

CONVERTING MAGIC ITEMS

Converting Everquest Online Magic Items to EverQuest Role-Playing Game

EverQuest online (or EQo) contains literally thousands of magic items — far too many to adequately cover in this or any volume. The following rules allow you to convert magic items from the online game to your pen-and-paper role-playing campaign.

Armor in EverQuest

In EQo, suits of armor and the AC bonus of armor are split into many parts of the body (chest, arms, legs, helmet, etc.). In the EverQuest Role-Playing Game (or EQrpg), each suit of armor provides a single AC bonus that can't be split into individual armor components (although certain shoulder or leg items, for example, might provide a small armor bonus as a nod to this fact). A character in the EverQuest RPG doesn't find and combine chainmail vambraces, breastplate, helm, etc., but simply dons a suit of chainmail armor.

For example, in EQo a character could wear a ceremonial iksar breastplate in his chest slot, then other pieces for his arms, legs, neck, etc., combining all the items' AC bonuses into a single number. In EQrpg, only magic items that are robes, full sets of armor, or armor tunics/breastplates that take up the body slot are considered armor. Other items can be worn, but do not provide additional AC bonuses. The iksar ceremonial breastplate becomes the one and only set of armor that a character wears, acting as, say, a +2 breastplate with a regeneration spell effect.

Translating EQo bonuses to EQrpg is a relatively straightforward conversion process. Each online magic item provides a number of bonuses, which translate into EQrpg statistics as follows:

Mana: 6 EQo = 1 EQrpg.

Hit Points: 4 EQo = 1 EQrpg. This applies to most calculations that involve hit points, such as converted damage shields.

Damage: Determining the magical bonus of a weapon is not an exact process. GMs should use common sense when converting items, as well as such factors as the history of the item and even the rarity of the item and the monster that carries it. For those who desire a more consistent rule, use the following as a guideline:

To convert the damage inflicted by the item to EQrpg damage, simply convert the item's damage to that of an equivalent weapon or item from EQrpg (so a dagger would deal a base of 1d3 points of damage, a longsword would deal 1d8, and so on), then add attack and damage bonuses equal to +1 per 10 levels of the zone where the item is found (or of the monster who "drops" the item).

Stat Bonuses: These bonuses should be adjusted as shown on the following chart.

EQo	EQrpg
1-3	+1
4-6	+2
7-11	+3
12-17	+4
18-25	+5
26-34	+6
35-44	+7
45-55	+8
55+	+9

Resistances (poison, disease, magic, etc.): 2.5 EQo = (1) EQrpg.

Saves: 10 EQo = +1 EQrpg. Round to the nearest whole number. Thus, if the EQo item provides a save bonus of +6 to +15, this converts to a +1 bonus in EQrpg saving throws. If the EQo save is +5 or less, it does not add to the EQrpg save bonus. For instance, an item with a fire save of +8 in EQo would convert to fire resistance (3) and a +1 save vs. fire in EQrpg. An item with a fire save of +4 on the other hand would convert to fire resistance (2) and provide no saving throw bonus in EQrpg.

Haste: These bonuses should be adjusted as shown on the following chart.

EQo	EQrpg
1-5%	None
6-12%	Haste (1)
13-18%	Haste (2)
19-26%	Haste (3)
27-35%	Haste (4)
36-45%	Haste (5)
46-55%	Haste (6)
56-65%	Haste (7)
66-75%	Haste (8)
76%+*	Haste (9)

* Haste (9) can only be achieved by means of a bard song adding to another spell or item haste.

Armor Class: As with weapon bonuses, there's no hard and fast rule for determining total AC bonus. As a general rule, the bonus should equal +1 per 10 levels of the zone where the item is found (or of the monster who "drops" the item).

Spell Effects: Most items have effects that are equivalent to EQrpg spells. If the item's effect has no spell equivalent, then provide a game effect that duplicates its mechanics. Most spell effects are command word activated, except those items that are specific to caster classes, especially those effects that inflict damage on opponents, which should be activated in a fashion that allows them to be interrupted by attacks of opportunity.

Spell-based process effects also convert directly to the appropriate EQrpg spells. The DC for the Proc check is equal to 15 + the spell's level, while the saving throw is equal to 10 + the minimum level required to cast the spell. As noted in the EQ: Game Master's Guide, weapons cannot have more than one process effect.

Charges: If the online item has limited charges, convert these directly to create the roleplaying item.

Bonus Types: Magic item bonuses are generally (at least 80% of the time) either augmentation or enhancement bonuses.

Examples of EverQuest Online Item Conversions

To find the cost of these items, see “Pricing Magic Items” elsewhere in this chapter.

Akhevan Sacrificial Dagger

The online version of the Akhevan sacrificial dagger provides a +5 bonus to the wielder’s Intelligence and +20 to his mana. As the item is a dagger, it deals 1d3 points of damage when converted to EQrpg. Since it drops in a level 50–60 zone online, a +5 bonus would be the default, but since it seems a rather ordinary item and is carried online by an unnamed “mob,” we convert this item to a +3 dagger. The Intelligence bonus converts to +2, while the mana converts to a +3 bonus.

Sword of Skyfire

The online sword of skyfire provides a +5 to the wielder’s Charisma, +15 to the wielder’s cold resistance, and +25 hit points. It has a process effect in the form of a rain of fire spell. As the item is equivalent to a longsword (thus dealing 1d8 points of damage in EQrpg) and is dropped by a rare and powerful monster (level 55), we will convert this to a +6 longsword. The Charisma bonus converts to +2 for EQrpg, while the hit point bonus converts to a +6 bonus. With a successful Proc check, the wielder can unleash a rain of fire spell; rain of fire is 6th level, so the Proc DC is $15 + 6 = 21$. The saving throw DC is 10 plus the minimum level required to cast rain of fire (11th) = 21.

Truthbringer’s Breastplate

The truthbringer’s breastplate grants its EQo wearer a +12 to AC, +3 to Dexterity, and +4 to Wisdom. This converts to a +1 bonus to Dexterity and a +2 bonus to Wisdom for the EQrpg. The item converts easily to a simple breastplate, and a +1 enhancement bonus is appropriate for the item’s magic since it can be gained via a quest that can be completed by a 10th-level EQo character.