

# Enchanted Items, Explanation of: Quiver, Gorgon's

**Area of Effect:** None.

**Avoidance-roll:** None.

**Charges:** Permanent. One arrow can be pulled out of Gorgon's Quiver per turn.

**Command word(s):** Esetha ("pull" in the tongue of the Gorgon)

**Damage:** The arrow that is pulled from this quiver will be considered hunting-tipped, which has a base damage of 3-D10. The 240 pound "Gorgon's Bow" will increase the damage by 2-D6 per 30 pounds of the bow, making the damage each arrow can do: 3-D10 + 16-D6 damage per strike.

A Gorgon wielding this bow will do x3 damage.

A Medusa wielding this bow will do x2 damage.

**Duration:** None.

**Effect time:** Instant.

**Explanation:** This extraordinary quiver will summon one arrow per turn from its hold. This arrow is a stone-tipped, living bone shaft. If it strikes its opponent in the flesh, the victim must successfully make an avoidance-roll vs. "Petrification" or be turned to stone for 1-D6 turns.

While turned to stone, the victim will sustain ½ normal weapon damage, and cannot defend. An offensive roll of 5+ will be all that is needed to strike the statue.

**Hand movement:** Speak the "Command word" as you reach into quiver.

**Healing:** None.

**History:** Unknown.

**Immunities:** Enchanted and Undead status creatures are not effected by this stun effect.

The arrows pulled from this item cannot be used in any other bow.

If knocked to any bow, other than the "Gorgon's Bow", the arrow will vanish. Also, Gaseous and Intangible creatures and objects are not effected by this item.

**Invoke time:** Instant.

**Maximum adjustment:** Not applicable.

**Notes:** If this treasure item was taken from an actual "Gorgon", the "Gorgon's Bow" will also be found.

**Preparation:** As "Hand movement". Also, the arrows that come from this quiver can only be used in conjunction with the enchanted weapon, "Gorgon's Bow".

**Range:** None.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** The nature of this quiver is evil, and so any of good align attempting to pull an arrow from it, must make a successful avoidance-roll vs. "Stun" when pulling an arrow from it. If this avoidance-roll is failed, the user cannot attempt to pull an arrow from it until his or her next turn.

**Value:** 1,000,000 White-gold.