapple and entangle intruders and keep them immobilized until they can break free or the Lord wishes to release them. The restraints can look like anything the creator desires from tentacles rising from the ground to chains, rope or fibres flying from walls or tree limbs, roots or vines coming alive and grabbing the intruders. Each of the restraints has 5 HPS per WIS and a STR of 1 per WIS.
- 93-96 These are specialized dimensional portals that simply shove the invaders out of the Building. The actual destination of the portals is determined randomly, roll percentiles:  
 01-25 The intruder is teleported as far as possible in the opposite direction.  
 26-50 Teleported to the intruder's world of origin.  
 51-70 Teleported to the creator's world of origin.  
 71-90 Teleported to some random planet.  
 91-00 Teleported to some random dimension. As many as 1

intruder per WIS can be teleported away at once.

- 97-00 Intruders find that time passes differently for them than for other inhabitants of the Building. Intruders lose half of their normal attacks, are at -10 to initiative, and -5 to all Thac0 rolls. They move at half their normal speed.

### Step 9: Power Source

The Building's sole fuel source is mana. It gathers ambient magical energy (in the same way a mana organ does in a magical creature) and transform it into electrical power. At full charge the mana is good for 1 week. If it can connect to the local electricity supply it can also recharge itself that way.

### Step 10: Disadvantages

What other consequences has discovering the Building created?

- | Roll  | Era  |
|-------|--|
| 01-18 | Building is hunted by its twin seeking to either destroy it or be reunited.                                  |
| 19-34 | Discovery of Building has awoken something.  |
| 35-51 | Building is hunted by a cult bent on either its capture or destruction.                                      |
| 52-68 | Building is hunted by its original owner who wants it back.  |
| 69-85 | Building comes and goes at random never revealing where it goes.   |
| 86-00 | Building is a famous religious artifact recognizable to everyone. This has upset the religion it belongs to. |



## 14. MYSTICAL MATERIALS

Mystical substances are legendary substances from a relatively cohesive set of myths. In real life, a metal is an element of the periodic table which belongs to one of certain groups/columns and has a specific type crystal lattice with free electrons. In fiction, especially fantasy, a metal is shiny stuff with wonderful properties like super strength, lightness, magic resistance and so on, often not resembling any of the metals found in the periodic table.

### **Adamant:**

This is the pure metal form of the hard jet-black ferromagnetic ore known as adamantite, from which adamantine is made. One of the hardest of the commonly known magical metals, pure adamant is capable of slicing through most other metals as if through air, and appears to be invulnerable to fire and heat. Complex alchemical treatments are needed to work it. It exhibits some resistance of cold, electricity, acids, and attempts to disintegrate it. When forged in an alloy with iron, a very difficult task, 10% Adamant 90% Iron the resulting metal is incredibly strong per unit weight.

### **Adamantine:**

An alloy of adamant, electrum, steel, and mithril, adamantine is fully as hard as adamant yet possessing a rugged durability making it almost unable to be cracked, much less shattered as adamant may be. Black in hue, but possessing a green sheen which turns to purple-white under most magical radiances, adamantine can rarely be mistaken for any other metal. Unlike adamant, it can

be affected by fire and heat, although the temperatures needed to work it are excruciatingly high and it is tricky to work with at best, requiring special oils to slake and temper the metal properly.

### **Bronzewood:**

is a special type of wood that can replace steel in most items. Any item that's normally made of metal is 10% lighter. Light armours can't be made with it, neither can chains or spikechains. Any item that's normally made of metal is 10% lighter. Unlike most woods, bronzewood can be used instead of metal to fashion heavy armour and weapons—it is somewhat shapeable during manufacturing, and it keeps a sharp edge.

Although dense and weighty compared to other woods, it is still lighter than steel: Items weigh 10% less when made from bronzewood rather than metal. Breastplate, banded mail, splint mail, halfplate, and full plate can be made from bronzewood. Armour made of bronzewood is somewhat less obtrusive than similar armour made of metal.

### **Clamshell:**

Clamshell armour is made by connecting together various sized shells harvested from giant clams.

### **Chitin:**

Chitin armour is constructed from the exoskeletons of giant aquatic vermin, such as giant crabs and lobsters. It is full-body armour.

### **Crystalline:**

True crystalline weaponry is rare in the extreme. These weapons are made entirely from a precious crystal or gem and are fragile but very lethal weapons.

A true crystalline blade is typically made of diamond from the underground and capable of slicing through the toughest of hides. A weapon edged in crystal ignores half of the AC granted by armour (round up). Against magical armour, this applies only to the armour, but not the enhancement bonus of the armour. This also applies to shields. Furthermore, if used to sunder a weapon or strike an inanimate object the weapon deals an additional +D6 points of damage. Only slashing and piercing weapons may be crystalline.

### **Darkleaf:**

Darkleaf cloth is a special form of flexible material made by weaving together leaves and thin strips of bark from darkwood trees, then treating the resulting fabric with special alchemical processes. The resulting material is tough as cured hide but much lighter, making it an excellent material from which to create armour. An item made from darkleaf cloth weighs half as much as the same item made from normal cured leather, furs, or hides. Items not primarily constructed of leather, fur, or hide are not meaningfully affected by being partially made of darkleaf cloth.

As such padded, leather, studded leather, and hide armour can be made out of darkleaf cloth (although other types of armour made of leather or hide might be possible). Because darkleaf cloth remains flexible, it cannot be used to construct rigid items such as shields or metal armours. Darkleaf armour is immune to rust monsters' special item damage, and is slightly harder than steel. Also, depending on your campaign certain classes that have prohibitions against wearing metal armour, like

Druids, can wear Darkleaf armour freely.

### **Dragonhide:**

Armoursmiths can work with the hides of dragons to produce metal armour or shields that count as hide. One dragon produces enough hide for a single suit of hide armour for a creature one size category smaller than the dragon. Enough hide is available to produce a small or large masterwork shield in addition to the armour. Because dragonhide armour isn't made of metal, druids can wear it without penalty. If the dragonhide comes from a dragon that had immunity to an energy type, the armour is also immune to that energy type, although this does not confer any protection to the wearer.

### **Glasteel:**

This material has the strength and durability of steel while being as transparent as glass. Spellcasters and alchemists, via transmutation, have developed the ability to give glass the properties of steel, and steel the properties of glass. The resulting material is transparent and the colour of the caster's choice (though is most often colourless), appearing much like clear volcanic glass. The weight of the item is as normal for an item of that type. This material is subject to neither magnetism nor rust.

### **Iron, Meteoric:**

This metal is rare at best. It is forged from ore garnered from stars that have fallen to ground, or harvested from amongst the rocks of space. It suffers from the same weight penalty as normal iron, but doesn't rust and performs much better in combat. Weapons gain a +1 to hit bonus, do +2 more damage; Armour

gains a +1 bonus. Additionally, objects made of this metal gain a +1 bonus to all saving throws and have the ability to strike creatures which normally require +1 magical blades to harm them.

### **Magmanite:**

This metal resembles solid lava, even retaining the intense heat. Flammable items touching it have a 90% chance of catching fire, and living flesh takes D10 damage from it per round unless protected by thick gloves or similar safeguards. Weapons forged from it inflict +7 points of fire damage with their blows.

### **Manite:**

This ore is so called because it drains mana (spell points, etc.) from anything in contact with it at a rate of two units of mana per minute per kg present. Resembling copper in appearance, manite can be told apart by almost any spell user at the merest touch.

### **Mithral:**

Best known of all the magical metals, mithral resembles silver in many respects, though it is physically stronger and never tarnishes. Mithral is the lightest and most supple of metals hard enough to be used in the making of armour. Material made from mithral has only 50% of the mass of a similar item made from regular steel. Wearers of mithral armour gain a +1 saving throw bonus or lessening of damage done by the magic by 1 point per die, whichever is more favourable to the mithral wearer.

### **Orichalcum:**

A distinctive red-orange metal, orichalcum is heavier than gold and just as soft, though not as malleable. It is the fabled metal alloy of Atlantis, used by

ancient civilizations to construct immense cities and technological marvels. Extremely desired for its ability to store, deflect, absorb and release magical power, some contemporary sages and metallurgists claim to have discovered the method of producing it, albeit in very small amounts.

Armour and shields fashioned from orichalcum can conduct and capture magical energy without harming the wearer. When wearing an orichalcum armour or shield, the wearer gains spell resistance equal to the character's (INT + WIS) x1%. Weapons fashioned from orichalcum can focus the energy of their magical enhancement, and penetrate energy fields. An orichalcum weapon gains a +2 damage bonus for every point of magical enhancement bonus it has. Orichalcum weapons ignore all deflection bonuses to AC, as well as some protective spells that grant a shield bonus, such as shield and variants. Orichalcum weapons ignore shields and all forms of damage reduction granted by spells or magic items.

Charge-dependent magic items made from orichalcum are more powerful. They enhance the output of any spell cast through them, and can maximally hold up to 20% more charges than regular magic items of that sort. Wands and staffs created from orichalcum grant a +2 bonus to caster level and a +1 bonus to the spell strength of any spell cast through them, and can hold up to 60 charges. Furthermore, due to ambient absorption of magical power, charge-dependent magic items made of orichalcum regain up to 10% of their maximum charge capacity per day.

Orichalcum does not rust or corrode, not even from a rusting grasp spell. Like gold and platinum, it is impervious to corrosion and supports spells very well, though no awakening is needed.

**Plandanium:**

is light, half as heavy as hard steel, yet just as strong. More importantly, it is strangely resistant to magic. An object made of plandanium gains a +4 bonus on any saving throw made against a magical source. Weapons made of plandanium weigh half as much as normal, and gain a +1 enhancement bonus on damage rolls against constructs, magically created undead, and summoned creatures.

Plandanium armour weighs half as much as other armours of its type, and is treated as one category lighter than normal for the purposes of movement and other limitations (light armour is still treated as light armour, though). The wearer gains a +2 resistance bonus on all saving throws against spells and spell-like abilities. A plandanium shield does not add a resistance bonus to saving throws or reduce spell failure but it adds a +2 deflection bonus from spells and spell-like abilities that require a ranged touch attack.

**Prima Materia:**

In alchemy, Prima materia, materia prima or first matter, is the ubiquitous starting material required for the alchemical magnum opus and the creation of the philosopher's stone. It is the primitive formless base of all matter similar to chaos, the quintessence, or aether. It contains in itself all colours and all metals. Thus when added to any metal it can be transmuted into whatever metal the smith desires.

**Soarwood:**

lightweight wood used for building airships. Soarwood possesses a magical buoyancy. Ships made from soarwood skim effortlessly over the surface of the water. The speed of a boat or ship made from soarwood is double that of an equivalent boat made from ordinary wood, and the cost is four times normal. Soarwood has the same physical characteristics as normal wood, but weighs only 75% as much. Soarwood itself is light, but not lighter than air.

**Starstone:**

Starstone is a mineral that appears underground in small cubical formations near sulfur springs and volcanically active areas. Growing in small clumps no larger than a person's fist, it has an oily feel despite being dry, and leaves no residue. If it is hit by anything hard, this ordinary-looking material immediately begins to glow like a torch and give off mild heat. Starstone is often powdered and mixed with sulfur and other ingredients to manufacture the flash powder used in flashglobes. Its strong illuminative qualities affect darkvision and low-light vision in particular, making it useful for decoration and as a diversion.

**Voidglass:**

This material is as hard as steel, but made of crystals that voidglass shapers grow into the desired shapes. Voidglass resonates with a creature's mind, bolstering thought and mental defences. Any suit of armour normally made from metal can be made of voidglass. A suit of light voidglass armour grants a +1 resistance bonus on all saving throws against mind-affecting magic. This bonus increases to +2 for medium voidglass armour, and +3 for heavy

voidglass armour. Voidglass weapons can funnel violent bursts of psychic energy on a hit (if the wielder has psionic powers). In the hands of any creature, a voidglass piercing or slashing weapon deals 1 additional damage on a hit—bludgeoning weapons gain no benefit.

## 15. FUTURE MATERIALS

Future materials represent materials which are not available yet but will be in the near or far future.

### **Crystallion:**

A special form of crystal molded into whatever shape required. It is about the same in weight to hard steel but stronger. No relation to Crystalline.

### **Dwarf Matter:**

A metal whose molecular structure has been partially collapsed in a massive artificial gravity field (like a white dwarf star). Bonded Dwarf Matter uses a small induced electronic current to strengthen the internal electron bonds. While Coherent Dwarf Matter has been dynamically manipulated to polarize the subatoms in the armour.

### **Neutronium:**

Is a rare, extremely dense, incredibly strong form of matter found naturally in the cores of neutron stars. It is impossible to scan through neutronium. It is a dense alloy made up of non-toxic, trans-uranic elements on the periodic table that had far more neutrons than protons or electrons and is difficult to produce. As armour, it is resistant to almost any form of energy and matter. This makes it impervious to all known forms of contemporary weapons.

### **Plasteel:**

Plasteel is an extremely durable, lightweight, and expensive material combining the properties of plastic and steel.

### **Promethium:**

Promethium alloyed with titanium and vanadium it forms a nearly-indestructible metal capable of absorbing energy in proportion to its mass without loss of efficiency. When absorbing energy it activates the alloy's regenerative properties which in turn allows it to mend itself. If damaged it will self repair at a rate of 1 HP per 2 damage taken.

## 16. NORMAL MATERIALS

This is a list of the more well used normal materials.

### **Bone:**

Bone can be used in place of wood and steel in weapons and armour. Other animal-based materials like horn, shell, and ivory also use the rules for bone weapon and armour. The cost of a bone weapon or bone armour is half the price of a normal weapon or armour of its type. Weapons Light and one-handed melee weapons, as well as two-handed weapons that deal bludgeoning damage only, can be crafted from bone.

Hafted two-handed weapons such as spears can be crafted with bone tips, as can arrowheads. Other two-handed weapons cannot be constructed of bone. Armour and shields can all be constructed with the bone either replacing the metal components of the armour, or the wooden parts of shields.

**Bronze:**

Weapons Light and one-handed weapons can be crafted from bronze. Likewise, spear points, arrowheads, and axe heads can be crafted from bronze, even those that are parts of two-handed weapons. Bronze is too weak to be used for two-handed weapons made entirely out of metal. Bronze weapons do the same damage as steel weapons of the same type, and have the same cost and weight.

**Copper plated:**

Copper-plated objects take half damage from acid effects. Armour composed primarily of metal that is plated in copper confers to its wearer acid resistance +1 for light armour, +3 for medium armour and shields, and +5 for heavy armour. Copper-plated armour or shields render the wearer more vulnerable to electricity attacks, however, either granting any attack against the wearer that deals electricity damage a +2 bonus to attack rolls.

Copper-plated weapons that channel or that deal electricity damage deal 1 extra point of electricity damage per electricity damage die on a successful hit (this extra damage is multiplied on a critical hit). For example, a magus channelling a 3D6 electrical spell through his copper-plated longsword would deal 3 extra electricity damage on a hit. Copper-plated steel has the same statistics as normal steel.

**Coral, Chitin, and Shell:**

Items made from coral, chitin, or sea shells are refined and shaped through various alchemical processes. They are relatively cheap, but not particularly strong compared to objects constructed of metal.

**Coral:**

Armour made of coral is grown, not made. Special corals are shaped and moulded while growing, and then harvested and hardened to be worn as armour. Coral armour often has a bizarre organic look to it.

**Gold:**

Soft, heavy, yellow, and nearly impervious to tarnish, gold is well-known across the many worlds. By itself, gold is magically inert, and is nearly worthless for battle. But nobles like to make ceremonial items from it, and there are a few rare monsters which can only be hurt by golden weapons.

**Iron:**

Mystically the mirror image of copper in several regards, iron is the metal of offence. Unfortunately, unenchanted iron has some anti-magical properties, its presence especially disturbing faerie spells and illusions. Once magically awakened (whether through spell or via alchemy), iron loses all anti-magical qualities. This was the first metal used to make armour and weapons. It has some drawbacks that caused it to be replaced by steel. However, there are times when are fighting a creature that is vulnerable to this metal, thus a small number of weapons are still crafted from it. Although Iron doesn't cost any more than steel, it weighs 25% more and can rust if not carefully maintained.

**Lead:**

Heavy, soft, and resistant to magic, lead is not used much except as a defence against scrying or teleportation. Occasionally an alchemist will make an essence from it, but not often. Despite endless tales to the contrary, few alchemists try to turn lead to gold. Like

iron, lead can be awakened in large quantities. Under some conditions, lead can extend the duration of spells or shield them from anti-magical environments.

**Magnesium:**

Magnesium is a light strong metal, quite hard to refine, that can be ignited by white hot coals or other hot fires and which burns with an actinic light that should severely annoy demons, undead, and other creatures of darkness.

**Platinum:**

Strong, nearly immune to acids, and silvery, platinum is used in small amounts in a wide variety of magics, being the sole mundane metal which is a better magical activator and supporter of spells than gold is. Like gold and silver, platinum should be awakened to utilize it to the fullest extent.

**Quicksilver (mercury):**

A heavy, gleaming liquid metal, quicksilver is a slow-acting poison, care should be taken in handling it and its' fumes. Absolutely useless for fashioning items from, quicksilver can be combined with other metals for some magical uses, such as certain talismans needing its resonance. Used in magic, quicksilver excels at reversing standard effects, laying curses, and changing constructive forces to destructive ones. Small amounts of the stuff are used in making all of the alchemical essences, as it is needed for conversion of alchemic solution into an acid, which then is made into the alchahest used to distil essences.

**Silver:**

The metal of the moon, silver is well-known for being able to ignore lunar-based defensive powers such as those of

lycanthropy. Unlike gold, silver will tarnish readily unless protected, but it needs no special preparation for most magical uses. Awakened, 3 ounces of silver will grant moderate bonuses to divinations and magical wards it is used in. A wide selection of alloys can be made using silver, many exhibit varying degrees of tolerance for magical lightning, a quality the pure metal does not seem to have.

While normally reserved for jewellery and monetary uses, there are certain creatures which are vulnerable to this metal - especially undead and lycanthropes. As such, weapons makers usually keep a small supply of Silver weapons on hand. Being a softer metal, it is not preferred for everyday use.

**Steel:**

This is the standard in most areas of the planes when it comes to weapons and armour. While there may be many different colours and textures depending the Plane of origin, one steel is much the same as the other. All standard stats of armour and weapons reflects the fact that they are made out of steel.

**Stone:**

Stone age weapons almost always utilize stone in some way. From rocks lashed to wooden hafts to create early maces and axes, to flint knives and stone arrowheads, these primitive weapons are still deadly. Weapons Light and one-handed bludgeoning weapons, spears, axes, daggers and arrowheads can all be made of stone. Armour cannot be constructed from stone.

**Tin:**

Not a very good metal for most magic, tin's primary use is in making household objects.

## 17. MODERN ARMOUR

### **Concealable Vest**

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it grants a +4 bonus on Perception checks to notice the armor.

### **Forced Entry Unit**

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

### **Light-Duty Vest**

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

### **Light Undercover Shirt**

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

### **Pull-Up Pouch Vest**

This garment, consisting of a torso apron of light protective material held up by a

loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action.

### **Special Response Vest**

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

### **Sport Padding Armor**

A number of other impromptu armors, such as football pads and a baseball catcher's pads, offer similar protection and game statistics.

### **Tactical Vest**

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

### **Undercover Vest**

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Perception checks to notice the armor.

## 18. MATERIALS

### FROM OTHER

### UNIVERSES

#### The DC Universe

##### **Batmanium:**

Batmanium is a metal element with supernatural capabilities, discovered and named by Powers International in their



quest to find undiscovered elements in the "island of stability"—the concept that, at some point, elements stop being too radioactive to remain stable.

Batmanium's atomic number is 206. Batmanium can be utilized in the form of a liquid or a solid at room temperature. It is extremely dense, as shown when Powers International fashioned a large batarang for its public reveal to weigh two tons.

### **Cavorite:**

Cavorite is an artificial mineral that possesses anti-gravity properties (also referred to as a "gravity-blocking substance"). It can also shield other materials from its effects. Functionally, Cavorite was designed to shield a craft from Earth's pull, allowing easy flight. The material was invented in the latter half of the 19th century by Doctor Selwyn Cavor.

### **Coridite:**

Coridite is an extremely powerful mineral, that is located in the mines of the Widget Fortress, on Eternia. The mineral is too powerful for the Widgets to use, so they tend to guard and protect it, making sure that it does not fall into the wrong hands. It comes in two different colors: green and pink. Cordite can be used to power just about anything from lasers to reactors and is sought after by many. He-Man's harness, which gives him even greater strength, was fashioned from Cordite by the Goddess and the Sorceress. The Sorceress created He-Man's chest harness from a rare Eternian mineral crystal called Coridite, that adds to amplify He-Man's great physical strength.

### **Dilustel:**

Dilustel is a highly durable, extra-dimensional metallic substance with a high melting point with a connection to the Quantum Field. It was grafted from the skin of the alien Silver Shield, and used in experiments by the US Government's Project Atom. Most Quantum-powered heroes and villains (Captain Atom, Bombshell, Major Force and Iron Fire) had a Dilustel skin coating.

### **Dionesium:**

A chemical compound that existed in nature long ago, something very rare but present in certain places. Something that could activate just the right genes... the same ones we tinker with endlessly. Dionesium, named by its researcher and discoverer Paul Dekker after Dionysus - the Greek god of rebirth, is a naturally occurring liquid metal that has the supernatural ability to revive dead tissue, bringing those who encounter it back to life. Natural, uncorrupted Dionesium is hard to come by, often found mixed with other materials, such as the rock that gave Vandal Savage his powers, Lazarus Pits, which are usually controlled by Ra's al Ghul, or mixed in with the Court of Owls' Electrum alloy.

### **Eighth Metal:**

The form of metal known as the Eighth Metal is the purest form of metal used by gods, two steps from the pure Tenth Metal, and one step from Nth Metal. Hephaestus used this metal to forge the godly weapons such as the Sunblade for Apollo, along with eleven others for those of the other members of the Gods of Olympus. Wonder Woman's invisible jet are forged of this metal as are her Bracelets of Submission.

**Electrum:**

Electrum is a metallic alloy that, when prepared in the correct way, has the ability to reanimate the dead.

**Element X/Tenth Metal:**

Element X also known as the Tenth Metal, is the purest form of creation itself, capable of overcoming anything from the Dark Multiverse. It can be manipulated by thought alone to achieve nearly anything, and is present in small quantities in every single thing, sentient being or otherwise, in the Multiverse. The metal, also known as the "fire of the Fourth World", is the very power source of most technology belonging to the New Gods such as Mother Boxes, Father Boxes and the Miracle Machine.

It is the metal of pure imagination personified, having the ability to shape and materialize anything the user can think of and make it real. Tenth Metal by itself can also change shape and alternate physical form in coherence to the users desires. Becoming most anything they can imagine be it weaponry, shielding or armor. Anyone who adorns 10th Metal has any natural abilities on hand magnified by the strength of their will.

Users of the Tenth Metal often receive visions of various occurrences throughout space and time, as well as all across the Multiverse. The Metal can reveal to it's handlers visions of the future based upon what their hearts truly desire. Showcasing a preview of whats to come in the near future. Through the connection to his Element X powered Mother Box, Cyborg has a deeper connection to his universe and beyond. Reality itself speaks to him and provides greater understanding of the Multiverse

in order to act as its penultimate guardian against the Dark.

**Eternium:**

This rare, silvery metal found only on Eternia is virtually indestructible. When refined properly, Eternium is capable of being forged into powerful weapons, armor, and even prison cell doors. This unique metal is the alloy that He-Man's Power Sword was forged by King Grayskull. Just a little piece can act as a source of energy for the city of Eternos for a long time.

It generates huge amounts of raw energy. This is the most solid source of energy that exists in the universe. A small piece of Eternium can provide enough energy to power an entire planet for centuries. The Eternium is also incredibly rare, occasionally finding small pieces or nuggets among rocks, never as deposits or reefs. It is so rare that not even the Royal Family Of Eternos can afford to keep a stock of emergency Eternium. Apparently, Eternium can also be consumed in small fragments by robots or semi-mechanical beings to get a huge jolt of raw power for short periods of time. It also has teleportation properties.

**Inerton:**

Inertron is a virtually indestructible metal of the 30th/31st Century. The metal has anti-graviton properties that make it a viable option against gravity technology like the Ikon Suit.

**Nth Metal/Ninth Metal:**

A heavy isotope of iron, Fe676 it is native to Thanagar. Among the unusual properties of Nth metal is the ability to negate gravity, allowing a person wearing an object made of Nth metal,

such as a belt, to fly. In addition, Nth metal also protects the wearer from the elements and speeds the healing of wounds, increases their strength, and protects them from extremes in temperature.

Grants the ability to fly and allows the wearer to carry objects 20 times heavier than what they normally could. The metal generates a heat aura, sufficient to keep a man alive under Arctic conditions. The metal bonds to and vastly augments the physical dexterity of the host wearer, even restoring lost physical attributes which recede over time.

Pure Nth Metal bonded to a host can shape and form into weapons or armor with adaptive features at their command. It will even move to protect the wearer from oncoming assaults against their person. Its restorative powers are such that Nth Metal allows its user to regrow missing body parts.

The metal can also restore the host after total biophysical desiccation, restoring life to a dead body, or even physically reintegrate its user at a bio-molecular level. In recent continuity users can physically interact with as well as disrupt the presence of ghostly entities. Nth metal has the power to absorb and store vast quantities of energy for later redistribution.

The metal has the effect of greatly enhancing a user's powers, Despero having used it to augment his already considerable physical and mental capabilities beyond the norm. The symbiotic metal has the capacity to adjust and augment itself in order to better aid its wearer with new abilities.

Can weaken the recovery abilities of its user's foes, allowing the user to deliver killing blows.

**Orichalcum:**

Orichalcum is a mystic mineral native to Thierna Na Oge. Materials made of Orichalcum can resist any force of pressure, be it physical or magical.

**Photanium:**

Photanium is a material mined and exported from the planet of Phantos. It is used by the Eternians to make very strong weapons and machines. If the Eternians were to surrender all of their Photanium, it would leave the Royal Palace defenseless. The only individual who has ever managed to break Photanium is He-Man.

**Promethium:**

Promethium is the name given to two metal alloys: "Depleted" and "Volatile" Promethium.

Depleted promethium was invented and patented by Steve Dayton of Dayton Industries.

When alloyed with titanium and vanadium, it forms a near-invulnerable metal. The bionic and cybernetic components of Cyborg are made out of depleted promethium, and Arsenal of the Justice League of America wears a bodysuit that combines both depleted promethium and Kevlar.

Volatile Promethium is also capable of generating and absorbing near-limitless amounts of energy, and so can be used as a power source for many gadgets. However, this "volatile promethium" is a dangerous mutagen that can be used to mutate living beings or trigger their metagene. Dayton used it when creating

the super-powered criminals known as Hybrid. Deathstroke the Terminator's mesh armour, sword and staff are made (either wholly or in part) of volatile promethium.

**Quixium:**

Quixium is a metallic element that is found deep beneath the Earth. It has transmutative properties and can alter the genetic structure of those exposed to it. The people of the subterranean world of Strata use it to transform their chosen Earth protectors into super-heroes. Industrialist Richard Faulkner was exposed to Quixium and was transformed into a being of shiny, blue metal.

**Radion:**

The New Gods are vulnerable to a substance called Radion. Its source is unknown and its effects are toxic only in sustained amounts or after explosive exposure. The average New God can be slain by an application of Radion from a Radion blaster or bomb.

**Smartskin:**

Smartskin is a material that bonds with the collagen in human skin, making it indestructible. It is used by the Bulleteer.

**Valorium:**

Valorium is a metallic alloy of Thanagarian Nth Metal. It is the primary element used in the construction of Legion Flight Rings.

The Marvel Universe

**Adamantine:**

Greek god's version of True Adamantium, durable, tough, golden-colored, very rare and nearly-indestructible. Described as the "Metal of the Gods". Adamantine is nigh-

indestructible, very much like the metal alloy it inspired Adamantine has demonstrated its incredible durability many times, with one particular example, where it, in the form of Hercules' mace, was able to withstand the force of Thor's hammer blow.

**Adamantium, Beta:**

Wolverine's Skeleton and claws are made from this (unique to Wolverine). Wolverine's mutant healing factor allowed him to survive the Adamantium bonding process, but it also induced a molecular change in the metal. Adamantium Beta functions like True Adamantium but does not inhibit the biological processes of bone. This fact only became apparent after Magneto forcibly extracted the Adamantium from Wolverine's skeleton.

**Adamantium, Primary:**

Also known as True Adamantium. Is a very dense, artificial steel-based alloy that is nearly-indestructible. Incredibly hard to come by, can be used to coat normal metals to enhance their durability as well. Almost impossible to make on Earth-616, process is limited to a select few corporations. Most notably found in Ultron's indestructible carapace (outer armor).

**Adamantium, Proto:**

The most indestructible material/metal in the Marvel Universe created by the American metallurgist Dr. Myron MacLain, found uniquely within Captain America's Vibranium-Steel alloy shield (now with added Uru!). The process of creating Proto-Adamantium has never been duplicated.

**Adamantium, Secondary:**

Also known as Adamantium Steel. When you can't afford real Adamantium, you make, buy or steal this. Far more durable than normal metallic alloys, very, very expensive.

**Carbonadium:**

Is a resilient, unstable radioactive metal that is vastly stronger than steel, but more malleable and cheaper than Adamantium. It was developed when the Russians created the Carbonadium Synthesizer (the only device that can produce Carbonadium), in a failed attempt to recreate True Adamantium. While not as durable as Adamantium, it is much more flexible. Carbonadium is toxic to organics like most heavy metals, and slowly poisons those who use it. The metal has the ability to disrupt mutant healing factors. Most commonly associated with Omega Red.

**Dargonite:**

Dargonite is an extremely tough alloy of uru and vibranium capable of puncturing Secondary Adamantium.

**Gravitonium:**

Gravitonium (Gr) "is an extremely rare, high atomic numbered element" that "distorts gravity fields within itself, causing an undulating, amorphous shape." Additionally, "when an electric current is applied, the gravitonium solidifies, and those gravity fields erupt randomly, changing the rules of gravity around it." The atomic number of Gravitonium is 123, while its atomic mass is 308 Da.

**Omnium:**

Omnium is an extremely hard, extremely rigid metal that is second in resilience only to adamantium. It is even less likely

to bend without snapping than that metal. Omnium is not a commonly used or mentioned metal, but it has appeared on rare occasion in Marvel comics whenever someone needs something strong but doesn't want to resort to adamantium. A steel alloy stronger than Titanium but weaker than Adamantium.

**Osmium:**

Also known as Osmium Steel or Organic Steel, is a dense and resilient metal; most commonly associated with the mutant power of Colossus to transform into a being composed of this metal.

**Plandanium:**

Plandanium is the metal used by Galadorians to create the Spaceknights' armour.

**Reverbium:**

Is an artificial variant of Vibranium that was created by Sajani Jaffrey. This variant is imperfect, so rather than absorbing vibrational and kinetic energy, it does the opposite and pushes it away, making it a powerful weapon even in small amounts. One of the flaws of Reverbium, is that while the metal itself is incredibly potent. Its atomic structure is highly unstable, making it less resilient than pure Vibranium. The right particle bombardment can send its subatomic structure crumbling into dust.

**Unstable Molecules:**

A synthetic material created/discovered by the famous scientist Reed Richards, which can be altered easily and adapt to a certain environment, allowing them to be incredibly resilient to drastic changes in heat, cold, pressure, density, dirt, etc. making them ideal for use as superhero costumes

Unstable Molecules are configuration of unknown atomic nuclei and electrons discovered or synthesized by Reed Richards, which is responsive to certain energized matter around it. Used in the making of clothing for the Fantastic Four and certain other superhuman beings, unstable molecular cloth mimics its wearer's physical properties, it can turn invisible like The Invisible Woman, allowing it to stretch like Mister Fantastic and burst into flame without burning like the Human Torch. Essentially, it acts as an extension of the wearer's skin.

### **Uru:**

Norse god's virtually indestructible super-metal, Mjolnir is made from it; tough, strong, holds enchantments well. The appearance of Uru metal ore is in two forms, from one as "metallic gold" (Gungnir, Stormbreaker) and the other having a luster that has been described as "badly wrought iron" (Mjolnir). Hard to come by even in Asgard, dwarves hoard it.

### **Vibranium A:**

Wakandan Vibranium is a rare, extraterrestrial metallic ore which absorbs vibrational and kinetic energy. Theorized to have been first deposited on Earth by a meteorite 10,000 years ago. It is found exclusively in the African kingdom of Wakanda.

### **Vibranium B:**

Antarctic Vibranium also known as Anti-Metal, which destroys the atomic and molecular bonds in solid metals, causing them to liquefy (even in adamantium). Black Panther used to have claws made from it. This material has thus far been found only in the

isolated region of Antarctica known as the Savage Land.

### **Cosmically-Enhanced Metals:**

Including the armor of the Celestials, Galactus and the material of the Silver Surfer's board are made of super-strong, nearly indestructible materials, unable to be affected by most normal forces on Earth.

## 19. ARMOUR MATERIALS TABLES

### Beyond Heroes Universe Armour Types (Ancient)

	HPs	AC	Weight	Cost (sesterii)
Padded	15	8	10	500
Padded, Darkleaf	15	8	5	750
Leather	30	8	15	1000
Leather, Darkleaf	30	8	7.5	1250
Bone	19	7	12	1500
Studded Leather	38	7	25	2000
Studded Leather, Darkleaf	38	7	12.5	2250
Ring Mail	40	7	30	2500
Hide	50	6	30	3000
Hide, Darkleaf	50	6	15	3250
Brigandine	75	6	35	5000
Scale Mail	75	6	40	4000
Scale Mail, Voidglass	75	6	35	5000
Scale Mail, Plandanium	75	5	20	7500
Coral, Chitin, and Shell	60	5	30	1500
Chain Mail	44	5	40	5500
Chain Mail, Voidglass	44	5	35	7500
Chain Mail, Orichalcum	60	5	70	22,500
Chain Mail, Plandanium	44	4	20	10,500
Banded Mail	50	4	35	6500
Banded Mail, Voidglass	50	4	30	8500
Banded Mail, Orichalcum	75	4	45	25,500
Banded Mail, Bronzewood	80	4	31	27,000
Splint Mail	82	4	40	6000
Splint Mail, Voidglass	82	4	35	6200
Splint Mail, Orichalcum	97	4	70	30,000
Splint Mail, Bronzewood	112	4	36	32,000
Banded Mail, Plandanium	50	3	17	15,000
Splint Mail, Plandanium	82	3	20	20,000
Plate Mail, Bronze	100	3	45	7000
Plate Mail	160	3	50	8000
Plate Mail, Voidglass	160	3	45	35,500
Plate Mail, Orichalcum	175	3	75	40,000
Plate Mail, Bronzewood	190	3	45	42,000
Plate Mail, Field	120	2	60	9000
Chain Mail, Mithral	100	2	20	45,000
Plate Mail, Plandanium	160	2	25	25,000
Plate Mail, Meteroic Iron	200	2	65	50,000
Plate Mail, Full	150	1	70	10,000
Hide, Dragon	175	1	75	20,000
Plate Mail, Glasteel	225	1	50	60,000

	HPs	AC	Weight	Cost (sestertii)
Plate Mail, Mithral	250	0	25	75,000
Plate Mail, Adamant	250	-1	30	85,000
Plate Mail, Adamantine	300	-2	25	100,000
<u>Eastern Armour Types</u>				
	HPs	AC	Weight	Cost (sestertii)
Lamellar, Cuirass	20	8	8	1000
Lamellar, Leather	40	6	25	4000
Do-Maru	50	5	30	5000
Kikko	60	5	25	4500
Lamellar, Horn	75	5	30	5500
Four Mirror	100	4	45	7000
Lamellar, Steel	90	4	35	6000
Mountain Pattern	100	4	40	6500
Kusari Gusoku	110	3	45	7500
Lamellar, Iron	120	3	50	8000
Lamellar, Stone	150	2	45	9500
Tatami-do	130	3	45	85000
O-yoroi	140	2	45	9000
<u>Gauntlet Types</u>				
	HPs	AC	Weight	Cost (sestertii)
Gauntlet, Chain	10	8	11.25	500
Gauntlet, Plate	15	7	11.25	1500
Gauntlet, Leather	5	9	9	200
<u>Helm Types</u>				
	HPs	AC	Weight	Cost (sestertii)
Helmet, Armet		25	6 3	2000
Helmet, Barbut	18	7	3	1000
Helmet, Burgonet	20	7	3	2500
Helmet, Close	30	7	3	2200
Helmet, Galea	25	6	3	1000
Helmet, Great	35	5	4.5	3000
Helmet, Morion	10	8	3	1200
Helmet, Myrmmillo	5	9	3	1000
Helmet, Pikeman	12	8	3	800
Helmet, Sallet	20	7	3	1500
<u>Shield Types</u>				
	HPs	AC	Weight	Cost (sestertii)
Buckler	10	+3	5	1500
Shield, Large Bronze	25	+4	10	1200
Shield, Large Steel	30	+5	15	2000
Shield, Large Wooden	20	+3	10	700
Shield, Small Bronze	13	+1	5	600
Shield, Small Steel	25	+2	6	900
Shield, Small Wooden	15	+3	5	300
Shield, Tower	35	+5	45	3000



<u>Armour Types (Modern)</u>	<u>HPs</u>	<u>AC</u>	<u>Weight</u>	<u>Cost (dollars)</u>
Leather Jacket	30	8	4	40
Light Undercover Shirt	20	7	2	50
Pull-up Pouch Vest	40	7	2	75
Undercover Vest	50	6	3	1000
Concealable Vest	60	5	4	1200
Light-Duty Vest	80	4	8	100
Tactical Vest	100	3	10	150
Special Response Vest	120	2	15	400
Forced Entry Unit	150	1	20	600
Riot Shield	75	5	6	120
Ballistic Shield	125	3	16	200

<u>Armour Types (Future)</u>	<u>HPs</u>	<u>AC</u>	<u>Weight</u>	<u>Cost (cred/credit standard)</u>
Soft Steel	75	6	60	5000
Hard Steel	100	6	70	7500
Plasteel	125	6	50	10,000
Composite Alloy	175	5	60	15,000
Crystallion	200	4	50	25,000
Dwarf Matter	250	3	80	50,000
Dwarf Matter Bonded	300	2	70	100,000
Dwarf Matter Coherent	350	1	60	200,000
Nanofluidic	400	0	40	300,000
Promethium	250	0	20	500,000
Neutronium	500	-1	100	750,000

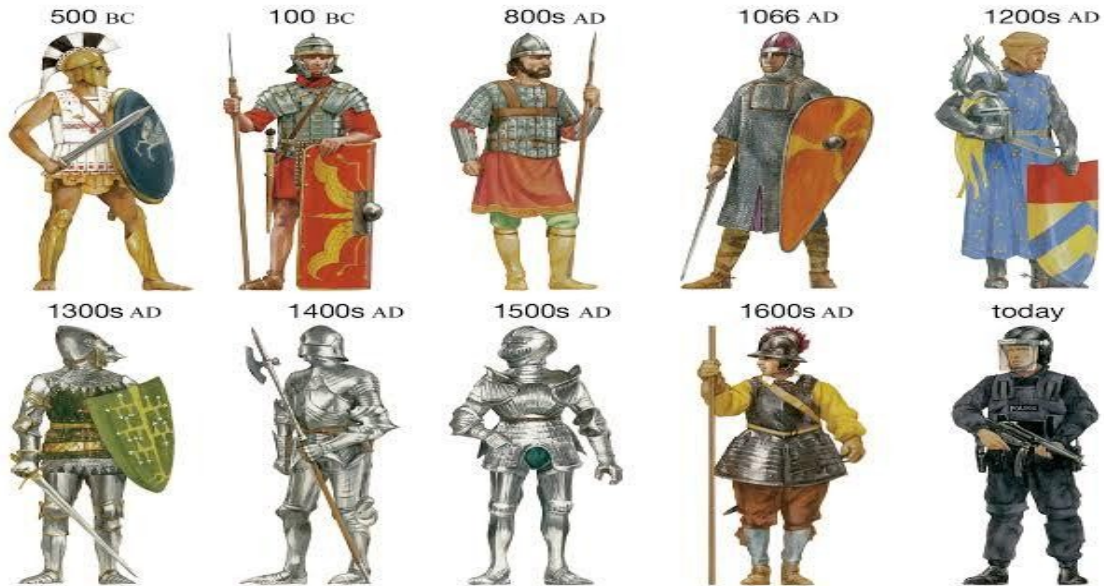
### **Materials cost in weight**

<u>Magical Material</u>	<u>Cost (sestertii) per kg</u>
Adamant	2000
Adamantine	3000
Bronzewood	1000
Crystalline	200
Darkleaf	500
Dragonhide	2500
Glasteel	500
Iron, Meteoric	150
Magmanite	3000
Manite	5000
Mithral	5000
Orichalcum	4000
Plandanium	5000
Prima Materia	4000
Soarwood	1500
Starstone	1000
Voidglass	100

Normal Material	Cost (sestertii) per kg
Bone	1
Bronze	6
Chitin	1
Copper	5
Coral	1
Gold	50
Iron	1
Lead	1
Magnesium	5
Platinum	500
Quicksilver	2
Sea Shell	1
Silver	5
Steel	5
Tin	12

Future Material	Cost (cred/credit standard) per kg
Composite Alloy	10
Crystallion	200
Dwarf Matter	500
Nanofluid	1000
Neutronium	5000
Plasteel	7
Promethium	2500
Steel, Hard	6
Steel, Soft	5

**Armour worn in Europe**



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## DC Universe

Armour Types	HPs	AC	Weight
Cavorite	75	5	5
Electrum	120	4	6
Plastisteel	140	3	7
Dilusteel	160	2	8
Valorium	150	1	10
Smartskin	175	1	8
Accoustium	200	0	12
Dionesium	250	0	15
Batmanium	275	-1	20
8 <sup>th</sup> Metal	300	-1	10
Quixium	325	-1	25
Promethium	350	-2	30
Coridite	375	-2	35
Orichalcum	400	-2	25
Nth Metal	450	-3	12
9 <sup>th</sup> Metal			
Radion	500	-3	50
Eternium	550	-4	100
ElementX/	600	-4	15
10 <sup>th</sup> Metal			
Inerton	650	-5	300
Phantanium	700	-5	400

There are no costs given as none of these materials are available to the public.

## Marvel Universe

Armour Types	HPs	AC	Wght
Gravitonium	100	4	1
Omnium	140	3	6
Osmium	150	3	8
Carbonadium	160	2	12
Unstable Molecules	150	1	1
VibraniumB	200	0	10
Reverbium	225	0	12
VibraniumA	250	-1	15
Plandanium	350	-1	25
Adamantium,	375	-2	20
Secondary			
Adamantium,	400	-3	30
Primary			
Adamantium, Beta	425	-3	30
Adamantine	450	-3	40
Adamantium, Proto	500	-4	40
Uru	600	-4	100

Armour Types	HPs	AC	Wght
Dargonite	700	-5	150

There are no costs given as none of these materials are available to the public.

## 20. BEYOND HEROES

### ARTIFACTS

Most ancient rites and spells are scrolls and magical books called tomes. Though appearing to be fragile, most of them have strong incantations weaved throughout them that prevent them from being destroyed. Unless a mage has been recently studying, these scrolls and tomes are usually locked away or will be placed amidst piles of other scrolls and tomes as “camouflage” for its true nature.

The probability of a thief or intruder stumbling onto an important piece of magical writing is small. Some powerful works, however, have been found in old book stores and estate sales by those who are persistent and alert to the writing’s true nature .

### The Ark of the Covenant

The Ark of the Covenant is the best known item in the Tabernacle, renowned for its mysterious powers against the enemies of Israel (Samuel chapters 5 and 6).

The Ark is a small box made of acacia wood, overlaid with gold. It measures 1.15 metres long, 70 centimetres wide and 70 centimetres high. It is carried by two long bars, also made of acacia wood overlaid with gold. Attached to the Ark's covering lid are two Cherubim. God's presence does not dwell inside the box, but remains over the Ark in between the

two Cherubim (Timothy 6:16 Psalm 104:2). The high priest has to shield his eyes, because "no man shall see Me and live" (Exodus 33:20). This was where God met with Moses (Exodus 25:21-22, Leviticus 16:14-15). The Ark is God's throne in His dwelling place in the Tabernacle. Most people associate the Ark of the Covenant with judgement and wrath.

The Ark contains; the two stone Tablets of the Law, Aaron's rod that Budded, and the Golden Pot of hidden Manna. Together these three items form the Covenant (Exodus 25:21), hence the Ark is called the Ark of the Covenant.

### **1. The Stone Tablets of the Law**

The Ten Commandments were written on these two pieces of stone, by the finger of God on Mount Sinai (Exodus 31:18). The tablets of stone are also called the tables of testimony (Exodus 31:18) because they show us what God is like: jealous, caring, faithful, true, holy and righteous. The Ten Commandments on the two stone tablets are the basis for God's covenant with the children of Israel (Exodus 19:5-7). They stipulate what the righteous requirements of the law are, but there is no supply to help the children of Israel to obey the commandments.

The Tablets bestow limited knowledge from the universe. A 'special' individual however may be able to tap into far more than what is listed below:

Any who hold the first tablet gain; Precognition, Postcognition, and Divination as per powers.

Any who hold the second tablet gain; Sense Presence, True sight and Empathy as per the powers.

Any who hold both tablets gain all of the above as well as Cosmic Awareness and Omnittracking as per the powers.

### **2. Aaron's Rod that Budded**

Aaron's Rod grants several nature powers;

1) Accelerate Growth - Can grow a plant from seed to maturity at a rate of 5 metres per round with a maximum size of 1 metre per WIS.

2) Wither Plants - Can kill any vegetation within a 1 metre radius per WIS within the user's line of sight.

3) Control Plants - Can psionically control all plant life over a 3 metre radius per WIS within the user's line of sight. These plants can be used to ensnare, strangle or cover over and hide objects.

4) Heal - By placing the Rod over a life form and concentrating the user can heal their HPs x2 faster and can regrow any lost limbs within 24 hours.

5) Provide Nourishment - The user can absorb sunlight and water instead of eating and drinking.

### **3. The Golden Pot of 'Hidden' Manna**

Not to be confused with Mana, which is the source of magical energy.

Manna was the food that came down from God to feed the children of Israel daily in the wilderness for the forty years of their journey to Canaan. It was given to the children of Israel in such a way

that it required them to develop self-discipline. Manna only came in the early morning with the dew (Exodus 16:13-14). By the time the sun was up, it would have evaporated (Exodus 16:21).

It was called 'Manna', because that is Hebrew for 'what is it'. It looked like white coriander seed and tasted like wafer biscuits made with honey (Exodus 16:31). The Lord commanded Moses to fill an omer vessel with Manna and keep it for a memorial to future generations of how God fed them in the wilderness (Exodus 16:32-33). This is the Golden Pot of Hidden Manna in the Tabernacle.

Now, if Manna was kept for longer than a day then it would breed worms and smell. Why then try to keep it for a memorial to future generations? The key is the Golden Pot. The Golden Pot would last for ever. It is round, indicating eternal; it is gold, indicating 'of God, divine'. The Golden Pot indicates eternal life.

Every 24 hours the pot will fill itself with staple food; is bread and water. Both however are enchanted. A single cup of Manna water will allow the drinker to go for a full day without requiring any further sustenance, even if walking through a desert. A single loaf of bread will completely cleanse the body of any poisons and toxins and extend the eater's natural life by WIS x1 month.

## Excalibur

Excalibur or Caliburn is the legendary sword of King Arthur, sometimes attributed with magical powers or associated with the rightful sovereignty of Great Britain. Sometimes Excalibur

and the Sword in the Stone (the proof of Arthur's lineage) are said to be the same weapon, but in most versions they are considered separate. The sword was associated with the Arthurian legend very early. In Welsh, the sword is called Caledfwlch; in Cornish, the sword is called Calesvol; in Breton, the sword is called Kaledvoulc'h; in Latin, the magic sword is called Caliburnus.

In Arthurian romance, a number of explanations are given for Arthur's possession of Excalibur. In Robert de Boron's Merlin, Arthur obtained the British throne by pulling a sword from a stone. (The story of the Sword in the Stone has an analogue in some versions of the story of Sigurd, whose father, Sigmund, draws the sword Gram out of the tree Barnstokkr where it is embedded by the Norse god Odin.)

In this account, the act could not be performed except by "the true king," meaning the divinely appointed king or true heir of Uther Pendragon. This sword is thought by many to be the famous Excalibur, and its identity is made explicit in the later Prose Merlin, part of the Lancelot-Grail cycle.

However, in what is called the Post-Vulgate Cycle, Excalibur was given to Arthur by the Lady of the Lake sometime after he began to reign. She calls the sword "Excalibur, that is as to say as Cut-steel."

In the Vulgate Mort Artu, Arthur orders Griflet to throw the sword into the enchanted lake. After two failed attempts (as he felt such a great sword should not be thrown away), he finally complies with the wounded king's request and a hand emerges from the lake to catch it, a

tale which becomes attached to Bedivere instead in Malory and the English tradition. Malory records both versions of the legend in his *Le Morte d'Arthur*, naming both swords as Excalibur.

In Welsh legend, Arthur's sword is known as *Caledfwlch*. In *Culhwch and Olwen*, it is one of Arthur's most valuable possessions and is used by Arthur's warrior *Llenlleawg* the Irishman to kill the Irish king *Diwrnach* while stealing his magical cauldron. Irish mythology mentions a weapon *Caladbolg*, the sword of *Fergus mac Róich*. *Caladbolg* was also known for its incredible power and was carried by some of Ireland's greatest heroes.

The name, which can also mean "hard cleft" in Irish, appears in the plural, *caladbuile*, as a generic term for "great swords" in *Togail Troi* ("The Destruction of Troy"), the 10th century Irish translation of the classical tale. In the late 15th/early 16th-century Middle Cornish play *Beunans Ke*, Arthur's sword is called *Calesvol*, which is etymologically an exact Middle Cornish cognate of the Welsh *Caledfwlch*.

Geoffrey's *Historia* is the first non-Welsh source to speak of the sword. Geoffrey says the sword was forged in Avalon and Latinises the name "Caledfwlch" as *Caliburnus*. When his influential pseudo-history made it to Continental Europe, writers altered the name further until it finally took on the popular form *Excalibur* (various spellings in the medieval Arthurian Romance and Chronicle tradition include: *Calabrun*, *Calabrum*, *Calibourne*, *Callibourc*, *Calliborc*, *Calibourch*, *Escaliborc*, and *Escalibor*). The legend was expanded upon in the

*Vulgate Cycle*, also known as the *Lancelot-Grail Cycle*, and in the *Post-Vulgate Cycle* which emerged in its wake. Both included the work known as the *Prose Merlin*, but the *Post-Vulgate* authors left out the *Merlin* continuation from the earlier cycle, choosing to add an original account of Arthur's early days including a new origin for *Excalibur*.

In several early French works, such as *Chrétien de Troyes' Perceval, the Story of the Grail* and the *Vulgate Lancelot Proper* section, *Excalibur* is used by *Gawain*, Arthur's nephew and one of his best knights. This is in contrast to later versions, where *Excalibur* belongs solely to the king. In many versions, *Excalibur's* blade was engraved with phrases on opposite sides: "Take me up" and "Cast me away" (or similar).

In addition, when *Excalibur* was first drawn, in the first battle testing Arthur's sovereignty, its blade blinded his enemies. *Excalibur's* scabbard was said to have powers of its own. Loss of blood from injuries, for example, would not kill the bearer. In some tellings, wounds received by one wearing the scabbard did not bleed at all. The scabbard is stolen by *Morgan le Fay* in revenge for the death of her beloved *Accolon* and thrown into a lake, never to be found again.

In the *Beyond Heroes* universe after the destruction of the legendary *Sword in the Stone*, the *Lady of the Lake* gifted to King Arthur *Excalibur*, which he used for many years to protect Camelot from the forces of evil. *Excalibur* was lost in Arthur's final battle against *Mordred* during the fall of Camelot. Legend has it it will reappear to one most worthy

during earth's greatest need, but this has yet to happen.

#### Abilities:

Excalibur has two parts; the sword and the scabbard.

The Sword appears much like a long sword and does 6D8 to anything it strikes, and can be used to cut invulnerable and cosmic beings. The supernatural (including spirits) take double damage and on a critical strike a summoned or extraplanar creature is banished back to its realm and any undead under another's control become free of their influence. It even slices through cosmic class materials like butter. It offers +1 to Thac0 and AC per 5 WIS of the wielder.

The Scabbard is equally indestructible, and can be used to deflect any magical projectile and energy attacks. Additionally the wielder will not bleed no matter how much he is cut (although this doesn't protect the character from actually being wounded). He will also heal any wound at double the normal rate, and be completely purged of any disease, poison, toxin or venom within minutes.

### The Holy Grail

The Holy Grail is an object that serves as an important motif in Arthurian literature. Different versions describe it as a vessel, dish, or stone with miraculous powers providing happiness, eternal youth or food in infinite abundance. A "grail", wondrous but not explicitly holy, first appears in Perceval, le Conte du Graal, an unfinished romance written by Chrétien de Troyes around 1190. Here, it is a processional

salver used to serve at a feast. Chrétien's story attracted many continuators, translators and interpreters in the later 12th and early 13th centuries, including Wolfram von Eschenbach, who perceived the grail as a great precious stone that fell from the sky.

In the late 12th century, Robert de Boron wrote in Joseph d'Arimathe that the Grail was Jesus's vessel from the Last Supper, which Joseph of Arimathea used to catch Christ's blood at the Crucifixion. Thereafter, the Holy Grail became interwoven with the legend of the Holy Chalice, the Last Supper cup, a theme continued in works such as the Vulgate Cycle, the Post-Vulgate Cycle, and Thomas Malory's Le Morte d'Arthur.

The Holy Grail is a religious artifact held in high praise throughout the christian world, and one of the most sought after of arcane holy relics.. It was the cup which Jesus Christ drank from at the Last Supper and the cup used by Joseph of Arimathea to capture the blood of Christ at the crucifixion after being stabbed by the Spear of Destiny. It was believed to have been housed somewhere in Glastonbury Tor.

The Grail surfaced again around the 6th century AD when Sir Perceval delivered it to Arthur Pendragon, King of the British land known as Camelot. The Grail became a powerful tool in defending Camelot against the forces of the evil Morgaine le Fey. Following the fall of Camelot, the grail disappeared once again. The Holy Grail turned up again centuries later during World War II. But was lost again after Japan's surrender. The current whereabouts of the Holy Grail are unknown.

### Abilities:

1) Bless - Any water placed in the grail will automatically be blessed. Against the undead, especially vampires this does D6 per 5 WIS of the holder. But if the person is religious and truly believes in their faith, the damage is doubled.

2) Drink - The grail can fill itself with non enchanted water as often as desired by the holder. This is non healing but very useful in arid areas where no water is present.

3) Feed - Every 24 hours the grail can generate enough staple food to feed 1 person per WIS for the day. The food is not magical but is fully nourishing.

4) Heal - By placing water within the grail and then having someone drink from it, it will cause any wounds to heal x10 faster. Additionally it will completely purge their bodies of any disease, poison, toxin or venom within minutes. And if enough 'blessed' water is drunk it will cause lost organs and limbs to regenerate within D10 days.

### The Spear of Destiny

The Spear of Destiny, sometimes known as the Spear of Longinus, Lance of Longinus and the Heilige Lance (Holy Lance) is claimed to be the spear that pierced the side of Jesus Christ when he was on the cross. It is described in John 19:31-37 as being used by a Roman soldier. Later Christian tradition would give the soldier's name as Gaius Cassius, and he is later called Longinus. It is one of the most important Christian relics of the Passion of Jesus Christ. The Spear, bathed in the blood of the Lamb and playing a significant role in the fulfilment of Old Testament prophecy, is

believed to have acquired tremendous mystical power. The first sign of that power was the purported healing of Gaius Cassius's failing eyesight by blood from the wound. The centurion later become an early convert to Christianity.

The Spear subsequently passed through a multitude of hands, coming into the possession of many of Europe's most important political and military leaders, including Constantine I, Alaric (the Visigoth king who sacked Rome in the year 410), Frankish general Charles Martel, Charlemagne, Frederick of Barbarossa, and Frederick II. A leader who possessed the Spear was said to be invincible; Charlemagne and Frederick of Barbarossa were undefeated in battle until they let the Spear fall from their hands. A legend arose that whoever claimed the Spear "holds the destiny of the world in his hands for good or evil."

At one point it fell into the hands of a Crusader named Peter Bartholomew in Antioch in 1098 while the Crusaders were under siege from the Seljuk Turks under Kerbogha. Peter Bartholomew reported that he had had a vision in which St. Andrew told him that the Holy Lance was buried in St. Peter's Cathedral in Antioch. After much digging in the cathedral, he discovered the spear. At the same time, dissension had begun in the ranks of the Muslim army besieging the city.

This combination of factors resulted in the Christian army being able to rout the Moslems a few days later when they joined battle, allowing the Crusaders to decisively capture Antioch. It is superstitiously believed that whosoever might hold the spear would have the



power to conquer the world but losing it would mean instant death. The legend states that since the Spear had pierced the body of God (Jesus) that it became imbued with some kind of magical power and therefore was a weapon capable of defeating any opponent.

Hitler's interest in the relic probably originated with his interest in the 1882 opera Parsifal by Hitler's favourite composer, Richard Wagner which concerned a group of 9th century knights and their quest for the Holy Grail. On March 12, 1938, the day Hitler annexed Austria, he arrived in Vienna a conquering hero. He made his way to the Hofmuseum where he took possession of the Spear which he immediately sent to St. Katherine's Church in Nuremberg, the spiritual capital of Nazi Germany.

In November 1938 Nazi agents in Scotland captured three western "mystery men," Valour, Captain Freedom, and Mayflower. The three heroes had been dispatched by President Franklin Roosevelt and William Stephenson, the head of British intelligence to investigate reports of a planned German invasion of Great Britain. At a specially convened rally in Berlin hours later, Hitler prepared to unmask the three and then slay them with the Spear of Destiny as a demonstration of German superiority. He was interrupted by the arrival of three more heroes, Captain Freedom, Dimitrios and Major Victory who quickly freed the three captives.

Enraged Hitler called on the mystic power of the Spear. Despite the Spear's origins as a Christian artifact, Hitler's philosophy was a decidedly un-Christian one influenced by Teutonic myth. As a

result most of the magical effects Hitler produced with the Spear took the form of figures from Norse mythology. His cry of rage summoned a flight of Valkyries, the sword maidens of Odin riding the winged horses of legend. At Hitler's command the Valkyries attacked the American heroes, engaging them in battle high above Berlin.

Exultant at this sign of his own power and German's dominance Hitler ordered his commanders to begin Operation Sea Lion, the planned invasion of Great Britain, which had been scrapped months earlier as a result of poor weather in the English channel. Dimitrios used his magic to transport himself and the other mystery men to England where they joined British troops in repelling the German invaders.

With the help of a Japanese sorcerer and scientist known only as Dr Sin who was in possession of the Holy Grail, Hitler created a mystic barrier surrounding Axis territory. As the Legion discovered with disastrous results, any hero with metahuman abilities who entered the Spear's "Sphere of Influence" fell victim to a magical compulsion to serve the Axis cause.

In their first encounter with the Sphere of Influence, the unaffected heroes managed to forestall a disaster by luring their magically entranced comrades out of the range of the compulsion spell, and beat a hasty retreat. Afterwards the Allied commanders realizing the potentially horrific consequences of the most powerful Allied heroes falling under Nazi control, ordered all metahuman operatives to stay out of Axis-controlled or disputed territory thereby confining many of the heroes to

the home front. The Spear of Destiny's influence served to keep the majority of the Allied heroes from playing an active part in the war either in Europe or in the Pacific. In the final months of the war they discovered that the range Sphere of Influence was weakening as the Germans and Japanese lost ground, enabling them to venture cautiously into some previously restricted territory. With Allied troops nearing Berlin in mid-April of 1945 Hitler feared that the war was lost.

Unwilling to accept defeat gracefully he determined to avenge himself upon the German people who had proven unworthy to carry out his dreams of conquest. He attempted to use the power of the Spear of Destiny to bring about Ragnarok, the Twilight of the Gods as he pictured it from the final chapter of Wagner's Ring of the Nibelung cycle. Although Hitler never knew it he came perilously close to succeeding. The Spear's power ripped a hole in the sky, unravelling the fabric of the universe as Hitler's vision of Gotterdamerung drew to a close. The Legion defeated the Norse warriors while Dimitrios ultimately closed the rift.

In 1945 Hitler knew only that his last efforts had failed; the power of the Spear had at last deserted him. Despondent, he committed suicide in his bunker in Berlin, alongside his wife, Eva Braun. Moments after Hitler's death the Spear vanished. Sometime later it mysteriously reappeared in the hands of Mao Tse Tung's aiding him in his Communist revolution, and later Korea, Laos, and Cambodia. It eventually fell into the hands of the Soviets and was transported to Russia, where it remained until about three years ago.

The exact nature and extent of the Spear's powers remain ambiguous. However, even those with no formal magical training have been able to use it to produce world-altering effects. Aside from the Sphere of Influence, Adolf Hitler used the Spear's power to summon a flight of real, tangible valkyries and, in April 1945, nearly succeeded in unleashing the devastation of Gotterdamerung onto the Earth and bringing about the end of the world. Others with no mystical inclination have succeeded in destroying spirits by simply using the Spear as a melee weapon.

The Sphere of Influence itself was an extremely formidable spell, capable of automatically controlling the minds and wills of the most powerful metahumans and sorcerers at tremendous distances without even requiring the conscious volition of the Spear's wielder. It should be noted, however, that the Sphere was created by Hitler in partnership with a Japanese occultist called the Dragon King and bolstered with the power of the Holy Grail. A feat of such magnitude may not be possible without the assistance of a more competent magic-user.

Evidence strongly suggests that the Spear cannot be destroyed, at least not by any conventional means. The Spear has three times survived being accelerated to the escape velocity of the Earth (each time it was thrown into space), and its recent disposal by the Sentinels of Magic indicated that even being thrown into the sun did not actually destroy it (although it does obviously make it more difficult to retrieve).

The spear has two parts; the blade and the shaft.

The Blade alone does 6D6 to anything it strikes, and can be used to cut invulnerable and cosmic beings. The supernatural (including spirits) take double damage and on a critical strike a summoned or extraplanar creature is banished back to its realm and any undead under another's control become free of their influence. It even slices through cosmic class materials like butter. It offers +1 to thaco per 5 WIS of the welder.

The Shaft is virtually unbreakable and can be used to deflect any projectile and energy attacks. It also disrupts any spell it touches. It offers +1 to parry and AC per 5 WIS of the welder.

When held together the Spear bestows Mind Control powers. The welder can take control of the body and voice of 1 victim per WIS (+1 per level) within his line of sight. It also offers +1 to save vs spell per 3 WIS. If thrown the Spear will return to the welder after having reached the limit of his throw.

## 21. DC UNIVERSE

### ARTIFACTS

What follows is a list of some of the artifacts from the DC Universe.

#### The Ace of Winchesters

The Ace of Winchesters is a magical rifle made to kill demons. It was made by a mystic occultist who was in the Texas Rangers from halo-steel and hades-gems, bound in the ivory of saints.

### All Blades

A pair of mystical blades made out of copper designed to kill magic-based threats, such as the Untitled or Amazons, but cannot harm anything else. They can only be summoned in the presence of absolute evil. The blades are powered by the soul of the wielder, and can be powered by spilling the wielder's own blood. Jason once believed that the blades were indestructible, until Essence broke them. However, once Jason truly mastered the All-Caste's teachings, he gained access to the real All-Blades, being capable of summoning them to his hands by will.

### Amulet of Anubis

In 2030 B.C., the Egyptian deity Anubis rewarded his most devoted follower, the mad priest Khalis, with a gift, the Amulet of Anubis, holding part of the god's own power. In the following years, Khalis used the Amulet to take mental control of a legion of Nubian slaves and made them build "the mightiest of pyramids" to honor Anubis. However, when Nabu the Wise, a Lord of Order in human form who served various Egyptian Pharaohs, discovered the actions of Khalis, he was not pleased.

With a wave of his arm, Nabu freed the slaves from the priest's spell and let them have their revenge on Khalis. As Khalis was buried, Nabu took the Amulet as his own. In the 1940s, Nabu transformed Kent Nelson into his champion Doctor Fate, The Amulet has been part of the arsenal of this Fate and all his successors ever since.

The amulet has also been shown to house the souls of many who have worn the vestments of Fate. It contains a

pocket dimension inside it, can fire an Eldritch Blast, and render the user undetectable to magical detection. It also amplifies the user's sorcery.

### Amulet of Harmonia

A shining red amulet, which allows the user to see a person's weaknesses.

### Amulet of Hatshepsut

Over three-thousand years ago, an Egyptian sorcerer crafted a mystical amulet and gave it to his queen, Hatshepsut, declaring that it contained the power of the goddess Isis herself. The wearer of such an item could command the power of the animals and of the elements. Three millennia later, a California science teacher named Andrea Thomas went on an archaeological dig in Egypt and uncovered the amulet. She instinctively learned about the relic's history and power and used it to transform herself into a champion for good. Calling herself Isis, after the amulet's namesake, Andrea Thomas used her elemental powers to right wrongs and protect her friends.

#### Gifted powers by the amulet:

Superhuman Strength allowing her to lift far in excess of 100 tons. She is largely immune to most forms of damage. She is able to survive falls from great heights, being repeatedly struck with superhuman force, temperature and pressure extremes, and powerful energy blasts without harm. She is also incredibly resistant to ballistic and bladed weapons. It also grants Superhuman Speed, Agility, Reflexes, and Stamina.

The wearer can also mystically fly through the atmosphere through sure act

of will, enabling her to soar through the atmosphere at sub-orbital levels and travel across the planet.

Healing is also possible, repairing minor and major wounds alike without any seeming digression.

It allows the ability to control various aspects of nature. For example, she can summon a mighty wind to sweep across the land, control the weather, manipulate earth and water, create vegetation or cause geysers of molten lava to spontaneously rise from the ground.

The user can control weather patterns, especially the wind. He can create and use electrical storms and tornadoes.

The user can manipulate and control plant life, including accelerated growth.

The user can control the flow of lava within the earth's crust, as well as control the various substances that make up common bedrock (earth: iron, granite, shale, limestone, etc.), creating seismic tremors.

The user can manipulate water currents, create whirlpools and water columns, and boil or freeze vast bodies of water. Finally the user can form shields of telekinetic energy and fire telekinetic force blasts as well.

### Amulet of Quiox

A mystical object used to stave off vampiric infection.

### Astro Harness

Orion's astro force manipulator and flyer and mother box. Used exclusively by Orion of the New Gods, the Astro-Harness allows interstellar flight, Astral-Projection, energy manipulation, magnetic control and is self-repairing.

### The Atlantean Helmet

The Atlantean Helmet grants its possessor the ability to live without food, oxygen, or water.

### The Atlantean Key

The Atlantean Key grants its possessor the ability to open doors normally locked.

### Black Bison's Coup Stick

The coup-stick was one of two mystical items wielded by the super-villain known as Black Bison. It was constructed some time in the late 1800s by the grandfather of Bison-Black-As-Midnight-Sky – a Native American shaman responsible for the creation of the inter-tribal Black Bison Cult. The shaman infused the coup-stick with mystical properties relating to nature. The mystical power of the coup-stick works in tandem with the power of the Bison Cult talisman.

Through these tools, Black Bison can animate material objects and in so doing, command these objects to do his bidding. This power cannot affect living biological material, but can affect non-living organic tissue. Black Bison once used the coup-stick to re-animate the stuffed remains of a white stallion (as well as other animals). Black Bison can also use the coup-stick to control the weather, such as summoning a strong wind to deflect attackers.

### Black Bison's Talisman

The talisman was one of two mystical items wielded by the super-villain known as Black Bison (the other item

being the Bison Cult coup-stick. The power of the talisman works in concert with the Bison Cult coup-stick and is capable of producing a variety of supernatural effects, including animating material objects and control over the weather. These effects cannot be accomplished by using the talisman alone. As this is a mystical artifact, it can be assumed that only one schooled in the traditions of the Black Bison Cult can effectively harness its powers.

### The Black Pearl

The Black Pearl worn and coveted by a great many pirates and treasure hunters, was a magical artifact of immense mystical power once belonging to a notorious seafarer named Madame Langrock. With this item in hand she was invincible while sailing the ocean as the magic within the pearl gave her total dominion over the sea itself, using it to summon crushing whirlpools & tidal waves that could dash armada's into their component planks and splinters.

### The Blood Gem

The Blood Gem is a mystical relic created over one-hundred and sixty years ago. Similar to a tesseract dimension, the Blood Gem is actually a gateway into an interdimensional reality. The interior of the Blood Gem is geometrically larger than the dimensions of the gemstone itself, allowing its inhabitants to explore its alien environment unencumbered.

### The Book of Destiny

The book is indestructible, and maps out everything and everyone from start to

finish (except the challengers of the unknown).

### The Book of Thoth

The Book of Thoth is a magic tome containing dangerous spells (all the magic that was lost when Atlantis was sunk). It was written by Thoth and had been locked into a chest placed in the river Koptos for centuries, guarded by an immortal snake.

### The Bow of Ra

The Bow of Ra is a weapon created by Ra as a gift to the Champion of the Amazons of Bana-Mighdall. When in use, the bow generates arrows that can be either solid or made of pure energy. The size, shape, design, and destructive power of each arrow is controlled by the wielder. Upon contact with a target, an arrow can ignite the target, create an explosion, or pierce the target without destroying it. While this weapon's full power has yet to be seen, it is said to have the power to destroy stars. The Bow of Ra shares a bond with the Shim'Tar wielding it. This bond allows for the bow to be summoned at any time. The bond extends beyond death, enabling it to revive a wielder from the dead. The bow also strengthens the wielder to levels far beyond those of a normal Amazon. In addition to enhanced strength and durability, they can also channel the bow's energy into blasts projected from their hands.

### The Caduceus

The Caduceus is the staff of the Olympian god Hermes. It derives its power from worship, and needs to be

charged at temples. The main power of the Caduceus is transportation. It grants the wielder the power to teleport themselves (and passengers).

### Calculha's Crystal

Calculha's Crystal was a magical crystal of great power that once formerly housed the soul of Calculha and was among the gifts inherited from his son, Arion. Calculha's crystal holds enormous powers of magic energy, enabling its user like Arion to draw from it for power. While complete, the crystal held incredible powers in which the sorcerer, Arion, could call upon with the crystal.

The light-related magic from the crystal is powerful enough to banish a demon's demonic presence with its light. The crystal once enabled Arion to transform the Citadel of Sorcery into an impromptu magical ship set with sails made up of magical construct energy. The crystal once housed the very soul of the Atlantean god of light and good, Calculha. As such, it also contained his knowledge, essence, and experience for others such as his son, Arion, to draw from.

### Cedella's Skull

Cedella's Skull was a powerful voodoo artefact used by Papa Midnite. It was the skull of his sister, who he had killed and condemned to Hell. He used it to channel information from her to him, and it was the source of all his power. Cedella eventually broke free and forced her brother to destroy the skull.

## The Celestial Bow of Yi

The Celestial Bow of Yi once belonged to the noted archer Yi. After the hero passed into the "solid world" and died, the bow was struggling. After 4,000 years, it had run out of energy - it needed an archer to feed it. By chance, Xu Tao stumbled across it while on the run from a gang he deserted. The bow urged him to pick it up, and doing so transformed him into the Celestial Archer.

## The Claw of Horus

The Claw of Horus was created during the reign of Ramesses II in the 19th dynasty of ancient Egypt. It was created from Nth metal recovered from the downed Thanagarian space ship associated with Prince Khufu. The Claw was created by Nabu the Wise, and was used to return the first Flash back to the present. The claw draws its power from the magnetic core of the Earth.

## The Cloak of Cagliostro

The Cloak of Cagliostro is a magical item which allows the wearer to teleport, become intangible, and invisible. Allows the wearer the ability to become:

## The Cloak of Cyra

The Cloak of Cyra is an ancient, and extremely powerful magical object. It was created by an unidentified female Lord of Order to be a repository for her nigh-infinite power, similar to the Helmet of Fate crafted by Nabu. This Lord of Order currently resides within the Cloak, and whoever puts on the cloak becomes "Sister Symmetry", possessing the Lord's almost Omnipotent magical abilities.

The female Lord is unable to leave her magical domain, however she can possess the bearer of her cloak, and even move her domain without any outside interference, allowing her to move around with little hindrance. The bearer of the Cloak of Cyra gains the nigh-omnipotent powers of the unnamed Lord of Order, although the full extent of the Cloak's powers are unknown.

Flight: Amongst the few powers the Cloak has displayed is unaided Flight.

## The Cloak of Destiny

The Cloak of Destiny is one of the vestments of Fate, worn by those who assume the role of Doctor Fate, along with the Amulet of Anubis and the Helmet of Fate. These magical objects once belonged to Nabu the Wise, who passed on these to Kent Nelson, who would become his successor as Doctor Fate, protector of the world from evil threats. The cloak is fireproof. It gives the power of flight, invulnerability, and super strength.

## The Creation Blades

The Creation Blades are two swords made from shards of the Creation Engine, which was said to be the most dangerous weapon ever constructed. At some point in the history of the universe, the Creation Engine was broken into pieces that were scattered across time and space. Pieces of it fell to prehistoric Earth and were found by a group of Kherubim, known as the Brotherhood of the Sword, that had partnered with Daemonites. True to their name, the Brotherhood forged the shards into two blades. The leader of the Brotherhood, a Kheran named Raven, engaged Nemesis with the swords and she managed to take

one from him before escaping. Over the thousands of years that followed, Nemesis waged a one-woman war against the Brotherhood until she eventually killed Raven and took the other sword. The blades became her trademark weapons until her seeming death, when they passed into the hands of Mr. Majestic.

The swords ability to cut through anything has been put to the test. They've easily cut through the near-invulnerable skin of Mr. Majestic and even the mad reality-warping Tao. In the case of Tao, they hurt him when that should not have been possible and even though he controlled reality itself, when he was impaled with the swords he couldn't access his full powers and was barely able to stand and speak until they were removed. The swords also seem to be very durable. The shards were found in a volcano and when Majestic, impaled by the swords, fell into a volcano, they were retrieved undamaged.

### The Crown of Horns

The Crown of Horns is the symbol of the ruler of Hell. It resides in the Tower of Dis, which is the palace in Hell's capital. For the majority of history it was in the possession of Lucifer, though he never wore it, keeping it on a pedestal instead. The crown amplifies the wearers powers, and in Baytor's case, several years bearing the crown caused his insanity to consume him.

### The Crown of Thorns

An ancient relic from a long bygone era in Atlantis, the artifact known as the crown of Thorns is a vast protective network of deep mystical nature

entwined with greater Atlantean science which has served as the ultimate defense from outside invasion. The magic of such an apparatus is such that it can resist the force of crushing tidal waves and even an assault by some of the most powerful individuals the world has ever seen, the influx of magic from the Crown also has the effect of accelerating Atlantean adaptation to undersea life.

Causing those who sit beneath its embrace to take more after the aquatic life who live below the sea, hence the sudden surge of sea changed citizens springing up in the lower Trides of the city. The only way to enter and exit the city is through magical medallions for easy recognition by the barrier, but its effects aren't without fault. If the Amulet needed to enter the Crown of Thorns is damaged it could lead to disastrous after effects for the wearer.

### The Crystal Ball of Merlin

This mystical crystal ball once belonged to a sorcerer known as Merlin. It allows communication across dimensions.

### The Dead King's Sceptre

The Dead King's Sceptre grants its possessor the ability to generate earthquakes strong enough to sink islands and continents, such as it did with Atlantis long ago. It also allows its possessor to control the Trench through primal authority recognition.

### The Dragon's Claw

A small jade amulet given to Richard Dragon by O-Sensei. The Dragon's Claw is a mystical artifact that collects and



channels mystical energy in times of great need. Richard Dragon uses the Dragon's Claw as a focus for meditation and channeling his inner ch'i.

### Dream's Helm

Dream puts his power in many objects, this is one of the main ones, made from the bones of gods that dared fight dream. The Helmet of Dream is a mask of pure dream stuff and allows the user to cross back and forth from the dream world to the real world.

### Dream's Sand Pouch

Another one of Dream's main power objects. It allows someone to locate a demon he does not know in hell among every other demon. In the waking world it can be used to put someone to sleep by blowing it into their face.

### The Dreamstone

The third and last main object of Dream's power. Dream of the Endless created the ruby from the fabric of his being long ago. Powered by his spirit it was made to manipulate the fabric of dreams, the Dreaming itself, the world where Dream rules. The ruby seems to turn dreams into matter. It forces them to translate themselves into forms unrecognizable. This ruby also controls dreams in their raw state.

### The Ebontome

The Ebontome is a book of dark magic used by Dr. N. Seine to summon demons.

### The Emerald Eye of Ekron

The Emerald Eye of Ekron was actually the right eye of the Emerald Head of Ekron, a member of the Green Lantern Corps. It was in fact an Oan construct that was a prototype as well as a precursor to the Green Lantern Power Ring. Ekron used the Emerald Head as part of his duties as Green Lantern of Space Sector 3500 which held his homeworld of Venegar with the eyes working as a much more powerful version of a Power Ring though with less functionality.

The Eye is immensely powerful, possessing mystical powers second only to Mordru himself. The Eye needs a host to function, and the host must accept the Eye on it's own. The Eye then slowly seduces the host, and, if necessary takes control of them. It grants such abilities as flight, super strength, ability to survive in the vacuum of space and the power to emit blasts of energy. The eye is almost totally indestructible, and even if someone with great strength manages to shatter it, it can re-form itself.

### The Eternity Book

The Eternity Book is an immeasurably powerful magic tome given to Merlin by his father Belial. It contains the known history of the universe.

### Excalibur

The legendary sword famously wielded by King Arthur. The story of the sword's origin has several variations; one legend says that the Lady of the Lake donated the sword to Arthur. Other sources posit that Excalibur is one of the Seven

Imperishable Treasures and a "proto-Arthur" found it in Gorias.

### The Eye of Antiope

The Eye of Antiope is a large gemstone presented by Hera to Antiope, the first Queen of the Amazons. The Amazons constructed a temple on Paradise Island and dedicated it to Hera. The Eye of Antiope was placed in the temple. The Eye has long been rumored to be the source of the Amazons' immortality and they will forfeit that immortality if the Eye is removed from the island.

### Fatherbox

The Fatherbox is an Apokoliptian version of the Mother Box. Its powers include: Danger Sense, Life Sense, contains all knowledge of the New Gods and all of their accumulated knowledge. Father Box is capable of sharing and projecting its understanding of past, present and alternating future events for all to see. Through its connection to the Source, Father Box can channel, generate and direct vast quantities of raw power for various uses.

It can transfer its intelligence into other technology, or even beings, empowering them, and enhancing preexisting powers and abilities to new heights. It can distort or even create gravity wells. Able to fabricate or completely re-purpose matter to generate new wears like armor, clothing or weapons for any use by its handlers etc. It can communicate with its user telepathically. Similarly in effect to the actual Anti-Life Equation, a Father Box can twist the thought processes of its wielder converting their train of thought towards the services of Darkseid Ability to open or close boom-tubes.

Like its counterpart, the Mother Box, any character that possesses one can automatically create a Boom Tube capable of transporting them between galaxies, dimensions and alternate realities. Deviating from a Mother Box, however, is the much quieter function for going to and coming back between transport points. This enables near-undetectable motion from place to place without drawing someone's attention. They can continue their user's life for an extended period if their injuries don't cause a fatality. Either it can directly access magic, something as old and powerful as magic, or its powers can mimic magic. Take over and control non-sentient machines, including the ability to evolve non-sentient machines.

### The Flashing Blade

Forged by the Titans long before even Hephaestus stood at an anvil, the Flashing Blade was made to kill Gods themselves, and possessed numerous powers. The sword can create deadly green lightning and fire, strong enough to fell even the likes of Green Lantern and Martian Manhunter, and its blade is strong enough to stab and cut the likes of Superman and Wonder Woman. Unlike most weapons, a fatal blow from it can permanently kill a god. Aside from its offensive powers, a cut from the Flashing Blade's edge may also be used to convey visions of either the past or possible futures, and perhaps its most fearsome power, instead of simply ending life, it can be used to take it, bestowing the life, form, and power of a slain foe upon its wielder, as Nemesis used to take Wonder Woman's.

## The Gauntlet of Atlas

The Gauntlet of Atlas magnifies its wearer's strength by a factor of ten. However, the wearer must be careful or find themselves in a frenzied state.

## The Godkiller Sword

God Killer can adjust its weight and crackles with an eldritch energy that drives the weapon on. The energy strengthens the user in the heat of harsh battle, guiding and partially controlling their actions, as well as directing them to the point of the destination they wish to reach. The God Killer has the ability to shape-shift depending on the users own thoughts and instincts, but often will push said wielders thought process to further it's own ends. The God Killer can take on many forms to better accommodate both ones fighting style as well as adapt to stronger opponents such as Gods and/or godlike beings.

Some forms it can take on its own are: a Bo Staff, Twin Blades, and a Cat o' Nine Tails for binding and ensnaring. The God Killer also possesses the ability to unleash vastly powerful shock blasts with decimating effect. Its edge is able to absorb and redirect whatever force is unleashed upon with twice the impact, even those of a veteran Kryptonian, such as Superman. It can be also be magically recalled to its owner. If ever shattered or somehow broken, The God Killer can reform itself. When in contact with another divine source it can feed a deities memories into itself and transfer them to the swords handler.

## The Golden Fleece

The Golden Fleece was once the hide of a mystical ram. It was hung on an oak

tree as sacrifice in a grove sacred to Ares, where it was guarded by a dragon. There it remained until taken by Jason and the Argonauts. The Fleece gives the owner the powers of the Argonauts.

These include:

**Flight:** from Kalais, sons of Boreas, ability to soar into the skies through an act of sheer will and could hover completely still or effortlessly achieve sub-orbital levels. With his agility combined, he could travel across planet in blinding speed.

**Superhuman Strength:** from Heracles, the wearer possesses incredible physical strength, being able to lift at least 100 tons on a normal scale and could effortlessly break through heavy material and manipulate heavy objects.

**Enhanced Vision:** from Lynkeus. Ability to view the entire electromagnetic spectrum as well as allowing vast control over selective perception and focus such as telescopic, microscopic, infrared, and X-Ray visions.

**Superhuman Speed:** from Atalanta, capable of reaching incredible speeds, exceeding up to Mach 10, the wearer also has superhuman senses such as agility and reflexes.

**Enhanced Intellect:** from Admetus, this ability provides him heightened superhuman comprehensive knowledge of all aspects including mathematics.

**Telepathic Immunity:** from Peleus, able to see through illusions, and has a greater resistance than most to mind-control. He has no particular resistance,

however, he is more susceptible to pheromone-based mind control.

**Self-Sustenance:** from Hylas.

**Teleportation:** from Zetes.

**Metamorphosis:** from Poricymenus.

**Invulnerability:** from Kaineus.

**Accelerated Healing:** from Meleager.

**Poison Immunity:** from Staphylus.

**Longevity:** from Euryalus.

**Enhanced Intellect:** from Admetus.

This ability provides him heightened superhuman comprehensive knowledge of all aspects including mathematics.

### The Golden Girdle

Bestowed by the Goddess Aphrodite, the Magic Girdle lent great strength to Queen Hippolyta, and symbolized her rightful, immortal rule over the Amazon nation. Such was the girdle's power, that Hippolyta and her Amazons remained indomitable even to the great demigod Hercules - until he stole the girdle through trickery, allowing his armies to conquer and enslave the Amazons. Though initially furious with Hippolyta for losing the girdle, Aphrodite eventually forgave the Amazon queen, and helped her regain the girdle and overthrow Hercules. Thereafter, the girdle's has remained Hippolyta's, even after the Amazons quit the world of men entirely and built a new society on Paradise Island.

### The Grimorium Verum

The Grimorium Verum is an arcane book of mystical incantations. Found within its pages is an alphabetized list of rituals used to summon demons.

### The Helmet of Fate

Other than when Nabu himself has taken on the role of Doctor Fate, the Helmet of Fate is the link between those acting in the role and Nabu himself. The most famous Doctor Fate, Kent Nelson, had a certain amount of abilities taught to him by Nabu including flight, super strength and limited invulnerability, but only gained full power when wearing the helmet. Because of this numerous others have sought the helmet for themselves. Due to the strong will of Nabu, the helmet is also known to overwhelm the mentality of its user. Because of this for a time Nelson wore a half mask based on the appearance of this mask, but thus lost most of his magical powers while fighting crime.

**Magical Repository:** The Helmet of Fate holds immense arcane power in its own right, with or without Nabu's presence. According to Black Alice, it is "the most powerful magical artifact the world has ever known".

**Sorcery:** At his most potent, Doctor Fate is an accomplished sorcerer, able to match most other wizards in the Universe. He has been credited as being one of the top 12 most powerful heroes in the Universe. Kent is a powerful magician, mostly through use of his enchanted items.

**Enhanced Intellect:** When Detective Chimp put the Helmet on, it enhanced his knowledge and awareness many times over, an effect which lingered for a good week after he passed it on. The Helmet also picked up something of Detective Chimp's nature in the process.

**Fate's Awareness:** The Helmet of Fate is not intelligent in and of itself.

However, Black Alice's encounter with it suggests that the Helmet is aware of the world around it in some fashion, and that it can respond to the mind of its holder.

**Helm's Resistance:** The Helmet can put up a certain amount of resistance to those it doesn't want wearing it, making it a struggle for them to try using it.

**Protective Enchantments:** The Helmet had several protective enchantments on it. On several occasions, it was stolen by villains seeking the power of Doctor Fate; usually, the end result was that the wearer went insane when they tried to put on the helm.

**House of Nabu's Soul:** The Helmet of Nabu originally housed Nabu's spirit and allowed him to possess the current wearer; later, however, he was restricted to simply advising the wearer, unable to possess them. The Helmet lost its guiding intelligence with Nabu's death. But it apparently contains some residual guiding abilities as seen by its instruction of the new Doctor fate.

## The Hero Dial

The H-Dial is a powerful artifact capable of transforming the user for a limited time into a superhero. First found by Robby Reed, he used it to transform into a plethora of superheroes to defend his hometown from aliens, mutants, robots and a menagerie of odd disasters drawn to the dial. Long after two new H-Dials were found by two friends named Chris King and Vicki Grant. The friends used their H-Dials to combat a strange array of villains while being pursued by a relentless foe known as The Master, and aided by a mysterious ally, known as

The Wizard. Eventually, it was revealed both the Master and the Wizard were alter-egos of Robby Reed, who had separated into them by using the Dial to disarm a dead man's switch and had never been able to recover the dial to return to his normal shape until then. Dialing it backwards (O-R-E-H) produces monstrous transformations.

The H-Dial is mysterious in the sense that in spite of having been confirmed as been seen as far as 20,000 BC, it contains Interlac scripture, not invented until the time of the Legion of Super-heroes in the 30th century. This is due to time-traveling, but the origin of the Dial is still unresolved. Several have possessed its power, and most have come to regret it.

For a limited time, it transforms the user into a superhero, one different each time, though at the end of an hour, the transformation must be reversed; if this is not undone, the hero's personality starts overtaking the host mind until the original is completely rewritten.

Following the Flashpoint event, there are multiple H-Dials scattered across the world. The creator and origin is unknown, though they have been shown to have existed in ancient times (set up and veiled by a woman named Laodice). One of these H-Dials is found by Nelson Jent, who teams up with another weilder, Roxie Hodder (who goes by the name of Manteau). However, the H-Dials are not working properly, leaving the user with bizarre and impractical heroes.

Manteau is trying to figure out what's wrong with the Dials, and brings Nelson on her quest. They are hunted by the 'shadow on the line', a mysterious figure

who is hunting down H-Dial users (having killed Ex Nihilo while she possessed a dial). Another Dial has been confirmed as being used by a hero in Canada.

This incarnation of the H-Dial takes the powers of heroes from alternate universes, leaving them powerless as long as they are in use. The wielders are left with false memories, and eventually can no longer differentiate themselves from the heroes they have dialed. Recently, Roxie and Nelson have obtained a Dial from the Canadian military that they believed to be another H Dial.

However, it would not dial up a hero and while interrogating its user, who was in a coma-like state, they discovered that the sequence 7-4-3-3 was used to activate, spelling out S-I-D-E, as in 'sidekick.' The sidekick is instinctively subservient to the hero, explaining why Mason Jones listened to Nelson during their encounters.

### **Dial Bunch Dials**

The team know as the Dial Bunch have access to several different kinds of dials, with different qualities.

G-E-A-R Dial: Used by Nem, it can summon any kind of machinery from other dimensions.

J-U-M-P Dial: Used by Bansa, it allows them to travel between dimensions.

Dial Tapper: Used by Ejad, it can copy the functions of any other dials close to it.

AutoDial: a dial which always is operating in automatic mode.

D-O-O-M Dial: Used by the Lost Operator, the Dial-D it can summon different kinds of apocalypses to the worlds selected.

## The Historama

The Historama is a book that sits beside Shazam on his throne which he can call upon to see a great many things. It functions like a crystal ball, allowing the user to see anything on any plane in which it is commanded to produce. That is to say that one can call upon the book and ask it to show them any plane of existence desired and the book will show them. To activate the Historama one must say, "Historama show me...". Its powers and limitations include: Clairvoyance, Clairaudience, Remote Sensing, Extra-dimensional Detection, True Sight, can show what transpires in other dimensions and even other times Dimensional Viewing, the ability to look into the past, and functions just like Dimensional Viewing.

## The Ibistick

The Ibistick is a reservoir of nearly unlimited power, and can produce any mystical effect that its caster can conceive of. Ibis once used the Ibistick to cover all of Fawcett City in a protective force field.

## Khaji Da

The Reach are a civilization of alien conquerors who take over planets for profit. Millennia ago, they came into conflict with the Green Lantern Corps - and were able to force the Lanterns to a draw. The Reach and the Corps drew up a treaty, with terms prohibiting the Reach from taking over any more worlds. As a result, the Reach devised more deniable methods of conquest, methods that would enable them to take over a world without anyone realizing until it was too late.

Central to the Reach's plans were the Scarabs, a hive-mind native to Space Sector 2. The Scarabs were living weapons, genetically engineered by the Reach and programmed to be obedient to them. The typical plan was to leave a Scarab and its database on an inhabited world; when that planet reached certain technological milestones, the Scarab would activate and bond to one of the native inhabitants.

The Scarab would overwrite the host's personality with the Reach's programming, creating an infiltrator in the Reach's service, armed with the Scarab's vast range of lethal weapons. Millennia ago, the Reach secreted one of the Scarabs on Earth, awaiting the day when it would awaken and summon its masters.

According to legend, the Scarab eventually came into the possession of Pharaoh Kha-Ef-Re, who used its powers to help rule his kingdom, defending his people against evil. What is known for certain is that the Scarab was buried with Kha-Ef-Re when he died, safe inside the Pharaoh's tomb. Over the centuries, thousands died attempting to claim it for their own, but the Scarab remained untouched, resting atop Kha-Ef-Re's sarcophagus.

The Scarab has manifested a number of different abilities over the years for its users.

On its own, the Blue Beetle Scarab has been seen to manifest the following abilities:

**Shadow Demon Defense:** When one of the Anti-Monitor's shadow demons attacked Ted Kord during the Crisis on Infinite Earths, the Scarab protected Ted

from its killing touch, utterly destroying the creature.

**Energy Absorption:** The Scarab can absorb a blast of energy that would land a human in hospital.

**Vibrational Frequency Manipulation:** The Scarab was able to open the doorway to the Rock of Eternity, which lies outside time and space, for Ted Kord.

**Independent Animation:** The Scarab is able to move by itself for a little distance. It used this ability to attach itself to Jaime Reyes.

**Flight:** The Scarab can fly under its own power.

**Pincer Blades:** The Scarab's pincers can cut through metal.

The Scarab granted Dan Garrett the following abilities whenever he said the Scarab's serial code: Superhuman Strength, fly without the use of wings, lightning bolts which Dan typically shot from his fingers, the Scarab could detect changes in the timeline affecting the Blue Beetle legacy, the Scarab was able to create a costume of chainmail armor for Dan. It was also able to restore his clothes when he depowered.

The Scarab has displayed the following abilities since its bond to Jaime Reyes. It can opt to use its powers of its own accord, though it typically defers to Jaime. However, if Jaime doesn't want the Scarab to use a power, he can override it. Should Jaime fall prey to a body-controlling power, the Scarab will take control of the armor.

Some of the Scarab's powers can function regardless of whether the armor is active or not; others, however, only work when the armor is in use. Those powers that depend on the armor are

listed under its heading. According to Jaime, the Scarab has a number of 'options' beyond those listed below, some of which are apparently capable of destroying a city.

**Artificial Intelligence:** Normally, the Reach's command sentience parameters, stored in a Scarab's database, give a Scarab sentience and serve to make it obedient to the Reach. An infusion of magical energies sometime in the distant past altered the Scarab, denying the Reach control. When the Scarab's infiltrator mode was triggered, the Scarab was able to develop its sentience without being in service to the Reach. It also had the opportunity to access the programming of other Scarabs as well. As a result, the Scarab has its own mind, with full access to its own programming,

**Symbiotic Synaptic Interface:** The Scarab's nervous system is bonded to Jaime's, letting the two share their thoughts and emotions. The Scarab communicates with Jaime as a voice in his mind (which sounds like Jaime's mother). No-one else can hear it.  
**Scarab Mindlink:** The Scarab can mentally communicate with Scarabs that have not integrated with a host. It can also interface with Scarabs which have created full infiltrators, although this requires Jaime to breach the infiltrator's armor.

**Tracking Systems:** The Scarab can track anything which produces energy, be it biological, technological or mystical. It can track anyone Jaime met since it bonded with him, from at least seventy miles distant.

**Scarab Sight:** The Scarab can scan the people Jaime encounters, informing him

of any major physical conditions (such as pregnancy). It can identify and scan metahumans. It can identify people related to those it's already encountered via genetic analysis.

The Scarab is able to identify thought-patterns, enabling it to see if something is sentient. It can identify matching energy signatures, letting it see if the energy patterns were developed from the same basis. It can also see extra-dimensional objects. It is continually aware of the electricity in the surrounding environment. It can perceive magic, see how a magical effect can be dispelled, and see through magical concealment. The Scarab's scans can cover at least a five mile square. It communicates the information it gleans to Jaime in a manner he can understand.

**Temporal Flux Detection:** The Scarab can detect changes in the timeline affecting the Blue Beetle legacy; to Jaime, this manifests as intense static.

**Network Connection:** The Scarab can establish a connection to communication systems, enabling Jaime to speak to the person on the other end.

**Clothing Manifestation:** The Scarab can create clothes for Jaime, apparently from recycled waste and skin, which melt when he takes them off.

**Concealment:** The Scarab is capable of concealing itself from 21st century technology (though Skeets, from the 25th century, was able to find it). It can shut off cameras and microphones in its vicinity. The Scarab has blocked a magical attempt to probe it, lashing out at the person who tried.



**Host Reconfiguration:** The Scarab can modify Jaime's body to a certain extent (e.g., offering to give him extra fingers), although just how far the modifications can go is unknown.

**Blue Beetle Armor:** The Scarab can create a distinctive suit of armor in response to Jaime's thoughts, or when it deems use of the armor necessary. Once the Scarab dispels the armor, it retracts back into Jaime's body.

## Healing

### Superhuman Strength

### Superhuman Agility

**Environmental Protection:** The armor allows Jaime to survive in a variety of hazardous environments ranging from Earth orbit, to the timestream, to the Bleed. It can survive extreme temperature and pressure. It can survive the heat and impact of atmospheric re-entry without seeming damage, even when the earth around it has been turned to glass.

**Armor Reconfiguration:** The armor can reconfigure itself to create a wide array of tools and weapons, including an energy cannon, a sword and shield, a grappling hook, an energy blaster, claws, wings, and a set of large powered blades attached to the hands, over a foot in length, that can shear through tree trunks.

The armor's equipment is mutable to a certain extent, most noticeably in the wings; initially, they were composed of the same solid 'carapace' which comprises the rest of the suit, but later, they began manifesting themselves in the form of a colorless, translucent material. Whether this is because of

changes in the suit's capabilities, or because Jaime intended the alteration, has not been made clear.

**Partial Armor Manifestation:** Jaime can manifest parts of the armor - like the energy blaster - without needing to manifest the whole suit.

**Wing Shields:** The armor can create a pair of wings, enabling Jaime to fly and hover. They can also double as shields, should the need arise.

**Jet Propulsion:** When in flight, the armor can manifest a 'jet engine', enabling Jaime to fly at greater speed, at the expense of close maneuverability.

**Energy Manipulation:** The Scarab can shape and manipulate the energy it stores for a variety of effects, including energy blasts, energy cocoons, small-scale solid constructs (shields, chains, etc.), and 3-D holograms. Its energy shields can block a Sinestro Corps ring's blasts.

**Antagonist Adaptation:** The armor can tailor its blasts for use against specific opponents (e.g., Kryptonite radiation against a Kryptonian, suppression blast against a mob). The blasts can penetrate a Green Lantern ring's shield. The armor can call up anti-magic effects against magical opponents. By the Scarab's own estimation, it can even develop countermeasures that can take on the Spectre.

**Energy Bubble:** The armor is able to create a temporary energy bubble around Jaime and/or people nearby. The bubble shields those inside from outside attacks, but prevents them from leaving. A Flash who tries to vibrate through it will find themselves blasted by the bubble.

**Vibrational Frequency Manipulation:**

The Scarab can negate the vibrational frequencies of extra-dimensional objects, pulling them into this reality. The area of effect of this latter is unknown; it has been seen to affect objects at least the size of Brother Eye. According to the Reach, this should be impossible. The Scarab can also shift Jaime out of phase with the universe, making him invisible and intangible to anything apart from Reach-tech.

**Bleed Diving:** Jaime can shift into the Bleed, the space that connects the various universes. He can utilize the Bleed's unique properties for various effects, such as instantaneous teleportation, or shifting back in time a few minutes to appear in more than one place simultaneously. At best, he has only enough energy to dive into the Bleed three times in quick succession.

**Translation:** The armor can translate Mother Box communication into a form comprehensible to Jaime.

**Waste Disposal:** While wearing the armor, Jaime finds that he doesn't need to go to the toilet, though he does still need rest.

### The Lasso of Lightning

The Lasso of Lightning is the primary tool and weapon of Cassandra Sandsmark in her role as Wonder Girl. Created by Ares, the God of War, this golden lariat is similar to the lassos wielded by Wonder Woman and Donna Troy, Sandsmark's predecessor as Wonder Girl. All are physically indestructible, but the Lasso of Lightning possesses different properties than the others. Upon the command of

the wielder, it can generate an electrical current stemming directly from the lightning of Zeus, which can be used to injure opponents. This lasso cannot force its targets to tell the truth, but it can force them to experience intense rage. The force of power is based directly on Cassandra's current level of anger.

### The Lasso of Persuasion

The second lariat used by Donna Troy, the Lasso of Persuasion has the ability to compel anyone to do as the user tells them to, as long as the strength of their willpower is less than Donna's. Like Wonder Woman's Lasso of Truth, the Lasso of Persuasion is indestructible and unbreakable.

### The Lasso of Submission

The Lasso of Submission is a magical lasso used by Superwoman of Earth 3. In addition to its prodigious tensile strength strong enough to catch and throw a grown man, it also has the ability to compel obedience and even love of the wielder in those it ensnares.

### The Lasso of Truth

The Lasso of Truth, explained by its name, forces people to tell the truth, by the Fires of Hestia and was forged by the Golden Girdle of Gaea. It is able to restore people's lost memories, get rid of illusions, heal the holder's body (in this case, Wonder Woman), cure insanity, and people who are in its circumference will be protected from magical attacks.

It is unbreakable, being able to hold anybody, even someone with the strength equivalent to Superman. The

lasso also seems to be able to increase in length to an unknown degree, depending on the situation. Throughout the years, different artists have depicted the lasso as a simple piece of rope to a fiery, glowing rope which emphasizes the amount of power the lasso can unleash. The lasso also has the quality that any device caught in it maintains its structural integrity despite the pressure of having a piece of rope wrapped around something.

In this way Wonder Woman has been able to hold a submarine, a skyscraper and even the planet Earth in her grasp without those objects breaking. There are only three ways to escape from the lasso, either the bearer releases it, the captured individual dies, or a god or other divine entity releases it. In line with the first method is it possible still to attack the person holding the lasso and force them to release it in this way.

The Lasso of Truth is Wonder Woman's primary tool and weapon; a magical golden lariat that forces anyone captured within it to obey the wielder's commands and tell the truth.

### The Magdalene Grimoire

The Magdalene Grimoire is a text of occult ceremonies, incantations, mystic rites and summoning spells.

### The Magic Mirror

The magic mirror gives answers to whoever asks it a question in verse. However it does have limits, as it cannot help Flycatcher locate his wife beyond the Adversary's dark magic barriers, nor will it help if the question is not posed in proper rhyme. It is impossible to break

permanently, as it can just piece itself back together, no matter how small the shards are made.

### The Magic Sphere

The Magic Sphere was a large disk-shaped device located in Queen Hippolyta's palace on Paradise Island. After Hippolyta and her loyal warriors overthrew Hercules and cast off their shackles of slavery, the Goddess of Wisdom, Athena, gave them the Magic Sphere enabling them to monitor events in the outside world. They brought the Sphere with them as they established a new home for themselves on Paradise Island. Over the centuries, the Amazons used the Sphere as an education tool. By tapping into its mystical properties, they could see into the future, as well as the past and slowly monitor mankind's progress. Through this device, the Amazons successfully advanced their own culture and developed modern technological marvels far superior to that of the world outside them.

### The Manacles of Force

The Manacles of Force were protected by Prisoner-of-War upon their discovery by The Others. The Manacles, when clashed together, grant their possessor the ability to create a force field around his or herself which can be extended in size to protect others in the circular radius within reach. They can also emit potent shock waves blasting away whatever they are directed at with potent concussive effect.

## The Manitou Stone

The Manitou Stone came down from the sky, where it was found by Iroquois warrior Flying Stag. It gave him great powers, including strength, speed, and improved senses, which he used as the hero Super-Chief.

## The Mentachem Wand

The Mentachem Wand was created in the 20th Century by villainous alchemist, Mark Mandrill. He accidentally discovered a new chemical, Mentachem, which he then fashioned into a magic wand for his own criminal gain. The wand enabled him to reshape, transmute, or levitate any matter.

## Mirror of Circe

A magical mirror created by Circe, that could alter the appearance of whoever looked in it. It eventually found its way to Mount Olympus.

## The Moonblade

The Moonblade is a mystical sword, formerly owned by John Constantine. It was stolen from him by the Cult of the Cold Flame, but he reclaimed it, and used it to store Mister E's soul. The sword changes shape depending on the phase of the moon. Dagger during a new moon, longsword during a full moon. The sword can steal and store a soul within it.

## Mother Box

Mother Boxes are small portable supercomputers created by the New Gods. They were invented by the Apokoliptian scientist Himon the

Artificer using the mysterious Element X. They have vast undefined abilities which range from teleportation via Boom Tubes, to energy manipulation. Each Mother Box is sentient and provides its user with unconditional love. They get their name from the fact that they act as caretakers to their users, and provide them with love, in a sense becoming a mother to them. Mother Boxes can only be manufactured by a being of the Fourth World, and not all such beings can do so.

It is implied that the character of the maker influences the successful creation of a mother box, and that each Box has a fragment of the builder's personality encoded within. Metron stated that each mother box shares a mystical rapport with nature, and that they have a direct link to the Source, from which they draw their power. So, in a way, a Mother Box is best described as a computer link to god. Mother Boxes are generally shaped as a box, although this form is not necessary. Mister Miracle had his Mother Box circuitry woven into his suit. They communicate through repetitive pings, which can be understood by their user. They have been known to self-destruct after their user dies although this is not always the case.

Each Mother box can access the energy to perform a vast variety of abilities. To date, mother boxes have shown capable of: Summoning Boom Tubes, Matter transmutation, Energy manipulation, Force Field creation, Healing, Gravity control, Levitation, Emotion Control, Illusion casting, Technopathy, Fire manipulation, Phasing, Telekinesis, and Dimensional manipulation. They appear to have a

vast, possibly unlimited variety of abilities, but are generally limited in range to the user's personal space.

### The Mystic Symbol of the Seven

The Seven bestowed Doctor Occult with the Mystic symbol of the Seven. With it he can repel and exorcise various supernatural beings, and even repel certain natural forms of energy. The symbol also can be used to cast other miscellaneous spells.

### The Necronomicon

The Necronomicon is a legendary, mythical grimoire (a textbook of magic) that has appeared in several different realities. Little is known about it except for scattered rumors. According to the illumination upon the cover, the Necronomicon was crafted by a sorcerer named Abdul Alhazred. In the early 20th century, it was one of several occult artifacts sealed within a special museum of the castle keep of Baron Hans von Hammer.

### The Needlefish Bane

The Needlefish Bane, an Atlantean relic of great power. Created by the mystics of ancient Atlantis and kept within the arcane halls in the Silent School for thousands of years. It is an enchanted pole-arm that can kill with a single cut.

### The Orb of Nabu

The Orb of Nabu is a mystical globe of crystal used by Dr. Fate to learn about dangers and the unknown in general. The crystal would be kept inside the

Tower of Fate, but it could also be summoned by Fate at will and it would travel across the air to reach the summoner.

### Pandora's Box

Pandora's Box was an artifact of antiquity that could be used to contain beings of great power, possess beings, and open gateways to other worlds. The box, presumably created by The Circle of Eternity, was originally used to imprison The Seven Deadly Sins. However, a mortal named Pandora found the box and opened it out of curiosity, releasing the sins from their prison. Pandora kept the box, seeking numerous individuals in search of someone pure to return the sins to their isolation. When an individual touched the box, it possessed them, putting them into a destructive trance.

### Power Batteries

A Green Lantern must recharge their Lantern Power Ring periodically. This goes for all other Lantern Corps. Each Lantern has a Power Battery sized and shaped like an old fashioned lantern, which they can use to recharge their ring. These smaller Power Batteries are linked to the Central Power Battery which is the source of their power. Unlike the ring, Power Batteries do not need to be recharged. Central Batteries of the different Corps supply in return the power the smaller Batteries use to recharge their rings.

Each of the smaller, personal power batteries must link up to a central power source known as the central power battery. Each Corps maintains its own central power battery to channel its own

specific power to the smaller power batteries.

**Black Lantern Central Battery** - The location of the Black Lantern Corps Central Battery is located on the dead planet Ryut. When the Anti-Monitor was hurled away from Earth by Superman Prime at the end of the Sinestro Corps War he eventually crash-landed on a dark, barren planet far from Earth, the dead world of Ryut. In his weakened state he was unable to stop the closing of the ground around himself which formed the shell of the Black Lantern Central Power Battery. It is the Anti-Monitor's own power that supplies the power to this Black central battery for the Black Lantern Corps that begins to create countless power rings that have spread across the universe for bearers.

**Blue Lantern Central Power Battery** - located on Odym a planet abundant with life and became the home world for the Blue Lantern Corps were Ganthet and Sayd found it and with it they created their first power ring. The numbers of this corps maybe few now but whether its number will increase is unknown. Also, Blue Lanterns do not carry Power Batteries, but their rings feed upon the hope they are capable of bringing.

**Green Lantern Central Power Battery** - Located on Oa, the planet in the center of the universe and the home base of the Green Lantern Corps, the Green Lantern Central Power Battery channels the same energies that the Guardians of the Universe hold. This power battery is heavily protected, and has been used in the past to imprison powerful enemies of the Corps such as the demon Parallax and the rogue Green Lantern Sinestro.

**Orange Lantern Power Battery** - Located formerly in the Okaaran underworld, the Orange Lantern serves as the single Battery of the Orange Lantern Corps, containing all the souls of the Orange Lanterns and recharging the single Orange ring. Only one can wield the single Battery, and that post has been occupied by Agent Orange, formerly Larfleeze of Ogatoo. Merely standing near the Battery causes insufferable greed to overwhelm the owner's senses, as Hal Jordan discovered by taking it away from Larfleeze.

**Red Lantern Central Battery** - The Red Central Battery was born out of the blood spilled by the deaths of four of the group known as the Five Inversions, and the fifth, Atrocitus, used the blood to create red rings for his corps. It stands on Ysmault, upon a massive pool of blood used routinely to fuel Atrocitus' blood rituals. The first one was made from when Atrocitus bashed fellow Inversion Qull with a red lantern and it became filled with the magic of the blood of Qull. Others would be created in the blood pool of the Red Central Battery in Ysmault.

**Sinestro Corps Central Battery** - The Sinestro Corps (Yellow Lantern Corps) Central Power Battery was originally located on the man planet of the Anti-Matter universe, Qward. During the Sinestro Corps War this power battery was teleported into the sentient planet Warworld for the primary attack on Earth. Warworld was destroyed when it was hurled into the Anti-Monitor. It is unknown if the yellow central battery was destroyed in the resulting explosion, however there are still yellow rings dispersed throughout the galaxy. If they are not drawing their power from this

central battery it is probably safe to assume that there is another central battery somewhere, perhaps on Qward. The Manhunter androids adopted by the Sinestro Corps often were created with built-in Batteries, capable of draining or recharging Sinestro Corps Rings. Also, Yellow Batteries have been wielded separately by Sinestro Corps members.

**Starheart** - The mystical green lantern was once a small meteor fused with the heart of a star upon which nearly all the magic in the universe had been once bound by the Guardians of the Universe, finally crashing upon Earth and being reforged to create a lantern in ancient China. Later, it made its way to America and was again reforged to an old-fashioned railroad lantern. Upon this state, it was found by railroad engineer Alan Scott and used to create a ring to bring forth the first Green Lantern of Earth.

**Star Sapphire Central Power Battery** - Based upon Zamaron by the Zamarons, the Star Sapphire Corps draws power from two lovers encased upon crystal, deep within this Central Battery. It also serves to recharge Star Sapphire Batteries. Each Star Sapphire recruit is given one of these Lanterns to recharge their rings with the emotion of love. They seem somewhat more crude than the other Batteries.

**White Lantern Power Battery** - was formed at the end of The Blackest Night in the war against the Black Lantern Corps. In order to defeat Nekron, Lord of the Unliving; Hal Jordan redistributed the power of the Life Entity amongst various resurrected superheroes thus turning them into the White Lantern Corps. Their power was crucial in

defeating Nekron and ending the Blackest Night Prophecy. However, shortly afterwards, the Life Entity disappeared and its energy surged into the sky where it coalesced into a White Lantern Power Battery on Earth. The abilities of the White Lantern seem to be directly opposite to those of the Black Lantern, as to bring the dead back to life, even bringing the Black Lanterns back to normal. The godlike abilities of the White Lantern seem almost limitless.

**Manhunters Power Battery** - The Manhunters were the Guardians of the Universe's first attempt at an interstellar police force. The Manhunters were powerful robots, but lacked the qualities that other sentient beings share which makes the Green Lanterns what they are. The Manhunters were built with the equivalent of a Green Lantern Power Battery in their heads, linking them to their power source at the Central Power Battery and eliminating their need to recharge. The Manhunters have since joined forces with the Sinestro Corps, and now have Yellow Power Batteries inside their heads, and are instead linked to the Yellow Lantern Central Battery. Functionally, the Power Battery in the Manhunters heads works very similar to a standard Battery, and has been used in the past to recharge both Green Lantern power rings and Yellow Lantern power rings.

**Alpha-Lanterns Power Battery** - The Alpha Lanterns were created by the Guardians using similar technology to the Manhunters, however the Alpha-Lanterns are built from the living bodies of Green Lanterns. Similar to their predecessors, the Alpha-Lanterns have the equivalent to a Green Lantern Power Battery in their chests, giving them a

link directly to the Central Battery on Oa and eliminating the need for them to recharge.

### The Power Glove

The Power Glove grants its possessor immense power. When punching objects or magical fields both can be disrupted with the Power Glove's force.

### Power Rings

The various Lantern Corps each have their own Power Ring, each of which type has its own emotional affinity and associated abilities. The Emotional Electromagnetic Spectrum is an energy field that is fueled by the emotions of all sentient beings. Inadvertently, sentient beings channeled and created seven unique forms of energy based on their emotions, with a certain color unique to the emotion.

The Maltusians, the oldest known race in existence, were the first to discover and harness this field. Krona was known to had once wielded the entire power of the Emotional Spectrum for a moment though it was believed since he was an immortal he was capable of such a feat. The successor races eventually chose to harness the emotions of several different colors. They also discovered that the farther one is away from the center of The Spectrum, the more control the energy has on the wielder.

#### All rings have the following powers:

A user can coat anything with the rings beam and thus, if anyone other than himself touches it, his ring will glow, alerting him to the possible theft.

The rings can act as a personal communicator between Lanterns. They have also been seen connected to telephones.

Every ring has a connection to the Main Battery, which taps into an artificial intelligence. It acts as an "on-board computer," telling the wearer what they need to know. It can either respond out loud, or silently directly to the wearer's mind. The AI contains a large database of information that may be crucial to a Lantern's success. The ring also translates nearly every language to and from the wearer, which is why the Corps can communicate with each other.

When the bearer of a ring dies, the ring will seek out a suitable replacement for their sector.

The wearer of the ring may create any costume they choose, based on their personal preferences, whenever they choose. The ring projects the costume over any clothes already worn at the time.

The rings can also project beams, form protective bubbles and force fields, and fire destructive blasts. Sometimes, depending on the wearer, the beams and blasts make sounds.

The rings can construct anything the wearer can imagine from hard-light energy, as long as they are willing to make it. The more determined the wearer is, the more complex and intricate these things can be. The constructs can even be so complex as to form working machines, computers, and even people.



The rings allows the wearer to fly in atmosphere or in space, and can achieve incredible speeds, moving from planet to planet in a matter of hours.

The rings can make the wearer or anything else invisible.

The ring can allow the user to see through walls, without the people on the other side knowing.

Each ring can duplicate itself, creating a second ring which may be given to another as a backup, for protection, or to help the lantern in times of great need. This duplicate ring must is exactly like a normal ring.

A Lantern can use their ring to manipulate nearby matter, such as water, for various purposes such as a construct that acts like an energy construct but can block something yellow and may serve a purpose that an energy construct couldn't perform.

The wearer of the Ring can use it to plant post hypnotic commands or control a person.

The rings can create mirages/illusions.

The rings allows the user to go through walls.

The rings can probe the Lantern's or another person's mind, allowing him to uncover memories or the person's thoughts.

While power rings have to be worn to be effective, at several points Green Lanterns have shown the ability to summon the ring to them from a distance (even if someone else is wearing it) or

order it to carry out commands automatically after being removed. Some power rings have been shown to be genetically keyed to the wearer, like Kyle Rayner's, though villains have circumvented this through various means.

The rings can increase or decrease the temperature of anything, even something as large as stars, or even create bubbles of intense heat or cold, even down to Absolute Zero. The rings can transform anyone or anything, be it into an animal, altering their state of appearance, or their size.

### **Anti Power Ring**

In the Anti-Matter Universe, the dark counterparts of the Guardians of the Universe were the Weaponers of Qward. This evil race after capturing a member of the Green Lantern Corps discovered that they were unable to claim the individuals power ring. Since that time, they had long sought to create their own equivalent and after a century they managed to perfect the process creating the anti-ring which had the power over the black light.

With this new weapon, they began to create their own Anti-Green Lantern Corps as these rings were capable of accomplishing the same feats that their Oan equivalent was capable of doing. However, whilst powerful, they suffered from the fact that they needed a strong will to direct them which forced the Weaponers to alter the brain capacities of their soldiers. This in turn had the unfortunate side effect of burning of their warriors and made them dependent on the rings which had a charge of only 24 hours after which they would expire along with their users.

The Anti-Green Lantern Corps later battled one hundred Green Lanterns and during the fight it was Hal Jordan alongside Arisia as well as Katma Tui who travelled to the Qwardian's Main Power Battery where they managed to destroy it. Without its energy, the anti-power rings were powerless and the Anti-Green Lantern Corps was defeated.

The Anti-Green Lantern Corps wield Anti-Green Lantern Rings, which possess the powers of a regular Green Lantern Ring, but are also able to absorb Green Lantern energy.

### **Black Lantern Ring**

As a conduit of power from the black range of the emotional spectrum, the Black Power rings have a number of abilities akin to those of other Lantern Rings. Black Power Rings attach to corpses and animate them, whether they are regenerated or simply mobile corpses is unknown.

Black lanterns can read emotions of each individual living being as a colored aura (Red = rage, violet = love etc.). When a Black Ring was worn by Superboy Prime, it scanned his entire body to find what emotion filled him the most. A Black Lantern Ring can restore the body of its host if the body is destroyed or damaged as long as the ring is in tact.

### **Blue Lantern Ring**

The Blue Lantern rings are fueled by the emotion of hope and enabled by willpower.

As a conduit of power from the blue range of the emotional spectrum, the Blue Power rings have a number of abilities akin to those of other Lantern Rings. The Ring is a source of limitless power, and thus there is no limit to what

it can do, but here are some abilities it has been shown to have. The only limitation with the Blue Lantern Ring is that it is basically useless when not in the presence of a Green Lantern. In such situations, the rings can only enable Blue Lanterns to fly and be protected from the ravages of space.

Animating: A Blue Lantern can will things to move how he wants.

When a different Lantern is near the aura of a Blue Lantern, their ring will be charged up to maximum capacity and will remain so as long as that Blue Lantern "hopes for [his or her] well-being". The constant empowerment has a tendency to cause a form interference to other power sources. Blue Lanterns feed off of hope and can utilize its energy for a variety of effects, bypassing using the rings energy. For example, Saints Walker and Warth use the hope of a planet's billions of alien beings to reverse the age of a dying sun 8.6 billion years.

The Blue Rings are powered and fueled by hope, so there is no need to recharge them with a battery.

Unlike the other Lanterns, the constructs produced by the Blue Lantern's are in response to the target's psychosis, as opposed to what the ring's bearer wanted create. Otherwise the ring is a weapon capable of transforming the wearer's thoughts into physical constructs via the wearer's mastery of hope. A Blue Lantern can create any particular items or construct that they can imagine as long as they have the mastery of hope necessary to conjure it into existence.

Apparently, Blue Rings can heal physical, spiritual, and mental wounds

more efficiently than other lantern rings. The Blue Light is also the only known ring that can fully regenerate lost or destroyed bodily functions, such as Saint Walker regrowing Arkillo's tongue.

Hope fuels willpower, and as such Blue Lanterns empower Green Lanterns. Since hope is useless without the willpower to enact it, without a Green Lantern ring nearby, a blue power ring is useless. When not in the presence of a Green Lantern Blue lanterns are limited to flight and generating protective auras.

They can cancel out the effects of the red, yellow and orange power ring.

The Blue Rings are also capable of destroying ring effects of the negative emotional spectrum portion. For instance if one is faced by a Red Lantern, Sinestro Corpsmen or even the adversely effected Larfleeze; the Blue Lantern Ring can extinguish the negative effects produced by said Lanterns power. Whether this unusual process can be undone or reversed is not yet known.

One of the Blue Lantern Corps most heavily kept secrets is that a Blue Power Ring can not only replenish and supercharge a wielder of the Green Light. But can also empower the energies of any and all other lantern's if they so choose.

### **Green Lantern Ring**

No hard upper limit to the power ring's capabilities has yet been demonstrated; it is often referred to as "the most powerful weapon in the universe."

In the beginning the Green Ring was vulnerable to the color yellow. It was unable to defend against attacks from

wielders of the Sinestro Corps as well. This weakness however has now be changed and can be overcome by veterans who have the ability to overcome great fear.

Previously had to be recharged every 24 hours or when it has been depleted of energy. This can be accomplished if the bearer of the ring recites an oath into his power lantern while holding the ring to it. However now, the power ring only needs to be recharged when it runs out of energy.

One of the main weaknesses of the Power Rings that greatly disturbed Sinestro was the fact that the bearers of the Green Lantern Ring were unable to kill. Recently however, this restriction on the rings has been lifted but murder is still against the law of the GL Corps.

### **Indigo Tribe Staff**

The Indigo Tribe staffs are powered by Compassion. They are used in conjunction with a power ring, but the staff is the primary source of power for an Indigo Tribesman. As a conduit of power from the indigo range of the emotional spectrum, the Indigo Power Staffs have a number of abilities akin to those of other Lantern Rings.

The full extent or the amount of powers of the Indigo Tribe's power staff is currently unknown. The Indigo Tribe's staff allows its user to teleport to those who need aid, heal people, and manipulate the other colors of the emotional spectrum when in the vicinity of other lanterns. It can also use this function to combine with the green light of will and destroy black lanterns, but only from a close discharge.

The indigo light also can be used to force people to feel compassion for their actions whether they are capable of feeling compassion or not. It would appear that the staff also grants its user the ability to communicate with the Indigo Tribe's unique language as Ray Palmer is shown talking in it to Indigo after he's made a deputy lantern.

### **Orange Lantern Ring**

The Orange Lantern ring is powered by greed (avarice). The Orange Ring also has addictive side-effects that, as of yet, have gone unexplored. The ring can also infect the wearer with jealousy. As a conduit of power from the orange range of the emotional spectrum, the Orange Power rings have a number of abilities akin to those of other Lantern Rings. It can be noted that orange power rings can cause bearers (such as Larfleeze) to have insatiable hunger and can alter their minds and become consumed by their own greed for as long as they possess the power battery.

The only known Orange Ring (in possession of Agent Orange) has the ability to drain the power of other power rings and lantern, in essence capturing the light of that range of the spectrum and transducing it into Orange Light. Blue Light is immune to the power drain and Indigo Light interacts in an unknown manner with Orange Light. The Orange Ring is capable of creating avatar Orange Lanterns of the beings Agent Orange kills, literally stealing their identity postmortem.

### **Red Lantern Ring**

A red ring feeds on the rage of its user, and is charged by the blood of those the user kills. Red rings constantly emit words such as "Kill", "Rage", "Pain",

"Hatred", "Blood", "Burn", and occasionally the names of those that have wronged them or their victims that the Red Lantern in question cared for. As a conduit of power from the red range of the emotional spectrum, the Red Power rings have a number of abilities akin to those of other Lantern Rings.

Red Lanterns' hearts are replaced in function by the ring. The blood spoils and the ring expels it from the bearers mouth in a vomit of violent rage. The ring's energy replaces their blood. A Red Lantern's veins stretch as they fill with the liquid fire of the red light. Red Lantern cannot remove their ring without risking death. However, a Blue Lantern's ring has shown the ability to reverse this process, even going so far as to destroying a Red Lantern Power Ring. In later stories this weakness has been removed in few lanterns withholding a ring, Guy Gardner for example can adorn and remove his own without suffering caustic effects.

In addition to replacing the blood, the ring also works as the heart. If the heart is removed the Red Lantern will continue to live. This was demonstrated when Atrocitus' heart was torn out by a Black Lantern.

The ring's energy is discharged as a liquid capable of burning in the vacuum of space. This liquid has been described as a napalm/acid mix. This fire can burst forth from a wielder's ring and can be vomited out in their mouth with devastating effect. A Red Lantern's fire has been known to burn through a Green Lantern's force field and rapidly deplete the power levels of other opposing corps power rings.

Hateful emotions, such as rage, can be manipulated by the ring user. A Red Lantern can detect the rage in the heart of others and by connection the heart that pumps that blood. The rage and hatred of a individual red lantern empowers their abilities as well as the rage and hatred of others. The red ring's energy can also corrupt the energies of other power rings, infecting others with rage. The only known cure to the rage of the red lanterns is the blue light of hope.

A stronger or more experienced individual can use the ring to peer into the minds of other particularly wrathful individuals. In order to discern their motives and intent to aid in judging them accordingly, this is a useful but dangerous skill to possess as if the ring wielder isn't strong enough to handle these furious thoughts they run the risk of being overwhelmed by them

The ring has made everyone, with the exception of Atrocitus, Bleez and later Rankorr lose all of their mental capabilities and experience only rage. Recently The leader of the corps had discovered a means to restore the rational mindset of his lanterns giving them cognitive perception to temper they're infinite rage.

Exposure to the Red Lantern Light fills an individual with an uncontrollable amount of rage, but Atrocitus founded the process of controlling those effected by his light. Turning anyone touched by the corps energy into bloodthirsty drones which can be puppeteered to any degree the individual Red Lantern sees fit. To that extent it also serves as a call beacon for a lantern ring, the more powerful the recipients anger, the greater likelihood

there is a Red Ring will find its way to their finger.

Red rings trigger odd transformations within certain wearers with a particularly powerful amount of anger and hatred. Such as the case with Rankorr or Judge Sheko who both seemed to store and repress their underlying fury at the world for the longest time. Those who are changed by the Red Light seem to retain a greater cognitive capacity than most other lanterns of the corps, as well as gaining an increase in power and strength compared to their more feral brethren.

In the case of Sheko she underwent a more monstrous transformation which gave her phenomenal amounts physical ability while boasting a cold, cunning and more tactile; if still guttural mindset.

Red's can gain certain powers and abilities from other Lanterns of their corps, Rankorr could create constructs with his red energy and Atrocitus could drink his plasmoid blood to replicate this power. If one Red Lantern partook of another Red Lantern's rage plasma they could gain they're unique abilities.

### **Star Sapphire Ring**

Star Sapphire Rings are fueled by the violet light of Love. As a conduit of power from the violet range of the emotional spectrum, the Violet Power rings have a number of abilities akin to those of other Lantern Rings.

They are able to detect when true love is threatened or in jeopardy, and can use the love shared between two hearts to act as a tether. By attuning the heart of the victim to the heart of the Star Sapphire, this tether is created connecting them

across vast tracks of space. The tether pulls the Star Sapphire through space to the victim so that she may save love. This attunement allows a Star Sapphire to also tell when others are in need of love and the state of love in their hearts, providing great insight into the personal lives of others.

Violet Power Rings can ignite the glow of a star sapphire crystal in any person. This glow reveals a person's deepest desire. They can show someone's true love. Only those who gaze into the light of the crystal can know what they see.

A Star Sapphire has the unique power to encase others in love, crystallizing them. Apparently the victims are put in a form of suspended animation while love floods their hearts and alters their personalities (i.e. Fatality). The power is great enough to crystallize an entire planet, as was the case of planet Zamaron.

A Star Sapphire can restart a dying heart by connecting two lovers and using herself as a channel between them. Through this, the love felt between them can restore the dying heart to a state of normalcy, even bringing the wounded lover back from the brink of death.

### **The Starheart Ring**

Three and a half billion years ago a humanoid race from the world of Maltus sought to bring order to the stars. An offshoot of the race became known as the Guardians of the Universe. They sought to remove magic from the universe, and laid siege to the necromantic forces of the cosmos. The war was costly on both sides. The last to fall was the powerful Empire of Tears,

finally subdued by the Guardians on the tombworld of Ysmault.

After the wars, all the stray mystical energies in the universe were gathered and bound in an orb called the Starheart. This collective force was hidden in the heart of a star and grew in power and eventually gained self-awareness as the Green Flame of Life.

Though the Guardians were powerful, the force of magic was something that could not be contained forever. In preparation for this day, the Starheart willed a small portion of itself to travel through the universe to fulfill its destiny. As it traveled through space, the piece of the Starheart gathered debris over the centuries until it resembled a meteor.

Allows its wielder to magically teleport across short or long distances in a flash of dazzling bright green light.

The ring is ineffective against wood and plants, and must be recharged in the Starheart every 24-hours to keep his potency.

### **White Lantern Ring**

Allows the user to experience one of the strongest emotions in existence-the will to live. The limitations of a white power ring are currently unknown, much like life itself. The exact capabilities and limitations of white power rings are still unknown, but they have been shown as being capable of providing their bearers with the default corps

White Lanterns are capable of eradicating armies of Black Lanterns, and be more powerful than any other corps at the time. Although an innate drawback to this is that all wielders of

the ring are unable to experience any other emotion other than the will to live.

Being at the end of the emotional electromagnetic spectrum, any wearer of the ring is unable to experience any other emotion besides the will to live.

Can bring the dead back to life.

Can "override" other power rings and temporarily turn them white.

### **Yellow Lantern Ring**

Formerly known as a Qwardian ring, this extremely powerful object is comparable to a Green Lantern Ring. It can also be called a yellow power ring. As a conduit of power from the yellow range of the emotional spectrum, the Yellow (Sinestro) Power rings have a number of abilities akin to those of other Lantern Rings. The Ring is a source of limitless power, and thus there is no limit to what it can do, but here are some abilities it has been shown to have.

The defining attribute of the Yellow Lantern Power Ring is its ability to create constructs based on the fears and nightmares of those whom they're being used against. This only works on the direct emotion of fear. Once its exposed, this allows the wielder to amplify terror to the point of irrationality and true horror, killing an individual by any manner of bodily system failure.

Qwardian Power Rings have the limited ability to travel between different realities, so far they can only traverse between the positive matter universe and the Anti-Matter universe. Specifically they usually end up porting back to the Oan counter world of Qward.

Sinestro Corpsmen can become all the more powerful by feeding on the fears of others around them. The more saturated in fear their environment is, the more people they terrify with their light. The stronger the energy percentage rate becomes for the ring wielder in question.

So far only present within Sinestro's own ring, the leader of the Sinestro Corps can operate and utilize the rings in various ways. Such as priming them to explode or program them to reject those who don't comply with his orders.

### Psi-Scimitar

The Psi-Scimitar is a quasi-sentient mystical artifact whose origins are linked to the otherworldly dimension known as Skartaris. At rest, it appears as nothing more than an ornate hilt with no blade, but with its power fully charged, it can produce a blade of flaming energy. Only those who have the blood of a warrior can activate and wield the Psi-Scimitar. In addition to increased stabbing and slashing damage, the Psi-Scimitar can also open up a dimensional gateway, teleporting its wielder to any destination they desire. Recently, it has been discovered that the Psi-Scimitar can also open up doorways to alternate dimensions.

### The Ring of Solomon

The Ring of Solomon is one of the mystical items used by the Israeli superhero Seraph. It gives him enhanced vision and wisdom.

## The Sandals of the God

### Hermes

The Sandals of the God Hermes, this enchanted winged footwear gives its wearer flight and enhanced speed. Often in the possession of Wonder Woman, they have been worn by several of her allies to give them access to those gifts.

## The Seal of Clarity

The Seal of Clarity is capable of translating any language into one the user can decipher, and unlike the other artifacts, was a tool, not a weapon. It was originally protected by Kahina upon being discovered by The Others.

## The Silent Armour

The Silent Armor is a magical alien armor, forged in the heart of a sun. Its wearer can keep it invisible (or "silent", hence its name) through the force of will, but a lack of control can cause it to take over its host. The armor eventually made its way to Earth, where lay in Cambodia for millennia. It was found by the thief Diesel, but before he could control it, it was taken over by his partner in crime Cassandra Sandsmark, who used it to become Wonder Girl.

## The Soultaker Sword

The Soultaker is a samurai sword capable of extracting the souls from those that it kills, its edge is sharp enough to cut through even indestructible Dilustel with ease. The wielder can then communicate with the imprisoned spirit. It has the ability to take the soul of those it slays, sending it to a dimension that can only be traveled to through the sword. It is capable of

deflecting bullets and is durable enough to resist extreme heat and other types of attacks. The skein is as sharp as a fine monomolecular edge, sharp enough to cut even the dilustel comprising Major Forces unbreakable skin. Katana can communicate with the sword and use it as a tracking device to track anything she wants. Those killed can be taken out of the dimension to serve her will as ghostly vanguards but only with a certain incantation and in the right setting. Katana's honor is with the sword and she will do anything to protect it.

## The Spear of Destiny

The spear used to pierce the side of Jesus Christ has had many different owners throughout the years. The most pivotal role the Spear had come in World War II as it fell into the hands of Adolf Hitler. The control of the Spear by the Third Reich prevented American superheroes, particularly those with magic-based origins or powers (and in the pre-Crisis Earth-Two reality, the Golden Age Superman), from intervening in the War, creating a Sphere of Influence that would affect such heroes to fall under Hitler's sway when they enter into it. The Spear was used towards the end of the War by a cornered Captain Nazi who attacked the Spectre with it, nearly killing him and precipitating the end of the world. However, before its loss, Hitler used a magical ritual to taint the weapon, corrupting any who wielded it to his greed and powerlust.

## The Spear of Lona

The Spear of Lona is an ancient mystical Polynesian artifact native to the Hawaiian Islands. Its true origin is steeped in mystery, but legend speaks of



its ability to grant great magical power to whoever wields it. The head of the spear contains an aperture, which fits a special red gemstone.

The full power of the spear cannot manifest unless the gemstone is secured within its housing. The Spear of Lona possesses a variety of mystical properties, most of which remain shrouded in mystery and legend. To date, there has only been one documented demonstration of the spear's capabilities. A person wielding a fully empowered spear can create a circle of protection by drawing a line in the ground with the spear's tip. The strength and duration of this protection circle has never been measured.

### The Staff of Storms

This weapon of Atlantean make was once used in conjunction with a mystical gateway system called Maelstrom, it has the ability to discharge torrential storm like energies as incredibly destructive concussive or omnidirectional force. It also grants the users control over the extra-dimensional convexity which powers the transport gates enabling it to open portals to and from the natural world at will.

### The Suit of Souls

The Suit of Souls give the user the ability to summon the forces of all souls who reside there, increasing his strength, agility, durability, and several other abilities. There is an implied redemption of evil souls contained within the rag suit, but no mechanism for this has yet been shown. Rory's comments seem to indicate that this redemption is linked to the soul willingly assisting the wearer in

his mission and thus slowly working off its moral debt. This process has been stated to take a century or more. While the souls power the suit, no single soul seems to make a noticeable difference in the Ragman's power levels. Accordingly, the acquisition or loss of souls as time goes by is usually not a serious concern to the current trustee of the costume.

Because the Ragman was created as a symbol of hope to protect communities, he can over time form a limited psychic bond with the people of a given neighborhood. When this process is complete, the people of the community will find themselves acting as one with the Ragman to confront local threats. Once this occurs, the Ragman's work is finished and he will move on, teleporting to a new place that needs his help.

How the suit determines where the Ragman is needed next is unknown. The suit has an additional failsafe that compels the wearer to teleport away if the battle for a neighborhood is hopeless. The Ragman was meant to inspire hope, so staying to fight a lost cause would be futile; the suit's creators felt it was better to have the Ragman live to fight another day rather than be destroyed.

### The Sunblade

The Sunblade was created by Hephaestus for Apollo at the dawn of human civilization, as one of the twelve weapons created for each member of the pantheon. Like the other eleven, it was forged with the most powerful metal Hephaestus had ever worked with, which he called the "Eighth Metal." If one follows its light, which is akin to that of the Sun, they will go to where they need. It can carve through solid rock.

## The Sword of Greyskull

The origin of the Swords of Greyskull have slightly varied over the years. As in the original stories the sword of power was split into two, one was dark and the other was good. It would be later that the two swords were forged together to allow access into Castle Greyskull, the original legend goes that the Council of Elders hid all their secrets, power and knowledge of the universe within the walls of the castle. But to prevent those who would use the powers for evil to get into the castle they fashioned a key as well as a conduit source for the powers of Greyskull.

This was the Sword of Power, the sword's power could only be used by a hero worthy of the power. But to be extra careful until the day comes the power sword was split into two fragments. One of which was an evil sorcerer warrior named Skeletor found the sword of power of the evil half and the other was later given to Prince Adam, since then He-man and Skeletor fought for control of both swords.

The Sword of Power does not have much in the way of powers, its made of a very durable material, which has been hinted at being made of Eternium which is one of the strongest substances on Eternia, though it becomes as durable as a regular sword when He-Man becomes prince Adam.

The sword acts as a magical lightning rod for the mystical powers that come from Castle Greyskull, the sword itself when Adam becomes He-Man that the sword is near indestructible and has survived against the rubbing of tectonic plates, as well as the constant stabbing into mountains or the very earth itself.

This allows He-man to cut through any material using the impervious durability of the sword and his own strength.

## The Sword of Protection

The Crystal Sword of Protection is used by She-Ra. Though it is a cloned copy it has shown many feats of durability. The sword has the ability to shape shift into what ever She-Ra commands it into; few examples would be a helmet, lasso, or shield. Another ability given by the sword is it allows cross dimensional communication or magical communication from either the Sorceress of Eternia, or by light hope of the crystal castle.

## The Sword of Night

The Sword of Night is a powerful magical item that has been passed down by the generations of Nightmaster. The sword has the automatic abilities of warning its owner of danger, compelling people to tell him the truth and keeping the owner young and at peak fitness. Some of it's powers are dependent on the owner's belief (as it has been shown to take different shapes and multiply) and cut anything the Nightmaster believes it can cut, although the full extent hasn't been shown yet. It also warns the user of danger, and makes someone speak the truth.

## The Sword of Salvation

The Sword of Salvation along with its sister sword, Sword of Sin was used by the Order of Purity's Azraels since Geoffrey de Cantonna first donned the Suit of Sorrows after the Crusades. The Sword of Salvation, when used on a

target, can conjure the truth of a matter in both the mind of the target and the wielder. Being stabbed by the sword stimulates a neurological reaction, where the victims are overwhelmed by the burden of their past tragedies and their minds start seeking redemption.

Used in conjunction with the Sword of Sin, it can bring up both the sins & guilt and the reasons behind them in the mind of the target and the wielder. Like it's sister sword, it is capable of cleaving through a target while doing no damage and it is said that it cannot harm anyone who is pure of heart. Its blade is often surrounded in a smoke-like aura of cool blue energy.

### The Sword of Sin

The Sword of Sin along with its sister sword, Sword of Salvation was used by the Order of Purity's Azrael since Geoffrey de Cantonna first donned the Suit of Sorrows after the Crusades. The Sword of Sin can be ignited with the mind of the wielder, if the person is powerful enough. The sword has the ability to conjure in the mind its victims all of the sins for which they are guilty or have not atoned for.

Like it's sister sword, the Sword of Salvation, it is capable of cleaving right through a target without leaving a mark. Used on a target at the same time as the Sword of Salvation, it can bring up both the sins and guilt and the reasons behind them in the mind of the target and the wielder. It is often surrounded in an aura of flaming energy.

### The Tantu Totem

The mystical artifact called the Tantu Totem is a fox shaped talisman created by the African trickster god Anasi the spider. Originally created for the ancient African warrior Tantu who prayed to the trickster god asking for a totem to allow him mastery over the animal kingdom thereby protecting his people. The Tantu Totem did indeed allow Tantu to access the morphogenetic field and hence adapting his physical human limits to adapt numerous animal traits. Tantu than used the totem to become Africa's first hero and legend. The totem was later passed down to Tantu's descendants until it reached the McCabes.

### The Trident of Lucifer

The trident allows Blue Devil to make magical barriers around himself to protect him from harm. He also could shoot lightning and energy blasts from the trident as well, and send demons back to hell.

### The Trident of Neptune

The Trident is a magical weapon that grants its wielder great power and the divine right to rule the sea. The original Trident of Neptune was forged by the cyclopes out of admantine and Neptune's own essence. It can manipulate and conjure water, as well as disperse energy in the form of bolts and forcefields. The Trident of Neptune may be used by his chosen champions, and was most recently wielded by Aquaman.

The Trident beholds a vast number of magical powers such as the power to command the sea (making tidal waves or whirlpools or even making columns of

water to stand on), control the weather (summoning rain or storms or creating rainbows), unleash blasts of lightning, transform living creatures into other forms, and it can also make things disappear.[citation]

### The Trident of Poseidon

The Trident of Poseidon is an unbreakable three-pronged leister that serves as an extension of the God's own power. It can be used for base offensive purpose, but can also be used for a variety of mystical effects, such as cleaving a spatial aperture in the middle of the ocean.

The trident is capable of controlling any body of water, creating water elementals, speed ships and other water vehicles with water, create fogs and storms of high intensity, summon waves of water to propel him at great speeds, and create earthquakes by increasing water pressure. It can manipulate and conjure water, as well as disperse energy in the form of bolts and forcefields.

### The Universe Orb

The Universe Orb contains Omniscient knowledge of all histories throughout the DC multiverse. Its contents were gathered by Harbinger.

### The Vorpal Sword

The Vorpal Sword is an enchanted weapon that kills anything with a single cut. It was used most notably by Boy Blue during his infiltration of the Homelands. In one swipe, he cut down each of the Adversary's forces,

eventually confronting the Adversary himself.

### The Witching Cloak

An immensely powerful magic cloak. While wearing it, the user can make themselves invisible, as well as change their form to almost whatever they desire. The wearer is also able to teleport across distances and dimensions, as long as they know where they want to appear. The cape is nearly indestructible, though other magic, if strong enough, may cause some harm.

### Wonder Woman's Bracelets

Diana's silver bracelets were created from the remains of Zeus's Aegis, itself an impenetrable shield formed from the goat Amaltheia, who wet-nursed the infant Zeus, thus providing the energy from which Olympus sprung. Zeus's father Cronus splintered the shield, and Athena had Hephaestus forge the remains into a great prize to be awarded to the worthiest of all Amazons, their greatest worshipers. The bracelets are unbreakable, and Diana is swift enough to deflect bullets with them.

Furthermore, When Diana crosses them to protect her from impact with larger projectiles as well as damage inflicted by explosions and collisions with hard surfaces, the bracelets generate a small energy shield. The Bracelets are even able to deflect Omega Beams and heat vision. They can also be used used offensively as well by slamming them together. The resulting effect has been shown to temporarily incapacitate even Superman. Recently, because the bracelets were forged from Zeus's shield,

Diana has unlocked the ability to discharge electricity from her gauntlets.

### Wonder Woman's Golden Armour

A ceremonial battle armor created by Pallas and gifted to Wonder Woman. She donned it whenever she needed to face a powerful villain, such as Devastation or Imperix. Crafted of pure gold, the armor provides the following: provides protection from explosions, gunfire, electricity, and most forms of physical and energy attack. Flight. The helmet has a retractable faceplate. When in use, the wearer has a protected air supply.

### Wonder Woman's Tiara

All variations of Wonder Woman throughout the Multiverse wear a small, golden (or occasionally silver) tiara adorned with a red star, a symbol of her status as princess of Paradise Island. The tiara can be used as a throwing weapon, similar to that of a boomerang. With her level of super-human strength Wonder Woman is capable of cutting very durable substances, a prime example being when she cut Superman's throat to temporarily disable him.

### The Worlogog

A fraction of the original source, this is a map of creation from start to finish. Apparently native to Earth the item responds to a person's will and possesses the ability to alter time and space to the wielder's wishes.

### The Zambesi Totems

The Zambesi Totems, are five sacred items of the Nation of Zambesi, each of which can enable its user to control one of the five forces of nature: Water, Fire, Earth, Air and Life. For centuries, the Anansi Totem was hidden in the village of M'Changa, becoming a myth in Zambesi. Among them include the Life Totem created by the god Anansi, the Fire Totem created by the god Shango, the Water Totem created by the goddess Mami Wata, the Earth Totem created by Asele Ya, and the Air Totem created by Nyame.

## 20. MARVEL

### UNIVERSE

### ARTIFACTS

What follows is a list of some of the artifacts from the Marvel Universe.

#### Anomaly Rue

Aka Window of the Worlds; seal of the Vishanti found in the window of Dr. Strange's Sanctum Sanctorum; protects the Sanctum from most supernatural invaders.

#### Bell of Ikonn

This small Tibetan temple bell was forged centuries past by the priests of Ikonn. This artifact creates a nexus between Earth's Dimension and Ikonn himself, wherever he may be. To open the nexus the bell must ring continuously. The longer the ringing, the stronger Ikonn becomes in this dimension. How long the ringing must continue for Ikonn to be completely whole is unknown (in game terms, a

week is necessary). Once the tolling of the handbell stops, even for a few seconds, Ikonn disappears back into his own dimension immediately.

### Black Blade of Baghdad

Saps life force, shrinking the victim's height.

### Black Mirror

This full length ebony oval of glass is surrounded by an ornate frame. While it has been called a mirror, it does not reflect. Instead, it is a legendary gateway to countless dimensions, to an infinite number of alternate Earths.

A specific incantation is needed for each dimension. After speaking the incantation, the character speaking can simply pass through the mirror into the desired world. The mirror also exists on each dimension it opens into, so passage back and forth is easy, but only for those who know the right incantation.

### Blades of Zz'ria

Wielded by Kylun; cleave through magical constructs, metal, & stone; lethal to even the most powerful evil magical beings; pass through the virtuous and pure without causing injury.

### Bloodaxe

Initially the primary weapon of a great many individuals who came to own said cursed armament. Skurge spent millennia honing his skills while utilizing the foul power residing within it. The Bloodaxe is very similar to other

Asgardian weapons, it is mystically enchanted and is nearly indestructible. By stamping the ax on the ground the user can revert to their mortal human form, dressed in whichever clothes they last wore in that form, while the Axe does not change. The user then only has to grab the axe to transform back. However, if the user was separated from the axe for more than 60 seconds, they would lose their enchanted form and revert to their original mortal identity, much like the enchantment once placed on Mjolnir by Odin.

Due to the curse from Skurge's evil, whenever someone owned the bloodaxe or transformed using it they would be driven to kill. This bloodlust could sometimes be channeled, but would ultimately corrupt the user. As an armament created to portray divine violence, the cursed axe has the ability to wound and even kill beings of godly constitution. Thor having used it to slice off the arm of Perrikus known for his prowess in battle, as well as killing the long lived Desak with but a swing of its edge buried in his chest.

Being an ax, it can be used as a blunt force melee weapon, cutting weapon or as a throwing weapon. It can also fire an energy blast of fire or ice, whip up gale-force winds and also manipulate magnetic and electromagnetic fields, allowing the user to deflect incoming gunfire back at attackers.

It could be used to teleport to places the wielder has previously been. The wielder of the Bloodaxe is able to access the Allspeak allowing them to communicate in all of the languages of the Nine Realms, Earth's dialects, and various alien languages.

## Book of Enchantments

This ancient tome is the grimoire of Nicodemus, an enemy of Doctor Strange. It contains the Exorcism of Transferral, by which the user can completely and permanently drain the mystical knowledge, powers, and aura from another mage and transfer them into himself. This enchantment was also kept on computer tapes by Nicodemus and used in conjunction with a machine. The power can be returned to the former owner only by another use of the Exorcism of Transferral.

## The Book of the Vishanti

The Book of the Vishanti is the greatest known source of “white” magical knowledge in the Earth dimension. The Book contains descriptions of more spells and occult rituals than any other known work except the Darkhold (see Darkhold). Every possessor of the Book has added his or her own original spells to this volume. Consequently, the arcane lore contained within the Book of the Vishanti is written in a variety of languages.

It is not known how many pages the Book contains; as if by magic, pages seem to materialize within its binding to accommodate additional spells. The origins of the Book of the Vishanti are unknown. However, it is believed to have been written by practitioners of the occult arts who were in regular contact with the Vishanti, three benevolent extradimensional entities who grant mystical powers and knowledge to those whom they consider worthy.

Thousands of years ago, the Book of the Vishanti came into the possession of the

priests of the Babylonian god Marduk. The priests had the book guarded by a gryphon, a winged lion. Within the last hundred years, the former sorcerer supreme of the Earth dimension, who was known as the Ancient One, travelled back in time, defeated the gryphon, and, thus, became the destined possessor of the Book.

The Ancient One eventually entrusted the keeping of the Book of the Vishanti to his disciple, Doctor Strange. Today Doctor Strange keeps the Book in the library of his townhouse in New York City’s Greenwich Village. Intricate protective spells keep unwary innocents from using the Book.

The Book of the Vishanti is usually used by no one else but Doctor Strange or his disciple. In some cases, however, he may allow another student of the “white” arts to research a spell within those pages. To find a spell that fits a specific need a character must first make an INT roll to find it within the Book; this requires 1-10 hours.

The Book may never be taken from his mansion, except by Doctor Strange. The Ancient One once mentioned that the Book of the Vishanti “contains all spells of defensive magic.” Consequently, every defensive or protective power and spell known to the “order” school of magic can be found within the tome. This is best indicated by the ultimate defense of the book: not the spells within but the book itself, which can hurl back any attacking spell or power which strikes it.

A few times Doctor Strange has used it as a form of magical shield against mystical beams. Any attack against it is

turned back against the attacker in the same round.

Nothing can destroy the Book of the Vishanti, though it can be teleported to other dimensions and, possibly, time periods. Another reference to the Book indicates it contains every counter-spell known to the “order” school of magic. Therefore whatever enchantment a villainous mage may cast, monster he may summon, or item he may create, there is a solution or counter-spell to it that can usually be found within the Book, if only enough research time is exhausted in finding it.

This same reference also notes that these are extremely powerful incantations that can doom the canter if he is mistaken. The Book of the Vishanti holds a spell that will release a character from the Darkhold’s influence, but it will be difficult to find, and dangerous to cast.

### Breathing Guns

Enchanted firearms which can injure supernatural beings, used by Jaine Cutter and Stephen Loss.

### Casket of Ancient Winters

The Casket of Ancient Winters was an Asgardian artifact, which contains the Fimbulwinter of Ymir; it created massive snowstorms if opened. The casket is powered by an apparently limitless supply of magical energy. When opened, it releases powerful arctic weather that is capable of freezing anything in its path, killing humans and immobilizing Asgardians.

### Cauldron of the Cosmos

Meditative cauldron possessed by Dr. Strange. However, the Cauldron also has powerful scrying abilities and Doctor Strange can consult with it for information about the universe rather than just for simple meditation.

### Claw of Bast

Ancient artifact divided into three components, can restore life to the dead or dying, but can only be invoked nine times.

### The Cloak of Levitation

Doctor Strange’s Cloak of Levitation is a wondrous item indeed. It allows him to fly for indeterminate lengths of time. While he can fly without the Cloak, the Cloak allows him to fly or levitate without casting a spell and with the slightest concentration. But the Cloak of Levitation allows Doctor Strange many more options than these.

He can mentally command his Cloak wherever it is, even if he is in his astral form or the cloak is in another dimension (though extradimensional control requires a successful WIS roll). The commands can not only include flying and levitation, but retrieving, attacking, and enwrapping as well.

These last powers are performed by the Cloak by acting as an appendage with STR x2 for the purposes of Grappling or Snatching. The Cloak, which is voluminous in size, can also swirl around and wrap up a target. Depending on where it is instructed to wrap it can blind (covering the head), prevent escape (twisting around feet and legs), stop



attacks or magical gesturing (wrapping around the torso and pinning the arms), or completely encase a human (if 6'0 "or under) like a mummy. On occasion, it has even been able to move Doctor Strange's physical body away from harm by commands from his astral form. The final function of the Cloak is to act as a protection against eldritch magical attacks. For gaming purposes, treat this as a Shield. The Cloak of Levitation was given to Doctor Strange by the Ancient One for defeating Dormammu. Its origins are, as yet, unrevealed.

## Cosmic Cube

Cosmic Cubes are among the most powerful objects in the universe. They are created out of energy from another dimension. Anyone in possession of the cosmic cube can use it to reshape (mold) reality to mirror their vision. The Cosmic Cube is an item that can control matter and energy, answering to the will of the sentient beings that use them. They require practice to be used properly, but a skillful user can alter all reality to answer to its thoughts, granting anything they desire.

Most Cosmic Cubes are cube-shaped matrixes. However, similar objects with different shapes are known as Cosmic Containment Units. Sentient beings wanting to create a Cosmic Cube must first generate a force field to open a rift to another dimension inhabited by the Beyonders, allowing the extra-dimensional energy to filter through the rift. When entering the Earth's dimension, the energies can be held in a matrix, and the force itself would shape the matrix into a perfect cube. It would also provide the Cube with its almost unlimited power.

The Cosmic Cube's primary ability is "wish granting" or rather an extreme level of reality warping. Originally thought to be powerful enough to affect reality on a multiversal scale, it turned out that most of its effects were probably illusory in nature. The Cosmic Cube's power has also been shown to nullify the power of multiple cosmic beings simultaneously. The Cosmic Cube cannot affect souls and, given the Beyonder's inability to affect time, we can presume even the Cubes cannot affect time as the cubes possess only a fraction of the Beyonder dimension's power.

## Crimson Ruby of Cyttorak

A jewel of power created by the mystical entity Cyttorak, Lord of the Crimson Cosmos. The Gem is the means of giving a human a portion of his power. Thus becoming his avatar, the unstoppable Juggernaut. The Juggernaut possesses immense strength and stamina, and does not have the need to eat or breathe. The single weak spot is the Juggernaut's mind, but to shield him from any mental attacks, his armor's helmet is shielded against psychic attacks.

However, that is not all; after the gem returned from a trip through space, it seemed that it grew new capabilities, as it was then used by a young boy (who, despite touching the Gem, was not physically changed) to shoot beams of concussion force, animate wax statues and to send communication signals around the globe.

## The Crown of Blindness

This magical crown, when placed on the head of a character, causes complete

blindness, including blocking the wearer from using any mental powers or mystical visual powers. When the crown is removed, all immediately returns to normal. The victim can remove the crown himself, unless an arcane and unknown spell is employed to keep it on the victim. This magical item is most effective when combined with the Mystical Cross, which binds both the physical and astral forms. The victim is completely isolated and cannot perform any magic whatsoever. Once the crown is in place, it becomes invisible to all but the victim.

### Crystal of Kadavus

The Crystal is a fist-sized, diamond-like gemstone that is cut to resemble a skull. When using the proper incantation and exposing it to the light of a full moon, it focuses dimensional forces. When this focused beam is aimed at a magical item, it is completely restored to full power (even if the item had previously been drained of its magic powers or “destroyed”). This procedure must be repeated for at least two nights of the full moon before the item is restored to full power.

### Crystals of Conquest

The cult Sons of Satannish created these 16-inch long emerald-hued crystals. The crystal is used as a weapon, allowing the user to focus his Psyche through it and create “psychic growths”, which are psychic tendrils. These tendrils must be targetted to hit an opponent and cause damage equal to the user’s WIS x2. The crystals can also be used for blasting a single target in an attempt to stun him.

### The Darkhold

The Darkhold is a volume of parchments transcribed eons ago by the Elder God Chthon containing all of the arcane knowledge of the time. Chthon learned that new gods were supplanting the old on Earth, and in order to protect himself he decided to flee the Earthly dimension. Before doing so he created the Darkhold to serve as his touchstone with the physical plane, as an indestructible medium through which he could manipulate others, and as a talisman that could be turned into a dimensional nexus for his eventual return .

The volume was first discovered by human sorcerers of pre-Cataclysmic Atlantis who managed to remove it from the doomed island-city before it sank. They founded a cult called the Darkholders and used the spells contained in the tome to create vampires to do their bidding.

The book passed through a succession of hands through the next millena, including Babylonian savants, Egyptian priests, and Hebrew scholars. Whoever employed the knowledge contained within did so at the cost of the corruption of his life essence. This earned the Darkhold the name “Book of Sins.” The parchments were eventually bound into book form in the Sixth Century. It lasted in this form for many centuries before an Irish monk scattered the indestructible pages throughout Europe in the hope of removing the temptation once and for all.

In the Twelfth Century the pages were mystically reassembled by a Spanish monk and later, in Transylvania, a scholar named Baron Russoff rebound

the parchments in book form, adding blank pages in the back to serve as his diary of occult experiences. The possession of the Darkhold triggered his hereditary tendency toward lycanthropy and turned him into a werewolf. Eventually the tome found its way into the hands of Dracula, Lord of the Vampires, who was looking for a means to restore his flagging powers.

Finally, realizing that within the Darkhold lay the Montesi Formula, the spell to destroy all vampires, Doctor Strange sought the book out, fought with Dracula and managed to use the Darkhold to create a spell by which vampires could no longer exist on Earth. Even a vampire who was in another dimension or world and returned to Earth is destroyed. This is why there are no longer any vampires on the Marvel Universe's Earth. Due to his vast power, Doctor Strange was the only person to ever use the Darkhold without forfeiting his life essence to Chthon.

Any character not a Sorcerer Supreme who even touches the tome immediately turns evil and serves the demon Chthon. The Book of the Vishanti holds a spell that will release a character from the Darkhold's influence, but it will be difficult to find. All characters who are magically inclined have heard of or instinctively feel the evil of the Darkhold so any desire to touch the book must be made with their complete freewill. A character who tries to psionically or mystically force them into touching the book is in for a surprise.

The unwilling character acts as a conduit for the Darkhold's corruption and the manipulating character is, instead, the

receiver of the curse. A character manipulated in such a way will remain his own person if he immediately drops the tome upon release by the stunned manipulator. The power of this book is so great it can provide power to its followers in other dimensions. The Darkholders still exist as a cult, and are dedicated to finding the volume and using it to gain ultimate power. It is presently under spell, lock, and key at Doctor Strange's mansion.

### Dragonfang

Dragonfang is an indestructible sword wielded by the Asgardian goddess Brunnhilda, who is also known as Valkyrie. Legend states that the sword was created by an ancient oriental wizard named Kahji-da. Kahji-da is said to have forged the sword thousands of years ago out of the tusk of an un-named extradimensional dragon. At some point long ago, the sword came in to the hands of The Ancient One. The Ancient one retained possession of the sword for many years until he passed it along to his disciple Doctor Strange. Doctor Strange kept the sword in his possession until he bestowed it upon the Asgardian goddess Valkyrie. Its powers include; Indestructibility; it can absorb force when coming into contact with blood, and is capable of destroying mystical barriers.

### The Ebony Blade

The Ebony Blade, forged from a meteorite by Merlin, possesses a number of unusual properties, some innate to the metal, and others due to magical enchantments. Merlin enchanted the sword, making it virtually indestructible and able to cut through any substance. It

can deflect, disrupt, absorb or penetrate energy fields and energy beams, including mystical energies. It is also immune to most magical enchantments.

It grants its users immunity from death except from weapons carved from the same Starstone material. It forms a mystical bond with the rightful wielder allowing him/her to transport himself through arcane ritual across space and time to its location if separated from the Ebony Blade. The spirits of people slain by the Blade are sometimes trapped within an astral realm linked to the sword (perhaps trapped within the sword itself).

Despite its many powers and benefits, it also carries a curse which would slowly corrupt its user and have other unpredictable side effects if the Blade sheds blood. The Blade can have negative mental or physical effects on its wielder because of the curse. If the Blade is used to shed blood or kill, it usually compels its user to seek more bloodshed.

### The Eye of Agamotto

The Eye of Agamotto is the name commonly given to Doctor Strange's Amulet, though the Eye actually resides within the amulet and is released from time to time. The Eye of Agamotto is one of two occult objects in Doctor Strange's possession which are empowered by the mysterious extradimensional entity known as Agamotto, the other being the Orb of Agamotto. At Doctor Strange's command, the Eye opens and can radiate a blinding light of immeasurable mystic force.

Under the brilliance of the so-called "all-revealing light," Strange is able to see through disguises, past illusions, invoke images of the past, and track both corporeal and ethereal beings by their psychic or magical emissions. It has been said that "Dwellers in the Realms of Darkness cannot resist its gleaming, glistening beacon."

In many instances, Strange has turned that beam on not only monsters and powerful characters in other dimensions (such as Nightmare), but on practitioners of the "black" arts as well. While bathed in the beam, all such creations or followers of the dark ways have all of their abilities and spells reduced by -2. The Eye enables Strange to more easily probe the minds of sentient beings (+2 for Mental Probe, Mental Control, and Telepathy spells).

When used as such, the amulet opens and releases a representation of a golden eye, which affixes itself to its wielder's forehead, allowing him to "see" into the mind he wishes to probe. The Eye can project an ionic screen which acts as a Shield. The Eye also can be used to create dimensional apertures. If Doctor Strange makes a successful WIS roll the amulet will separate from its backing, seemingly enlarge to a size several feet in diameter, and then open... revealing a portal to other worlds.

Another power of the Eye, one seldom used in the chronicles, is the ability to place an unconscious subject within its beam in suspended animation. This suspension "freezes" the subject in the exact condition that exists when the light strikes him. No deterioration of the mind or body exists while suspended. A character who is mortally

wounded, poisoned, or cursed can be suspended until he can be taken to a hospital for treatment or research into his problem is completed and a cure is found. Absolutely no roll is necessary to suspend a willing or unconscious subject. Suspending an unwilling subject requires an INT roll and great concentration.

As the amulet is controlled chiefly by thought and force of will, the wielder of the amulet establishes a psychic link to it. Indeed, when Doctor Strange leaves his body in astral form, an astral duplicate of the amulet-capable of nearly all of the amulet's functions albeit at slightly less powerful levels travels with him.

The Eye is customarily worn by Doctor Strange at his throat. The amulet was given to the Ancient One by Eternity centuries past. He, in turn, gave it to Doctor Strange for defeating Dormammu. Beyond that, the amulet's origins have not yet been revealed.

### Gem of Infinite Suns

Asgardian, forged from the heart of a star, counters the effects of the Casket of Ancient Winters.

### Ghost Rider's Chain

Ghost Rider's chain is a mystic weapon capable of transforming into a wide variety of different weapons. The chain obeys the mental commands of the Ghost Rider. When inactive it will link to itself in a loop so that it can be worn as an accoutrement to Ghost Rider's clothing. When the Ghost Rider wills it to do so it separates to form a multipurpose weapon. The chain is

capable of mystically extending to greater lengths, its upper limits are unknown. The chain's basic use is in the form of a flail whereby the spiked head is whipped around to strike targets at close range.

The chain uses soul fire causing its victims soul and body to burn. With the chain gripped at one end, the other can be used to ensnare a target in a manner similar to a lasso. The chain is capable of separating into its component links, which then each morph into shuriken-like blades. These then reform back into the normal links and merge back into the chain. The links in the chain can be stiffened, so that it in effect becomes a staff. Ghost Rider can spin the chain at incredible speeds, essentially creating a saw capable of cutting through virtually any material.

### Grandfather's Skull

Shaman learned all he knows of mysticism from the spirit of his dead grandfather, who was a Sarcee medicine man before Shaman became one. The focal point for this spirit is his grandfather's decorated skull, which acts as a partial dimensional aperture for the grandfather to contact Shaman from whatever dimension of the afterlife he now resides in.

### Great Key

The Great Key is an intricate, golden, five foot long staff that can open the nexus between the Earth dimension and the Realm of the Beasts. The nexus is found in the northern Canadian crater called the Eye of the World. Little else is known of the key, possibly it acts as a

Dimensional Aperture spell into other dimensions. It is usually kept in the Void dimension, which can be accessed through Shaman's medicine pouch.

### Gungnir

At first the spear was stated to have no power on its own. Being made from uru, it served as a natural channel for Odin's own power in the form of energy blasts and other effects. It would obey Odin's command to mentally return to him and could only be wielded by Odin. Later stories stated the spear was equal to Mjolnir in power. If thrown it would fly after its target and its tip would be surrounded with electricity. It could destroy towers with ease and would return to its owner when thrown. Unlike Mjolnir, Gungnir has no worthiness enchantment since the Asgardians cannot conceive of anyone but Odin wielding it.

### Hellfire Gun

The Hellfire Gun is a small shotgun that fires bursts of Hellfire. Unlike conventional sidearms, the Hellfire Gun never runs out of ammunition and can be fired repeatedly for an indeterminate amount of time. During the period when Johnny Blaze was separated from the Spirit of Vengeance known as the Ghost Rider, he used the Hellfire Gun to fight off demonic threats.

### The Infinity Gems

Originally known as the soul gems, they were renamed the Infinity Gems by Thanos. He also gave each individual gem a name based on the power they possessed.

The Infinity Gems are:

#### **Soul**

This green gem is the first to be seen in continuity in the Power of Warlock series. It is arguably the most dangerous. Its sentience is the most profound, and it has shown a hunger for souls, a hunger that can possess a novice user. This gem allows the user to steal, manipulate and alter souls, living or dead. Within the gem are collected souls in perpetual limbo. Mastery of the gem would allow the user to control all living life in the universe. The gem also allows the bearer access to an idyllic pocket-universe that is much like heaven.

The Soul Gem has the power to manipulate and enrich the life & death force of anything or everything with a soul of its own. It can steal a person or beings soul leaving their body a lifeless husk or peer into someone's soul and manipulate it, along with the host being's corporeal form. The Soul Stone is so powerful it can even restore life energy on a Planetary scale. It can also be used to translate any language and make them instantly understandable to the bearer of the gem. Soul can also reveal the purity of the spirit within and unless properly handled, the gem will steal a soul of any touching it. Said gem can also be used to create forceful energy pulses known as Karmic Blasts which attack the spirit.

Even without a host, the gem is capable of speaking, flying and shooting powerful blasts. The Soul Gem pairs well with the Mind Gem and together can achieve feats that alone they cannot. After Infinity Warps, Warlock utilized the soul stone's power to bestow autonomy or the expression of which onto the other five infinity gems.

Indicating Soul has the power to bestow sentience inducing motion in the motionless. Any soul taken is then transported inside the gem. This world is known as Soul World. It is nearly inescapable. Many lose their powers and abilities once inside. In this place everyone inside knows every other person inside as if they have met before. It is a very peaceful and calm place.

### **Mind**

The blue mind gem gives the owner access to all thoughts and dreams. It also gives the user a wide number of other mentally related abilities including telekinesis. It encompasses the collective consciousness of the universe. In the hands of one unskilled in its use, the gem could unleash your dreams and nightmares uncontrollably within your mind. Worse yet, one oblivious to the dangers can have their inner demons overwhelm them. For a novice user it can add or boost mental power, and augment the mind's abilities.

Further knowledge of the gem can allow the user to tap into further power. Where the reality gem alters reality itself, the Mind gem can make you think the world has changed. Mastery would allow the user to access all the minds of the universe, simultaneously. The Mind Gem gives its user amplified psychic and psionic abilities. With an already psychic user, these abilities are nearly limitless. The Mind Gem can access and alter thoughts and dreams, create or remove mental barriers and blocks, influence actions, alter or create memories and feelings, and perform impressive feats of telekinesis and psychokinesis. With the other gems, these powers are amplified even further to which all minds in the

known universe can be accessed simultaneously.

### **Power**

This red gem contains access to all power and energy that ever has or will exist. Mastery of the gem would allow the user to duplicate any physical superhuman ability. They would be essentially physically invincible and therefore unbeatable when using raw power alone. It can also be use as an unlimited power supply for any machine. When combined, this gem can boost the effects of other gems, allowing the user to tap into a gems potential without necessarily mastering it.

The power gem allows the user to potentially manipulate all the power and energy in the universe that has, or ever will exist. The Power Gem augments the users physical attributes, such as strength and durability, to near infinite levels, and with mastery can allow the user to mimic the effects of energy based superpowers. Full mastery would see the user become invincible in terms of brute power. When combined with the other infinity gems the power gem greatly enhances their effects. It can also be use as an unlimited power supply for any machine. Originally held by Champion until Thanos defeated him and took it from him during Thano's Quest.

### **Reality**

They say that perception is reality. The yellow Infinity gem makes that quite literally true. Perhaps the most powerful of the gems, mastery can render scientific laws meaningless, senses useless. With this gem wishes can be obtained. The vastness of its power can overwhelm its user, making a novice cease to exist. This gem is perhaps even

more dangerous by itself than with the help of another gem to manage its power. It is the most difficult to control and utilize. The Reality Gem allows the impossible to become possible. The gem has the power to completely alter, manipulate and control reality by changing the physical laws of the universe.

The Reality Gem is the most powerful and most dangerous of the Infinity Gems. Special knowledge and care is required to use its power, and even then it should only be used on a small scale. The Reality Gem should be used in unison with the other Gems, most specifically the Time and Space Gems. The Gem has the power to control as well as destroy reality if improperly handled or used by an inexperienced user. With the use of the other gems, the Reality Gem can affect the entire universe and bend it to its users will.

### **Space**

This purple gem allows its owner to be anywhere in an instant. They can be in multiple places in the universe, or nowhere. Mastery would allow the owner to warp or rearrange space as they see fit. The Space Gem allows its user to manipulate space in a nearly limitless manner when used properly. With limited knowledge, a user can teleport to any place in the universe with but a thought. Any persons or objects touched by the user can be moved as well. The gem can also change distance between objects in space, making the user appear to have super speed.

The gem can also be used to pinpoint the location of a person or place. With great knowledge of the gem (or in unison with the other Infinity Gems), the Space Gem

can allow its user to be omnipresent - simultaneously in every place in the universe.

### **Time**

This orange gem allows the user to be in any period of time. From the beginning to the end of time, any moment is accessible or visible through its power. Those with limited knowledge in the use of the gem can cause those nearby to revert to a physically older or younger state. With enough knowledge, even more can be done, as time and causality can be manipulated with this gem.

The user can also use time as a weapon, trapping enemies or entire worlds in unending loops of time. Mastery would allow the user to affect the whole universe with time manipulation, such as slowing down time in one stretch of the cosmos, freezing time in another and looping time in yet another. The Time Gem has the power to manipulate time, including accelerating, reversing and stopping time itself. With the Time Gem, time loops can be created, time travel is possible, and memories and age can be altered. The gem is also capable of visions of the past, present and future. With mastery, the gem can enable its owner to exist in all time periods at once.

### **The Seventh Gem**

Often ignored, best forgotten, the seventh gem was created for a Marvel/Ultiverse crossover. The seventh gem, Ego, was discovered by Loki. It was found that Nemesis, an omnipotent being in the Ultiverse, was the source of the Infinity Gems and that the seventh gem was her remaining consciousness. When combined, this gem would give the other gems form and



sentience. These gem embodiments fought the combined might of the Avengers and Ultraforce.

### Iris of the All-Seeing Oracle

This 8 foot diameter circular device, with what looks like a mirror in the middle, hangs in Doctor Strange's mansion. It is a secondary scrying device that Strange or his friends use when the Orb of Agamotto is inaccessible. The Iris allows two-way audio-visual communications with another mage of the user's choosing anywhere on Earth. One must know the proper incantation to use it.

### Jade Tiger Amulet

Head and paws of the Jade Tiger of Master Khan, worn by the Sons of the Tiger and White Tiger. By joining hands and reciting the incantation, "When three are called and stand as one, as one they'll fight, their will be done... For each is born anew, The Tiger's Son", Abe Brown, Bob Diamond and Lin Sun were able to mystically channel their martial arts prowess through one another, thereby increasing their strength and prowess.

Hector Ayala and subsequent White Tigers used all three amulets in unison, greatly increasing the amount of power wielded by a single host. It conferred superhuman strength, speed, coordination, agility, stamina, reflexes, resilience, and. The amulet also provided him a vast practical knowledge of martial arts. Although difficult to measure, Hector's physical prowess and skills seem to have more than tripled with his transformation into the White

Tiger. Anyone who uses the Amulets for an extended period of time can find themselves physically addicted to its power.

### Ka Stone

The Ka Stone is an ancient gem of power that is believed to be connected to the Alpha and Omega Stones found on Kree-Lar which are remnants of the previous universe. It has been used over the years by the being known as The Sphinx. The stone has been used by two incarnations of the Sphinx ( Anath-Na Mut, and Meryet Karim).

Both utilized the stone in a way to warp reality in large scale quantities, even recreating timelines and affecting the beings in those realities (such as memories and physical appearances) and Time Manipulation. The stone allowed it's bearer to manipulate matter, creating objects and beings at whim along with rearranging molecular properties. It also confers immortality, telepathy, powerful energy projection, flight, strength, durability and ability to grow in size. All to substantial levels, the upper limit of which is unknown.

### Lamp of Lucifer

This lamp resembles the lamp of Aladdin in folk tales, except it has a red figurehead of a demon on it. The lamp is a scrying device, when lit it emits smoke that can show the user whatever scene he wishes to see, even if it has happened in the past. For gaming purposes the lamp can only be used once every three days .

## Legendary Amphora

This giant vase holds the monstrous demon Zom, who was imprisoned there by Eternity. The Legendary Amphora (tall, two-handled vase) normally rests on an alter guarded by 9 smaller vessels (vases, incense burners, jars, etc.) that lay about on the steps leading up to the platform. Each of these 9 lesser vessels hold an elemental demon. They will attack anyone who attempts to free Zom. There are many magical containers a round that will mystically hold a creature or character. Sometimes, all a character needs to do is open the container to let the creature out, other times it must be broken.

## Links of Living Bondage

The Links of Living Bondage are comprised of two large cup-shaped pieces made of iron that flicker with mystical flames, connected by a section of heavy, magical metal chain. When these cups are placed over a magic wielder's hands they are mystically locked in place and cannot be removed without a spell that releases a victim from possession or entrapment or that otherwise counters the original user's binding spell. Once so bound, the victim can use no spells. When this item is combined with the Crown of Blindness, the character is unable to perform most magics.

## The Mandarin's Rings

Mandarin's Rings are ten rings which he found within a Makluan spaceship, which were originally intended as the power source for the ship. Mandarin used them for his own deadly needs after

he took them. Each ring has a specific "power".

**Left little finger:** "Ice Blast Ring"- a ring which can shoot out intense cold rays at an enemy, cold enough to freeze that person solid.

**Left ring finger:** "Mental Intensifier Ring"- this ring increases the Mandarin's mental abilities to the point that he can control people, to the limit of one person within 10 feet.

**Left middle finger:** "Electro Blast Ring"- this ring can shoot out an unknown amount of electricity.

**Left index finger:** "Flame Blast Ring"- this ring can shoot out flames, in heat form or as infrared radiation.

**Left thumb:** "White Light Ring"- this ring can shoot out lasers, or on one occasion, create gravity strong enough that Iron Man buried himself by trying to walk forwards.

**Right thumb:** "Matter Rearranger Ring"- this ring can rearrange the shape of solid objects. It can be used on almost anything.

**Right index finger:** "Impact Beam Ring"- this ring can shoot out a force beam with concussive force.

**Right middle finger:** "Vortex Beam Ring"- this ring can create a vortex of air, which can be used offensively, defensively or simply as a means of transport.

**Right ring finger:** "Disintegration Beam Ring"- this ring can destroy all bonds of atoms and molecules of whatever it strikes. Unlike the other rings, it takes 20 minutes to recharge.

**Right little finger:** "Black Light Ring"- this ring creates an area of total darkness around the person it is used on.

Mandarin has a strong psionic link with his rings. If someone other than him wears the rings without his approval, the rings will not work. Mandarin can

control the rings from a long distance, and can "see" out of a ring that is not near him. Mandarin can give a ring to a servant if he wishes, but if the servant dies or is knocked unconscious the ring or rings will teleport back to Mandarin. If Mandarin is knocked out, all his rings will teleport to him. If Mandarin uses the rings for an extended period of time, his hands will turn green and scaly, just like a Makluan's.

### Medallion of Power

Icon of the Blood, transforms Dan Ketch into Ghost Rider.

### Medicine Pouch

This small leather pouch hangs at the side of the Alpha Flight mystic, Shaman. It is a nexus to the Void, another dimension which Shaman uses as a source of energy to create magical components and mystical spells. It is known that other pouches enter into the same dimension, and that two mages reaching in at the same time can actually touch.

When in need, Shaman simply reaches into the pouch for the appropriate charm or component he needs. It is his gateway to other realms and states of being. It somehow keeps them all contained, providing an orderly framework to a universe of tremendous chaos. A character (other than Shaman) reaching into the Medicine Pouch cannot free his arm. Looking into the pouch exposes the mind of the character to the Void, a sanity-threatening dimension. A magic wielder reaching into a pouch opening into the Void has access to Dimensional Energy.

### Mjolnir

As the inscription states, Mjolnir grants its users "the power of Thor." The most prominent of these powers are flight, shown to reach speeds far in excess of the speed of light, and electrical discharge, often demonstrated by either blasts of lightning or by calling it from the sky. Mjolnir possesses a fraction of the Odin Force, more powerful than the Power Cosmic given to Heralds of Galactus. This weapon has more exotic abilities such as energy absorption and projection, dimensional transportation, the creation of force fields, and the tracking of any being or object to anywhere in time or space. But Thor has rarely called on it to perform in such a fashion. The most powerful attack Mjolnir is capable of channeling is the God-blast (which draws power from Thor's life force, and is an ability inherent only to Thor). This is possible without Mjolnir, but it is less concentrated on a single target. Another powerful attack is the Anti-Force which was said to be able to decimate entire planets in a single blast

### Muramasa blades

The first of the Muramasa Blades, the Black Blade was created centuries ago by Muramasa. When Muramasa forged the weapon, he placed a piece of his own soul inside of it. By this act, the blade was infused with mystical powers. As a result, whoever wielded this deadly weapon would be granted invulnerability and superhuman strength.

However, these abilities come at a price; if the wielder of the Muramasa Blade possesses it for too long, then he/she will become overwhelmed by Muramasa's mad soul.

Muramasa created the second blade for Wolverine because Logan wanted to exact revenge upon the people who killed his wife, Itzu. This blade is made of the same Japanese steel as the first, and it is just as durable (although not indestructible). Unlike the first blade, the second blade does not grant superhuman powers. Instead, it cuts negate superhuman healing factors.

For example, when Wolverine wielded his Muramasa blade against Sabretooth, the blade's powers inhibited the use of Creed's healing abilities. Following a battle between Daken and Wolverine, the blade was split in two. The lower portion and handle remained in the possession of Wolverine, but the broken distal portion was collected by Daken. Romulus hired the Tinkerer to process the metal and coat Daken's wrist claws with it to grant him the ability to kill his father (and others with healing factors). After defeating his son, Wolverine removed Daken's Muramasa Claws and buried them with the Muramasa blade in an unknown location.

### Mystical Cross

This is a large "X" shaped rack upon which a sorcerer can be mystically bound. Once bound upon it, there is no way a character can be freed, except by the use of an outside physical force that smashes the cross. While bound, the sorcerer cannot use any mental or magical communication. The binding is so strong that not even the astral form can leave it.

### Nightmare's Wand

This one meter long, thin, black wand glows with green light at its tip. It belongs to Nightmare, who presumably created it. It is a focus for attacks from Nightmare that fall in the Eldritch category. This grants a +1 INT for the purposes spellcasting. The wand will so perform for anyone else who wields it, if they first have those Eldritch Attack powers. Nightmare's Wand also has a spell in it that is not found in too many other sources.

It is called the Maze of Confinement. The user must target the wand on a single individual, then make an INT roll to hit him. If unsuccessful nothing happens. But if the roll is made, thin, black, mystical bands spin around the target in a random fashion. Treat this attack as a combination entanglement and confusion. The material strength of the Bands is also equal to the user's INT.

### The Odinsword

Aka Oversword; constructed from ring of the Nibelung by Odin as weapon vs. the Celestials, forged of uru, the Destroyer used it to slice off the arm of Nezarr and impale Arishem before Arishem melted it down to slag. The Odinsword is tremendously old and strong. Forged in ways now lost and capable of withstanding any impact and cut through all known materials, even a Celestial's armor. It can increase its size along with the wielder, channel cosmic energies with the Odinsword being the prime force behind it.

## Orb of Agamotto

The orb rests in Doctor Strange's Sanctum Sanctorum in a room called the Chamber of Shadows. It usually is inside a display case with three curved legs. When summoned, the glass covering rises from its enchanted Cask of Concealment and the ball levitates. Likely (though unconfirmed) to be completely of Agamotto's own creation, it is nonetheless directly empowered by him extra-dimensionally and is in some way connected to him.

While powerful, the Orb has been blocked by exceptionally powerful mystic forces, even those lesser in strength in terms of raw power compared to Agamotto (such as Umar of the Dark Dimension (whose power surpasses that of Doctor Strange and rivals that of Dormammu, Odin and Zeus) or the Enchantress of Asgard (who, while ranking among Asgard's top twenty magic practitioners, is reasonably less powerful than Umar) who do not want their exact location known.

Normally it is used for scrying. It will often match the appearance of Earth like a globe and point out possible dangers.

The Orb of Agamotto can be used to teleport others or to travel into Agamotto's personal realm.

The Orb was once thought destroyed when Doctor Strange's Mansion was heavily damaged, but Agamotto was able to preserve all of Strange's artifacts.

The Orb is also capable of projecting a telepathic voice (different to each who hears it, yet with the same essential meaning, likely from the ethereal Agamotto himself) after displaying an

image in its depths of the desired subject, revealing the past of the Evil Eye of Avalon while simultaneously displaying corresponding images; as Doctor Strange had been expecting such a voice, it seems that either the Orb had displayed such an ability in the past, or the Sorcerer Supreme knew it was possessed such an ability.

The Orb can peer into other dimensions and other worlds, automatically detect and locate the use of powerful magic, and reveal any great evil threat to the world. Though it is possible to view images of other planets or outer space through the Orb in the same dimension, from Doctor Strange's inability to find Nighthawk thus makes it apparent that one must know the general location of the desired person, object or place, or else he would scour the cosmos for an eternity. The Orb is even capable of finding dead beings, at least those the user had been considerably familiar with.

The Orb can be used as a gateway for the viewer to enter into the dimensions it displays. It also seems to be dimensionally linked to the Eye of Agamotto. Individuals entering the Orb can at times exit through the Eye and vice versa.

## Philosopher's Stone

Powerful alchemist's tool for transmuting elements, possessed by Diablo.

## The Phoenix Blade

While in its original state the blade could channel the entire might of the Phoenix Force, allowing it to cut through all form

of matter and produce a large explosion while doing this its power was diminished once the Phoenix Force left its host, however a portion of it survived. With this portion the blade constantly glows blue and has the power to cut through many materials yet not the same level it once could, as shown no one else other than the descendants of Rook'shir can hold the blade and even Polaris while trying to lift the blade with her powers was repealed back.

### Pincers of Power

Dark Dimension weapons used in duels, summon pincers of energy to bind an opponent.

### Purple Gem

This cantaloupe-sized purplish, diamond-cut gem was originally believed to be just an involuntary dimensional aperture item that transported people to the Purple Dimension against their will. The gem is especially powerful when using a Dimensional Energy incantation that calls on Aggamon. Any character using a Purple Gem to focus a Dimensional Energy power will have the spell rank of that spell raised by + 1. For game purposes, a Purple Gem can only be safely used twice every 24 hours. If more attempts at its use are made, there is a 20% cumulative chance that the gem will transport the user to the Purple Dimension instead.

### Ringed Ruby of Raggador

Gem which transformed Utama Somchart into Stonecutter, the Exemplar of Raggador. It gave Utama the abilities

of superhuman strength, combat skills and the ability to create the God Machine, a device that could drain humanity of its free will or Juggernaut of his power.

### Ruby of Domination

This large red, floating ruby (3 feet in diameter) was once used by Xandu in an attempt to make Earth's population mind-slaves. When Doctor Strange shattered it, little rubies were left on Earth from its shards. A character attempting the powers of emotion or mind control has a +1 vs any victim saves when focusing the power through one of these smaller Rubies of Domination.

### Ruby Scarab

Millenia ago, the Elementals had created a kingdom for themselves on Earth, a kingdom that they sought to expand into the land that would later come to be known as Egypt. When they tried to enslave the local population, however, they were opposed by a young warrior named Dann and a wizard named Garret. These two joined their souls to arcane magics which created the Ruby Scarab. Dann, wielding the Scarab was able to sap the Elementals powers and banish them to another universe.

The Ruby Scarab grants great power to its user, which can be manifested in a variety of ways: enhanced strength and durability, flight, energy blasts, formation of shields, and teleportation. Its energies have proven sufficient to teleport the entire city of Cairo into a dimensional nexus (or aleph), while leaving its inhabitants back on Earth, unharmed.

## Satan-Sphere

This large (8 feet in diameter) fiery white sphere was last known to be owned by the cult Sons of Satannish. It acts in a manner similar to the Orb of Agamotto, locating that which the user desires to see and hear on Earth.

## Sceptre of Shadow

This large mace was owned by the Slitherer, the huge guardian of the Shadow Dimension. It had a twisted golden handle topped with 4-long spikes and a large ebony sphere. A powerful black beam could be emitted from the sphere which spread throughout the area of effect. This automatically blacks out the area, totally blinding all in it except the holder of the sceptre. The area can either be centered on the mace or moved off in a specific direction with the mace kept on the border of the area. Only a more powerful source of magical light, such as that provided by spells and items of Agamotto or Vishanti, can dissipate the darkness. The sceptre will also inflict the damage of a Mace (damage equals Strength +1), or a war hammer if using two hands (damage equals Strength +2).

## Sabre of Sorcery

This weapon was used by Heimdall while battling the Hulk. It was able to project magical flame and energy blasts.

## Screaming Idol

The Screaming Idol is a conduit between Earth and the realm of Tiboro, through which he can grant powers and control people. It can also transport people from Earth to Tiboro's dimension. For a victim to be drawn into the Sixth

Dimension through the Screaming Idol, he must be standing in the same area as the idol. The process is somewhat random. Since the forced dimensional shift of the victim is randomly timed (not every time someone is near) there is a 10% chance that it will occur when people are about. A magic wielder of Adept level or higher could use the idol as a nexus by using a Dimensional Aperture spell on the idol. Whenever the idol transports someone to the Sixth Dimension the area where the idol stands is plunged into darkness (magical light will work in there).

## Secrets of Light and Shadows

The Secrets of Light and Shadows is the title of a book of magic by Van Nyborg. When spoken aloud in a ritual it opens a nexus into the Shadow Dimension that will pull the chanter into it.

## The Serpent Crown

The Serpent Crown is an ancient artifact that is mystically tied to the evil Elder God called Set. Those wearing the Serpent Crown are able to link to Set's essence and mind, gaining great magic power. Set could taint the minds of, or otherwise influence, those in the presence of the Serpent Crown and was able to control the minds of its bearers to some extent.

The Serpent Crown was created by a sect of people known as the Serpent Men, followers of Set since ancient prehistory. Nearly 20,000 years ago, the Serpent Men allied with the Lemurians, another ancient culture that warred with the underground Deviants. The Serpent Crown was mystically forged with Set's essence, a link to his very mind, so that

whoever would wear it could command vast mystical power. However, the Deviants began to worship Set themselves, and thus the Crown was powerless against them. About this time, the Deviants launched an attack on the second host of the Celestials, resulting in the Great Cataclysm that sunk Lemuria and Atlantis beneath the ocean.

The Serpent Crown is, as its name implies, a crown which resembles a coiled, seven-headed serpent and is made of an unknown material. The resemblance is a reference to the malevolent seven headed exiled serpent demon/god "Set" to whom the crown holds a mystical link from which it draws its powers.

The Serpent Crown is a powerful mystical artifact that forms a connection between any who wear it (or come into other contact for prolonged time) and the Elder God Set. The spiritual connection between Set and the wearer will persist when contact with the Crown is severed. Though normally inanimate, the serpent heads on the Crown have can move somewhat when directly controlled by Set, ensnaring and biting people.

Those powers confer on the helmet's wearer various abilities. These abilities can include superhuman strength, the power to read and control the minds of others, the power to levitate oneself and other persons or objects, the ability to cast illusions, the power to project destructive bolts of mystical energy and even the mental ability to manipulate matter and energy. However use of the crown usually leads the wearer to fall under the mental domination of Set, who then has the wearer perform various

tasks which would help facilitate its physical return to the Earth dimension.

Wearers of the Crown are also granted an array of superhuman abilities including mind-reading, levitation of oneself or other objects, hypnotically commanding others to obey the wearer, powerful destructive bolts of mystical energy, mental manipulation of matter and energy (including causing earthquakes), illusion creation, superhuman strength, communication between others connected to the Crown (even in other dimensions), and superhuman strength and endurance.

Not all wearers of the Crown had the same amount of access to all these powers, depending on variables such as that person's previous skill with manipulation of mystic energies, the length of time one wore the Crown, any innate abilities the wearer possesses similar to those of the Crown, and Set's attitude toward the wearer. Prolonged exposure to the Crown causes the wearer to take on a more reptilian aspect, becoming scaly and taking a greenish hue.

### Serum of the Seraphim

This is the most powerful medicine known to the occult and can cure anything but death once it occurs. The serum is so potent that only a few ounces are needed, it is usually kept in tiny ornate containers holding just a few ounces. Any character drinking this serum is instantly returned to his full hit points and has all of his wounds healed. Any magical fungus, physical curses (like blindness), or diseases are held in



check, then slowly cured over a few days time.

### Shadow-Cloak

The Shadow Cloak is a teleportation cloak which can transport people and objects to other dimensions. It can be used to pick up weaponry from extradimensional armories, to transport its users to other places, and to exile their enemies to hostile environments. The cloak can elongate itself and respond to mental commands, forming whips and grappling opponents and objects. The inside of the cloak served as a portal to other dimensions. Time also runs differently inside the cloak, allowing the user to place injured people in a form of stasis if he so wills.

### The Solar Sword

Wielded by Val-Larr & past defenders of Luminia. Absorb and emit light as bursts and strobes; builds to critical mass in a light-rich Earth-like dimension.

### The Soulsword

The Soulsword is the ultimate embodiment of Illyana's magical strength. Forged during a time of great need and despair. Illyana was desperate to find a way to free herself of Belasco and find a way to leave Limbo. Attempting to use the white magics that her previous teacher, the elderly Ororo, taught her. She attempted to create, with all her strength, something that would help to free herself; only to find that she would fail each time.

Realizing that she could not properly produce the exact spells as the elderly

Ororo because they used magic with differing motives, she reconfigured the spells. She would use a portion of her still intact pure soul combined with her motivation, revenge, a bright light grew directly in front of her.

When she reached in she drew forth, what appeared to be a very simple looking silver sword. When she fully grasped it and pulled it from the brightness, light enveloped it completely and a surge of energy consumed Illyana. While in Illyana's hands the Soulsword, as she named it, aided her in defeating Balesco. It also contributed to her ruling in Limbo, controlling her demons while away, and in battle while she was on the Earth dimension.

With each and every use of the blade, its strength grew and its abilities increase exponentially. Much later it was revealed that the sword was just the beginning of her magically strengths. Through time a suit of armor composed of the same magical properties as the sword would come to the holder of the blade. It was revealed by Dr. Doom that the Soulsword granted leadership of Limbo, and the armor was, by right, the protection given to the owner of the sword.

More recently, Amanda Sefton placed a Soulsword, presumably Magik's, in Nightcrawler's care and keeping. Kurt has been able to wield this sword, pulling it out of his chest on occasions when confronted by supernatural threats. In X-Infernus #1, Pixie Pulled the Soulsword from Nightcrawler's chest.

The Soulsword is unable to harm beings of non-magical or cosmic origin but for unknown reasons, the Soulsword can

physically injure Kitty Pryde, alias Shadowcat, even when she is using her phasing power to become intangible. The strengths and extents of Illyana's SoulSword were never fully revealed.

Her Soulsword did though show a number of very specific magical attributes and abilities that included the follow:

**Grants Leadership of Limbo:** He who own/wields the Soulsword is granted leadership or dominion over Limbo, though the full power of the sword could only be accessed by Illyana.

**Disruption of Magic and Breaking of Spells:** This includes its very lethal nature to that of magical beings.

#### **Soul Absorption:**

**Sword Summoning:** Granting the owner of the sword to place and store it in absolute nothingness and allowing the own to retrieve from whence its place with ease.

**Teleportation Disc's:** As a result of the SoulSword being forge from as piece of Illyana's soul, it would wield the ability to create teleportation stepping disc's. Thus allowing the current owner the same ability.

**Dimensional Manipulation:** The ruler of Limbo can mentally manipulate the physical appearance of Limbo, allowing it to look/appear as they wish it to.

**Augment Magical Powers:** Whom ever holds or owns the sword is granted increased magical strength.

**Spellcasting:** When holding the Soulsword, it grants the hold the ability

to cast or produce magic, even if they do not have the ability to do so.

#### **Summoning of Mystical Eldrich**

**Armour:** It was revealed by Dr. Doom that the mystical armor that manifests on the individual that wields the Soulsword is actually a magical armor provided to any who rule Limbo.

**Super Strength:** When wearing the mystical armor, Illyana displayed a increase in her own personal strength. Shown when she did battle with her, one time, servant S'ym. During the Inferno invasion the two did battle. Illyana would easily grab S'ym and throw him yards away from her with only one arm.

#### Spirit Stone

Grants wearer superhuman strength, intended for the Phantom Rider but taken by Towering Oak, side effects killed Towering Oak, buried with him.

#### The Staff of One

Mystic conjuring staff wielded by the Minoru family, currently used by Nico Minoru (a.k.a. Sister Grimm), emerges from her body when she bleeds; limited by ability to perform each spell only once.

#### Starstone

This stone is a large (18 inch diameter), amber-hued ovoid jewel that is cold to the touch and contains a dark shadow that can be seen within. It was a gift from Kulthas (also known as Kathulos), the green-planet of Shuma-Gorath to the Cult of Sligguth on Earth. When the cult needs help or is ready for the return of

the old gods, it is to set the “Shadow in the Starstone” free. This is done by using a large fixed lens that is “sacred to Shuma-Gorath” and focusing the starlight from the evil star Kulthas on to the Starstone. A blackness then spreads out from the stone that dims all light but that of the star Kulthas.

It can cover a small town in 15 rounds. Everyone in the darkness must make an WIS roll every other round thereafter or fall into a deep trance that makes them obedient to the will of Shuma-Gorath and his Lords (including Sligguth). After an hour in the focused starlight, a mystical, protoplasmic, evil squirms out of the stone. After this the stone is nothing more than a bauble and the shadow dissipates, though the induced trance lingers on until mystically broken.

Meanwhile the squirming evil turns into a great, intelligent slime that can mentally animate objects and have them attack opponents. The slime will grow by 1 area in size every 5 rounds until it becomes as large as four areas. It is slow and can only move 1 area every three rounds. For every area it grows it gains 100 hit points. It is immune to most mental or magic attacks. Once “dead” it apparently dissolves and the evil energy returns to the netherplane where it originated. No one knows if more than one Starstone exists.

### The Star Sword

Forged by the god Gorm from the Star Stone (meteorite), used to drive off Dragon Kings on at least two occasions, once by Thongor.

### Stormbreaker

As Stormbreaker is an enchanted weapon of Asgard similar to Thor's hammer Mjolnir, it has unique properties and attributes. It is an extremely powerful weapon. It has the ability to summon and create storms, lightning blasts, intense gale force winds, and rain. It can fire lightning, and other powerful concussive type blasts as well composed of some type of mystical energy. Stormbreaker allows Beta Ray Bill flight, including into the depths of space. Also has exhibited Faster Than Light high end travel speeds.

It can deliver incredibly strong striking blunt force trauma blows. It can transport interdimensionally (such as to Asgard) or teleport objects (such as when teleported a comet into Ego the living planet). The hammer returns to Beta Ray Bill's hand after being thrown such as Mjolnir does to Thor. It is also able to be summoned to Bill if out of his hands without being thrown. Similar to Mjolnir, only those who are worthy may lift and wield Stormbreaker.

### Svraden

Sword of Balder, forged by Sindi using a scale from Hurakei, feather of Gnori, jewel of the Jenna, & the water of the Lake of Lilitha.

### The Sword in the Star

The origins of the Sword in the Star are unclear, though legend has it that it may be a future 'incarnation' of Excalibur and that the star it was embedded in was the ultimate form of Galactus. 15,000 years in Earth's future, Prince Wayfinder discovered the sword and used it to save

his people, transporting them millions of years back into the past to find a new home. When it became apparent that prehistoric Earth was not the home they were seeking, the sword-which appears to be sentient-created the Microverse for them, instead. The sword apparently 'died' after using the last of its energies to fuse Arcturus Rann and Dr Strange into Captain Universe in order to give them the power to repair the Spacewall separating the Microverse from Earth.

### The Sword of Frey

Later held by Balder. Can fight of its own accord when unsheathed.

### The Sword of Kamuu

Pre-Cataclysmic weapon forged using Orichalcum and arcane elements, powers amplified by the Eye of Zartra, intended to be wielded by rightful heir to Atlantis' throne. This ancient sword forged of arcane elements offers great mystic powers to those who know how to employ it. The sword is somehow linked to the royal blood line of Atlantis. The golden blade traditionally has had a large gemstone in its hilt called the Eye of Zartra-.

This gem of ancient, almost forgotten sorcery is extremely potent on the Earthly plane. If it is imbedded in an item that is used to spill the blood of an Atlantean, the Eye takes over the item and uses it to destroy the user, but if it spills the blood of a Sorcerer Supreme, it grants immortality to the user. Anyone who wears or wields the sword has great physical might bestowed upon him +2 CON and +4 STR. The blade is so ensorcelled as to cut through most magic defenses as if they were gossamer,

otherwise treat it as an unbreakable twohanded sword.

### The Sword of Light

Gifted to Black Knight (Dane Whitman) by Lady of the Lake to replace the Ebony Blade. The Sword of Light works in concert with the Shield of Night. The Shield can absorb energy; the Sword can then emit that energy.

### The Sword of Scotia

Legendary sword of Ian Og, wielded by Duncan Ferguson as the Clansman. Six foot claymore (two-edged broadsword), deflects bullets; must only be used vs. those who deserve its dire justice.

### The Sword of Skulveig

Composed of unidentified metal, previously coated with poison from the fangs of Cerberus.

### The Sword of Ultimate Shadow

Wielded by Necromancer of the High Evolutionary's Counter-Earth, used vs. Dr. Strange of true Earth, claimed by the latter after Necromancer's defeat. Scimitar-shaped, cause great pain, even to astral self and through mystic defenses.

### Thunderstrike

Thunderstrike is made of the mystical uru metal and grants its bearer (if they are worthy) a magnitude of tremendous abilities. If the mace is thrown it returns to their hand with irresistible force or

can be summoned without being thrown. If the mace is stamped it can revert its bearer to their mortal form and it becomes a walking stick but if stamped again, they return to their godly body and it becomes a mace once again. It has the ability to absorb, magnify and return any type of force allowing it create blasts of power or to manipulate the very elements around them.

If the mace is thrown and its strap held onto the bearer can fly and is immune to the harmful effects of being within space. It is able to detect nearly every type of energy particularly strong, evil psychic energy. It can also glow in order to provide a limited amount of light. By theory the mace can open portals to any desired dimension, at least if it was swung at a certain pitch, by Thor.

### The Tomorrow Stone

Controls temporal energies, can heal fatal wounds; used by Gambit to restore Spat to her normal age.

### Trident of Neptune

Neptune's Trident is in part made of Enchanted-Adamantine Metal while possessing other properties which have yet to be completely revealed. The trident is capable of many things centering but not limited to water-base feats. It can control any body of water, create water elementals, speed ships and other water vehicles with water, create fogs and storms of high intensity, summon waves of water to propel him at great speeds, and create earthquakes by increasing water pressure.

It's been constantly depicted that lights or lasers of many colors can be fired

from the prongs with many of their own attributes from healing, damaging, cursing and granting. Finally it can transform objects, willing subjects, and even the wielder, to any desired form with added abilities.

### The Twilight Sword

Aka Sword of Doom; created by Surtur using the "Burning Galaxy" (created by exploding the home galaxy of the Korbinites), intended to set the universe afire, later used as a power source by Loki & Morgan Le Fay. The sword is catalyst for magic energies, increasing it users power and while also act as a shield to prevent from other magic objects from harming it's user to a point. While in the hands of creator, the sword's main ability is to cut through anything he wishes, be it physical objects or the barriers between realities. The blade is destined to be coated in the Eternal Flame granting it higher capabilities; allowing it to bring forth the end Asgard and accomplish many things from cutting into other dimensions, channeling tremendous amount of energy, and cutting through nearly all forms of metals and magic barriers.

### Transhypnotic Jewel

This 1-foot wide mystical emerald can transform matter into imagination. In the hands of a magic wielder who has the Illusion power it is quite powerful. It gives potential victims who are attempting to disbelieve the user's illusions a -2 on their psionic save roll, thus making it far harder for them to disbelieve. The Transhypnotic Jewel also serves as a dimensional aperture into the Dimension of Dreams.

## Wand of Satannish

This foot-long golden rod, topped with a yellow jewel, was created in numbers by and for the cult, the Sons of Satannish. When the wands (about a half a dozen were made) are used in concert (at least two of them at a time hitting the same target), they focus the mystical might of the entire cult through them to unleash Ribbons of Nihilism—thin bands of “unholy light” which widen to form a large cube, trapping the target. The ribbons and cube are invisible to all except the target and any who holds a Wand of Satannish. Inside the cube is a “pitch-dark world of non-being”. Magic attacks from inside the cube can break it.

## Wand of Tiboro

When aimed at the ground and fired, the beam creates numerous monsters that spring forth to attack the user’s opponents. These monsters are about the size of dogs and have the following statistics. They have claws and teeth which cause 4D6 damage. The first blast usually creates 8 of these monsters. Thereafter whenever one is struck down, two more spring forth. Once the wand is taken away or their opening sealed, these creatures cannot be called forth again that day. The wand will also create a Wall of Unholy Light. This acts as a large shield unless a magical weapon for “good” or order, such as Black Knight’s Ebony Sword, strikes it; then the wall is automatically shattered.

## Wand of Watoomb

This is a 1 foot long, crystalline wand with the heads of demons at either end. When the user is the target of a mystical attack, and can move the wand to block

the, it absorbs all the mystical power used in the attack and allows the user to utilize the power in one of three fashions. It can restore any damage sustained (at a rate of five points of power absorbed for every one point of HP returned. It can fire an Eldritch Beam with a power rank equal to that of the absorbed attack. It can also create any protection spell with a power rank equal to that of the absorbed attack.

Any of these three things, because they utilize freshly acquired energy, can be performed in addition to a normal action during the next round, including magic use. The wand can act as the Dimensional Aperture spell and open a nexus to another dimension desired by the user. The wand will automatically allow the user to powerfully scry, that is, to see any person, place, or thing he desires to see in any dimension with which he is familiar. He may also fire Eldritch spells through the wand at the person, place, or thing he is viewing.

## Wangal

The Wangal is the name of the amulet within which resides the spirit and power of Damballah, the now dead enemy of Brother Voodoo. This spirit is a partially humanoid serpent and can go from place to place by Astral Projection. Its ventures out of the Wangal are short. The Wangal/spirit possesses the wearer, who becomes the host of Damballah.

The voodoo powers of Damballah are many and varied. The most powerful is control of all reptiles within the area of effect. It also allows the body of the wearer to Shape Shift into a reptile. Another obvious power is to pass through mortals, making them mindless

slaves. Anyone who is passed through by Damballah's spirit is allowed a mind control save roll to resist his takeover, but they must make the check everytime he passes through them (4 times maximum). The Wangal cannot be removed by the wearer once it has been put on, but anyone else can pull it off of him.

### Warp-Cloak

This is a small rug-sized piece of fabric that opens a pocket dimension. It is not a Cloak that is worn. Each cloak in existence, when unrolled, warps open a dimensional aperture into a specific pocket-dimension. Once rolled up again, the pocket dimension is sealed off.

These were used quite effectively by Umar's troops in the war against the rebels in the Dark Dimension.

The guards would hide themselves until a force of rebels would attack their caravan, stronghold, etc., then spring out and snap open the cloaks. Their Warp-Cloaks opened into a dimension that was full of horrible monsters. The creatures would leap out and attack the rebels (they never attack the holder of the cloak). It is presumed that a character who is enwrapped in such as cloak would automatically be dropped into the dimension it warped into.

It is conceivable that some Warp-Cloaks randomly access dimensions, instead of the same dimension every time. This could be quite a surprise for a character expecting a monster to charge forth, only to find something completely different.

### Werewolf Rings

Transforms the wearer into a werewolf with human intelligence, worn by Lou Hackett & Jack Russell, both destroyed.

### The Zodiac Key

The key, reportedly carved from stone and the conduit of power from the god, Ankh, was wielded by Scorpio of the Zodiac. It can fire energy bolts, transport people and objects from place to place or dimension to dimension. It is said to once be possessed by an otherworldly cult called the Brotherhood. It is powered by the intense conflict of good and evil and responds to the mental commands of its bearer. Its limit of power is unknown.

## 21. ARTIFACTS FROM OTHER COMIC UNIVERSES

This is a list of Artifacts from various miscellaneous comics.

### Miraculous

Miraculouses are magical jewels. Worn as jewelry, they have the ability to change their wearers, with the help of kwamis, into animal-themed, super-powered beings. A Miraculous, when worn and inhabited by a kwami, transforms the wearer into a costumed guise based on its animal theme and what they wanted deep down. The Miraculous (or their owner's costume) is capable of compensating for certain impairments such as poor eyesight, as with Carapace's goggles replacing Nino's glasses, or possibly curing such impairments entirely while transformed,

as may be the case with Alya's lack of glasses as Rena Rouge.

It also grants the wearer enhanced abilities, like strength and agility, a weapon, and a unique superpower. Some Miraculous appear to grant the user greater physical skills than others; the Fox Miraculous provides its wearer greater agility than the Ladybug or Cat Miraculous. Some of the Miraculouses' powers follow their theme, like the Ladybug Miraculous, with the power of creation, having the superpower Lucky Charm. The kinds of powers a Miraculous has aren't limited to the theme, though.[5] The transformation lasts until the superpower is used, leaving the wearer about five minutes until they revert back to normal. Before the wearer can transform again, the kwami needs to recharge by eating food.

When they are linked to a Miraculous and their Miraculous is not in use, a kwami can roam freely outside of the Miraculous. As revealed in "Ladybug and Cat Noir", when the current holder disposes of their Miraculous, the associated kwami disappears and goes back into the dormant Miraculous. When the Miraculous gets put on again, whether by the same user or a new one, the kwami comes out of the Miraculous. If the Miraculous comes off by accident though, like when Adrien's ring falls off in "Lady Wifi", the kwami is not pulled back into the Miraculous. The kwami will only disappear if the holder wants to get rid of the Miraculous.

A person can wear more than one Miraculous and use them both at the same time. To deactivate a Miraculous, the person must dispose of their Miraculous intentionally, either "renouncing" the Miraculous' kwami or

expressing the desire to no longer use it. Once done, the kwami goes back into the Miraculous, only awakened when someone opens the Miraculous from a small box from a guardian, or they put on the Miraculous Earrings that turn the wearer, with help from Tikki, into a ladybug-themed hero with the power of creation.

### **Bee Miraculous**

A hair comb that turns its wearer, with help from Pollen, into a bee-themed hero with the power of subjection. Temporarily used by Chloé Bourgeois.

### **Butterfly Miraculous**

Also called the Moth Miraculous, is a brooch that, whenever Nooroo inhabits it, transforms the wearer into a butterfly-themed superhero with the power of Transmission. Currently owned by Gabriel Agreste.

Akumatization is the Butterfly Miraculous' superpower. The wielder can energize a butterfly, which turns it black and into an akuma, to be sent to possess an object of the person. Then, the Butterfly Miraculous holder is able to communicate with the person to offer him or her powers. Once they accept, they transform into a super being or amplify their powers.

Butterfly Miraculous holders can akumatize themselves; to do so, however, they need to first create an akuma and then give up the possession of their Miraculous. In addition, the wielder can telepathically connect to the akumatized person to talk with them and perceive what that person perceives. If the akumatized person is using their powers wrongly or not the way the holder wants them to, the holder can



cause pain to the akumatized person by controlling the person's body to a certain extent or take away their powers.

Even when disguised, the Butterfly Miraculous grants its wielder the ability to sense emotions in order to precisely pinpoint a targeted person's identity. Able to sense various people and their emotions, the wielder usually targets a person with the strongest emotions for the best manipulation.

### **Cat Miraculous**

A ring that turns the wearer, with help from Plagg, into a black cat-themed hero with the power of destruction. Currently owned by Adrien Agreste.

The Cat Miraculous grants its wielder incredible powers of superhuman speed, endurance, and strength. Its special weapon is a staff, which can be utilized as both a weapon and a communicator to other heroes. Its special superpower is Cataclysm, which gives the user the ability to damage or destroy an object, such as structures, akumas' hiding places, or metal bars. As long as the superpower isn't used, the wielder can remain transformed indefinitely.

However, as soon as the superpower is used, the wielder's Miraculous weakens and the transformation usually wears off in about five minutes. If the Ladybug Miraculous and the Cat Miraculous are used together while also using a special invocation, the holder will achieve ultimate power. The person wielding them can make a wish that can alter reality.

However, because the universe must maintain balance, every action has a reaction; for instance, a wish to become

human would result in someone losing their humanity.

After Plagg consumes one of several special potions, or a food made with one, and the wielder transforms, they are able to unlock a power-up, an additional specific ability granted by each potion. So far, only seven potions have been shown, each with a unique color:

The green potion transforms Plagg into "Aqua-Plagg" and grants the wielder the ability to breathe underwater and improves their swimming capability with flippers on the feet.

The light blue potion transforms Plagg into "Plagg Glacier" and improves their ability to move on the ice with ice skates on their feet.

A red potion that grants unknown powers.

A yellow potion that grants unknown powers.

An orange potion that grants unknown powers.

A purple potion that grants unknown powers.

A pink-peach potion that grants unknown powers.

### **Dog Miraculous**

Jewelry that turns the wearer, with help from Barkk, into a dog-themed hero.

### **Dragon Miraculous**

Jewelry that turns the wearer, with help from the Longg, into a dragon-themed hero.

The Dragon Miraculous provides its wielder superhuman characteristics of strength, agility, durability, and most notably, speed. The Dragon Miraculous' special weapon is a red sword with black leather handle. It has a circle which separates the blade from the handle. In it

are three tear drop shapes colored light pink, blue, and yellow. There are two gold spikes protruding from the circle heading upwards.

Its special superpower allows the wielder to transform into one of three elements, water, wind, or lightning. So long as the superpower is not used the wielder can sustain the transformation indefinitely, however, once all three elemental transformations are used the user will only have about five minutes before they transform back.

### **Fox Miraculous**

A necklace that turns its wearer, with help from Trixx, into a fox-themed hero with the power of illusion. Temporarily used by Alya Césaire.

The Fox Miraculous provides its wielder superhuman characteristics of strength, speed, durability and most notably, agility. The Fox Miraculous' special weapon is a reed flute, as illustrated in the Miraculous spellbook.

Its special superpower is Mirage, which allows the wielder to create one hyper-realistic illusion of their choice when the flute is played.

Once played, an orange-white ball of energy appears at the flute's end which the wielder then throws to create the illusion. So long as the superpower is not used the wielder can sustain the transformation indefinitely, however, once it is used they only have about five minutes before they transform back.

### **Goat Miraculous**

Jewelry that turns the wearer, with help from Ziggy, into a goat-themed hero.

### **Horse Miraculous**

Jewelry that turns the wearer, with help from Kaalki, into a horse-themed hero.

The Horse Miraculous provides its wielder superhuman characteristics of strength, speed, durability, and agility. The Horse Miraculous' special weapon is a Horseshoe. Its special power is Voyage which allows its wielder to open portals that they can travel and exit through at any location he/she desires.

### **Ladybug Miraculous**

Earrings that turn the wearer, with help from Tikki, into a ladybug-themed hero with the power of Creation. Currently owned by Marinette Dupain-Cheng.

The Ladybug Miraculous grants its wielder incredible powers of speed, endurance, and strength. Its special weapon is an unbreakable yo-yo, which can be utilized as both a weapon, a communicator, and an object that can be used to breathe underwater. Its special superpower is called the Lucky Charm, giving the user the ability to create a useful arbitrary object in order to obtain their goal, like defeating a villain.

As long as the superpower isn't used, the wielder can remain transformed indefinitely. However, as soon as the superpower is used, the wielder loses power and the transformation wears off in about approximately five minutes. The earrings also have the ability to give the wielder the costume they truly desire.

The Ladybug Miraculous can also purify anything “corrupt or malignant”. Using the yo-yo, the holder traps the infection, an infected creature, or an infected object, so the yo-yo cures it.

When the yo-yo opens, the infection is gone, and if there was an infected animal or object, it is healed or clean. The person can use the Miraculous' purification power on various things, like akumas created with the Butterfly Miraculous or an unknown black substance, as seen in fourth issue of Miraculous Adventures.

The other power is the Miraculous Ladybug (superpower). If there is damage caused by a villain or Cat Noir's Cataclysm, the holder throws the Lucky Charm object in the air and says Miraculous Ladybug, a restoration power using a swarm of magic ladybugs repairs all damage in an instant. The restoration power is also capable of healing those who are hurt by villains or their own powers.

If the Ladybug Miraculous and Cat Miraculous are used together while also using a special invocation, the holder will achieve ultimate power. The person wielding them can make a wish that can alter reality. However, because the universe must maintain balance, every action has a reaction; for instance, a wish to become human would result in someone losing their humanity.

It could be possible that any user of the Ladybug Miraculous can use any Lucky Charm to summon the Miraculous Ladybug (superpower) even if they didn't summon the object, as seen with Ladybug in "Sandboy". Also seen in "Weredad" and "Miraculer", if the holder can't use the Miraculous Ladybug (superpower) as the result of having no Lucky Charm, the power can be activated by using the yo-yo.

After Tikki consumes one of several special potions or an eatable made with one, and the wielder transforms, they are able to unlock power-ups, an additional specific ability granted by each potion. So far, only seven potions have been shown, each with a unique color: The green-blue potion transforms Tikki into "Aqua Tikki", which grants the wielder the ability to breathe underwater and improve their swimming capability with flippers added on the feet.

The light blue potion transforms Tikki into "Stalac Tikki", which grants the wielder ice-related abilities, and the suit gains a pair of skates to move freely on ice. In this form, the round spots on the suit and the yo-yo change into hexagons. A red potion that grants unknown powers.

A yellow potion that grants unknown powers.

An orange potion that grants unknown powers.

A purple potion that grants unknown powers.

A pink-peach potion that grants unknown powers.

### **Monkey Miraculous**

Jewelry that turns the wearer, with help from Xuppu, into a monkey-themed hero.

The Monkey Miraculous grants its wielder incredible powers of superhuman speed, endurance, and strength. Its special weapon is a staff. Its special superpower is Uproar, which creates an item that upon contact, causes the target's powers to malfunction for a short period of time.

### **Mouse Miraculous**

A pendant necklace that turns the wearer, with help from the Mullo, into a mouse-themed hero.

The Mouse Miraculous provides its wielder with enhanced characteristics such as strength, speed, stamina, endurance and agility. The Mouse Miraculous' tool is a Jump Rope, with each end of the rope appearing to have handles attached, which are black with large, silver-colored spheres. Its special superpower, Multitude, allows the user to shrink down and create numerous clones of themselves for an unknown amount of time.

### **Ox Miraculous**

Jewelry that turns the wearer, with help from Stompp, into an ox-themed hero.

### **Peacock Miraculous**

A brooch that turns its wearer, with help from Duusu, into a peacock-themed hero. Temporarily used by Nathalie Sancoeur.

The Peacock Miraculous grants its wielder superhuman characteristics of speed, endurance, and strength. Its special power allows the user to manifest a Sentimonster, a monstrous creature manifested from a person's emotions. This is achieved by turning a feather into an Amok and sending it to inhabit an object belonging to the recipient.

The Sentimonster will obey whoever possesses its Amok. The wielder of the Peacock Miraculous has the power to revoke the Amok, destroying the Sentimonster and purifying the charged feather.

The wielder can also form a telepathic connection between themselves and their target.

### **Pig Miraculous**

Jewelry that turns the wearer, with help from Daizzi, into a pig-themed hero.

### **Rabbit Miraculous**

Jewelry that turns the wearer, with help from the Fluff, into a rabbit-themed hero.

The Rabbit Miraculous provides its wielder with enhanced characteristics such as strength, speed, and agility. Its tool is an umbrella. Its special superpower, Burrow, enables the holder to create portals that lead into a pocket dimension known as the rabbit burrow, in here anyone can view all outcomes of events in the past, present and future, it also allows the travel in space and time.

### **Rooster Miraculous**

Jewelry that turns the wearer, with help from Orikko, into a rooster-themed hero.

### **Snake Miraculous**

A bangle that turns the wearer, with help from Sass, into a snake-themed hero.

The Snake Miraculous provides its wielder superhuman characteristics of strength, speed, durability, and agility. Its special weapon is a green Lyre. Its special superpower is called Second Chance, allowing the user to mark a point in time by sliding the snake on the Miraculous and return to it.

The user's memory remains untouched, allowing them to correct anything that may have happened before going back in time. The user can use this power for how much times they want as long they

do it within the five minutes limit once the power is activated.

### **Tiger Miraculous**

Jewelry that turns the wearer, with help from Roarr, into a tiger-themed hero.

### **Turtle Miraculous**

A bracelet that turns the wearer, with help from Wayzz, into a turtle-themed hero with the power of protection. Temporarily used by Nino Lahiffe and currently owned by Master Fu.

The Turtle Miraculous grants its wielder incredible powers of superhuman speed, endurance, and strength. However, it hasn't displayed the ability to allow its wearer to reach great heights as other Miraculouses allow (such as Ladybug with her yo-yo, or Rena Rouge with her superior agility).

Its special weapon is a shield and its special superpower is Shell-ter, which allows the wielder to generate a massive, spherical green force field. As long as the superpower isn't used, the wielder can remain transformed indefinitely.

### **The Nightmare Sword**

The blade is a vampire blade and always seeks to take lives and should someone master and discard the blade, they become immune to it. It can kill without being unsheathed using the ghostly spirit tendrils that emanate from its blade, often have dragon faces at their tip, but prefers to use its edge to draw blood. The sword is sentient and communes directly with its holders mind and encourages them to more violent acts than the situation calls for.

### **The Sword of Omens**

The sword of omen changes sizes starting as a compact blade but extends out to several feet. It can protect the wielder with a force field. The sword never dulls and has been known to cut through the strongest of stones. In times of need the Eye will imbue the sword with great amounts of energy to create a devastating blow when it hits its mark. It also will warn the wielder when danger approaches. When need be it can be used to see far off places or find danger, giving its wielded "sight beyond sight."

Also when the wielder says "Thunder, Thunder, Thunder, Thundercats HO!" The eye sends forth a large red catsignal to summon other Thundercats to aide Lion-o. The sword also has its drawbacks, one of which is it is only useful against evil, and can not be used for hunting or just for pointless killing. If it is used to attack another member of the Thundercats the blade will break, initiating what is known as the curse of Balthas, releasing all its energy. The only way to regain the power is to reforge it in star fire.

## **22. MOORCOCK**

### **ARTIFACTS**

This is a list of Artifacts from Michael Moorcock's Universe.

#### **Actorios Stone**

The Actorios Stone, also known as the Dragon Stone, is an Object of Power in the form of an ancient and rare stone set into Elric's Ring of Kings. It has many properties, including granting Elric the ability to summon Elementals and minor

Gods. It is also capable of summoning the Warriors at the End of Time. Long before the advent of Elric's World, the Actorios was wielded by John Daker as Prince Flamadin, who received it from the Eldren Ghost Women in Gheestenheem.

He allowed the Actorios to be destroyed by Flamadin's twin, Princess Sharadim, trapping her in its shards and summoning the Warriors at the Edge of Time in the process. It was whole again by the time of the Mernii, the Eldren who immigrated to Elric's World and would one day become the Melnibonéans, but it was stolen from them by a northern giant.

White Crow recovered the Dragon Stone from the giant by the time of the great astral conjunction, saving his people from a war with the Pukwadji and Lord Grome. It was later set into the Ring of Kings, which would be worn by each of Melniboné's rulers until their line ended with Elric.

### The Black Jewel

The Black Jewel is a sorcerous jewel embedded into Duke Dorian Hawkmoon's skull. It is a manifestation of the Black Sword and therefore an Object of Power.

### The Black Sword

The Black Sword is a cosmic archetype, able to exist in any universe in almost any form. It is the weapon of the Eternal Champion, but it is not always borne by him/her. As the name suggests, it most often take the form of a massive black runesword. The Black Sword is alive, fully sentient and malicious. It has a will

of its own and will often disobey the wishes of its wielder.

The Black Sword devours the souls of its victims, and can even kill gods. It exists in the Higher Realms as creatures of Chaos, and can partially manifest as black-bladed swords or other weapons (such as Jerry Cornelius' Needle Gun or the Banning Gun) on the material plane.

The Black Sword has been called by many names in its different manifestations across the multiverse, including Stormbringer, Mournblade/Ravenbrand, Kanajana, The Cold Sword, the Dragon Sword, and Murakamo-No-Tsurugi (Japanese for Sword of the Gathering Clouds).

Though the Black Sword is a being of Chaos, it seems to be an instrument of the Balance, akin to the Runestaff and the Horn of Fate. This is likely because in some cryptic way, the Black Sword and the Eternal Champion are one. Lucifer has also claimed to be one with the Black Sword.

### The Cold Sword

The Cold Sword is a manifestation of the Black Sword and the blade of Urlik Skarsol. It is referred to as "the whole sword", meaning it is not merely a shadow or diluted aspect of the Black Sword (Like Kanajana), but contains all of its power. As such, it is fully sentient and extremely malevolent, and like Stormbringer, will slay those it chooses at its own whim, presumably stealing their souls in the process. It is a huge black broadsword made of an alien black metal and inscribed with runes. It howls and screams as it is wielded and its blade is described as being horribly cold.

## The Dragon Sword

The Dragon Sword is an aspect of the Black Sword and is wielded by Prince Flamadin. A cosmic dragon is trapped within the blade. Prince Flamadin broke the sword in two to free the dragon, and the pieces were reforged by Nihrain smiths into Stormbringer and Mournblade.

## The Holy Grail

The Holy Grail is a cosmic archetype that manifests most often as a jeweled, golden chalice. The Holy Grail could be anything. It could be a cup, a helmet, or an entire universe. The truth of the holy grail is that it is a manifestation of the Moonbeam Roads, the Runestaff and the Spammer Gain. It is the key to the Multiverse, and is therefore also called the cure for the World's Pain, for it unlocks ultimate freedom. The Von Bek family is bound to the Grail and they are its keepers and its seekers.

## The Horn of Fate

The Horn of Fate, also known as Oliphant, is an Object of Power capable of ushering in the end or beginning of worlds. Elric used it 3 times; waking the Dragons of Imryrr for the final battles; opening a channel to allow the lords of law through to fight the lords of Chaos; and signalling the destructing of the Young kingdoms world and the ceation of our world.

## Mournblade

Mournblade, also called Ravenbrand, is a manifestation of the Black Sword, and the twin of Stormbringer. The blade is wielded by Elric's cousin Yyrkoon, who

found it in the Pulsing Cavern along with Stormbringer. It was later wielded by Dyvim Slorm and eventually by Ulric Von Bek. Elric himself briefly wielded it alongside Stormbringer, during which he found the swords were much more powerful together than they were separately, likely because they were once both part of the Dragon Sword.

This huge black rune-carved blade is actually a chaotic evil sentient being from another plane which takes the form of a sword on the Prime Material Plane. Like Stormbringer, Mournblade is in all ways evil. Its purpose is to eat souls, thereby damning them to a horrible eternal death. Sometimes in battle, Elric and the sword go into a killing frenzy, and slay everything within range, including Elric's friends (whose souls the sword particularly enjoys stealing).

INT 18

WIS 18

EGO 36

Alignment Chaotic Evil

It is a +5 sword which does 5D6 damage, with a +4 chance of doing critical damage.

It is indestructible by conventional means. Gives its owner +1 Thac0 and AC when using it. Affects all Infinite and supernatural beings. Does double the normal damage for its type. If separated from the Artifact the most recent owner can teleport it back to himself so long as it is within his line of sight. In addition it can speak to the welder verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact. The sword can fight on its own.

On each hit it drains all or one-half (50% chance of either) of an opponent's remaining levels. Any creature killed by Stormbringer has its soul or spirit sucked out with its energy and devoured. No creature so killed can be raised, resurrected, reincarnated, or brought back in any way. For every 2 levels stolen, the welder gains +5 HPs and +1 STR (to a maximum of 23 strength).

The sword will drain 200 levels before becoming sated (which lasts 8 hours). The strength and HPs added last 10 turns. When wielding Stormbringer, the welder's movement rate is x2, and his AC is -6. In battle, the sword makes an evil, eager moaning and gives off a black radiance. Creatures with less than 5 HD confronted with the black blade must save vs. death or flee in panic. It has been known to act as a Dancing Sword at command, but there is only a 15% chance of this. If separated from Stormbringer, there is a 60% chance the welder can summon it to him, even from another plane (-10% chance for each day separated).

### Kanajana

Kanajana is an aspect of the Black Sword wielded by Lord Erekosë. It is described as a long, straight, plain sword with a lead-grey, unornamented blade. Kanajana is a very diluted aspect of the Black Sword, and unlike Stormbringer or the Cold Sword, it is neither actively malevolent nor obviously sentient. Kanajana can only be safely handled by Erekosë, as it emits a peculiar radiation that can slay its victims from even the slightest cuts.

### Murakamo-No-Tsurugi

Murakamo-No-Tsurugi (translated from Japanese as Sword of the Gathering Clouds), also known as Grasscutter is an aspect of the Black Sword wielded by the Eternal Champion Eric Beck. It takes the form of a black Katana with a red and black yin-yang on the hilt and a serpentine demon engraved onto the blade.

### The Needle Gun

The Needle Gun, often called the Needler, is Jerry Cornelius' signature weapon. It is small and sleek, utilizing pressurized gas to fire tiny poisoned needles. The Needle Gun is a manifestation of the Black Sword. There are only two Needle Guns, corresponding with Stormbringer and Mournblade. The twin to Jerry's Needle Gun is carried by his brother Frank Cornelius. The guns were made by Doctor Cornelius, the father of Frank and Jerry.

The Needle Gun fires in bursts and needs to be reprimed after every volley. In the film however, it only fires a single needle at a time. Jerry eventually replaces his Needle Gun with the Vibragun.

### The Ring of Kings

The Ring of Kings, often called the Actorios Ring, is an ancient Melnibonéan artefact passed down through the royal family of the Dragon Princes, eventually coming to Elic of Melniboné. The Ring is set with the Actorios Stone, making it an extremely powerful object. The Stone allows Elic



to summon Demons, Beast Lords and Elementals.

### The Runestaff

A magical staff in Moorcock's Dorian Hawkmoon novels which preserves the Cosmic Balance. The Runestaff is a manifestation of the Holy Grail and an Object of Power. It is a short staff carved with mysterious runes, similar to those adorning the Black Sword. Duke Dorian Hawkmoon's great quests and campaigns were largely centered on gaining control of the Runestaff in order to defeat the Dark Empire of Granbretan. It exerts a mysterious influence on the destinies of certain individuals who come to its attention.

### Stormbringer

One of the two vampiric black runeswords inherited by the Melnibonean kings. Wielded by Elric of Melnibone. A demon, bound into the form of a black sword by long dead gods, Stormbringer is fully sentient and very evil. Only Elric or another member of the Melnibonean royalty (or perhaps a god) can use Stormbringer and its brethren.

This sword has the ability to "steal souls," that is, such forth life energy and store or redistribute it. Elric, using Stormbringer, becomes a sort of psychic vampire, stealing the life energy of those he slays to compensate for his own deficiencies. Stormbringer manages to slay most of Elric's friends during the albino's career and finally disposes of Elric himself. The final revelation of the Elric saga is that Stormbringer has been the motivating power in everything, including the struggle between Law and

Chaos, using Elric merely as a chess piece. Stormbringer was originally created to destroy a race of gods, and that seems to be its continuing motivation, for in the end it brings about the demise of both Law and Chaos while it survives.

Stormbringer is a tremendously powerful sword. Like the Ebony Blade from Marvel comics it can cut through most substances and can withstand any impact, along with that the vampiric blade can drain the souls of those it kills. To be more precise a single cut from the blade is enough for it to devour the soul of the wounded person. Some amount of vital energy is also transferred through the blade and into the user. While this energy can be used to augment the physical stamina of the user, it's not without limits. If it takes enough souls, Stormbringer will stop feeding energy to its user and instead just accumulate it. Since it's magical in origin, the blade is also easily used to counteract other forms of magic.

As normally depicted, the blade has a dragon and rune pattern which seems to swirl within it. Stormbringer is a near god-like vampiric entity and it has a powerful thirst for souls. Under a mentally weak user the blade can control his or her actions and even the strongest wielders may sometimes encounter a moment of mental weakness which the blade will exploit to its own advantages.

The runes can sometimes be seen to glow and change colour, cycling from red and purple to blue. The blade is often wreathed in black light and dark fire, and it screams in battle. Any being slain with Stormbringer will have his or her soul leached out of them.

Perhaps the most unsettling aspect of Stormbringer is the fact that it is alive and self-aware. The sword can be quite vocal, screaming, grumbling, howling, murmuring, moaning, and even singing at times. It is capable of slaying even gods, though it has an uncanny taste for the souls of loved ones.

INT            20  
WIS            20  
EGO            40  
Alignment    Chaotic Evil

It is a +5 sword which does 5D6 damage, with a +4 chance of doing critical damage.

It is indestructible by conventional means. Gives its owner +1 Thac0 and AC when using it. Affects all Infinite and supernatural beings. Does double the normal damage for its type. If separated from the Artifact the most recent owner can teleport it back to himself so long as it is within his line of sight. In addition it can speak to the welder verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact. The sword can fight on its own.

The character gains +1 to STR, DEX, and CON while he has the object on him. And +10 to his hit points. The character's normal non magical WIS and CON saves are all increased by +1. The character's magical saves are increased +3. The Artifact is powered by life-forces. When it kills a victim, it absorbs his soul as if it were mana and converts it to fuel. Any person attempting to wield Stormbringer must make a Wisdom Saving.

If failed, the character is essentially slave to the sword's will, and will do its bidding when it demands. The wielder is cursed and only a Remove Curse cast at level 12 can potentially remove the demon's hold. If successful, an uneasy truce is established with the sword and it will obey the wielder.

On a successful attack, along with the standard damage, the victim must make a CON save. If successful, the victim will suffer no other effect from the attack. If failed, the victim must roll a D20. On a 16+, the sword drains all the targets hit points killing the victim immediately and devouring its soul.

The victim may not be resurrected, even with a wish. On an 11-15, one quarter of the victims remaining hit points are absorbed; on a 6-10, half of the remaining hit points are absorbed. In all circumstances where the D20 roll does not achieve an instant kill, the victim's maximum hit points will be reduced by what was drained. For those fortunate to face Stormbringer and live to tell of it, the hit points will return after a long rest.

For every 10 hit points absorbed, the sword transfer 5 hit points and 1 Strength to the wielder. The added strength and hit points will last for 2 hours. This does not include the Strength or Constitution upgrade above. If Stormbringer drains 500 hit points in an 8-hour period, it will become sated for 8 hours and not devour anymore souls.

Stormbringer, under certain circumstances, is capable of cleaving the fabric of space, opening a portal to the Moonbeam Roads.

The sword is potentially useless against undead, ghost and soulless creatures. Chaos born monster and wild life really give no nourishment to the user.

### Swift Thorn

Swift Thorn is a formidable blade wielded by The Rose. She carries it with her, in some form, in all of her incarnations/aspects. Rose is a beautiful, scarlet-haired warrior Elric encounters on his journeys through the Multiverse. She wields a Lawful counterpart to Elric's Chaos-forged demonblade 'Stormbringer' named 'Swift Thorn'. Serving neither Law nor Chaos, she has sworn an oath of revenge against Gaynor The Damned for the eradication of a universe that was precious to her.

### The Sword of Aubec

The Sword of Aubec is an ancient, massive broadsword once wielded by the Human hero, Aubec of Malador. It was later carried by Elric of Melniboné before he acquired Stormbringer.

### The Sword of the Dawn

The Sword of the Dawn is a mystical blade which serves the Runestaff and can only be wielded properly by the Runestaff's true champion. It was claimed by Dorian Hawkmoon as his rightfully. The blade glows with a rosy light and can summon the Legion of the Dawn.

### Vibragun

The Vibragun is Jerry Cornelius' second weapon after the Needle Gun. It uses

focused hypersonics to literally vibrate or "shake" its victims apart. It can also be used to vibrate holes through obstacles. Additionally, if the beam is focused very tightly, the Vibragun can have a laser-like cauterizing effect. Like the Needle Gun, the Vibragun is a manifestation of the Black Sword.

## 23. DUNGEONS AND DRAGONS ARTIFACTS

In the Dungeons & Dragons role-playing game, magic items are common; however, some items are crafted by gods, fiends, or powerful wizards or clerics to be more permanent and potent than more ordinary magic items. These items are called artifacts. Major artifacts are generally unique and exist for a specific purpose. Less powerful or potent artifacts, or ones that are not unique, are generally called minor artifacts.

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## 23. FOLKLORE

### ARTIFACTS

What follows is a list of all the artifacts from various real world folklores.

Sword Kladenets – a fabulous magic sword in some Old Russian fairy tales.

Dyrnwyn – Sword of Rhydderch Hael in Welsh legend; When drawn, it blazed with fire; if drawn by a worthy man, the fire would help him in his cause, but its fire would burn the man who drew it for an unworthy purpose.

Hrunting and Nægling – Beowulf's magical swords.

Shamshir-e Zomorrodnegar – Legendary Persian sword.

Skofnung – sword of legendary Danish king Hrólfr Kraki.

Thunderbolt – as wielded by various mythological deities such as Zeus.

Vajra – A composite weapon made from the bones of a willing sage used by Indra.

Gan Jiang and Mo Ye - Legendary Chinese twin swords named after their creators.

Sharur - the enchanted talking mace of Ninurta, Sumerian god

Ruyi Jingu Bang - Magical staff wielded by the Monkey King Sun Wukong in Chinese classic Journey to the West

The Jem of Kukulcan - the Mayan Serpents Jem has the ability to control all elements. Like fire, wind, and ice,

though the Serpent only has the wind jem.

Pashupatastra, an irresistible and most destructive personal weapon of Shiva and Kali, discharged by the mind, the eyes, words, or a bow. (Hindu mythology)

Varunastra, a water weapon (a storm) according to the Indian scriptures, incepted by Varuna. In stories it is said to assume any weapon's shape, just like water. This weapon is commonly mentioned as being used to counter the Agneyastra. (Hindu mythology)

Astra, a supernatural weapon, presided over by a specific deity. To summon or use an astra required knowledge of a specific incantation/invocation, when armed. (Hindu mythology)

Sling-stone (also Cloich Tabair), was used by Lugh to slay his grandfather, Balor the Strong-Smiter in the Cath Maige Tuired according to the brief accounts in the Lebor Gabála Éirenn. (Irish mythology)

Pasha, a supernatural weapon depicted in Hindu iconography. Hindu deities such as Ganesha, Yama and Varuna are depicted with the pasha in their hands. The pasha is used to bind a foe's arms and legs or for hunting animals. (Hindu mythology)

Bashōsen (Banana Palm Fan), a giant fan weapon used by Ginkaku. (Chinese mythology)

Ankusha (also Elephant Goad), an elephant goad is one of the eight auspicious objects known as Astamangala and certain other religions

of the Indian subcontinent. Ankusha is also an attribute of many Hindu gods, including Ganesha. (Hindu mythology)

Ayudhapurusha, the anthropomorphic depiction of a divine weapon in Hindu art. Ayudhapurushas are sometimes considered as partial incarnates of their divine owners. (Hindu mythology)

Chentu, a horse whip which looks like a crooked stick, and is a typical attribute of Aiyandar, Krishna in his aspect as Rajagopala, and Shiva with Nandi. (Hindu mythology)

Agneyastra, the god of fire Agni possess a weapon that would discharge and emit flames inextinguishable through normal means. (Hindu mythology)

Imhullu, a weapon used by the Assyrian god Marduk to destroy Tiamat, described in the ancient epic of creation Enûma Eliš. (Mesopotamian mythology)

Halayudha, a plough used as a weapon by Balarama. (Hindu mythology)

Mmaagha Kamalu, a sword that belongs to the Igbo god of war Kamalu. This sword glows red when people with evil intentions are close by and it can cause tremors when struck on the ground. It gifts mere mortals victory in battle. (Igbo mythology)

Thuận Thiên (Heaven's Will), the mythical sword of the Vietnamese King Lê Lợi, who liberated Vietnam from Ming occupation after ten years of fighting from 1418 until 1428. (Vietnamese mythology)

Kladenets (also Samosek or Samosyok), the "self-swinging sword" is a fabulous

magic sword in some Old Russian fairy tales. In English translations of Russian bylina and folklore, it may be rendered variously as "sword of steel". (Russian mythology)

Shamshir-e Zomorrodnegar (Persian: شمشیر زمردنگار), "The emerald-studded Sword" in the Persian mythical story Amir Arsalan. The hideous horned demon called Fulad-zereh was invulnerable to all weapons except the blows of Shamshir-e Zomorrodnegar. This blade originally belonged to King Solomon. (Persian mythology)

Jokulsnaut, a sword belonging to Grettir which was later given to his brother Atli. (Sagas of Icelanders)

Flaming Sword, a sword glowing with flame by some supernatural power.

Egeking, a sword in the medieval poem Greysteil. Sir Graham obtains the sword 'Egeking' from Eger's aunt, Sir Egram's Lady. (Arthurian legend)

Cura Si Manjakini, a sword mentioned in the legends of the Malay Annals as originally possessed by Sang Sapurba, the legendary ancestor of Malay kings. (Malay folklore)

Orna, the sword of the Fomorian king Tethra, which recounts the deeds done with it when unsheathed. It was taken by Ogma and it then recounted everything it had done. (Irish mythology)

Kalevanmiekkä, Kaleva's sword. (Finnish mythology)

Sword of Saint Peter, St. Joseph of Arimathea brought the sword to Britain and it was kept at Glastonbury Abbey for many years until the Abbot gave it to Saint George. (English folklore)

Sword of Laban, When Nephi encountered the unconscious Laban, he noticed that Laban was wearing a fine sword made of "precious steel" with a hilt of "pure gold". After slaying Laban, Nephi took this sword for himself. He would later use it as a model for manufacturing similar weapons for his people's defense. Apparently Laban's sword was passed down through the centuries to future prophets, kings, and warriors. (Book of Mormon)

Wallace Sword, William Wallace used human skin for his sword's scabbard, hilt, and belt. The flesh's donor was said to have been Hugh de Cressingham, treasurer of Scotland, whom Wallace had flayed after defeating him in the battle of Stirling Bridge. (Scottish folklore)

Szczerbiec (Notched Sword or Jagged Sword), a legend links Szczerbiec with Bolesław I the Brave who was said to have chipped the sword by hitting it against the Golden Gate, Kiev (now in Ukraine) during his intervention in the Kievan succession crisis in 1018. (Medieval legend)

Grus, the historical sword of Bolesław III Wrymouth, medieval prince of Poland. (Medieval legend)

Morgelai, the king makes Beves a knight and presents him with a sword called Morgelai. (Medieval legend)

Kavacha, the armor of Karna that was granted by his father Surya at birth. It was impenetrable even to heavenly weapons. (Hindu mythology)

Armour of Achilles, created by Hephaestus and said to be impenetrable. (Greek mythology)

Armour of Beowulf, a mail shirt made by Wayland the Smith. (Norse mythology)

Green Armour protected the wearer from physical injuries. (Arthurian legend)

Golden Coat of Chainmail, was part of Fafnir's treasure which Sigurd took after he slew the dragon. (Norse mythology)

Helmet of Rostam, upon which was fixed the head of the white giant Div-e-Sepid, from the Persian epic Shahnameh. (Persian mythology)

Cap of invisibility (also Cap of Hades, Helm of Hades, Helm of Darkness), created by the Uranian Cyclops for Hades. It made the wearer invisible. Also used by Perseus. (Greek mythology)

Tarnhelm, a magic helmet giving the wearer the ability to change form or become invisible. Used by Alberich in Der Ring des Nibelungen.

Goswhit, the helmet of King Arthur, passed down to him from Uther Pendragon. (Arthurian legend)

Crown of Immortality, represented in art first as a laurel wreath and later as a symbolic circle of stars. The Crown appears in a number of Baroque iconographic and allegoric works of art to indicate the wearer's immortality.

Crown of thorns, a woven crown of thorns was placed on the head of Jesus during the events leading up to the

crucifixion of Jesus. (Christian mythology)

Huliðshjálmr, a concealing helmet of the dwarves. (Norse mythology)

Halo (also nimbus, aureole, glory, or gloriole), is a ring of light that surrounds a person in art. They have been used in the iconography of many religions to indicate holy or sacred figures, and have at various periods also been used in images of rulers or heroes.

Veil of Isis, a metaphor and allegorical artistic motif in which nature is personified as the goddess Isis covered by a veil, representing the inaccessibility of nature's secrets. (Western esotericism)

Aegis, Zeus' shield, often loaned to his daughter Athena, also used by Perseus. (Greek mythology)

Ancile, the shield of the Roman god Mars. One divine shield fell from heaven during the reign of Numa Pompilius, the second king of Rome. He ordered eleven copies made to confuse would-be thieves. (Roman mythology)

Pridwen (also Wynebgwrthucher), the shield of King Arthur. (Arthurian legend)

Shield of Achilles, the shield that Achilles uses in his fight with Hector. (Greek mythology)

Shield of Ajax, a huge shield made of seven cow-hides with a layer of bronze. (Greek mythology)

Shield of Joseph of Arimathea, according to Arthurian legend it was carried by three maidens to Arthur's castle where it was discovered by Sir

Percival. In Perlesvaus he uses it to defeat the Knight of the Burning Dragon. (Arthurian legend)

Shield of Judas Maccabee, a red shield emblazoned with a golden eagle. According to Arthurian legend the same shield was later found and used by Gawain after he defeated an evil knight. (Arthurian legend)

Shield of El Cid, according to the epic poem *Carmen Campidoctoris*, bears the image of a fierce shining golden dragon.

Shield of Evalach, a white shield belonging to king Evalach. Josephus of Arimathea painted a red cross upon it with his own blood, which granted the owner heavenly protection. It was later won by Sir Galahad. (Arthurian legend)

Svalinn, a shield which stands before the sun and protects earth from burning. If the shield were to fall from its frontal position, mountain and sea "would burn up". (Norse mythology)

Srivatsa, the shield of Vishnu, a symbol worshiped and revered by the Hindus, said to be manifested in the god's chest. (Hindu mythology)

Dubán, the black shield of Cú Chulainn. (Irish mythology)

### By Culture

#### **Indian mythology**

Arrow of Brahma - The arrow given by the sage Agastya to Rama (seventh avatar of Vishnu) and was used to kill Ravana.

Asi - A legendary divine lotus sword created in ancient times as the first

weapon to destroy the enemies of the gods and restore dharma.

Astra - Divine celestial weapons with devastating impacts which could be invoked by reciting mantras and forming hand signs.

Chandrahās - In the Hindu epic Ramayana, the Chandrahās sword is an indestructible sword that Lord Shiva gifts Ravana.

Chentu - A horse whip which looks like a crooked stick, and is a typical attribute of Aiyanaar, Krishna in his aspect as Rajagopala, and Shiva with Nandi.

Gada - A mace used by the Monkey God Hanuman.

Gandiva - An indestructible bow with a 100 strings created by Brahma and later used by Arjuna.

Halayudha - A plough used as a weapon by Balarama.

Kaladanda - the staff of Death is a special and lethal club used by the God Yama or God of Naraka or Hell in Hindu mythology. It was the ultimate weapon; once fired it would kill anybody before it no matter what boons he had to protect himself.

Kaumodaki - The Gada (mace) of the Hindu god Vishnu.

Kaundinya's bow - A magic bow wielded by the Brahman Kaundinya I, who used it to make the Naga princess Soma fall in love with him.

Khatvāṅga - In Hinduism, the god Shiva-Rudra carried the khatvāṅga as a

staff weapon and are thus referred to as khatvāṅgīs.

Kodandam - Rama's bow.

Mace of Bhima - A club that was presented by Mayasura. It was a weapon of Danavas King Vrishaparva.

Nandaka - Nandaka or Nandaki is the sword of the Hindu god Vishnu.

Parashu - The parashu is the weapon of the god Shiva who gave it to Parashurama, sixth avatar of Vishnu, whose name means "Rama with the axe".

Pasha - A supernatural weapon depicted in Hindu iconography. Hindu deities such as Ganesha, Yama and Varuna are depicted with the pasha in their hands. The pasha is used to bind a foe's arms and legs or for hunting animals.

Pattayudha - The divine sword of Lord Virabhadra, commander of Lord Shiva's armies.

Pinaka - The great bow of Shiva, arrows fired from the bow could not be intercepted.

Sharanga - The bow of the Hindu God Vishnu.

Sharkha - The bow of Krishna, eight avatar of Vishnu.

Shiva Dhanush (Shiva's bow) - A bow given by Shiva to Janaka and broken by Rama during Sita's swayamvara.

Sudarshana Chakra - The legendary discus of Vishnu, which cannot be stopped by anyone, except by Lord

Vishnu and Lord Shiva. It has tremendous occult and spiritual powers, by which it is able to destroy anything.

Teen Baan - Shiva gave Barbarika three infallible arrows (Teen Baan). A single arrow was enough to destroy all opponents in any war, and it would then return to Barbarika's quiver.

Trident of Madhu - It was given as a boon by Shiva to Madhu, a Rakshasa. Then he gave it to his son Lavanasura. It was a very powerful weapon. It destroys anyone who directly fights with its master.

Trishula - The trident of Shiva, stylized by some as used as a missile weapon and often included a crossed stabilizer to facilitate flight when thrown. Considered to be the most powerful weapon.

Vajra - A lightning thunderbolt wielded by Indra, the god of rain and thunderstorms.

Vasavi Shakti - The magical dart of Indra. Used by Karna against Ghatotkacha in the Mahabharata war.

Vel - Vel is a divine javelin (spear) associated with the Hindu war god Karthikeya.

Vijaya - The bow of Karna, one of the greatest heroes of the Hindu epic Mahabharata. The bow of Indra is also called Vijaya.

### **Islamic mythology**

Zulfiqar - A sword sent from the Heavens to the Prophet Muhammad and given to Ali ibn Abi Talib.

### **Norse mythology**

Angurvadal (Stream of Anguish) - A magical sword of Viking, and later Frithiof. The sword was inscribed with Runic letters, which blazed in time of war, but gleamed with a dim light in time of peace.

Dáinsleif - King Högni's sword that gave wounds that never healed and could not be unsheathed without killing a man.

Dragvandil - The sword of Egill Skallagrímsson.

Forseti's axe (also Fosite's axe) - A golden battle axe that Forseti (or Fosite in the Frisian mythology) used to save the old sages of the wreck and then threw the axe to an island to bring forth a source of water.

Freyr's sword - A magic sword which fought on its own. It might be Lævateinn. Some sources also refer to it as Sumarbrand.

Gambanteinn - A sword which appears in two poems in the Poetic Edda

Gram – Sword of the hero Sigurd from Norse mythology, also known as Nothung in the Ring cycle

Gríðarvölr - A magical staff given to Thor by Gríðr so he could kill the giant Geirröd.

Gungnir – Odin's spear created by the dwarf Dvalinn. The spear is described as being so well balanced that it could strike any target, no matter the skill or strength of the wielder.

Höfuð - The sword of Heimdallr, the guardian of Bifröst.

Hrotti – Hrotti is a sword in the Völsung cycle (Fáfnismál, Völsunga saga, 20). It was a part of Fáfnir's treasure, which Sigurðr took after he slew the dragon.

Ichaival - A bow possessed by Odin. Another source said it was came from Ydalir, the home of the god Ullr. It possessed the power of each pull of just one arrow will release ten arrows.

Lævateinn – A weapon mentioned in Fjölsvinnsmál by Sophus Bugge. Wielded by the monster, Surt.

Legbiter - The sword of Magnus III of Norway.

Mistilteinn - The magical sword of Prainn, the draugr, later owned by Hromundr Gripsson and it could never go blunt.

Mjölfnir – The hammer of Thor. It was invulnerable and when thrown it would return to the user's hand.

Quern-biter - Sword of Haakon I of Norway and his follower, Thoralf Skolinson the Strong, said to be sharp enough to cut through quernstones.

Ridill (also Refil) - Sword of the dwarf Regin.

Skofnung - The legendary sword of Danish king Hrólfr Kraki. It was renowned for supernatural sharpness and hardness, as well as for being imbued with the spirits of the king's twelve faithful berserker bodyguards.

Tyrfing – A sword made by dwarves in the Elder Edda.

Freyr's Sword - Freyr's sword that was so good that it fought by itself. Given to Skirnir in exchange for courting the Giantess Gerd on his behalf.

### **Irish mythology**

Fragarach – Sword of the god of the seas Manannan mac Lir and later Lugh in Irish legend; it was said to be a weapon that no armour could stop.

Caladbolg – Two-handed sword of Fergus mac Róich in Irish legend; said to make a circle like an arc of rainbow when swung, and to have the power to cleave the tops from the hills.

Moralltach (Great Fury) – a highly lethal sword belonging to Aengus, which left no stroke or blow unfinished at the first trial. Aoegus eventually gave to his foster-son Diarmuid Ua Duibhne along with a second sword of less power, the Beagalltach (Little Fury).

Gáe Buide and Gáe Derg – Spears of Diarmuid Ua Duibhne, given to him by Aengus. The yellow spear Gáe Buide was said to inflict wounds from which none could recover; the red spear Gáe Derg can destroy any magic that touches its head.

Claíomh Solais – Sword of Nuada, the king of the gods in Irish mythology; in legend, the sword glowed with the light of the sun and was irresistible in battle, having the power to cut his enemies in half.

Gáe Bulg – Spear of Cúchulainn; made from the bones of a sea monster.

Spear of Lugh – Spear of Lugh, the champion of the gods in Irish mythology.

### **Arthurian legend**

Excalibur - The sword King Arthur got from the lady of the lake.

Caliburn – The sword King Arthur pulled from the stone.

Clarent – King Arthur's sword of peace. Also known as the Coward's Blade, as it is the sword Mordred, his son, stole and later used to kill King Arthur.

Carnwennan - King Arthur's dagger, sometimes described to shroud the user in shadow.

Rhongomiant - King Arthur's Spear

Almace – The sword of Archbishop Turpin.

Durendal – Indestructible sword of Roland.

Hauteclere – The sword of Oliver.

Joyeuse – Charlemagne's personal sword.

### **Japanese folklore**

Ame-no-nuboko – Japanese halberd which formed the first island.

Kusanagi – Legendary Japanese sword.

Tonbogiri – One of three legendary spears created by the famed swordsmith Masazane. It is said to be so sharp that a dragonfly landing on the edge would be

instantly cut in half. This is the origin of the name.

Honjo Masamune - A legendary and very real Japanese sword (with alleged mythical abilities), created by Japan's greatest swordsmith, Goro Nyudo Masamune. The Masamune sword is by far the most referenced Japanese sword in popular fiction, ranging through books, movies and computer games.

### **Spanish folklore**

Tizona - the sword of El Cid, it frightens unworthy opponents, as shown in the heroic poem Cantar de Mio Cid.

Colada - the other sword of El Cid, as Tizona its power depends on the warrior that wields it.

The lance of Olyndicus, the celtiberians' war chief who fought against Rome. According to Florus, he wielded a silver lance that was sent to him by the gods from the sky.

Kusanagi-no-tsurugi (also known as Ama-no-Murakumo-no-Tsurugi or Tsumugari no Tachi, sword of the Japanese god Susanoo, later given to his sister Amaterasu. It is one of three Imperial Regalia of Japan.

Totsuka-no-Tsurugi, the sword Susanoo used to slay Yamata no Orochi.

Ame-no-Ohabari (also Ama-no-Ohabari), used by Izanagi to kill his offspring, Kagu-tsuchi.

Futsu-no-mitama (August-Snap-Spirit), the sword of Takemikazuchi.



Masamune, in a contest, Masamune Okazaki lowered his sword into the current and waited patiently. Only leaves were cut. However, the fish swam right up to it, and the air hissed as it gently blew by the blade. A monk who had been watching explain what he had seen; the Masamune was by far the finer of the two swords, as it does not needlessly cut that which is innocent and undeserving.

Muramasa, in a contest, Sengo Muramasa suspend the blade in a small creek with the cutting edge facing the current. Muramasa's sword cut everything that passed its way; fish, leaves floating down the river, the very air which blew on it.

A monk who had been watching explain what he had seen; the Muramasa is a blood thirsty, evil blade, as it does not discriminate as to who or what it will cut. It may just as well be cutting down butterflies as severing heads.

### **Celtic mythology**

Caladbolg (also Caladcholg), the sword of Fergus mac Róich and powerful enough to cut the tops off three hills; related to the Caledfwlch of Welsh mythology.

Caledfwlch, often compared to Excalibur. This sword is used by Llenlleawg Wyddel to kill Diwrnach Wyddel and his men.

Ceard-nan Gallan, the Smith of the Branches, sword of Oisín.

Claíomh Solais (Sword of Light), the sword of Nuada Airgeadlámh. The sword glowed with the light of the sun and was irresistible in battle, having the power to cut his enemies in half.

Cosgarach Mhor, the Great Triumphant One, sword of Oscar.

Cruadh-Chosgarach, the Hard Destroying One, sword of Caílte mac Rónáin.

Dyrnwyn (White-Hilt), the Sword of Rhydderch Hael. When drawn by a worthy or well-born man, the entire blade would blaze with fire. Rhydderch was never reluctant to hand the weapon to anyone, hence his nickname Hael "the Generous", but the recipients, as soon as they had learned of its peculiar properties, always rejected the sword.

Fragarach (also Sword of Air, Answerer or Retaliator), forged by the gods, wielded by Manannán mac Lir and Lugh Lamfada. No armour could stop it, and it would grant its wielder command over the powers of wind.

Mac an Luin, the Son of the Waves, sword of Fionn mac Cumhaill.

Moralltach (also Morallta), a sword given to Diarmuid Ua Duibhne by his father Aengus, which left no stroke or blow unfinished at the first trial.

Beagalltach (also Begallta), a short sword given to Diarmuid Ua Duibhne by his father Aengus. It broke in two pieces after hitting a boar with it.

Singing Sword of Conaire Mór, a sword that would sing in battle.

Cruaidín Catutchenn, the sword of Cú Chulainn.

### **Germanic mythology**

Mimung, a great sword that Wudga inherits from his father Wayland the Smith.

Nagelring, the sword of Dietrich von Bern.

Balmung or Nothung, the sword from Die Walküre, wielded by Siegfried the hero of the Nibelungenlied.

Blutgang (also Burtgang or Blodgang), the sword of Háma.

Adylok or Hatheloke, the sword of Torrent of Portyngale, according to The Romance Torrent of Portyngale. Forged by Wayland the Smith.  
Eckesachs (Corner Sacks), a sword used by the German hero Hiebschwert.

### **Anglo-Saxon mythology**

Hrunting, the magical sword lent to Beowulf by Unferth and it was annealed in venom.

Nægling, the other magical sword of Beowulf. Found in the cave of Grendel's mother.

Arondight, Lancelot's sword.

Clarent, a sword of peace meant for knighting and ceremonies as opposed to battle, which was stolen and then used to kill Arthur by Mordred.

Coreiseuse (Wrathful), the sword of King Ban, Lancelot's father.

Excalibur (also Caliburn, Caledfwlch, Calesvol, Kaledvoulc'h, Caliburnus), sometimes attributed with magical powers or associated with the rightful

sovereignty of Great Britain. Stated that it was forged in the Isle of Avalon.

Galatine, the name of the sword given to Sir Gawain by the Lady of the Lake.

Grail Sword, a cracked holy sword which Sir Percival bonded back together, though the crack remained.

Secace, The sword that Lancelot used to battle the Saxons at Saxon Rock. It is translated as Seure (Sequence) in the Vulgate Cycle.

Sword in the Stone, a sword in the Arthurian legend which only the rightful king of Britain can pull from the stone; sometimes associated with Excalibur. Though in the original tale, the sword in the stone that Arthur pulls is not Excalibur.

Sword with the Red Hilt, One of the swords wielded by Sir Balin. After his death, Merlin sealed it in the float stone where it remained until it was drawn by Sir Galahad.

Courtain (also Curtana, Cortana, Sword of Mercy), it is linked to the legendary sword carried by Tristan and Ogier the Dane. Its end is blunt and squared, said to symbolize mercy. The story surrounding the breaking of the weapon is unknown, but mythological history indicates that the tip was broken off by an angel to prevent a wrongful killing.

### **Norse mythology**

Angurvadal (Stream of Anguish), a magical sword of Viking, and later Frithiof. The sword was inscribed with Runic letters, which blazed in time of

war, but gleamed with a dim light in time of peace.

Dáinsleif, king Högni's sword that gave wounds that never healed and could not be unsheathed without killing a man. Freyr's sword, a magic sword which fought on its own. It might be Lævateinn. Some sources also refer to it as Sumarbrandr.

Gram, the sword that Odin struck into the Branstock tree which only Sigmund the Völsung was able to pull out. It broke in battle with Odin but was later reforged by Sigmund's son Sigurd and used it to slay the dragon Fafnir. After being reforged, it could cleave an anvil in half.

Höfuð, the sword of Heimdallr, the guardian of Bifröst.

Hrotti, the sword is mentioned in the Völsung cycle. It was part of Fafnir's treasure, which Sigurd took after he slew the dragon.

Lævateinn, a sword mentioned in an emendation to the Poetic Edda Fjölsvinnsmál by Sophus Bugge.

Legbiter, the sword of Magnus III of Norway.

Mistilteinn, the magical sword of Prainn, the draugr, later owned by Hromundr Gripsson and it could never go blunt.

Quern-biter, sword of Haakon I of Norway and his follower, Thoralf Skolinson the Strong, said to be sharp enough to cut through quernstones.

Ridill (also Refil), sword of the dwarf Regin.

Skofnung, the legendary Danish king Hrólf Kraki. It was renowned for supernatural sharpness and hardness, as well as for being imbued with the spirits of the king's twelve faithful berserker bodyguards.

Tyrfing (also Tirfing or Tyrving), the cursed sword of Svafhlami with a golden hilt that would never miss a stroke, would never rust and would cut through stone and iron as easily as through clothes. The dwarves made the sword, and it shone and gleamed like fire. However, they cursed it so that it would kill a man every time it was used and that it would be the cause of three great evils.

Dragvandil, the sword of Egill Skallagrímsson.

### **The Matter of France**

Almace (also Almice or Almacia), sword of Turpin, Archbishop of Reims.

Balisarda, the sword of Rogero from Orlando Furioso made by a sorceress, and capable of cutting through enchanted substances.

Corrougue, the sword of Otuel.

Durendal (also Durandal or Durlindana in Italian), the sword of Roland, one of Charlemagne's paladins, (Orlando in medieval Italian verse) — alleged to be the same sword as the one wielded by Hector of Ilium. Was said to be the sharpest sword in all existence.

Froberge, the sword of Renaud de Montauban.

Hauteclere (also Halteclere or Hauteclaire), the sword of Olivier. It is

described as being of burnished steel, with a crystal embedded in a golden hilt.

Joyeuse, sword of Charlemagne. Some legends claim Joyeuse was forged to contain the Lance of Longinus within its pommel; others say the blade was smithed from the same materials as Roland's Durendal and Ogier's Curtana.

Murgleys (also Murgleis), sword of Ganelon, traitor and cousin of Roland. Its "gold pommel" held some kind of a "holy relic".

Précieuse, sword of Baligant, Emir of Babylon.

Sauvagine, second of the two magical swords of Ogier the Dane.

Merveilleuse, the hero's sword in Doon de Mayence. It was so sharp that when placed edge downwards it would cut through a slab of wood without the use of force.

Joan of Arc's sword, Joan's "voices" told her that a magical and holy sword would be found in the Church of Saint Catherine of Fierbois. It had five crosses upon it and that the rust was easily removed.

### **Spanish mythology**

Tizona, the sword of El Cid, it frightens unworthy opponents, as shown in the heroic poem Cantar de Mio Cid.

Colada, the other sword of El Cid.

Lobera (Wolf Slaying), the sword of the king Saint Ferdinand III of Castile, inheritance of the epic hero Fernán

González, according to Don Juan Manuel, Prince of Villena.

### **Hindu mythology**

Asi, a legendary sword mentioned in the epic Mahabharata.

Pattayudha, the divine sword of Lord Veerabhadra, commander of Lord Shiva's armies.

Nandaka (also Nandaki), the sword of the Hindu god Vishnu.

Chandrasahas, the divine sword Chandrasahas was given to Ravana with a warning that if it was used for unjust causes, it would return to the three-eyed Shiva and Ravana's days would be numbered.

Khanda (also Mahābhārata Sword), Khanda is represented as wisdom cutting through ignorance. Hindu and Buddhist deities are often shown welding or holding Khanda in religious art. Notably, Buddhist guardian deities like Acala, Manjushri, Mahākāla, and Palden Lhamo.

### **Greek mythology**

Harpe, an adamantite sword was used by the hero Perseus to decapitate Medusa.

Sword of Peleus, a magic sword that makes its wielder victorious in the battle or the hunt.

Sword of Damocles, a huge sword hanged above the throne where Damocles sat on the throne, it was held at the pommel only by a single hair of a horse's tail.

Sword of justice, in Themis right hand, she is seen to have a sword that faces downward. This sword represents punishment.

### **Chinese mythology**

Gan Jiang and Mo Ye, the legendary Chinese twin swords named after their creators.

Glory of Ten Powers, a legendary Chinese sword allegedly forged in Tibet by husband-and-wife magicians of the ancient Bön tradition.

Lü Dongbin's sword, a sword that dispels evil spirits.

### **Buddhist mythology**

Chandrahra, legendary sword of Manjusri, according to Swayambhu Purana used to found Kathmandu Valley, forms the centerpiece of flag of Kathmandu.

Houken, a metaphorical Buddhist sword used to cut away earthly desires, it is wielded by Acala.

### **Roman mythology**

Crocea Mors, the sword of Julius Caesar and later Nennius according to the legends presented by Geoffrey of Monmouth.

Sword of Attila (also Sword of Mars or Sword of God), the legendary sword that was wielded by Attila the Hun; claimed to have originally been the sword of Mars, the Roman god of war.

## By Type

### **Spears**

Amenonuhoko (Heavenly Jewelled Spear), the naginata used by the Shinto deities Izanagi and Izanami to create the world - also called tonbogiri. (Japanese mythology)

Ama-no-Saka-hoko (Heavenly Upside Down Spear) is an antique and mysterious spear, staked by Ninigi-no-Mikoto at the summit of Takachiho-no-mine, where he and his divine followers first landed, according to the legend of Tenson kōrin. (Japanese mythology)

Aram, the spear of Jangar. (Mongol mythology)

Ascalon, the spear that St. George used to kill a dragon in Beirut and saving a princess from being sacrificed by the town. (Christian mythology)

Gunnar's Atgeir, Gunnar's atgeir would make a ringing sound or "sing" when it was taken down in anticipation of bloodshed. (Norse mythology)

Gáe Buide (Yellow Shaft), a yellow spear that can inflict wounds from which none could recover. The spear of Diarmuid Ua Duibhne, given to him by Aengus. (Irish mythology)

Gáe Derg (Red Javelin), a red spear that can destroy any magic that touches its pointed head. The spear of Diarmuid Ua Duibhne, given to him by Aengus. (Irish mythology)

Gáe Bulg, the spear of Cú Chulainn. (Irish mythology)

Gungnir, Odin's spear created by the dwarf Dvalinn. The spear is described as

being so well balanced that it could strike any target, no matter the skill or strength of the wielder. (Norse mythology)

Lance of Olyndicus, the Celtiberians' war chief who fought against Rome. According to Florus, he wielded a silver lance that was sent to him by the gods from the sky. (Spanish mythology)

Brionac, the spear of Lugh that was said to be impossible to overcome. (Celtic mythology)

Lúin of Celtchar (also Spear of Fire or Spear of Destiny), a spear forged by the Smith of Falias for Lugh to use in his fight against Balor. (Irish mythology)

Maltet, the name of the spear of Baligant from The Song of Roland. (French folklore)

Nihongo, is one of three legendary Japanese spears created by the famed swordsmith Masazane Fujiwara. A famous spear that was once used in the Imperial Palace. Nihongo later found its way into the possession of Masanori Fukushima, and then Tahei Mori. (Japanese mythology)

Oteginé, is one of three legendary Japanese spears created by the famed swordsmith Masazane Fujiwara. (Japanese mythology)

Rhongomiant, the spear of King Arthur that he used to defeat the legendary Sir Thomas of Walford. (Arthurian legend)

Spear of Achilles, created by Hephaestus and given to Peleus at his wedding with Thetis. (Greek mythology)

Tonbokiri, is one of three legendary Japanese spears created by the famed swordsmith Fujiwara no Masazane, said to be wielded by the legendary daimyō Honda Tadakatsu. The spear derives its name from the myth that a dragonfly landed on its blade and was instantly cut in two. Thus Tonbo (Japanese for "dragonfly") and kiri (Japanese for "cutting"), translating this spear's name as "Dragonfly Slaying spear". (Japanese mythology)

Bident, a two-pronged implement resembling a pitchfork. In classical mythology, the bident is associated with Pluto/Hades, the ruler of the underworld. (Greek mythology)

Devil's pitchfork, depicted as a bident or two-pronged pitchfork belonging to the devil. (Christian mythology)

Kongō, A trident-shaped staff which emits a bright light in the darkness, and grants wisdom and insight. The staff belonged originally to the Japanese mountain god Kōya-no-Myōjin. It is the equivalent of the Sanskrit Vajra, the indestructible lightning-diamond pounder of the king of the gods/rain-god Indra. There the staff represents the three flames of the sacrificial fire, part of the image of the vajra wheel. (Japanese mythology)

Trident, associated with Poseidon, the god of the sea in Greek mythology and the Roman god Neptune. When struck the earth in anger, it caused mighty earthquakes and his trident could stir up tidal waves, tsunamis, and sea storms. (Greek mythology)

Trishula, the trident of Shiva, stylized by some as used as a missile weapon and

often included a crossed stabilizer to facilitate flight when thrown. Considered to be the most powerful weapon. (Hindu mythology)

Holy Lance, also called the Spear of Longinus, is the name given to the lance that pierced the side of Jesus as he hung on the cross, according to the Gospel of John. (Christian mythology)

Vel, a divine javelin associated with Hindu war god Karthikeya. (Hindu mythology)

Gae Assail (Spear of Assal), the spear of Lugh, the incantation "Ibar (Yew)" made the cast always hit its mark, and "Athibar (Re-Yew)" caused the spear to return. (Irish mythology)

Areabhair (also Areadbhair), belonged to Pisear, king of Persia. Its tip had to be kept immersed in a pot of water to keep it from igniting, a property similar to the Lúin of Celtchar. (Irish mythology)

Crann Buidhe, the spear of Manannán. (Irish mythology)

Isis' harpoon, Isis brought some yarn and made a rope. She then took an ingot of copper, melted it, and made a harpoon. She tied the rope to the harpoon's end. Isis could also command her harpoon to release its victim. (Egyptian mythology)

Jiuchidingpa (Nine-tooth Iron Rake), the primary weapon of Zhu Bajie. (Chinese mythology)

Yueyachan (Crescent-Moon-Shovel), a Monk's spade that is the primary weapon of Sha Wujing. A double-headed staff with a crescent-moon (yuèyá) blade at one end and a spade (chǎn) at the other,

with six xīzhàng rings in the shovel part to denote its religious association. (Chinese mythology)

Green Dragon Crescent Blade, a legendary weapon wielded by Guan Yu in the historical novel Romance of the Three Kingdoms. It is a guandao, a type of traditional Chinese weapon. It is also sometimes referred to as the Frost Fair Blade, from the idea that during a battle in the snow, the blade continuously had blood on it; the blood froze and made a layer of frost on the blade. (Chinese mythology)

Trident of Madhu, Madhu handed everything over to his son Lavanasura including his trident before drowning himself in the ocean because of shame. (Hindu mythology)

Octane Serpent Spear, Zhang Fei's spear from the Three Kingdoms period in China. (Chinese mythology)

Spear of Fuchai, the spear used by Goujian's arch-rival King Fuchai of Wu. (Chinese mythology)

Del Chliss, Cú Chulainn's spear that first belonged to Nechtan Scéne, and used to kill the sons of Nechtan Scéne. Formerly the name for the charioteer's goad, a split piece of wood. (Irish mythology)

Bleeding Lance, a sacred object, imbued with magic, in Grail ceremonies. Drops of blood issue from its point. When the Grail is Christianized, this weapon transforms into the Holy Lance, the spear that pierced the side of Jesus by the hand of a Roman soldier named Longinus. The blood is that of the lamb and drips eternally into the Grail. From the Vulgate Cycle on the Lance is also

the weapon that inflicted the Grail-keeper's wound even though it is often attributed with healing powers. (Arthurian legend)

Bradamante's lance, a magical lance that unhorses anyone it touches. (Matter of France)

### **Bows**

Pinaka, the great bow of Shiva, arrows fired from the bow could not be intercepted. (Hindu mythology)

Vijaya (also Vijaya Dhanush), the bow of Karna, one of the greatest heroes of the Hindu epic, Mahabharata. (Hindu Mythology)

Apollo's bow, a bow that was crafted of sun rays. To protect his mother, Apollo begged Hephaestus for a bow and arrows. (Greek mythology)

Arash's bow, Arash used the bow to determine the border between Persia and Tooran, it is said that the arrow was traveling for three days, and Arash sacrificed himself while firing the bow by putting his life force in the arrow. (Persian mythology)

Artemis's bow, a golden bow that was crafted of moonlight and silver wood or made of gold. She got her bow for the first time from the Cyclops, as the one she asked from her father. (Greek mythology)

Cupid's bow, which, along with dove- and owl-fledged arrows, could cause one to love or hate (respectively) the person he/she first saw after being struck. (Roman mythology)

Fail-not, the bow of Tristan. It was said to never miss its mark. (Arthurian legend)

Gandiva, created by Brahma and given by Varuna to Arjuna on Agni's request and used by Arjuna during the Kurukshetra war. (Hindu mythology)

Heracles's bow, which also belonged to Philoctetes, its arrows had the Lernaean Hydra poison. (Greek mythology)

Houyi's bow, the God of Archery used his bow to shoot down nine out of ten sun-birds from the sky. (Chinese mythology)

Kodandam, Rama's bow. (Hindu mythology)

Eurytus' bow, Eurytus became so proud of his archery skills that he challenged Apollo. The god killed Eurytus for his presumption, and Eurytus' bow was passed to Iphitus, who later gave the bow to his friend Odysseus. It was this bow that Odysseus used to kill the suitors who had wanted to take his wife, Penelope. (Greek mythology)

Shiva Dhanush (Shiva's bow), a bow given by Shiva to Janaka and broken by Rama during Sita's swayamvara. (Hindu mythology)

Sharanga, the bow of the Hindu God Vishnu. (Hindu mythology)

Ichaival, a bow possessed by Odin. Another source said it was came from Ydalir, the home of the god Ullr. It possessed the power of each pull of just one arrow will release ten arrows. (Norse mythology)



Kaundinya's bow, a magic bow wielded by the Brahman Kaundinya, who used it to make the Naga princess Mera fall in love with him. (Hindu mythology)

Sharkha, the bow of Krishna. (Hindu mythology)

### **Daggers**

Carnwennan (Little White-Hilt), the dagger of King Arthur. It is sometimes attributed with the magical power to shroud its user in shadow, it was used by Arthur to slice the Very Black Witch in half. (Arthurian legend)

Dagger of Rostam, a glittering dagger that Rostam used to behead the white daeva Div-e Sepid. (Persian mythology)

Knife of Llawfrodedd the Horseman, Llawfrodedd Farchog (from marchog "the Horseman"), or Barfawc "the Bearded" in other manuscripts, is said to have owned a knife which would serve for a company of 24 men at the dinner table. (Welsh mythology)

Kris Mpu Gandring is a cursed kris of Ken Arok, the unfinished or incomplete kris would kill seven men, including Ken Arok. (Folklore of Indonesia)

Kris Taming Sari (Flower Shield or Beautiful Shield), one of the most well-known kris in Malay literature, said to be so skilfully crafted that anyone wielding it was unbeatable. (Malay folklore)

Kris Setan Kober belong to Arya Penangsang, the mighty viceroy (adipati) of Jipang who was killed by his own kris called Setan Kober ("devil of the grave"). Forged by Empu Bayu Aji in

the kingdom of Pajajaran, and had 13 luk on its blade. (Folklore of Indonesia)

### **Rods and Staves**

Caduceus, the staff carried by Hermes or Mercury. It is a short staff entwined by two serpents, sometimes surmounted by wings, and symbolic of commerce. (Greek mythology)

Gambanteinn, appears in two poems in the Poetic Edda. (Norse mythology)

Gríðarvölr, a magical staff given to Thor by Gríðr so he could kill the giant Geirröd. (Norse mythology)

Rod of Asclepius, a serpent-entwined rod wielded by the Greek god Asclepius, a deity associated with healing and medicine. (Greek mythology)

Ruyi Jingu Bang, the staff of Sun Wukong; the staff of the Monkey King could alter its size from a tiny needle to a mighty pillar. (Chinese mythology)

Thyrusus, a staff tipped with a pine cone and entwined with ivy leaves. These staffs were carried by Dionysus and his followers. (Greek mythology)

Khatvāṅga, Shiva-Rudra carried the khatvāṅga as a staff weapon. (Hindu mythology)

Aaron's rod, was endowed with miraculous power during the Plagues of Egypt that preceded the Exodus. Was carried by Aaron. (Christian mythology)

Staff of Moses, the staff was used by Moses to produce water from a rock, was transformed into a snake and back,

and was used at the parting of the Red Sea. (Christian mythology)

Ruyi (As Desired or As [You] Wish), is a curved decorative object that serves as a ceremonial sceptre in Chinese Buddhism or a talisman symbolizing power and good fortune in Chinese folklore. (Chinese folklore)

Was (Power or Dominion), a scepter associated with the gods (such as Set or Anubis) as well as with the pharaoh. Was scepter also represent the Set animal. In later use, it was a symbol of control over the force of chaos that Set represented. It appears as a stylized animal head at the top of a long, straight staff with a forked end. (Egyptian mythology)

Magic wand, found in the hands of powerful fairies. (Medieval legend)

### **Axes**

Axe of Perun, the axe wielded by the Slavic god of thunder and lightning, Perun. (Slavic mythology)

Parashu, the battle-axe of Shiva who gave it to Parashurama. (Hindu mythology)

Lightning axe, the Maya rain deity Chaac strikes the clouds and produces thunder and rain with his lightning axe. (Maya mythology)

Shango's axe, the axe of the Yoruba thunder god which produces thunder. (Yoruba mythology)

Pangu's axe, Pangu began creating the world: he separated Yin from Yang with a swing of his giant axe, creating the

Earth (murky Yin) and the Sky (clear Yang). (Chinese mythology)

Hephaestus's Labrys, Hephaestus slices open the head of Zeus with a double-headed axe to free Athena whose pregnant mother Zeus swallowed to prevent her offspring from dethroning him. (Greek mythology)

Forseti's axe (also Fosite's axe), A golden battle axe that Forseti (or Fosite in the Frisian mythology) used to save the old sages of the wreck and then threw the axe to an island to bring forth a source of water. (Norse mythology/Frisian mythology)

### **Hammers**

Mjölfnir, the magic hammer of Thor. It was invulnerable and when thrown it would return to the user's hand. (Norse mythology)

Ukonvasara (also Ukonkirves), the symbol and magical weapon of the Finnish thunder god Ukko, and was similar to Thor's Mjölfnir. (Finnish mythology)

Uchide no kozuchi, a legendary Japanese "magic hammer" which can "tap out" anything wished for. In popular belief, magic wooden hammer is a standard item held in the hand of the iconic deity Daikoku-ten. (Japanese folklore)

Hammer of Hephaestus, the hammer of the Greek smith-god Hephaestus which was used to make the Greek gods weapons. It was also seen as an axe on various Greek pots and vases where Hephaestus was seen carrying it, usually riding on a donkey. (Greek mythology)

## **Clubs**

Kaumodaki, the mace of the Hindu god Vishnu. Vishnu is often depicted holding the Kaumodaki in one of his four hands, it is also found in iconography of some of Vishnu's avatars. (Hindu Mythology)

Sharur, the enchanted mace of the Sumerian god Ninurta. It can fly unaided and also may communicate with its wielder. (Mesopotamian mythology)

Tishtrya's mace, a mace that Tishtrya used to create lightning and tornados with it. (Persian mythology)

Yagrush and Ayamur, two clubs created by Kothar and used by Baal to defeat Yam. (Phoenician mythology)

Indravarman III's metalwood bat is a legendary bat, wielded by a Cambodian emperor. (Buddhist mythology)

Kaladanda, the staff of Death is a special and lethal club used by God Yama or God of Naraka or Hell in Hindu mythology. It is very ferocious weapon. It was once granted by Brahma or God of creation. It was ultimate weapon, once fired would kill anybody before it. No matter what boons he had to protect himself. (Hindu mythology)

Club of Dagda, this magic club was supposed to be able to kill nine men with one blow; but with the handle he could return the slain to life. (Irish Mythology)

Gada, the main weapon of the Hindu god Hanuman, an avatara of Shiva. (Hindu Mythology)

Mace of Bhima, a club that was presented by Mayasura. It was as

weapon of Danavas King Vrishaparva. (Hindu Mythology)

## **Scythes**

Cronus' scythe, Cronus castrated his father Uranus using an adamant sickle given to him by his mother Gaia. (Greek mythology)

Death's scythe, a large scythe appearing in the hands of the Grim Reaper. This stems mainly from the Christian Biblical belief of death as a "harvester of souls".

Scythe of Father Time, during the Renaissance, Father Time was depicted as wielding the harvesting scythe, and became the representative of the cruel and unrelenting flow of time which, in the end, cuts down all things.

## **Projectile Weapons**

Brahmastra, described in a number of the Puranas, it was considered the deadliest weapon. It was said that when the Brahmastra was discharged, there was neither a counterattack nor a defense that could stop it. (Hindu mythology)

Narayanastra, the personal missile of Vishnu in his Narayana or Naraina form. (Hindu mythology)

Sudarshana Chakra, a legendary spinning disc like weapon used by the Hindu God Vishnu. (Hindu mythology)

Thunderbolt, lightning plays a role in many mythologies, often as the weapon of a sky god and weather god.

Thunderbolts as divine weapons can be found in many mythologies. In Greek mythology, the thunderbolt is a weapon given to Zeus by the Cyclops, or by Hephaestus in Greek mythology.

Zibelthiurdos of Paleo-Balkan mythology is a god recognized as similar to the Greek Zeus as a wielder of lightning and thunderbolts. In Igbo mythology, the thunderbolt is the weapon of Amadioha and in Yoruba mythology, the thunderbolt is the weapon of Shango.

Vajra, the lightning bolts of Indra. (Hindu mythology)

Xiuhcoatl, a lightning-like weapon borne by Huitzilopochtli. (Aztec religion)

Holly Dart or Mistletoe, Baldr is killed by a holly dart, mistletoe, an arrow, or a spear gotten from his father's mischievous blood-brother Loki. (Norse mythology)

Arrow of Brahma, the demi-god Rama faced the demon king of Sri-Lanka, Ravana. Rama fired the arrow of Brahma that had been imparted to him by Agastya. The arrow of Brahma burst Ravana's navel, and returned to Rama's quiver. (Hindu mythology)

Tathlum, the missile fired by Lugh from the Sling-stone. (Irish mythology)

Sagitta, regarded as the weapon that Hercules used to kill the eagle Aquila that perpetually gnawed Prometheus' liver. (Greek mythology)

Magic Bullet, an enchanted bullet obtained through a contract with the devil in the German folk legend Freischütz. A marksman has obtained a certain number of bullets destined to hit without fail whatever object he wishes. Six of the magic bullets (German: Freikugeln, literally "free bullets"), are thus subservient to the marksman's will,

but the seventh is at the absolute disposal of the devil himself. (German folklore)

Silver bullet, a bullet cast from silver is often the only weapon that is effective against a werewolf, witch, or other monsters.

Brahmanda Astra, it is said in the epic Mahabharata that the weapon manifests with the all five heads of Lord Brahma as its tip. Brahma earlier lost his fifth head when he fought with Lord Shiva. This weapon is said to possess the power to destroy entire solar system or Brahmans, the 14 realms according to Hindu cosmology. (Hindu mythology)

Brahmashirsha Astra, It is thought that the Brahmashirsha Astra is the evolution of the Brahmastra, and 4 times stronger than Brahmastra. The weapon manifests with the four heads of Lord Brahma as its tip. When it strikes an area it will cause complete destruction and nothing will grow, not even a blade of grass, for the next 12 years. It will not rain for 12 years in that area, and everything including metal and earth become poisoned. (Hindu mythology)

Teen Baan, Shiva gave Barbarika three infallible arrows (Teen Baan). A single arrow was enough to destroy all opponents in any war, and it would then return to Barbarika's quiver. (Hindu mythology)

Vasavi Shakti, the magical dart of Indra. Used by Karna against Ghatotkacha in the Mahabharata war. (Hindu mythology)

Elf-arrow (also Pixie Arrow), were arrowheads of flint used in hunting and

war by the aborigines of the British Isles and of Europe generally, as they still are among native people elsewhere. Elf-Arrows derived their name from the folklore belief that the arrows fell from the sky, and were used by the Elves to kill cattle and inflict Elfshot on human beings. Elf-Arrows were sometimes worn as amulets, occasionally set in silver, as a charm against witchcraft. (English folklore)

Kenkonken, a chakram of great power wielded in Taoist mythology by Nezha. Nezha is a mythological figure who is often depicted as a young handsome boy wearing clothes similar to a lotus since he was reincarnated from a lotus. He has two wheels with flames attached to his feet and golden ankle rings. (Chinese mythology)

Apollo's arrow, an arrow that was crafted of sun rays. It could cause health or cause famine and death in sleep. (Greek mythology)

Artemis's arrow, an arrow that was crafted of moonlight and silver wood or made of gold. She got her arrow for the first time from the Cyclops, as the one she asked from her father. The arrows of Artemis could also bring sudden death and disease to girls and women. (Greek mythology)

### **Clothing**

Aphrodite's Magic Girdle, a magic material that made whoever the wearer desired fall in love with him/her. (Greek mythology)

Babr-e Bayan, the mythical coat worn by the Persian legendary hero Rostam in combat. (Persian mythology)

Falcon Cloak, owned by Freyja, it allows the wielder to turn into a falcon and fly. (Norse mythology)

Girdle of Hippolyta, sometimes called a magical girdle and sometimes a magical belt. It was a symbol of Hippolyta's power over the Amazons; given to her by Ares. Heracles' 9th Labor was to retrieve it. (Greek mythology)

Hide of Leviathan was supposedly able to be turned into everlasting clothing or impenetrable suits of armour.

Hide of the Nemean lion, the golden fur Heracles earned by overcoming the Nemean lion, was supposedly able to endure every weapon and was unbreakable. (Greek mythology)

Mantle of Arthur (also Llen Arthyr yng Nghernyw), whoever was under it could not be seen, and he could see everyone. One of the Thirteen Treasures of the Island of Britain. This item is known from two other sources, the prose tales Culhwch and Olwen (c. 1100) and The Dream of Rhonabwy (early 13th century). A very similar mantle also appears in the Second Branch of the Mabinogi, in which it is used by Caswallawn to assassinate the seven stewards left behind by Bran the Blessed and usurp the throne. (Welsh mythology)

Pais Badarn Beisrydd, The Coat of Padarn Red-Coat: if a well-born man put it on, it would be the right size for him; if a churl, it would not go upon him. One of the Thirteen Treasures of the Island of Britain. (Welsh mythology)

Shoes of Víðarr, these shoes gave the god Vidar unparalleled foot protection. (Norse mythology)

Talaria, Hermes's winged sandals which allowed him to fly. (Greek mythology)

Tarnkappe, Sigurd's magical cloak that made the wearer invisible. (Norse mythology)

Ōusībùyúnlǚ (Cloud-stepping Boots or Cloud-stepping Shoes), made of lotus fiber, these are one of the treasures of the Dragon Kings; Ào Ming gives them to Sun Wukong in order to get rid of him when he acquires the Ruyi Jingu Bang. (Chinese mythology)

Seven-league boots from European folklore were said to allow the wearer to make strides of seven leagues in length. (European folklore)

Shirt of Nessus is the poisoned shirt that killed Heracles. (Greek mythology)

Fast-walker Boots (сапоги-скороходы), allows the person wearing them to walk and run at an amazing pace. (Russian folklore)

Helskór (Hel-shoes), were put on the dead so that they could go to Valhöll. (Norse mythology)

Tyet is an ancient Egyptian symbol of the goddess Isis. It seems to be called "the Knot of Isis" because it resembles a knot used to secure the garments that the Egyptian gods wore (also tet, buckle of Isis, girdle of Isis, and the blood of Isis). (Egyptian mythology)

Megingjörð (Power-belt), a magic belt worn by the god Thor. (Norse mythology)

Járngreipr (Iron Grippers), a pair of iron gauntlets of the god Thor. (Norse mythology)

Swan Cloak, a magic robe made of swan feathers belonging to a swan maiden. Robe of the Fire-rat, a legendary robe of China that is made of the fireproof fur of the fire-rat. One of Kaguya-hime's suitor set out to search for the robe. (Japanese mythology)

Nábrók (Death Underpants), are a pair of pants made from the skin of a dead man, which are capable of producing an endless supply of money. (Icelandic folklore)

Cohuleen druith, Merrows wear a special hat called a cohuleen druith, which enables them to dive beneath the waves. If they lose this cap, it is said that they will lose their power to return beneath the water. (Scottish folklore)

Coat of Padarn Beisrudd, a coat that perfectly fits any brave man, but will not fit cowards. (Welsh mythology)

Mantle of Tegau Gold-Breast, Tegau Gold-Breast (Tegau Eurfron, wife of Caradoc) was a Welsh Heroine. Her mantle would not serve for any woman who had violated her marriage or her virginity. It would reach to the ground when worn by a faithful woman but would only hang down to the lap of an unfaithful wife. (Welsh mythology)

Selkie's skin, Selkies are said to live as seals in the sea but shed their skin to become human on land. If a man steals a

female selkie's skin she is in his power and is forced to become his wife. If she finds her skin she will immediately return to her true home, and sometimes to her selkie husband, in the sea. (European folklore)

Hagoromo (Feather Dress), a colored or feathered kimono of a tennin. Tennin are unable to fly without these kimonos and thus cannot return to Heaven. (Japanese mythology)

Velificatio, a stylistic device used in ancient Roman art to frame a deity by means of a billowing garment. It represents "vigorous movement," an "epiphany", or "the vault of heaven," often appearing with celestial, weather, or sea deities. (Roman mythology)

### **Jewellery**

Brísingamen, the necklace of the goddess Freyja. (Norse mythology)

Necklace of Harmonia, allowed any woman wearing it to remain eternally young and beautiful, but also brought great misfortune to all of its wearers or owners. It was made by Hephaestus and given to Harmonia, the daughter of Aphrodite and Ares, as a curse on the House of Thebes for Aphrodite's infidelity. (Greek mythology)

Necklace of the Lady of the Lake, a jeweled necklace given to Sir Pelleas after assisting an old woman across a river. It was enchanted so that its wearer would be unfathomably loved. Its true name is unknown. (Arthurian legend)

Yasakani no Magatama, a bejeweled necklace of magatamas offered to Amaterasu. One of three Sacred Imperial

Relics of Japan. It represents benevolence. (Japanese mythology)

Five-colored Jewel from a Dragon's Neck, a jewel that shines five colors found in a dragon's neck. One of Kaguya-hime's suitor set out to search for the jewel. (Japanese mythology)

Hope Diamond, the diamond has been surrounded by a mythology of a reputed curse to the effect that it brings misfortune and tragedy to persons who own it or wear it, but there are strong indications that such stories were fabricated to enhance the stone's mystery and appeal, since increased publicity usually raised the gem's value and newsworthiness. The original form of the Hope Diamond was stolen from an eye of a sculpted statue of the goddess Sita, the wife of Rama, the seventh Avatar of Vishnu.

Mikuratana-no-kami, a necklace of beads. Izanagi gave Amaterasu as a representation of her rule over Takamagahara. (Japanese mythology)

### **Amulets and Charms**

Ankh, appears frequently in Egyptian tomb paintings and other art, often at the fingertips of a god or goddess. (Egyptian mythology)

Wolfssegen (also Wolfsegen and Wolf- Segen), an apotropaic charm against wolves. (European folklore)

Agimat, is a Filipino word for "amulet" or "charm".

Phylactery, an amulet or charm, worn for its supposed magical or supernatural power.

## **Rings**

Andvaranaut, a magical ring capable of producing gold, first owned by Andvari. (Norse mythology)

Draupnir, a golden arm ring possessed by Odin. The ring was a source of endless wealth. (Norse mythology)

Ring of Dispel, a ring given to Sir Lancelot by the Lady of the Lake which could dispel any enchantment. In *Le Chevalier de la Charrette* it is given to him by a fairy instead. He used the ring to cross the Sword Bridge. (Arthurian legend)

Ring of Mudarra, the ring that Gonzalo Gustioz breaks in two pieces to so he can later on recognize the son with which his lover is pregnant. When that son, Mudarra, joins the two halves, it again becomes a complete ring and Gonzalo Gustioz is healed of his blindness in the epic poem *Cantar de los Siete Infantes de Lara*. (Spanish mythology)

Ring of Gyges, a mythical magical artifact that granted its owner the power to become invisible at will. (Greek mythology)

Seal of Solomon, a magical brass or steel ring that could imprison demons. (Jewish mythology/Christian mythology)

Sviagris, Adils' prized ring in the *Hrólfr Kraki's saga*. (Norse mythology)

Stone and Ring of Eluned the Fortunate, one might describe it as a cloak of invisibility. It's said that Merlin once possessed this item for a while. (Welsh mythology)

Angelica's ring, a ring possessed by Angelica, princess of Cathay in the legends of Charlemagne. It rendered its wearer immune to all enchantments. When placed in the mouth, the ring rendered the user invisible. (Mythology in France)

Nibelungen ring, Alberich steals the Rhinegold from the Rhinemaidens, having learned that he who is willing to renounce love will thereby gain the ability to forge a ring of power from the gold. Alberich forges the ring and makes himself lord over all the Nibelungen. (German mythology)

## **Gemstones**

Cintamani (also Chintamani Stone), a wish-fulfilling jewel within both Hindu and Buddhist traditions, equivalent to the philosopher's stone in Western alchemy. (Hindu mythology)

Lyncurium (also Ligurium), the name of a mythical gemstone believed to be formed of the solidified urine of the lynx (the best ones coming from wild males). (Medieval legend)

Batrachite, gemstones that was supposedly found in frogs, to which ancient physicians and naturalists attributed the virtue of resisting poison. (Medieval legend)

Kaustubha is a divine jewel or "Mani", which is in the possession of Lord Vishnu. (Hindu mythology)

Draconite, a mythical gemstone taken from the head of a live dragon and believed to have magical properties.

Tide jewels, the kanju (干珠?, lit. "(tide-)ebbing jewel") and manju (満珠?,



lit. "(tide-)flowing jewel") were magical gems that the Sea God used to control the tides. (Japanese mythology)

Syamantaka (also Syamantakamani and Shyamantaka Jewel), the most famous jewel that is supposed to be blessed with magical powers. (Hindu mythology)

Mermaid tears, Neptune forebode the mermaids to use their abilities to change the course of nature. In a horrible storm, one mermaid weathered the crossings for a ship. She had, over time, grown to fall in love with the ship's captain from afar. When she calmed the wind and waves to save the man's life, Neptune angrily exiled her to the depths of the ocean. She was condemned for eternity and ordered never to swim to the surface again. Still, today, her brightly gleaming tears wash up on the shore as sea glass as a reminder of true love. (Medieval legend)

### **Airborne Vehicles**

Dandu Monara, king Ravana's flying machine in Ramayana. (Hindu mythology)

Magic carpet (also flying carpet), a legendary carpet that can be used to transport humans who are on it instantaneously or quickly to their destination. (Arabian mythology)

Flying mortar and pestle of Baba Yaga, she flies around in a mortar and wields a pestle. (Slavic Mythology)

Flying Throne of Kai Kavus was an eagle-propelled craft built by the Persian king Kay Kāvus, used for flying the king all the way to China. (Persian mythology)

Vimana is a mythological flying machine from the Sanskrit epics. (Hindu mythology)

Roth Rámach (lit. Rowing Wheel) is the magical flying machine of Mug Ruith, a mythological Irish Druid who along with his feathered headdress (the encennach), hovers across the skies. (Irish Mythology)

Flying Canoe (also Bewitched Canoe or Flying Canoe), Baptiste had a canoe with paddles, he made a pact with the devil so his canoe would fly wherever Baptiste wished. However, those within the canoe could not say the name of God, fly over a church, touch any crosses, or the canoe would crash. Baptiste uttered the magic words: "Acabris! Acabras! Acabram" to make the canoe fly. (Canadian folklore)

Santa's sleigh, Santa Claus on a reindeer sleigh pulled by flying reindeer and help him deliver presents to children.

Hansa Yukta Vimana, a flying machine of Lord Brahma, looks like it is driven by swans and is completely white in color. (Hindu mythology)

### **Ships**

Argo, the ship on which Jason and the Argonauts sailed. She contained in her prow a magical piece of timber from the sacred forest of Dodona, which could speak and render prophecies. (Greek mythology)

Caleuche, a mythical ghost ship of the Chilote mythology and local folklore of the Chiloé Island, in Chile. (Chilote mythology)

Canoe of Gluskab, able to expand so it could hold an army, or shrink to fit in the palm of your hand. (Abenaki mythology)

Canoe of Māui, it became the South Island of New Zealand. (Māori mythology)

Ellida, a magic dragon ship given to Víking as a gift by Aegir. (Norse mythology)

Hringhorni, is the name of the ship of the god Baldr, described as the "greatest of all ships". (Norse mythology)

Naglfar, a ship made out of fingernails and toenails of the dead. It will set sail during Ragnarök. (Norse mythology)

Sessrúmnir, is both the goddess Freyja's hall located in Fólkvangr, a field where Freyja receives half of those who die in battle, and also the name of a ship. (Norse mythology)

Skiðblaðnir, a boat owned by Freyr. (Norse mythology)

Guingelot, Thomas Spengler, an editor of Chaucer's works from the end of 16th century, made a passing remark that "Concerning Wade and his bote called Guingelot, and also his strange exploits in the same."

The Preserver of Life was the ship built in the Epic of Gilgamesh by Utnapishtim and the craftspeople of his village at the request of Enki Ea to hold his wife and relatives, as well as the village craftspeople, the animals to be saved, and various grains and seeds. (Mesopotamian mythology)

Mandjet (Boat of Millions of Years), one of two solar boats. A boat that carries the resurrected king with the sun god Ra

across the heavens. (Egyptian mythology)

Mesektet, the evening boat is one of two solar boats. (Egyptian mythology)

Wave Sweeper, a magic boat belonging to Lugh. (Irish mythology)

Flying Dutchman, a legendary ghost ship that can never make port and is doomed to sail the oceans forever. (Nautical folklore)

Mannigfual, the ship of the giants. (North-Frisian mythology)

Prydwen (also Pridwen), the ship of King Arthur, according to the Welsh poem, the Spoils of Annwfn. This ship also appeared in Culhwch and Olwen, when Arthur traveled to Ireland, to fetch the cauldron of Diwrnach and the boar Twrch Trwyth. In later Arthurian legend, Pridwen was the name of Arthur's shield. (Arthurian legend)

Ullr's bone, Ullr could traverse the sea on his magic bone. (Norse mythology)

Noah's Ark, the vessel by which God spares Noah, his family, and a remnant of all the world's animals from the flood. According to Genesis, God gave Noah instructions for building the ark. (Christian mythology)

(Christian mythology)

Matet, (Growing Stronger), the first of two boats traveled in by Ra, the sun god as he traveled the sky daily with the sun on his head. During the period between dawn and noon, Ra occupies the Matet boat. (Egyptian mythology)

Seqtet, (Growing Weaker), the second six hours of the day (from noon till dusk) in Ancient Egyptian belief. It was

preceded by the Matet boat. The Seqtet boat is represented by the Sun as Ra, and Ra as a boat since it sails across the sky like a boat on water. (Egyptian mythology)

Phaeacian ships, in the *Odyssey*, are described as being as fast as a falcon, steered by thought and requiring no helmsman, and able to travel even through mist or fog without any danger of being shipwrecked. (Greek mythology)

### **Chariots**

Poseidon's chariot, was pulled by a hippocampus or by horses that could ride on the sea. (Greek mythology)

Helios' chariot, the golden chariot driven across the sky by the Greek Primordial of the Sun, Helios, and after his fading, Apollo. (Greek mythology)

Thor's chariot, driven across the sky by Thor and pulled by his two goats Tanngrisnir and Tanngrjóstr. (Norse mythology)

Vitthakalai, a gold-decorated chariot of Kali. (Ayyavazhi mythology)

Freyja's chariot, a chariot pulled by cats. (Norse mythology)

Selene's chariot, driven across the night sky by the moon goddess Selene and sometimes Artemis. (Greek mythology)

Sól's chariot, drawn by Árvakr and Alsviðr across the sky each day. (Norse mythology)

Sol Invictus' chariot, depicted riding a quadriga on the reverse of a Roman coin. (Roman mythology)

Surya's chariot, a chariot drawn by seven horses. (Hindu mythology)

Hades' chariot, drawn by four black horses. (Greek mythology)

Chariot of Morgan Mwynfawr, a chariot belonging to Morgan Mwynfawr is described as a magical vehicle which would quickly reach whatever destination one might wish to go to. (Welsh mythology)

Lohengrin's chariot, a swan-drawn boat. (Medieval legend)

Artemis's chariot, it was made of gold and was pulled by four golden-horned deer (Elaphoi Khrysokeroi). The bridles of her chariot were also made of gold. (Greek mythology)

Hera's chariot, she drove through the heavens in a chariot drawn by peacocks. (Greek mythology)

Nemesis' chariot, a chariot drawn by griffins. (Greek mythology)

### **Treasures**

Four Treasures of the Tuatha Dé Danann (also Hallows of Ireland), consisting of the Cláíomh Solais, Bríonac, Cauldron of the Dagda, and the Lia Fáil. (Celtic mythology)

Three Sacred Treasures of Japan, consisting of the Kusanagi, the jewel necklace Yasakani no Magatama, and the mirror Yata no Kagami. (Japanese mythology)

Karun Treasure, said to belong to King Croesus of Lydia. (Persian mythology)

Thirteen Treasures of the Island of Britain. (Matter of Britain)

Rheingold (also Rhinegold), a hoard of gold in the Nibelungenlied where three Rheinmaidens swim and protect the treasure. (Norse mythology)

Confederate gold, an hidden caches of gold lost after the American Civil War. Millions of dollars' worth of gold was lost or unaccounted for after the war and has been the speculation of many historians and treasure hunters. Allegedly, some of the Confederate treasury was hidden in order to wait for the rising again of the South and at other times simply so that the Union would not gain possession. (American legend)

### **Books**

Book of Thoth is a legendary book containing powerful spells and knowledge supposed to have been written by the god Thoth, said to have been buried with the Prince Neferkaptah in Necropolis. (Egyptian mythology)

Jade Books in Heaven are described in several Daoist cosmographies as existent primordially in the various divine Heavens. These Jade Books are variously said to be instrumental in creating and maintaining the divine structure of the universe, or as regulating national or personal destiny. (Chinese mythology)

Sibylline Books are described to have helped Rome in many situations. (Roman mythology)

Rauðskinna (Book of Power), a legendary book about black magic, alleged to have been buried with its author, the Bishop Gottskálf grímmi Nikulásson of Holar. (Scandinavian folklore)

Tablet of Destinies (also Tupsimati), a set of clay tablets which hold the power of creation and destruction. (Mesopotamian mythology)

Senji Ryakketsu (The Summary to Judgements of Divinations), the texts written by the legendary Abe no Seimei during the Heian Period in Japan. The text contains six thousand forecast and thirty-six fortune-telling techniques based on divination through use of shikigami. (Japanese mythology)

Galdrabók (Book of Magic), a grimoire containing a collection of 47 spells. The various spells consist of Latin and runic material as well as Icelandic magical staves, invocations to Christian entities, demons and the Norse gods as well as instructions for the use of herbs and magical items. (Scandinavian folklore)

Tablets of Stone (also Tablets of Stone, Stone Tablets, or Tablets of Testimony), in the Hebrew Bible, were the two pieces of stone inscribed with the Ten Commandments when Moses ascended Mount Sinai as written in the Book of Exodus. (Christian mythology)

Emerald Tablet (also Smaragdine Table or Tabula Smaragdina), is a compact and cryptic piece of the Hermetica reputed to contain the secret of the prima materia and its transmutation. It was highly regarded by European alchemists as the foundation of their art and its Hermetic tradition. The text of the Smaragdine Tablet gives its author as Hermes

Trismegistus, a legendary Hellenistic combination of the Greek god Hermes and the Egyptian god Thoth. (Medieval legend)

Book of the Dead, a written set of spells designed to help a deceased person's spirit survive the trials of the afterlife. (Egyptian mythology)

### **Stones**

Baetylus, a sacred stone which was supposedly endowed with life. (Greek mythology)

Bezoar, sought because they were believed to have the power of a universal antidote against any poison. It was believed that a drinking glass which contained a bezoar would neutralize any poison poured into it.

Philosopher's stone, said to perform alchemy without an equal sacrifice being made, such as turning lead to gold, and creating something out of nothing. (Medieval legend)

Sessho-seki (also Killing Stone), a stone that kills anyone who comes into contact with it. (Japanese mythology)

Stone of Giramphiel, a stone described in *Diu Crône*. Sir Gawain wins from the knight Fimbeus and it offers him protection against the fiery breath of dragons and the magic of the sorcerer Laamorz. (Arthurian legend)

Singasteinn (Old Norse singing stone or chanting stone), an object that appears in the account of Loki and Heimdallr's fight in the form of seals. (Norse mythology)

Llech Ronw (also Slate of Gron), a holed stone located along Afon Bryn Saeth in Blaenau Ffestiniog, Wales. The stone is described as being roughly forty inches by thirty inches with a hole of about an inch in diameter going through it. (Welsh mythology)

Adder stone were believed to have magical powers such as protection against eye diseases or evil charms, preventing nightmares, curing whooping cough, the ability to see through fairy or witch disguises and traps if looked at through the middle of the stone, and of course recovery from snakebite. (Welsh mythology)

Toadstone (also Bufonite), a mythical stone or gem thought to be found in, or produced by, a toad, and is supposed to be an antidote to poison. (Medieval legend)

Stone of Scone (also Stone of Destiny), an oblong block of red sandstone. (Matter of Britain)

Sledovik, a most widespread type of sacred stones, venerated in Slavic (Russian, Belarusian, Ukrainian) and Uralic (Karela, Merya) pagan practices. (Slavic mythology)

Lia Fáil (also Stone of Destiny) is a stone at the Inauguration Mound on the Hill of Tara in County Meath, Ireland. In legend, all of the kings of Ireland were crowned on the stone up to Muirchertach mac Ercae c. AD 500. (Irish mythology)

Thunderstone, throughout Europe, Asia, and Polynesia - flint arrowheads and axes turned up by farmer's plows are considered to have fallen from the sky. They were often thought to be

thunderbolts and are called "thunderstones".

Gjöll, the name of the rock which Fenrir the wolf is bound. (Norse mythology)

Vaidurya, most precious of all stones, sparkling beauty beyond compare, the stone worn by the goddess Lakshmi and the goddess of wealth Rigveda. (Hindu Mythology)

Seer stone, some early-nineteenth-century Americans used seer stones in attempts to gain revelations from God or to find buried treasure. From about 1819, Joseph Smith regularly practiced scrying, a form of divination in which a "seer" looked into a seer stone to receive supernatural knowledge.

Urim and Thummim, a set of seer stones bound by silver bows into a set of spectacles.

Lapis manalis (Stone of the Manes), was either of two sacred stones used in the Roman religion. One covered a gate to Pluto, abode of the dead; Festus called it ostium Orci, "the gate of Orcus". The other was used to make rain; this one may have no direct relationship with the Manes, but is instead derived from the verb manare, "to flow". The two stones had the same name. However, the grammarian Festus held the cover to the gate of the underworld and the rainmaking stone to be two distinct stones. (Roman mythology)

Charmstone (charm-stone and charm stone), a stone or mineral artifact associated with various traditional culture, including those of Scotland and the native cultures of California and the American southwest.

Snakestones (also Serpentstones), fossilized ammonites were thought to be petrified coiled snakes, and were called snakestones. They were considered to be evidence for the actions of saints, such as Hilda of Whitby, a myth referenced in Sir Walter Scott's Marmion, and Saint Patrick, and were held to have healing or oracular powers. (Medieval legend)

### **Cauldrons**

Eldhrímnir, the cauldron in which Andhrímnir cooks Sæhrímnir. (Norse mythology)

Pair Dadeni (Cauldron of Rebirth), a magical cauldron able to revive the dead. (Welsh mythology)

Cauldron of the Dagda, a cauldron where no company ever went away from it unsatisfied, it is said to be bottomless. (Celtic mythology)

Cauldron of Hymir, the owner of a mile-wide cauldron which the Æsir wanted to brew beer in. (Norse mythology)

Cauldron of Dyrnwch the Giant, said to discriminate between cowards and brave men: whereas it would not boil meat for a coward, it would boil quickly if that meat belonged to a brave man. (Welsh mythology)

### **Plants and Herbs**

Aglaophotis, an herb. According to Dioscorides, peony is used for warding off demons, witchcraft, and fever.

Fern flower, a magic flower that blooms for a very short time on the eve of the Summer solstice. The flower brings

fortune to the person who finds it.  
(Slavic mythology)

Hungry grass (also Féar Gortach), a patch of cursed grass. Anyone walking on it was doomed to perpetual and insatiable hunger. (Irish mythology)

Moly, a magical herb Hermes gave to Odysseus to protect him from Circe's magic when he went to her home to rescue his friends. (Greek mythology)

Raskovnik, a magical herb that has the magical property to unlock or uncover anything that is locked or closed. (Slavic mythology)

Ausadhirdipyanas, healing plants. Used for healing and rejuvenations in battles. These are used by Ashvins. (Hindu mythology)

Haoma, is the Avestan language name of a plant and its divinity, both of which play a role in Zoroastrian doctrine and in later Persian culture and mythology.

Silphium, a plant that was used in classical antiquity as a seasoning and as a medicine. Legend said that this plant was a gift from the god Apollo. (Roman mythology)

Verbena, it has long been associated with divine and other supernatural forces. It was called "tears of Isis" in ancient Egypt, and later called "Hera's tears". In ancient Greece it was dedicated to Eos Erigineia. In the early Christian era, folk legend stated that V. officinalis was used to staunch Jesus' wounds after his removal from the cross. It was consequently called "holy herb" or (e.g. in Wales) "Devil's bane".

Yao Grass, Yao Grass is a type of mythical plant. (Chinese mythology)

Shamrock, ancient Druids honored it as a sacred plant. The Druids believed the shamrock had the power to avert evil spirits. Some people still believe the shamrock has mystical, even prophetic powers. It is said that the leaves of shamrocks turn upright whenever a storm is coming. (Irish mythology)

Sanjeevani, Sanjeevani is a magical herb which has the power to cure any malady. It was believed that medicines prepared from this herb could revive a dead person. (Hindu mythology)

### **Trees**

Jeweled Branch of Hōrai, a branch from a tree found on Hōrai, these trees of gold have jewels for leaves. One of Kaguya-hime's suitor set out to search for the branch. (Japanese mythology)

Kalpavriksha (also Kalpataru, Kalpadruma or Kalpapādapa), is a wish-fulfilling divine tree. (Hindu mythology)

Akshayavat or Akshay Vat (Indestructible Banyan Tree), is a sacred fig tree. The sage Markandeya asked Lord Narayana to show him a specimen of the divine power. Narayana flooded the entire world for a moment, during which only the Akshayavat could be seen above the water level. (Hindu mythology)

Cypress of Keshmar, a mythical cypress tree of legendary beauty and gargantuan dimensions. (Persian mythology)

Ficus Ruminalis, a wild fig tree that had religious and mythological significance

in ancient Rome. The tree is associated with the legend of Romulus and Remus. (Roman mythology)

Barnstokkr (Child-trunk), a tree that stands in the center of King Völsung's hall. (Norse mythology)

Glafir (Gleaming), a tree or grove described as "the most beautiful among gods and men", bearing golden leaves located in the realm of Asgard, outside the doors of Valhalla. (Norse mythology)

Læraðr, a tree that is often identified with Yggdrasil. It stands at the top of the Valhöll. Two animals, the goat Heiðrún and the hart Eikþyrnir, graze its foliage. (Norse mythology)

Mímameiðr (Mimi's Tree), a tree whose branches stretch over every land, is unharmed by fire or metal, bears fruit that assists pregnant women, and upon whose highest bough roosts the rooster Víðópnir. (Norse mythology)

Sacred tree at Uppsala, a sacred tree located at the Temple at Uppsala, Sweden, in the second half of the 11th century. It is not known what species it was, but a scholar has suggested that it was a yew tree. (Norse mythology)

Donar's Oak (also Thor's Oak and Jove's Oak), a sacred tree of the Germanic pagans located in an unclear location around what is now the region of Hesse, Germany. (Germanic mythology)

Silver Branch, in the Irish poem The Voyage of Bran, it represents entry into the Celtic Otherworld, which the Welsh called Annwn and the Irish Tír na nÓg: "To enter the Otherworld before the

appointed hour marked by death, a passport was often necessary, and this was usually a silver branch of the sacred apple-tree bearing blossoms." the branch is also associated with Manannán mac Lir, an Irish sea deity with strong affiliation to Tír na nÓg. As guardian of the Otherworld, Manannán also has strong ties with Emhain Abhlach, the Isle of Apple Trees, where the magical silver apple branch is found. (Irish mythology)

Golden Bough, before entering Hades, Deiphobe tells Aeneas he must obtain the bough of gold which grows nearby in the woods around her cave, and must be given as a gift to Proserpina, the queen of Pluto, king of the underworld. (Roman mythology)

Glafir, a tree or grove, described as "the most beautiful among gods and men", bearing golden leaves located in the realm of Asgard, outside the doors of Valhalla. Glafir is attested in the 13th century Prose Edda book Skáldskaparmál where it receives three mentions, one of which mentions its location and all of which focus on the golden leaves of the tree. (Norse mythology)

Lotus tree, bearing a fruit that caused a pleasant drowsiness, and which was said to be the only food of an island people called the Lotophagi or Lotus-eaters. When they ate of the lotus tree they would forget their friends and homes and would lose their desire to return to their native land in favor of living in idleness. (Greek mythology/Roman mythology)

Money tree, a kind of holy tree, which can bring money and fortune to the people, and that it is a symbol of



affluence, nobility and auspiciousness.  
(Chinese mythology)

Tree of life, was planted with the tree of the knowledge of good and evil "in the midst of the Garden of Eden" by God. In Genesis, a cherubim guard the way to the tree of life at the east end of the Garden. (Christian mythology)

Tree of the knowledge of good and evil, one of two specific trees in the story of the Garden of Eden, along with the tree of life. (Christian mythology)

### **World Trees**

Yggdrasil, an immense tree that is central in Norse cosmology, in connection to which the nine worlds exist. (Norse mythology)

Irmingsul (Great/Mighty Pillar or Arising Pillar), a kind of pillar which is attested as playing an important role in the Germanic paganism of the Saxon people. The oldest chronicle describing an Irmingsul refers to it as a tree trunk erected in the open air. (Germanic mythology)

Égig érő fa (Sky-high Tree), also called Életfa (Tree of Life), Világfa (World Tree), or Tetejetlen Fa (Tree Without a Top), is an element of Hungarian shamanism and native faith, and a typical element of Hungarian folk art and folk tales, and also a distinct folk tale type. (Hungarian mythology)

Ashvattha (also Assattha), a sacred tree for the Hindus and has been extensively mentioned in texts pertaining to Hinduism, mentioned as 'peepul' (*Ficus religiosa*) in Rig Veda mantra I.164.20 . Buddhist texts term the tree as Bodhi

tree, a tree under which Gautam Buddha meditated and gained enlightenment.  
(Hindu mythology)

Ağaç Ana, the world tree is a central symbol. According to the Altai Turks, human beings are descended from trees. According to the Yakuts, White Mother sits at the base of Ağaç Ana, whose branches reach to the heavens where it is occupied by various creatures that have come to life there. The blue sky around the tree reflects the peaceful nature of the country and the red ring that surrounds all of the elements symbolizes the ancient faith of rebirth, growth and development of the Turkic peoples.  
(Turkic mythology)

Modun, the world tree. (Mongolian mythology)

Mesoamerican world tree, the world trees embodied the four cardinal directions, which also serve to represent the fourfold nature of a central world tree, a symbolic axis mundi which connects the planes of the Underworld and the sky with that of the terrestrial realm. (Mesoamerican mythology)

Austras koks (Tree of Dawn), on the path of the sun, in or by the water, often on an island or rock in middle of the seas, is the Austras koks thought to represent world tree or axis mundi, it is usually described as a tree, but can also be variety of other plants or even objects. (Latvian mythology)

Világfa (World Tree)/Életfa (Tree of Life), the world tree connects different realities; the underworld, this world, and the upper world together. A shaman was believed to be able to climb through

each of these levels freely by a ladder.  
(Uralic mythologies)

### **Foods**

Ambrosia, the food or drink of the gods often depicted as conferring longevity or immortality upon whoever consumed it. (Greek mythology)

Apple of Discord (also Golden Apple of Discord), the goddess Eris inscribed "to the fairest" and tossed in the midst of the festivities at the wedding of Peleus and Thetis. (Greek mythology)

Golden apple, an element that appears in various national and ethnic folk legends or fairy tales.

Silver apple, magical silver apples can be found on Emhain Abhlach, the Isle of Apple Trees. (Irish mythology)

Peaches of Immortality, consumed by the immortals due to their mystic virtue of conferring longevity on all who eat them. (Chinese mythology)

Mead of poetry (also Mead of Suttungr), is a mythical beverage that whoever "drinks becomes a skald or scholar to recite any information and solve any question. (Norse mythology)

Amrita, the drink of the gods which grants them immortality. (Hindu mythology)

Soma, it is described as being prepared by extracting juice from the stalks of a certain plant. In both Vedic and Zoroastrian tradition, the name of the drink and the plant are the same, and also personified as a divinity, the three

forming a religious or mythological unity. (Hindu mythology)

Golden egg, the main object of the folk tale "Kurochka Ryaba". (Russian folklore)

Forbidden fruit, the fruit of good and evil was eaten by Adam and Eve in the Garden of Eden, which they had been commanded not to do by God. (Christian mythology)

Pomegranate (also Fruit of the Dead), believed to have sprung from the blood of Adonis. It was the rule of the Moirai that anyone who consumed food or drink in the underworld was doomed to spend eternity there. Persephone had no food, but Hades tricked her into eating six pomegranate seeds while she was still his prisoner, so she was condemned to spend six months in the underworld every year. (Greek mythology)

### **Substances**

Adamant and similar words are used to refer to any especially hard substance, whether composed of diamond, some other gemstone, or some type of metal. (Greek mythology)

Alkahest, a hypothetical universal solvent, having the power to dissolve every other substance, including gold. It was much sought after by alchemists for what they thought would be its invaluable medicinal qualities. (Medieval legend)

Azoth, it was considered to be a universal medicine or universal solvent sought in alchemy. (Medieval legend)

Eitr, this liquid substance is the origin of all living things: the first giant Ymir was conceived from eitr. The substance is supposed to be very poisonous and is also produced by Jörmungandr and other serpents. (Norse mythology)

Elixir of life, a mythical potion that, when drunk from a certain cup at a certain time, supposedly grants the drinker eternal life and/or eternal youth. (Medieval legend)

Fairy dust, Fairy ring are circles of mushrooms that seem to pop-up over night in yards. It is said to grow from the magic dust left behind by faeries as they danced and celebrated during the night, before returning to their hidden land. (English folklore)

Ichor, is the ethereal golden fluid that is the blood of the gods and/or immortals. (Greek mythology)

Manna (also Mana), is an edible substance that, according to the Bible and the Quran. God provided for the Israelites during their travels in the desert. (Christian mythology)

Orichalcum, a metal mentioned in several ancient writings, including a story of Atlantis in the Critias dialogue, recorded by Plato. According to Critias, orichalcum was considered second only to gold in value, and was found and mined in many parts of Atlantis in ancient times. (Greek mythology)

Panacea, was supposed to be a remedy that would cure all diseases and prolong life indefinitely. (Greek mythology)

Prima materia (also Materia Prima or First Matter), is the ubiquitous starting

material required for the alchemical magnum opus and the creation of the philosopher's stone. It is the primitive formless base of all matter similar to chaos, the quintessence, or aether. (Medieval legend)

Yliaster, is the formless base of all matter which is the raw material for the alchemical Great Work. (Medieval legend)

Hihōrokane, described in the apocryphal Takenouchi Document, an alleged ancient writing in a lost script which details Japan's early history, Hihōrokane was used in the time of Emperor Jimmu, Japan's first emperor. The Kusanagi-no-tsurugi and the other Imperial Regalia of Japan are supposedly made from it. Its weight is lighter than gold, but harder than diamond. It does not rust. It was even said to be able to bring water to a boil without heat, violating the Law of Conservation of Energy. (Japanese mythology)

Water of life, water from the Fountain of Youth that supposedly restores the youth of anyone who drinks or bathes in its waters. (Medieval legend)

Cold iron, is historically believed to repel, contain, or harm ghosts, fairies, witches, and/or other malevolent supernatural creatures. (European folklore)

Holy water, believed to ward off or act as a weapon against mythical evil creatures, such as vampires. In eastern Europe, one might sprinkle holy water onto the corpse of a suspected vampire in order to destroy it or render it inert. (European folklore)

Unspoken Water, water believed to have healing properties when collected "from under a bridge, over which the living pass and the dead are carried, brought in the dawn or twilight to the house of a sick person, without the bearer's speaking, either in going or returning". (Scottish folklore)

Water of Lethe, the Lethe flowed around the cave of Hypnos and through the Underworld, where all those who drank from it experienced complete forgetfulness. (Greek mythology)

Hiranyagarbha, the source of the creation of the universe or the manifested cosmos. (Hindu mythology)

Sandman's sand, Sandman puts people to sleep and brings good dreams by sprinkling magical sand onto the eyes of people while they sleep at night. (European folklore)

Love potion, Tristan goes to Ireland to bring back the fair Iseult for his uncle King Mark to marry. Along the way, they ingest a love potion which causes the pair to fall madly in love. (Arthurian legend)

Halahala, a poison created from the sea when Devas (Gods) and Asuras (Demons) churned it in order to obtain Amrita, the nectar of immortality. (Hindu mythology)

Aether, it was thought to be the pure essence that the gods breathed, filling the space where they lived, analogous to the air breathed by mortals. (Greek mythology)

Miasma, "a contagious power... that has an independent life of its own. Until purged by the sacrificial death of the

wrongdoer, society would be chronically infected by catastrophe". (Greek mythology)

Ectoplasm, a supposed physical substance that manifests as a result of energy.

Aureola, the radiance of luminous cloud which, in paintings of sacred personages, surrounds the whole figure.

Aura, a field of subtle, luminous radiation surrounding a person or object like the halo or aureola in religious art. It is said that all objects and all living things manifest such an aura.

Tears of Ra, when the sun god Ra cried, his tears turned into honey bees upon touching the ground. (Egyptian mythology)

Prana, is all cosmic energy, permeating the Universe on all levels. Prana is often referred to as the "life force" or "life energy". It also includes energies present in inanimate objects. (Hindu mythology)

Breath of life, in countless stories from different cultures featured gods breathing life into object that brought them to life.

Cosmic energy, the translation into English by Sir John Woodroffe of the term Shakti in Hindu religion, based on the Hindu philosophy known as Kashmir Shaivism; a term for spiritual energy; also referred to as prana; thought in Hindu philosophy to be the source of kundalini; identified by some New Age authors with the quantum vacuum zero point energy and as orgone energy it is believed in New Age thought to be a vital force that animates all forms of life.

Silap Inua (or Silla), similar to mana or ether, the primary component of everything that exists; it is also the breath of life and the method of locomotion for any movement or change. Silla was believed to control everything that goes on in one's life. (Inuit mythology)

Five Flavored Tea of Forgetfulness, Meng Po collects herbs from various earthly ponds and streams to make her Five Flavored Tea of Forgetfulness. This is given to each soul to drink before they leave Diyu. The brew induces instant and permanent amnesia, and all memory of other lives is lost. (Chinese mythology)

### **Musical Instruments**

Pan's flute, reed pipes or pan flute that is played by the god of the wild, Pan who somewhat resembles a satyr or faun. (Greek mythology)

Horn of Gabriel, the name refers to the tradition identifying the Archangel Gabriel with the angel who blows the horn to announce Judgement Day, associating the infinite with the divine. (Christian mythology)

Olifant (also Olivant), the horn of Roland, paladin of Charlemagne in the Song of Roland. Roland blows the horn, but the force required bursts his temple, resulting in death. His olifant was supposedly a unicorn's horn. (Matter of France)

Gjallarhorn, a mystical horn blown at the onset of Ragnarök associated with the god Heimdallr and the wise being Mímir. (Norse mythology)

Bragi's harp, a magical golden harp given to Bragi by the dwarfs when he was born. (Norse mythology)

Kantele, the mage Väinämöinen makes the first kantele from the jawbone of a giant pike and a few hairs from Hiisi's stallion. The music it makes draws all the forest creatures near to wonder at its beauty. (Finnish mythology)

Triton's conch shell, a twisted conch shell on which Triton blew like a trumpet to calm or raise the waves. (Greek mythology)

Apollo's lyre, Hermes created the lyre for him from the entrails of one of Apollo's cow. Apollo was furious at Hermes, but after hearing the sound of the lyre, his anger faded. The instrument became a common attribute of Apollo. (Greek mythology)

Orpheus' lyre, a golden lyre given to him by Apollo. When Orpheus heard the Siren's voices, he drew his lyre and played music that was louder and more beautiful, drowning out the Sirens' bewitching songs. (Greek mythology)

Shankha, a conch shell which is of ritual and religious importance in both Hinduism and Buddhism. The Shankha is a sacred emblem of the Hindu preserver god Vishnu. It is still used as a trumpet in Hindu ritual, and in the past was used as a war trumpet. (Hindu mythology)

Pied Piper's magic pipe, Pied Piper was able to lure the rats away with his pipe, which he later turned his power that he put into his pipe on the town of Hamelin's children, leading them away as he had the rats. (German folklore)

Sistrum, was one of the most sacred musical instruments in ancient Egypt and was believed to hold powerful magical properties. It was also shaken to avert the flooding of the Nile and to frighten away Set. (Egyptian mythology)

Drake's Drum, a snare drum that Sir Francis Drake took with him when he circumnavigated the world. Shortly before he died he ordered the drum to be taken to Buckland Abbey and vowed that if England was ever in danger and someone was to beat the drum he would return to defend the country. According to legend it can be heard to beat at times when England is at war or significant national events take place. (English folklore)

Uaithne (also Dur da Blá, The Oak of Two Blossoms, and Coir Cethar Chuin), the harp which belongs to The Dagda. After the Second Battle of Mag Tuired the Fomorians had taken The Dagda's harp with them. The Dagda found it in a feasting-house wherein Bres and his father Elathan were also. The Dagda had bound the music so that it would not sound until he would call to it. After he called to it, it sprang from the wall, came to the Dagda and killed nine men on its way. (Irish mythology)

David's harp (also Kinnor David), a harp hung above King David's bed, and precisely at midnight a north wind arrived and blew on the harp and it would play by itself. (Jewish mythology)

Väinämöinen's harp, he killed a pike and fashioned a harp out of the bones of the fish. However, he dropped his instrument into the sea, and thus it fell into the power of the sea gods, hence the

origin of the music of the ocean on the beach. So, he made another one out of the forest wood, and with it, he descended into Pohjola looking for the Sampo. Väinämöinen struck his harp and sent the inhabitants to sleep and ran off with the Sampo. Upon reaching the land of light, the inhabitants of Pohjola woke up again, and went after him to retrieve the Sampo which, in the struggle, fell into the sea and was inevitably lost. (Finnish mythology)

Panchajanya, a Shankha conch shell of the Hindu god Vishnu. As per Valmiki Ramyana, Purushottama (Vishnu) killed a Danava named Panchajana on a mountain named Chakravan constructed by Vishwakarma and took away conch shell known as Panchajanya from him. (Hindu mythology)

Nandni Vardhanam, the conch shell of Satyaki. (Hindu mythology)

Seven trumpets, seven angels with seven trumpets are sounded and the events that follow are described in detail from Revelation Chapters 8 to 11. (Christian mythology)

### **Springs**

Fountain of Youth, is a spring that supposedly restores the youth of anyone who drinks or bathes in its waters. (Medieval legend)

Mímisbrunnr (Mímir's well), a well associated with the being Mímir, located beneath the world tree Yggdrasil. The water of the well contains much wisdom, and that Odin's eye sacrifice to the well was in exchange for a drink from it. (Norse mythology)

Hvergelmir (Bubbling Boiling Spring), a major spring. (Norse mythology)

Urðarbrunnr (also Well of Wyrð), a well that lies beneath the world tree Yggdrasil, and is associated with a trio of norns (Urðr, Verðandi, and Skuld). (Norse mythology)

Holy well (also Sacred Spring), a spring revered either in a Pagan or Christian context, often both. Holy wells were frequently pagan sacred sites that later became Christianized. The term holy well is commonly employed to refer to any water source of limited size (i.e. not a lake or river, but including pools and natural springs and seeps), which has some significance in the folklore of the area where it is located, whether in the form of a particular name, an associated legend, the attribution of healing qualities to the water through the numinous presence of its guardian spirit or Christian saint.

Wishing well, wells where it was thought that any spoken wish would be granted. The idea that a wish would be granted came from the idea that water housed deities or had been placed there as a gift from the gods, since water was a source of life and often a scarce commodity. (European folklore)

### **Furniture**

Hlidskjalf, Odin's all-seeing throne in his palace Valaskjálf. (Norse mythology)  
Round Table, King Arthur's famed table, around which he and his Knights congregate. As its name suggests, it has no head, implying that everyone who sits there has equal status. (Arthurian legend)

Siege Perilous (The Perilous Seat), is a vacant seat at the Round Table reserved by Merlin for the knight who would one day be successful in the quest for the Holy Grail. (Arthurian legend)

Golden Throne, Hephaestus gained revenge against Hera for rejecting him by making her a magical golden throne which when she sat on it, did not allow her to stand up. (Greek mythology)

Ara (Altar), identified as the altar where the gods first made offerings and formed an alliance before defeating the Titans. (Greek mythology)

Busby's stoop chair (also Dead Man's Chair), an allegedly haunted oak chair that was cursed by the murderer Thomas Busby before his execution by hanging in North Yorkshire, United Kingdom. (English folklore)

Throne of God (also Araboth and al-'Arsh), the reigning centre of God of the Abrahamic religions: primarily Judaism, Christianity, and Islam. The throne is said by various holy books to reside beyond the Seventh Heaven.

### **Ropes and Chains**

Thread of Ariadne, the magical ball of thread given to Theseus by Ariadne to help him navigate the Labyrinth. (Greek Mythology)

Loeðing, the Æsir made a very strong fetter and they took it to Fenrir and to test his strength against it. But the fetter broke. (Norse mythology)

Drómi, the Æsir made another fetter twice as strong and Fenrir tested himself

against the fetter, the fetter broke into pieces. (Norse mythology)

Gleipnir, the magic chain that bound the wolf Fenrir. It was light and thin as silk but strong as creation itself and made from six impossible ingredients. (Norse mythology)

Red string of fate, an East Asian belief originating from Chinese legend.

According to this myth, the gods tie an invisible red cord around the ankles of those that are destined to meet one another in a certain situation or help each other in a certain way. Often, in Japanese culture, it is thought to be tied around the little finger. According to Chinese legend, the deity in charge of "the red thread" is believed to be Yuè Xià, the old lunar matchmaker god, who is in charge of marriages. (Chinese mythology)

Prometheus's chains, chained to a rock with shackles of binding adamantine that cannot be broken, they were made by Hephaestus. (Greek mythology)

### **Body Parts**

Valknut (also Hrungrnir's Heart), Hrungrnir's head, heart, and shield were made of stone. His heart had a peculiar shape, it was triangular due to which both the Valknut and the Triquetra have been called Hrungrnir's heart. (Norse mythology)

Brazen head (also brass head or bronze head), a legendary automaton that often appeared in literature, reputed to be able to answer any question. It was said to have been owned by medieval scholars who were believed to be wizards, or who were reputed to be able to answer any

question. The device was always in the form of a man's head, and it could correctly answer any question asked of it. (Medieval legend)

Mímir's head, the Vanir beheaded Mímir and returned his head to Asgard. In order to keep Mímir's wisdom, Odin preserved his head with magic so it could continue to provide knowledge and counsel as his advisor. (Norse mythology)

### **Limbs**

Hand of Glory, a disembodied pickled hand of a man who was hanged alive. Said to have the power to unlock any door and, if a candle was placed within made from some body part of the same person, would freeze in place anyone who it was given to. (European folklore)

Týr's hand, after Fenrir had been bound by the gods, he struggled to try to break the rope. He could not break the ribbon and, enraged, bit Týr's right hand off. (Norse mythology)

### **Eyes**

Odin's eye, Odin sacrifice his eye to Mímir for the price of wisdom, a drink from the Mímisbrunnr. (Norse mythology)

Eye of Horus, Set and Horus were fighting for the throne after Osiris's death, Set gouged out Horus's left eye. The majority of the eye was restored by Thoth. When Horus's eye was recovered, he offered it to his father, Osiris, in hopes of restoring his life. (Egyptian mythology)



### **Hair, Feathers and Skin**

Golden Fleece, sought by Jason and the Argonauts. The fleece of the gold-hair winged ram, which was held in Colchis. The fleece is a symbol of authority and kingship. (Greek mythology)

Firebird's plumage, the feathers of a Firebird that glows brightly emitting red, orange, and yellow light, like a bonfire that is just past the turbulent flame. The feathers do not cease glowing if removed, and one feather can light a large room if not concealed. (Slavic mythology)

Dragon scales, the skin of a dragon was said to be made of impenetrable scales. (Medieval legend)

Feather of Ma'at (also Feather of Truth), her ostrich feather was the measure that determined whether the souls (considered to reside in the heart) of the departed would reach the fields of Aaru successfully. The hearts of the dead were said to be weighed against her single feather in the Hall of Two Truths. (Egyptian mythology)

Peacock's feather, the peacock was the patron bird of the Goddess Hera. According to myth, she adorned the tail of a peacock with Argus's eyes on its feathers in his honor, symbolizing all-seeing knowledge and the wisdom of the heavens. (Greek mythology)

### **Blood and Flesh**

Hydra's poisonous blood, Heracles would use arrows dipped in the Hydra's poisonous blood to kill other foes during his Labours, such as Stymphalian birds and the giant Geryon. (Greek mythology)

Ningyo's flesh, the flesh is pleasant-tasting, and anyone who eats it will attain remarkable longevity. (Japanese mythology)

Fafnir's blood, Sigurd bathed in dragon's blood that conferred him invulnerability. He also drank some of Fafnir's blood and gained the ability to understand the language of the birds. (Norse mythology)

### **Bones and Horns**

Unicorn horn (also Alicorn), the detached horn of an unicorn was thought to have many healing properties and antidote's virtues were attributed to the unicorn's horn. (European folklore)

Dragon's teeth, in the legends of the Phoenician prince Cadmus and in Jason's quest for the Golden Fleece. In each case, the dragons are real and breathe fire. Their teeth, once planted, would grow into fully armed warriors. (Greek mythology)

Camahueto's horn, the most valuable part of a Camahueto is their single horn, machis will use the horn for curing many kinds of illnesses. (Chilote mythology)

### **Containers**

Óðrerir, refers either to one of the vessels that contain the mead of poetry (along with Boðn and Són) or to the mead itself. (Norse mythology)

Pot of Gold, Leprechaun store away all their coins in a hidden pot of gold at the end of the rainbow. (Irish mythology)

Magic Lamp, an oil lamp that can be rubbed in order to summon a genie who grants wishes. (Arabic mythology)

Hamper of Gwyddno Garanhir, Gwyddno Garanhir possessed a hamper which would multiply food: if one was to put food for one man in the basket and open it again, the food was found to be increased a hundredfold. (Welsh mythology)

Horn of Brân Galed, the Horn of Brân Galed from the North is said to have possessed the magical property of ensuring that "whatever drink might be wished for was found in it". (Welsh mythology)

Pandora's box, the "box" was actually a large jar given to Pandora, which contained all the evils of the world. Pandora opened the jar and all the evils flew out, leaving only Hope inside once she had closed it again. (Greek mythology)

Ark of the Covenant (also Ark of the Testimony), was a wooden chest clad with gold containing the two stone tablets of the Ten Commandments as well as, according to various texts within the Hebrew Bible, Aaron's rod and a pot of manna. (Christian mythology)

Lantern of Diogenes, according to popular legend, carried in broad daylight by the Cynic philosopher Diogenes of Sinope to aid in his fruitless search for an honest man.

Excalibur's scabbard, was said to have powers of its own. Injuries from losses of blood, for example, would not kill the bearer. In some telling, wounds received by one wearing the scabbard did not bleed at all. (Arthurian legend)

Osiris's coffin, a beautifully carved coffin made by Set. Osiris was tricked by Set to enter the chest, and was enclosed inside it by 72 accomplices of Set. Set flung the coffer in the Nile so that it would drift far away. (Egyptian mythology)

Purple Gold Red Gourd, a powerful magic gourd that sucks anyone who speaks before it inside and melts them down into a bloody stew. (Chinese mythology)

### **Cups and Chalice**

Cup of Jamshid, a cup of divination that was long possessed by rulers of ancient Persia and was said to be filled with an elixir of immortality. The whole world was said to be reflected in it. (Persian mythology)

Nanteos Cup, a medieval wood mazer bowl, since the late 19th century it has been attributed with a supernatural ability to heal those who drink from it. (Christian mythology)

Holy Grail, a dish, plate, stone, or cup that is part of an important theme of Arthurian literature. (Arthurian legend/Christian mythology)

Holy Chalice, the vessel which Jesus used at the Last Supper to serve the wine. (Christian mythology)

Crater (Cup), identified with the cup of the god Apollo. (Greek mythology)

Seven bowls, seven angels are thus given seven bowls of God's wrath, each consisting of judgements full of the wrath of God. These seven bowls of God's wrath are poured out on the

wicked and the followers of the Antichrist after the sounding of the seven trumpets. (Christian mythology)

### **Bags**

Bag of Wind, Aeolus gave Odysseus a tightly closed leather bag full of the captured winds so he could sail easily home to Ithaca on the gentle West Wind. (Greek mythology)

Kibisis, the ancient Greek word kibisis, said to describe the sack carried by the god Hermes and the sack in which the mythical hero Perseus carried the severed head of the monster Medusa. It has been typically translated as "wallet". (Greek mythology)

### **Sculptures**

Palladium, a wooden statue that fell from the sky. As long as it stayed in Troy, the city-state could not lose a war. (Greek mythology)

Ushabti, a funerary figurine used in Ancient Egypt. Ushabtis were placed in tombs among the grave goods and were intended to act as servants or minions for the deceased, should he/she be called upon to do manual labor in the afterlife. (Egyptian mythology)

Ikenga, a status that bestows the owner with super strength. (Igbo mythology)

Obelisk, a tall, four-sided, narrow tapering monument which ends in a pyramid-like shape or pyramidion at the top. The obelisk symbolized the sun god Ra, and during the brief religious reformation of Akhenaten was said to be a petrified ray of the Aten, the sundisk. It was also thought that the god existed

within the structure. (Egyptian mythology)

Galatea, a statue carved of ivory by Pygmalion of Cyprus, which the goddess Aphrodite brought to life and united the couple in marriage. (Greek mythology)

### **Mirrors**

Smoking Mirror, the mirror that the god Tezcatlipoca uses to see the whole cosmos. (Aztec mythology)

Yata no Kagami, a mirror offered to the goddess of the sun, Amaterasu. One of three Sacred Imperial Relics of Japan. It represents Wisdom. (Japanese mythology)

Archimedes's mirror, Archimedes may have used mirrors acting collectively as a parabolic reflector to burn ships attacking Syracuse. The device, sometimes called the "Archimedes heat ray", was used to focus sunlight onto approaching ships, causing them to catch fire. (Greek mythology)

### **Dispensers**

Sampo (also Sammas), a magical artifact of indeterminate type constructed by Ilmarinen that brought good fortune to its holder. (Finnish mythology)

Skatert-Samobranka (Magic Tablecloth), a magic tablecloth is spread on the ground, saying the magic words and food and drink aplenty will appear. When finished eating, rolling up all the dirty plates, cutlery, and crumbs into the tablecloth and they magically disappear. (Russian folklore)

Halter of Clydno Eiddyn, belonged to Clydno Eiddyn (Cebystr Clydno Eiddin). It was fixed to a staple at the foot of his bed. Whatever horse he might wish for, he would find in the halter. The Halter of Clydno Eiddyn was also called The Handy Halter, for it summons fine horses. (Welsh mythology)

Crock and Dish of Rhygenydd Ysgolhaig, whatever food might be wished for in them, it would be found on them. It belonged to Rhygenydd the Cleric. (Welsh mythology)

Cornucopia (also Horn of Plenty), was the horn of the goat-nymph Amalthea from which poured an unceasing abundance of nectar, ambrosia and fruit. (Greek mythology)

Manna machine, a machine describe within the Zohar writings that is similar to chlorella algae processing of today. (Jewish mythology)

Akshay Tunir, an inexhaustible quiver of arrows. (Hindu mythology)

### **Bridges**

As-Sirāt, a hair-narrow bridge which every person must pass on the Yawm ad-Din ("Day of the Way of Life" i.e. Day of Judgment) to enter Paradise. It is said that it is as thin as a hair and as sharp as the sharpest knife or sword. Below this path are the fires of Hell, which burn the sinners to make them fall. (Islamic mythology)

Bifröst, a burning rainbow bridge that reaches between Midgard (the world) and Asgard, the realm of the gods. (Norse mythology)

Chinvat Bridge (also Bridge of the Requirer), a sifting bridge which separates the world of the living from the world of the dead. All souls must cross the bridge upon death. The bridge is guarded by two four-eyed dogs. (Zoroastrianism)

Gjallarbrú (Gjöll Bridge), a covered bridge "thatched with glittering gold" which spans the river Gjöll in the underworld. It must be crossed in order to reach Hel. (Norse mythology)

### **Gates**

Gates of Alexander, a legendary barrier supposedly built by Alexander the Great in the Caucasus to keep the uncivilized barbarians of the north (typically associated with Gog and Magog) from invading the land to the south. Alexander the Great built the walls made of adamantine. (Medieval legend)

Gates of hell, are various places on the surface of the world that have acquired a legendary reputation for being entrances to the underworld. Often they are found in regions of unusual geological activity, particularly volcanic areas, or sometimes at lakes, caves or mountains.

Pearly gates, a conceptual entry to Heaven. (Christian mythology)

### **Weighing Scales**

Libra (Weighing Scales), considered to depict the scales held by Astraea (identified as Virgo), the goddess of justice. (Roman mythology)

Scale of Maat, Anubis weighed the persons heart on a scale against the feather of Maat. If the heart is lighter

than the feather, the person is allowed to pass into the afterlife. If not, the heart is eaten by the waiting Ammit. (Egyptian mythology)

Scale of justice, Themis was portrayed carrying scales. (Greek mythology)

Mul Zibanu (Scales or Balance), the scales were held sacred to the sun god Shamash, who was also the patron of truth and justice. (Mesopotamian mythology)

### **Miscellaneous**

Māui's Fishhook, used to catch the fish that would become New Zealand's North Island; the hook was also used to create the Hawaiian Islands. (Polynesian mythology)

Reginnaglar, (Old Norse God Nails) are nails used for religious purposes. (Norse mythology)

Winnowing Oar, an object that appears in Books XI and XXIII of Homer's Odyssey. (Greek mythology)

Rati, the name of a drill or auger that was used by Odin during his quest to obtain the mead of poetry. (Norse mythology)

Benben, the mound that arose from the primordial waters, Nu, and on which the creator god Atum settled. (Egyptian mythology)

Svefnthorn (Sleep Thorn), it was used to put an adversary into a deep sleep from which he or she would not awaken for a long time. (Norse mythology)

Rota Fortunae (Wheel of Fortune), a concept in medieval and ancient philosophy referring to the capricious nature of Fate. The wheel belongs to the goddess Fortuna, who spins it at random, changing the positions of those on the wheel - some suffer great misfortune, others gain windfalls. (Greek mythology)

World Mill (also Heavenly Mill and Cosmic Mill), a mytheme suggested as recurring in Indo-European and other mythologies. It involves the analogy of the cosmos or firmament and a rotating millstone.

Odin's whetstone, Baugi had nine thralls who killed each other in their desire to possess Odin's magical sharpening stone. (Norse mythology)

Rán's net, a net in which she tried to capture men who ventured out on the sea. Her net is also mentioned in Reginsmál and in the Völsunga saga, where she lends it to Loki so that he can capture Andvari. (Norse mythology)

Whetstone of Tudwal Tudglyd, sharpens the blade of a fine warrior. It shall draw blood from any enemy of its user if its user be brave; if its user shall be cowardly, than the blade shall not be sharpened and draw no blood whatsoever. (Welsh mythology)

Chessboard of Gwenddoleu ap Ceidio, a large chess board with pieces of silver and crystal and the board was made of gold. The pieces only play by themselves if all the pieces are set up correctly. (Welsh mythology)

Myrrh egg, the phoenix would build itself a nest of cinnamon twigs that it then ignited; both nest and bird burned

fiercely and would be reduced to ashes, from which a new, young phoenix arose. The new phoenix embalmed the ashes of the old phoenix in an egg made of myrrh and deposited it in the Egyptian city of Heliopolis ("the city of the sun" in Greek). (Greek mythology)

Neith's loom, Neith as a goddess of weaving she wove all of the world and existence into being on her loom. (Egyptian mythology)

Friggerock (Frigg's distaff), the Orion's belt asterism within the constellation of Orion was once known as "Frigg's Distaff". To explain this attribution, some scholars have pointed out that the constellation is on the celestial equator and thus the stars rotating in the night sky may have been associated with Frigg's spinning wheel. (Norse mythology)

Trojan Horse, a huge wooden horse where a select force of men hide inside during the Trojan War, the subterfuge that the Greeks used to enter the city of Troy and win the war. (Greek mythology)

Icarus' wings, Daedalus tied feathers together from smallest to largest so as to form an increasing surface. Secured the feathers at their midpoints with string and at their bases with wax, and gave the whole a gentle curvature like the wings of a bird. (Greek mythology)

World egg (also Cosmic Egg or Mundane Egg), found in the creation myths of many cultures and civilizations. The world egg is a beginning of some sort, and the universe or some primordial being comes into existence by

"hatching" from the egg, sometimes lain on the primordial waters of the Earth.

Father Time's hourglass, carrying an hourglass representing time's constant movement. Many believe that Father Time, like the Grim Reaper, is constantly watching humans and has each and every one of their hourglasses slowly decreasing, sand casually slipping through the hands of time.

Bangu, a beautiful small bell in Glasgwm Church which was gifted by Saint David. Once a woman took the bell to the nearby town of Rharadr. Her husband was imprisoned in the castle and she believed that if she rang the bell he would be released. But the guards seized it and chase her out of town. That night the town was destroyed by fire, and the only part of it which escaped the flames was the wall on which the sacred bell was hanging. (Medieval legend)

Athena's bridle, Polyeidon told Bellerophon to sleep in the temple of Athena. While he slept, he dreamed that Athena set a golden bridle beside him. He awoke and found the bridle he dreamt about in his hands. Afterwards, he went to the meadow Pegasus was grazing at, and was able to bridle and tame Pegasus without difficulty. (Greek mythology)

Voodoo doll, an effigy into which pins are inserted. Although it comes in various different forms, such practices are found in the magical traditions of many cultures across the world. (English folklore)

Djed, Isis asked for the pillar in the palace hall from the king and queen of Byblos in Lebanon, and upon being

granted it, extracted the coffin from the pillar. She then consecrated the pillar, anointing it with myrrh and wrapping it in linen. This pillar came to be known as the pillar of djed. (Egyptian mythology)

Talos, a giant automaton made of bronze to protect Europa in Crete from pirates and invaders. He circled the island's shores three times daily. (Greek mythology)

Liahona, a compass-like device that was given by God to the prophet Lehi and his family to help them navigate through the wilderness. It was powered by faith and obedience to God and if anyone in the party lost faith or sinned, it would stop working until that person repented. (Book of Mormon)