

Six Years of Independent Roleplaying Coverage

WHITE WOLF

M A G A Z I N E

#36

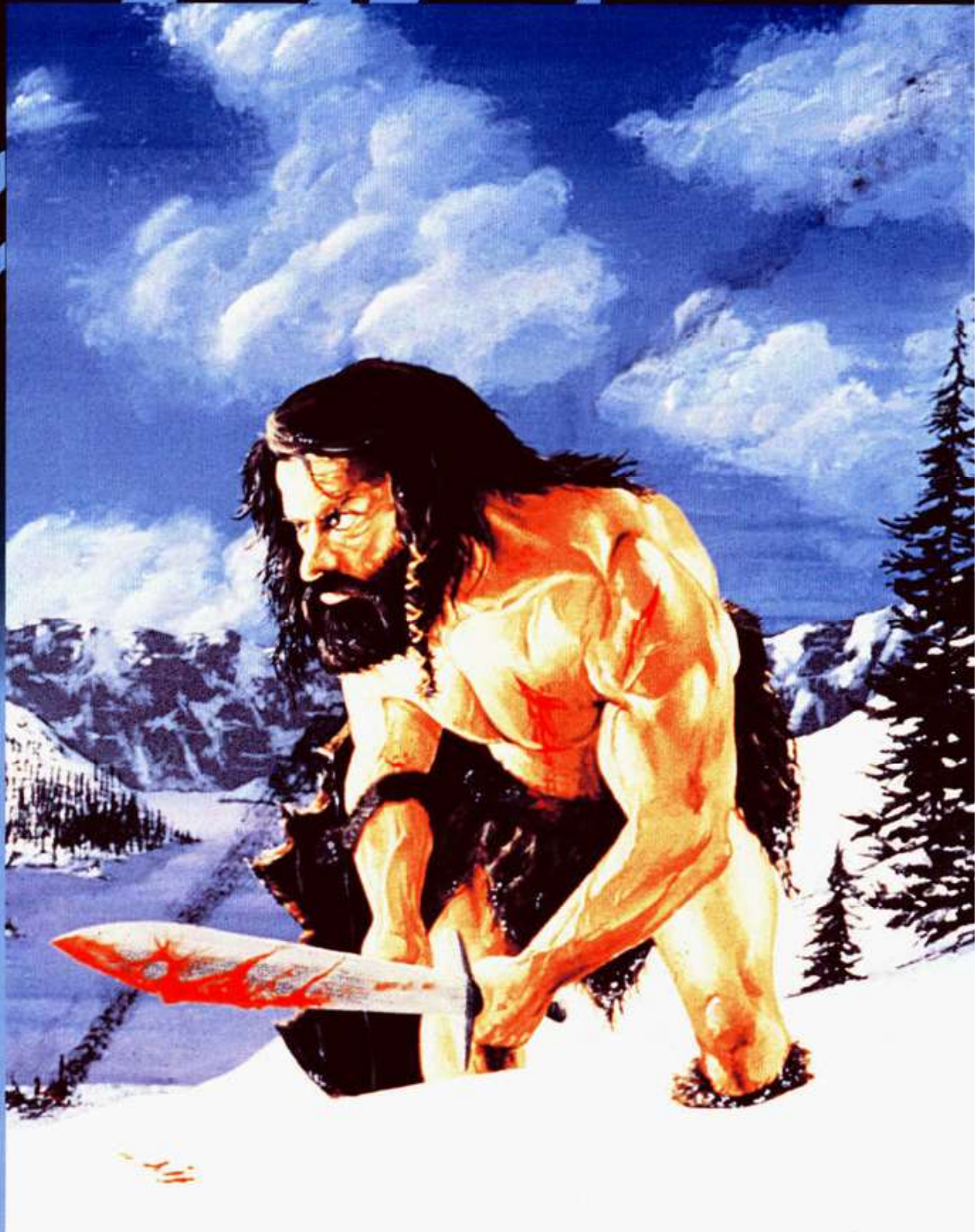
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In this Issue:



PEOPLE OF THE LAND





Hoi, chummers. Angel here with a little info for my favorite people, the shadowrunners. This time I'm gonna cover a really wiz subject, magic items. Say, do I see salivating from the actually active portion of the audience? Why yes I do, and well I should, for these items are potent. But remember, chummers, the first time you see these things, they'll probably be in the wrong hands. Oh, and as with all my little datastores of wisdom, everything in here is the chiptruth until somebody proves it isn't. So without further ado—I've always wanted to say that—I present a few of the enchanted objects of the 21st century.

(Author's Note: In the campaign I'm currently in, we play **Shadowrun** using the **GURPS** rules system. So, for the convenience of anyone else who does this or for those people who wish to use variations of these items in a straight **GURPS** fantasy campaign, I have included a **GURPS** conversion of all the items. To use these items for **GURPS**, you need to add a gem to the components of any hermetic magic item that acts as a Powerstone, and come up with your own rules for conjuring nature spirits. We use a variation of the Call Guardian Spirit spell from **GURPS Old West**. Once you've got that done, you're ready to rock'n'roll, chummers.)

NAME: CORPORATE PIN FOCUS

Description: Small, circular pins, approximately one-quarter to one-half inch in diameter, emblazoned with a megacorp symbol. They usually come in three grades, differentiated as silver, gold, and platinum.

Background: These things are the closest you'll come to a "mass-produced" magic item in the sixth world. Even then, they're thankfully rare, although any mage would be amazed to know how short a time it takes a corp enchanting team to make one. Most megacorps use a silver-gold-platinum grading system, but be careful here, chummers, 'cause not everyone uses this system. Aztechnology, for one, uses a brass-silver-gold system, and at a distance, brass and gold

are fragging hard to tell apart. The silver pin can usually be found in the possession of the most important mage of a subsidiary, bodyguards of mid-level execs, or, occasionally, magically active low-level execs. The gold pin is mostly used by bodyguards of high-level execs or magically active mid-level execs. Platinum-level pins are held only by magically active high-level execs and the bodyguards of the most important person in the corp. Note that some ex-wage mage enchanters are making the silver and gold versions available on the street. Much safer, chummers. Corps don't take kindly to the SINless wearing their pins.

Powers: Silver: +2 Combat Spell Focus, +3 Detect Enemies Specific Spell Focus

Gold: +2 Power Focus, +2 Detection Spell Focus

Platinum: +4 Power Focus

Karma Cost to Bond: Silver: 9; Gold: 16; Platinum: 20

Nuyen Cost to Buy: Silver: 285,000; Gold: 360,000;

Platinum: 420,000

GURPS:

Silver: 10pt Powerstone and Sense Danger-15; Quirk: the Powerstone can only be used for elemental spells.

Gold: 20pt Powerstone; Quirk: 10 pts can only be used for Information-class spells.

Platinum: 20pt Powerstone.



NAME: WINGS OF WARNING

Description: A set of stainless steel aviator wings, just like pilots wear.

Background: Originally created by the shadowrunner Flyboy (may he rest in peace), these wings have been bouncing around the streets for years now—so long, in fact, that many talismongers who have had one in their shops have copied it. Currently, there are more than a half-dozen copies floating around, one of which always seems to be for sale if you ask the right people.

Powers: +3 Air Elemental Spirit Focus, +3 Personal Combat Sense Spell Focus, Spell Lock
Karma Cost to Bond: 10
Nuyen Cost to Buy: 360,000

GURPS:

15pt Powerstone; Quirk: Elemental Air Spells only, Sense Danger-16 (Self-Powered, Always On).

NAME: THE FENDER MIND-BENDER

Description: Top-of-the-line electric guitar including internal speakers covered in a swirling array of colors.

Background: That's right, kidders; the famed Fender Mind-Bender of Johnny Whisker, lead singer of the Ratcatchers, has hit the open market. Apparently, Johnny lost his favorite axe in a bet with a certain Rat shaman who promptly turned it over to a third party. Word on the street says it's for sale if the price is right.

Powers: +4 Illusion Focus
Karma Cost to Bond: 12
Nuyen Cost to Buy: 300,000

GURPS:

20pt Powerstone; Quirk: only for Illusion and Creation or Light and Darkness spells.

NAME: BOWL OF BINDING

Description: Wooden bowl, eighteen inches in diameter, six inches deep, with the symbol for Aquarius engraved in the inside bottom.

Background: How do most magic items end up on the street? That's right; this bowl was donated to some shadowrunners by a mage with way too many holes in his body. Its current whereabouts are unknown.

Powers: +6 Water Elemental Spirit Focus
Karma Cost to Bond: 12
Nuyen Cost to Buy: 360,000

GURPS:

32pt Powerstone; Quirk: only for Water Elemental Spirit spells.

NAME: WAND OF BOLTS

Description: A solid piece of steel, fifteen inches long, half an inch in diameter, and with a hexagonal cap an inch and a half in diameter. Yep, it looks like a big bolt.

Background: Magical punsters, I would not have believed it if I hadn't seen this item myself. The great thing about this item is that it can be used by non-mages. No, really. Look, we're on this run and the mage gets fragged. So I've got this wand of his in my hand when I turn the corner and run into the biggest corp guard I've ever seen. I raised the wand up, and then I brought it down on the drekhead's skull and out he went like a light in the Barrens. Now that's magic. One of the mage's chummers ended up with the wand, but I heard he got geeked too. So I don't know where it is now.

Powers: +3 Specific Spell Focus for Fire Bolt, Mana Bolt, Power Bolt, and Stun Bolt (also acts as a club in combat)
Karma Cost to Bond: 12
Nuyen Cost to Buy: 540,000
GURPS: Lightning-16, Fireball-16, Ice Dagger-16, Sleep-16, 2 pts. Power.

NAME: DANTE'S LIGHTER

Description: Oldstyle, liquid fuel cigarette lighter. It is rectangular, silver, with the letter C engraved in script on one side.

Background: This is the first of three items with the mysterious C inscription. No one knows who "C" is, but we do know he seemed to have an affinity for fire spells, as the item demonstrates.

Powers: +4 Specific Spell Focus for Fire Bolt and Fire Blast.
Karma Points to Bond: 12
Nuyen Cost to Buy: 540,000
GURPS: 30pt Powerstone; Quirk: only for Fire spells.

NAME: FIERY FEDORA

Description: A fine, brown, felt fedora. You know, one of those hats like the simsense adventurer Indianapolis Smith wears, except with a C stitched in script on the inside band.

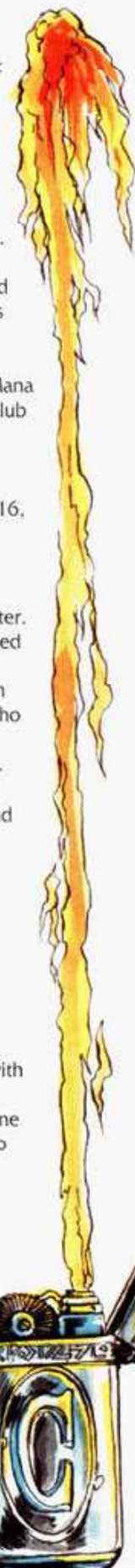
Background: Another one of C's items. This one at least confirms that C is a hermetic mage who definitely does like fire.

Powers: +6 Fire Elemental Spirit Focus
Karma Points to Bond: 12
Nuyen Cost to Buy: 360,000
GURPS: 32pt Powerstone; Quirk: only for Fire Elemental Spirit spells.

NAME: HURRICANE RATTLE

Description: Wooden rattle with various beaded leather thongs hanging from it. The head is circular and covered with white eelskin painted with stormy ocean scenes. When shaken, it sounds like the far-off peal of thunder.

Background: Remember that big storm that



ITEMS FOR ANY REALM



blew in off the sea about two years ago? Well, right after that, this rattle started to show up. Most shamans seem to think the rattle caused the storm, but a few believe it was used to blunt the storm's effects. Me, I just want to know who's got it now and what they're gonna do with it.

Powers: +4 Storm and Sea Nature Spirit Forms

Karma Cost to Bond: 16
Nuyen Cost to Buy: 480,000

GURPS: 20pt Dedicated Powerstone, Summon Guardian Spirit-20; Quirk: only summons Sea or Storm Spirits.

NAME: SOYKAF CONJURING DRUM

Description: It's a blue soykaf can just like you get your soykaf in at the Stuffer Shack. It's about ten inches tall, six inches in diameter, and empty, with a plastic lid. Just like the toy drum my parents got me for my birthday—hey, wait a minute.

Background: Shamans say if an item is to call to a spirit, it must be something the spirit will listen to. Sounds like a load of magical dreck to me, but in this case I might believe it. I know nothing calls to me in the morning like a hot cup of soykaf. The obvious usefulness of this item makes it very popular in the plex. Ownership tends to switch hands on a weekly basis.



Powers: +4 City and Hearth Nature Spirit Focus
Karma Cost to Bond: 16
Nuyen Cost to Buy: 480,000
GURPS: 20pt Dedicated Powerstone, Summon Guardian Spirit-20; Quirk: only summons City or Hearth Spirits.

NAME: MODERN MEDICINE BAG

Description: Despite its name, this looks like a black, oldstyle doctor's bag. Inside, though, it's set up to hold the equivalent of a modern medkit.

Background: I don't know how many of you know Dr. Theodore Drumming Bear, but if you did, you probably owe him your life. Teddy was one of those individuals, a street doc with a heart of gold. The man worked on fragging credit. At least one patient paid him, though, 'cause that's how he got his Modern Medicine Bag. Well, a coupla months ago someone decided to relieve Teddy of his bag and his life. All I can say is: you picked a real painful way of committing suicide, you stupid fragger.

Powers: +6 Spell Purpose Focus for Health Spells.
Karma Cost to Bond: 18
Nuyen Cost to Buy: 450,000
GURPS: 60pt Powerstone; Quirk: only for Healing spells.

NAME: THE COMBAT COLT

Description: Silvery Colt .45 revolver with mother-of-pearl Inset in the pistol grip.

Background: I've actually met the mage who made this spectacular device; she's a lovely little lady from Texas. Don't

let the enchanting—ahem—looks fool you, though. Not only is this a mean magic item, but the gun itself has been rebored to use the Ares Predator II Firepower ammo. She told me she has hermetic and shamanic versions of the formula for sale to the right buyer. Be warned though: if you're not the right buyer, you may get a first-hand demonstration of what this baby can do.

Powers: +6 Spell Purpose Focus for Combat Spells. This gun carries six shots with a Damage Code of 6M2, has a concealability of 5, and weighs two pounds. With one action it can be reloaded with a number of rounds equal to your Quickness, or completely reloaded with a speedloader. It cannot be equipped with the reactive trigger of the Browning Ultra-power.

Karma Cost to Bond: 18
Nuyen Cost to Buy: 450,000

GURPS: 30pt Powerstone; Quirk: only for Elemental spells. For **GURPS**, the pistol is the six-shot revolver version of the gyro launch pistol.

NAME: THE-FEATHER-THAT-FINDS (FEATHER OF FINDING)

Description: An eagle's feather with two leather thongs intertwined around the quill. The thongs extend approximately the same length as the feather and are beaded on the ends.

Background: This item originally belonged to a shadowrunning Eagle shamanic adept. Apparently, he used it to find something he couldn't handle. Word on the street says now it's in the hands of some go-gang's mage. But I'm sure that will change soon.

Powers: +2 Power Focus; +3 Spell Purpose Focus for Detection Spells.

Karma Cost to Bond: 19
Nuyen Cost to Buy: 435,000

GURPS: 25pt Powerstone; Quirk: 15pts can only be used for Knowledge spells.

NAME: SAM'S SPYGLASS

Description: Brass magnifying glass, around nine inches long with a four-inch diameter lens.

Background: I should call this Sorry Sam's Spyglass. Can you believe a wizard detective who can't find his own magic item? Well, at least his story is that he lost it. I'm not so sure. All I know is it's out on the streets somewhere, and I do believe in finder's keepers.

Powers: +4 Spell Purpose Focus for Detection Spells and +5 Watcher Spirit Focus.

Karma Cost to Bond: 22
Nuyen Cost to Buy: 600,000

GURPS: 20pt Powerstone; Quirk: only for Knowledge or Information spells; Invisible Wizard Eye-16, 3pts of Power and 2pts of Speed.

NAME: STONE OF MANIPULATION

Description: It's a rock. It's gray, weighs about a half a pound, and is maybe three or four inches in diameter. It's a rock!

Background: I'm sure it was once part of a bigger rock. For how it got on the street, please refer back to the Bowl of Binding. It's current whereabouts are also unknown—dammit, Jim, I'm a decker, not a geologist.

Powers: +5 Spell Purpose Focus for Manipulation Spells and +4 Earth Elemental Spirit Focus.

ITEMS FOR ANY REALM

Karma Cost to Bond: 23
Nuyen Cost to Buy: 615,000

GURPS: 25pt Powerstone; Quirk: only for Elemental Earth, Body Control, Communication and Empathy, Meta-Spells, Movement, and Protection and Warning spells.

NAME: FANG

Description: A flint knife with a six-inch blade. The hilt is five inches long and made of wood wrapped in leather straps.

Background: Fang used to belong to a Wolf shaman I knew. Unfortunately, he lost a fight. From what I hear, the winner is still carrying the knife, despite others' attempts to relieve him of it. But that situation could change at any time.

Powers: +2 Power Focus; +3 Weapon Focus. Flint is razor sharp. Fang's Damage Code is (STR/2)L2.

Karma Cost to Bond: 28

Nuyen Cost to Buy: 580,000

GURPS: 10pt Powerstone; +2 Accuracy, +1 Puisseance, very fine large knife.



NAME: SHAMANIC HEADDRESS

Description: These items consist of a rendition of a totem animal's head with a short cloak of its fur, feathers, or skin.

Background: Now we start getting into items I can't conclusively prove exist. In other words, I ain't seen one. However, many shamans support that there is a headdress for each totem that gives power to the wearer. So, I include it for information's sake. What's the motto of that paramilitary organization? Oh yeah, "Be prepared."

Powers: +6 Power Focus.

Karma Cost to Bond: 30

Nuyen Cost to Buy: 630,000

GURPS: 30pt Powerstone; Quirk: only works for shaman of appropriate totem.

NAME: SHADES OF POWER

Description: A set of mirrored, wrap-around sunglasses.

Background: I know, I know. Everybody has heard the rumors of the totally wiz magical shades, and any mage will tell you it's fragging stupid to enchant anything as easily breakable as a pair of sunglasses. I wouldn't have believed it either if I hadn't talked to a reputable samurai with a penchant for head shots. He said his team had faced a mage who had no spells up, and yet took one of his patented shots. Impossible? I've asked around, and do you know that for the right price you can get a pair of sunglasses made of plasteel, the stuff they make riot-security shields from? Maybe there's some truth behind this rumor.

Powers: +6 Power Focus; Spell Lock.

Karma Cost to Bond: 31

Nuyen Cost to Buy: 675,000

GURPS: 30pt Powerstone; Shatterproof with Dark Vision and See Invisible always on.

NAME: CANE OF SURPRISE

Description: A three and a half foot long oaken cane. The head is made of silver and tapers away from the cane to create a sharply pointed handle. There is a silver band, about one inch long, six inches below the head. On this band is engraved a C

in script. When the band is twisted, a sword may be removed from the longer part of the cane.

Background: That's right, another one of C's items. This one doesn't have the connection to fire the other ones do, but then it doesn't need it. Oh yes, one other thing about this mysterious C: there's a legend that one day he will return to claim his possessions. But then, you know what I think about rumors. Powers: +4 Power Focus; +3 Weapon Focus. The blunt end of the handle does normal club damage, the pointed end has a Damage Code of (STR)M2, and the sword does damage as a katana.

Karma Cost to Bond: 38

Nuyen Cost to Buy: 890,000

GURPS: 20pt Powerstone; sword and cane have +2 Accuracy, +1 Puisseance, and Shatterproof. Sword alone has Flaming Weapon and Quick Draw and is Super-fine. Cane does either base Sw+1 Cr/Imp or Th+1 Cr. Sword does base Sw+2 Cut or Th+2 Imp and is a perfect fencing weapon. Weight 3 lbs (2lbs sword only).

NAME: THE ANCIENT SWORD OF THE ELVES

Description: Supposedly, a very slim-bladed rapier in a jeweled scabbard.

Background: Now we move from legendary to pure fantasy. I don't know anybody who believes in a sword made by the elves prior to the Awakening. Except, of course, for that drunk old elf I met in a bar in the sprawl. Supposedly, this sword will find the right wielder and lead him to his proper destiny. If that's not a load of dragon drek, I don't know what is. But then again, he was the first elf I've seen with gray hair. Probably a dye job—probably.

Powers: Sword: +6 Power Focus; +6 Weapon Focus. Scabbard: Spell Lock.

Karma Cost to Bond: Sword: 66; Scabbard: 1

Nuyen Cost to Buy: Yeah, right. A similar item would probably cost you 1,415,000.

GURPS: Very-fine rapier with Shatterproof, +3 Accuracy, +3 Puisseance, Quick Draw, and 30pt Powerstone. Scabbard has always-on Missile Shield.

NAME: ICE

Description: The finest katana you've ever seen.

Background: Even though it hasn't been seen on the streets in a while, a sword with a history like Ice's still deserves some recognition. It got its name from the physical adept who once carried it. When asked by his team's decker how he planned to guard while they slept, he held up the sword and replied, "I've got some Intrusion Countermeasures of my own." This sword will be back; trust me.

Powers: +6 Weapon Focus.

Karma Cost to Bond: 36

Nuyen Cost to Buy: 740,000

GURPS: Super-fine vibro-katana with +3 Accuracy, +3 Puisseance, and Quick Draw variant (can be drawn from up to 5 yards away).

