

Dragon Magical Items

The creation of dragon magical items is a facet of dragon magic that is generally overlooked and usually misunderstood. Throughout the AD&D game, few magical items are assumed to have been created by dragons purely for draconic usage. *The Draconomicon* provides a handful of such items, and this section supplies a few more.

Dragons can use any items not restricted to particular classes. It is up to DM to decide if a dragon can wear a *ring of protection* (on a horn, for instance). Spellcasting dragons, on the other hand, can use magical items restricted to the class from which they cast spells. A dragon capable of casting wizard spells could use any item that a mage could. Dragons that cast both mage and priest spells can use items restricted to either class. DMs must determine how, if at all, dragons would use wands, *crystal balls*, etc.

The XP values for these magical items were included for the sake of completeness. They are particularly useful in campaigns that use part of the COUNCIL OF WYRMS game setting rules, however, as dragon characters in that setting must accumulate experience points in order to advance in level. In other settings, the XP values can be ignored.

Amulet of Supremacy

XP Value: 10,000

GP Value: 100,000+

Only a handful of these potent devices are believed to exist, for the ability to create them is limited to the most powerful dragons, both in age and magical ability. Any dragon is capable of using these devices, however.

An *amulet of supremacy* is nothing short of a masterpiece, for it is constructed of the purest metals, the finest jewels and gemstones, and the artistry of a master craftsman. In fact, the jewelry value alone for such a device approaches 100,000 gp. To dragons, an *amulet of supremacy* is priceless.

When worn, an *amulet of supremacy* causes a dragon's breath weapon, spells, and natural spell-like powers to operate at their maximum potential (for example, maximum damage, duration, area of effect, etc.). Saving throws against these effects still apply, however.

An *amulet of supremacy* is strictly a draconic device; if worn by any other species, death is immediate, usually taking the form of instantaneous immolation or disintegration with no saving throw allowed.

Circlet of the Wyrms

XP Value: 2,000

GP Value: 10,000

This band of platinum is usually unadorned and magically expands or contracts to fit snugly around the brow of any dragon that wears it. While wearing the *circlet*, a dragon receives all the power of a wyrm of the appropriate species. This includes increased damage from breath weapons, increased Hit Dice, increased combat modifiers, and decreased THAC0s. A dragon

automatically receives the innate magical powers that are normally gained by dragons only when they reach the age category of wyrm. Finally, a dragon can cast as many spells as a wyrm. (It does not automatically learn any new spells, however, so this might not be a significant benefit).

All of this assumes that the dragon is not already a wyrm or great wyrm. Wyrms are unaffected by the *circlet*, while great wyrms diminish in power while wearing the *circlet*.

The *circlet* may be removed at any time, but the mental shock causes the creature to be stunned for 1d4+1 rounds. For each round that the dragon engages in melee combat, there is a 5% (noncumulative) chance that the *circlet* falls off, stunning the dragon. If the dragon grapples or is grappled by another dragon, the chance increases to 10% per round (noncumulative) as long as the dragons continue to grapple. There is also a one-shot 7% chance that the *circlet* fall off during a wingover maneuver.

Dragons can wear the *circlet* only when they are in their own form. *Polymorph* and *shapechange* spells cause the *circlet* to fall off, stunning the dragon.

There are legends of a similar circlet of the great wyrm, but this magical item has never been found.

Dragon Fangs

XP Value: 500 (sharptooth)

GP Value: 2,500

XP Value: 1,000 (razorfangs)

GP Value: 5,000

This device is a hinged mouthpiece to which are attached several metal fang caps. By placing the device in its mouth and sliding its fangs into the hollow caps, the dragon can use the magic of the *dragon fangs*.

Dragon fangs come in two varieties. The weaker variety bears a permanent *sharptooth* dweomer, the other a permanent *razorfangs* enchantment. Both versions duplicate the effects of the spells they carry (see *Dragon's Spells*) so long as the *dragonfangs* are worn.

Dragon fangs are difficult to manufacture, as they can be used only by the dragon for whom they were created. They adjust in size in order to fit the dragon's teeth as it grows older, but unless the dragon has an identical twin, clone, simulacrum, or the like, no other dragon can use a given set of *dragon fangs*.

Focus Object

XP Value: 1,000

GP Value: 5,000

One of the more serious dilemmas a dragon must face when defending its lair from invaders is how to go about dispatching such opponents without destroying its hoard. Many dragons rely on the *hoardguard* spell to solve the problem, but most do not have access to that spell. Therefore, such dragons must resort to other methods, like a *focus object*.

Focus objects take many forms but most often appear as a piece of jewelry that the dragon can wear, as the dragon must be in contact with the device in order to use its powers.

A *focus object* allows the dragon to reduce the effective area of its breath weapon so that only a single target suffers damage from a direct attack. Thus, cloud—or cone—shaped breath weapons become narrow shafts. Breath weapons that already take such a form (for example, acid, lightning, etc.) cannot be reduced by the device. (Obviously, *focus objects* have limited use among dragons, as such devices are restricted to dragons whose breath weapons have a large area of effect.) Despite its altered dimensions, the breath weapon's damage is not diminished, and saving throws against it are not modified for the reduced area.

Hoardstone

XP Value: 5,000

GP Value: 25,000

A dragon's status among its peers is determined by several factors. The dragon's personal might is the most obvious one, but its species, age, experience, and intellect are important as well. Perhaps the least considered element, however, is the value of a dragon's hoard. Often, the value of a dragon's hoard is just as important to its status as any of the other factors. A *hoardstone* improves a dragon's status in this regard by temporarily increasing the quality and value of items in close proximity to it (in other words, the dragon's hoard).

A *hoardstone* always takes the form of a flawless gemstone of any type, but it must have a value of at least 5,000 gp. It functions in a manner quite similar to a *jewel of flawlessness*, but where the jewel affects only gemstones, a *hoardstone* affects all items within its area of effect (a 50-foot-radius sphere around the *hoardstone*), including seemingly worthless items.

All objects within the area increase in value by 25%. In the case of monetary treasure, this is an immediate and obvious increase. For example, flaws in jewels and gemstones disappear or diminish, precious metals become purer, works of art become more intricate or vibrant, and so forth. Magical items, however, do not grow in power, but the materials from which they are made increase in quality and value. For example, a carved and gem-studded staff becomes more valuable monetarily (in other words, the gems rise in value, the wood is of greater quality, the carvings more intricate, etc.), but it does not gain additional charges nor do its effects become more powerful.

Items that have no monetary value (for example, a normal stone or piece of wood) do not suddenly become so endowed. Instead, the *hoardstone's* influence causes the quality and value of such objects to increase in comparison to similar items. For example, a worthless chunk of wood remains a worthless chunk of wood, but the *hoardstone's* influence makes it more durable by tightening its grain, strengthening and hardening the wood, and so on. The piece of wood might be valuable if sculpted thereafter, but until then it remains an ordinary piece of wood.

Items that are separated from the influence of the *hoardstone* retain their increased value for a period of time equal to that they spent in the presence of the *hoardstone*. For example, a gemstone that spent a year under the influence of a *hoardstone* retains its value

increase for one year after being separated from that influence. Once that year has passed, the gemstone returns to its normal value.

Although a *hoardstone* radiates magic, the items it influences do not unless such items are normally magical. (If the dragon's entire hoard radiated a *dweomer*, any visiting dragons the *hoardstone's* owner was attempting to impress would likely realize that the hoard's value was magically enhanced, which would, no doubt, cause the dragon actually to lose status.) Furthermore, multiple *hoardstones* placed in the same hoard do not cause the hoard's value to increase any more than if only a single *hoardstone* were present.

Hoardstones can be created only by dragons. The reason for this has something to do with the unique relationship between a dragon and its hoard. Dragons, more than any other species, are driven by an irresistible need to accumulate treasure, an inherited urge they cannot escape. Thus, only they truly understand the "spirit" of valuable objects, an understanding that is necessary to manufacture a *hoardstone*. Other creatures may utilize a captured *hoardstone*, however. (Dwarves, in particular, love them.)

Wing Armor

XP Value: 1,000

GP Value: 5,000

When compared to the rest of its body, a dragon's wings are especially susceptible to grievous, even crippling, damage. The relatively thin flesh of a dragon's wings is easily ripped by the teeth and claws of another dragon. Such wounds can reduce its effectiveness in flight, force it to land, or—worse yet—cause the dragon to plummet uncontrollably to the earth.

Because of this potential danger, those dragons who can obtain it make use of *wing armor*, a pair of sleeves composed of an extremely fine, fibrous, metallic fabric (elven chain mail has nothing on this stuff) that is slipped over the wings for added protection. *Wing armor* is virtually weightless and magically adjusts to fit the dragon's wings, but it does not hinder the dragon's movements or flying ability in any way. In fact, the sleeves are so form-fitting that straps and harnesses are unnecessary to hold them in place.

Wing armor does not provide any bonuses to the dragon's AC, but it does render the dragon's wings immune to puncturing and shredding by piercing and slashing weapons, as well as by claws and teeth. Note, however, that a wing can still be injured from the concussive force of such attacks; *wing armor* simply prevents the actual piercing or tearing of a dragon's wings.