

G U R P S[®]

MAGIC ITEMS 1

SORCEROUS SHOPS STOCKED WITH A MULTITUDE OF MIGHTY MAGICS



By Chris W. McCubbin

STEVE JACKSON GAMES

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CONTENTS



INTRODUCTION	3	9. WIZARDLY TOOLS	58
About <i>GURPS</i>	3	STAVES AND WANDS	59
1. DISCOVERING MAGIC ITEMS	4	Common Mage-Only Spells	59
"FOUND" ITEMS	5	<i>Zebulon</i>	59
Gifts	5	WIZARDLY TOOLS CATALOG	60
Booty	6	STAVES AND WANDS	66
Really Found	7	10. EXTRALEGAL EQUIPMENT	69
<i>Starting the Game with Magic Items</i>	5	Common Thief and Security Spells	70
Do IT YOURSELF	7	<i>Blind Bartolomeus</i>	70
<i>Anachronism and High-Tech</i>	7	EXTRALEGAL EQUIPMENT CATALOG	71
PURCHASING AND COMMISSIONING	8	SECURITY DEVICES	78
<i>What's in a Name?</i>	8	11. ENCHANTED TRANSPORTATION	80
2. THE ENCHANTMENT TRADE	9	Common Transportation Spells	81
THE ENCHANTER	10	<i>Zyle</i>	81
<i>No Magic Shops?</i>	10	TRANSPORTATIONCATALOG	82
Campaign Seed: The Mana Tree	11	12. MAGICAL WEAPONRY	86
Mana Basins	12	INTELLIGENT SWORDS	87
<i>Unique Magic Items</i>	12	<i>Arlon</i>	87
Circles and Magical Universities	13	Common Weapon Enchantments	88
Other Races	13	WEAPONS CATALOG	89
THE PATRON	15	Swords	89
<i>Nonviolent Magic Items</i>	16	Bows and Ranged Weapons	94
THE MERCHANT	17	Throwing Weapons	97
<i>New Spells and Research</i>	17	Axes	97
<i>Magic Items in Other GURPS Campaigns</i>	18	Other Weapons	98
OTHER MAGES	19	Hand to Hand Combat	100
3. MAGICAL SHOPS	20	13. NECROMANTIC MAGIC	101
<i>Magic Items From the Ground Up: Advice for GMs</i>	20	Common Necromantic Spells	102
Skill Levels	21	<i>Eliaz</i>	102
<i>One-Shot Enchantment</i>	21	NECROMANTIC CATALOG	103
4. ARMOR & SHIELDS	22	14. THE COMPLEAT POWERSTONE	108
Common Armor Spells	23	Powerstone Economics	109
<i>Kargreave</i>	23	Quick Powerstone Generation	110
ARMOR AND SHIELDS CATALOG	24	Quirk Determination	111
SHIELDS	28	Random Quirks	111
OTHER PROTECTIVE ITEMS	28	Game Mastering Powerstones	111
5. ENCHANTED CLOTHING	30	15. HISTORICAL ELIXIRS	112
Common Clothing Spells	31	Animal Control	113
<i>Dallo</i>	31	Hostile Elixirs	113
ENCHANTED CLOTHING CATALOG	32	Magical Abilities	113
6. CURSES, TRICKS, AND TRAPS	37	Medical Elixirs	114
Common Curses	38	Mental Abilities	114
<i>Blaatchep</i>	38	Mental Control	114
CURSES, TRICKS AND TRAPS CATALOG	39	16. HISTORICAL CHARMS & AMULETS	115
7. MYSTICAL HEALING	46	CHARMS FROM EXISTING ELIXIRS	116
Common Healing Spells	47	TIME AND COST TO MAKE	117
<i>Berlow</i>	47	USING CHARMS	117
MYSTICAL HEALING CATALOG	48	COMMON ENCHANTMENT TABLE	118
8. JEWELRY	51	MAGIC ITEM INDEX	126
Common Jewelry Spells	52	INDEX	128
<i>Renaída</i>	52		
JEWELRY CATALOG	53		



INTRODUCTION

The Golden Fleece, Excalibur, the Necronomicon, the One Ring, Storm-bringer - objects of power and mystery from different times and different worlds, as famous as those who possessed them.

Fantastic adventure and enchanted items have always gone hand in hand. The chance of discovering a legendary creation, lost for thousands of years, is a far stronger motivation for an adventure than any amount of coins. After winning through peril, your heroes want more than a pile of gold for their trouble! Hence this book. *GURPS Magic Items* is a compilation of mysterious treasures designed to enhance any fantasy campaign. Here are magic items for all occasions - weapons and armor, clothes and gems, healing wands and cursed lutes.

To make full use of this book, a GM needs the *GURPS Basic Set* and *GURPS Magic*. The items in this book are all suitable for the world of Yrth, and some of the nonhuman races from *GURPS Fantasy Folk* are mentioned herein, but neither *Fantasy Folk* nor *GURPS Fantasy* is necessary to use this book.



Magic Items is a collection of ideas, not of rules. As any adventurer can tell you, finding and using magic items is more fun than making them, so this book is mainly devoted to describing new items, rather than extensive rules for enchantment.

So grab your rusty dagger, put on your chainmail and muddy boots, and sally forth in search of the fire sword Sirocco, a suit of Dwarven Mail, and Seven-League Boots to take you to far-away places . . .

This book was a real collaborative effort. I could have never filled it up with my ideas alone. All the people who contributed their own magical inspirations to the book are listed on the front page. I just want to take this opportunity to add my personal thanks.



A big "thank you" also to the guys on the Illuminati BBS, who came through with some excellent eleventh-hour playtest-ing. And finally, a special thanks to Scott Paul Maykrantz. Though everyone who contributed ideas did an excellent job, Scott's meticulous, imaginative work stands out. Thanks, Scott, for making this book much better, and my job a lot easier.

- Chris W. McCubbin

About the Author

Chris W. McCubbin is a nongraduate of the University of Nebraska-Lincoln, in English. He comes to games by way of the comics industry - he previously worked as an editor at Fantagraphics Books on their magazines *The Comics Journal* and *Amazing Heroes*.

Since Chris first wrote *Magic Items*, as staff writer for Steve Jackson Games, he's gone on to work at Origin Systems writing computer game documentation and hint books. He's presently one of the owners of Incan Monkey God Studios (www.incanmonkey.com).

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ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games - *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more - and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us - but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web - see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata and updates, and hundreds of pages of information. We also have conferences on CompuServe and AOL. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: www.io.com/GURPSnet/www.

Page References

See *GURPS Compendium* /, p. 181, for a full list of abbreviations for *GURPS* titles. Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition Revised*. Any page reference that begins with a B refers to a page in the *Basic Set* - e.g., p. B102 means p. 102 of the *Basic Set, Third Edition Revised*. Any page reference that begins with an M refers to a page in *GURPS Magic*.



1

DISCOVERING MAGIC ITEMS

Every adventurer dreams of owning exotic and powerful magical artifacts. It is the GM's job to dole out these coveted rewards of adventuring in quantities appropriate to his campaign.



There is no "right amount" of magic items for all roleplaying campaigns. The appropriate number and power of the party's magical accoutrements is determined by a wide spectrum of variables, including the GM's inclinations and imagination, the players' expectations and experience, and the starting point level of the campaign.

Under the right GM, it can be fun to go rampaging across infinite planes of existence, leveling cities and decimating armies with your arsenal of artifacts of power. Under another GM, however, it can be just as much fun to struggle through quests of thousands of miles and months or years of game time just to obtain a single singing sword or magic ring.

But as a general rule, it's best to make the acquisition of each magic item a special event, something the PCs will remember. Nothing can ruin the special atmosphere of heroic fantasy quite so thoroughly as allowing the discovery and attainment of magical treasure to become dull and routine. "OK, the ores are dead. You get 6,000 gold, a flaming broadsword and a Staff of Earthquakes. In the next room are some more ores . . .".

The customary way for a treasure-granting GM to keep greedy PCs on their toes is cursed items, a time-tested and respectable trick. Sometimes it's possible to be a bit more subtle, though. "Hmm, Gregor appears to have turned into a giant cockroach. That's odd, I was sure that the Sword of the Insect Lord wasn't cursed." The sword wasn't cursed, it just has unpredictable side effects on mammals.

It's also useful to remember that magic items do not come with an instruction manual:

Magus Fondue: I point the wand away from me, and utter the word inscribed on the side.

GM: There's a blinding flash of light. Fondue, you're vaporized.

Fondue: Hey, wait a minute!

GM: Shut up, you're dead.

Sister Sunshine: OK, I pick up the wand, and point the *other* end away from me as I utter the word . . .

One very important fact for GMs to remember - a party is *never* guaranteed perpetual ownership of a magical item. If an item is becoming tedious, or threatening the game balance, the GM is entirely within his rights to remove it from play. He should not do so arbitrarily, however. Rather, he is encouraged to make the loss of the item an important event in the campaign and a springboard to new adventure.

Even if the GM doesn't want to deprive the party of their prize item entirely, there will still be plenty of unscrupulous NPCs who will stop at nothing to separate the PCs and their magic items, and these will be excellent sources of adventure. The GM should see to it that the adventurers are kept on their toes, and he should not hesitate to make them pay the price of carelessness.

"FOUND" ITEMS

Traditionally, adventurers find their magical possessions during the course of their adventures. "Find," in this context, can mean many different things.

Gifts

Sometimes to find an item means to receive it as a gift. A powerful NPC, or mysterious "powers that be" with an interest in seeing the PCs accomplish their goals, might present the party with a powerful aid, or place the object where they are likely to find it.



STARTING THE GAME WITH MAGIC ITEMS

It should be obvious that it is not a good idea to load a party up with huge arsenals of magic in the first few sessions of play. However, sometimes it is quite reasonable for the GM to allow new characters to begin the game with a magic item or two.

GM Gifts

Occasionally the GM will simply grant one or two members of a starting party a magic item by fiat. Often, such gifts will be temporary, and part of an adventure seed - the character gets to use the Sword of Kings while he's looking for its rightful wielder, the true heir to the throne. Or maybe the party must destroy the ancient evil artifact - beware of calling on its power too often!

If the GM is planning a tough time for the characters right from the start, he may want to grant them minor, but useful, magic items on a more permanent basis. Such gifts are entirely in keeping with the traditions of fantasy literature, and are very easy for the GM to rationalize - anything from: "For generations uncounted, my son, thine ancestors bore this blade with honor. Go thou and do likewise!" to, "Plowed this here up outta the back 40 yesterday. Don't know what it is, precisely, but I figured you might find some use fer it, if you're set on goin' a-wanderin'." The GM must, of course, take pains to be fair. While he does not necessarily have to give magic to everybody, he should ensure that the magic he does grant benefits the entire party, and does not allow the wielder to hog all the action, or all the glory.

Continued on next page . . .

STARTING THE GAME WITH MAGIC ITEMS

(Continued)

Purchases

Even if a character spends the points to be Wealthy, Very Wealthy, or Filthy Rich, he should be discouraged from beginning the game with purchased magic items. If a new character wants to use his wealth to purchase magic, make him roleplay it. First he must find the broker or enchanter, then he must make the deal (paying all or most of the price in advance), then he must wait for several months to several years (see *Purchasing and Commissioning*, p. 8). Of course, the GM should see to it that events prevent him from simply waiting around in ease and comfort.

Merciful GMs may allow very minor "off the rack" purchases - a small Powerstone or two, an elixir of healing, or a very minor magic sword, at most.

Buying Magic Items With Character Points (Optional Rule)

If the GM deems it appropriate to his campaign, he may allow beginning PCs to purchase magic items using starting character points. It is suggested that the cost of each item be 10% of the energy cost to create it. Thus a sword with Accuracy or Puissance +1 is 25 points, a five-point Powerstone costs 10 points, an unenhanced Staff costs only 3 points, and a Ring of Invisibility costs 120.

Note that magic items in general, and Powerstones in particular, become much harder to enchant as multiple spells are laid on - the more spells on an item, the greater the chance it will be completely ruined by a critical failure. The GM may assess appropriate additional "Unusual Background" costs if a someone wishes to buy a single item with more than two or three magical effects. The same holds true for Powerstones. If a player says "I'll spend 40 points and buy a 20-point Powerstone," the GM is well within his rights to say, "No, a 20-point Powerstone will cost you 60. 40 points will buy you a 15-point stone." (It is suggested that GMs allow players to buy Powerstones at the base cost up to 5 or 10 points of power, depending on the individual campaign.)

The GM is free to limit the players' choices in any way on either an individual or a campaign-wide basis. The GM has absolute veto power over any item. He does not have to allow a given PC any items at all. He may also offer the PCs a limited menu of magic items to choose from - ring A, sword B, wand C or the Powerstone behind the curtain.

The PCs should *not* be permitted to purchase magic items with earned experience.

Continued on next page . . .

In such cases, what the PCs think of as a gift might actually be a loan. When the party has achieved the giver's goal, he may reappear, demanding the return of his property. If he's powerful enough, he may simply reclaim his property, without the PCs' consent - sometimes without even their knowledge!

Such high-powered donors might also reclaim their property if they believe the PCs are taking unfair advantage of their gift, or using it ignobly. And if the party fails to achieve the benefactor's goal, the original owner is liable to reclaim his property and present it to a new - presumably more competent - underling.

Booty

Most of the time, "finding" an item means to steal it from its original owner. The Game Master is not required to subscribe to that curious fantasy roleplaying notion that says, "it's OK to kill and rob anyone, as long as they live under-



ground." If the necromancer was paying his taxes on time, the king might not care what was going on in his basement. However, there is ample moral justification for slaying a dragon or similar monstrous horror and profiting from it. Of course, that dragon or vampire might have an acquaintance or relation who knows just what was in that hoard, and considers it fair pickings now that Old Iron Tail or Uncle Boris is out of the way.

But the greatest danger to the adventurer's plunder remains the authorities. "So this is the dragon's hoard. Hmm, looks like that puts you in about the 70% tax bracket. We'll just take the king's share with us. Oh, and we'll have to confiscate those two swords and that wand in the interest of national security."

Really Found

Occasionally "found" really means found. The treasure-hunters unearth a long-forgotten trove that nobody on earth could possibly have any claim to. It's the party's, free and clear.

Or maybe not. After all, somebody put the treasure there all those years ago. Whoever it was might just still be around. And even if he isn't, he might still have heirs or descendants (or even creditors) with an interest in his property. Let the barbarian who finds the Axe of the Mountain King enjoy his new toy while he can. One day he's going to wake up to find 50,000 sullen dwarves on his doorstep. "Thank you for finding our axe. We've come to take it home. Here's your reward," *clink, clink*.

Even if literally nobody has any moral claim to the item other than the finders, powerful objects will still tend to catch the attention of powerful people. "Hi, I'm the Archmagus Zygar. You may have heard of me, I sunk the Isle of Dragon Lords. Anyway, I hear you guys found the Tooth of Belial. Mind if I, er, take a look?"

DO IT YOURSELF

The process of creating a magical item is completely described in *GURPS Magic* pp. 16-20. Anyone interested in PC-created magic items should read those pages first.

An experienced, powerful mage will probably find himself tempted to create magic items for himself and his companions. The advantage of doing so is obvious; the mage gets exactly what he wants at the most reasonable price possible, *without* risking life and limb (except for the slight danger of catastrophic critical failure). Several suggestions for limiting PC or hireling creation of magic items have already been given on pp. M16-20.

Fortunately for GMs, the process of item creation is self-limiting. To start off, the mage who wishes to become an enchanter must know from the earliest stages of his magical career that he wants to enchant, and roughly what sort of items he wants to create, in order to amass the requisite and prerequisite spells. If the would-be enchanter lacks necessary spells, he'll either have to go out and acquire the character points necessary, then find the spells and learn them, or hire extremely expensive assistant spellcasters.

The cost of raw materials required for enchantment is high, but probably not prohibitive to an experienced, successful adventurer. Much more significant is the expenditure of time. In order to enchant a moderately powerful item, the mage must devote months, or even *years* of his life exclusively to the project. This is a long time for an adventurer to go without adventuring, and even if the mage is willing to take a leave of absence from the adventurer's life, it's unlikely that his companions will be as patient.

STARTING THE GAME WITH MAGIC ITEMS

(Continued)

In general, if a character pays points for a magic item, that item is not subject to arbitrary or casual removal by the GM. This should not, however, be regarded by the player as stupidity insurance. Irresponsible actions such as neglecting fundamental security measures, or deliberately provoking a skilled thief or other powerful NPC, may well result in the loss of the item.

Even if a GM does not find this system appropriate for beginning PCs in his campaign, he may find it useful in pick-up games and tournaments. These usually require a balanced party of experienced adventurers who've never played together before. In such a case, the GM may want to specify that players should bring, for example, 300-point characters, with up to an additional 300 points in personal magic items.

ANACHRONISM AND HIGH-TECH

Arthur C. Clarke wrote that any sufficiently high technology will be indistinguishable from magic. In general, it will be easy to convince someone that a high-tech item is magic if it resembles nothing currently known in his culture. A TL3 individual would probably regard, for example, a .357 Magnum as some sort of magic wand. A TL4 individual, however, might recognize it as a remarkably compact and powerful "hand cannon." It would be difficult to convince modern-day folk that an anti-grav hovercraft was a flying carpet, but 20th-century man might be more credulous if told that a technological force screen or teleporter was actually a magical effect.

It would also be easier to convince a member of a magical culture that tech was just a special form of magic. An adventurer with a magical sword of his own would be less surprised (and less impressed) by a force sword than might otherwise be the case.

Remember is that technological items (at most tech levels, at least) are normally not self-maintaining. Bullets and batteries don't grow on trees!

A quick-witted mage wishing to remain incognito in a high-tech world might also be able to pass himself off as a visionary and revolutionary scientist - as long as he doesn't let *real* scientists get too close to his work. In general, any competent mage or knowledgeable scientist, from any Tech Level, should be given an IQ roll minus the difference in TLs to tell, upon close inspection, whether a given item is actually technological or magical in origin. A critical failure means that the item was triggered (if appropriate) during the examination.

WHAT'S IN A NAME?

A rose, by any other name, may still smell as sweet - but a suit of armor known as the "Pilgrim's Puissant Protection" will sell for significantly more than "+3 Chainmail," even if the two *are* identical in terms of enchantment.

A good magic broker - especially one dealing with status-conscious nobility - will go out of his way to insure that each commission bears an appropriately grandiose title. It is always easy to tell a novice enchantment broker - he falls back on the cliched "nouns of verbing." Sword of Weasel Whacking, Plate Mail of Toughness, Wand of Gerbil Summoning, and so on. Only the most stodgy, unimaginative brokers and enchanters fall back on this naming convention - fortunately, they rarely reproduce.

Most of the names in this book are somewhat generic, just to make them easy to find, but the GM can develop his own, in several styles ...

Enchanter's Name

Many egotistical enchanters insist on attaching their own name to each object they create. This can result in some interesting confusion - is Mandrake's Runesword of the Third Harvest significantly better than Mandrake's Blade of the Summer Vacation? Which is superior, Bobble's Fifth Firewand or Bobble's Seventh Firewand?

Still, once an enchanter has gained a good reputation, having an item made by him can be a status symbol. "Why, yes, my robe was crafted by Baru Half-Elven. How astute of you to notice!"

Wielder

It is more common for a magical artifact to take on the name of the famous hero or villain who wielded it. What was once an "ordinary" +2/+2 broadsword might become Haliburton's Defender after the renowned knight Haliburton held off the hairy halfling hordes of Krom at the battle of Beetle Pass.

A variation on this is to name the item after the locale in which it was prominently used - the above sword could become known as the Defender of Beetle Pass.

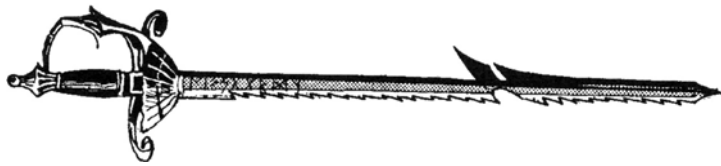
Item Commissioner

Sometimes the commissioner of an item will insist that the device be named after *him*. Even if it is going to do nothing but hang over his fireplace, Duke Martooth will derive no end of satisfaction by pointing it out to visitors as "Martooth's Mighty Hammer of Doom."

Another important expenditure is energy. *GURPS Magic Items* presupposes that certain prestigious and formidable circles and colleges have high-powered, safe, and well-established sources of magical energy. PCs will *not* have access to such facilities. They will have to rely on their own energy, that of a few associates, plus whatever Powerstones they can amass. Gathering enough energy to complete a major enchantment can be an overwhelming logistics problem.

And even after all the above obstacles have been overcome, there's still a chance that the casting will fail, the item will be ruined, and the poor enchanter will have to start all over again, from scratch.

In general, if an experienced, powerful character wants to enhance his blade with a point or two of Accuracy and Puissance, or brew up a batch of Powerstones, the GM should be supportive of his efforts. If the GM is following the rules, however, the active character will rarely undertake extremely powerful or complex enchantments.



PURCHASING & COMMISSIONING

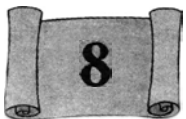
Another option for the adventurer who simply *must* have a certain item is to buy it. It's possible he may know of somebody who has an item of the sort he's looking for, and can simply make an offer for it. If so, he's lucky - most people are extremely reluctant to part with their personal magic for any reason. If he can't deal directly for the item, he will have to go to an enchanter, or find a magical broker.

The magic trade is discussed in detail in the next chapter. The important facts to know here are that magical brokers are expensive - typically 200 percent of the price to create the item given on pp. M18-19. Bargains are theoretically possible, but seldom seen. A high Merchant skill is certainly a help in dealing with a broker, but it's doubtful that an adventurer will have Merchant skill that surpasses - or even seriously challenges - the broker's.

If the would-be patron goes straight to the enchanter, he might find prices a bit more reasonable. Most magical artificers will charge an outsider to the trade 150 percent or more of the price listed on pp. M18-19. Enchanters, however, are a notoriously difficult and unstable lot - many of the best will flatly refuse to deal with anyone except an established broker. They're also prone to unexpectedly canceling commissions, altering or enhancing the item without telling their patron until they present him with the bill, or simply dropping dead from extreme old age or ill-advised experimentation.

Whether he deals with a broker or a creator, the purchaser will probably find himself at the bottom of a waiting list. The usual wait for a medium-power item - one costing 300 to 1,000 energy points - is 3 to 5 years.

Probably the most economical way to acquire magic items on commission is for a very wealthy lord or landholder to bring an enchanter into his personal employ. Such a "house mage" will produce items to his employer's specifications, at costs remarkably similar to those listed in *Magic* (plus spacious, private accommodations, high-quality meals and other small essentials). If the party wants to use this method, fine. Now their only problem is becoming filthy rich, establishing a keep or castle, and finding an enchanter who needs work ...



Discovering Magic Items

THE ENCHANTMENT TRADE

2

As a general rule, "magic shops" are very rare (see sidebar, p. 10). A party of adventurers cannot lug a few chests of bullion into a tidy little storefront with "Iggy's Magick Wandes and Swordes" lettered neatly in the window, and blithely trade their wealth for a magic arsenal.

The magical artifact trade is very much a seller's market. There is always a greater demand for powerful items than the supply can support. In mercantile terms, this makes the magic trade a "low volume, high profit" venture - the merchant stands to become tremendously wealthy, provided he can find any stock to carry at all.



The Enchantment Trade

9

NO MAGIC SHOPS?

Magic shops are a virtual impossibility in a "typical" fantasy campaign world - a Tech Level 3, normal-mana world. In such a milieu the magical trade set forth in this chapter is much better at passing a "reality check."

In other, more exotic campaigns, however, the magic shop does become a possibility, or even a likelihood.

First of all, in a high or very high mana realm, magic might take the place of technology, and be just as pervasive as electronics in the real world. Items bought in such a place could be had cheap (depending on the quality of workmanship desired), and normally of a mundane nature (self-heating pots, rings of water purification). Their magic would probably not work in a lower mana area, or at least it would be significantly impaired. The Bazaar of Deva, in Robert Asprin's *Myth* series, is an amusing example of such a place.

A retail magic trade might also exist in a world with both high technology and normal or better mana. Advances in security systems and law enforcement would make it safer to collect such valuable items in one place, and a larger, denser population would create the customer base necessary for such enterprise. Still, such shops would tend to be small, exclusive and horrendously expensive.



Shoppes Aplenty

If the GM wishes to run a campaign where the above-mentioned magic shops *do* exist, he should consider setting up an ultra-powerful, politically neutral, totally secret "enchanter's guild" to run the shops, and absolutely prevent the PCs from ever learning *anything* about the organization - particularly how they can produce such a wide range of magical items in such great supply.

Very small, isolated realms or semicivilized areas will not support any sort of magic trade. In such areas, a private individual who stumbled on a magical artifact would either try to use it himself, and if that failed promptly re-hide it (in case it might come in useful later), or, more probably, take it directly to the nearest wizard or noble lord. A wizard would probably yield more money for a found item, a noble more status. Either way, the civilian middleman is going to walk away with considerably less than the value listed in *GURPS Magic*. And even this assumes that either party bothers to pay anything at all, rather than just claim the item by "might makes right." A sufficiently downtrodden peasant might even carry the item straight to the village priest, never dreaming that he might profit from his find.

The recipient of such an item would correctly view it as a miraculous stroke of luck, one not likely to be repeated in his lifetime. On no account would he part with the treasure for mere *money*, unless his realm was in the most dire of financial straits. Even an uneducated rural laird, finding a complex sorcerous aid he could never hope to actually use, would not sell it. Instead, he would keep it as a possible ransom, or collateral against future loans, or possibly even gift it to *his* overlord to curry favor.

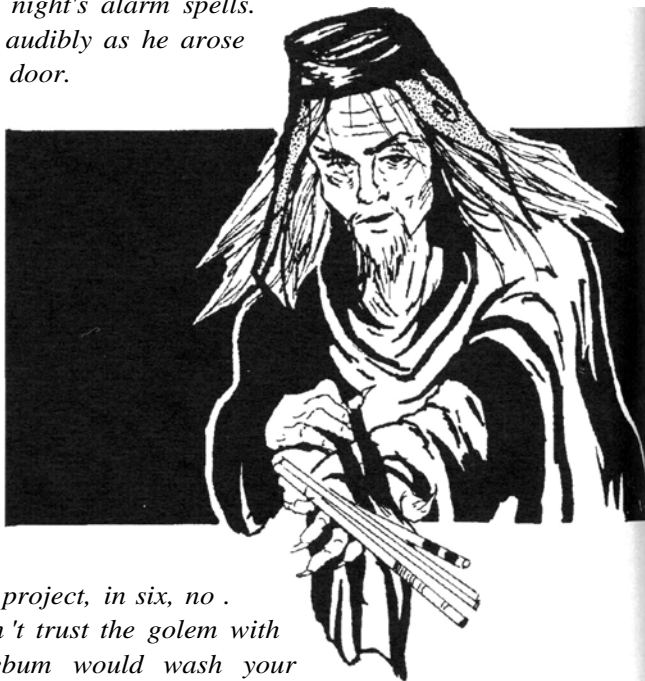
In a larger, more civilized area (such as the realms of Yrth detailed in *GURPS Fantasy*), magical trade becomes possible. Where it exists, the trade is managed by a handful of wealthy, savvy, specialized brokers, catering to an elite clientele of very rich or very powerful clients. It all starts, however, with the enchanter.

THE ENCHANTER

Carmody awoke, as he always did, when the sun struck his face through the hut's single small window. With a curt word and a gesture, he sent the patient golem down to the creek to fetch the day's water, simultaneously dispelling the night's alarm spells. His old-man's knees creaked audibly as he arose and walked unsteadily out the door.

Returning to the hut a few minutes later, Carmody shucked his ancient nightshirt, and from the back of the hut's only chair he lifted an elaborate embroidered robe that once had been white and fine. The familiar stink of the vestments assaulted his nostrils as he pulled them on. He really should do laundry, he thought, before the goblin merchants arrived to pick up the current project, in six, no, three fortnights' time. Couldn't trust the golem with laundry, the great stumblebum would wash your clothes right down to threads.

The next stop was one of the small wooden boxes that interrupted the rows of ancient tomes covering the walls of the hut. Speaking a soft word, Carmody opened the box and pulled out a plain tin neck chain. He reached in again and removed a tiny, perfect sapphire, which sparkled with the morning sun and



something more, a contrast to its jarringly cheap iron setting. Carmody attached the jewel to the chain, and slipped the whole thing over his head.

Finally, he slowly and carefully kneeled beside the cot, ignoring the shooting pains in his calves as he bent, and removed a brilliantly shiny new broadsword in a cracked and ancient leather scabbard. The sword appeared huge and absurd in Carmody's gnarled old hand.

Painfully rising, he slowly slung the scabbard over his shoulder and walked out the door, heading for the ancient standing stones in the meadow. Thank the gods, the day looked warm, and likely to be dry.

The common man takes it as a matter of faith that every professional mage is dangerous, unreliable and slightly mad. This is very often true . . .

But even other wizards consider the enchanters mad. Powerful magical artificers, as a class, have a reputation for significant psychological disadvantages, ranging from Intolerance through Compulsive Behavior, Paranoia, Delusions and Megalomania. As with most reputations, this may be exaggerated, but it has at least *some* basis in fact.

The unstable condition of enchanters is not hard to understand. Their profession forces them to lead the most rigorous, disciplined lifestyles imaginable. Successful repeated enchantment requires absolute commitment, utmost solitude and an unnatural degree of abstinence. In addition, though they have never been quantified, logic says that the effects of the prolonged manipulation of such potent magical energies on the human psyche cannot be negligible.

There is also a very pragmatic reason for enchanters to become reclusive xenophobes. Can there be anything more infuriatingly frustrating than seeing months of work - months of the subtlest manipulation of the very essence of the universe - suddenly vanish, literally in a puff of smoke, because of the ill-timed entrance of a traveling peddler?

It is possible to make several generalizations about the "average" enchanter. He is probably elderly (because it takes decades to learn a full complement of enchantment spells at levels sufficient to insure success), foul-tempered, socially inept and frequently cripplingly shy around others. He may well be physically deformed. Personal sanitation is often *not* a priority.

Of course, there have been many respected enchanters who are charming, gregarious, young, handsome, dapper - or all of the above. They're rarities, however.

Any Enchanter with a significant reputation will probably be at least a 300-point character, with most of his points in spells. He'll have Magery 3 and an IQ of at least 14 or 15. He'll have a vast repertoire of spells, many at level 20+. He'll have a substantial cache of Powerstones. It's likely that at least *some* of the enchanter's spells will be useful in combat. Combined with the large reservoirs of power they tend to accumulate, this makes attacking an enchanter a risky, almost suicidal proposition.

An enchanter is sometimes a master-level craftsman, but more often he simply purchases his raw materials. The very best human enchanters often have access to magic which significantly prolongs their lifespan, giving them the *time* they need to complete powerful and complex items.

There are also lesser enchanters. Typically such an individual will know the requisite spells to make only one or two sorts of commonly useful, high-demand items, and will spend eight hours a day for decades churning out identical items. It's drudgery, but highly profitable drudgery. Such a mage can be easily built on 100 points.

CAMPAIGN SEED: THE MANA TREE

While exploring in a remote and unsettled area, the PCs stumble on a powerful mana basin (see p. 12), in the form of a natural clearing under a hill with a bubbling stream running through it. The two- or three-acre clearing is a natural high mana area. In the center of the clearing is an ancient, but curiously stunted, oak. The tree is a natural mana fountain, producing up to 30 points of power every day.

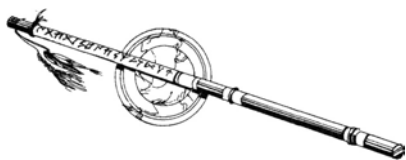
The GM should arrange for the party to spend the night in the clearing. If they cast any spells at all it will be immediately obvious that something strange is happening. If not, the GM can tell of bizarre dreams or inexplicable apparitions, alerting the party that they're not in a normal place.

The problem is not claiming the area - savages and wild beasts would tend to avoid it as "haunted" - but holding it and profiting from it.

An lazy party might simply return to the nearest lord and offer to guide his men to the spot for a substantial fee.

The campaign can be taken in a whole new direction if the party claims the area for themselves, however. They'll have to find an enchanter willing to relocate (and to put up with the close proximity of the PCs), and they'll have to set up supply routes to obtain essentials and raw materials. The locals who formerly shunned the area might object to their new neighbors. And eventually some local despot is going to hear about the PCs' operation. Although the adventurers have every moral and legal right in the world to their discovery, such high-minded arguments will carry little weight against a noble with an army behind him.





UNIQUE MAGIC ITEMS

The rules and spells presented here and in *GURPS Magic* allow players and GMs to design a literally infinite variety of magical items. Magic cannot, however, do everything, and the GM will find that a willingness to go beyond the existing magic rules in selecting or designing magic items can make his campaign world a much more interesting, unconventional place.

The danger of powerful nonstandard magic items is that they may become a *deus ex machina*, destroying roleplaying in the campaign - why should the party think its way out of a tight spot, when they have an artifact that can make the tight spot go "POOF"? GMs must always beware of the infamous "Ring of Anything-You-Want."

But unique items don't have to be ultra-powerful. They just have to be inexplicable, presenting the adventurers with a unique puzzle to solve.

Ultra-powerful items do, however, have their place in a campaign, primarily as excuses for the adventure to happen. "A giant gecko lizard is devouring the kingdom. A single touch from this Sword of Monster Disintegration will destroy him. Go forth and whack him with it, and you can keep the sword," is obviously unsatisfactory as an adventure. However, "If the lizard ate the Gobstopper of the Gods he would revert to an ordinary gecko. But the Gobstopper's been lost for centuries!" presents a much more satisfying prospect. The action is thus taken away from using an ultra-powerful item to win an easy victory against the lizard (and everything else) to finding the elusive Gobstopper and getting the lizard to munch it. And once the lizard is vanquished, the omnipotent Gobstopper is also safely out of play, where the players can't race for it when the next adventure gets sticky.

Below are some possible rationales for the existence of items which do not conform to the normal rules for *GURPS* magic item creation.

Continued on next page . . .



The art of magic advances incrementally, and the ways of enchantment are especially slow to change or advance. Wizards, as a rule, don't get along well together. And the physically isolated enchanter is especially unlikely to communicate with his peers. Because of his physical isolation and general xenophobia he's unlikely to take a wife and produce an heir, or even take on an apprentice. Their massive paranoia keeps them from keeping notes on their work (what if their rivals or enemies stole them?). Therefore, it often happens that an enchanter will make a truly major, revolutionary breakthrough in the art, and die without ever sharing his secret, leaving behind a few items with unique, powerful effects that nobody has any idea how to reproduce. Oftentimes it will take centuries to recreate such a secret, if it's ever recovered at all.

Another factor retarding the development of the enchanter's art is that abstract research - the raw material of progress - is discouraged in enchantment. Enchantment is a terribly draining process in terms of time and resources. Few enchanters can afford to finance their own projects, and most patrons want to see concrete, useful returns on their investment. Research is also slowed by the obvious concern that, when you don't know what you're doing, you never know exactly what you'll end up with - and in magic, ignorance is not bliss, it's fatal.

Still, even a recluse has to make a living, so most active enchanters will make contact with at least one magical broker, or perhaps hire an agent to deal with clients. An enchanter will not take at all kindly to boisterous would-be employers bursting into his sanctum sanctorum.

Mana Basins

In most normal-mana worlds, there are places where the mana level is even higher - small pockets of high and very high mana. These places can range in size from a yard or two to the size of a kingdom.

Occasionally, such a location will contain an object which actually radiates power on a regular basis. These "mana basins" can yield anywhere from one or two points, to hundreds of points of energy daily (obviously, lesser mana basins are much more common than ultra-powerful "mana geysers") - they recharge *much* faster than Powerstones. If a mana basin's supply of mana is exhausted for one day, it will be completely replenished overnight. A mage can tap into the power of a mana basin just like a Powerstone. The mana basin will also act as an "extra mage" in slow and sure enchantment, effectively adding one mage to the total working on the project for purposes of time bonuses and skill penalties.

Most mana basins are natural objects - a stone, a tree, a spring or a small cave. They have been known to appear or vanish overnight, but the vast majority of mana basins are ancient, and apparently inexhaustible. Some places of power have side-effects, ranging from small annoyances (like the Powerstone quirks listed on p. M42), to significant benefits - for example, extending residents' lives.

Enchanters take a keen interest in all high-mana areas, but they regard mana basins as their exclusive property. Most significant mana basins already have a powerful enchanter or circle in residence (the major exceptions are certain remote areas reserved by the elves or the faerie). The discovery of a new mana basin is a major event in the magic trade. Wars have been fought to seat a certain gifted and cooperative enchanter at a certain place of power.

Circles and Magical Universities

A few competent associates can be a tremendous help in the enchantment process, particularly when the "slow and sure" method is being used (as it must be for most high-powered items). Consequently, enchanters who have any sort of

tolerance for humanity will often end up as part of an enchanter's circle. In fact, even the most reclusive of enchanters probably spent some time in a circle early in his career.

Circles can consist of anywhere from two to hundreds of mages. They are the source of most of the most powerful items, and also most of the new magical innovations that come to light. Sometimes a circle will take on a life of its own, enduring for decades, even centuries, as different enchanters come and go. Sometimes the active enchanters of the circle will number in the dozens, other years it will shrink to a mere handful. An ancient and well-respected circle is in an enviable position - they can complete their projects in a minimal time with a maximum amount of security, yet they can still ask premium prices for their work. The best-known circles usually have a waiting list of no less than five years' work.

The most ancient and well-protected circles are often part of a magical university - a repository of mystical knowledge and a training school for young mages. Not only does a university circle have full access to the talents of dozens of faculty and students, but such institutions also often spring up around the most potent mana basins. Most university circles will not undertake private contracts at all, but will work only with governments, powerful religions, or on their own research products.

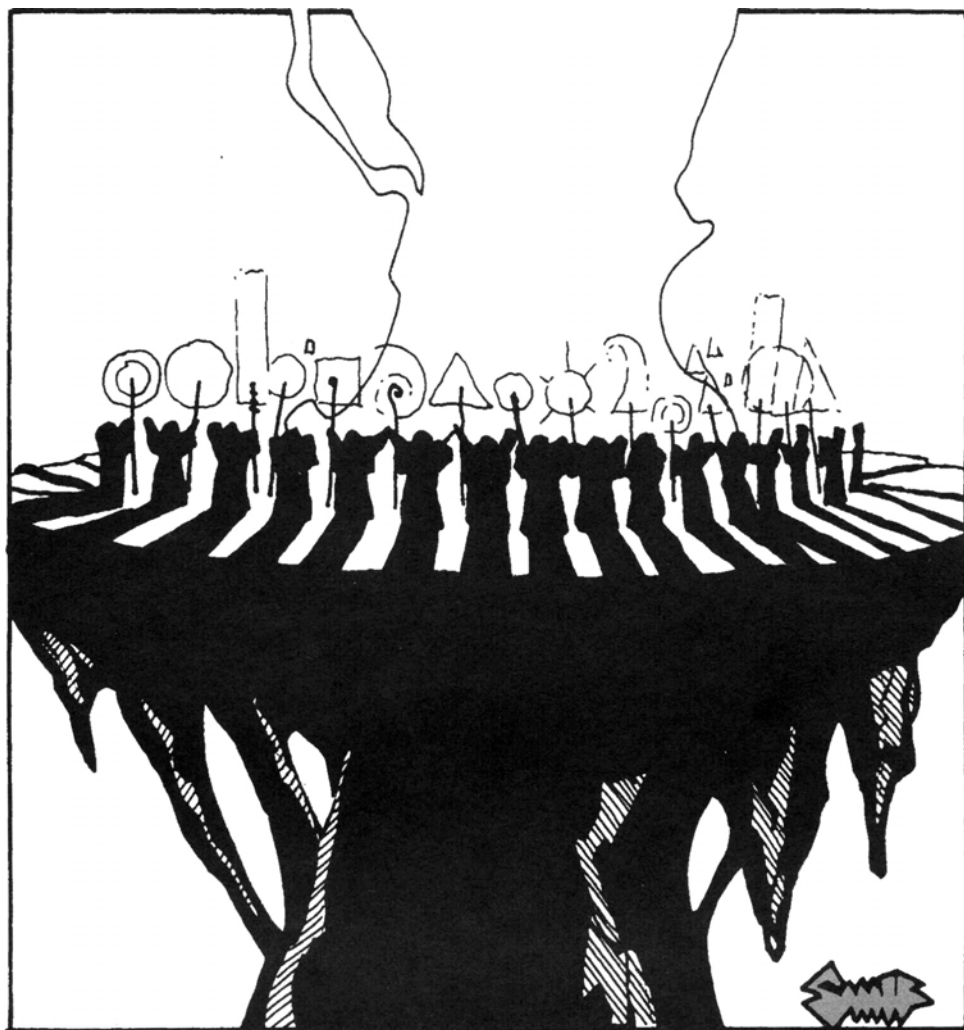
Other Races

Because of their great numbers and aggressive, inquisitive natures, humans make up the majority of active enchanters. However, several other races have earned formidable reputations for the quality or quantity of their enchantments.

Elves

Elves rarely make magic items, but when they do the results are memorable. Most elves consider magical paraphernalia to be toys, but occasionally a powerful elven mage will undertake an enchantment in order to test a magical theory, or for the sheer joy of craftsmanship.

The immortal elves can and do take *centuries* to construct a single item. The enchanter usually works alone, and often makes the item from scratch (even taking several years to learn a completely new skill to the master level). Though not usually maximally powerful, elven items are known for the depth and subtlety of their magics, as well as for their beauty and durability.



UNIQUE MAGIC ITEMS *(Continued)*

Lost Secrets

Enchantment is neither a science nor an industry, and many extremely important discoveries are never recorded or passed on (see *The Enchanter*, pp. 11-12). A unique item might simply be an the work of a long-dead mage who developed a useful new spell and never bothered to pass it down to anybody. Lost civilizations are also a prime source of forgotten secrets.

The danger of such items is that a fair-minded Game Master will have to acknowledge that if somebody figured out how to do it once, a sufficiently intelligent and determined researcher will probably figure out how to do it again, sooner or later. Therefore, it is strongly recommended that the GM not use this rationalization to explain any item or effect he doesn't want his PCs to eventually reproduce. See *New Spells and Research*, p. 19.

Continued on next page . . .

UNIQUE MAGIC ITEMS

(Continued)

Happy Accidents

Usually, magic works in an orderly, predictable fashion - but occasionally things get strange. The most obvious manifestation of this "random factor" is Powerstone quirks, but it's also reflected in critical spell successes and failures.

Whether the random factor is due to unknown forces operating on the magic in a predictable, but undetectable fashion, or whether it occurs simply because magic is capricious in a way that science can never be, is entirely up to the GM.

Either way, enchantment accidents are a convenient way to excuse unique items. Once in a very great while, a casting succeeds (or fails) in such a way that something never before seen appears.

A particular annoyance to PCs is that frequently a happy accident is impossible to tell from a lost secret. If magic in the campaign world is deterministic but not yet fully understood, there's still a slight possibility that the adventurers will be able to reproduce the effects of a Happy Accident. If, however, magic is sometimes truly random, happy accidents may be literally one of a kind occurrences.

Continued on next page . . .



On the other hand, when faced with a serious military threat, elven nations have been known to mobilize and create astonishing numbers of magical weapons in an incredibly short time.

The few "professional" elven enchanters, while eccentric by elven standards, and very retiring, are remarkably stable, genial individuals. Enchanters tend to be among the oldest elves, often remaining active for more than a millennium.

Deep elves are the most prolific producers of magic, followed by sea elves, mountain elves and the wood elves. Dark elves have a well-earned reputation for producing the most cruel and imaginative magical traps and curses, as well as items of astonishing destructive potential.

Dwarves and Gnomes

The dwarves were masters of magical artifice long before humanity learned to build a fire or sharpen a stone. Today the quantity of their work is matched only by humanity, and the quality of their work is surpassed by none.

Though masters of every form of magical artifice, dwarves are particularly brilliant at armory and weaponry of all kinds. They also excel at jewelry.

Unlike human enchanters, dwarves are not prone to any particular emotional instability. However, since dwarves as a race are reclusive and untrusting anyway, it's difficult for the average human to tell the difference.

The gnomes share, to a great degree, the enchantment skill of their dwarven cousins. Many Gnomish enchanters prefer to specialize in the enchantment of wooden items and textiles, and in complex mechanical devices. Gnomes, as a rule, are less neurotic than enchanters of any other race.

Goblins

The mercurial goblin temperament isn't really suited to enchantment, but their obsessive fascination with all things magical lures many goblin mages to try their hand at magical artifice anyway.

Goblin items have earned a reputation for cut corners, mediocre craftsmanship and bizarre accidents. When a goblin enchanter is in the neighborhood, it's generally a good time for an extended visit to another kingdom.

On the other hand, goblins have quick, keen minds and active imaginations, and will often find a new technique that makes a process much easier, or even unearth a completely new application of magic that nobody else has discovered.

If goblins are saner than human enchanters, they make up for it by being much more dangerous.

Leprechauns

This rare and reclusive race of tiny humanoids is unique, in that practically the whole race is enchanters. All leprechauns are, by trade, shoemakers, and many are also extremely skillful tailors, hatters and leatherworkers. The leprechaun race has a strong strain of faerie in their blood, and all their works are imbued with at least a bit of magic. When they put their mind to it, they can produce magical clothing and footwear of formidable power. Unenhanced leprechaun clothing is also greatly favored as raw material among enchanters of other races (depending on the campaign, GMs may consider granting a 5% or 10% reduction in the total energy cost of a spell when leprechaun workmanship is being enchanted).

Most leprechauns are, by nature, shy, mischievous and intensely private. However, they also have an acute love of gold, so a paying customer can usually make a deal with a leprechaun, if he's lucky enough to find one.

Other Races

Other races from *GURPS Fantasy Folk* likely to produce enchanters include bales, centaurs, ellyllon, fauns, fishmen, ghouls and insect men.

THE PATRON

"Good morning, Sire!" Sir Reynold chirped annoyingly, as he backed through the ancient mahogany door held open by one of the night guardsmen. Reynold placed the heavy gold tray on the bedside table, and bowed gracefully to the bloodshot eye and shock of unruly blond hair that emerged from the huge old bed's goosedown comforters. "If it pleases milord to rise, the Duke's party "will be in the throne room in an hour"

Prince Armon of Lyra, sixth of that name, did not utter a "word to his seneschal until a large mug of mulled ale and several fat sausages later. Reynold stood patiently by -while the young lord ate.

"Did you mark the sword Duke Eskins wore when he rode into town, Reynold?" the prince asked suddenly.



UNIQUE MAGIC ITEMS

(Continued)

Extrplanar Artifacts

Travel between alternate realities is a staple of fantastic adventure. An item that's impossible to create in the main campaign world might be commonplace Somewhere Else. Interdimensional travelers may have brought strange and inimical things into the world.

More rationally minded Game Masters, who choose to regard the laws of magic as transcending all realities, can still regard extraplanar items as irreproducible. Simply assume that they are the product of an intelligence and environment so alien that the humanoid races of his campaign world cannot comprehend the most basic premises behind the item. Or perhaps the item will function anywhere, but its initial creation requires some exotic catalyst only found in Dimension X.

Divine Gifts

This is the court of last resort as far as magic items go. Miraculous items can do literally *anything* the Game Master wants them to, and he need never provide any rationale for the ability beyond "the will of the gods." Reproducing such an item is out of the question. And most gods dislike repeating themselves or copying others' ideas - or being asked for powerful toys by greedy worshippers, for that matter. Since the gods seldom do things by half measures, divine artifacts are usually the most powerful of magic items. Needless to say, such items should be encountered only very rarely.

The gods give their gifts to their most faithful servants as a reward for extreme piety, suffering and self-sacrificing service (though certain cynical philosophers suggest their real reason is because they enjoy seeing us squabble over the toys they toss us - see Fred Saberhagen's *Book of Swords* trilogies). A useful side effect of divine gifts (from the GM's point of view) is that they can be canceled or repossessed at any time, whenever the party finishes the job or steps too far out of line.



NONVIOLENT MAGIC ITEMS

Adventurers are, obviously, interested in acquiring magical tools that will aid them in their adventuring (i.e., allow them to commit more mayhem against their foes). This does not mean that such items should be the be-all and end-all of magical artifacts in the campaign. GMs will find it adds greatly to the depth and realism of their magical campaign world if they insert a few unique, interesting, valuable magical goodies that are of no use whatsoever in an adventure, except perhaps as found treasure, or an adventure hook - the Duke of Earl wants to send the Queen of Hearts a magical singing bird, and the PCs are hired to see that it's safely delivered.

There is a strong argument in favor of allowing weapons, mages' aids and thieves' equipment to dominate the campaign's stock of magic items - such things would also be of most use to the rich, wise and powerful who would create them or finance their creation. But oddball items should not be forgotten entirely.

Most nonviolent items will be useful in some nonadventuring context - the kitchen, the barn or the blacksmith shop. Others will be frivolities - expensive, exotic amusements. An example:

Buttons' Miraculous Dish-Cleaner

Mr. Bentwood Buttons, the renowned halfling chef, began his career as a dishwasher in a well-known inn. Five years in that post left Bentwood primarily with a fundamental grasp of most of the techniques favored by the inn's master cook, and a deep and abiding hatred of dirty dishes.

Years later, when Bentwood became rich and famous, he determined that he would completely banish dishwashing and pot scouring from his kitchen. He commissioned a nearby circle of enchanters to create the ultimate dishwasher.

The result was a heavy (600 lbs.), shallow bronze ewer, about 5' by 5' by 18 inches. When the command word "clean" is spoken, the ewer fills with an opaque silvery-gray mist. When an object is passed through the mist, any nonliving organic particles smaller than a quarter-inch or so will turn into a fine, dry powder which can be easily rinsed, brushed or shaken out.

The Ewer has no effect on large organic objects, living creatures larger than a micro-organism, or nonorganic material. The ewer uses a combination of the Clean, Sterilize and Purify Air Spells, with two points of Power. Each item being cleaned must be left in the ewer for at least three seconds, as the spells run consecutively, not concurrently, to save power. The Dish-Cleaner could be easily reproduced, but so far no one else has been willing to pay the \$50,000 it cost Bentwood.

"I did indeed, milord. A most notable blade. It's said it will leap from the scabbard at the Duke's call, all on its own, and that it can cleave the most ancient oak in two with but a single stroke."

Armon sopped up the last bit of sausage grease with the last bite of brown bread, and stuffed it meditatively in his mouth.

"You'd have to say that's a better sword than father's, wouldn't you, Reynald?"

"Your father's sword is unequalled in glorious history, my prince . . . but, objectively speaking . . . in terms of pure craftsmanship . . . my lord's comparison of the two blades is most fair."

"Call the dressers," the prince commanded, pushing back the crumb-studded comforter. "And Reynald, find out where the Duke got that sword, and how much he paid for it. Discreetly, of course."

Lucky adventurers with money to burn make up only the tiniest portion of the market for newly crafted magical items. The typical client is extremely rich and politically powerful, usually with a title. Such men have little time or inclination to study the magical arts. They're not interested in subtle, ingenious, exemplary specimens of the finer points of magical artifice. They want items with dramatic, visible, easily quantifiable effects.

Patrons are not interested in financing research and development of new or original effects - they want a suit of armor like their grandfather had before he was killed in that bandit raid, or a sword like Prince Bonde used in the Battle of the Salt-Flats 250 years ago.

Needless to say, when dealing with such persons, any unauthorized deviation from the specifications, inordinate delays of delivery, or general screw-up could seriously endanger the contractor's continued liberty and good health. There's also that famous old ruler's trick of inducing a great craftsman to create his masterpiece, then blinding or crippling him to ensure that he never makes another for anyone else. Even more extreme, the patron might arrange to have the creator or broker convicted of treason or heresy a day or two before the bill comes due. Such tricks are rare where there's an established magic trade, however. Enchanters, and the powerful magic brokers, have means of revenge that even the most powerful lords fear.

Noble patrons, for the most part, are interested in items which will enhance their military power. Siege engines, though terrifically expensive, are particularly favored. Armor and weapons are perennial favorites, as are wands and staves which allow their hired mages to rain down fiery death upon the heads of the enemy.

The church is a major purchaser of magic items (except in those cases where magic is considered to be "evil"), with a special emphasis on devices which help them keep their hold on the populace - anything from illusions of an inspirational nature to devices designed to throw a whole congregation simultaneously into religious ecstasy.

Powerful guilds and rich merchants often commission items tailored to their needs, often security or detection devices.

There is also always a thriving magical black market. Cursed items to bring down your foes are always popular, but their sale and manufacture is, in many places, strictly forbidden under civil or canon law, forcing those who have need of such items to go underground. The other staple of the underground magic trade is specialized items for criminals. Particularly sought after are items for concealment, deception and illegal entry. Such things are often purchased by the rich and powerful to give their spies an edge.

There is always *some* trade in magical luxury items, and in times of prosperity this can become a major part of the industry. Owning a magical item for no reason other than pleasure is as ostentatious a display of prosperity as can be imagined. Consequently, magical toys, amusements and furnishings are considered the ultimate status symbol among the very rich.

Most customers for enchantments are human. Elven and dwarven lords will already have somebody at hand who can make any item they really need - often they can make it themselves. Other races rarely become rich enough to purchase magic (though affluent goblins have been known to cheerfully bankrupt themselves for some magical knick-knack that caught their fancy).



THE MERCHANT

Valdamar woke with a headache. He was annoyed to realize that he had been renegotiating the ceremonial dagger deal with the arch-prelate in his sleep. And the dream-churchman had been even less enthusiastic about living up to his side of the contract than the real article, if that was possible.

Arising, he pulled a robe of quilted silk over his nightshirt and walked across the hall to his study. On the desk was a sealed message on vellum, dropped there by the butler.

He studied the blue-wax seal a moment before breaking it. From that Lyran boy, what was his name . . . Arlon?

He opened the message. Armon, right. Ah, a commission! Valdamar quickly scanned the letter. "A sword of fair aspect, mighty in war, the equal or better of that blade which you recently procured for His Grace the Duke of Eskins." Valdamar chuckled to himself.

*Perhaps it could be done. He scanned quickly to the bottom of the letter, where a number was written. Valdamar's eyes widened. Yes, **easily** done. The Lyran boy was a wastrel, but that was none of his concern. Twenty percent on acceptance, the rest on delivery, most generous. He sat down and read the message again, slowly, mentally noting each point of the commission.*

When he'd finished, he arose and walked across the room to his filed correspondence, returning a few moments later with a tattered note on cheap, brown parchment, written in a wild trembling hand... old Carmody's description of his latest project. He lay the two letters side-by-side, and once again read through them both. Yes. Yes! Perfect!

Let's see . . . Carmody says he'll have the blade ready by harvest, when Derdach and his caravan pass through. If he could get a message to Derdach at Tormlin, that would mean delivery by . . . yes! More than four months before the Prince's "suggested" deadline, probably before the first snow. Valdamar began whistling a little tune through his teeth.

*The prince would be ***most** pleased to have his new toy to show off at the winter balls and festivals. And for Yule, Miia could have that pearl tiara she'd so admired.*

Valdamar's headache had completely vanished.

NEW SPELLS AND RESEARCH

Many of the items in this book use spells that are not described in *GURPS Magic*. The ambitious PC mage may wish to research such spells - see p. M15. Some are easier than others:

Unknown

This indicates that scholars have no idea how the item was made. It could even be extraplanar or divine in origin. Research could be at -10, or simply doomed to failure.

Accident

This spell effect, as far as anyone knows, comes about through random effects, such as critical successes or failures. Research at -10.

Hypothetical

Some spells, such as "Create Space," are not publicly known - but scholars infer their existence from the existence of several magic items with common principles. Such a spell might be researched at -2. This depends on whether the GM wants the spell to exist, how useful and/or expensive he decides it will be, and whether the spell's likely prerequisites can be deduced. (Create Space, for instance, is probably based on Hideaway.)

Unique

This refers to a secret or hypothetical spell that doesn't seem to be related to any existing spell. If a spell is unique, research it at an extra -2 or so.

Variant

This refers to an item that is made with a slightly unusual version of a known spell. The GM may rule that variants are also known; in this case, any enchanter who knows the spell can use the variant. Usually, variants are harder to cast than the base version. Some variants are *easier* to cast, but limited in their effects.

If a variant is not known, it will be comparatively easy to research once the base spell is known - +1 to +3.

Lost or Secret

This spell exists - no doubt about it - but it's not in common grimoires. Secret spells are secret because the creators aren't sharing their information. A lost spell was usually the secret of a small group, who died without passing it on. Research such a spell with no special bonuses or penalties except those the GM assesses based on the value of the spell itself.

Allow a +1 for research of any enchantment spell, or the enchantment version of any other spell, if a sample item enchanted with it is available for *lengthy* study.

MAGIC ITEMS

IN OTHER

CORPS CAMPAIGNS

Though *GURPS Magic Items* can be a valuable source of ideas for any role-playing campaign, the *GURPS Basic Set* and *GURPS Magic* are required to take full advantage of the rules and ideas in this book.

GURPS Fantasy is not necessary, but all of the items and ideas in *Magic Items* are appropriate for the world of Yrth. Many items in this book can also be used to enhance the fantastic worlds presented in *GURPS Conan* and *GURPS Witch World*.

Magic Items can also work with many other sorts of campaigns beyond traditional heroic fantasy. Magic items can be an important part of a *GURPS Horror* campaign, in the form of eldritch artifacts of ancient evil. They're also useful in *GURPS Supers*, as weapons for time-lost heroes or modern-day super-sorcerers. Many items would also be appropriate in the pulpish world of *GURPS Cliffhangers*. They can also be used to inject a fantastic element into the historical worlds of *GURPS Japan* and *GURPS Swashbucklers*.

Finally, fantasy/science fiction crossover gaming has become very popular in recent years, making the items in this book useful even for *GURPS Cyberpunk* and *GURPS Space*.

Magical merchants seldom keep more than one or two low-powered items "in stock." Instead, they accept commissions from the very wealthy and powerful to locate and deliver a certain item, or one that can produce specific magical effects. These brokers have a far-flung net of contacts . . . merchants, mages and high-powered adventurers . . . and it's this net they fling out in hopes of finding an item that will meet with their employer's approval. Occasionally they will purchase a particularly interesting or powerful object from their cash on hand, then go out looking for a buyer, but this is rare. Most brokers specialize in a certain type of item or magic.

NPC magical brokers should be at least 150- to 200-point characters. Their primary skill is Merchant, usually at skill 21+. They'll also have Savoir-Faire, Diplomacy, Politics and several appropriate craft skills. History and Literature are a great help in identifying recently recovered artifacts of the past. Most will have some degree of Charisma. Mathematical Ability is also appropriate. Many, though by no means all, will be mages. Since the magical trade requires a good deal of capital to start in, most will have some degree of Wealth. The most common disadvantage is Code of Honor (Business Ethics), typically at the 5- or 10-point level, depending on how sensitive their contracts are.

A magical broker might make an excellent low-level patron for an adventuring party, sending the PCs out to check out hot tips and make pick-ups and deliveries, in return for which the adventurers get a cut of the profits and occasional aid in tight spots.

Brokers are generally an honest lot - the stakes in the magic trade are too high, and the players much too powerful, for dishonesty to pay off for long. Even those who make their living in the black market will have a strong code of business ethics. This does not, however, mean that most magic merchants won't take a sucker for every penny he's worth, if the gods send one their way.

The most important quality for a magic broker to have is a strong and persuasive personality, to allow them to cajole and/or bully salable items from unstable enchanters, while keeping their impatient, hyper-sensitive noble clients satisfied.

Almost equally important is the utmost discretion. It's easy to see why a dealer in secret weapons or contraband would need to keep his lip buttoned, but discretion is even important for the dealers in luxury items. If, for instance, it ever became commonly known that Lord Bilious had three exotic, extraplanar Aphrodisia Bushes sent to a certain small villa in the country (a villa often frequented by certain archbishops, guildmasters and other nobles), it could precipitate a major scandal that could mean a significant setback for Lord Bilious's power faction.

Finding buyers for recently unearthed artifacts of power is almost as important to the broker as arranging for the manufacture of new items. In this part of the trade the broker's most important asset is information - reliable reports of the history, capabilities and last known locations of a quantity of magical artifacts. Thus a broker can be a tremendous asset to that lucky party who've just found a magical widget, and would like to know what it does before they try to use it.



Such consulting services are expensive however - usually no less than \$500 per day (and the research can go on for as long as 2d days) - and the merchant might well drop the whole project on a moment's notice if the prospect of a lucrative deal presents itself.

A magic merchant can be of any race. Humans dominate, of course, followed by the goblins (who often specialize in toys, amusements and bric-a-brac). Gnomes are also often prominent in the magic trade. Elf and dwarf brokers (at least those who work outside their own people) are very rare, but those few who exist tend to rise right to the top of the profession.

Magic brokers of any race are rare. Only the largest cities will have any at all, and a typical fantasy world could probably not support more than 100 at any given time.

OTHER MAGES

On the fringes of the magical trade stand those mages who do not make their living as professional enchanters. Though they usually lack the vast resources necessary to purchase their enchanted tools outright, a few generally useful magic items are a tremendous aid to the workaday mage. How do they get the expensive magical aids they need?

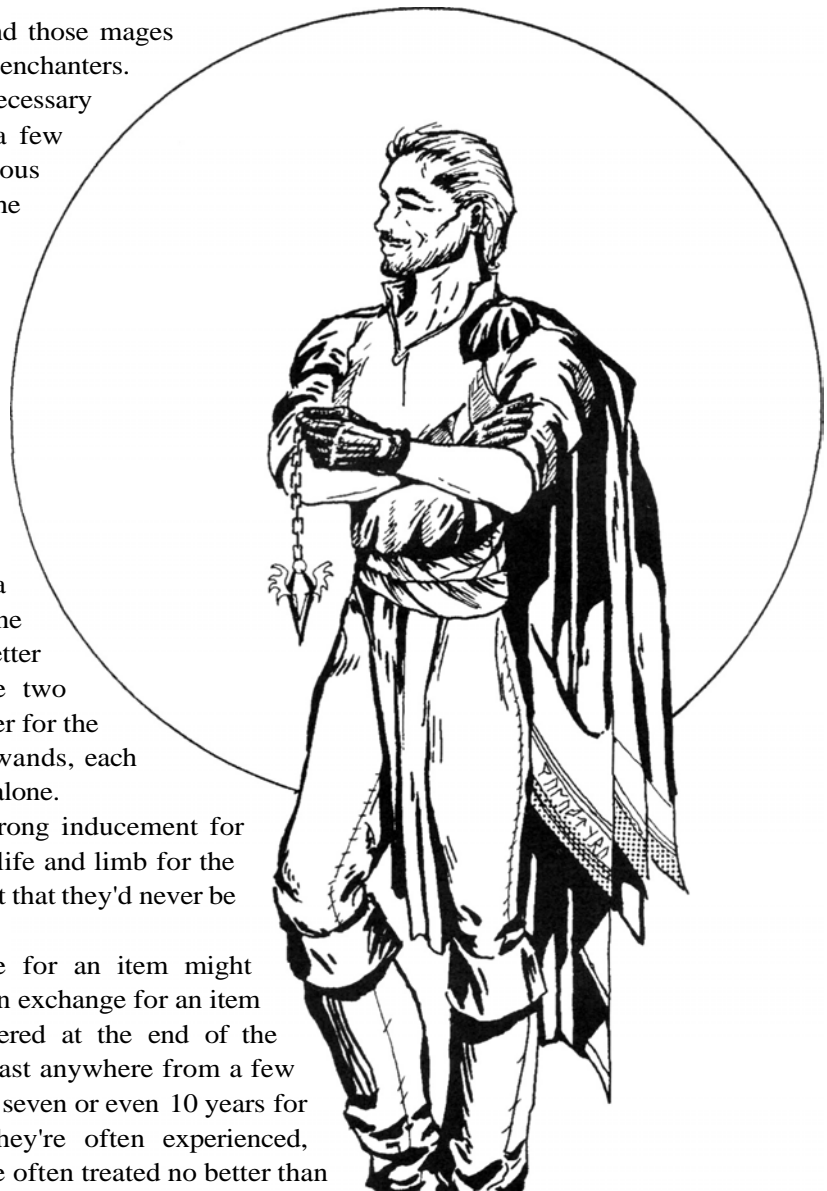
Many of them, of course, make their own. Although most mages lack the time and resources necessary for consistent, professional magic item production, a successful mage can, with careful planning, find the time to make a single item for personal use.

Mages with complimentary skills will often cooperate. Suppose that two mages each know all the necessary skills to create a self-powered Fireball wand, for instance. One has a better Fireball skill, while the other is better with Power. They can cooperate to create two wands, with each one serving as the enchanter for the spell he knows best. The result will be two wands, each better than either wizard could have created alone.

The need for magical items is also a strong inducement for mages to enter the adventuring life, risking life and limb for the chance to stumble upon some powerful object that they'd never be able to afford otherwise.

Finally, a mage who's really desperate for an item might indenture himself to an enchanter for a time in exchange for an item to be built to his specifications and delivered at the end of the indenturement. Such periods of service can last anywhere from a few weeks for a handful of small Powerstones, to seven or even 10 years for a powerful and versatile staff. Though they're often experienced, powerful wizards, such indentured mages are often treated no better than the lowliest apprentice by the temporary masters.

But, whatever it takes to get them, most possessors of magic items agree that they were worth the price.





MAGICAL SHOPS

The remainder of this book is devoted to new magic items suitable for use in a fantasy campaign. The items are divided by function into ten different categories.

MAGIC ITEMS FROM THE GROUND UP

Advice for GMs

1. Get a Good Idea

At this point, don't worry if the item you visualize "breaks the rules."

2. Design the Item

How will it fit in the game mechanics? How can you modify specific die rolls to produce the effect you want? How many of the item's magical effects can be represented by existing spells, and how many need new mechanics to make them work? How do you expect the item to be used? What new and surprising uses for the item will the PCs come up with (the PCs will *always* surprise you, but you should still try to stay one step ahead of them).

3. Ask the Hard Questions

Are your players ready for this item? Will introducing the item to your campaign be likely to result in the rapid vaporization of the party? Or even worse, will it make them so powerful that all the challenge - and therefore all the fun - is drained from the campaign? If so, put the idea away until your players are a bit further along, or save it for a different campaign where it might fit in better. Always be cautious of ultra-powerful items! They're never as much fun in play as they are to think up.

Does the item fit in with your campaign? Will it ruin the mood? Is it too silly, or too serious? Is it anachronistic or jarring? Does it violate some important rule or principle of your campaign? If so, then grit your teeth and be patient. Don't just dump an inappropriate item on the players because it seems like a neat idea. Maybe over time the campaign can be gracefully worked in a direction where the item becomes more appropriate, or perhaps the item will grow into a great idea for a whole new campaign!

4. Make it Fit

Define the item's place in your game world. Remember, a magic item is created by intelligent creatures, and it had a history before the PCs ever saw it. Give some serious thought to the nature of the item's creator and the course of its history. Decide what it looks like and what's the most appropriate place and manner to introduce it to your campaign. Then do it!

Many simple magic items are already described in *GURPS Magic*, each under the spell used to create such an item. GMs looking for such fantasy staples as the Ring of Invisibility, the Staff of Fireballs or the Flaming Sword should look to *GURPS Magic*. Such "stock" items are summarized in tabular format, beginning on p. 118.

The items described in the pages that follow are for the GM who wants to go beyond the familiar props of fantasy roleplaying. These devices endeavor to be more exotic - often unique (though there are a few simpler items, inserted to fill obvious holes in *Magic*). Though these items come in all levels of power, many are very deadly. They should not be blithely handed out to beginning PCs. Rather, they should be used as background and adventure seeds - perhaps in the possession of a powerful Patron, or a formidable Enemy, or the goal of a major quest. The GM should remember that there are infinite roles a powerful magical device can fulfill in a campaign other than party favors for the PCs.

This book can be regarded as a series of imaginary interviews with noted magical merchants - some mysterious chronicler traveled the realms of fantasy, speaking to noted and knowledgeable enchantment brokers, briefly discussing the general conditions of each segment of the magic item trade, touching on the spells and techniques most common in each specialization, and finally settling in for a long discussion of the rarest, most famous and most powerful objects and artifacts of each sort.

Each chapter begins with a short introduction, giving some specific details about the broad category of enchantment covered. This is followed by a list of spells from *GURPS Magic* which can be used to enchant items appropriate to the branch of the trade under discussion.

Each sidebar describes a magical broker, who the GM can use as an NPC if the players decide they need to acquire an item of a given type, or simply gain information on that sort of enchantment. These characters can also make excellent Patrons or formidable Enemies.

The new items themselves are arranged alphabetically. Most of each item's entry is devoted to describing what it can do, how it works with specific game mechanics, and how to deal with situations likely to come up if it's used.

Each item is also given some sort of history. Sometimes this is extensive and detailed, other times it's as simple as "nobody knows." These histories are *example*, geared to a generic TL3, normal-mana fantasy campaign. *The GM is completely free to change these histories as he sees fit!* They are included simply to remind the GM that powerful magic items *have* a history, they're not just random litter scattered throughout the campaign world . . . and to provide a background if no inspirations more specific to the campaign world present themselves.

Following each item's description are two additional lines, *Component Spells*, and *Asking Price*.

Component Spells gives a list of spells which *definitely* or *almost certainly* went into the creation of the item. This should not be regarded as a complete "recipe" for the creation of such items. The most common component spell in this book is "unknown." This is done to allow the GM to maintain control of his cam-





paign world, and to keep the book from bogging down in unnecessary mechanics. Most magical devices need not and should not be an open book to the PCs. By leaving mysterious powers mysterious, the PCs are prevented from pressuring the GM to allow them to duplicate a certain ultra-powerful item by pointing at this book and saying, "The rules say I can do it."

The component spells are there to help the GM fit the item into his game world, and to avoid unnecessary redundancy with *Magic* - if an item has Invisibility in the component spells list, that Invisibility works as the spell on page M50. If it does work somewhat differently then the *Magic* version of the spell, the word (variant) will appear to alert the GM that he must go to the item description to find how the spell varies in that particular item. Sometimes a spell will also be followed with a (?), to tell the GM that he may want to consider whether that particular spell was actually used to achieve a given effect.

If the GM finds a spell not found on the component spell list adequate to explain a given effect, or if he considers a spell that is there inappropriate to that item, he is free to edit the list to make it fit his personal conception.

There are also some *new* spells listed under Component Spells. They range from variants on existing spells to unique enchantments. See the sidebar on p. 17 for more information.

The *Asking Price* is the cash amount an average adventurer would be asked to pay if the item were available on the open market. This is the first price the potential buyer will be offered - a skilled bargainer can often beat it down a bit, even against a savvy magic broker.

In general, the asking price will be *twice* the amount listed on p. M18 as the cost to *create* an item of that power. The cost of new spells or unknown effects has been set arbitrarily. Occasionally a price has been arbitrarily altered because of market conditions (the item is unique or rare, or otherwise in high demand, or it has significance to a certain group beyond its magical power). Like its history, each item's asking price is a *suggestion*. The GM should look at each listed price carefully, to ensure that it makes sense in his campaign.

Skill Levels

Specific skill levels for each spell on every item are *not* given in *GURPS Magic Items*. These values must be set by the GM as he introduces each item into play, optimized for his specific campaign and PCs.

The GM may also, for convenience, simply assume certain standard values for found or purchased magic items. Skill level 20 for each spell is reasonable for most professionally produced items, while ancient and dread artifacts of power will more likely have spells cast at level 25 or higher!

ONE-SHOT ENCHANTMENT

Occasionally the GM may wish to introduce a magic item which may only be used a few times, or the players may wish to design an item to meet a specific, one-time need. The spell below may be used to create limited-use items.

Temporary Enchantment (Enchantment Spell)

This lets the enchanter create magic items that will only function a few times before losing their enchantment, at a substantial savings in energy cost (and therefore time).

An item can be temporarily enchanted at an energy cost of 15% the normal cost for an item of that type, per use. An item with but a single use can be created for 15% of the normal energy, two uses would cost 30%, three would cost 60% (very cost ineffective under most circumstances) and the cost for an item limited to 4 or more uses actually *exceeds* the cost of a permanent item.

The temporarily enchanted item will act, in all respects, as a normal item of that type, according to the description in *GURPS Magic*, until all of its spells have been used. Once all the spell uses of the temporary item are gone, the item is no longer magical.

The Temporary Enchantment spell is used *in place of* the Enchant spell. A single item may not be enchanted with both temporary and permanent spells simultaneously.

Temporary Enchantment can only be used to give items a one-time ability to *cast* a certain spell - not to cast the spell *on* the object. For example, a mage couldn't make a one-shot set of invisible armor - it would never wear off. He *could* give the armor the ability to cast the Invisibility spell on itself at normal fatigue and duration costs.

Temporary Enchantment cannot be used in conjunction with any Enchantment college or Meta-Spell college spells except the following: Speed, Power, Hex, Limit, Name, Link. Temporary enchantment absolutely cannot be used to further reduce the cost of enchantments that already have limited uses (e.g., Skull Spirit).

Duration: Until all the item's uses have been expended.

Cost and time: Determined by the specific spell, see p. M17, 18.

Prerequisites: Enchant.



4

ARMOR & SHIELDS

Enchanted armor is usually of the heavier sorts available to the culture that produces it. It is more economical to begin with the best suit of mundane armor available and then add as much magical enhancement as time and money allow. Also, the nobles, knights and generals that commission most magical armor would sooner appear on the battlefield naked than in the light armor of a common soldier.



The armor trade is dominated by the dwarves. In certain affluent circles, given the choice between paying the same price for a heavily enchanted, human-made ensemble and dwarven work of similar quality and less magical enchantment, many wealthy warriors will spend their money on the dwarven work. The asking prices listed in this chapter do not take the racial origin of the piece into account; GMs can simulate the dwarven dominance of the trade by inflating asking prices for dwarven work by as much as 150% or 200% in certain areas.

Many dwarven enchanters, therefore, are extreme snobs about their clientele. Many of the race's greatest craftsmen will refuse to even *discuss* a commission for a client with a Social Status of less than 5.

Adventurers, however, are generally less interested in acquiring armor that their friends will envy than in getting the most magically impregnable armor their money can buy. Therefore, canny adventurers will often bypass dwarven craftsmen entirely, commissioning human-made and enchanted armor. A battle axe doesn't care whether that armor it just bounced off of was made by a human and sold for \$150,000, or made by a dwarf and sold for \$250,000.

It is possible to enchant armor with offensive spells such as Fireball or Pain, but this is rare. Most mages lack the training and inclination to wear heavy armor, and many noble warriors are uncomfortable using such attacks. Also, the cost for the Power spells required to allow a nonmage to use the spells is often prohibitively expensive. Most often the wearer is wisest to rely on his weapons and spend his money elsewhere.

Common Armor Spells

The most common Armor Spells are the three Armor Enchantments - Fortify, Deflect and Lighten. These standards are closely followed in popularity by Missile Shield. The impressive - but expensive - Reverse Missiles is also greatly favored. Armor enchanted with Dexterity, Might and Vigor is universally coveted, but such suits are extremely rare. Knights who often face uncommon privation in the service of their lord will sometimes enhance their armor with Monk's Banquet or Resist Pain, enabling them to endure the hardships of errantry or an extended military campaign. On the other hand, some nobles who lack faith in their natural *courage have been known to* surreptitiously have Bravery cast on their armor, to avoid bringing disgrace to their families in a moment of weakness.

Commanders in the field often have a Great Voice cast on their helmets, making it easier to issue orders and inspire their troops in the din of battle. Those few adventuring warriors fortunate enough to possess custom-designed armor are extremely fond of Mage Stealth, which conveys protection while eliminating worries about being betrayed at a key moment by an inopportune clink. Those with some degree of Magery sometimes commission armor with a Blink spell.

Shatterproof is almost universally used for magical shields.

Finally, it is very common to place various sense-enhancing and warning spells on a helmet. See *Sense-Enhancing Helmets*, p. 27.



KARGREAVE

dwarf, just past his 200th year, Kargreave is a master-level armorer and a mage. He originally got into the magical armor trade almost a century ago, when he began searching for enchanters to magically enhance his creations. These days he devotes most of his time to wheeling and dealing, only producing one or two items a year. However, he keeps an active forge staffed by several journeymen and apprentices, and he still monitors the shop's activity and takes an active part in the training of the 'prentices.

Kargreave is a dignified dwarf of average appearance and a quiet, pleasant personality. Though he has little knowledge of the finer points of human protocol, his native intelligence and consideration allow him to deal profitably with his elite clientele without either giving offense or allowing himself to be bullied. His natural dwarven Greed and Miserliness are offset by an exacting personal code of business ethics.

Kargreave is egalitarian in his business dealings. If he has an open spot on his schedule, he is just as happy to broker the commission of a common-born adventurer to a competent human enchanter as to arrange a *deal between an emperor and the most venerable and skilled of elite dwarven enchanters.*

Though he has not gone to war since his early youth, Kargreave keeps in fighting trim. His axe is a fine-quality weapon with Accuracy +2, Puisseance +1 and Quick Draw. His personal armor is a suit of unadorned chainmail with Deflect 3, Fortify 5, Missile Shield and Blink. The armor has two points of Power. Kargreave also has a pair of armored gauntlets that can cast the Disintegrate spell, and can draw on the armor's Power.

AND SHIELDS CATALOG

Animate Armor

Animate Armor is armor (usually plate, sometimes light plate) which can fight on its own - no wearer needed. When animated, the armor has IQ 8, ST 12, DX 12, HT 14, Brawling-12 and one weapon skill (usually Sword or Polearm) at 12 as well. When worn, the armor functions normally.

Both magical and nonmagical armor can be made animate. Its PD and DR do not change when worn, and all magical bonuses (if any) continue to apply whether animate or worn.

Like regular armor, Animate Armor loses all its abilities if it takes DRx5 points of damage in one blow. Except for the above exceptions, the Armor behaves in all respects like a Golem (see p. M39).

The armor has one unique and ghoulish ability. If its wearer is killed in battle, the Armor will animate after 1d seconds and resume fighting. Anyone seeing this happen for the first time should make a Fright Check.

Animate Armor is made with a rare variation on the Golem concept. Though not particularly difficult to enchant, it remains uncommon - most lords prefer armor with a soldier inside it! The armor is sometimes used by wizards to guard their strongholds. Only complete suits of light or heavy plate armor can be animate (or perhaps a high-tech battlesuit or spacesuit, in an appropriate campaign); other sorts of armor lack the structural integrity needed.

Component Spells: Golem (variant), often Fortify and Deflect.

Asking Price: \$30,000 and up.

Armor Ring

On command, this ring causes a suit of armor to materialize around the wearer. Any sort of armor can be produced, but the heaviest armors become *very* expensive. The armor in an Armor Ring cannot be magically enhanced. The armor can be dispelled at will.

The rings are made using the Create Object spell. Most are usable only by mages, at an energy cost of 1 per 10 lbs. of armor created (anywhere from 1 point for light leather to 11 for heavy plate - see p. B72 for a complete list of different armor weights).

Some enchanters have produced versions of the rings usable by nonmages, but these cost at least three times as much.

Asking price for the armor varies with the protection value offered by it. Add the PD and DR together and multiply by \$5,000 to get the asking price for a nonpowered ring. For a completely self-powered ring, the price should be increased to \$15,000 per point.

The Create Object spell is not a spell that's commonly used in enchantment, and enchanters with the knowledge to create Armor Rings are rare.

Component Spells: Create Object (variant).

Asking Price: see above.

Demon Armor

This unique suit of heavy plate armor is glossy black. It is exotically styled, with strange, sinister runes and patterns etched onto its surface. It will magically fit itself to any humanoid 5' to 7' in height.

The armor has PD 5, DR 8, imbues the wearer with +3 ST and +3 HT, and adds the advantages Combat Reflexes and High Pain Threshold (if not already possessed) when worn. However, the wearer also acquires the disadvantages Berserker, Bloodlust and Bully.

Others react to the wearer of the armor at -3. Very virtuous or "holy" people react at -5. Extremely depraved or violent individuals will react to the user at +3, sensing a kindred spirit.

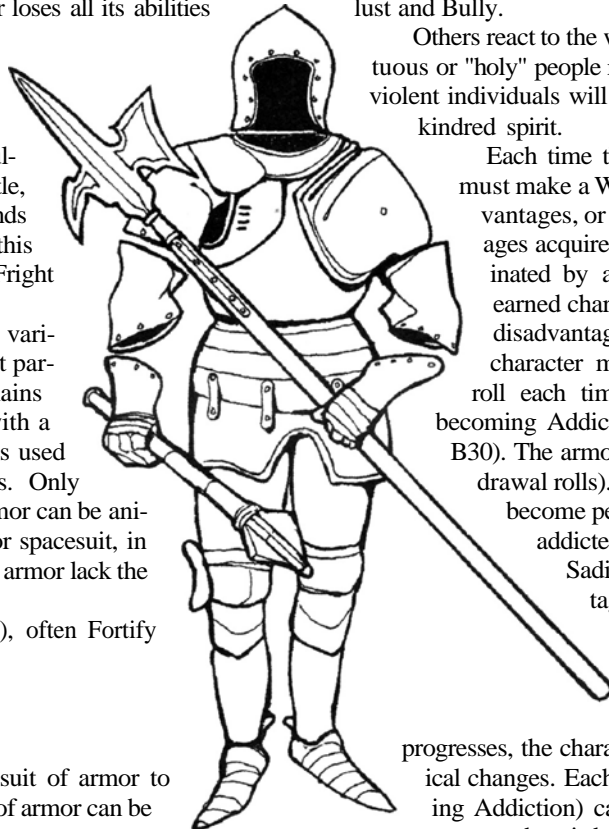
Each time the armor is removed, the wearer must make a Will roll for each of the three disadvantages, or it becomes permanent. Disadvantages acquired in this manner can only be eliminated by a Remove Curse or by spending earned character points. When any one of the disadvantages has become permanent, the character must begin making an additional roll each time he dons the armor to avoid becoming Addicted to wearing the armor (see p. B30). The armor is totally addictive (-10 on withdrawal rolls). If all three original disadvantages become permanent, and the character is also addicted to the armor, he acquires the Sadism and Megalomania disadvantages when he wears the armor, and must begin making Will rolls to avoid acquiring the disadvantages permanently.

As the psychological change progresses, the character also begins to undergo physical changes. Each of the six disadvantages (including Addiction) causes one physical change in the wearer when it becomes permanent. Regardless of the order in which the disadvantages become permanent, the physical changes occur in the following order: first disadvantage - nails thicken and hands become clawlike; second disadvantage - canine teeth extend and become fanglike; third disadvantage - eye color changes to red; fourth disadvantage - user grows barbed tail; fifth disadvantage - short horns spout from forehead; sixth disadvantage - feet become cloven hooves. Each of these last three changes causes an additional -1 to the reaction modifiers listed above.

The Demon Armor has passed through many owners during a career spanning at least 800 years. Its origins remain mysterious, though it has been ascribed to various evil races and empires, dark gods and demon lords. It is so named because of the demonic appearance and demeanor the wearer acquires, and not (necessarily) because there's any actual supernatural entity related to the armor.

Component Spells: Fortify, Deflect, Might, Vigor, unknown.

Asking Price: \$50,000.



Dragonhide

Leather armor made from the tanned hide of a fire-breathing dragon (or "firedrake") is greatly coveted. Not only is it glossy and very beautiful, but it also provides PD and DR equal to that of the dragon it was taken from. Furthermore, it is naturally aspected toward fire magic, and can be easily enchanted to convey the equivalent of 4 energy points of the Resist Fire spell at no cost to the wearer. This enchantment can be performed at a cost of only 200 energy points.

Complete stats on dragons can be found in either *GURPS Fantasy*, pp. 124-125, or *GURPS Fantasy Bestiary*, pp. 83-84. A dragon can produce one normal-sized, full suit of leather armor for each 2 hexes in size.

The PD/DR and asking prices of armor taken from various sizes of dragon (taking into consideration the Resist Fire enchantment) are: Hatchling (PD 1/DR 1) - \$2,100, Young (2/2) - \$4,200, Adolescent (2/3) - \$6,300, Adult (4/6) - \$8,400, Monstrous (4/7) - \$10,500. Dragonhide from a hatchling weighs 25 lbs. The weight increases by five pounds for each subsequent age group.

As the Dragon matures, its hide becomes progressively harder to tan and shape. It requires a roll vs. Leatherworking -(2xage level of dragon) to create a suit of Dragonhide leather.

Of course, the wearer of such armor will be subject to a *radical* reaction penalty from any actual dragons he happens to meet.

Component Spells: Resist Fire (variant) and natural magic.

Asking Price: see above.

Dwarven Mail

The dwarves developed this protective material over a millennium ago. Though the dwarves deny it, it is said that they created it to establish that a dwarven product was the ultimate light armor - not Elven Silversilk (see below).

Dwarven Mail has a "natural" PD 3, DR 4, which can be further enhanced with Fortify or Deflect spells. Its most unique feature, however, is that it is completely impenetrable under normal combat conditions. All damage taken by someone wearing this armor is automatically treated as crushing! Dwarven Mail weighs the same as normal Mail.

The manufacture of Dwarven Mail requires certain extremely rare and incredibly expensive ingredients (the exact nature of which are a closely held secret of the dwarven race), and suits can only be made for the very mightiest lords and heroes.

Dwarven law mandates that suits of dwarven mail be made only for dwarves and gnomes. A human of small to average size can wear a shirt sized for a dwarf (though the trousers will, of course, be useless). However, dwarves will find it intolerable to see a member of another race wearing dwarven mail. If someone wanders into dwarven territory wearing this mail he will normally be taken and questioned about where he got it. If he cannot prove that he didn't steal it from the dwarves, he will be summarily executed and the armor confiscated. If he can convince his captors (through hard evidence or a *very* good Fast-Talk roll) that he came about the armor honestly and meant no offense to the dwarven race, he will be offered a fair (by penny-pinching dwarven standards) price for the armor. If he refuses, the offer will be withdrawn and the armor will be confiscated anyway.

Component Spells: unknown.

Asking Price: \$120,000.

Elven Silversilk

The secret of weaving this fine, silvery fabric has been known to the Mountain elves for millennia. Silversilk protects like chainmail (PD 3, DR 4), but has the weight and texture of fine silk (1 pound). Like chainmail, an undercoat of thick padded armor is needed to provide full protection - the elves often make the whole ensemble into a single garment about the weight and thickness of a bulky sweater (2-3 pounds, depending on the size of the wearer). Without the padding the garment offers PD 3, DR 3. It has the same disadvantages as chainmail against Impaling attacks. It can be enchanted normally with Fortify or Deflect spells.

Though not as protective of their Silversilk as the dwarves are of their dwarven Mail, the elves have never revealed the secret of its manufacture to a nonelf, and they only give it to the very greatest nonelfen friends and benefactors of the race.

As the elves never sell Silversilk, and only rarely give it away, the open market price of the armor is far beyond what would normally be expected from its capabilities.

Component Spells: unknown.

Asking Price: \$35,000.



Equestrian Armor

This unique and extremely powerful artifact has been known for at least 500 years. It is thought to be the gift of some deity to his greatest champion. Outwardly it appears as a suit of practical, well-made, unadorned, polished heavy plate.

The armor has PD 6, DR 12, and the spells Missile Shield, Scrywall, Might +2, Vigor +2 and Dexterity +2, all always on at no cost to the wearer. It weighs only 55 lbs.

The wearer may, at will, command the helmet to become Invisible. When worn, the helmet gives the wearer the Hide Thoughts and Hawk Vision spell at no cost to the wearer.

The armor's most unique ability is to, on command, cause the misty form of a horse to form under the wearer. This magical steed is straddled like a horse and guided like one - using invisible reins. It appears to be about the size of a large warhorse. The "horse" cannot carry cargo, trample, fight or take damage. It has a maximum Move of 16, and can Walk On Air as the spell.

Tales say the wearer of the armor can cast thunderbolts from his gauntlets, but this may be merely a legend. If the GM decides this ability is appropriate, he may use the Lightning spell at whatever damage level and point costs he finds appropriate.

Component Spells: Fortify, Deflect, Lighten, Missile Shield, Scrywall, Might, Vigor, Dexterity, Invisibility, Hide Thoughts, Hawk Vision, Walk On Air, unknown.

Asking Price: \$5,000,000.

Evasive Armor

This ordinary-appearing chainmail is extremely useful to stealth-minded adventurers, but requires some degree of Magery to use properly. Any wearer will get the benefit of the magical +3 PD and +5 DR, and the Mage Stealth - powered through the item's three points of Power. However Magery is required to use the Blink, Invisibility and Ethereal Body spells, which are powered through a 7-point exclusive Powerstone. The Evasive Armor weighs only half normal chainmail weight.

The original Evasive Armor, described above, was created 400 years ago. Tales say it was a gift from a great king of that time to a roguish hero who saved the kingdom. Since then several other suits have been built on the same model, but so far none are as powerful, as the makers have economized by limiting or eliminating one or more of the powers of the original.

Component Spells: Fortify, Deflect, Lighten, Power, Mage Stealth, Blink, Invisibility, Ethereal Body.

Asking Price: \$1,100,000.

Invisible Armor

From time to time, an enchanter will produce invisible armor, designed for those who seek discreet protection.

Though there have been times throughout history when Invisible Armor has come into vogue among the affluent, it's not really practical as concealed protection. If worn over clothing it causes the clothing to lie and crease in odd ways, and if worn under clothing the clothing bulges and creates inexplicable gaps. If no clothing is worn the character will be arrested. These problems can be lessened (though not eliminated) by a clever tailor, but a person in armor simply moves differently from one in normal clothing.

In general, any person wearing invisible armor will be spotted as "odd" by anyone who makes a normal Vision roll, and the nature of this oddity will become immediately obvious if he

enters combat. Some kings and other prominent figures have been known to use invisible armor as protection against assassination when appearing in public, with some success. At such times the wearer is often far enough from the onlookers that the oddities in appearance created by the armor are not immediately apparent.

The asking price below is what an enchanter or broker would charge to cast Invisibility on a suit of armor. Because of their poor reputation, however, second-hand suits of invisible armor can often be had for 50% of the price below, or even less.

Component Spells: Invisibility.

Asking Price: \$25,000 for each 50 lbs. of armor (round up).



Juggernaut Armor

The Juggernaut suits are a rare combination of a Golem and a suit of armor. The suit is a solid construct of iron and other hard metal, the size of a big man or larger. They use a rare variant of the Soul Jar spell to allow the user's mind to inhabit and animate the construct. Most of the time the user's body is simply left behind, helpless, while the user inhabits the Juggernaut, but a few suits have been made which actually have the power to make the user's body ethereal and subsume it within the Juggernaut while animated. The greatest danger of using a Juggernaut is that, like any other Soul Jar, if the Juggernaut is destroyed while animated, the user is irrevocably slain.

All Juggernauts have at least ST 20, DX 13, and HT 15/30. These values can be increased, though the energy required is said to be enormous (all spells cast on a Juggernaut are at at least 5 x the cost given in *GURPS Magic*). Juggernauts have an intrinsic PD 3, DR 6, which can be increased with Fortify and Deflect spells (once again, at a greatly increased cost). A Juggernaut does

bare-handed damage appropriate to its ST +2. Accuracy and Puissance spells *cannot* be cast on a Juggernaut. Many Juggernauts are built with a secret hollow spot in their bodies (up to about 8" on a side) which can be used for concealing the user's valuables, or for communiques to be delivered by the Juggernaut.

A mage inhabiting a Juggernaut can cast spells normally if the Juggernaut can talk (through the Voices enchantment). Otherwise he can cast only those spells he knows at 18+. A Juggernaut can also be created with certain intrinsic spells. These spells are cast using the fatigue score of the Juggernaut for energy, but require twice the normal energy to cast (and the customary 5 x the stated energy to be enchanted upon the Juggernaut).

The greatest Juggernaut ever created was certainly Mekro's Colossus, created over 900 years ago at a cost equal to the treasuries of several rich kingdoms. The Colossus was 10 feet high, of bronze-plated iron. It had ST 30, DX 15, HT 20/40, PD 5, DR 10, and the power to cast the spells Explosive Fireball, Infravision, Voices, Great Voice, Disintegrate and Haste +3, all usable at no energy cost due to its 6 points of intrinsic Power. It is the earliest known Juggernaut to successfully etherealize the user's body. The Colossus has not been seen for almost 300 years, but there is no firm evidence that it no longer exists.

Component Spells: Soul Jar (variant), Golem (variant), sometimes Ethereal Body (variant) and others.

Asking Price: \$200,000 and up, \$500,000 and up with Ethereal Body. Colossus: \$25,000,000.

Sense-Enhancing Helmets

Magic can be used to offset the perception and combat penalties incurred while wearing a full helm (see p. B72). The most basic is to simply use Keen Eyes and Keen Ears - but these spells do nothing to remove the -1 combat penalty. This penalty can be avoided by casting a Glass Wall spell on the interior of the helmet, or simply making the entire helmet Invisible. Glass Wall is preferred, because the helmet can still conceal the identity of the wearer, and - as a side-effect of the spell - the wearer can see through other, external walls when the visor is up.

In certain times and places, sense-enhancing helmets have become something of a fad among the elite. One of the most versatile helms in recent history was made for a young conqueror about 350 years ago. The helm had Glass Wall, Keen Eyes, Ears and Nose all at +5, Dark Vision, Hawk Vision, Far Hearing, Rear Vision and Great Voice cast on it (the suit of heavy plate that went along with the helm had Deflect +2, Fortify +5, Lighten to 50% and Reverse Missiles).

Note that Rear Vision cast on a helmet will be ineffective unless the helmet also has Glass Wall or Invisibility, or the helmet has an eye slit in the back.

Component Spells: see above.

Asking Price: varies (example: \$300,000, \$780,000 with original armor).

Rookie Armor

Rookie Armor is plate armor with an intrinsic, above-average score in ST, DX and certain chivalric skills. A normal suit of Skillful Armor has ST and DX at 13 and the skills Lance, Broadsword, Shield and Riding, also at 13.

Most of these items were made during the decline of an ancient empire, when rich nobles used such armor rather than engage in tedious martial training. Enchanters lost or abandoned

the technique for making Rookie Armor after the fall of the empire (the technique was probably similar to that used to make Animate Armor). Rookie Armor can be, and often was, enhanced with Fortify, Deflect and Lighten spells.

The armor has no effect on any of the wearer's characteristics or skills that happen to exceed the suit's intrinsic values. Most contemporary knights and nobles would consider purposefully wearing such a suit highly dishonorable.

Component Spells: unknown.

Asking Price: \$25,000.

Sun King's Armor

This is a suit of solid gold heavy plate that protects like steel and weighs only 80 lbs. It's enchanted with the additional spells Might +3, Fortify +5, Deflect +2, Missile Shield, Great Voice, Flash, Continual Light and Flame Jet. All of these powers work at no cost to the wearer, thanks to the armor's 6 points of Power. The Continual Light spell is always on at at least the 2-point level, making the armor glow at night.

The Sun King's Armor was constructed by an ancient emperor with aspirations to divinity. The emperor had all the greatest enchanters of his realm working on the armor for 15 years. Ironically, history says he never got to wear the armor. It was completed while he was away on campaign, and he was assassinated by a junta of his generals before he could return.

Component Spells: Might, Lighten, Fortify, Deflect, Missile Shield, Great Voice, Flash, Continual Light, Flame Jet, unknown.

Asking Price: \$5,000,000.



Veteran's Armor

This armor is used for great heroes and generals who have the misfortune to lose arms or legs in battle. The Armor's limb will act in all respects like the lost limb, allowing the wearer to run, ride, wield a weapon or any other activity a person could be reasonably expected to perform in plate armor.

Prior to enchantment, the hollow parts of the armor are normally filled with wood, which becomes a permanent part of the armor. Each suit is specially constructed for a specific injury, so a suit constructed for someone who had lost a hand would be of no use to someone who had lost his entire arm. However, the armor can be converted for use by someone else who had suffered a loss *to the same limb only*, at moderate expense.

SHIELDS

Accurate Shield

About 150 years ago an enchanter discovered a way to enchant a shield to increase the wielder's Block rating - basically, the spell was a variant of the well-known Accuracy spell. So far, however, the process is prohibitively expensive in terms of energy - about three times the cost of a regular Accuracy spell.

Component Spells: Accuracy (variant).

Asking Price: \$35,000 (+1), \$140,000 (+2) or \$280,000 (+3).



Golem Shield

A Golem Shield is a medium or large shield with a grotesque, three-dimensional face carved on the front. When the shield is struck in combat, the face opens its eyes (which often glow red) and its mouth and begins to hurl horrible curses at the opponent, who must immediately make a Fright Check, unless he has previous experience with such items. The Golem Shield has no other powers, though it can be further enchanted normally.

As the name implies, these shields are created using a low-power variant of the Golem spell. Golem shields have been pro-

duced for almost a millennium. They are popular among orcish chieftains.

Component Spells: unique "Veteran's Armor" spell.

Asking Price: \$10,000 per limb.

Component Spells: Golem (variant).

Asking Price: \$10,000.

Demi-Buckler

This is a tiny magical shield about the size of a saucer. The Demi-Buckler can be wielded using either Buckler or Shield skill, but protects in all respects like a Large Shield. A Demi-Buckler does not subtract from weapon skill or Parry, nor does it subtract its passive defense from weapon skill in close combat. They can be further enchanted with normal armor spells.

Mini Bucklers were discovered 300 years ago and produced by a few enchanters for more than two centuries. However, the last mage who knew the secret of the Demi-Buckler is believed to have passed away several decades ago. It is known that they were made using a unique enchantment spell with Deflect as the chief prerequisite.

Component Spells: unique "Demi-Buckler" spell.

Asking Price: \$60,000.

Rowan Wood Shield

This small shield will completely screen the user from all magical effects for as long as the shield is on his person. This includes magical missiles of all sorts, as well as potions, scrolls and beneficial spells already on the person. All of the wielder's magic items will temporarily lose their powers, including such spells as Accuracy, Puissance, Deflect and Fortify. Ongoing magical effects from Curses will be canceled, but only while the shield is carried. Permanent changes originally triggered by magic will not be reversed (i.e. a frog-prince sitting on a Rowan Shield is still a frog). The Rowan Wood shield is not designed for use in combat. It has PD 1, DR 1, and Damage 3/5 (see p. B120)

The Rowan Wood Shield is not an enchanted item. It must be made from the wood of a rowan tree which grew in a very high mana area. Consequently, these items are very rare in normal mana worlds.

Component Spells: natural magic.

Asking Price: \$150,000.

Shifting Coat Shield

This highly specialized item is useful for knights-errant wishing to travel incognito, or for commanders wishing to confuse the enemy as to their true location.

The shield will bear any crest, symbol or coat of arms the bearer can clearly visualize. It is created using an simple (though rather expensive) variant of the Perfect Illusion spell.

Component Spells: Perfect Illusion (variant).

Asking Price: \$10,000.

PROTECTIVE ITEMS

Contagious Stone

The Contagious Stone is a remarkably unstable and risky item. When held it causes the body to become progressively harder, until it becomes literally hard as a rock. Each round the stone is held it raises the holder's PD by 1 (up to 6) and his DR by 2. His weight also increases at a rate of +Vs of his normal body weight. The maximum protection offered by the stone is PD 6, DR50, reached after 25 seconds (maximum body weight is 5 x normal). However, the process also causes the holder's joints to stiffen. Each round the stone is held the holder loses one point of DX (with appropriate losses to Move, Dodge, Physical Skills, etc.). A character can release the stone or put it away on any round he still has a positive DX score. When the stone is released, the process immediately begins to reverse itself at the same rate it occurred. On the round in which his DX is 0 he gets a single Will roll to drop the stone. Thereafter, he cannot release the stone, nor can it be pried loose short of chiseling away the hand.

Unlike the Body of Stone spell, a person paralyzed by a Contagious Stone still has all the biological needs of a normal human. If left unattended, or if his mouth is shut so water cannot pass his lips, he will die of dehydration in a few days. The paralysis can be reversed with a Stone to Flesh spell, but this will destroy the stone.

Several dozen of these stones are known. There is some debate whether they represent ancient (possibly prehuman) enchantments, or a particularly dramatic natural magic.

Component Spells: unknown (possibly natural magic).

Asking Price: \$5,000.

Impact Medallion

This useful spell (closely related to Missile Shield) was discovered 400 years ago by a solitary mage, and lost at his death. He is known to have created about a dozen medallions. An Impact Medallion stops completely anything traveling faster than 10 yards per second in the same hex that the item occupies. It has no effect on slower objects. This will stop most blows. The only way to harm someone wearing an Impact Medallion is a slow thrust with an impaling weapon (*double* defender's normal active defenses) or an attack where speed is irrelevant (such as flowing flaming oil or acid). The spell does not affect outgoing momentum - the wearer can attack normally.

The medallion has no effect on energy attacks, magical or otherwise. It surrounds the wearer with an energy field which is invisible in daylight, but which causes him to shine at night with the intensity of a low-power continual light spell, making the wearer easy to spot from a distance.

Component Spells: lost "Impact Medallion" spell.

Asking Price: \$150,000.

Nature Amulet

These protective talismans make the wearer immune to a broad class of "natural" attacks, including bare-handed attacks, wood or stone weapons, animal or vegetable attacks and non-magical elemental attacks (normal fires, windstorms, avalanches, lightning, natural extreme cold). The amulet has no effect on magic (including elemental attacks like Fireball, Shape Earth or Lightning) or forged or cast metal weapons.

Note that while the wearer cannot be crushed or directly harmed by water or earth, he can still suffocate or drown. For instance, if a person wearing this amulet was standing under 1,000 tons of falling earth, he would not be crushed, but unless he could be dug out in a few minutes he would suffocate.

Nature Amulets are thought to be ancient gifts from some powerful nature deity to his servants. At least eight are known to exist, all more than 1,500 years old.

Component Spells: unknown.

Asking Price: \$3,000,000

Stoneform Amulet

Seven hundred years ago a concentrated effort was made to reproduce and stabilize the Contagious Stone (see above). This was the result. The Stoneform Amulet produces, in effect, a supercharged Body of Stone spell. Several were created, but the secret of the amulet's creation has been lost for over two centuries.

The amulet will, when worn, turn the wearer into an animated stone statue, with a natural PD 2, DR 4. The amulet also *doubles* the wearer's hit points (but not his HT, giving him a split HT - see page B141). Characteristics are unaffected. Other affects are as per Body of Stone (Move reduced to 3, does not need to breathe, half damage from Fire and Water combat spells).

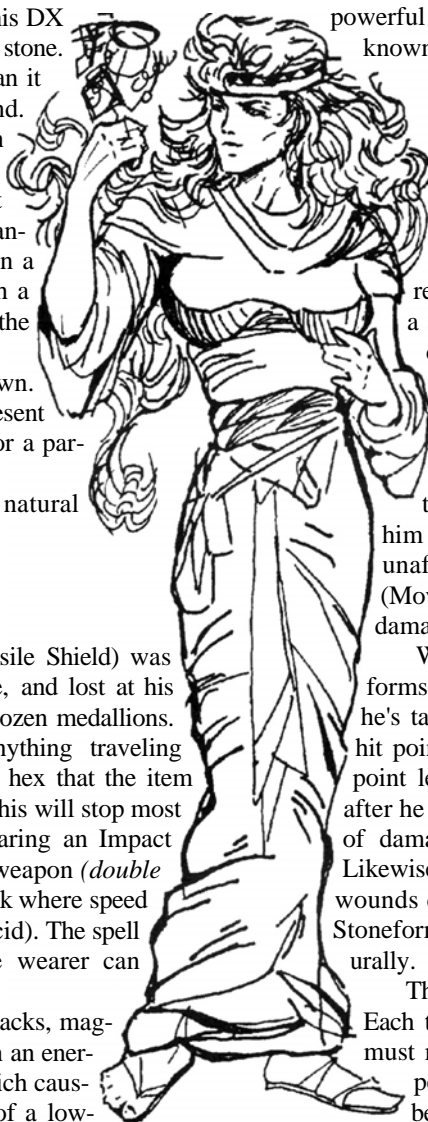
When a wounded wearer of the Amulet transforms back to flesh, the number of points of damage he's taken are halved, as long as he's still at positive hit points (round up, however if he only had one hit point left in stone form, he will still have one point after he transforms). At negative hit points the amount of damage remains the same after transformation. Likewise, if a wounded character dons the amulet his wounds double along with his hit points. A character in Stoneform can be healed magically, but cannot heal naturally.

There is one dangerous side-effect to this item. Each time he tries to remove the amulet, the wearer must make a HT roll or the transformation becomes permanent - when this happens, the amulet becomes a permanent part of the wearer's flesh.

As with the Contagious Stone, the transformation can be reversed with a Stone to Flesh spell, but this destroys the amulet.

Component Spells: Body of Stone, unknown.

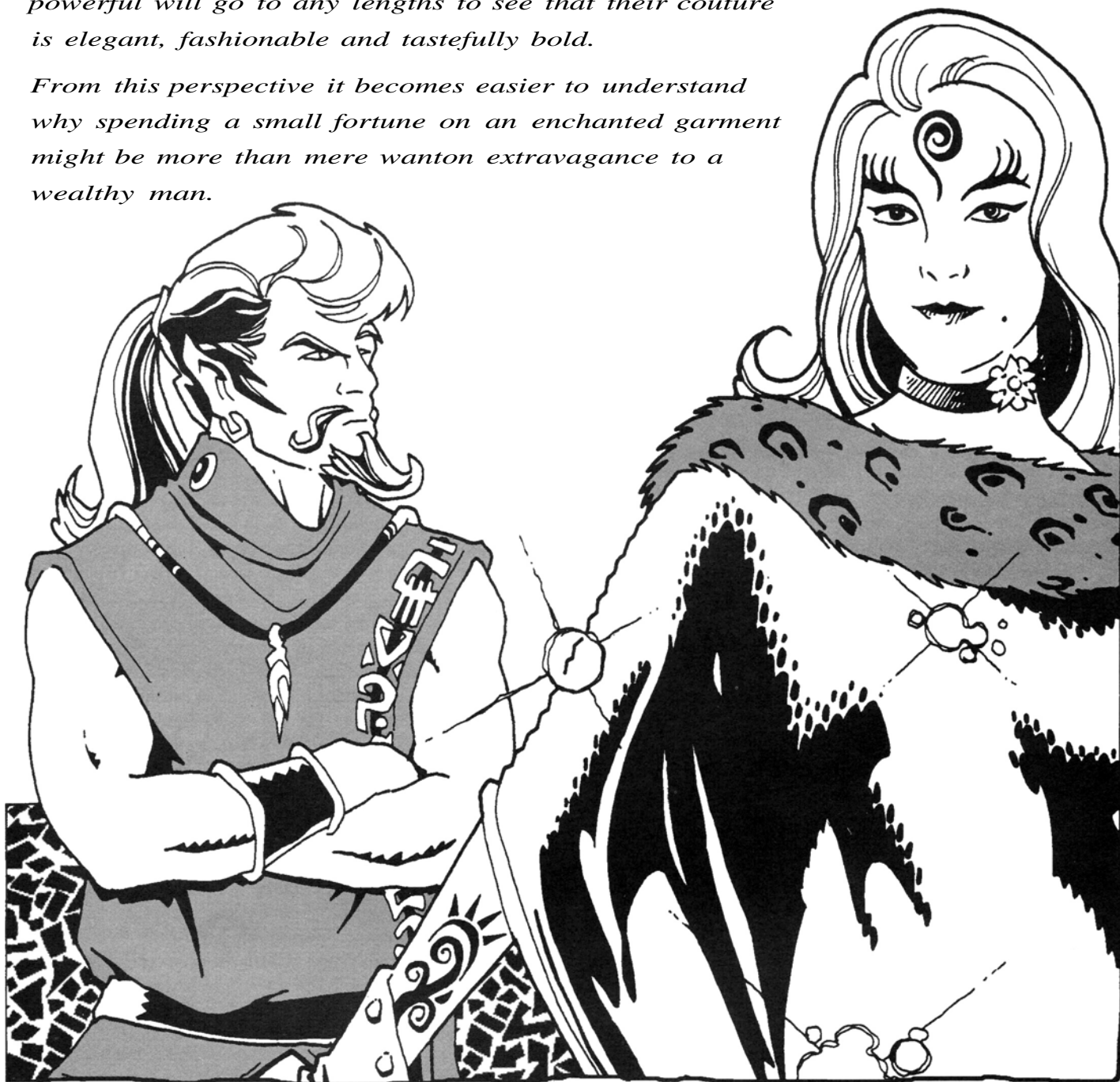
Asking Price: \$75,000.



5 ENCHANTED CLOTHING

Clothing is very important to the upper classes. In circles where a misplaced buckle or a crooked ribbon can seal the fate of careers or even whole realms, the rich and powerful will go to any lengths to see that their couture is elegant, fashionable and tastefully bold.

From this perspective it becomes easier to understand why spending a small fortune on an enchanted garment might be more than mere wanton extravagance to a wealthy man.



Magical clothing also offers the advantage of discreet security. A diplomat who must negotiate with a deadly enemy would offer a mortal insult if he openly wore armor. If negotiations go sour, the diplomat might well find cause to be grateful for the Fortify and Deflect spells cast on his uniform. And if that uniform also had a Far Hearing enchantment, the wearer might take home more information than his guests intended to give him. Of course, if the enemy court includes any wizards, Conceal Magic would be a most prudent measure.

Among the nonhuman races, the tiny, reclusive leprechauns dominate all others in the production of magical clothing. Though the leprechauns will, to a man, list their actual profession as "shoemaker" (and, in fact, they are unsurpassed in that craft) their expertise goes far beyond mere shoemaking, making them the leading magical tailors and hatters as well. Other races are astonished by the depth and ease of leprechaun enchantment. They are a capricious race, closely related to the faerie Folk, and they have been known to add powerful spells to commissioned items at no additional charge, simply because the project interested them. They also will sometimes sell an item with embarrassing - and occasionally dangerous - magical tricks, because they took a dislike to the agent purchasing the item. Though their communities are well-concealed and they are, by nature, solitary, the leprechauns will deal with a human who's lucky enough to find them, provided his gold is good (see *GURPS Fantasy Folk*, p. 99).

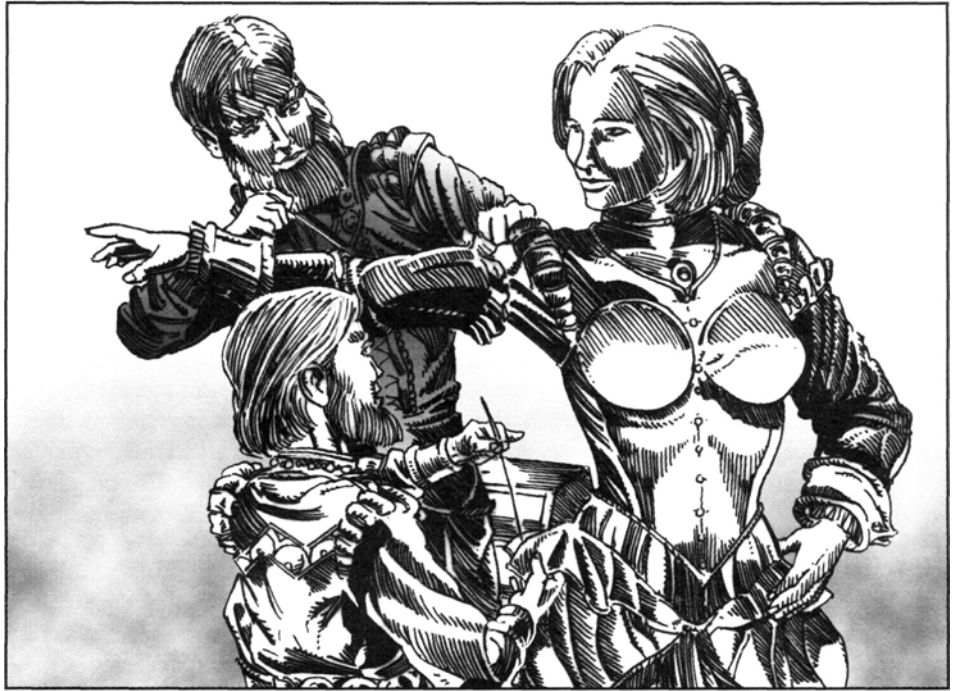
The gnomes also have a notable racial genius for magical textiles. The elves display their usual quiet, private mastery of this art as with all other forms of enchantment. The dwarves lag behind in the production of magical clothing - the little work they do in this field is competent, but unoriginal. Goblin enchanters seldom work with garments, which they tend to consider "boring."

Common Clothing Spells

Enchantments which are commonly cast on clothing include Climbing, Alter Visage, Alter Body, Fortify, Deflect, Illusion Disguise, Monk's Banquet, Hawk Vision, Keen Eyes, Keen Ears, Keen Nose, Alertness, Rear Vision, Slow Fall, Blink, Hush, Mage-Stealth, Far-Hearing, Dexterity, Might, Vigor and Wisdom. Peaceful Sleep is often cast on an nightcap or nightshirt, and Shapeshifting, Shapeshift Others and Berserker are usually cast on worn animal hides.

Several spells are best suited to specific articles of clothing. Hats and other headgear, for instance, are the vessel of choice for those Mind Control spells commonly used in enchantment. Cloaks are preferred for the powerful spells Walk Through Earth and Ethereal Body, as well as Swim.

Shoes are customarily used for Walk on Air, Haste, Great Haste and Wallwalker. Gloves are enchanted frequently, for such spells as Light Jet, Weaken, Reshape, Shatter, Disintegrate and Undo. Gloves of plant material are used in the Shape Plant spell.



DALLO

Dallo the Gnome is one of the least likely of the major magical brokers. He's the quiet-living son of a rural tailor who, in his early youth, became great friends with the magically active community of leprechauns living in a nearby wood. When he grew to adulthood, the leprechauns (who love gold almost as much as they hate strangers) conceived the inspired scheme of allowing their friend to act as their agent, selling their wares to the outside world.

Dallo's keen mind for business asserted itself, and soon his small friends were prospering as they never had before. Other leprechaun communities began bringing their goods to Dallo, then enchanters of other races followed suit. Dallo generally confines his dealings to enchanted textiles in order to keep his business to a manageable size, and because that's what he knows best.

He's one of the few major magical brokers who's actually an enchanter - many are mages, but few can actually create their own wares. He learned the magical arts in his youth from his leprechaun friends. In recent years, however, his business deals have left him little time for his own projects. It's a good year when he gets to enchant two minor garments. Dallo's work shows enviable care and superb workmanship, but little magical genius.

Currently Dallo is in his mid-70s (vigorous middle age, for a Gnome). He's an affable, quiet Gnome, who displays little outward show of his wealth and influence. Dallo's unassuming manner and rustic environment often lead his business associates to underestimate him ... a mistake he will not hesitate to exploit over the dealing table.

ENCHANTED CLOTHING CATALOG

Beauty's Veil

This is a gossamer-thin veil of silk or lace. They range in size from only an inch or two wide to large enough to cover the entire face.

Anyone wearing this veil will acquire the Appearance (Very Beautiful) advantage for as long as the garment is worn. The veil does not necessarily have to be worn in a way that obscures the features.

The veil will affect men as easily as women, but men acquire a soft, feminine appearance of a sort most medieval societies would consider absurd or offensive on a man. The veil will grant a man a +3 to Disguise skill to impersonate a woman.

Component Spells: unknown (Illusion?).

Asking Price: \$125,000.

Binding Uniforms

These are clothes which cannot be removed. They are often used for criminals and slaves, to make identification of fugitives easy. Sometimes they're combined with the Hinder spell, as a convenient alternative to a ball and chain.

The garments can be released with a Password, but more often a Key spell is used. They can only be enchanted to only release at a specific time, typically sundown. This enchantment requires the Alarm spell as a prerequisite, and doubles the cost of the Hex spell.

This enchantment is also placed on certain cunningly designed undergarments, which provide a more comfortable alternative to the chastity belt.

Component Spells: Hex, Key.

Asking Price: \$30,000.

Bungee Sash

This brightly colored piece of cloth can be worn as a belt, scarf, turban, leggings, etc. On command, the sash will extend up to 100'. It will support up to 1,000 lbs. when used as a rope. Unlike the Infinite Sleeves (p. 34), however, the sash loses its magic if cut. The sash has 3 HP.

Some sashes have been enchanted to extend themselves or attach themselves to a surface as well.

Component Spells: hypothetical Expand and Contract, maybe others.

Asking Price: \$30,000 and up.

Cat's Paws

The wearer of these boots figures damage from a fall as though he had only fallen half the actual distance (as long as he lands on his feet - which requires a successful DX roll).

These boots use a much less expensive version of the Slow Fall enchantment, and can be created by any enchanter who knows the Slow Fall spell.

Component Spells: Slow Fall (limited variant).

Asking Price: \$12,500.

This rare item comes in two very different versions.

Type 1: This ordinary-seeming purse will, on command, change large coins to an equal value in smaller denominations, or

vice versa. The Purse holds up to 200 coins. On the word "change" it will change the contents of the purse into as many smaller coins as it can hold, equal to the original value. On the word "exchange" the purse consolidates its value into coins of the largest denomination possible. The purse seems able to evaluate each new sort of coin placed into it, and to be able to compare that value to those of other coins it "knows."

The process of changing and exchanging is somewhat haphazard. If a certain specific denomination is desired it can take a good deal of rearranging and calculation to get the purse to produce it, particularly if the purse knows a large number of denominations.

The purse will transform any sort of metal coin, but has no effect on gems, bank notes, objets d'art or other valuables.

Type 2: This purse will take any coin and turn it into an equivalent value in the local currency, using coins of the closest possible denomination.

Both sorts of purse are outwardly identical. When a 100% equivalency of values is impossible (a high probability in medieval societies) the purses will round down, never up, resulting in a small reduction in the value of the purse's contents (1d-3% is recommended).

The origin of these two items are completely unknown. Some Change Purses are known to be almost a millennium old. At rare and unpredictable intervals, what appears to be a completely new purse will appear, always under the most enigmatic circumstances.

Wizards would love to unravel the mysteries of the purses. Alchemists, in particular, are eager to learn how the purses effortlessly transform copper to silver to gold.

So far, however, even the most powerful divination spells have utterly failed to reveal the purses' secrets. It's certain that some powerful mystical force or entity is behind their creation, but its nature and purposes remain completely opaque.

Component Spells: unknown.

Asking Price: \$600,000.



Clown Salt

This is a traditional clown's outfit - one-piece, brightly colored, baggy, with large buttons, absurdly large cuffs and collars

humanoid biped from the size of a halfling to the size of an ogre (~~But it fits~~) *of oversized shoes. The suit will fit any basically*

The suit gives the wearer the Performance and Gesture skill at IQ + 4, and the Acrobatics skill at DX +4, or increases these skills by +4, whichever is greater. However, he will only be able to produce comic effects with the Performance skill - he might be able to manage a touch of melancholy or sentimentality along with the laughter, but evoking tragedy, horror or high drama is out of the question. The absurd appearance of the suit will drastically limit some skills while it is worn (Camouflage -4, Diplomacy -5, Leadership -10, Sex Appeal -10 and others the GM deems appropriate).

The suit's most interesting ability is that the wearer becomes completely immune to crushing damage. He can be attacked normally with a sword or spear, but a fist, maul or bludgeon will simply bounce off. He will take normal knockback, but receive no damage from it. He even becomes completely immune to falls (unless there are spikes or blades below), though the GM might well require a Will roll before the wearer can knowingly hurl himself into a near-bottomless chasm.

Armor cannot be worn with the suit. The PC can try to cover the suit with large cloaks or bulky clothing, but it won't help.

Clown suits are the work of Gregario, an extremely eccentric mage who lived almost 200 years ago. Gregario was the master of an extravagantly popular magical circus. The circus is known to have always had at least seven clowns in his show, so it is generally accepted that Gregario created at least seven Clown Suits.

Component Spells: Lend Skill, unknown.

Asking Price: \$300,000.

Color-Changing Cloth

This is enchanted cotton cloth. It can be made into clothes normally. The owner or wearer can cause the cloth to become any color he might wish. Complex prints and designs - even pictures or portraits - are possible, though these require a roll vs. Artist skill (or default) or an appropriate professional skill (dyer, designer, weaver, etc.). If this roll is failed the design will look shoddy and amateurish. Anybody can produce solid colors, with the exception of individuals with the Color Blindness disadvantage, who will get nothing but a ugly, muddy gray.

To alter the cloth requires 1d minutes of concentration and a successful Will roll. Designs, prints and pictures can take much longer, depending on the complexity desired. The color will not change while the garment is worn.

A design can be made permanent by any mage knowing the Enchant and Dye spells. This requires 20 points of power.

Color-Changing Cloth is an invention of the leprechaun race, but elves, humans, goblins and other races have all reproduced the high-power Dye spell involved at one time or another.

Component Spells: Dye (variant).

Asking Price: \$500 per yard (an average outfit has 2-4 yards of cloth in it).

Comfortable Clothing

This enchantment is another specialty of the leprechauns, which has occasionally been reproduced by other races. It simply allows unnatural or restrictive clothing to be worn without significant discomfort. Items such as corsets, neckties, high heels and starched collars can be worn for extended periods of time with all the comfort of well-aged work clothes. They won't chafe, pinch or tire the wearer.

The effect is achieved using a unique enchantment spell with prerequisites in the Making and Breaking college.

Component Spells: hypothetical "Comfortable Clothing" spell.

Asking Price: \$500 per article of clothing (plus extra for quality clothing).

Dancing Shoes

One of the more common applications of the rather rare Lend Skill enchantment, these light, flexible slippers give their wearer a Dancing Skill of DX +4, or a +4 to existing skill (whichever is greater) up to a maximum of 18.

Component Spells: Lend Skill.

Asking Price: \$1,500.

Faerie Shoes

A mischievous creation of the wee folk, these shoes are sized for a one-foot-high leprechaun. If an individual carries these tiny shoes, he will shrink, at the rate of one inch per day, until he is 12" tall and can actually wear them (character stats - including Strength - are unaffected). If he stops carrying the shoes prior to reaching 12", he will merely stop shrinking until he picks up the shoes again. Once the shoes are worn, the character can resume normal size at will, but if he takes the shoes off for more than 12 hours he will shrink to 18" tall, having to carry the shoes for six more days until he can wear them.

When the character is small, and wearing the shoes, he acquires the ability to cast Create Object at skill 25, Create Food, and Banquet at skill 23 and Independence at skill 21. He does not have to be a mage, but these spells *mil* drain energy. He can also cast Invisibility at no energy cost.

Once the character has been affected by the shoes, the only way he can rid himself of them and permanently regain his height is through a Remove Curse spell (resisted at level 20). A Reversion Arrow (see p. 96) will cause the whole process to begin again, allowing the wearer to abandon the shoes if he wishes.

The shoes are soft leather, with high backs and curling toes. They're pull-ons, with no laces or buttons.

Component Spells: unknown.

Asking Price: \$50,000.

Gender Bender

Upon donning this cloak, the wearer can change gender at will. He must remain in the new gender for at least one hour before changing back. There is no change to stats, skills, advantages, disadvantages or height (exception: in certain cultures one gender or the other may be susceptible to Social Stigma). The female form will be 20 percent lighter than the male form.

If the cloak is removed the character stays in the new gender until the cloak is donned again. If the cloak is lost or destroyed while an individual is in the opposite gender, a Remove Curse or Reversion Arrow (p. 96) will reverse the change.

Such cloaks are coveted by thieves, spies, assassins and certain sybarites. One might also be welcomed by an independent-minded female in an oppressively patriarchal culture.

This apparently uses a unique enchantment spell with Alter Body as its main prerequisite. In some campaigns, this spell may be actively opposed by intolerant religious organizations.

Component Spells: hypothetical "Change Gender" spell.

Asking Price: \$200,000.

Glide Boots

These boots use a limited, inexpensive variant of the Walk on Air spell to allow the wearer to run on air for short distances over pits, between rooftops, etc. The wearer can run for up to two turns without falling. He may choose any speed up to his maximum, but he must keep moving. At the end of the two turns he begins to fall.

The boots do not slow his fall or soften his landing (though they can be additionally enchanted with the Slow Fall spell). The boots do not allow any changes in elevation - the wearer moves in a straight line.

These boots can be made by many enchanters acquainted with the college of Elemental Air. The variant of Walk on Air used to make the boots costs 100 points of power.

Component Spells: Walk on Air (variant).

Asking Price: \$5,000.

Inconspicuous Veil

These items are dark, full-face veils. They will cast a Hide spell over the wearer whenever worn, but the magic only works on females.

These veils are the product of a patriarchal culture where women are habitually sequestered. They are created so that the wives of important men, when forced to travel, will not attract the attentions of strangers. They have come into favor among certain female adventurers, as they are considerably less expensive to buy and to create than the normal Hide enchantment.

Component Spells: Hide (low-cost variant).

Asking Price: \$20,000.

Infinite Sleeves

These are ordinary linen sleeves large enough to be comfortable on a large, well-muscled man. They can be easily extended to whatever length the wearer desires, up to 30' per day. Excess material can be torn off wherever the caster wishes. A neat cuff will always magically appear just above the tear. The sleeves can be easily torn by anyone with a ST of 5 or more (though they are no more prone to accidental tearing than ordinary, well-made cloth). Material from the sleeves also loses its magical tearability after it's detached from the original. The sleeves are easy to care for - if they become soiled the dirty part can simply be torn away, leaving new, clean sleeves behind. If used as rope, a single length of sleeve will only support up to 90 lbs., but several pieces can be braided together to create a much stronger rope. The cloth detached from the sleeves is normal linen of good quality, and can be used for bandages, bags, patchwork clothing, padding, etc. It can be easily dyed. If the original sleeves are dyed, the dyed part will be the first to detach when the sleeves are extended.

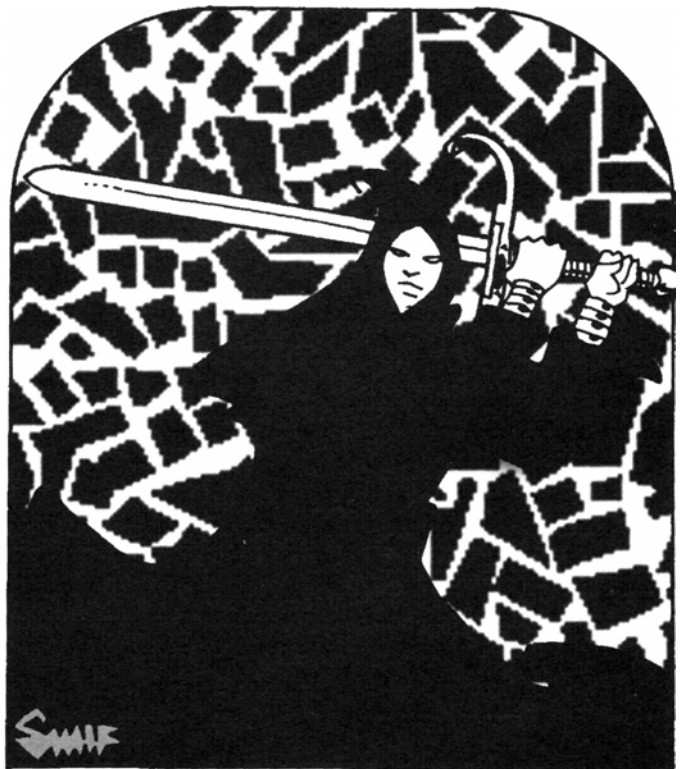
The sleeves do not have to be attached to a garment to work. Although always created in matched pairs, the sleeves can each be worn on separate garments.

Component Spells: unknown.

Asking Price: \$10,000.

Landscape Cape

This cloak will grant the wearer geographic Area Knowledge at level 13 of the area within a half-mile radius, when activated. The wearer does not have to be a mage, but each use of the cloak will drain 1 point of energy. GMs may set skill penalties for



exceptionally complicated areas (-3 for an inner-city slum, -5 for a complex underground labyrinth). The wearer will be able to use the knowledge normally as long as he's in the area, but in order to retain it he must spend earned character points - however, if he has the requisite points available, he does not need to spend any extra time memorizing the area.

Landscape Capes are made with a unique spell which has Pathfinder as a prerequisite. Most were made 100 to 300 years ago. The spell is believed to be lost, though there is some evidence that the leprechauns might retain the secret.

Component Spells: unique "Landscape" spell.

Asking Price: \$60,000.

Magic Fans

These are simply fans of silk or feathers that hover a foot or so away from their owner, waving themselves, creating a pleasant breeze. These are quite popular among very fine ladies as status symbols. It is generally considered rude and tasteless to use fans larger than about a foot in diameter, or more than two fans at once, while in public, as these can interfere with others' view.

Component Spells: Apportation (limited variant).

Asking Price: \$10,000.

Money Belt

The Money Belt is a broad leather belt lined with 12 cloth pockets, each large enough to hold one large coin. If a single coin of any denomination less than a \$10 value is left overnight in the belt, it will replicate overnight into 12 more like it. The belt does not have to be worn for the magic to operate.

The origins of the belts are completely mysterious, but they are generally regarded as having the same creator (or creators) as the Change Purses (see p. 32).

Component Spells: unknown.

Asking Price: \$500,000.



Night Shroud

This dark, flowing cloak of thin material makes the wearer much harder to see in conditions of partial darkness. All normal Vision rolls to spot the wearer, and combat rolls against the wearer, are made with penalties for partial darkness doubled (up to a maximum of -10). The wearer of the cloak, on the other hand, gets the Dark Vision advantage.

The obscuring effect is thought to be the product of an enchantment having Shape Darkness and Dark Vision as prerequisites.

Component Spells: hypothetical "Night Shroud" spell.

Asking Price: \$35,000.

Personality Hats

One of these hats will make the wearer act like whatever class or profession customarily wears it. Examples might include an accountant's visor, a fool's cap, a guardsman's helm, a king's crown, or hats appropriate to pirates, fops, firemen, harlots or ladies in waiting.

The hats will compel the wearer to behave outwardly in a manner appropriate to the headgear. The wearer does not acquire the skills necessary to actually perform the job associated with the hat, he merely acquires mannerisms and patterns of behavior appropriate to such a person. The hat will not affect the wearer's behavior beyond the quirk level. A person wearing a nun's wimple, for example, would not lose their Lecherous disadvantage, they would just feel much guiltier when they succumbed to it.

The wearer will gain a +5 to his Acting and Disguise skills when impersonating someone appropriate to the hat.

A very few of these hats actually do lend the character appropriate skills and advantages when worn. Much more common are tricked versions which imbue the character with appropriate disadvantages (Intolerance for commoners for a king, or Odious Personal Habit - Sluttishness for a prostitute), or even a Delusion that he has acquired skills he does not actually possess! The hats are also often enchanted with Hex to make them impossible to remove.

Personality Hats are the exclusive creation of the leprechauns, who have been known to - during the night - slip cursed hats onto an entire party that has had the misfortune to annoy them.

Component Spells: unknown.

Asking Price: \$300 and up (uncursed, unenhanced hats).

Playclothes

A set of magical Playclothes is usually a one-piece garment for a child, that will not allow the wearer to go near danger (wild animals, water, steep cliffs, etc.). They will do nothing to prevent the danger from approaching the child, but they will compel their wearer to run away from an approaching menace.

The garment will fit the child from infancy until his weight tops 100 lbs, but many children will not tolerate them for so long.

Playclothes are made using a simple variant of the Suggestion spell, plus a variant of the Hex spell that specifies that the garment may only be removed by an adult. The spell is somewhat inexpensive, because of the impressionable mind of the target (Game Masters may allow older children wearing this garment a Will roll to resist the promptings of the Suggestion - if a small adult wears the garment, he will get a Will roll at +5 to resist the promptings).

The garments were originally devised by the elves, who value their children above all else. This is one magical secret which the elves freely share with all interested parties.

Component Spells: Suggestion, Hex.

Asking Price: \$8,000.

Quality Label

This rather common item is a cloth label which can be easily attached to any garment with ordinary needle and thread. That garment then takes on the appearance of rich quality, suitable for upper-class clothing (see p. B210).

The garment, and anything worn along with it, will appear to be new, well-made, well fitting and of the finest material. It will not make the outfit look (or smell) any cleaner than it actually is. It will not disguise tears or rips, though it will mask even the crudest repairs. It will still appear as the same sort of garment. An excellent striped shirt over a fine pair of checkered pants (for instance) would still clash, and a pair of rich-quality overalls would not be appropriate at a dress ball.

Component Spells: Illusion Disguise (variant).

Asking Price: 7,500.

Runner's Shoes

These light, flexible leather slippers give the wearer a Running skill of DX+4, or +4 to existing skill, whichever is greater (maximum skill 18). In addition, the runner never loses any fatigue, no matter how far or for how long he runs (lack of food, water, or sleep will still affect him).

Component Spells: Lend Skill, unknown.

Asking Price: \$50,000.

Satyr's Feet

These ordinary, rather crude boots will magically leave tracks of cloven hooves. The wearer of the boots gains a +3 to DX, which will affect Speed, Move, active defenses and physical skills normally.

Each wearing, however, also gives the wearer the Gluttony and Lecherousness disadvantages while he's wearing them, and for 24 hours thereafter. Those who already possess these disadvantages will find their impulses greatly amplified - Will rolls to resist their inclinations will be at -5.

These boots are made by the leprechauns, who delight in selling them to big folk - *without* first making the boots' drawbacks plain!

Component Spells: Dexterity, unknown.

Asking Price: \$100,000.

Self-Cleaning Clothes

Many enchanters know how to enhance a garment with the Clean and Purify Air spells so that the garment can never become soiled or hold an unpleasant odor. Though expensive, this is a quite common clothing enchantment.

Component Spells: Clean, Purify Air (variants).

Asking Price: \$20,000.

Self-Repairing Clothing

Clothing can be enchanted so that it will not stay torn or damaged for more than an instant - rips mend themselves, holes fill in. The magic only ceases to work if more than *Vi* of the item is destroyed. This has no effect on the protective value of the

clothing. Indeed, armor is so far resistant to this enchantment, though many enchanters are working to conquer this.

Self-Repairing Clothing is made using an enchantment variant of the Repair spell.

Component Spells: Repair.

Asking Price: \$6,000 per garment.

Sophisticated Ensemble

This is an entire suit of upper class or noble clothing that grants the wearer a Savoir-Faire skill of IQ or current skill +4, whichever is greater (maximum 20). The wearer will also be treated by everyone he meets as though his Social Status is 3 levels higher than its actual level (or what the wearer is representing himself to be). Note that the latter ability can be dangerous, particularly around a very powerful person who happens to be afflicted with Jealousy. The entire outfit has to be worn for the magic to function.

Sophisticated Ensembles have also been created which grant the wearer the Politics or Sex Appeal skills.

Sophisticated Ensembles are the exclusive product of leprechaun tailors.

Component Spells: Lend Skill, unknown.

Asking Price: \$50,000.

Teleportation Hat

The Teleportation Hat allows the wearer to teleport anywhere within a 1,000-mile radius. The item is usable only by a mage. The hat will provide the first three points of power for the teleport, and the wearer must pay the balance of the cost according to the table under the Teleportation spell on p. M62. The hat has a Teleportation skill of 25.

There are several differences between the hat and the spell. The hat can teleport the user to a place he's never been - the wearer simply specifies, for instance, "20 miles south-southeast," and the hat does the rest. There is no skill penalty (other than the normal distance penalty) for such a blind teleport, but since the wearer doesn't know exactly where he's going anyway, the point is moot (GMs should remember that in a medieval milieu estimates of overland distance will often be ballpark figures at best). The *minimum* distance the hat can teleport is 500 hexes. Also, the wearer of a hat will never take damage or be stunned by a teleport. If the hat misses its roll by only one, the wearer is still sent somewhere else.

The hat will never land the user in a solid object or high in the air, but it will not hesitate to put him over water or atop an unclimbable peak. The hat has one rather comical side effect - it lingers a split second after the user vanishes, and appears a split second before he materializes.

The origin of the Teleportation Hats is a mystery. Occasionally a hat will be found in some improbable place. The form of the hats is always a high, black felt stovepipe, even in worlds where such a style is otherwise unheard of.

Component Spells: Teleport.

Asking Price: \$200,000.

Variable Clothing

Variable Clothing is the product of a minor Enchantment well-known to artificers specializing in textiles. This spell allows the wearer of the magic garment to change skirt or sleeve length, collar configuration, and even the size of the garment. Most of

the garments are made for a human of average height and weight, and can be reconfigured to fit anyone up to 50 percent larger or smaller (roughly anyone from 21/2 feet to 81/2 feet tall. Collars, legs, sleeves, cuffs, etc. can be easily reconfigured to make them more appropriate for the weather or situation.

Component Spells: hypothetical unique "Variable Clothing" spell.

Asking Price: \$1,500.

Walking Shoes

The wearer of these shoes will never take fatigue from normal walking. He still needs to sleep, eat and drink at normal intervals. In addition, a traveler's encumbrance levels are *doubled* for purposes of figuring fatigue loss due to travel.

Component Spells: \$50,000.

Asking Price: Lighten Burden, unknown.

Wanderer's Cloak

This unique artifact is one of the most-enchanted items in all history. Its powers include the *entire* Knowledge college, in addition to many other useful spells. In appearance, it's simply a long, full cloak of a dull black shade.

The cloak is said to be the property of a mysterious "wanderer," variously identified as any number of gods, devils, avatars and legendary figures. The cloak has a history stretching back at least 2,000 years. It is found, worn for a few years or centuries, then lost again. Occasionally it has been reliably reported as destroyed, but it always mysteriously reappears, intact, a few decades later. Some legends speak of the cloak being reclaimed from an unworthy owner (sometimes in a most grisly fashion) by its mysterious owner.

The cloak's powers can only be tapped by a wearer with Magery 2+. The wearer can cast the following spells:

Alarm, Alertness +5, Analyze Magic, Ancient History, Aura, Borrow Language, Conceal Magic -5, Dark Vision, Deflect +5, Detect Magic, Divination (Astrology), Divination (Oneiromancy), Earth Vision, Far Hearing, Find Direction, Find Weakness, Fortify +5, Glass Wall, Halt Aging, Hawk Vision, Hide Path, Hide Thoughts, Hide, History, Ice Vision, Identify Spell, Invisible Wizard Eye, Mage Sense, Mage Sight, Mage Stealth, Magelock, Measurement, Monk's Banquet, No-Smell, Pathfinder, Rear Vision, Scrywall, See Invisible, See Secrets, Seeker, Sense Danger, Sense Foes, Sense Spirit, Slow Fall, Tell Time, Trace, Water Vision, 5 points Power, 5 points Speed. The Cloak is also Self-Repairing (see p. 35).

Component Spells: see above.

Asking Price: \$10,000,000+.

Warming Ear Muffs

These seemingly ordinary ear muffs will protect the wearer completely from the effects of any natural, earthly cold (down to -40°). However, Warming Ear Muffs offer no protection from magical cold.

The Ear Muffs are made using a high-priced variant of the Resist Cold spell. There's no energy cost for the protection, and the wearer does not have to be a mage. Warming Ear Muffs are rather rare, due to the very high energy cost, and the relatively modest benefits gained.

Component Spells: Resist Cold (variant).

Asking Price: \$60,000.



CURSES, TRICKS, AND TRAPS 6

A curse is any spell or magical effect which is designed to have severe negative effects on the target. A magical effect does not have to involve the Meta-Spell "Curse" to be a curse. A magical trap is an offensive spell or a curse which is designed to affect anyone who takes a certain action, whether or not the caster is actually present. A trick is either of the above, with annoying or inconvenient, but less than lethal, effects.



BLAATCHEP

Blaatchep is a thoroughgoing villain who relishes making a living from of the suffering of others. He greets the most diabolical and hideous of curses with the delight of a connoisseur discovering a rare vintage or an old master.

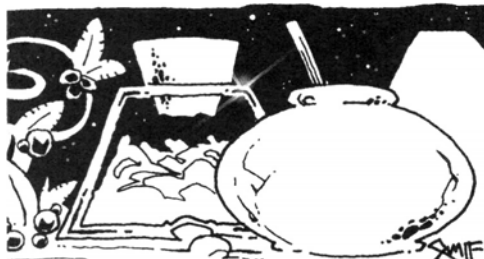
Blaatchep was raised in a good goblin home, and his father was a respected traveling trader, but there was something wrong with Blaatchep from the start. In Blaatchep's 12th year, while his father was away on an extended journey, Blaatchep amused himself by doing in the halfling housekeeper and three of his father's prized riding ponies in a slow and unspeakable fashion, pocketing a sizable chunk of the family fortune and heading for the city. By the time his father returned, Blaatchep had vanished into the gutter.

He took right to the criminal life, quickly gaining a reputation as an efficient (if overeager) thief and murderer. His remarkable luck, and the magic he'd learned from his father, stood him in good stead as he climbed the underworld hierarchy. Eventually, he became a fence, and from there he moved gradually into magical brokerage. He's now forsaken his other illegal activities to deal in curses full time. Blaatchep considers this "going respectable," and indeed he has several clients from the very highest strata of society.

Blaatchep doesn't have a gang as such, but he generally keeps himself surrounded by several tough scum. His bodyguards can include hobgoblins, ores, gargoyles, exceptional kobolds and possibly an ogre or even a minotaur.

On first meeting, Blaatchep seems an exceptionally intelligent goblin of unusually quiet demeanor. It is only when he lets his guard down that his violent, depraved nature becomes clear - and Blaatchep *never* lets his guard down in front of strangers. Though he has no morals or scruples whatsoever, the "high stakes" nature of his business keep him generally honest, through sheer survival instinct.

He usually carries several small and malignant magical devices on his person. He knows a small but formidable arsenal of Body Control spells - Deathtouch is his personal favorite when in combat, Pain is preferred for recreation.



The curses market is rivaled only by the necromantic arts as the most mystery-shrouded facet of the magical trade. Many enchanters specializing in such spells work in complete secrecy, doing business only through brokers who are never allowed to see their face or know their true identity. The reason for such paranoid secrecy is simply that magical curses are considered a completely dishonorable tactic, and a rich and powerful victim of such magic would not fail to seek revenge against, not only the rival who turned the magic against him, but the agent who sold him the curse, and the enchanter who made the item, if that information could be discovered. Furthermore, in many lands the production or marketing of cursed enchantments is a capital crime.

Patrons tolerate this secrecy, because working with anonymous contractors increases their chances to successfully plant and inflict the curse without being discovered.

Caught in the middle of the web of secrecy are the *curse brokers*, a truly desperate and dangerous lot. The nature of the profession requires a resourceful mind and a completely ruthless nature. It is very foolish to make an enemy of a curse broker.

Cursed enchantment is a field dominated by humans, the only major race both magically sophisticated and malicious enough to excel in this area. However, the most malicious and pervasive curses are produced by the dark elves (or the bales, if that evil race from *GURPS Fantasy Folk* is part of the campaign). Such cursed items are seldom seen in the lands of men - though their effects are sometimes felt, to the sorrow of cities and kingdoms.

The trade in magical traps, by contrast, is much more respectable, as traps are used to advance the honorable goal of protecting home and property. The mechanically minded and reclusive dwarves and gnomes are the leaders in enchanted trap design (and in mechanical traps so efficient and deadly they seem magical). The taciturn dwarves are favored as trap-makers, as they protect the secrets of their client's defenses as if they were their own.

Enchanted tricks are rarities - the benefit (or amusement) to be gained from such objects is usually trivial in comparison to the expense of enchantment. Those that do exist are often the work of the goblins, who delight in such things, or the wee races - leprechauns and ellyllon - who have, over the centuries, raised mischief to an art and an effective racial defense.

Common Curses

Many spells can be cast on objects to affect the wearer or holder in a negative way. When combined with the Hex spell, to make getting rid of the afflicting item a formidable task in itself, such spells make very effective minor curses. Appropriate enchantments include the Body Control spells Itch, Spasm, Pain, Clumsiness, Strike Blind, Strike Deaf, Strike Dumb, Curse-Missile, Fatigue, Hinder and Rooted Feet. Alter Visage and Alter Body can be a curse just as easy as a blessing, particularly if Hexed, to permanently give the victim an offensive or dangerous form or figure. A number of Mind Control spells can be used in the same way, including Fear, Foolishness, Drunkenness, Sickness, Forgetfulness, Permanent Forgetfulness, Daze, Sleep, Madness, Mindlessness, Nightmare, Loyalty, Charm, Emotion Control, Suggestion, Lesser Geas and Great Geas. Other spells that can be used to curse an item include Age, Compel Truth (a very dangerous item indeed), and, of course, the Curse spell itself.

Ice Slick cast on a rug or hallway (particularly one at the top of steep stairwell) can make an effective and hard-to-detect trap.

CURSES, TRICKS AND TRAPS CATALOG

Brawler's Gauntlets

These hard leather gloves give the wearer a +5 to ST, but once worn and used in combat, the victim permanently acquires a 15-point Compulsive Behavior to seek out the most dangerous quarters (ghettos, dockside taverns, ore encampments, and the like) and attack the toughest individuals there, hand to hand. The victim must also make a Will roll to refuse any challenge to fight, no matter how hopeless or inappropriate, and once engaged in any fight with weapons, the wearer must make a Will roll at the end of the first combat turn to avoid throwing down his weapon and attacking with gloved hands.

The physical gloves can be removed at will, but the curse will linger until a Remove Curse is cast on the victim. The curse cannot be removed from the gloves, only from the victim. If a victim is cured, then dons the gloves again, the curse will re-activate and another Remove Curse will be necessary. The increase to ST only applies while the gauntlets are physically worn.

It is said that the Gloves were originally enchanted with only a Might spell of maximum ST, but 350 years ago they were stolen by a notorious brigand, who used them while leading the sack of a temple of pacifist holy men, killing and torturing many. The day after the crime, an ancient holy man appeared before the brigand and announced that because he had unleashed his violent nature against the defenseless, his deity would see to it that he henceforth would direct his violence against the strong. The outlaw drew his sword to kill the old prophet, but was instead compelled to drop the blade and attack his chief lieutenant, an ogre. In the ensuing brawl the brigand was slain and the prophet slipped away. The gauntlets have borne their curse from that day.

Component Spells: Might, unknown.

Asking Price: \$150,000.

Ravenous Gem

This is a flawless gem of any sort or size. The gem will "eat" any other precious stone stored in the same container, or any other Gem within 30', and not protected from the Ravenous Gem by some sort of wall or obstruction.

The gem will eat up to 2d other stones each day, starting with the largest present. It will never cause another stone to vanish while any intelligent creature is watching (either in person or through magical scrying).

As it eats, the Ravenous Gem will increase in size and value, gaining half the value of every stone it eats (GMs should remember that + 1/2 value is not necessarily the same as +50% weight in carats). The gem will readily devour Powerstones and other magical gems as well. It gains value from such stones normally, but never any of the devoured stone's magical ability.

Ravenous Gems are a well-known Powerstone glitch (a possible result of critical failure on the Powerstone skill roll). When a stone becomes Ravenous it does *not* lose any other powers.

Ravenous Gems must be melted in lava, destroyed by magic, or abandoned in some remote or secure place. Any attempt to destroy the stone through crushing, grinding or chipping will only result in each fragment (no matter how small) becoming Ravenous. Ravenous stones will not devour one another.

Component Spells: Powerstone (critical failure).

Asking Price: 30% of the gem's current value. *

Chipmunk Nut

This is an ordinary nut of almost any sort. Anyone carrying it will be plagued constantly by chipmunks, squirrels, gophers, prairie dogs and similar small rodents. Until the bearer disposes of the nut - or the rodents succeed in stealing it - dozens of small beasts will constantly follow the bearer, eating his provisions, scaring off other game, stealing small valuables and climbing into his clothes while he sleeps.

Though normally no more than a nuisance, a Chipmunk Nut once caused the downfall of a great kingdom. The realm was ravaged by famine, and an ally nation assembled a relief caravan, sending all the grain they could spare. One of the guards, however, was an agent of an enemy nation, who placed a Chipmunk Nut in a small metal box, concealing it in a different wagon each morning. By the time the trick was discovered the marauding rodents had decimated the grain supply. The caravan was a failure and the starving nation soon surrendered to its enemies in exchange for a tiny ration of bread.

The Chipmunk Nut grows naturally from trees of the appropriate types in high- or very-high mana areas. In their natural environment the trees and their fruit are not particularly attractive to rodents, but sometimes when a nut is removed to a normal mana area the magic activates, making it a Chipmunk Nut.

Component Spells: natural magic.

Asking Price: \$250.

Chivalric Talisman

Once donned, this talisman cannot be removed without a Remove Curse. The wearer acquires a 15-point Code of Honor disadvantage, severely limiting his options in battle. While wearing the talisman he cannot attack an unconscious or helpless foe, attack without first issuing a challenge, attack an unarmed foe with weapons or an unmounted foe from horseback, attack a non-magic-using foe with magic, or indulge in any other "unsportsmanlike" behavior in combat (GM's discretion) without making a Will roll-5.

The Talisman is worn on a chain or thong as a pendant. It is Hexed, and cannot be removed once donned, without powerful magic.

Like the Brawler's Gauntlets (above) this is a "wrath of the gods" item. It is said to have been imposed on a knight of 400 years ago who attacked his foes while they slept, in defiance of his vows. Though honored by his king for the victory, the leader of his order pronounced the curse on the talisman, and commanded the knight to wear it ever after. On his death, the curse lingered in the Talisman.

Component Spells: Hex, unknown.

Asking Price: \$ 15,000.

Choker Chain

These notorious assassination devices represents a simple combination of the Contract, Hex, and Delay spells. When the chain (which can be any sort of metal necklace) is clasped around the victim's neck it becomes unremovable. After a certain amount of time (enough to allow the assassin to escape) it begins to contract on the victim's neck, until the victim strangles. The chain may be removed with the Remove Enchantment spell.

The necklace can also be cut, relieving the pressure, though this is likely to harm the wearer unless done by a very skilled smith, thief or similar professional (GM's option, based on the PC's response to the situation).

The wearer will begin to take damage 2d minutes after the magic takes effect. He may make a roll vs. IQ + Alertness each minute of that time to notice the chain constricting. Once constriction begins the victim takes damage each round according to the strangulation rules on pp. B112 and B122. The chain is considered to have ST 18 for strangulation purposes.

Component Spells: hypothetical "Contract," Hex, Link.

Asking Price: \$35,000.

Clenching Ring

Once the Clenching Ring is donned, the next thing the wearer grasps with that hand will be permanently clenched - at least until a Dispel Magic spell is cast. The ring can also be tied to a Password or Key spell. The only way to physically remove the clenched object is the grisly prospect of detaching each finger from the hand. Clenching Rings are most often made for couriers, to insure that they will not surrender their charge until they are dead or in the presence of the rightful recipient. However, the ring can become a major problem to a wearer unaware of its nature.

The Clenching Ring is enchanted using a little-known and somewhat higher priced variant of the Hex spell.

Component Spells: Hex (variant).

Asking Price: \$3,000.

Cross-Dresser's Jabot

This trick uses the exotic Imbue spell to instill the wearer with the disadvantage Compulsive Behavior: Transvestitism. Each time the shirt is removed the wearer must make a Will roll -5. If he succeeds, the compulsion passes. If he dons the shirt again, he will have to make another Will roll -5. If the roll is failed, the Compulsion becomes permanent, and cannot be removed except by a Remove Curse spell (donning and removing the shirt again will *not* give the victim a chance to throw off the Compulsion with a Will -5 roll).

While under the shirt's influence, the victim must make a Will roll each time he is presented with an opportunity to change clothes. If he fails the roll, he will choose the available clothing that would be most attractive for a member of the opposite sex, no matter how inappropriate the situation. The GM may also require further Will rolls to resist impulses like sneaking into the quarters of a member of the opposite sex to borrow their clothing. The Jabot itself is attractive and androgynously styled, and will be incorporated into whatever outfit the victim initially contrives.

Component Spells: unknown.

Asking Price: \$75,000.

Doomfeather

The holder of a Doomfeather becomes tremendously appealing to all birds, who will attack him on sight and attempt to tear him apart. The number and type of birds should be determined by the GM based on local conditions, but there should be enough to present a formidable threat to a lone warrior. In a meadow, the feather might attract thousands of sparrows (see *Swarms*, p. B142), while in the desert the menace might come from a dozen vultures. The feather drives the birds into a berserk state - they cannot be driven off, but must be killed, eluded or immobilized.

The Doomfeather's effects last while the victim is carrying the feather, and for one hour after he gets rid of it, or an amount of time equal to the time he had the feather in his possession, whichever is greater. The feather's effects can be neutralized with a Remove Curse - if the feather is on the victim's person when the Remove Curse is cast it becomes permanently harmless. If not, the victim is freed from the curse, but the feather itself (wherever it may be) is unaffected.

A Doomfeather may be safely transported if kept in a metal-lined box and never allowed to come within a foot of a living creature for more than 3d minutes at a time.

The Doomfeathers are the creation of the dark elves, and few if any enchanters among other races know how they are made. A Doomfeather can be made from any feather at least 1" long from any sort of normal bird.

Component Spells: unknown (Beast Summoning? Bird Control?).

Asking Price: \$40,000.



Druid's Revenge

This powerful curse takes the form of a ring of plant material that will turn the wearer into a tree. Once donned, the transformation begins immediately and is complete in 3d turns. None of the victim's possessions except the ring itself are included in the transformation.

The most remarkable thing about this enchantment is that it cannot be removed by a Remove Curse spell. The only known magics effective against the transformation are Great Wish and Reversion Arrows (see p. 96). Reversing the transformation destroys the ring.

The secret of this enchantment is said to be known only to an ancient and powerful order of nature-wizards.

Component Spells: unknown.

Asking Price: \$1,000,000.

Ear Drum

An Ear Drum is a small earplug of wood or another soft substance. When first used, it will allow the wearer to cast the Far Hearing spell at will, with no energy cost. The Ear Drum will cast Far Hearing normally 2d times. When these uses are used up, however, the next time the plug's power is called on it will play a very loud noise similar to a drum roll directly into the wearer's ear. The wearer must make a HT roll or be permanently deafened. Even if he makes the roll, he will be stunned and temporarily deafened for 2d days. The drum roll is easily audible

within 20' of both the user and the spot he was attempting to listen in on. Once the drum sound has been activated, the cycle begins all over again, with several Far Hearing uses followed by a drum sound.

The drum roll sound is achieved through a variant of the Thunderclap spell. Though this spell is not often used in enchantment, it would appear to be relatively easy to research and make an Ear Drum, as several different enchanters have been known to do so in the last two centuries.

Component Spells: Far Hearing, Link, Thunderclap (variant).
Asking Price: \$35,000.

Elmer's Rope

An Elmer's Rope is customarily left hanging from or coiled by a high window or battlement, for use as an escape route, or sometimes an entrance. It uses a combination of the Hex, Delay and Password spells to capture thieves or foil pursuers.

When a climber is half way up or down the rope, the Delay activates the Hex, causing the climber's hands to adhere to their current position on the rope. The Hex will hold him hanging there until someone touches the rope and pronounces the password. The rope loses its power when cut, making it ineffective in climbs where a fall from mid-point would not be dangerous (the victim's allies could just cut the rope and he could drop to the ground).

The rope is named for a mage who produced a number of the ropes and marketed them aggressively in the last century.

Component Spells: Hex, Link, Password.
Asking Price: \$40,000.

Fouling Stone

This ordinary-appearing stone will render up to 1,000,000 gallons of water per day foul and undrinkable. Anyone drinking the fouled water must make an immediate HT roll or lose Id each from ST, DX and HT. The ST and DX return after 24 hours, the HT must be recovered normally. If the victim drinks again, he will lose another Id from his characteristics.

To cancel the magic the stone must be destroyed (a Disintegrate spell will usually do the job) or physically removed from the water it's corrupting. Even after the stone is removed the water will stay foul until purified or replenished. A Remove Curse will have no effect on the stone. Purify Water will work on water drawn from the contaminated source, but will have no effect on the stone itself.

The Fouling Stone is another evil creation of the dark elves. It is probably made using an Enchantment spell with Poison Food as a prerequisite.

Component Spells: hypothetical "Fouling Stone" spell.
Asking Price: \$400,000.

Gaffer Chest

This is a rare trap. Despite its name, it can be cast on any sort of door, lid or mechanism.

When the door is opened or the mechanism is activated, the opener must make an immediate roll vs. HT -5, or gain physical age equal to 70% of the difference between his present age and 100 (round up). Once his new physical age is determined, he must immediately roll all applicable Aging rolls for his new age. Individuals already past their 100th year are unaffected by the spell (thus it's little use against dwarves, and none whatsoever against elves).

Examples: A 17-year-old affected by the magic immediately gains 70% of (100-17), or 83 years. Thus he gains 59 years, giving him a physical age of 76. A 32-year-old would gain 48 years, giving him an effective age of 80, and a 61-year-old would suddenly find himself physically 86.

The Gaffer Chest uses a powerful Enchantment variant of the Age spell. Several necromancers are known to have successfully cast this spell to protect their own belongings, or as hirelings for other powerful individuals. The enchantment usually has a Key or Password built in, to allow the rightful owner to pass the spell.

Component Spells: Age (variant), Key or Password, Link.
Asking Price: \$300,000.

Gift of Forgetfulness

This is a one-shot variant of the Permanent Forgetfulness spell. A Gift of Forgetfulness can be cast on any container. When the container is opened, the opener must make an immediate Will-4 roll or permanently forget he ever knew the giver.

The "giver" is defined during enchantment. He does not have to be the enchanter, nor does he have to physically present the gift to the recipient. He does have to be willing, and take an active part in the enchantment process. He does not have to be present every day during the enchantment (unless he is also the enchanter), but he will have to be physically present at the beginning and end, and more than once in the middle. Thus he should be available on 24 hours notice during the entire casting. The recipient is not defined during enchantment; the magic will effect whoever first opens the gift.

Though not generally known, this item is easily researched by any enchanter who knows the Permanent Forgetfulness and One-Shot Enchantment spells.

Component Spells: Permanent Forgetfulness, Link, One-Shot Enchantment.
Asking Price: \$18,000

Glutton's Mint

A horrible magical trap, this item takes the form of a wafer-thin, pastel after-dinner mint. If eaten within 10 minutes of a full meal, the eater must make a HT-5 roll. If he fails he will explode, killing him, doing Id-3 damage to everyone within three hexes and making a horrible mess. If the diner makes the roll, he is afflicted with horrible gas pains, taking 6d damage, but doesn't explode. This item is attractive to assassins, because professional tasters, who often take only a nibble from each course, will usually be unaffected.

Though they have been used several times in the last century as assassination devices, the makers of this disgusting item are still unknown.

Component Spells: unknown.
Asking Price: \$10,000.

Hag's Opal

Anyone meeting the bearer of this valuable gem will react to him as though he had the Appearance (Hideous) disadvantage. The bearer's appearance does not actually change. The bearer will see no difference whatsoever when he looks in the mirror, and those he meets, if pressed, will find it difficult to express the reason for their sudden aversion. Nonetheless, they will be unwilling to touch, look at or be seen with the victim.



These items have been produced for at least 400 years. The enchanters generally produce them in secret, and the method of their creation is not generally known. The magic may be closely related to the Mass Suggestion spell.

Component Spells: unknown.

Asking Price: \$50,000.

Halitosis Tankard

Anyone drinking from this fine pewter tankard will acquire unpeakably foul breath for 4d minutes thereafter. The breath is powerful enough to make anybody in an hex adjacent to the user feel ill or even faint dead away - each individual in proximity to the victim must make a HT roll every phase; those in the *same* hex as the victim roll vs. HT-3. If the roll is failed the bystander faints; if it succeeds, he merely loses 2 ST and 2 DX for 1d minutes. The drinker is immune to his own breath.

Though the tankard is usually thought of as a trick, at least one notorious dwarven adventurer was known to carry one around and use it as a weapon. He'd drink before a battle, and fight by grasping his foe's collars, pulling them down to his level and breathing in their faces. If that failed, his tankard was heavy pewter, and could do Swing+1 crushing damage.

The secret to this magical trick is known mostly to Gnomish enchanters and a few dwarves with uncharacteristic senses of humor. It almost certainly involves a unique enchantment spell with Odor as a prerequisite.

Component Spells: unknown.

Asking Price: \$25,000.

Insanity Blots

This powerful curse takes the form of a shapeless ink blot on an ordinary sheet of folded writing material. Anyone viewing a blot must make an immediate Will roll or acquire a 10-20 pt. mental disadvantage - typically Bad Temper, Berserk, Bloodlust, Bully, Combat Paralysis, Compulsive Behavior, Major or Severe Delusions, Fanaticism, Intolerance, Kleptomania, Lecherousness, Miserliness, Overconfidence, Paranoia Phobias, Sadism or Split Personality. Each blot causes only one type of insanity. If a person who makes his Will roll views a blot more than once, he must again roll to avoid insanity. All rolls after the first are made at+5.

Insanity Blots are often created with one-shot enchantments.

Component Spells: unknown.

Asking Price: \$75,000 and up.

Intoxicating Goblet

This fancy cup renders any liquid intoxicating. Each time the cup is drained, the drinker must make a roll vs HT-3. The first failed roll means the drinker is tipsy and elated. His IQ and DX are temporarily reduced by 3 (reducing his Will roll as well). On the next roll he's wild and messy, and his IQ and DX drop an additional two points to -5. The following failed roll leaves him sullen and depressed, with a total -7 to IQ and DX. A final missed roll will leave him unconscious for 1d+6 hours. On any critical failure he must roll immediately vs base HT or go into an alcoholic coma. In a coma he must roll hourly vs. current HT. If the roll succeeds he stays the same, if it fails he loses one point of HT. On any critical success he recovers; on any critical failure his heart stops and he dies. (If a physician is present the roll is made vs. the victim's HT or the physician's skill, whichever is greater).

If the contents of the goblet are already alcoholic, the victim makes *two* rolls each time he empties the glass. Each time he drains the goblet the drinker gets a roll vs. current IQ to figure out that he's drunk. Until he makes this roll, the victim will always accept a refill if one is offered or readily available. Other properties of whatever's in the goblet remain unchanged (poison is still poison, milk is still good for bones and teeth).

The goblet is made using a rare (perhaps lost), high-powered enchantment variant of the Drunkenness spell.

Component Spells: Drunkenness (variant).

Asking Price: \$60,000.

Itching Powder

One of the most common magical tricks, this is a fine powder that causes the Itch spell on everyone it comes in contact with. One hex can be affected per one ounce of powder. It's usually made as a One-Shot Enchantment, making it extremely economical (9 points of energy).

This can be created by any enchanter who knows the Itch spell.

Component Spells: Itch.

Asking Price: \$18.

Jailing Key

This imaginative thief-catcher is an iron skeleton key. It's usually kept near the locked entrance to prisons, treasuries and other secure areas, concealed in a way that should be transparent to any gifted thief.

Any attempt to open a lock with the key, however, will result in the thief being teleported to the building's guardroom, a dungeon cell, a locked cellar or similar confined area. The key's destination is pre-programmed, and the key will only work in or very near the building its destination is in. The key itself does not teleport. The holder vanishes and the key tumbles to the floor in front of the lock.

A Jailing Key can be created by any enchanter who knows the Teleport spell.

Component Spells: Teleport, Link.

Asking Price: \$100,000.

Mad Nut

An ordinary-appearing nut of any sort. Every hour the nut is carried the bearer must win a contest of skills between the nut's skill of 20 and his Will, or suffer a -5 drop in IQ and acquire the delusion: This Nut is My Most Valuable Possession. If the nut and its possessor can be separated for 24 hours, the victim will return to normal. In that time, however, he will do everything possible to recover his nut, even if it means attacking or betraying friends (after all, they betrayed him by stealing his nut!).

The Mad Nut is a natural magic item created in the same way as a Chipmunk Nut (see p. 39).

Component Spells: natural magic.

Asking Price: \$30,000.

Magebinding Bracelets

These are a pair of unadorned, hinged silver bracelets. They are completely unremovable except through Great Wish or the wearer's death. The Magebinding bracelets make it completely impossible for the wearer to cast spells, either on his own or through a magic item. This effect cannot be negated or reversed



in any way, except by removal of the bracelets. The bracelets must be worn as a set (wearing a single bracelet may have exotic side effects, at the GM's option).

Only one set of Magebinding Bracelets is known (though there are doubtful rumors of others). Their origins are mysterious. They've been known for more than 700 years.

Component Spells: unknown.

Asking Price: \$5,000,000.

Maladroit Table

This large and ornate formal dining table was designed 300 years ago by a brilliant magus with a remarkably sophomoric sense of humor. It seats 50 comfortably. 3d minutes after food is placed on the table, the wooden surface becomes frictionless . . .

Though many mages have attempted to reproduce the frictionless effect for less facetious purposes, so far none have succeeded.

Component Spells: unknown.

Asking Price: \$250,000.

Mind Exchanger

This is a plain band of iron about 1 foot in diameter. When placed around one living creature's head or body, it will exchange that creature's mind with the mind of the next creature it's placed around. A successful Will-3 roll on the part of either creature will negate the transference.

Thus, someone clever enough to get the band around the head of the king, for even an instant, could place his mind in the king's body . . . or the town drunk's mind . . . or a chicken's mind. The king's mind, meanwhile, would be inhabiting the body of the traitor/drunk/chicken.

If available, the device can be freely used to reverse the transmittal, but so far no other magic short of a Great Wish has been found to be effective. If either body dies, the transference becomes permanent.

The Mind Exchanger is a very recent creation of an otherwise-obscure necromancer. It was found upon his death, 25 years ago, among his personal effects. Cryptic notes found at the time suggest it represents a unique enchantment with prerequisites Soul Jar and Rider Within.

Most students of the subject agree that it is *very* unlikely that the necromancer was the occupant of the body found in the crypt, however . . .

Component Spells: unknown.

Asking Price: \$2,000,000.

Mislabeled Potions

Perhaps the simplest of magical "traps." For example, an adventurer enters a closet-sized room, with a small window and a single door. The door slams shut and locks. But there's a potion bottle in the closet labeled "Potion of Shrinking." Eyeing the window, the adventurer takes a swig and suddenly grows to a height of 18 feet. Squish.

Component Spells: none.

Asking Price: as for actual spell.

Monster Box

The Monster Box is a plain 1' wooden cube with a hinged lid. When the lid is opened, two long, inhuman arms will extrude from the lid. The arms have ST 30 and DX 20, and will grasp the

owner and pull the opener into the box at a rate of 100 lbs. of body weight per turn. The opener must immediately make a Fright Check. If he fails, his fate is sealed. Otherwise he will have a narrow chance to escape the arms. Winning a Contest of DX will avoid them entirely; if that fails he may try a Contest of ST to pull free (good luck). Once the victim is drawn into the box the remains can never be recovered. The lid will close on its own.

The box has PD 6, DR 10. The monster cannot be attacked, but 50 points of damage will destroy the box, and the monster will never be seen again. The Monster Box will explode when destroyed, doing 7d damage to everyone in the room.

Several Monster Boxes have been sighted over the centuries. Their origins are unknown; they may well be extraplanar.

Component Spells: unknown.

Asking Price: \$3,000,000.

Musical Jabot

The wearer of this ordinary-seeming shirt acquires a Compulsive Behavior which causes him to whistle or hum constantly. After a few hours in his presence, anyone will view him with a -2 reaction modifier (-1 if the victim has some points in the Singing skill).

When the shirt is removed, the wearer may make a Will roll. If he succeeds, the compulsion vanishes. If he fails, it becomes permanent until a Remove Curse is cast on the victim. A Remove Curse cast on the shirt itself will destroy its magic entirely.

Musical Jabots were probably originally an inspiration of the mischievous leprechauns.

Component Spells: unknown (Curse?).

Asking Price: \$37,500.

Oblivious Lute

This unique item casts an extremely high-power variant of the Forgetfulness spell. When the lute is played, and the player makes a successful Musical Instrument (Lute) skill roll, all hearers must make an IQ roll (*not* a roll vs. skill) or forget their *best* skill forever. This includes the lute's player, and if his best skill is Musical Instrument (Lute) then he must stop playing, but the damage will already be done. If a victim has more than one skill at his highest level, the GM selects that skill which he's likely to use most often. The magic will not affect the deaf, or those with well-stopped ears. The skill can be restored with a Remove Curse or an opposed Permanent Forgetfulness spell (see p. M57) but the Lute has a spell skill of 25!

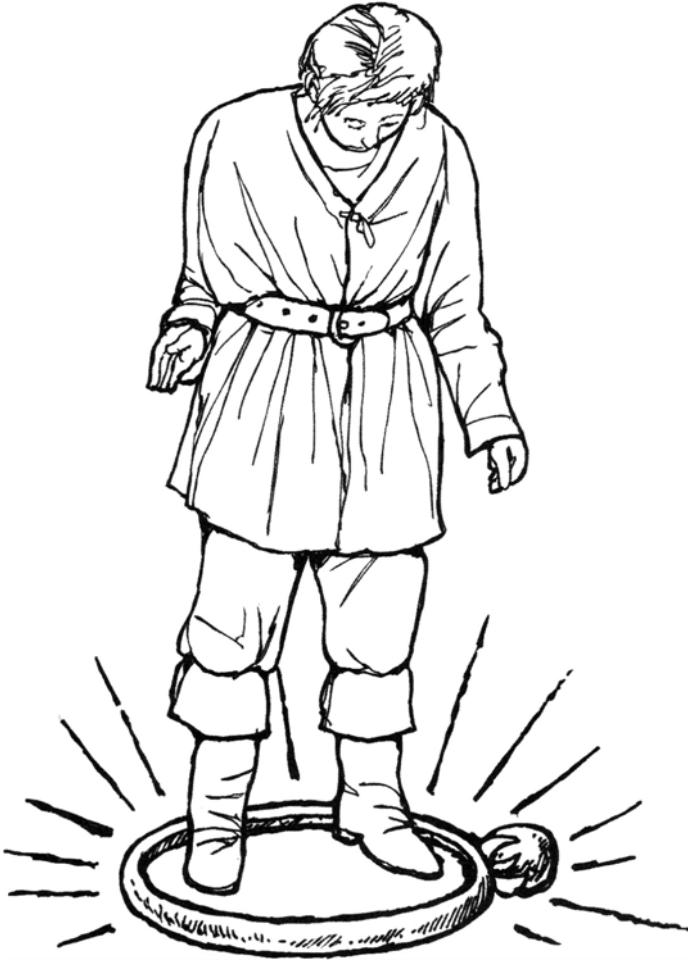
Since the Permanent Forgetfulness spell makes the victim forget they ever knew the lost skill, victims of the lute will not become alarmed by their progressive loss of skill. Since players will be understandably reluctant to roleplay this, the GM may simulate the effect by rolling vs. the highest lute skill in the party. If he *makes* this roll, the GM arbitrarily declares that the party decides that a song or two would be a pleasant way to end the day! This should continue until every musician in the party has had his skill wiped, or until someone makes the party aware of its ongoing loss of skill.

Though dangerous when its powers aren't known, the lute can be potentially useful once its nature is understood. The owner could stop his own ears and play, for instance, to a tough merchant right before bargaining begins, making him forget his Merchant skill, or to a band of veteran warriors just before an ambush, so they forget their best weapon skill.

The Oblivious Lute is believed to have been created 400 years ago by the Bard-Mage Laramon. However Laramon is never recorded as having used the Lute, and his motivations for creating such a device remain obscure.

Component Spells: Forget (high-power variant).

Asking Price: \$80,000.



One Size Fits All Ring

This whimsical curse takes the form of a gold or silver ring of at least \$1,000 value, with the motto "One Size Fits All" inscribed on the circumference. When someone tries to don this ring, he shrinks to a size where he can comfortably stand inside the band (about 1 inch tall). At that size he has ST of less than 1, and 1 hit point. His weapons will be useless against normal-sized foes. Against leprechauns or ellyllon he will be about the same size an ellyllon is to a human. The size can be restored by a Remove Curse, Grow spell or an Arrow of Reversion.

Such a ring can be cast by any enchanter who knows the rather rare Shrink spell.

Component Spells: hypothetical "Shrink."

Asking Price: \$900,000.

Patrician Jabot

This fine shirt turns its wearer into a snob. The wearer acquires a 10-point Intolerance vs. everyone of his own or lower social class, and the Stubbornness disadvantages. It otherwise behaves as the Musical Jabot (p. 43).

Component Spells: unknown.

Asking Price: \$37,500.

Problem Box

This item holds a particularly insidious and unpredictable curse. When the box is opened, all the opener's external problems instantly multiply. His wounded horse acquires gangrene, the inconvenient rainstorm outside becomes a hurricane, his -1 Bad Reputation becomes a -4, the family of assassins he has as an Enemy undergoes a massive and successful recruiting drive, etc. The problems will all multiply beginning at the moment the box is opened. Only problems in existence when the box is opened will grow. Former problems will not return (though *potential* problems might become *actual*), nor will new problems acquired later multiply. The box will not multiply the victim's Physical or Psychological disadvantages, only his external problems. This item requires a great deal of GM creativity! The effect can be reversed by a Remove Curse, but the box usually resists with a skill of 30 or more!

It is generally accepted that only the wrath of the gods can create such a subtle, yet deadly item.

Component Spells: unknown.

Asking Price: \$5,000,000.

Revenge Wand

Certain mages have been known to plant these malicious enchantments among their personal treasures. A revenge wand is enchanted with an inconvenient spell (usually from the Body Control college), but the wand's spell will only work on the *user*. It is hoped that the thief will subject himself several times to Strike Blind or Pain while trying to "make this thing work."

The very greatest archmagi and enchanter have been known to make more sophisticated, almost diabolical variations on this theme. Some of the most powerful Revenge Wands have been able to cast permanent versions of the Pain, Rooted Feet, Paralyze Limb, Wither Limb, Alter Visage, Shapechange (Slug) and even Deathtouch! Since these items are, of necessity, created in deepest secrecy, the method of their casting remains mysterious.

Needless to say, they don't have to look like wands!

Component Spells: varies.

Asking Price: varies.

Slave Collar

These insidious devices drain the will of the wearer, making him nearly incapable of independent thought or action. The wearer must make a Will roll at -8 to take *any* action not ordered or specifically authorized. The victim's IQ is unaffected. He does *not* become a willing servant - the wearer knows what's been done to him, and probably hates it. However, he is incapable of taking any action to help himself of his own volition.

Centuries ago, these items were apparently quite common in certain lands. Since then, thankfully, their secret has been lost. However, many still exist. There are several variations of the Slave Collar. Some are keyed so that the slave will obey just one

master - perhaps anyone wearing a certain talisman. Some are magically irremovable without a Key or Password, but many are simply designed to be riveted on, or merely tightened and the wearer is ordered to leave it alone.

Component Spells: unknown.

Asking Price: \$400,000.

Tacky Brooch

The Tacky Brooch is seemingly a minor trick, but in the right hands it can cause wars. This brooch appears valuable, tasteful, and attractive on its own, but when worn it makes the wearer's entire ensemble seem somehow "wrong" in contrast to current fashions. The wearer will be completely immune to this affect. Everyone meeting the wearer must roll vs. Savoir-Faire skill (or its default). If they *make* the roll they will find the presence of the wearer unpleasant, and will even be mildly offended. The Savoir-Faire roll is modified downward by one for each point of Magic Resistance or Strong Will the viewer possesses. They will be at -3 on all reactions to the wearer for as long as he continues to wear the brooch. The wars can occur when the brooch induces one very powerful person to insult or obviously slight another.

The Tacky Brooch probably represents an exotic variant of the Mass Suggestion spell.

Component Spells: Mass Suggestion (hypothetical variant).

Asking Price: \$200,000.

Thirsty Flask

This seemingly ordinary flask is always full, but when drunk from, it makes the victim more and more thirsty. The drinker will be able to concentrate on nothing except getting a drink, until he drinks a quart of liquid from a source other than the flask. If no other liquid can be found in 5 minutes, the victim must make a Will roll or return to the flask. The Will roll must be repeated every minute thereafter until he gets his drink. He must also make a Will roll to pass up any obviously foul or impure liquid offered to him. Each time he returns to the flask after the first, he must make a HT roll or take 2d damage from the thirst. Should he fall unconscious from the damage, he will *die* in 1d hours, his corpse quickly turning into a brown mummy.

No one knows how these sadistic items are created, or by whom. A variant of the Dehydrate spell seems likely, and the dark elves are suspected of being the source.

Component Spells: unknown (Dehydrate variant?).

Asking Price: \$200,000.

Unfaithful Weapons

This is a spell that can be used on many different items, not just weapons. Basically, the item will work as expected until used in a stressful or dangerous situation (GM's option), then stop. Such items are a significant reason why wise persons are wary of powerful magic gifts.

Component Spells: hypothetical Unfaithful Weapon spell.

Asking Price: \$10,000 + cost of other enchantments.

Unwelcome Mat

This item is a plain woven doormat of black straw, emblazoned with the words "Go Away" in crimson. When anyone approaches within 3 hexes, the mat exudes a creation



- a dark, threatening, vaguely humanoid creature. Anyone viewing the creation for the first time must make a Fright Check.

The creation is attached to the mat. It cannot attack, and if approached confidently it will recede back into the mat.

Some of these mats have also been charged, however, with attack spells like Lightning, Dehydrate, Flame Jet, Thunderclap, and so on.

Component Spells: Link, Create Animal (variant).

Asking Price: \$50,000 and up.

Watchbug

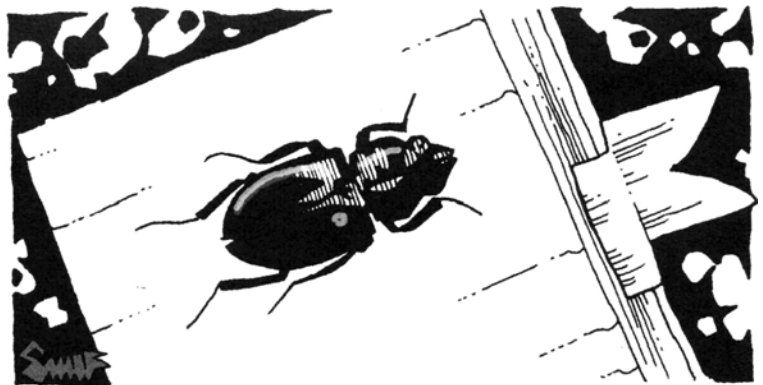
The Watchbug is a tiny, extremely poisonous automaton shaped like a beetle or a fly. It will stay for centuries in a small given area - a chest lid, doorway, bookshelf, etc. A Watchbug will sting anybody except its master that approaches it. Its sting is unbelievably virulent. It attacks with a skill of 17, and can be blocked or dodged, but not parried. It has a dodge of 13 and DR 3. It takes 10 points of damage to destroy the Bug.

If hit by the Bug, the victim must begin making HT rolls every turn, taking 1d+3 points of damage each time he fails. This continues until the victim dies or makes 4 consecutive HT rolls. The venom may be cured normally with magic. If he survives the experience, the victim will be at -2d to ST and DX until his HT is returned to full.

The Watchbug is another toy of the dark elves. The automaton itself obviously uses an easy variant of the Golem spell (though the craftsmanship necessary is formidable). The big mystery about the bugs in their virulent, apparently inexhaustible supply of venom.

Component Spells: Golem, unknown.

Asking Price: \$1,500,000.



7 MYSTICAL HEALING

In spite of their obvious potential to help all living things, the healing arts remain the bastard child of the enchantment trade. Those who finance magic items would rather kill a horde of enemies than heal a few friends. The nobility is aware that it's a good thing, tactically, to heal an experienced soldier to fight again in the next battle, if possible - but healing is expensive and soldiers are cheap, and most generals believe that the best defense is a strong offense.



Still, there are a few gifted and dedicated enchanters who selflessly devote their talent to relieving the suffering of others.

The healing enchanter's best ally will most likely be organized religion. Many religions consider "rescue the perishing; care for the dying" to be their divinely mandated mission (the cynical might suggest that such charitable activities are the churches' best tool in maintaining control of the population). Therefore, the Church (whatever the local Church happens to be) is the healing enchanter's most common patron. Most of the money spent on such pursuits comes from the copers donated by the poor, but occasionally a great lord or champion will be saved by magical healing, and in gratitude, will donate a substantial sum to his savior's institution.

Ironically, the same factors that make the healing arts one of the *least* financed fields of enchantment make the work that *does* get done dynamic and innovative. This is because the financing is often altruistic, and the recipient is free to pursue any inquiries he might believe beneficial, rather than being forced to fulfill a specific commission to the letter.

Healing enchanters are eager to share their ideas and discoveries with anyone who might care to listen. But sadly, because there is little potential for profit in healing magic, few are interested in what the healers have to teach.

Healing magic has long been the purview of humans, that most fragile and brief race. In contrast, the tough, stoic dwarves have little need of healing magic, and their early efforts in that direction were crude and produced little. Today they adopt human techniques. Elves, being immortal, have little need of healing magic as such. They do, however, know the secrets to certain elixirs and preparations to ease the troubled body or spirit.

Common Healing Spells

The Healing College provides a remarkably complete system for preserving life and health, but there are several other spells that are also of particular interest to healers.

Purify Air, Purify Water, Purify Food, Test Food, and Preserve Food are all excellent spells to prevent the spread or contractions of disease. Stone to Flesh can heal an unfortunate adventurer from a very specific and incapacitating condition. Resist Pain is the best magical substitute for anesthesia; Bravery and Drunkenness can also be used if Resist Pain is unavailable. The Peaceful Sleep spell can be the greatest boon possible to the recovering ... or the dying. Monk's Banquet can be a literal lifesaver for someone with a disease or injury that prevents him from digesting solid food.

Mind Reading can be an invaluable diagnostic tool in the care and treatment of the insane. Death Vision is also potent diagnostic aid for a physician, provided the subject is willing to undergo the ordeal.

Necromancy provides a dark side to the healing arts, with the vampiric spells Steal Health and Steal Youth, and Soul Jar, which can keep an unfortunate alive (in some sense) even after his body has perished.

BERLOW

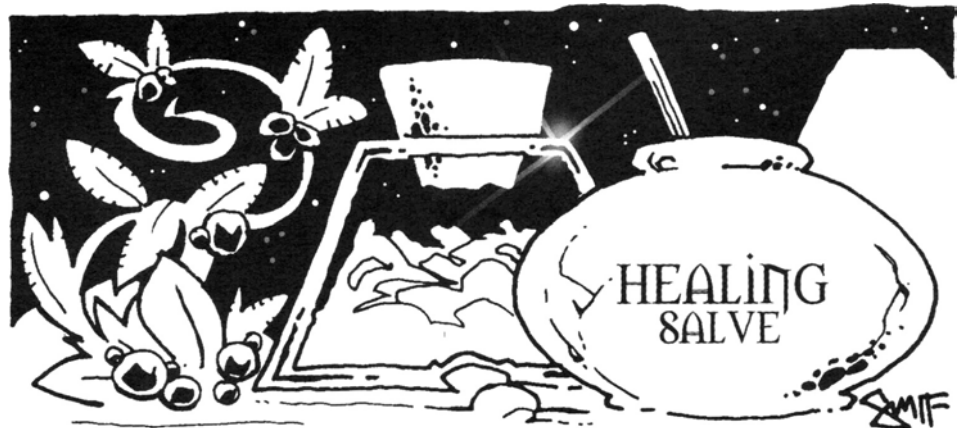
Berlow has devoted his life to alleviating the suffering of the needy. He originally trained as a healer and physician under the regimental healer for an elite cavalry unit - an experience that left him with a profound loathing of all military endeavors. As soon as he had fulfilled the terms of his apprenticeship, he began his true career ministering to the unfortunate inhabitants of a leper colony.

Berlow married late, to the daughter of a childhood friend. Upon his marriage, he looked for more congenial environs to raise his family, leaving the leper colony to accept the position of administrator of a ministry to the urban poor.

Though not an ordained priest, Berlow is a lay-brother of his religion, and his life of service has earned him a great deal of respect from both secular and ecclesiastical authorities.

Shortly after he moved to the city, an aging colleague, who for years had been a leading broker of healing enchantments, asked Berlow to take over his clientele. Because of the limited demand for healing enchantments, Berlow has been able to take care of both his brokering duties and his administrative position, proving quite competent at both.

Berlow is a round-faced but compactly built man with a quietly compelling manner. He has a remarkable constitution, and has literally never been sick a day in his life. His first priority is always to serve the poor and suffering, but prospective clients will find him most cooperative in matters of business, as Berlow channels all the profits from his brokerage back to the service of the poor. He drives a *very* hard bargain with the wealthy, but is a valuable contact for those who share his Sense of Duty to the poor.



MYSTICAL HEALING CATALOG

Alicorn

An Alicorn is a unicorn's horn. It is a powerful magical sovereign against poisons and venoms of all sorts, magical or mundane. The Alicorn works instantaneously and automatically, merely by touching poisoned food, drink or wounds. It will not reverse damage already done by the poison, but will prevent any further loss of HT due to poison. Ingested poison can also be reversed by ingesting powdered horn. The entire horn must be powdered, however, and once ingested, it's irretrievably gone.

Alicorns are extremely rare. See *GURPS Fantasy Bestiary*, pp. 77-78, for more on unicorns and their habits.

Component Spells: natural magic.

Asking Price: \$100,000.



Birth Control Talisman

When this amulet is worn, it is impossible for the wearer to conceive a child. The magic will work equally for either a male or female wearer. Such items are in great favor among philanthropists and harlots.

The amulet is not an enchanted item, but an alchemical preparation. Few alchemists possess the secret to this item, and those who do guard their knowledge jealously.

Component Spells: alchemical preparation.

Asking Price: \$25,000.

Fertility Talisman

This is basically a permanent variation on the elixir Ceres (see p. M90). While this talisman is worn, any sexual union the wearer engages in will result in a pregnancy on a result of 1-5 on Id. The magic will work for anyone except a eunuch (or someone who's suffered a similar catastrophe). The talisman does not guarantee that the pregnancy will be successfully carried to term.

The Fertility Talisman, like the Birth Control talisman, is an alchemical preparation worn as an amulet. It is somewhat more

expensive to make than the Birth Control Talisman, and much more in demand. There is nothing outwardly to distinguish the two talismans - a potential source of mischief.

Component Spells: alchemical preparation.

Asking Price: \$50,000.

Fever Cloths

Fever Cloths remain magically cool and slightly moist at all times. The cloths give a +3 to all recovery rolls for diseases involving fever (see p. B133), and the disease will totally vanish on a roll of 5 or less.

In hot climates, a fever cloth can be worn under a hat or headband, giving the wearer a +3 to all HT rolls to resist heat stroke.

Though it feels moist to the touch, the cloth cannot serve as a source of moisture to drink, extinguish fires, etc.

The Fever Cloths are made using a variant of the Cold enchantment which can only be cast by enchanters who also know the Cure Disease. Like the normal Cold enchantment, this variant costs 400 energy, but jewels are not necessary to the casting.

Component Spells: Cold (variant, with Cure Disease prerequisite).

Asking Price: \$20,000.

Fortifier

A Fortifier is a powerful and generally useful aid to healing. It's a leather band which is tied around the upper arm of the afflicted. The fortifier grants a +1 to +3 (roll randomly for each use) to any of the wearer's HT rolls related to recovery from injury, infection, poison or disease.

Though anybody will derive some benefit from the Fortifier, for obscure reasons it seems to benefit certain individuals much more than others.

A Fortifier is the result of a unique enchantment spell costing 800 energy, with Lend HT as a prerequisite.

Component Spells: unique "Fortifier" enchantment.

Asking Price: \$40,000.

Healer's Glass

This is a mystical hourglass which, if kept near a seriously ill person, will run out of sand at the instant of crisis - that is, the point where either death becomes inevitable (though the sufferer may linger for days) or the afflicted begins to recover. Which way the crisis went can be determined by even an untrained observer after 30 minutes of observation. The approximate time to crisis can be determined from the sand's rate of descent.

This knowledge is useful to a trained physician in many different ways. The net effect, in game terms, is a +1 to any medical skill roll (except Hypnotism) undertaken in the afflicted's behalf.

The Healer's Glass is made with a unique enchantment costing 350 energy, and having Death Vision as a prerequisite.

Component Spells: unique "Healer's Glass" spell.

Asking Price: \$18,000.



Healing Glove

This minor and interesting religious relic is a gold-embroidered glove with the power to completely heal any hand placed within it, no matter how injured or mangled. The hand must be damaged by injury; the glove has no effect on crippling diseases like rheumatism or arthritis.

It is said the glove was originally worn 500 years ago by a great prince and general legendary for his piety. One day the prince was approached by a beggar - a veteran and a carpenter by trade who had his hand mangled in the prince's service. Instead of money, the prince gave the beggar his costly glove. When the beggar donned the glove his hand was completely healed. In gratitude, the carpenter became a monk and built a monastery with his own hands. The miraculous glove was kept in honor in the monastery's chapel.

Component Spells: holy magic (variant Restoration?).

Asking Price: \$35,000.

Healing Grass

Healing Grass is a naturally occurring magical herb. It is quite rare in normal-mana areas. It grows in small patches of 1 to 10 hexes.

A tea made from fresh healing grass heals Id hits from wounds. The tea must be made from grass picked within the hour, but once made the tea will keep as an elixir. It requires a Naturalist -4, Physician (TL 1-4)-2, Alchemy, or Botany -2 roll to recognize and know how to preserve it.

The tea is easy to make, no skill roll is required. You can only benefit from the tea once per day.

Chewing the fresh grass, swallowing the juice and spitting out the blades will also heal Id hits, once per day. The grass will not cure any diseases. The herb can also be dried and smoked for the same effect.

Component Spells: natural magic.

Asking Price: \$100 per mint.

Healing Slumber Bracelet

This is a thick, plain copper bracelet. It will cause the wearer to enter a deep, peaceful sleep, wherein healing is accelerated.

This item is basically an enhanced Peaceful Sleep spell, and acts as that spell in all ways, except the effect lasts for 72 hours. At the end of that time the bracelets must be removed for 24 hours before they can be used again. If removed before 72 hours, the afflicted will sleep for an additional 8 hours as per Peaceful Sleep. While the Bracelet is worn the wearer gets a recovery roll at +3 every three hours.

If the wearer does die while wearing the Bracelet, he will go peacefully and without pain.

This enchantment costs 1,500 energy and requires Lend HT, Resist Pain and Peaceful Sleep as prerequisites.

Component Spells: unique "Healing Slumber" enchantment.

Asking Price: \$75,000.

Life Token

A Life Token is a magic item that reveals the condition of a subject's life. Only four states can be distinguished: good health, poor condition, critical condition and death. Distance is no object, and the item works at all times unless the subject goes into a no-mana area, in which case the reading is ambiguous.

Life tokens take many forms: gems, rings, knives, cups, horns, pictures, mirrors, staffs, and so on can all be life tokens.

A life token reflects the health of the person it is linked to, or the degree of danger. For example, a gem will be bright while the person is in good health, then become light red if he is wounded or imprisoned, dark red if seriously wounded, and either become black or break if death occurs. Water poured into a life-token cup will be clear, slightly murky, very murky or black. Knives and rings will rust or corrode to various degrees. An enchanted bull's horn will fill part way with blood or break, and so on.

A life token cannot relay information about the degree of success of a certain mission unless it has gone so badly as to endanger the subject.

Life tokens are created with a unique Enchantment spell costing 200 energy, with prerequisites Sense Life, Sense Danger and Link. The item can be partially created, and put aside when only eight hours of work remain to be done. When it is ready to be assigned to a person, that person *must* aid as a spectator (see p. M14) in the last day of the ritual creating the item. The last energy point of the Life Token spell *cannot* be imbued through Quick and Dirty enchantment.

Component Spells: unique "Life Token" spell (see above).

Asking Price: \$3,500.

Ocular Patch

This plain, black, cloth patch can substitute for a bad or missing eye. This item will eliminate the Bad Sight or One Eye disadvantage while worn, and the Blindness disadvantage becomes the One Eye disadvantage. Two of these patches cannot be worn simultaneously.

The secret of the Ocular Patch is lost. All existing samples are over three centuries old.

Component Spells: unknown.

Asking Price: \$30,000.



Painless Limb Setter

This wand will painlessly and perfectly set a broken limb when passed over and under the limb. The wand will not heal the break itself or restore any lost HT caused by the break. The limb should be immediately splinted and placed in a sling to prevent the benefits of the set from being lost.

The Painless Limb Setter is created with a low-cost (500 energy) variation of the Restoration enchantment. Each use of the wand drains 2 points of energy from the user. The wand may be augmented with the Power spell. If created with two points of Power, the wand can be used by anybody; otherwise it can only be used by a mage or someone with Physician skill 13+.

Component Spells: Restoration (variant).

Asking Price: \$25,000.

Purge Stone

When held, this stone causes the body to completely purge itself of all foreign matter. The user will sweat profusely and vacate, and may vomit. The process takes 10 to 30 minutes, and the user must be conscious the whole time.

After a purge, the user's next roll to recover from any pre-existing poison or infection will be at +5. Using the purge more than once in any 24-hour period will result in a loss of 2 HT, which must be recovered normally, or through healing spells.

While the purge is going on the character cannot converse, cast spells, fight, use any skill, or move at any speed greater than 1. If the stone is dropped in the middle of the purge, the effects will abate in 1d minutes, but the user will get no benefit from the attempt, and will lose HT if he tries again within 24 hours.

Most Purge Stones occur naturally in high or very high mana areas. They sometimes also occur as Powerstone glitches (making use of the Powerstone as a Powerstone very inconvenient).

Component Spells: natural magic.

Asking Price: \$12,000.

Sickness Eater

This simple, but effective, magic item can only be created by mages who live at tech level 0 or 1 (the mage can live *among* a higher tech level, but must not use any higher-tech items himself). The Sickness Eater's user must also live at the appropriate tech level (those who choose to abandon more civilized life must live at tech level 0 or 1 for 6 months before they can make or use this item, or even learn *how*). The patient does not have to live at a low TL, though TL 0 or 1 patients get a +1 on their rolls.

The Sickness Eater is a rattle made of sticks, bark, and nuts which is shaken over the afflicted person. A Sickness Eater will cure infection (as the Sterilize spell) on an 11 or less, Cure Disease on a 9 or less, or Neutralize Poison on a 7 or less - one attempt per Sickness Eater per patient. A Sickness Eater costs only 30 energy to create (if more than one of the above apply, roll for each separately), but will be useless after 1d + 2 successful cures.

Component Spells: unique "Sickness Eater" spell, usable only by low-tech mages.

Asking Price: \$300.

Super Suture

This large metal clamp will completely and painlessly hold a wound closed. Using a Super Suture will give the wounded a +1 to his first 1d recovery rolls from any injury, and will also give a physician a +3 to Surgery skill if used during surgery. They will

also prevent a wound from becoming infected (they will do nothing about a pre-existing infection).

Super Sutures are relatively inexpensive to make (100 energy) and healers who know of them will often carry several. They are made using a unique enchantment with Minor Healing and Sterilize as prerequisites.

Component Spells: unique "Super Suture" spell.

Asking Price: \$200.

Wound Mud

This is not an enchanted item at all, but a natural concoction which can be prepared by anyone with any level of Magery and Physician (tech level 4 or less) 15+.

When applied to the edges of any wound, the Mud gives the victim a +3 to all rolls to prevent infection or fight off poison, and the victim gets *two* natural recovery rolls each day, each at +1. The Mud also soothes the pain of the wound, as long as the afflicted doesn't try to exert himself.

Each wound to be treated requires one ounce of Mud, which must be replaced daily. To create a supply of Wound Mud requires two consecutive full days, one to gather the ingredients, and the next to prepare and blend them into Mud. The maker must make a Physician roll each day, and on the second day he must expend 3 points of power on the preparation. A successful preparation will yield 3d ounces of mud. The ingredients may not be available in inhospitable terrain like desert, tundra or the high mountains, at the GM's option. The GM may also require a Naturalist roll, possibly at a penalty, to find the ingredients in places where the flora is very unfamiliar.

Component Spells: natural magic.

Asking Price: \$50/ounce.

Wound Wand

This is a rare healing device which can double as a weapon. The Wound Wand is two feet long and quite sturdy - more of a rod. It can be used to parry, and does damage in combat as a baton. Touching a wounded individual with the tip of the wand will absorb up to 10 points of his single worst wound. That damage will be transferred, however, to the next person touched by the wand. If the wound is not discharged from the Wand within 1d minutes, the wielder will take the damage, whether or not he's still physically in contact with the wand (healers who use this wand usually keep a small animal on hand to receive the damage). The wand can hold only one wound at a time.

Using the wand in combat is effective, but rather complex. If an un wounded opponent is struck with the wand, he will take baton damage. If struck again, the wand will again do baton damage, but the target will simultaneously be healed of the damage he took in the first round (or his most serious wound). If struck a third time, he takes baton damage again, and *regains* the damage healed in the previous round (counts as two separate wounds).

The Wound Wand is created with an exotic variant of the Necromantic Steal Health spell, which basically *reverses* the effects of the spell. These items are quite scarce, partially because the variant spell used is quite expensive compared to other healing enchantments, and partly because necromancers are generally uninterested in healing, and healers generally find necromancy repugnant.

Component Spells: Steal Health (reversed variant).

Asking Price: \$100,000.



JEWELRY 8

Gems and crystals are intrinsically magical. This is the reason that Powerstones can store power and Crystal Balls can scry. It is not surprising, then, that most spells which can be used in Enchantment can be cast on jewelry.



RENAIDA

Renaida is one of those rare elves who *prefers* to live among humans. She is generally regarded as the most desirable woman in her kingdom, not only for her incredible physical beauty but for her grace and skill as well.

Renaida is tall (6 feet) and slender, with thick, jet-black hair grown to the small of her back. She has large, oval, sapphire-blue eyes. She's over 300 years old, and has lived among humanity for almost half a century. She allows the most dashing and eligible men in the kingdom to escort her to the many social events she attends, but has so far resisted their urgings to embroil her in a more serious relationship. Other elves find her behavior bizarre, but they are tolerant, confident that she'll return to the wood some day. And she will, perhaps in a century or two.

Renaida originally came to the lands of men to indulge a fascination with gems and jewelry. Over the years, she has turned that interest into a profitable career. Today she is one of the best-known brokers of both enchanted jewelry and the most rare, exquisite and valuable of mundane ornaments.

She is a ruthless businesswoman, and can be quite avaricious in her pursuit of a bauble she particularly craves for her own. She always stops just short of actual criminality, though, and will not cheat a customer outright.

She has many other interests as well, including fine wines, music and dancing. She is fond and protective of small animals. She seldom bears arms, but her youth in the deepwood left her a surprisingly effective combatant (though she will not willingly take the life of an intelligent creature). She's mastered most Light and Darkness spells, and will use them to defend herself. She customarily sleeps all day, requiring customers to seek her out at night, usually at some social event.

Renaida is never seen in public without a quantity of tasteful but conspicuous jewelry, any of which could include unpleasant surprises for a would-be thief, kidnapper or molester.

Jewelry runs a close second to staves and wands in terms of the wide range of spells that can be cast on it. And if Powerstones are counted, there are more enchanted gems in existence than any other sort of magic item.

Traditionally, gold and silver were regarded as being the metals most conducive to magic (lead, on the other hand, was considered the most magically resistant metal). If GMs find it appropriate to their world, they may want to assess energy penalties against any attempt to enchant jewelry of other than the finest quality. For example, jewelry of pure gold or silver, set with one or more gems, can be cast at the energy cost listed in *GURPS Magic*, but if the jewelry is of bronze or iron or some other lesser metal the spell might be 10 percent or so more expensive. This is a possible explanation of why powerful enchantments are seldom cast on swords or other weapons. However, the GM is cautioned against using these suggestions to raise the cost of the Weapon Enchantments; the costs of these spells already assume that normal weapon materials are being used. A lesser penalty may be assessed if gold or silver alloys are used. If the jewelry to

be enchanted includes no gems whatsoever, there might be an additional 15% penalty to required energy. Thus, it would cost 1,200 energy points to cast Invisibility on a pure silver ring with an emerald set in it, while the same spell would cost 1,500 points if cast on a ring of unadorned iron. This suggestion is strictly optional. GMs are free to use, alter or ignore it as they will.



Among nonhuman enchanters the dwarves are the acknowledged master jewelers. Dwarven workmanship, while beautiful, is usually heavy, very sturdy and boldly designed. Though they're capable of work of astonishing delicacy, most dwarven jewelry is better suited for a warrior than for a fine lady. Gnomish work is generally much more delicate than that of the dwarves'.

Goblins like to work with jewelry, but most other races consider goblin work extremely bizarre at best, hopelessly gauche at worst. The elves find a garland of daisies infinitely more attractive than a gold tiara, and generally prefer to work with organic materials rather than cold minerals. With a few notable exceptions (see sidebar), elves seldom wear or make jewelry, enchanted or otherwise. The leprechauns prefer to work with textiles, considering gems or precious metals only accessories or embellishments to their work.

Common Jewelry Spells

Many spells can be enchanted into jewelry. There are a few, however, which, through magical necessity or simple tradition, have come to be exclusively or predominantly associated with jewelry.

The most common jewelry spell is, of course, Powerstone. The minor but useful enchantments Tell Time, Alarm and Find Weakness are also cast almost exclusively on jewelry. The keys/talismans required for Locksmith and Lockmaster are easily worn on bracelets or neck chains.

Most enchantments of Elemental Fire require a large ruby to be incorporated into the item, making jewelry the natural abode of these spells.

Other spells generally associated with jewelry include Hide and Invisibility (the cliched "Ring of Invisibility"), Shapeshift, Ice Dagger, Iron Arm, and the rare and coveted Recover ST and Halt Aging spells.

JEWELRY CATALOG

Attractive Jewelry

The name "Attractive Jewelry" represents a broad class of magical ornaments which make the wearer seem more attractive than he really is. This may be done through several methods. Alter Visage or Alter Body may be used to make the wearer physically more beautiful, or Lend Skill can grant bonuses in Savoir-Faire, Sex Appeal, Leadership or Carousing, or the Imbue spell can actually grant the wearer some level of Charisma.

Usually the Alter Visage and Alter Body spells can only produce a single face or figure, pre-set at the time of casting by the enchanter. A few enchanters, however, have manipulated the spells so that they make the wearer more attractive, without changing his essential features, and this effect will operate for anyone who wears the item. This spell requires at least 150% of the energy normally used in creating these enchantments (i.e., 1,500 for Alter Visage, 6,000 for Alter Body).

Component Spells: see above.

Asking Price: varies.

Cacophonous and Harmonious Bangles

Cacophonous and Harmonious Bangles are essentially the same item. Both take the form of small stone or metal solids hanging by tiny chains from a bracelet or anklet. Both have the power to cast the Noise spell whenever the wearer wishes. The only difference between the two is that the noise from the Harmonious Bangles is merry and pleasant, while the Cacophonous Bangles produce a discordant, unpleasant racket. Anyone in the immediate vicinity of the Cacophonous Bangles must make a Will roll every minute to resist the urge to leave the area by the most direct route. Harmonious Bangles are useful for stopping inconvenient conversations, silencing crowds and producing distractions and diversions from noisy activities.

This slight variation on the Noise spell can be cast by most enchanters who know the spell, at a energy cost of 200 points.

Component Spells: Noise (variant).

Asking Price: \$7,500.

Chronos' Watches

The origin of these timepieces is mysterious, but they are almost certainly of extraplanar origin. Not only do they control temporal magics far beyond anything known to even the greatest archmagi, but they have appeared among cultures that had barely conceived the sundial or the hourglass. All the watches appear as a large, heavy pocket watch in a intricately etched case of some (usually precious) metal.

At least five different sorts of watches are known to exist. The first is known by but a single example, and actually has the power to carry its user through time. The user can move back-

ward or forward in time by turning the watch's stem - he moves through time at the same rate the watch's hands are moving. A normal rate of travel by this method is about four days of real time for each subjective minute spent turning the stem. The watch has no calendar, so it is very important for the user to keep track of the passing days!

When he begins to twist the stem, the user vanishes from the sight of those around him. From his own perspective, the world becomes a featureless grey mist. The time traveler only reenters the timestream when he closes the case of the watch.

This watch was discovered by the mage Arneccourt almost 200 years ago. He vanished, along with his treasure, over 500 years ago.

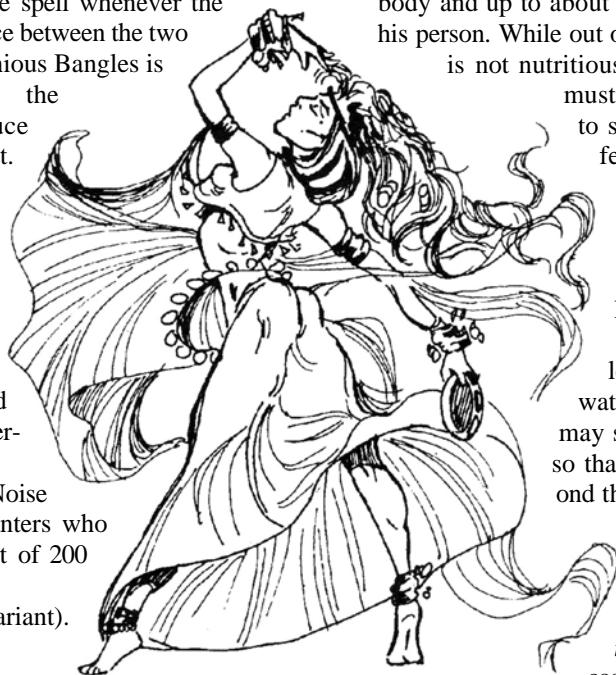
The second watch had the power to stop time. The entire world freezes from the user's perspective. The user may then go where he will, doing whatever he pleases to the frozen world. He will find the frozen world curiously resistant to his manipulations - weight of "frozen" items is tripled for encumbrance purposes, *everything* acquires an additional DR 3, GM may require ST rolls for simple actions like picking a flower, etc. The character will age normally according to his subjective perception of time while out of the normal timestream. The watch will affect the user's body and up to about 20 pounds of clothing and gear carried on his person. While out of time the user will find that "frozen" food

is not nutritious, nor does water quench thirst. The user must bring his own provisions along if he wants to stay out of the timestream for more than a few hours. For reasons that remain obscure, spellcasting is impossible while under the watch's influence.

Again, only one watch of this sort has been reliably identified, and it has been lost for almost a century.

The third sort of watch seems to be a less-powerful version of the second. Three watches of this sort have been known - and may still - exist. This watch speeds up the user, so that one minute passes for him for each second that goes by for the rest of the world. There is a price to pay for such insane speed. The user loses one point of fatigue for each (subjective) minute of activity, and fatigue for normal physical actions is *tripled*. As with the second watch, spellcasting is impossible.

The fourth watch, when it is opened, begins to run at an incredible rate, dials spinning as it ages the user one year for every five minutes it is held. Each watch of this type has a secret word written on the inside of the case (though not necessarily in a language the user can read) which, when pronounced, will cause the watch to reverse itself, returning the user to his own age. If the watch is shut without being reversed, it will store the years it stole, and the next time it is opened, and the secret word is pronounced, the watch will cause the user to grow one year younger for every two years it has stored. Once used in this fashion, stored years are lost.



Example: Moonacle opens the watch and is aged 20 years. If he pronounces the secret word while the watch is still open he can regain the entire span. However, if he closes the watch, his 20 years are stored, and they can thereafter only be restored at a rate of one year regained for each two lost, so he could only regain 10 years of his lost 20. But if the watch had stored a total of 60 years (Moonacle's 20 plus 40 from other victims), Moonacle could regain up to 30 years from the watch. All this assumes that Moonacle can read, decipher or deduce the secret word. Two of these dangerous watches are known to have existed. Both were destroyed when their vampiric nature was discovered.

The final sort of watch is the most common. It simply places the user in suspended animation when a post on the side is depressed. The watch has an Alarm function, as well, which allows the user to set his dormancy for any span of time he might wish.

One watch of the last sort is said to have also had the power to keep its owner from aging, but this may just be legend.

Component Spells: various, mostly unknown.

Asking Price: type one - \$15,000,000; type two - \$5,000,000; type three - \$1,000,000; type four - \$2,000,000; type five - \$100,000; type five with unaging - \$20,000,000.

Ecstasy Ring

Possession of this extremely dangerous ring is punishable by death in most civilized realms. The ring will, whenever worn, immerse the wearer in pure mental ecstasy. While the ring is worn the wearer cannot move, speak, cast spells or undertake any but the most insignificant physical actions. When the wearer wants to remove the ring he must make a Will roll. If he fails he cannot undertake another roll for a full hour. People have been known to die of thirst under the influence of the ring!

If the ring is successfully removed, the user must immediately make *another* Will roll. If this is failed, the character becomes addicted to the ring, acquiring the Addiction disadvantage at 40 points (very expensive, incapacitating and illegal). This Addiction can only be removed through spending earned character points.

The secret to making this ring has been ruthlessly suppressed, but it is believed to be a unique enchantment spell with Suggestion as a prerequisite.

Component Spells: hypothetical "Ecstasy" spell.

Asking Price: \$300,000.

Gremlin Gems

These are small, explosive stones weighing about 1 oz. They can be made from any sort of polished stone, not just gems. When thrown, a Gremlin Gem will explode, doing Id damage to everybody in the target hex. That's not their main threat, however!

Whenever a Gremlin Gem explodes it releases a Gremlin - a small, unintelligent spirit of bad luck. When a Gremlin is released, it attaches itself to the nearest person. A person can only have one Gremlin at a time. Gremlins will not attach to characters with the Luck advantage. A person afflicted with a Gremlin acquires the Unluckiness disadvantage and a 1-point Curse.

A 1-point Bless spell and a Gremlin will cancel each other out. The Gremlin can also be destroyed with a Remove Curse. The Gremlin will not "expire" like a regular curse.

The Gremlin Gems are a secret of the goblin race. They're created with a unique enchantment spell taught only to the great-

est goblin chiefs, merchants and sages. The goblins will never teach the secret of the Gems to a member of another race, but they will sometimes sell the Gems, at an exorbitant price.

Component Spells: secret goblin "Gremlin Gem" spell.

Asking Price: \$2,500 per gem.

Hotfinger Ring

On command, this ordinary-seeming iron ring will cause the finger it's on to become red hot. . . hot enough to kindle small fires. The wearer of the ring takes no damage, unless he touches another part of his body with the finger, in which case he takes Id-3 heat damage. He will also do this much damage if he touches someone else with the finger.

The Hotfinger ring is produced with a unique and rather simple enchantment spell, currently known to several mages specializing in Fire. It is known that this spell has Heat and Fireproof as a prerequisite.

Component Spells: secret "Hotfinger Ring" spell.

Asking Price: \$10,000.

Hypnosis Medallion

The Hypnosis Medallion is a large gold amulet attached to a thin chain. It can carry any sort of design on its surface.

The Amulet grants the user the Hypnosis skill at IQ+4 or +4 to existing skill (maximum skill 20). When the user holds the medallion before him and sets it to slowly swaying, all onlookers must make a Will roll before they can look away or take any action other than to stare at the amulet. The victims get a Will roll once every five seconds, which is also the time it takes to hypnotize someone. Thus the user can attempt to hypnotize one person between each Will roll (though multiple attempts against the same person take much longer - see p. B56). If any victim takes damage while fascinated by the medallion, the spell will be instantly broken.

Component Spells: Lend Skill, Suggestion.

Asking Price: 75,000.

Immunity Ring

These much-coveted rings make the wearer completely immune to disease as per the Immunity to Disease advantage (see p. B20). The wearer of the ring does *not* have to have a HT of 12 or more for the ring to work.

Component Spells: unknown (Cure Disease?).

Asking Price: \$100,000.

The Invulnerable Kobold

This bizarre talisman takes the form of a small humanoid figure carved from blue stone. It will, on command, become an ordinary kobold with average characteristics (ST 8, DX 11, IQ 8, HT 10) and no skills or advantages.

The Kobold is completely immune to magic. He can never be affected by any sort of magical effect, from a Sleep to a Fireball spell. He cannot even be harmed by physical objects manipulated by magic - he can't be crushed with a Move Earth, he can't even be harmed by a dropped anvil lifted by an Apportation spell or a flying carpet. A weapon with even the most insignificant enchantment will just bounce off. GMs should be tough when it comes to this ability! If the attack is in any least way magical it will not work against the Kobold. If this creates some surreal situations, so be it!



When it's not animated, the talisman is also immune to all magic (indeed, there's some evidence it's completely indestructible), but it does not in any way confer this immunity to the wearer.

When animated, the Kobold is a willing servant to its summoner. The Kobold knows about his ability and will show no fear of magical threats. But any serious *physical* threat (anything from a large dog or an angry halfling brandishing a walking stick, on up), will cause the Kobold to flee or cower helplessly. The Kobold has no name and knows nothing about his past. He can be called for a maximum of one hour each day. If the Kobold is killed he returns to talisman form, and can be summoned normally the next day. Nobody knows who created this strange item, or how, or *why*.

Component Spells: unknown.

Asking Price: \$300,000.

Lucky Pieces

These very common natural magics grant the possessor the Luck advantage. Lucky pieces cannot be created - they just happen. The most common sort of Lucky piece is a the result of a critical success on *the first* attempt to enchant a Powerstone. Not every critical success results in a Lucky Piece - perhaps no more than 1 in 1,000 (roll a natural 24 on 4d). Most of the time (1-5 on 1d) the newly created Lucky Piece becomes useless as a Powerstone. Naturally occurring Lucky Pieces are also sometimes found in mana basins (see p. 12).

An individual with a Lucky Piece acquires the Luck advantage (see p. B21). Those who are already lucky get luckier - if the finder has the Luck advantage at the 15-point level, he rolls as though he had it at the 30-point level when he has the talisman. If he already has 30 points of Luck, he may use his Luck every 15 minutes. If the Lucky Piece is lost, stolen or abandoned, the owner loses his extra luck until he can regain the talisman.

Component Spells: natural magic.

Asking Price: \$250,000.

Mother's Brooch/Father's Brooch

These minor magical items are customarily given to children leaving home for the first time, to help them stave off homesickness. When touched, the brooch says a few words in the parent's voice - usually an endearment, or a bit of practical advice on mundane matters. Most brooches know two or three different phrases, for a total vocabulary of 10 to 20 words.

The Mother's Brooch says things like, "Wash behind your ears," "Say your prayers," and "Does your doublet match your cloak?" The Father's Brooch says things like "Oil your armor and rub down your horse," and "Avoid long-term loans."

These items are rather common among the rich. They're of no use and little comfort to anyone except the intended wearer. GMs can use them as red herrings - "The young officer is wearing a magic item. You don't know exactly what it is, but it's definitely enchanted!"

Component Spells: Voices.

Asking Price: \$3,500 and up.

Musical Interlude

This is a small jeweled pin that, when activated, will make everyone within hearing distance stop whatever they're doing while the wearer sings one song. In order to use the item, the

wearer simply bursts into song. If he makes his Singing skill roll (or default) his audience will remain enraptured for the duration of the performance. Songs can last a maximum of three and a half minutes (exception: if the user has a Dance skill of 13+ he can insert a little dance number to increase the maximum time to five minutes). Hearers must make a roll vs. Will -5 to tear themselves away from the performance, except for magic-resistant characters, who get a roll vs. Will plus Magic Resistance to resist the effect. The magic will have no effect on the deaf or deafened, or those with well-stopped ears. The pin can only be used twice a day, and the uses must be at least 30 minutes apart.

The Interludes were created by a now-defunct Bardic guild between 600 and 200 years ago. The secret of their creation is believed to be lost. They were intended for traveling entertainers to use to get a crowd's attention, but they can also be used as a diversion.

Devilish GMs may require the player of the character using the item to actually sing a song (or dance!) while the item is supposed to be in use.

Component Spells: unknown.

Asking Price: \$70,000.

Portent Crystal

This is a stone of opalescent crystal found only at mana basins (see p. 12). When polished, the Crystal acts as a minor divination device. No enchantment is needed; the crystal's magic is natural.

Each day at dawn the crystal changes color. Its color for the day can serve as a rough indicator of what lies ahead (although the crystal is sometimes wrong).

The colors and their meanings are:

Color	Meaning
Gold	Great good fortune
Green	A productive, successful day
White	Ordinary, routine
Blue	Sadness, depression
Red	Physical danger
Black	Great ill fortune
Swirling Gray	Powerful magical forces are interfering with the scrying

The Game Master should, at the start of each new game day, ask the wearer of the crystal for his general plans for that day. The GM should then set the day's color based on those plans and his own knowledge. Example: the PCs have a treasure map. The crystal's owner plans to search for the treasure. If the party is likely to attain the treasure the crystal will be golden. If they're about to spot an important landmark on the map, or if the treasure is a bit more modest, the color might be green. If they're just going to continue trudging on in the same direction, the crystal will be white. If the treasure isn't where it's supposed to be the color will be blue. If it's guarded by a nest of dragons the color will be red, if the treasure carries a horrible curse the color will be black, and if the horde is the property of some demon lord or other supernatural power, the ring might be gray. The ring will only manifest one color each day. The Game Master should *not* consider it a problem if a last-minute change of plans invalidates the ring's prediction.

Component Spells: natural magic.

Asking Price: \$200,000.

Protective Brooch

Great kings and archmagi customarily wear jewelry with powerful protective magics to help defend them against their many enemies. Many spells can be so used, but a few of the most popular are Resist Pain (particularly favored by military commanders on campaign), Purify Food, Hide, Alertness, Magic Resistance (mostly used by nonmagics) and Sense Danger.

Example: this small and elegant sapphire brooch was created for a mighty emperor who reigned eight centuries ago. It includes the spells Resist Pain, Resist Cold, Resist Fire, Purify Food, Mage Sense, Hide, Infravision, See Invisible, Magic Resistance +5, +5 Alertness, Slow Fall, Sense Danger, Mage Stealth, Far Hearing, 5 points of Power, 3 of Speed.

Component Spells: see above.

Asking Price: varies. Example: \$10,000,000.

Rainmaker Ring

The Rainmaker Ring is rather grandiosely named. It doesn't really cause it to rain - it's merely a ranged variant of the Create Water spell. The caster can cause a gallon of water to appear and soak any nearby hex.

If aimed at a living target the water cannot be parried or blocked, but may be dodged. The ring has a ranged attack value of SS 13, Ace. +1, AD n/a, Max 80.

The wearer points at a target and says the command word, whereupon approximately one gallon of water will materialize about one hex over the target and fall normally.

Rainmaker Rings can be made by most enchanters who have experience with Water spells. One enchanter of 150 years ago is said to have developed an interesting variant of the spell, which allows the enchantment to "lock on" to its target and follow him around at a maximum speed of 20. The target continues to be drenched at the rate of a gallon every second until the caster either cancels the magic or attacks someone else with the ring, or the victim retreats more than half a mile away from the ring. Such rings are always made with 2 points of Power, to allow the user to cast and maintain the spell without draining fatigue.

Component Spells: Create Water (variant).

Asking Price: \$2,500. Variant: \$10,000.

Sage's Band

These are normally found among barbarian tribes. A Sage's Band is a spiral wire designed to be entwined in a beard. The band gives the wearer the Intuition and Common Sense advantages.

The bands are created by tribal shamans, to ease the transition between the berserk killer role expected of young warriors

and the wise counselor role expected of aging chiefs. Only the most prosperous tribes have the human and magical resources to create such luxuries, so the bands are extremely rare.

Component Spells: unknown.

Asking Price: \$100,000.

Serpent Lord's Band

This thick gold band can be worn on the upper arm of a strong man. The band allows the user to cast the Control Reptiles spell at will. Against intelligent reptilian races (Reptile Men, Dragons) the band can cast a Suggestion spell at will. The caster does not need to touch the victim, but he must impart the suggestion in a language the victim can understand.

The bands are extremely rare and ancient. Some say they were created by an empire of evil, dragon-riding humans. Others say that they are remnants of the remote height of Reptile Man civilization.

Component Spells: Reptile Control, Suggestion (variant).

Asking Price: \$125,000.

Sleepless Charm

The Sleepless Charm is a medallion which allows the wearer to ignore his physical and mental need for sleep. When the wearer removes the ring he will, within (IQ) minutes fall into a deep sleep lasting eight hours for each full 24 hours spent awake, up to a maximum of 72 continuous hours of sleep.

On the 10th consecutive day the ring is worn the wearer must begin making HT rolls each day. If he misses a roll, he loses 1 point of HT and rolls vs. the new HT the next day. This HT cannot be magically restored, either normally or magically, until the wearer has had 72 hours of uninterrupted sleep. If the wearer's HT reaches

0 he will die of exhaustion!

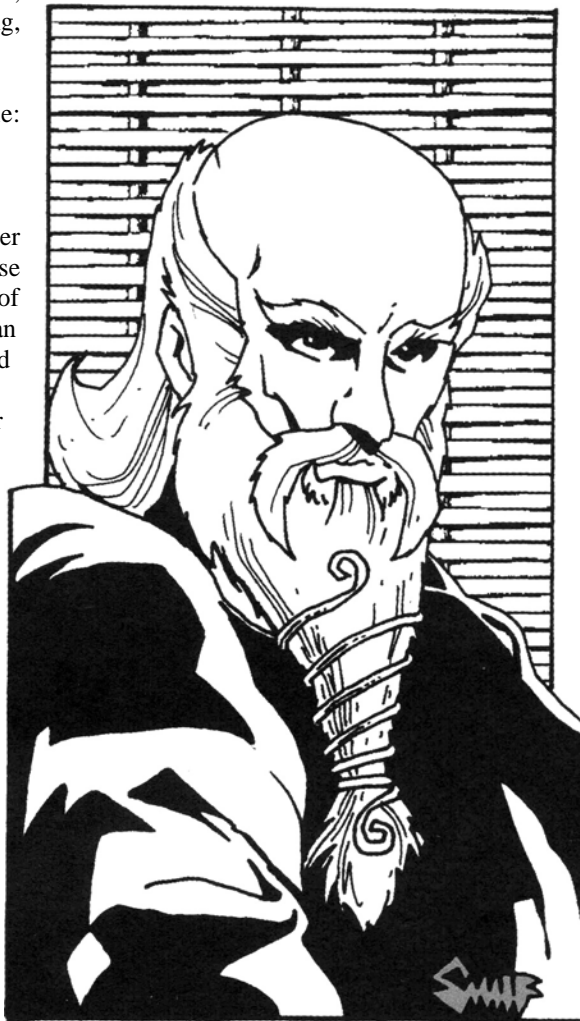
Seven of these rings were found in an ancient hoard discovered in a remote ruin 90 years ago. They appear to be the work of the same civilization that originally built the lost city. Nothing more is known of their origins.

Component Spells: unknown.

Asking Price: \$400,000.

Spellcatcher Ring

This powerful magic defense will automatically "catch" any spell cast within 30' of it. A caught spell enters the ring without having any effect whatsoever on the outside world. The ring will then hold that spell indefinitely. Spellcatchers can only hold one spell at a time.



If the wearer is a mage he can release a caught spell at any time, taking one turn and expending no energy. He can either cause the spell to dissipate harmlessly or he can himself cast it at *who or whatever he chooses. However, the wearer will not know what the caught spell is unless he's told, or he was the caster.* A successful Analyze Magic spell will reveal the nature of the caught spell.

The *Spellcatcher Rings* are only seen on the fingers of the most powerful archmagi. Such individuals will never discuss the origins of the ring. It is whispered that the rings are a mark of a secret brotherhood of ultra-powerful wizards. If it exists, this secret society would take most unkindly to any nonmember using their sigil without permission. Most reputable magic brokers will refuse to sell such an item (though they might arrange to return it to the appropriate parties, in exchange for "expenses, plus appropriate gratuity").

Component Spells: unknown.

Asking Price: \$500,000 (black market).

Storm Amulet

This unique and powerful magical talisman takes the form of a gold disk the size of a large coin, with the image of a storm cloud and lightning bolt etched on it. A large jet stone is set at the tip of the lightning bolt. This stone is a 50-point exclusive Powerstone. The stone recharges two points per day if the day is mostly cloudy, 3 points if it's mostly rainy (GM's call).

The wearer can see normally through fog or clouds. The owner is also immune to Thunderclap, and can stand and move normally in any wind. He is invulnerable to natural electricity, and may summon a Weather Dome at will.

The amulet also has several powers usable only by a mage. These include Air Jet, Hawk Flight, Fog, Lightning, Clouds, Thunderclap, Call Lightning and Whirlwind.

The Amulet is the master-work of Yierasumus, generally regarded as the greatest weather wizard who ever lived. Yierasumus lived seven centuries ago.

Component Spells: see above.

Asking Price: \$2,500,000.

Strongmind Ring

This ring allows the wearer to increase his Will roll by up to +5. However, the wearer loses two Fatigue points for each +1 to Will. The increased Will will linger for 10 minutes, then the Fatigue must be paid again. The ring will not drain Fatigue below 0, nor will it ever drain HT.

The character may activate the ring any time the Game Master calls for a Will roll, whether or not he is consciously aware of whatever's causing the menace. The user must decide how many points to modify his Will roll by before rolling the dice.

This ring is made using a complex variant of the Bravery spell. Though not specifically secret or lost, the enchantment is quite rare, as it is not in the best interests of the community of wizards to make methods of raising Willpower generally available. If there is a "Strongmind" Will-enhancing spell that can be cast as a regular or area spell, it is *very* secret.

Component Spells: Bravery (variant).

Asking Price: \$40,000.

Talisman of Recollection

This small, bejeweled talisman allows the wearer to perfectly remember anything he has ever seen, read or sensed. The *talisman does not convey the Eidetic Memory advantage, nor does the Talisman affect the cost of learned skills.*

The more remote the memory, the more power it takes to recall it. The talisman can remember anything in the last month with 1 point of power, in the last three months with 2 points, in the last six months with 3 points, and in the last year with 4 points. Each additional year costs 1 additional point.

The Talismans were made exclusively by a legendary circle of enchanters specializing in Mind Control spells. The circle flourished for 250 years, but the last member died over a century ago, taking the secret of the talisman with him.

Component Spells: unknown.

Asking Price: \$100,000.

Timejumper's Ring

The Timejumper's Ring represents the most advanced known time-manipulation enchantment ever achieved by humanity. The ring was created 40 years ago by the brilliant mage Brinor, who sent it to a colleague, along with a jubilant note announcing the discovery of a whole new school of magic based on manipulating the timestream. However, by the time his friend could reply, Brinor had vanished, along with most of his home city.

The ring will, on command, transport the wearer up to one minute into the future, at an energy cost of 1 point per 5 seconds of displacement. The wearer will reappear in the same place he vanished from. If something else has come to occupy the space, the lightest or least secured object will be displaced the minimum distance necessary to make room for both.

The ring is pure, unadorned silver with a large blue diamond set in it.

Component Spells: unknown.

Asking Price: \$2,500,000.

Wardrobe Bands

These are a pair of metal wristbands. They can be made of anything from unadorned iron to bejeweled platinum. One full set of clothing - including footwear and headgear, but not including weapons, jewelry, or the contents of the pockets - is magically stored inside the bands. The maximum weight of the outfit is about 5 pounds. When the wearer concentrates and touches the bands together, his current outfit enters the bands and he is left wearing the formerly stored garments. Stored garments will be exactly the same condition they were when they were stored, upon recall. If called by someone much to large for them, the summoned garments will shred too fit the summoner's body as best they can (extremely sturdy or well-made garments might entangle, or even strangle a too-large summoner - GM's option).

The bands are the invention of the goblins, and their secret is known to only a few elite goblin enchanters. They are believed to operate on the Hideaway principle. The goblins, being goblins, have also created a tricked version of the bands that will eventually destroy both outfits, leaving the user standing naked (GM should secretly roll 2d every time the tricked bands are used - on a natural 12 the trick will activate).

Component Spells: hypothetical "Wardrobe Bands" spell.

Asking Price: \$50,000. Trick version: \$20,000.

9 WIZARDLY TOOLS

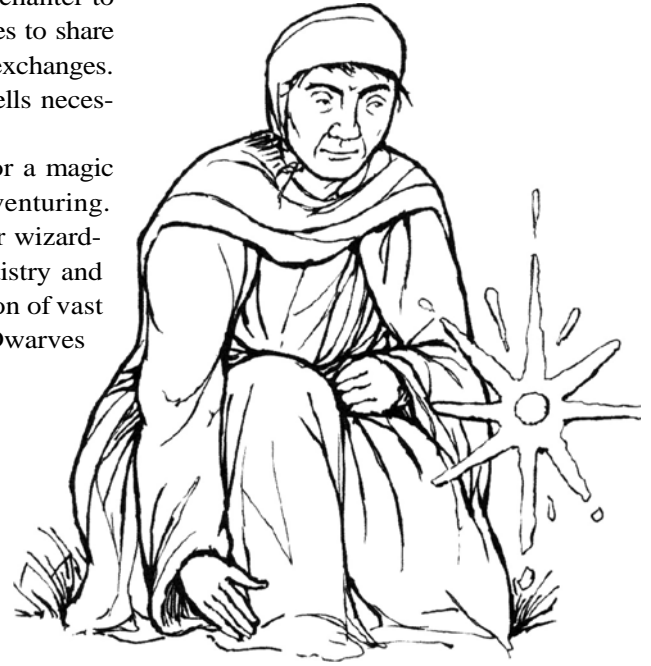
The creation of enchanted items designed especially for mages stands apart from the mainstream of the magical trade.



Few wizards have the inclination, or the cash, to simply pay an enchanter to manufacture an item to their specifications. It is most common for mages to share knowledge in exchange for their items. See p. 19 for more on these exchanges. Many more mages bypass the trade entirely by simply learning the spells necessary to create whatever items they feel they need.

The chance of finding a useful artifact, or an item he can trade for a magic item he can use, is a prominent reason for professional mages to go adventuring.

Humans are unsurpassed in the creation of wands, staves and other wizardly accoutrements. Elven enchantments are justly renowned for the artistry and versatility of their magics, but when it comes to the creative manipulation of vast reservoirs of magical energy, the humans hold an unquestionable lead. Dwarves and gnomes have also produced notable work in this field.



STAVES AND WANDS

With the exception of the ubiquitous Powerstones, the mage's most important tool is his staff. The Staff spell is the simplest of enchantments, and provides a useful but minor tool to extend the mage's reach. Many mages' staves have no further enchantments upon them.

GURPS Magic states that "the GM should feel free to alter the listed requirements for *the form* of an object if he wishes; these are included for "color" rather than game balance." However, in certain game worlds the GM may find it useful to assume that, for reasons that are hotly debated among mystical philosophers, most spells which lend themselves to enchantment are much easier to imbue in a staff (or smaller wand) made from organic materials than in a weapon, vehicle, article of clothing, etc.

While it is theoretically possible to enchant, say, an axe or a suit of armor with a spell like Total Paralysis or Fireball, the casting process is much more expensive and dangerous than if the spell were cast on a staff. This has the game effect of making enchanted items less likely to become available to nonmages.

The GM may, if he deems it appropriate, establish concrete penalties for casting certain spells on nonstandard items. These should be decided by the GM on a case-by-case basis, but may include increasing the chance of critical failure by one or two points (which would tend to make NPC enchanters reluctant to even attempt the casting), requiring the enchanter to use improvised enchantment (see p. M80), increasing the energy cost or applying a penalty of -1 to -5 to the final spell roll.

Common Mage-Only Spells

Almost all the spells in **GURPS Magic** are for the exclusive use of mages, at least to start with. An enchanted item may become accessible for all users only through a significant investment of time and expense. This is made possible by the application of either more expensive variants of the spell, or through the use of Power spells.

If any enchantments can be said to be *the special province of mages*, they would certainly include the "Wizardly Tools" (see p. M41), Staff, Powerstone and Crystal Ball, as well as the Enchantment spells Scroll and Golem. Pentagrams are also the exclusive province of wizards. The Meta-Spells Conceal Magic, Scryguard, Scrywall, Magic Resistance and Spell Shield, while usable by anyone, are of most value to mages.

ZEBGLON

Zebulon is a powerful mage of indeterminate age, specializing in spells of Light, Sound, Illusion, and Movement. He has never adventured, preferring to make his living by teaching (supplemented by a highly paid guard job on the occasional merchant caravan or trade ship). Although he's widely traveled, Zebulon has always disdained the physical arts of self-defense, preferring to rely on his magics.

Zebulon no longer travels or teaches. Instead, in his later years he has devoted his brilliant intellect and natural business acumen to building a fortune. Magical brokerage is just a minor part of Zebulon's many financial interests. Besides finance, his only other major pastime is a passionate love for the game of backgammon, at which he's an internationally recognized master.

Zebulon is an elderly man with a quiet demeanor. He dresses like a poor working mage, not like a rich man. He is extremely thin, with sharp, almost comically ugly features.

Though he certainly has a formidable personal magic arsenal, Zebulon is prudently silent as to its nature. He has been known, however to use magical devices to *paralyze* enemies, read minds, and even on one occasion to turn an attacker into a small bird. The precise nature and powers of his devices remain mysterious.

WIZARDLY TOOLS CATALOG

Note: unless otherwise noted, all the items in this chapter require Magery to use.

Artificial Archmage

This unique magical device takes the form of an iron sphere, slightly larger than a man's head, on three sturdy metal legs. It stands 3 feet tall, and weighs over 100 lbs.

The Artificial Archmage is a semi-intelligent illusion generator. It will completely alter the appearance of its owner and his surroundings with the specific object of making the owner appear to be a wizard of almost godlike power. If he owned this item, a poor mage's tattered robe might take on the seeming of flowing white silk embroidered with cabalistic signs, his sparse, dirty beard would appear snow-white and flowing, and his watery blue eyes would suddenly pierce and crackle with power. Anyone using this device acquires the advantages Voice and Appearance +1 level while within its area of effect.

It will also affect the immediate area, making a battered old worktable appear as polished marble, a toad or crow familiar appear as a fierce little homunculus or a shimmering miniature dragon, and any books in the area appear as ancient and formidable tomes of power. It will also affect itself, usually appearing as a crystal ball in a stand of rare wood. It will also on command produce illusions mimicking the effects of magical spells, from Fireballs to Shapeshifting to demon summonings.

The device's most unique and inexplicable power is its ability to actually alter its user's aura, particularly that shade having to do with magical power. The user's aura will read "off the scale" in terms of magical power.

The Artificial Archmage has an area of effect of 300 feet in radius - enough to turn an ordinary tower or manor house into a palace of magic. Beyond that range it has no effect, meaning that if the wizard wishes to leave his home he must either do without the globe's effects, or carry it with him. In addition to the trouble involved in carrying such a cumbersome item, this will also cause his dwelling to revert to its true mundane appearance.

The Artificial Archmage cannot be commanded to selectively produce its effects - the owner is stuck with the whole package. It's very responsive, however, and will seldom back its user into an inextricable corner. The user can roughly define the extent of the object's influence - "me only," "this room," "this floor."

Illusionary creatures created by the device can converse intelligently, but the box has no skills whatsoever, except for the language skills its owner has and a Fast-Talk skill of 13. If pressed for information, the "facts" it gives will be completely bogus, and easily detectable as such by anyone with even minimal knowledge of the situation. In such situations, the device will often reply in gibberish, allowing its master to "interpret the spirit's tongues" as he sees fit.

It can only be used by a mage and will become loyal to any mage who touches it, and remain so until he dies, or until a loyalty spell is cast upon it while being touched by the new owner.

The Artificial Archmage first came to light 350 years ago, in the hands of a minor talent who used it to become court sorcerer of a major empire of the time. This first known user was eventually slain during an invasion which his masters expected their wizard to turn. The device will answer questions about its pow-

ers and limitations, but will not speak of its history or the source of its magics (it seems to have only the most rudimentary personality, and no memory in the human sense, though its illusions remain consistent over time).

Component Spells: Perfect Illusion, Illusion Shell, Illusion Disguise, unknown.

Asking Price: \$1,000,000.

Crystal Map

This unique item is a flat, polished crystal set in a silver frame. Its surface is about 18" x 24", and it weighs over 20 lbs. It has two onyx knobs set in the frame. The left will cast a Tell Time spell, and the right will cast a Find Direction spell (displaying a properly oriented compass on the screen).

If both knobs are manipulated simultaneously it will summon the demon of the Map. Each time it is summoned the demon will attempt to take control of the user's mind (treat as a contest between the Demon's IQ of 14 and the user's Will plus Magic Resistance). If the user loses the contest the demon will not possess him outright, for this is a Demon of Knowledge. Instead, the demon will instill in the user a compulsive desire to explore exotic, dangerous places (treat as Compulsive Behavior at the highest level). If the user comes under the Demon's control he cannot attempt another contest for at least (30-IQ) days.

If the demon loses, it must obey the user. It has Eidetic Memory, and can display an image of any map or chart it's ever seen, or create a map of any place it's ever been (GM's determination what information, if any, is available on a given place). It can also cast the spells Detect Magic, Measurement, Pathfinder, History, Ancient History, See Secrets, Analyze Magic and Earth Vision, all at 15. The demon cannot speak. It communicates entirely through complex symbols and schematics on its screen. Although magically bound to the map, the demon appears to rather like its present state, and will not try to free itself.

The screen was created 400 years ago by the goblin mage Ehh Oskech, who later died while exploring a volcano.

Component Spells: Tell Time, Find Direction, Pentagram, Shatterproof (the demon's spells listed above are not technically part of the item's enchantment).

Asking Price: \$400,000.

Diviner's Tiles

These are a set of several (20-40) plain white tiles about an inch square. When spilled on a flat surface letters will materialize on the tiles, spelling out a more-or-less ambiguous hint about the future. They can only be used once per day.

Any time the tiles are used the GM should secretly roll 3d. On a 3-6 the tiles will provide concise, correct, unambiguous directions. On a 7-13 they provide good advice, in a rather vague manner. On a 14-16 they provide either useless platitudes or extremely cryptic advice. On a 17 or 18 the advice is clear, concise, plausible and completely wrong. GMs must remember to limit the length of the message, in letters, to roughly the same as the number of tiles.

These tiles are the product of an ancient human civilization. Though that culture produced them in great numbers, the secret of their manufacture is completely lost. The tiles will spell out

their message in a dead language, so some scholarship is necessary to read them.

Component Spells: Divination (unknown variant).

Asking Price: \$500,000.

Diviner Coins

These are large, ancient coins of copper or bronze - the product of the same ancient civilization that produced the Diviner's Tiles. *The coins are relatively common, even today, and they're usable by anyone.*

The coins bear the image of a wise king on one side ("yes"), and a deformed demonic face on the other ("no"). Once per day the coins can be asked a yes/no question about the past, present or future. The coins have a 4 in 6 chance of being right (or at least of giving the answer the GM considers most likely). If asked any further questions before dawn the next day the coin has a normal 50/50 chance of giving either answer.

Component Spells: Divination (unknown variant).

Asking Price: \$7,500.



Elemental Generator

A *precious* stone (agate for earth, pearl for water, ruby for fire and diamond for air) that will cause an elemental to form in a place where none previously existed. The fire and water generators each require at least a small campfire or a stream. The earth generator must be buried at least a foot underground and the air must be cast into the air, at least 10' from all obstructions, including the ground. The Elemental forms normally, and the user has control normally. The stone provides up to 10 points of energy for the creation. Any energy beyond that must come from the caster or another source. The Generator is incorporated into the Elemental's substance. When the caster loses (or relinquishes) control of the Elemental the stone is expelled. Whether or not it can be recovered depends on where the elemental is in relation to the user. The caster opposes the Elemental's attempts to free itself with Will plus Magery, rather than with the Generator's power. If he knows either Control or Create Elemental at a higher level than that, he can use those values instead.

The origin of such stones are mysterious. Several dozen of each sort are known to exist, but no one knows who made them

or why. They are often found by the dwarves in their mines (or, in the case of pearls, by Mer Folk or Sea-elves). Many believe that the stones are not created at all, but are a natural outgrowth of the Earth's magic. Cutting and polishing has no effect on the stone's magic.

Component Spells: Create Elemental (variant).

Asking Price: \$100,000.

Enchanter's Scabbard

This oversized scabbard is velvet-covered and jewelf-encrusted. It is strictly an enchanter's tool, and is not designed to hang from a belt. It can hold any straight blade up to the size of a greatsword.

Any weapon placed in this scabbard can be enchanted for 2/3 the normal cost. The weapon must remain inside the scabbard for the entire enchantment process.

Two (or possibly three - accounts differ) such scabbards were created centuries ago by a great dwarven enchanter. The secret of their creation is lost.

Component Spells: unknown.

Asking Price: \$3,000,000.

Grand Ascentor

The Grand Ascentor is the masterwork of the enchantress Phadra, who lived more than six centuries ago. It is, initially, a small marble cube about 2" on a side.

When the mage expends 1 energy point, the Ascentor becomes a spiral staircase five feet tall with stairs a yard across. Each additional point of energy will extend the stairway by five feet in height. Thus 10 energy points yields a staircase 50 feet high, 60 points 300 feet, and 1,000 points would produce a staircase almost a mile high! In addition to his personal energy the mage can draw power from Powerstones, ceremonial magic and other (willing) mages to extend the Ascentor.

The staircase will revert to cube form after one minute for every foot of height. The mage can also command the stairs to revert and appear in his hand at any time.

Additional energy (from any of the above sources) can be used to extend the "lifetime" of the stairs, at a rate of one minute per point of energy. Additional energy may *not* be spent to extend the stairway from a pre-existing height. The staircase must revert to cube form and be re-powered from scratch to attain a new height.

The staircase is *magically anchored*. Nothing short of a *tornado*, or a solid blow from the largest dragon could knock it over. The Ascentor can only be activated on firm, dry earth or stone. It cannot lean and it will not sway in the wind. The stair will only extend through open space. It will not push through a roof or any other obstruction more solid than a cloud or fog bank.

The stair has no railing. If it is over 300 feet tall (60 energy points) the prevailing wind becomes a peril. If more than 100 yards in the air, a normal human can be knocked from the staircase on a failed DX or ST roll (whichever is higher). The GM may require DX or ST rolls at penalties, or even Climbing rolls at higher altitudes or stronger winds.

The secrets behind the making of the Grand Ascentor are completely lost. There is only one such object known, though some have said that Phadra made others.

Component Spells: unknown.

Asking Price: \$2,500,000.

Greater Runestones

These 25 ancient stones are always found in a complete set. Though their nature is obvious, they are in no known runic alphabet. The Greater Runestones cannot be learned through research, but they will magically imbue their owner with a Greater Rune Lore skill of 15 (or one point's worth, whichever is greater) and will also grant their user 1 point in the Greater Rune Casting Spell. The user must be a mage. The Greater Runestones will only imbue one living being at a time, and they will not grant the secret of their power to a thoroughly evil individual (GM's option). If separated, the stones will regather themselves in 2d days in their owner's pockets.

Several sets of Greater Runestones are known to exist. Legends say they are the runes the gods cast in the heavens, somehow transported to earth. Calmer heads, however, suggest that the Runestones are the product of an ancient (perhaps pre-human) but magically advanced culture.

See *GURPS Magic*, p. 80, for more information on runic magic.

Component Spells: Lend Skill and unknown.

Asking Price: \$500,000.

Knack Tattoos

There is rumored to be an ancient mage - or perhaps a clan of mages - in a far-off land, with the art to imbue an individual with spell ability by inscribing a tattoo on their body. The tattoo essentially acts as a permanently ready magic item.

The Knack Tattoo is regarded as a magic item in all respects - energy cost, whether or not the wearer needs to be a mage, length of casting, and so on. Virtually every spell listed as having a corresponding magic item in *Magic* or on p. 118 can (in theory) be transferred to a tattoo.

Note that the tattoo's wearer will have to withdraw from society for weeks or months while his tattoo is enchanted (only the "slow and sure" method will work when enchanting tattoos). The recipient will be kept hypnotized during his sojourn with the enchanters, to avoid jeopardizing the secret of the process. The tattoo can be made invisible to normal sight, at substantial additional cost.

The only way to remove someone's tattoo power is to physically cut it from their body (which will completely destroy the magic). The magic vanishes when the wearer is killed.

Component Spells: Many normal spells and unknown.

Asking Price: 10x the energy cost listed for an item of the same type. 25x for an invisible tattoo.

Lapis Potentissimus

The Lapis Potentissimus is the world's largest pristine Powerstone - 777 carats, all charged. Although monster Powerstones are rumored to exist with as many as two or three thousand points of power, Powerstone quirks make it difficult to approach within a half-mile of such stones without hopping on one foot, stopping to urinate every three steps and having one's hair turn violet.

The Lapis Potentissimus - a flawless amethyst about the size of a woman's fist - has no quirks whatsoever. It was painstakingly enchanted by three generations of mages, who worked under the most rigorous safeguards, weaving their enchantments only when the omens and divinations were at their best. In comparison, the next largest pristine Powerstone has fewer than 200 points of power. The Lapis Potentissimus was completed less than 200 years ago.

Nearly as valuable as the Lapis Potentissimus itself is the pedestal built to charge it. The Pedestal acts as a Powerstone Charger (see p. 65), and incorporates an extremely rare Mana Pool (see p. 63) which creates a single hex of very high mana. The Charger and Pool allow the stone to completely recharge in about a month, rather than taking more than two years. The final component of the ensemble is a cover of polished crystal, which acts as a Powerstone Screen (see p. 66) allowing other Powerstones to recharge in the vicinity of the Lapis Potentissimus.

Component Spells: Powerstone.

Asking Price: Priceless and probably not for sale. Tens of millions, minimum.



Lorestone

The Lorestone has the power to cast either a History or Ancient History spell on command. The stone will operate only once per day. The Lorestone will provide up to 5 points of power itself; the wielder can supply additional power to increase the stone's effectiveness. The stone will work only once per day.

This rough gray stone was discovered 50 years ago in a remote cave by a party of adventurers. They found it in a forgotten cave, under a crude stone altar. Attempts to turn the stone's magic on itself reveal nothing but darkness, suggesting that the stone lay beneath the altar for more than a millennium.

The Lorestone consists of no known mineral. It has been fitted with a setting and a tin chain, allowing it to be worn as a pendant.

Component Spells: History, Ancient History, Power.

Asking Price: \$150,000

Mage's Seat

There is a legend of a unique and ancient stone, in the shape of a crude throne, that can grant the Magery advantage to anyone brave enough to sit on it through an entire night. There is no middle way with this stone - the individual who attempts to sit on it will either become a mage or die. The quester must be alone when he attempts to use the stone.

The stone is found in high, remote mountains, thick with savage beasts, and is said to move to another range of mountains when someone has successfully endured the test!

Once a seeker has located the stone (through legend, magical scrying, or rumor) and survived the myriad beasts that surround it, he must fast for a day before sitting on the stone. This requires a Will-2 roll to succeed (Will-2 for anyone with the Gluttony disadvantage). As the sun is setting, the quester, now at ST-1 due to fasting, may sit on the Mage's Seat, attempting to

stay until sunrise. Once anyone sits on the stone, he must not rise again until the stone releases him at dawn. No outside power may affect him during that time.

The stone tests the seeker throughout the night. There are no attacks as such, but a number of mental trials - any one of which could end in death!

The first trial is temptation of the lower desires. After the aspirant sits in the chair for an hour, it will seem to him that dawn is coming. The eastern sky will lighten, and he will see some scantily clad people approaching. These people (of whom) will be of whatever sex the candidate finds desirable, and be very beautiful or handsome. They will carry trays with delicious-looking food and drink - the aspirant has been fasting, remember. A Will-2 roll is required to stay on the seat as they beckon him to a feast. Lecherous characters are at an additional -3, and gluttonous characters an additional -2 to remain on the chair! If the roll is made, the party disappears, and the sky darkens to night again. If the roll fails, the candidate feasts until dawn, and then dies!

The second trial is physical. Those who would become mages must endure hardships! The stone does 2d+1 damage to the individual; armor and toughness do not protect. The GM may allow the player to roll this damage himself! If the character reaches 0 HT or less, he dies. Those who have even 1 HT remaining have survived the test - but this damage cannot be healed magically. Neither spells nor elixirs work on this damage - use the rules on p. B128 to recover.

The third trial is of mental capabilities. The GM is encouraged to make up a riddle or puzzle for *the player* to solve, but this may also be handled as a Contest of IQs. The mage stone has an effective IQ 15 for this purpose, though it is not really sentient. It will pose three riddles - missing two of them results in death.

The fourth and final trial is of metaphysical power. This is a subjective test, and the GM must assign a secret modifier, from -3 to +3, based on how the player has played this character since character conception. This has nothing to do with "alignment" - both good and evil characters have metaphysical power, or lack thereof. If the character has been wishy-washy in situations of a moral or ethical nature, assign a negative modifier. If the aspirant has been true to his principles, whatever they may be, and has never deviated, assign a positive modifier.

Once the modifier has been determined, the GM rolls a Contest of Will (the stone's Will is 15), applies the previously chosen modifier and compares the results. If the character fails, he dies. Ties go to the Stone.

The results of this final contest also determine what level of Magery a character has: Magery 1 if the PC wins by 1 or 2, Magery 2 if the PC wins by 3 or 4, and Magery 3 if the PC wins by 5 or more.

Once this trial is over, dawn arrives and the new-made mage may move from the stone. His friends may also now enter the area to help him. The character takes an additional 8 fatigue from staying awake all night, which may cause him to collapse. He is now a mage, however, albeit a very wounded, fatigued one!

Component Spells: unknown.

Asking Price: priceless and normally immovable.

Magical Purge

No one knows how or where these mysterious objects are made, but they periodically appear in the hands of a powerful mage, or are discovered in some ancient hoard.

A Magical Purge is a two-part item, consisting of the item itself and its container. Whenever the container is open, the Purge will cast a Dispel Magic in a variable area. There seems to be some correlation between the size of the item and the area affected - larger items generally affect greater areas. Purges take the form of anything from a locket with a small gem inside, to a casket holding a heavy, three-foot scepter. The most powerful Magical Purge known to date has a radius of five hexes, but one or two hexes is average. The spells of the user of the purge are *not* immune to the effects of the item. The purge drains no power and the user does not have to be a mage.

Component Spells: Dispel Magic (variant).

Asking Price: \$100,000 per hex radius.

Mana Compass

The Mana Compass is a comparatively common beneficial Powerstone quirk. Several dozen are known to exist.

A Mana Compass will point to the nearest change in the Mana level, whether up or down. There is no way to tell which direction the change will be until you arrive. The compass is used like a primitive directional compass - it's tied to a plumb line and allowed to dangle free. If held still it will swing gently in the direction of the change. Most Mana compasses are small, cut gemstones. They can be set in gold or silver to make it easier to attach the plumb line, which can be any sort of fine string or thread.

Stones larger than one carat may still be functional Powerstones. If so, the cost of the Powerstone should be added to the asking price (see p. M20 for Powerstone costs).

Component Spells: none.

Asking Price: \$1,200.

Mana Pool

Extremely rare, the Mana Pool is the most beneficial and coveted of Powerstone quirks. A Mana Pool will increase the mana level in its immediate area by one or more levels. Of the handful of Mana Pools known, most raise the mana level by one level within one hex. One particularly powerful pool is known to raise the mana level by two levels within a 3-hex radius. The most powerful Pool known has been incorporated into the stand of the Lapis Potentissimus (see p. 62). It is known to raise the mana level of one hex to very high, even from a low-mana area. It's never been tried in a no-mana area.

Component Spells: none.

Asking Price: \$500,000 and up.

Mana Ring

This is simply a ring (usually of plain base metal) that communicates to its wearer the local mana level.

The Mana Ring is a rather uncommon item, but not because it particularly difficult or expensive to make. It's simply that most powerful mages know what their local mana level is, and don't often stray to parts where their power might be in doubt. These rings are mostly made and worn by frequent interplanar explorers and travelers.

The Mana Ring will not function in a no-mana area, but this is not really a drawback, since the fact that the ring is not functioning will tell the wearer he's in a no-mana area.

Component Spells: low-power Analyze Magic variant.

Asking Price: \$10,000.

Mana Vortex

The Mana Vortex is an extreme but rather common Powerstone quirk. Several dozen are known to exist. The stone destroys all mana in its immediate area. It is, in effect, a portable no-mana zone.

Most magic items exposed to a Mana Vortex will operate normally once they are removed. A Powerstone in a Vortex will be completely drained, and must recharge normally. A Mana Pool will not function in a Mana Vortex. Some extremely magical creatures or races may be radically changed within a Mana Vortex, or may simply begin to rapidly lose HT (GM's option, see *GURPS Fantasy Folk*, p. 11 for more on this).

No spell can ever be cast from within a Vortex. Ranged spells with physical effects however (Fireball, Stone Missile) will endure for 1 turn within the Vortex. This is usually ample time for the magic to reach and affect its target. Spells without physical effects (i.e. Sleep and other mind control spells) will not affect a target inside a Vortex.

Mana Vortices have their uses, but no one has found a way to ward or screen their effects, making it difficult to transport or store them. Most Mana Vortices are 1 to 3 hexes in radius, but there are rumors of Vortices with radii of up to 300 hexes.

Component Spells: none (Powerstone quirk).

Asking Price: \$10,000 and up.

Mirror of Discernment

These extremely versatile devices are the work of an ancient Mountain elf enchanter, who has been creating them for almost a millennium. He produces two or three new mirrors every century, though he has had much more prolific periods in the past. In all, there are about 100 such mirrors in existence at the moment.

Anything viewed through the mirror is viewed as though under the spells Mage Sight, Mage Sense, See Secrets, See Invisible and Know Illusion. The Mirrors also have the power to discern the true form behind an Alter or Shapeshift spell. Though it costs no power to use a Mirror of Discernment, the magic only manifests itself to a mage. To all others, it's merely a mirror.

A Mirror of Discernment will display only the area that would be revealed by an ordinary mirror in its location. Among other things, this means that to continually use the mirror to view the area ahead, the user must walk backward.

Mirrors of Discernment range in size from large wall mirrors of 20 square feet or more, to sturdy, unadorned hand mirrors usable in combat. These last are usually much more expensive than their larger, more decorative kin. Most Mirrors of Discernment have a Shatterproof spell cast on them. As with most magical items, if the mirror is broken or divided, the shards will lose all magic.

Component Spells: Know Illusion, See Invisible, See Secrets, Mage Sense, Mage Sight, Shatterproof, unknown.

Asking Price: \$1,500,000 (large). \$2,000,000 (small).

Nicodemus' Foolproof Laboratory

This unique artifact is not a single item, but instead a complete alchemical laboratory consisting of bottles, beakers, braziers, cups, alembics, mortars, pestles, pipes, tubing and other paraphernalia made mostly of glass, ceramic, tin and brass (with a few specialized items of gold, silver, or other metals).

The whole ensemble will fit into three very large packing crates and weighs over 1,000 lbs. Legend says that 300 years ago

this laboratory belonged to the renowned alchemist Nicodemus. When a devastating plague hit Nicodemus' city the city fathers sent for a renowned holy man to intercede on the city's behalf. However, when the venerable hermit arrived in town he discovered the plague already abating, thanks to an antidote discovered by Nicodemus. The saint pronounced a blessing on Nicodemus' laboratory equipment. In the intervening centuries it has become obvious to the lab's users that even the most delicate of the instruments is virtually unbreakable. Furthermore, those who have used the equipment believe that catastrophic accidents are impossible with this equipment (treat all critical failures as normal failures). Authorities believe that any attempt to divide the equipment would greatly jeopardize the continued effectiveness of the blessing, and might even be construed as sacrilegious.

Component Spells: unknown (Shatterproof?).

Asking Price: \$5,000,000 (if for sale at all).

Nameflower

The Nameflower is a charming magical effect, commonly used by apprentices to impress young ladies that catch their fancy.

To produce a Nameflower, the mage must plant a single seed of any sort of flower he may fancy under the full moon. He must carefully cultivate the flower entirely by hand, letting no one else tend it. Furthermore, each day he must expend a single point of energy on the flower, sometime between sunup and sunset. This energy may not come from a Powerstone or any source other than the mage. When it blooms, the mage must cut it with a pair of gold scissors. He then presents it to his favored one. A mage may not cultivate more than one Nameflower at a time.

Whenever the recipient touches or smells the flower, she (or he) receives a strong mental image of the giver's name, as well as a very flattering mental "picture" of the giver's appearance.

Once cut, the Nameflower is remarkably hardy. It will remain fresh and beautiful for 2d days - 2d weeks if the stem is placed in water. If carefully pressed between the pages of a heavy book or similar press it will retain its magic practically forever.

Component Spells: none.

Asking Price: A Nameflower must be given. If sold it loses all magic and withers in a few hours.

Omnipresent Crystal

The Omnipresent Crystal is an artifact of remarkable power. On the surface it appears as a rather scratched and battered crystal ball a little larger than a large man's fist.

The crystal is, in essence, a Wizard Eye to anywhere. The only places its magic will not reach are no-mana and Scry-guarded areas. Though it does not automatically convey the abilities, a mage with access to such spells as Mage Sight, Hawk Vision and Dark Vision can cast them on himself and use them through the crystal. The crystal conveys both sight and sound.

The crystal has no memory, and takes its commands from the mind of the user. Thus it could not be commanded to "follow Ferd" unless the user already had a good idea where Ferd was in relation to his present position. Likewise it couldn't be told to fly to Araby unless the user already knew where Araby was. Though at first it may seem that the crystal's center of attention moves instantaneously, a careful observer will soon see that it moves at tremendous, but finite speed. An observer with a sufficiently high-tech background might even see that the speed is just slightly below that of light (but there is no distortion of the view as the

crystal travels at maximum speed, in defiance of the modern laws of physics).

Though there is presumably some sort of mystical extension of the Crystal at the point of focus, no known spell or power has ever been able to detect it.

If the user's attention wanders from the crystal, it will maintain its current point of focus for about one hour, and then focus on the physical location of the crystal.

The origins of this unique artifact are unknown. It is certainly prehuman, and probably pre-elven as well.

Component Spells: unknown (Wizard Eye variant?).

Asking Price: \$5,000,000.

Orientation Talisman

This uncommon object (typically a ring, brooch or pendant), grants the wearer the Body Sense skill at 13 or +3, whichever is greater.

The secret of its manufacture is known to several enchanters who specialize in teleportational magic.

Component Spells: Lend Skill.

Asking Price: \$15,000.

Pentagram Disk

A dark metal disk about the size of a saucer. When cast on the ground it expands into a 10' diameter pentagram. It works in every way as a Pentagram spell cast at level 30. Fifty points of damage are required to cut the design. In its large size, the Pentagram cannot be moved. It must be activated in a place large enough to hold its expanded form, otherwise it will not expand. The unexpanded disk is useless as a ward. The magic is activated by a Name, customarily written on the bottom of the unexpanded disk. As a further precaution, the Name usually must be spoken from inside the expanded pentagram to contract the disk. In the unlikely event that the disk's Name was spoken by a summoned creature, the creature would be returned to its plane of origin, not unleashed to run rampant.

Though this item presents many mysteries to the common enchanter, the secret of its creation is known to a small circle of elite mages.

Component Spells: Pentagram, Name, hypothetical "Extend" spell, unknown.

Asking Price: \$3,000,000.

Plane-Shifting Fork

This is a magical tuning fork attuned to the mystical vibrations of a single, parallel reality. When the fork is struck the wielder is physically translated to that alternate reality. The translation takes about 5 seconds. Most forks will translate the wielder and up to 100 pounds or so of goods carried on his person. The biggest catch to these items is that the translation is one way. To get back, the mage must have a completely different fork, or he's left to his own devices.

The Forks are very safe, in that if a person uses one while standing on solid ground, he will translate to solid ground on the other plane - not high in the air, over a lava pit, inside a solid object or far out to sea. Sages say this is due to a magical principle called "Elemental Correspondence." For this same reason it is most unsafe to use the forks while in a dangerous situation, such as in a hurricane or a burning house!

With the above exceptions, the two planes generally stay ori-

ented with one another. That is, if you use the fork in a certain room on *this* side, and come out on the top of a certain hill on *that* side, you'll probably end up on the same hill if you transfer from the same room a year later.

These items are made with a unique Enchantment spell, known to a few plane-hopping mages.

Component Spells: secret Enchantment spell.

Asking Price: \$1,250,000 (more for desirable planes).

Powerstone Charger

A rare and valuable item; the secret of its origin appears to be lost.

A Powerstone Charger is usually in the form of a pouch, case or pedestal. It allows a single Powerstone to recharge as if the local mana level were one increment higher. In a very high mana area, the Charger allows the stone to regain one point per hour.

The most recent Powerstone Charger known was made 700 years ago, by an ancient dwarf who was already well past his 500th year when he finished the project. The pedestal which holds the Lapis Potentissimus (see above) was created at least 1,500 years before work was begun on the stone it now holds.

Component Spells: unknown.

Asking Price: \$750,000.

Powerstone Recharging Rack

Powerstone Recharging Racks simply channel and focus local mana so that several Powerstones can simultaneously recharge in the same area. This item will not operate where the mana level is lower than normal. Stones in the rack have no effect whatsoever on one another, or on stones outside the rack.

The actual rack is a complex network of wire made from several precious metals. The stones rest in "cradles" formed by the confluence of the wires. The wires are usually enclosed in a wooden cabinet (metal might interfere with the magic), often with a small, leather-hinged door leading to each compartment.

The manufacture of a recharging rack is no secret - several excellent written accounts of the manufacture of such items exist. It is, however, a magical operation of remarkable expense and delicacy, and the finished racks are extremely fragile. Consequently they remain rare.

In order to create a Powerstone Recharging Rack the enchanter must first learn the Powerstone Recharging Rack spell, a unique, Very Hard enchantment spell with prerequisites of Magery 3, Enchant and Powerstone, and costing 750 energy. Then he must assemble at least \$75,000 in raw materials, including the precious wires and certain rare herbal and alchemical preparations which will be consumed during manufacture. The rack is then assembled by a master craftsman, using a skill roll of Jeweler-7 (-5, if the enchanter and the craftsman are the same person). *The enchanter will not know whether the Jeweler roll succeeded or failed.* Finally the mage enchants the rack according to normal enchantment rules. If his spell roll fails, the process must be restarted from the beginning. The rack cannot be re-enchanted or even disassembled, reconstructed and then re-enchanted. Likewise, if the Jeweler roll was failed the rack will have to be scrapped.

The completed rack can be destroyed by a single point of damage. A wooden case provides PD 1, DR 4 to the rack inside. A Powerstone Recharging Rack cannot be enchanted with any further spells, protective or otherwise.



Powerstone Recharging Racks have been constructed ranging in size from small portables holding just four to six stones, to huge structures holding hundreds, covering entire walls of large, well-defended crypts below magical universities.

There are rumors and legends of Recharging Racks which actually accelerate the recharge rate, but no really reliable reports of such objects.

Component Spells: unique Powerstone Recharging Rack spell.

Asking Price: \$25,000 per stone held.

Powerstone Screen

A Powerstone Screen is usually a pouch or small case. Powerstones within such a container cannot recharge, but will not interfere with the recharging of other stones in the area. Thus a traveling mage can put the larger stones in the bag as they finish recharging, keeping them ready without their interfering with the recharge of his smaller stones.

The Screens are by far the most common Powerstone item. They are created with the Powerstone Screen spell, a unique, Very Hard enchantment spell with prerequisites of Powerstone and Enchant, costing 300 energy. Any sturdy, intact container can become a screen. One side of the screen can be permanently open, allowing the spell to be cast on a hat or lid. A Powerstone Screen may be enchanted with further protective spells.

Component Spells: unique Powerstone Screen spell.

Asking Price: \$15,000.

Shielding Garments

This is a generic term for a garment (typically a hat, cloak or robe) which shields its wearer from magical detection as a Scryguard spell.

This effect is achieved using a rare and exotic variant on Scryguard. This spell has been lost and rediscovered several times by gifted enchanters down through the ages.

Component Spells: Scryguard (variant).

Asking Price: \$50,000.

Spellcaster's Robe

Such items are perhaps the most frequent recipients of the enchantment application of the Lend Skill spell (since such items have an easily understood appeal to mages).

A Spellcaster's Robe gives its wearer a Skill of DX + 4 with

the Magic Breath, Magic Jet and Spell Throwing skills (or adds +4 to existing skill, whichever is greater).

The secret of permanently enchanting an item with Lend Skill, however, remains obscure to most enchanters, and these items are far from common.

Component Spells: Lend Skill.

Asking Price: \$100,000.

Timecrystal

The Timecrystal is a unique crystal ball that can see through time. The Crystal can see only the past, not the future. It cannot see through space: the caster can only see past events that would have been visible from his present location. The Timecrystal moves back at a maximum rate of 10 years per minute. It will not magically enhance vision, but if the user casts Mage Sight, Hawk Vision, Night Vision or similar spells on himself, he gains the effects of those spells while looking through the crystal.

The origin of this ancient item remains a mystery. The crystal has been used to trace its own history back 12,000 years, but that provided no clues as to its ultimate origin. It is often connected with the Omnipresent Crystal in rumor and legend, but there is no solid evidence linking the two items.

Component Spells: unknown (History? Ancient History? Crystal Ball?).

Asking Price: \$3,000,000.

Warding Garments

A certain clan of Gnomish enchanters knows and guards the secret of enchanting clothing with the powerful protective spells Ward, Reflect and even Great Ward. The wearer must know the spell being warded for the garment's magic to work.

There are rumors that certain remote leprechaun tailors also know the process, but these are unconfirmed. These tales also hint that the leprechauns have the power to make garments which Ward against certain spells only - the advantage of such garments being that they are somewhat less expensive in terms of power, and also that the wearer does not have to know the specific spell which the garment wards.

Such clothing is inevitably of fine quality and sturdy make, as it is astonishingly expensive.

Component Spells: Ward, Reflect, Great Ward, and unknown.

Asking Price: Ward - \$150,000, Reflect - \$400,000, Great Ward-\$1,000,000.

^STAVES AND WANDS

Note: All Staves and Wands in this chapter carry the Staff spell, unless otherwise noted.

Ambrosia's Wand

This unique and ancient artifact is the source of the stereotypical image of a magic wand. It's made of silver, about 2' long, covered with bright gems and sparkling gold filigree, capped with a solid gold star encrusted with gems and silver filigree.

Legend has it that the wand was a gift from either the first high king of the elves or the queen of faerie (accounts differ) to Ambrosia, the first queen of the diminutive ellyllon race (see *Fantasy Folk*, p. 44). Today the wand remains the most cherished

heirloom of the ellyllon race. Any attempt to steal it or extort it from its rightful owners would be considered the gravest of insults and an act of war.

The wand has the power to allow the wielder to transform instantly between human and ellyllon size (1/12 original height, or 12x original height for ellyllon, 6x for leprechauns). A character shrunk by the wand will have his ST and Hit Points halved; all other characteristics will be unchanged. See the ellyllon chapter of *GURPS Fantasy Folk* for the effects of miniaturized weapons. It is part of the wand's magic to also reduce or enlarge a character's clothing and personal equipment - including the wand itself.



The wand's most unique ability is its power to change a person's appearance to match his morals. A thoroughgoing villain will acquire a Hideous appearance if touched by the wand, while a saint will become very beautiful. Characters with some level of Magic Resistance may roll once versus Will + Magic Resistance to avoid the effect entirely. Characters with no Magic Resistance cannot resist the effect. If a character is touched by the wand, the GM must first determine the level of Appearance dictated by their behavior (it is entirely possible for someone to already have the appearance he deserves). Thereafter the character's appearance will shift toward his final appearance at the rate of one level per day. If someone altered by the wand later reforms (or falls), his appearance will not automatically change to fit his new morality (a second touch from the wand will, however, "update" the appearance). An altered person is able to disguise his appearance temporarily, through magic or the Disguise skill. Any attempt to permanently change Appearance, however, will result in the new Appearance changing to that dictated by the wand, at a rate of one level per day. This effect can only be canceled by a Great Wish or an Arrow of Reversion.

These two abilities are usable even if the wielder is not a mage.

Ambrosia's Wand also has a plethora of more conventional "magic wand" powers, including Insect Control, Bird Control, Beast Speech, Windstorm, Water to Wine, Neutralize Poison, Perfect Illusion, Mage Sense, Light, Hide, Fear, Drunkenness, Sleep, Plant Sense, 5 points of Power and 3 of Speed.

Component Spells: Spells listed above, unknown (variant Alter Body?).

Asking Price: \$5,000,000 (black market).

Beast Staff

No natural creature with an intelligence of 6 or less will harm anyone holding this staff. The wielder must carry it for 15 consecutive days before he can use any of the staff's other powers. During that time he cannot harm any beasts with an IQ of 6 or less, and he must remain outdoors for at least 20 hours each day.

This gnarled, oaken staff can be used in battle, as a quarter-staff. It has Accuracy +1 and Puissance +2. It also allows the wielder to detect the presence and kind of any beasts (as the Sense Life spell, but the magic only works for mundane, unintelligent fauna).

Its most bizarre ability, however, is the power to change any intelligent creature it touches into an appropriate dumb animal. This is based on the victim's personality. A brigand might become a wolf or hyena, a skilled gladiator a hunting cat, a complacent noble a fat pig, or an inquisitive scholar an ape. The victim's IQ will drop to 6 over the course of HT+24 hours. He will also acquire multiple "bestial" disadvantages, possibly including Primitive, No Fine Manipulators, Mute, Gluttony, Absent-Mindedness and any others the GM deems appropriate. The process can be reversed with a Remove Curse, Restoration or Youth Spell, or with a Reversion Arrow (p. 96).

Each use of this power drains 10 energy from the caster on the spot. If the victim fails to resist, the caster loses 5 more points every 4 hours until the devolution is complete. If the user runs out of fatigue the staff will drain his HT until he is dead.

The Beast Staff is among the most ancient of magical artifacts. The elves have known of its existence for millennia. Some

legends say it was originally the property of Pan or some other wild nature deity.

Component Spells: Shatterproof, Accuracy +1, Puissance +2, Sense Life (limited variant), unknown.

Asking Price: \$1,000,000.

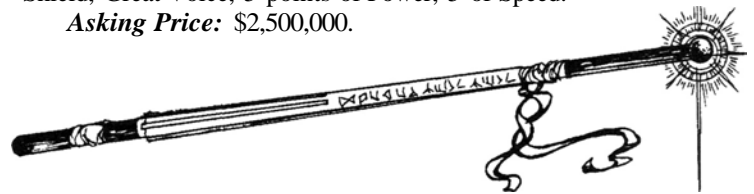
Burbane's Staff

This is a fairly typical example of an Archmage's staff. Burbane's staff is one of the most-enchanted staves in the world. It's about 5 1/2 feet long, of polished, fragrant cedar wood. The staff is interesting in that Burbane imbued it with exactly one spell from each college (counting each element separately). Burbane lived about 200 years ago.

The staff has 5 points of Power and 5 points of Speed.

Component Spells: Beast Speech, Total Paralysis, Sense Foes, Flesh to Stone, Walk on Air, Explosive Fireball, Ice Slick, Create Food, Major Healing, Dispel Illusion, Analyze Magic, Invisibility, Disintegrate, Conceal Magic (-10 to analyze), Suggestion, Apportation, Sense Spirit, Plant Form, Missile Shield, Great Voice, 5 points of Power, 5 of Speed.

Asking Price: \$2,500,000.



Enchanter's Staff

This item is typically an elegant, short (4') staff of polished ebony. It grants the wielder a bonus to his final skill roll to enchant an item. The caster will gain +1 to +5 on each casting roll to enchant the item. There's one catch, however ... in order to benefit from the staff it must be held during the entire casting process, requiring the enchanter to carry the staff eight hours every day for as long as several months. This may require enchanters using this staff to make weekly Will and DX rolls to avoid absent-mindedly or clumsily releasing the staff. Releasing the staff during enchantment will forfeit the final bonus to the casting roll, but will not otherwise interfere with the enchantment process.

These staves are often found in the possession of the most skilled and powerful enchanters. The owners will not speak of how they obtained them. Rumor whispers of an ancient, secret fraternity of the world's elite enchanters. One of the secrets of this brotherhood is the creation of Enchanter's Staves. Rumors also suggest that unpleasant fates await lesser mages who are discovered using found or stolen staves. Most magical brokers will not (openly at least) deal in such items.

Component Spells: unknown.

Asking Price: \$1,000,000 and up (black market).

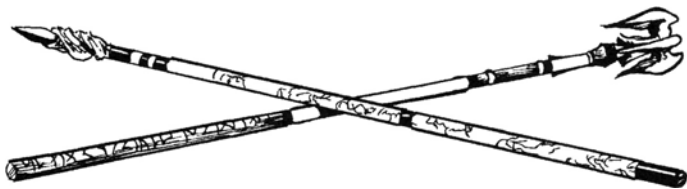
Endowment Staff

An Endowment Staff is typically a tall (6 1/2 to 7 feet), unhewn staff of pale wood. These extremely rare and priceless items have the power to raise a mage's power level, and even to grant Magical Aptitude to a nonmage. Anyone touching an Endowment Staff has his personal level of Magery increased by one. The Endowment Staff has no effect on individuals with Magical Resistance, or those with a natural Magery 3. If the user puts the staff down, or gives it away, the bonus to Magery vanishes until he again takes up the staff.

Endowment Staves have been known for over a millennium. They are certainly of extra-planar - probably divine - origin. Scholars estimate that there are from three to six Endowment Staves in existence.

Component Spells: unknown.

Asking Price: \$3,000,000.



Lightning Staff

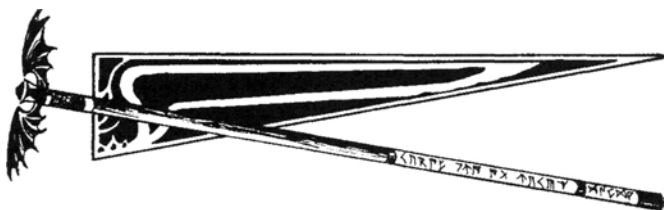
The Lightning Staff is a solid iron rod about 5 feet long and slightly less than an inch thick. It weighs over 20 lbs. The staff is magically rustproof.

The Lightning Staff allows the wielder to summon and channel lightning, allowing the user to fire bolts of natural electricity as a ranged weapon. The user must be in the presence of an active electrical storm to use the staff.

When a mage wishes to use the staff, the GM must first rate the size and intensity of the storm on a scale from 1 (a few flashes high in the clouds) to 10 (a freakish, cataclysmic storm with lightning frequently striking the ground). The wielder then must use the Concentrate maneuver and spend energy to summon and fire the bolt.

After a turn of concentration, the mage can spend up to (storm rating) energy on the bolt he fires. He then rolls against his DX or (best Spell Throwing skill -3) to hit his target. Normal ranged combat modifiers apply. The range of the bolt is !/2D 100, max 250. The bolt has no Snap Shot or Accuracy values. The bolt is summoned from the sky and channeled through the staff to the target.

Ferrous targets are easier to hit. Add +1 to +10 to effective DX, depending on the amount of metal in the target. Metal armor does not protect well against lightning. PD is 0 and DR is 1 against a bolt. On the other hand, targets encased in large metal structures (a metal cage, a modern car, etc.) are unaffected. In this case, the bolt hits the metal and heads straight for the ground.



The bolt does 1d-1 damage for every point of energy spent. A living target will also be deafened and blinded (-8 to all Hearing and Vision rolls) for 1d hours after being struck by a bolt; on a critical hit, the target acquires either the Deafness or the Bad Sight disadvantage.

If the DX roll fails, the target is missed and the attacker may take electrocution damage from the misfire. Roll against Will; for every point by which the Will roll fails, the wielder takes 2 points of shock damage.

Note that the staff itself is made of ferrous metal, and that there is no enchantment on the staff which provides automatic protection against unintentional lightning strikes on the wielder. The GM may ignore this risk, or use it as a means of discouraging abuse of the wand.

This represents a well-known variant of the standard Lightning enchantment spell. It is much less expensive in terms of both money and power (300 points power, no costly platinum embellishments necessary).

Component Spells: Lightning (variant).

Asking Price: \$15,000

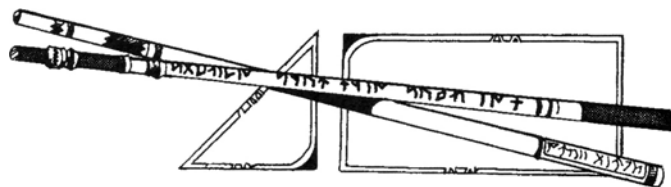
Sylvan Staff

This powerful and ancient staff is a well-known artifact of the Wood-elf race. It's said to have been created by Ezarian, a legendary, almost divine protector of the woodlands. Though the legend of Ezarian is at least 10,000 years old, the wood elves swear he still roams the wild places. Perhaps he does, for his staff has been brought to civilization several times over the ages, only to disappear mysteriously.

The staff is a slender, 7-foot tree limb with the bark still on it. It grants the wielder an impressive array of spells of use in the wilderlands.

Component Spells: 3 points of Power, 3 castings of Speed, Master, Rider, Beast Speech, Sense Life, Rain, Extinguish Fire, Resist Cold, Light, Night Vision, Seek Plant, Identify Plant, Heal Plant, Plant Growth, Bless Plant, Create Plant, Plant Sense, Plant Form, Sense Danger.

Asking Price: \$1,200,000.



Warning Rod

Warning Rods are short sticks three or four feet long. The user drags the rod in a circle around the area he wants protected. Anything that crosses that circle in the next 10 hours will activate a Watchdog or Nightingale spell (both sorts exist). There appears to be no maximum area to the spell as long as the circle is started and closed within one minute. The magic is dispelled once an intruder enters the circle, requiring the wielder to re-do the whole thing.

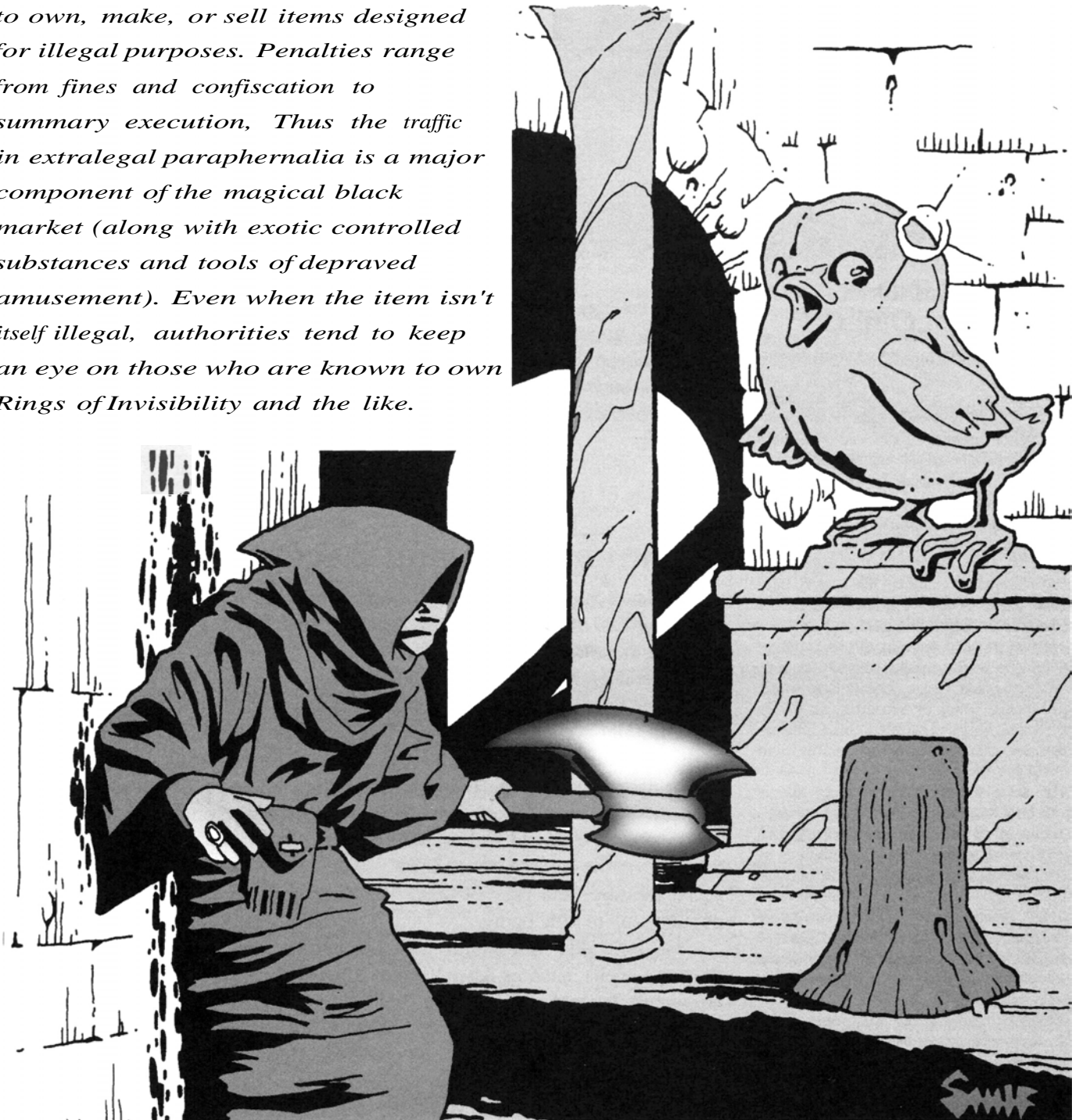
The secret of creating such devices is said to be well known among the elves and gnomes, but few, if any, human wizards can claim to know the spell.

Component Spells: Nightingale or Watchdog (secret variants).

Asking Price: \$15,000 (Watchdog), \$18,000 (Nightingale).

EXTRALEGAL EQUIPMENT 10

In most countries it's against the law to own, make, or sell items designed for illegal purposes. Penalties range from fines and confiscation to summary execution. Thus the traffic in extralegal paraphernalia is a major component of the magical black market (along with exotic controlled substances and tools of depraved amusement). Even when the item isn't itself illegal, authorities tend to keep an eye on those who are known to own Rings of Invisibility and the like.





BLIND

BARTOLOMEUS

Old Blind Bart, as he's known in gutters throughout the world, is a true kingpin of crime. Though he seems like a common, crippled beggar, he is actually one of the premier fences and smugglers of the age. As one of the many sidelines to his criminal organization he brokers, buys and sells extralegal magic items.

Bartolomeus was born with no eyes whatsoever. His face is scarred, disfigured and usually filthy (unless he's at ease in his secret headquarters among his closest lieutenants, where he allows himself the luxury of a bath and comfortable clothing).

He was given a singular gift to compensate for the tricks nature played on him. Bartolomeus has never forgotten a single word, sound, smell or sensation he's ever experienced. He pays people to read scholarly histories and treatises to him, and his mind is a veritable encyclopedia.

His astonishingly acute hearing allows him to be a surprisingly dangerous combatant with staff or knife, but when in danger he usually vanishes into one of his hundreds of secret pathways or hideouts while his seldom-seen, but ever-present, guardians deal with the menace. He's also an extremely skilled mage, specializing in Mind Control spells. He habitually carries no magic items on his person, as they might jeopardize his cover if detected.

When he wants to be, Bartolomeus is a charming conversationalist. He is a thief and a murderer, but he has his own code of honor. He never betrays a client, reneges on a contract, or forgets a favor. Any attempt to harm, discredit or cheat him is suicide.

These laws can be a source of considerable embarrassment and trouble to adventurers. They might honestly have never intended to use the Amulet of Walk Through Earth for anything other than archaeological exploration, but that argument will carry scant weight if they happen to be caught wearing it near the city's underground treasure vaults. Such problems can often be avoided with a few timely and well-placed bribes . . .

Nobles and royalty are above the law, of course, but if implements for spying or assassination are found on them or their agents, it can be a great dishonor, possibly leading to bloodfeud or even war. And of course a spy is no good when *everybody* knows he's a spy. For all these reasons, even the great prefer to procure their "special" equipment in secret.

On the respectable side of this coin are items designed to protect honest folk and their belongings from crime. There are many brokers who work openly and exclusively in the security trade. However, most black-market brokers also deal in a significant sideline of security equipment, since thieves and criminals have even more reason than most to keep their goods safe.

Humans dominate the underground magic trade, though goblins have also proven themselves clever in the creation of extralegal equipment, and gnomes have produced notable work from time to time. For the most part, however, the dwarf-kin and the elves scorn criminal endeavors. Despite this, the elves have created many highly effective aids to stealth - designed for the defense of the elven homelands, but extremely useful to any thief lucky enough to find them.

The naturally suspicious and mechanically minded dwarves are leaders in the production of magical locks, traps, alarms and other security equipment.

Common Thief and Security Spells

A clever thief or spy can find use for virtually any spell, particularly if he has a level or two of Magery. However, certain spells have a particularly good reputation in the underworld.

Several entire colleges are generally useful to thieves, including Light & Darkness, Sound, Body Control, Mind Control and Movement.

The thief's single favorite spell is certainly Invisibility. Several Elemental spells, including Walk Through Earth, Body of Air and Walk on Air, can be useful for illegal entry, as are Teleport, Wallwalker, Reshape, Levitate and Fly. If one of these spells goes wrong, Slow Fall can be a lifesaver.

Darkness, Blur and Hide make it easy for the criminal to hide himself. Since thieves love the dark they need Dark Vision, See Secrets and Mage Sense to reveal secret treasures and prevent them from losing their way. Hideaway is the most popular way to hide booty.

Mage-Stealth, Locksmith and Lockmaster are basic to the Thief's art. Disguise spells, such as Alter Visage, Alter Body and the various illusion spells are greatly favored.

The Poison Food spell is, of course, a fundamental tool of the professional assassin. Spies are extremely fond of Far Hearing.

Spells particularly useful in preventing thievery and other criminal menaces include Sense Lie, Compel Truth, Mind Reading, Purify Food, See Invisible and Spell Shield, as well as the entire Protection and Warning College.

EXTRALEGAL EQUIPMENT CATALOG

All-Purpose Identity Paper

This item initially appears as a blank sheet of medium-grade parchment. In order to activate the magic, the user need simply sign his name at the bottom of the sheet. Thereafter, whenever he presents the paper, it will appear to the reader as the document most likely to justify the user's current actions. Treat the reading of the document as a Fast-Talk roll, with the paper considered to have an effective skill of 16. On a critical failure the paper has badly overreached itself, representing the bearer as royalty, an incarnate deity or some similar improbability. On a critical success the paper has exaggerated the bearer's importance to a similar degree, but the reader buys it! The GM may assess appropriate penalties for extremely unlikely situations. ("Of course you're welcome to the sacred ewer, Your Holiness. But was it really necessary to come in through the skylight and smash the reliquary?")

Obviously, the efficacy of this item will be much more limited against Illiterate persons, but the mere sight of the document's elaborate seals and flourishes will add a +3 to the bearer's subsequent Fast-Talk rolls.

The bearer must sign his most commonly used name (not title or sobriquet) to the paper, in full. It will not operate under a false name. The paper is neatly creased to fold three times (a convenient size for a pouch or sash). It will never tear from ordinary use, though it has no special defenses against deliberate violence. One hit point of damage will destroy the paper.

Needless to say, manufacture or possession of this item is a capital crime in any civilized country. It is not surprising, then, that nothing whatsoever is known about its origins or the magical mechanism that produces its effect. It seems likely, however, that no more than one or two All-Purpose Identity Papers existed before 100 years ago.

Component Spells: unknown (Suggestion?).

Asking Price: \$2,000,000 (black market only).

Aper's Prompter

An Aper's Prompter is not so much a magical device as it is a magical effect which can be cast on any sort of jewelry or clothing. This presumed spell, however, is known only through the few objects it has been cast on. Aper's Prompters have been known for about 300 years, and new ones still occasionally turn up. Some have suggested that the spell was discovered by a single enchanter of one of the longer-lived races, and that that individual is still producing the few new prompters that appear from time to time.

The prompter (which can be anything from a suit of armor to a bootlace), is a subtle but extremely beneficial aid to disguise and impersonation. The prompter provides the impersonator with tiny, almost subliminal cues about what would be considered "right" or "normal" for a person of the sort being impersonated - small details like using the proper greeting, fastening his clothing the right way or responding appropriately to an insult or compliment.

The prompter will not provide the impersonator with any overt knowledge or guidance, and it certainly cannot provide biographical information. It merely brings the impersonator's habits and instincts more in tune with his subject.

Although the prompter cannot grant new language skills, once the character already has a basic grammar and vocabulary the prompter will make his speech much more natural and idiomatic.

The net effect of this is that a character using a prompter gains +3 to Disguise and Acting skills when attempting to impersonate someone from an unfamiliar culture or profession, and a +2 to all pre-existing language skills (maximum of 15). The Prompter appears to act as a transmitter, communicating these unconscious expectations to the impersonator from the minds of those around him.

Component Spells: hypothetical "Aper's Prompter" spell.

Asking Price: \$ 12,000.

Attentive Insect

A tiny, exquisitely crafted automaton in the shape of a common household insect, typically a spider or beetle. Each insect comes with its own receptacle, usually a lacquered box about 3" by 3". When the insect is released from its box it scuttles off just like a real bug, and quickly conceals itself in the room it was released in. The insect has an innate Camouflage skill of 14. When the receptacle is brought back to that room and left opened, the insect will return to it in Id minutes.

Once the insect and the box are reunited, the box can, on command, repeat everything said in the presence of the insect within a period of up to one month before the insect was retrieved. The words are repeated in the exact voices of the speakers. Nonvocal background noise is eliminated, but if more than one person is speaking at the same time the voices can't be separated. Specific times can be reached by verbal commands - "Begin at dawn two weeks ago," "Move ahead one day." The insect can repeat anything it heard as many times as needed. It automatically skips long silences. On request, it will announce the date and time of the conversation currently being repeated.

The greatest mystery about the Attentive Insects is how they "remember" what they hear. Though this is by no means common knowledge, Attentive Insects have been made for more than 750 years, and there are currently at least three separate enchanters who claim to possess the necessary knowledge to produce them.

Component Spells: Golem, Far-Hearing, Tell Time, unknown.

Asking Price: \$100,000.

Beggar-King's Cloak

This raggedy garment looks like the tattered and soiled remains of a once-fine hoodless greatcloak. It may, at one time, have been crimson or purple. It has the power to increase the wearer's Charisma by +4, but only with regards to persons of Social Standing 0 or below. It also conveys a +5 to the wearer's Streetwise skill.

The origins of the cloak are unknown, although there are innumerable improbable legends about it. It is known to have been worn in various slums for the better part of a millennium, and to have played a pivotal role in several major revolutions.

Component Spells: Imbue.

Asking Price: \$200,000.

Blank Cards

This is an extremely sophisticated card-shark's device. The faces of the cards are blank until the user mentally tells them what to display. It is intensely difficult to use the cards unobtrusively and convincingly; unless the user has either Lightning Calculator or both Gambling-15+ and IQ 13+, it will be quickly obvious to even the most inept gambler that something fishy is going on. Even a gambler who meets the above requirements must spend at least 100 hours practicing with the cards if he wants to play them convincingly.

While playing with the cards the user must make a successful Gambling roll every hand to keep his opponents from suspicion (if there's another gambler in the game with Gambling skill of 15+, the GM should roll each hand as a contest of Gambling skill between the user and this character). Only on a critical failure will a failed roll result in an outright accusation of cheating. Most failures will cause the opponents to withdraw from the game, call for another deck, or something similar.

The cards can also be used for card tricks. In this case the Sleight of Hand skill replaces the Gambling skill in all rolls to avoid making the cards' nature obvious.

There are only three decks of this sort known to exist, and they are all 200-250 years old. They are usually accredited to a powerful and notorious mage/rogue of that era who was known to specialize in mind-control spells.

Gaming note: GMs playing strictly medieval fantasy worlds should be aware that, historically, playing cards did not appear until the Renaissance.

Component Spells: unknown

Asking Price: \$200,000.

Chameleon Suit

This is a garment that acts like the skin of a chameleon, taking on the colors and shadings of whatever's nearest (i.e., brown and green in the forest, gray if moving along a rock wall). The suit is usually long trousers, a long-sleeved shirt, and a short, hooded cloak. Often it also includes a thin, detachable veil to hide the face and a set of thin gloves. The suit gives a -4 to all Vision rolls to find the wearer. Each piece of the outfit is enchanted separately. The GM may assess the benefits of a partial suit depending on the situation, or he may use the rule of thumb that either the shirt or the pants will give a -1 to vision rolls, while the cloak gives a -2.

The spell that creates this item is, presumably, a high-powered variant of the Dye spell. Though unknown to human enchanters, many tribes of wood elves and dark elves have been making Chameleon Suits for millennia.

Component Spells: Dye (elven variant).

Asking Price: \$25,000 (considerably less for elves).

The Complete Thief's Kit

This unique and powerful ensemble of magical criminal paraphernalia was assembled by a long-dead master thief. Many of these individual items have been reproduced elsewhere - the unique thing about the kit is that the components below, if scattered, will be magically gathered back into the pouch over the course of 2d days. It is said that the originator of the kit, who lived over 300 years ago, spent a literal king's ransom to procure the components, not only from the greatest enchanters of his time, but (it is rumored) from mystical beings inhabiting other dimensions.

The kit consists of:

Lockpicks (good quality), including keys which cast the Lockpick and Lockmaster spells.

Gloves which convey a +5 to Pickpocket, Holdout, Sleight of Hand and Climbing.

Rope, 100 feet long, with the strength of cable and weight of twine. The rope can extend and attach or detach itself at command. It also gives the climber an additional +5 to his Climbing skill.

Boots which grant the wearer a +2 to Move and a +5 to Stealth (vs. Hearing rolls). The boots also grant an additional +5 to Climbing.

Chameleon Suit (see above), gives the wearer a +5 to Stealth vs. Sight rolls, and +3 vs. Scent rolls. Also grants 1 PD, 2 DR.

Forger's Quill; see p. 74.

All-Purpose Identity Paper; see p. 71. This is one of the earliest-known examples of such an item.

Fine Large Knife with a permanently darkened hilt and blade, Accuracy +3, Puissance +3, Winged Knife. The blade is also permanently envenomed with a soporific. On each hit that penetrates armor, the victim must make a HT roll or fall asleep as per the Sleep spell. If he makes that roll he must immediately make another or be affected as though by the Daze spell.

Hood which allows the wearer to cast Find Directions, Detect Magic, Seeker, Trace, Pathfinder, Dark Vision, Alertness +5. Know Illusion and Sense Foes at no energy cost.

Cloak which allows the wearer to cast the Slow Fall and Ethereal Body spell. Note that all the kit's components will be affected by the Ethereal Body spell, as will anything carried in the satchel. When worn with the Chameleon Suit the cloak acquires chameleon powers.

Satchel which holds the complete kit and 350 lbs. of additional loot. Looks like a medium-sized satchel of strong leather with a shoulder strap and loops to attach it to a belt. It never weighs more than 5 lbs., and can hold a person or persons weighing less than 350 lbs. Although cramped, the air in the case will always be fresh. All kit items will return to case after 2d days away.

Component Spells: many, known and unknown.

Asking Price: \$10,000,000.

Concealing Glove

A simple and economical concealing enchantment, making use of a limited variant on the Invisibility spell. The glove renders anything held in that hand Invisible. The object concealed must not be more than 50 lbs. or more than one hex in size, and it must be supported entirely by the gloved hand (not steadied by the other hand, balanced on the hip, rested on the ground, etc.). Items which will be concealed by the glove include bags, most swords and short weapons, pails, packs held by the straps, small animals and virtually anything else of the right size.

The glove is usually of plain brown or black leather. Though never made in pairs, it is usually easy to find a matching (non-magical) mate for a Concealing Glove.

The first concealing gloves were produced almost 200 years ago. The enchantment is apparently rather simple, as the effect has been duplicated several times since then.

Component Spells: Invisibility (variant).

Asking Price: \$ 16,000.



Convenient Diversion

A Convenient Diversion is a small object (it could be almost anything - a ring, a coin, a hat) which, when thrown, will completely absorb the attention of everyone in sight, except the thrower, for 2d turns (the effect is resisted by Will), allowing the thrower to slip away quietly. The biggest problem with a Convenient Diversion is that, once used, it is usually quite difficult to recover. After the effect wears off, only the most stupid victims will fail to realize that they were ensorcelled.

Convenient Diversions were produced by a certain circle of enchanters over three generations, from 275 to 150 years ago. The effect, which appears to be similar to the Mass Daze spell, could probably be recreated by a determined researcher.

Component Spells: Mass Daze (variant).

Asking Price: \$15,000.

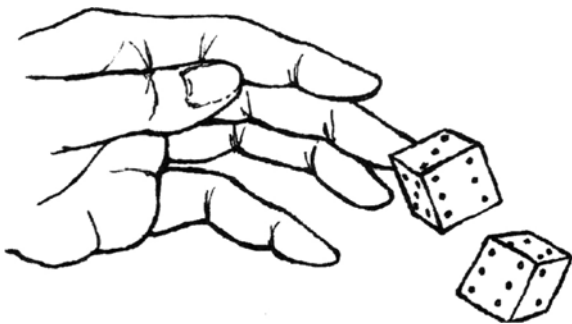
Carello's Convenient Handle

Merely a small knob or handle, which can be attached to any door of stone, wood or metal. It will not open a locked or blocked door, but if the door is stuck, rusted or very heavy the user will be able to open (or close) it normally. For the purposes of this item, "door" is defined as "any obstruction designed to be moved on hinges, pulleys or runners." Thus the user could use the handle to lift a two-ton portcullis, but not to move a two-ton rock blocking a passage. The handle will detach itself on command. The opening door will make no more noise than it would if it were working perfectly - a rusted door wouldn't squeak, but a portcullis would still clang.

Several of these items have been found, all over 600 years old. They presumably represent a lost enchantment spell, probably related to Lighten Burden. Nobody knows who Carello was.

Component Spells: unknown.

Asking Price: \$7,500.



Dancing Dice

These sophisticated cheater's devices will respond to the owner's mental commands, rolling as they're told. It requires some finesse to use the dice profitably without the user's opponents suspecting monkey business. On each throw where the result is magically influenced, a contest of skill is necessary between the user's gambling skill and the highest *IQ* or gambling skill among his opponents, to prevent them guessing that the game is somehow "rigged." (This assumes, however, that the user is winning. No one will question a thing if he chooses to lose for some reason - these items can easily be used to get someone else into serious trouble, by having him win with a suspicious consistency.)

Dancing Dice are controlled through a fairly simple variation of the Dancing Weapon spell. This spell has been periodi-

cally rediscovered over at least 500 years by many different enchanters. However, since the creators of such devices seldom boast of their achievement, the spell is not commonly known.

Component Spells: Dancing Weapon variant.

Asking Price: \$40,000.

Dip's Ring

The pickpocket's fondest dream. If the Dip's Ring is merely touched to any purse, pocket, bag or other container (if the purse is on someone else's person, the thief must make a Pickpocket skill roll at +10 to avoid detection), then, any time in the next 24 hours, the thief need only touch another container of the same or larger size, and the contents of the first container will be transferred to the second. The thief will get the current contents of the container, not necessarily the contents that were in it when he touched it. The ring is ineffective against any container larger than 2' in any direction, or any contents weighing more than 10 lbs.

Like many magical thief's supplies, the origins of the Dip's Rings are mysterious, but most of the surviving examples appear to be 200 to 300 years old.

Component Spells: hypothetical Teleport variant.

Asking Price: \$75,C

Emergency Rope

This is merely a two-foot length of slender rope that can be, at will, extended to any length. However, the rope is only able to support a man's weight at up to 100 feet in length. At more than 500 foot in length the rope is no longer able to support its own weight. Patient characters who also have some skill with knots (Seamanship and Primitive Engineering skills might be appropriate) might be able to extend the rope's length by knotting and reinforcing it with itself. The rope loses all power, and immediately returns to 2', if cut or broken.

Component Spells: hypothetical "Extend" spell.

Asking Price: \$ 10,000.

Everfull Coin Purse

On command this small pouch will begin transferring coins to itself from the pockets of those around it. The purse will steal from every pocket within 6 hexes, but it will never steal more than half the coins from any given pocket. The purse will transfer up to 150 coins, after which it must be emptied and reactivated.

About a half-dozen of these items are suspected to exist. They seem to use a variant of the Teleport spell similar to that found in the Dip's Ring. Like that item, the origin of these purses remains mysterious.

Component Spells: Teleport (variant).

Asking Price: \$75,000.

Eyeless Face

This device typically takes the form of a helmet or hood of heavy cloth, leather or reinforced leather, mounting a veil or visor without eye holes. When the visor is down it completely conceals the user's features, but the user can see out normally. When it's up, he can see through obstacles as with the Glass Wall spell.

This is a minor and rather common variant of the ordinary Glass Wall spell. Many enchanters know how to create an Eyeless Face.

Component Spells: Glass Wall (variant).

Asking Price: \$500,000.

Fencing Satchel

This is an outwardly ordinary carpet bag. However, if anything is placed inside the bag, within 24 hours it will be replaced by its fair street value in cash.

Most of the satchel's users simply assume that the bag has the power to transform valuables into cash. In reality, however, the satchel is a teleportational gate to the headquarters of a remote thieves' guild, which has several of these out at any time. The gate is triggered from guild headquarters. It automatically screens out living matter and will not operate unless the satchel is shut. There is an Invisible Wizard Eye inside the satchel, allowing the guild wizards to see who's using the satchel. The net effect is a remarkably secure fencing operation. The guild seldom short-changes a "client," as they want to encourage the use of the satchels and enhance their reputation among professional thieves.

Component Spells: Teleport, Invisible Wizard Eye.

Asking Price: \$50,000.

Forger's Quill

This is a large goose-quill hollowed out for use as a pen, and gilded with mystical signs and symbols. Using this pen gives a character a +4 to Forgery skill, or imbues him with a skill of IQ+4, whichever is greater. The quill cannot increase skill to more than 21.

At least two of these pens are known to exist, and there may be more. They are at least 250 years old. There may be some copies, with a much lower maximum skill.

Component Spells: Lend Skill.

Asking Price: \$100,000 (somewhat less if maximum skill is less than 21.).

Grapple Bow

This bow shoots an arrow up to normal range, but the arrow is a grapple, attached to a cord which is attached to the bow. It cannot fire normal arrows. The bow folds, and can be broken down to the size of its arrow (2'). The line is the thickness of twine and holds up to 300 lbs. There is no spool or reel, the line extends magically.

The bow is not intended for combat use. If using the bow normally, the firer is at -3 to skill, and the grapple only does thrust/crushing damage.

Each bow has but a single grapple arrow, permanently attached to it by the cord. If the cord is severed, the bow loses its enchantment.

At least three of these items are known to exist, all more than 300 years old. In addition to the Extend spell which extends the cord, the bow operates through a variant of the Rejoin spell (to allow it to be broken down and reassembled again and again) and a variant of the Accuracy spell (to allow the heavy, awkward grapple to fly as true as a real arrow). The secrets of this bow are currently lost, but at least one powerful circle of enchanters is working on recovering them and applying them to a crossbow.

Component Spells: Rejoin (variant), Accuracy (variant), hypothetical "Extend" spell.

Asking Price: \$30,000.

Halopian Cell

The Cell is a 3' wide baton, which will adhere to any reasonably flat surface. Once it's attached to something, the middle

can be grasped and pulled down like a window shade. When it's completely unrolled, the whole thing becomes a 3' by 6' door, complete with a knob. The door opens onto a 7' by 7' by 7' extra-dimensional room. Once the door is closed from the inside, it becomes completely undetectable from the outside (except by See Secrets or Mage Sight - if detected it can be opened by a Lockmaster). The user (plus whatever he's carrying and any friends he cares to bring along) can remain in the hideout as long as he wishes. He still needs to eat, drink and vacate, but he won't run out of air. The space is reasonably comfortable for up to four. There is no way (short of powerful scrying magic) for the hider to tell what's going on outside the cell. Once the door is opened from the inside, the user and all his possessions are gently but irresistibly expelled back into real space. The hideout cannot again be used for 24 hours. If the wall the hideout was originally attached to is knocked down, it doesn't affect the hideout; the door just reopens from nothingness. After a few minutes of practice, the user can deploy and enter the hideout in as little as 5 seconds.

There are at least two Halopian Cells in existence, and at least one of these is over 700 years old. Their makers are unknown, but there is some evidence they are extraplanar in origin.

Component Spells: unknown.

Asking Price: \$200,000.

Hitobana

This is a small plant that blooms when a stranger comes within 20 yards of it. It is often used by bands of robbers to announce visitors to their remote lairs. The Hitobana works equally well when there are walls or other obstacles between it and the visitors. After it's lived with someone for a few days it closes up, and will not thereafter open for that individual.

The Hitobana has a lovely bloom and scent, but there are said to be varieties of this plant that produce an ugly bloom and a foul stench when the stranger is evil.

Component Spells: natural magic.

Asking Price: \$1,000.

Holding Ring

The Holding Ring is an unadorned gold band that can, at will, generate a portal to a 1' by 1' by 1' extra-dimensional space, allowing the wearer to palm almost any small object simply by grasping it or leaning on it. To do this unobtrusively, treat it as a roll vs. Sleight of Hand +5, or DX -3. The portal is normally one-way, until the ring is removed from the finger, at which time all the objects in the "compartment" simply fall to the table or floor. This is the only way to remove the objects. Objects carried in this manner do not count as encumbrance.

Several of these rings are known to exist.

Component Spells: unknown.

Asking Price: \$10,000.

Incandescent Nail

A favorite tool of arsonists, the nail will become white-hot 2d minutes after being driven in, automatically igniting any wood around it. The nail must be driven at least one inch deep in order to activate, and the surface it's being driven into must be at least that deep. The nail will turn metal red-hot in a 1-hex radius, if it can be driven into the metal. However, it's no stronger than a normal nail.



Incandescent Nails are not enchanted; rather they are prepared alchemically. The formula for creating the nails has been known to at least a few alchemists for millennia. An Incandescent Nail burns out (literally) after one use, and becomes nothing but a brittle husk.

Component Spells: Alchemical preparation.

Asking Price: \$500 each.

Innocence Stone

An extremely useful talisman using an expensive variant of the Suggestion spell. Anyone approaching the user must make a Will roll to believe the user capable of any wrongdoing.

Extremely strong evidence can give the subject up to +3 to Will. Any Charisma the user has acts as a negative modifier.

The difficulty with making an Innocence Stone is making it effective against everyone *except* the wearer, and usable by non-mages. Although several enchanters have solved this problem over the years, it is very expensive in terms of time and energy. At least a couple of the earliest examples of this talisman are reportedly attempts to create more conventional Suggestion items that went happily wrong.

Component Spells: Suggestion (variant).

Asking Price: \$200,000.

Itchy-Finger Gloves

These gloves cause the wearer's hands to tingle if they come within 20' of anything the character might be interested in having. They don't actually help the wearer *get* the item in question, but they can be useful in discovering concealed loot.

The gloves are useless to characters with the Greedy disadvantage, as they just cause their fingers to tingle constantly.

Reportedly, the gloves use a simple variant on the Sense Danger spell, attuned to the emotion of greed, rather than fear.

Component Spells: Sense Danger (hypothetical variant).

Asking Price: \$50,000.

Liar's Brooch

This unassuming piece of costume jewelry is a great aid to deliberate lying. It plants a Suggestion in the mind of the listener that the speaker is trustworthy and should be believed. If the listener makes his Will roll, the brooch still gives the wearer a Fast-Talk roll of IQ+4 or Skill Level +4, whichever is greater (maximum skill level of 25).

There is only one known Liar's Brooch. It was probably constructed about 75 years ago, using the same techniques used in the Innocence Stones (above). Therefore, it is not known precisely what would happen if the wearers of two Liar's Brooches came face to face. Presumably both would be affected normally by the Suggestion.

Component Spells: Lend Skill, Suggestion (hypothetical variant).

Asking Price: \$1,000,000.

Liberating Talisman

This little amulet is an enhanced version of the ordinary Locksmith key. In addition to Locksmith, it also allows the bearer to cast Undo at ST 20 at will, and lends him the Escape skill at DX +4 or Skill +4, whichever is greater (maximum skill 25).

Component Spells: Locksmith, Undo, Lend Skill.

Asking Price: \$300,000.

Loophole Pen

This is a unique item in the form of an ordinary, shabby quill pen. Nobody has any idea where it came from or how it works. It appeared 60 years ago, but is probably much older.

When anyone signs his name to a contract with this pen, a legal loophole is created in the wording of the contract, which will allow the signer *only* to break the contract at will, without penalty. The loophole is usually quite subtle, and the pen does not communicate its nature to the signer. It requires a successful Law roll to detect the loophole. If both parties to the contract sign with the Loophole Pen, both will have loopholes!

Component Spells: unknown.

Asking Price: \$250,000.

Loyal Coin

The Loyal Coin is a rather simple con-man's trick. It's simply an ordinary-looking coin, usually of high denomination, that will reappear in the owner's pocket *1d* days after being spent.

Loyal coins are prepared using variants of the Teleport and Loyal Sword spells. The formula is rather well-known among less scrupulous enchanters, but they are seldom made, as the coin must be spent an inconvenient number of times just to recoup the cost of its enchanting.

Component Spells: Teleport, Loyal Sword (both variants).

Asking Price: \$5,000.

Mapmaker

A Mapmaker is a small, flat wooden pointer, or "planchette." There is a mount to hold a pen at the tip. When placed on a piece of paper on a relatively flat surface, the Mapmaker is able to draw an accurate map of the area centered on its current location. The maps are always 1' square, and the scale can be set anywhere from 1" = 10' to 1" = 100 miles. The Mapmaker will not reveal hidden doors, chambers or traps. Although the map will differentiate between different sorts of terrain or architectural features, it will not reveal anything else about the nature of an object other than its general shape and size. The map will ignore any living creatures and any object less than 1 hex in size.

The Mapmaker records its surroundings using a speedy magical effect remarkably similar to an Invisible Wizard Eye. It cannot record anything the eye cannot approach or observe - the eye is unaffected by most physical barriers, but can be baffled by spells like Scrywall and Scryguard, and no mana areas. Such places are merely blank spots on the map.

Only three of these items are believed to exist, all created 400 years ago by a single spellcaster.

Component Spells: Find Direction, Measurement, Invisible Wizard Eye (variant), Apportation.

Asking Price: \$1,000,000.

Message Stick

One of the most common commercially available enchanted items, this is actually a multi-part item. The stick will inscribe a written message or sketch on any reasonably firm surface. The message will only be visible to an individual wearing or carrying the proper talisman. The message stick itself is a cylinder, typically about 7" long and 1" in diameter, with one end tapering to a blunt point. They are usually of hardwood, though they can be made of metal. The viewing talismans can be almost anything - a ring, a necklace, a circlet, a hood . . .

The sticks are typically sold in sets of two sticks and two viewers. The message cannot be read by everyone wearing viewers of the same kind; it is only visible to someone wearing a viewer from the same set. The messages are not, however, hidden from the See Secrets spell. Therefore the viewers can be built with a feature that allows the user to erase the message at will. This increases the price of the set by \$500. Otherwise the only way to erase the message is to actually chip away the surface it's written on.

The Message Sticks were invented 130 years ago by an enterprising goblin enchanter. Since that time his family has been making a comfortable living making quantities of these items and selling them at a remarkably low price.

Component Spells: unknown, See Secrets (limited variant).

Asking Price: \$1,000 for two sticks and two viewers.

Mocking Box

This powerful magic item is merely a small chest of unadorned wood. The inside is divided into two compartments, each 1' square. Anything placed on the right side will be replicated on the left after 24 hours, as long as the left side is provided with an equivalent mass of raw materials (rocks or dirt is fine). The mockery will be an exact, functional duplicate in every respect. However, the box will not even attempt to replicate enchanted items or living creatures, nor will it replicate a mockery. The box must be shut firmly for the process to work, so the object must be able to fit entirely into the box. Replicated food is filling but not nourishing. After 4d days the mockery will return to its former state. The reverse transformation is instantaneous. Unless the object was transmuted from a very loose, crumbly or soft substance it will keep its shape after the reverse transformation. For example, if a knife were replicated from a chunk of granite, after 4d days the mockery would return to granite, but would retain the form of a knife.

At least two of the boxes are known to exist, and there may be more. Both are very ancient (at least 500 years, probably much older) and their origin is mysterious. Although the box's magic is very similar to the Create Object spell, the mockeries do not have to remain near living flesh.

Component Spells: Create Object (variant).

Asking Price: \$1,000,000.

Niven's Nightglider

The Nightglider is a broad, dark cloak that uses a versatile variant of the Levitation spell to allow the wearer to both levitate and glide like a flying squirrel. When climbing or moving on a level, the glider's maximum speed is 3 hexes per turn. The glider can move at a speed up to *twice* his normal move when descending at a rate of at least 1 hex per turn. If the character is unconscious or incapacitated the cloak will set him down gently, as per the Slow Fall spell. The user folds the cloak around him to rise or hover, and spreads it to move horizontally or to descend.

Nightgliders are made of a dark material which gives the wearer a nonmagical +2 to Stealth after dark, assuming his other clothes are also of a deep shade. When the cloak is spread the wearer acquires a silhouette similar to that of a giant bat.

The Nightgliders are the work of a single, living enchanter who has produced about a dozen over the last 25 years. The alterations on the component spells seem to be very simple, and the cloak could probably be easily duplicated, but so far other



enchanters have stayed away from the Nightglider out of professional courtesy to the originator, who is known for his great magical skills and morbid sense of humor.

Component Spells: Levitate, Slow Fall (variants).

Asking Price: \$100,000.

Ostrich Lair

The Ostrich Lair is an economical, though somewhat unsafe, variant on the Hide spell. A lair looks like an ordinary bag. When the owner places his head inside the bag, anyone looking for him must make a perception roll at -5 to notice him. The danger of this item is that the user cannot see or hear while in the bag, so he has no idea whether or not his pursuers have spotted him, are still looking, or have moved on.

The Ostrich Lair variant of the Hide enchantment has been known for several centuries, and there are currently several enchanters who are capable of producing an Ostrich Lair.

Component Spells: Hide (variant).

Asking Price: \$25,000.

Passport Key

A Passport Key uses an extra-strong variant of the Lockmaster spell. This skeleton key will unlock any door, on the first try, regardless of lock complexity or Magelocks. However the magic is both extremely expensive in terms of energy (5,000 to cast on an object) and inherently unstable - the key will destroy itself after only 1d+6 uses.

Enchanters have known about the Passport Key effect for almost three centuries. Periodically a mage will make it a project to find a way to make the Passport Key cheaper or more permanent, but none have succeeded so far.

Component Spells: Lockmaster (variant).

Asking Price: \$250,000.

Portable Door

This is a door that can be placed against any reasonably flat surface, and will produce its own corridor when opened. The corridor will extend to the next open space within $\frac{1}{4}$ mile, and will extend in a perfectly straight line at right angles to the plane of the door. The space it opens onto must be at least as tall and

broad as the door, and as long as the door is broad. Smaller fissures will be ignored - the user will not even be able to see them from inside the corridor. When the door is placed, it appears at the other end of the corridor (assuming there *is* another end), effectively existing in two places at once. When the door is opened it opens on both ends. If it closes, the corridor (and anything inside) simply ceases to exist. The door continues to co-exist on both sides of the wall until it is closed and moved away from the wall at one side or another. Whenever the corridor is more than a few inches long, it is prudent to brace and guard the entrance until the exit can be reached, braced and guarded. At least one city uses a Portable Door as a humane execution device - shutting both doors on someone is a very fast, relatively painless and extremely thorough way of dealing with the condemned.

Portable Doors were apparently quite popular 800 to 1,200 years ago, as many different sizes and styles exist from that period. However, the secrets of their manufacture have been completely lost.

Portable Doors have been found ranging in size from 2' x 2', to huge double doors 10' high and 16' wide. Most are 3' to 4' wide and 3' to 7' high. These are substantial, solid doors of heavy wood, and while a larger door produces a corridor that's easier and faster to traverse, it is also much more inconvenient to lug around.

Component Spells: unknown.

Asking Price: \$750,000 and up, depending on size.

Secret Jimmy

The Secret Jimmy is simply a miniaturized crowbar, which can be enlarged or shrunk at will. In its small size, it's about one inch long and weighs less than an ounce. Once enlarged it's about 3' long and weighs four pounds.

The Jimmy can be used as a weapon, though it has no magical bonuses. Treat it as a baton.

Component Spells: hypothetical "Extend" and "Contract" spells.

Asking Price: \$2,000.

Shadow Cloak

This is a broad, full-length cloak. It is an unusually deep, glossy black, and has an unusual, slick texture only a little like the feel of silk. The cloak allows the wearer to become a shadow - a dark, two-dimensional figure. The shadow can move, think and perceive the world normally, but cannot attack, speak or cast spells. It must move its length along a wall or floor. The wearer's clothes and belongings also transform, as long as they're within the "no encumbrance" range. The transformation is instantaneous and can be accomplished at will.

The shadow is immune to all forms of attack except *direct* light. Light can do any amount of damage from 1d-5 per round (for a small lamp or candle) to 3d (from a Flash spell). The shadow takes no damage from indirect light, no matter how bright. Thus a shadow would be quite happy in the shade of a rock or wall at noon on the brightest day of the year.

The first Shadow Cloaks appeared mysteriously 400 years ago. At least five more are known to have been in use in the intervening years. No one knows where they came from or how they were made.

Component Spells: unknown.

Asking Price: \$1,000,000.

Spypiece

Although it looks like nothing more than a common coin, the Spypiece is actually a subtle and potent aid to vision.

When the Spypiece is held up to the eye of the user, the coin becomes transparent *to the user only*. Anyone looking through the coin is affected by the Hawk Vision spell and the Keen Eyes spell at +5.

Several living enchanters know how to make a Spypiece. The only mystery about the item is how the "see-through coin" effect is achieved. However, this seems to make the enchantment less, not more, expensive.

Component Spells: Hawk Vision, Keen Eyes, unknown.

Asking Price: \$50,000.

Surefoot Slippers

These slippers allow the wearer to move at up to a flat-out run along any surface that can support his weight - ice, gravel, a rope. It also allows him to negotiate slopes of up to 60° without using his hands, and up to 80° without making a climbing roll. The wearer will never fall as a result of a critical miss, and he's at -5 to takedown attempts in close combat.

The secret to making Surefoot slippers is known only to a few leprechaun craftsmen in a remote and magical wood. These folk are reclusive and seldom encounter humanity, and when they do they often will not consent to sell their wares. Surefoot Slippers are somewhat more common among elves, whom leprechauns tend to like more than humans.

Component Spells: unknown (Wall-walker variant?).

Asking Price: \$500,000 (elves can sometimes get them much cheaper, if they can locate the makers).

Trap Light

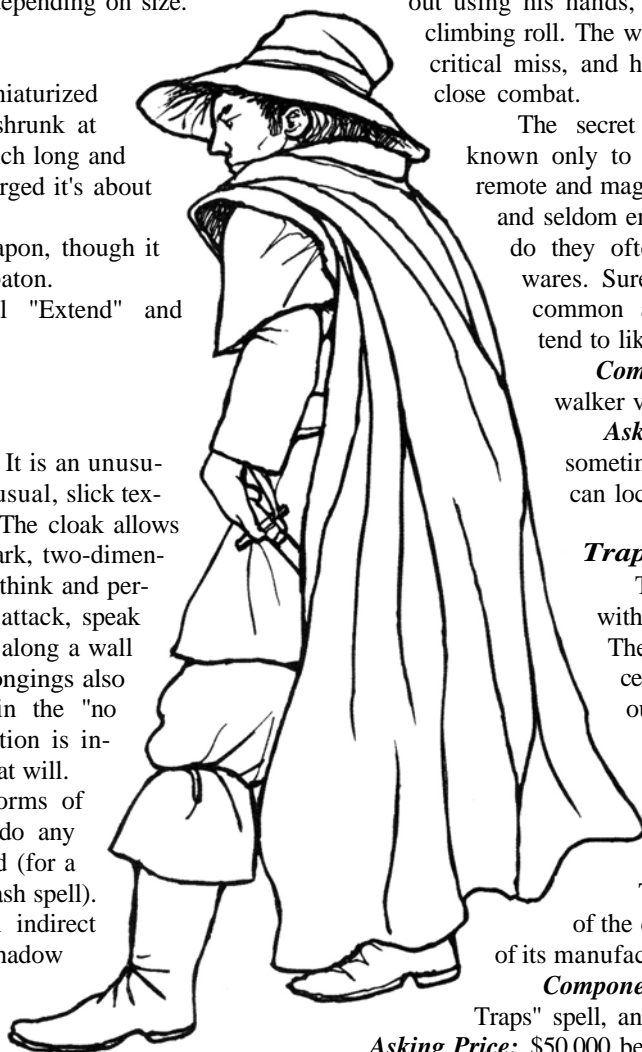
This item takes the form of a circlet with a metal disk mounted on the front. The wearer of the disk sees all concealed magical or mechanical traps outlined in blue light, with the trap's trigger marked in red light.

Most of these devices also cast Continual Light or Dark Vision spells, and a few also grant Mage Sight.

The Trap Light was the invention of the dwarves, who still guard the secret of its manufacture.

Component Spells: hypothetical "Detect Traps" spell, and others.

Asking Price: \$50,000 before extra spells are added on.



Variable Disguise

This is a full-body suit, including a full hood, stockings and gloves. It allows the user to assume the outward aspect of anyone he can visualize clearly. An IQ or Disguise roll is required when

ator has access to a good picture or magical image of the subject. This roll is at -5 if the wearer is working entirely from memory. However, Eidetic Memory makes this roll automatic if the impersonator has ever seen the subject up close and in person. If the impersonator is working from a verbal description, both the per-

son describing *and* the user have to make an IQ roll at -5. The disguise acts as a Perfect Illusion.

The Variable Disguises are the masterpiece of a brilliant illusionist and enchanter who died 85 years ago. He's known to have made four, but there are persistent rumors that he either made several more, or passed along the secret to an apprentice before his death.

Component Spells: variant Perfect Illusion spell.

Asking Price: \$100,000.

SECURITY DEVICES

Concealing Floorboard

The Concealing Floorboard is a secret magical hiding place in the form of a rough-hewn board, typically about 8"x 2' and 1" thick. When the board is placed on any wooden floor, a magical space 1' deep is created beneath it, and it immediately becomes invisible to everyone *except* the one who placed it there. It cannot be detected by touch or by tapping to find hollow spots, either. The board can be lifted to reveal the hiding place, but if the board is taken more than 1' away from the hiding place, the hiding place ceases to exist, and anything that was inside it is simply transferred to the floor that reappears where the space used to be. The board can be detected by the See Secrets or Mage Sight spells.

The board is known to use a variant of the Shape Plant spell which allows the board to blend in with wood floors, and a limited variant of See Secrets that allows the placer to see the board thereafter.

Several enchanters claim to know the technique involved.

Component Spells: Shape Plant (variant), See Secrets (variant), hypothetical "Create Space" spell.

Asking Price: \$50,000.

Counterfeit Checker

The Counterfeit Checker is a jeweler's loupe (*an optical device like a fat monocle*) that reveals if a coin, art object, jewel, etc. is genuine. The effect is resisted by the Scryguard spell.

Counterfeit Checkers are the exclusive creations of the dwarves. They are known to operate with a unique Knowledge college spell similar to See Secrets. The exact casting of this spell, however, is a closely guarded secret.

Component Spells: Discover Counterfeit (secret, unique dwarven spell).

Asking Price: \$30,000.

Cowardly Key

This is one of the most amusing security devices, if not the *most powerful*. If used by anyone *except the proper owner*, the key will begin to writhe violently in the user's hand when it gets within one hex of the lock, calling out in a loud voice "No! No! I don't want to go in there! Put me down! Help!" The key must *then be carried at least three hexes away from the lock before it will shut up*. The touch of its rightful owner will also quiet the key, as will a Remove Enchantment spell, which will return it permanently to its normal state. It is completely impossible to get the key in the keyhole while it is writhing.

Such keys have been used for more than 500 years. They recognize their owner through a variant on the Loyal Sword spell, they move through an extremely limited variant on the Golem spell, and they get their voice from a simple Voices spell. Several modern wizards know how to make the key, but many enchanters consider such an item a frivolous use of power.

Component Spells: Loyal Sword (variant), Delay, Voices, Golem (variant).

Asking Price: \$50,000.

Flossbond

While apparently just a narrow ribbon of silk, satin or even paper, a Flossbond is actually a powerful restraining device. Flossbonds are 14" wide, and usually 6" long, though the user can extend them to at least 3', sometimes longer. The Flossbonds are PD 3, DR 5 and take 20 points of damage before they break (once they do break, however, they lose their magic). They can be loosely wrapped around someone's wrists, arms or legs to bind them securely, with an effective ST 30.

Flossbonds bind themselves with the Knots spell. They are also enchanted with a variant of the Loyal Sword spell that causes them to untie only when the command word is spoken by *the same person who originally set the bonds*. The spell that gives them their great strength remains a mystery.

A great number of Flossbonds were apparently brought into the world about 600 years ago, from extradimensional sources. All the world's Flossbonds are from that original "shipment."

Component Spells: Knots, Loyal Sword (variant).

Asking Price: \$30,000 (more for longer specimens).

Inquisitor's Hood

This pointed, full-face hood lends the wearer the Interrogation skill at IQ+4 or adds +4 to existing skill, whichever is greater (maximum skill 20). It also gives the wearer the ability to cast the Compel Truth spell at will.

The Hood is a rather common magic item, and is used by many governments and organizations. Both powered (usable by nonmages) and nonpowered versions are made.

Component Spells: Lend Skill, Compel Truth.

Asking Price: \$75,000 (nonpowered).

Marking Manacles

These are apparently normal iron manacles which automatically cast the Dye spell on the prisoner when they're snapped on

(Dye affects the hair and outer skin of a person). The color used is typically vivid orange, and the effect persists for 2d days after the manacles are removed. The purpose of the Manacles is to see that prisoners are readily identifiable if they escape.

These devices are rather easy to produce and are used in several major cities and penal colonies.

Component Spells: Dye (variant).

Asking Price: \$4,000.

Privacy Coin

This is a small, coin-shaped talisman. If placed or held between two to four persons conversing, the conversation cannot be heard by anyone else. Other noises the group may make can be heard normally. The Privacy Coin will foil a Far Hearing, Wizard Ear or Keen Hearing spell, but will not protect against Mind Reading spells or lip readers. An eavesdropper using a Crystal Ball or other scrying device can see the conversationalists, and hear the background noises, but not hear the conversation.

The Privacy Coins are said to be the work of a single enchanter who lived 250 years ago. He reportedly made about a dozen and died, taking his technique with him.

Component Spells: unknown.

Asking Price: \$100,000.

Safe Safe

Another variation on the Create Space spell (see *Concealing Floorboard*, p. 78). The Safe Safe is a round combination dial of iron in a circular iron frame. When set against any flat surface, and the proper combination is turned, a door materializes which can then be opened, to reveal a 1' cubical space. When the door is shut again, it disappears.

The interesting thing about the Safe Safe is that it produces its own door around a smaller focus. This effect was achieved by the object's creator 175 years ago, and perished along with him. He is believed to have made six to 10 Safe Safes, including one that produced a 6' cube.

GM's Note: Combination safes are actually a TL5 device. GMs wishing to use this device in a TL3 milieu may specify that it came in from another, more advanced world, or that the combination lock was invented by a visionary mechanical genius, or perhaps by the mechanically advanced dwarven civilization.

Component Spells: hypothetical "Create Space" spell.

Asking Price: \$1,000,000 (possibly less at TL5+).

Vigilant Nail

The Vigilant Nail is an alchemical preparation, not an enchanted device. It is a false fingernail made of thin gold, about 2" long. If the tip of the nail is dipped in liquid it will turn black if the liquid is poisoned (including sleeping potions or paralytics). If the liquid is a magical potion the nail will begin to glow. Most of these can only be successfully used once, though a few great alchemists have produced nails that can be used multiple times. A "use" is a successful detection; when a Nail is no longer good, it dulls from gold to cloudy brass.

The secret of the Vigilant Nail was discovered over 700 years ago, but it is unknown if any modern alchemists possess the secret of its manufacture.

Component Spells: alchemical preparation.

Asking Price: \$500 for one-shot items, or \$1,500 per die of uses (i.e., 3d uses for \$4,500, 10d uses for \$15,000).

Vigilant Purses

The Vigilant Purses encompass several different sorts of outwardly similar magical belt pouches, designed to discourage pickpockets. These items are the exclusive product of a single family of enchanters, who have been producing them for five generations.

The family's line includes a purse which uses the Sound spell to produce a piercing noise when it's invaded, and one that uses the Voices spell to scream "Stop, Thief!" More exotic are the pouches that trap the thief's hand inside the purse, and one which actually cuts *off* the hand of anybody except its owner. The secrets of these last two effects are unknown outside the clan, and are the true source of the family's prosperity. All of the purses have a variation on the Loyal Sword spell which allows them to admit the hand of their owner.

The restraining purse will hold the thief's hand with ST 25. The purse cannot be ripped from the owner's belt.

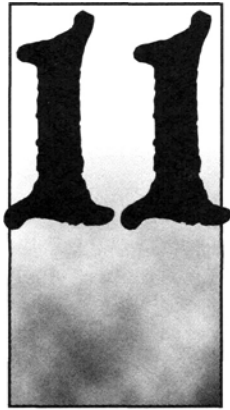
The purse which cuts off hands is often clearly labeled. If the thief goes ahead with his attempt, he has only himself to blame. There is no preventing the loss of the hand once it's in the purse. The magic will shear off the hand and anything that enters with it, up to an inch of steel. The thief takes 2d damage from blood loss and shock.

The purse can be transferred to a new owner through a simple magical ritual. The old and new owners must both grasp the outside of the purse, and a Loyalty spell is cast on the purse while the old owner pronounces the name of the new.

Component Spells: Loyal Sword (variant), various others (some unknown).

Asking Price: voice - \$2,000, noise - \$2,500, catches hand - \$200,000, removes hand - \$500,000.





ENCHANTED TRANSPORTATION

Transportation is one of the most active nonviolent enchantment specialties. Mages have always been eager to experiment in this area - they consider it their prerogative to soar where others are forced to walk.



The nobility, the traditional financiers of magical artifice, take more than a passing interest in transportation magic as well. Though existent transportation magics are pitifully inadequate to the task of moving even a small army, lines of communication are all-important in a military campaign. Any device which can quickly, safely and reliably get a courier to his destination will be welcomed by the wise ruler or commander. Every general knows that "an army travels on its stomach," and that lines of supply are lines of communication. Though it is impossible to supply an entire army through magic, magical transportation can open up a pipeline of rations and ammunition that could keep a trapped or isolated unit safely in control of a key position until relief arrives.

Magical transportation is also of obvious interest to rich merchants and traders. Ships are immensely complex and expensive devices, and most of a caravan's supplies and personnel are there to defend and feed the caravan, leaving relatively little space for actual cargo! A single man with a backpack full of carefully selected luxury items, if he can teleport or quickly fly to a remote market, can often turn as much profit as a successful medium-sized caravan!

The restless and innovative humans dominate the magical transportation trade. The dwarves did important pioneering work in this field, developing ways to efficiently raise ore from the deep mines and deliver necessary supplies to their isolated strongholds, and they still do some notable work of the "slow and reliable" variety. On the opposite end of the spectrum are the goblins, a race of habitual travelers, with a tremendous love of speed and flashy magical effects. Only a madman would knowingly enter a goblin conveyance. In the youth of their race the elves were said to be great travelers and explorers, creating powerful and exotic methods to travel to corners of the world (and of other worlds) that no other intelligent eye has seen in the millennia since. Today, however, the elves are old and keep to their forests and mountains. Few, if any, of their ancient marvels remain.



Common Transportation Spells

The most important transportation spells are found, of course, in the Movement college. These spells form the necessary cornerstone of any serious effort to move passengers or cargo with magic.

Several other spells of interest to the transportation mage are found in the Elemental Colleges. These include Walk Through Earth, Earth to Air, Body of Air, Walk on Air, Breathe Water, Walk on Water and Body of Water.

Rider can be used to magically gain a mundane mount for the caster's journey, while Shapeshifting or Shapeshift Other can allow the caster to become his own mount! The Climbing spell can be highly useful if somebody wants to get where he's going over rough terrain, and if he wants to find his destination, the Pathfinder spell can be a great help.

ZYLE

Much is mysterious about this tiny woman, but there is no doubt that she is one of the greatest magical minds of her age.

Zyle is known to be at least 300 years old. In earlier centuries she amassed a fortune through adventuring and freelance magecraft; this wealth is still with her, regularly augmented by her fees as a consulting archmage (for an exorbitant fee she will help a fellow practitioner unravel a tangled magical procedure, or track an elusive secret), and as a broker of transportation magic.

Zyle staked out transportation enchantments as her personal territory over 75 years ago. Though she tolerates a few other transportation brokers, who mostly cater to a cut-rate clientele, she cannot be said to have any real competitors. Any buyer interested in quality will come to Zyle . . . and pay her prices.

Exactly how much magic Zyle knows is a mystery. Many claim with utter certainty that she has mastered every spell commonly known to man. Though this claim is scarcely credible, there's no firm evidence that a spell exists which she *doesn't* know. She's many times demonstrated a thorough and advanced knowledge of the enchanter's art, but Zyle herself has created no magic items in over a century. She has expert knowledge of dozens of mundane arts and sciences (including some, like Psychology and Economics, that don't yet exist as such in her world).

Zyle maintains dwellings in several major cities throughout the known world. When she's not in residence, she keeps a clerk in each city to record potential commissions to be reviewed at her convenience. She's known to travel by both Sky Pinnacle (p. 85) and

Spider Palanquin (p. 85), and she's rumored to have a private retreat in one of the abandoned cloud-cities.

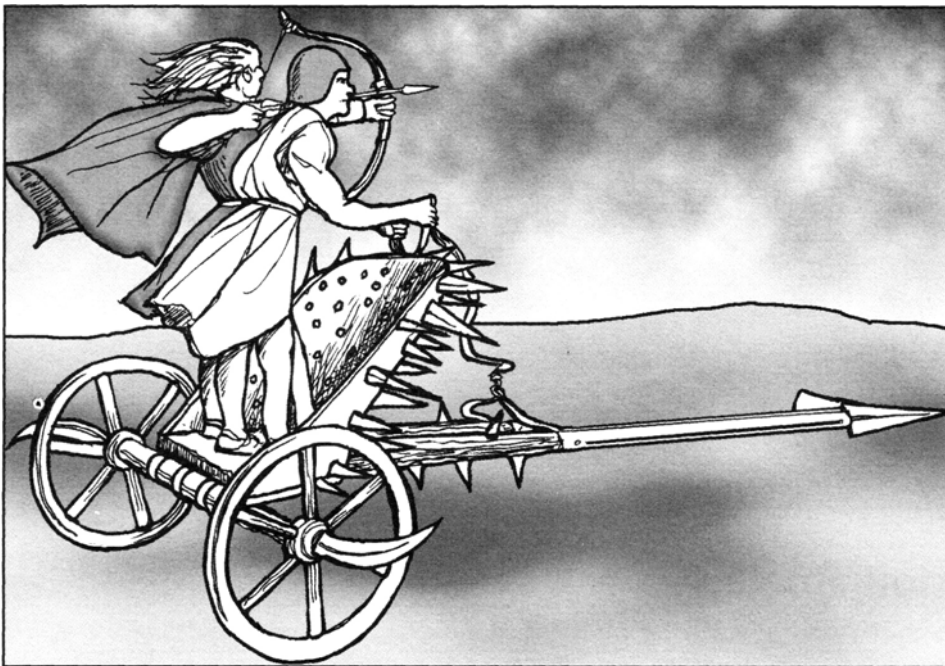
Zyle is a minuscule woman (4' tall, 70 lbs.), with dark, piercing eyes and an amazingly thick head of dark hair. In conversation she is curt and imperious, and she tolerates no familiarity or waste of her time. She considers any falsehood beneath her, and will never indulge in lying or tolerate such behavior in others. Her only known noncommercial activity is writing oblique, mathematically precise poetry.

TRANSPORTATION CATALOG

The Chariots of Hell

The legendary Chariots of Hell are three mysterious, ancient and extremely powerful engines of war. The Chariots need no horses; they are guided by the mental commands of the driver. All have a maximum Speed of 20-40 on a relatively straight, level course. If directed to overrun an enemy, the chariots have a base to-hit roll equal to the driver's skill (see below) with a maximum of 16. Anyone overrun by the chariot will take 6d crushing damage, in addition to any applicable special damage (see below). They are three hexes in size, and can hold three riders comfortably, or five under cramped conditions. The chariots have PD 4, DR 8, which they grant to their riders as well - the chariot does not add its protection to the rider, but will magically bring a rider to PD 4, DR 8 if his personal armor is less than this.

A Chariot of Hell cannot be destroyed (or at least no power has yet been discovered capable of destroying one), but it *can* be immobilized. Every 25 points of damage will reduce its speed by one hex (straightaway speed is reduced by two hexes) so that after 500 points damage the chariot is immobilized. Whenever a Chariot of Hell is damaged, it immediately begins to repair itself at the rate of one point per hour. Damage beyond 500 will increase the time until the chariot can again move, but no amount of damage has yet been able to completely destroy a Chariot of Hell.



While no particular spells are needed to guide a Chariot of Hell, the driver must be a mage. Operating the Chariot drains no power from the driver. If two or more mages are in the chariot simultaneously, one can wrest control from the driver by winning a Contest of Will+Magery.

Drive Chariot of Hell is a unique M/E skill, defaulting to Teamster or Driving skills -3. If the driver has Teamster with a specialty in Charioteer, he figures his default from his specialization value.

Abaddon, the Chariot of Death

Abaddon has a two-hex ramming spike extending from its front, and its exterior is covered with protruding, razor-sharp blades. Anyone struck by the spike (maximum to-hit roll of 14) takes 6d impaling damage. If the spike misses or is dodged, Abaddon still gets its normal roll (maximum skill 16) to overrun, and if *that's* missed or dodged, the target (and anybody else in a hex adjacent to Abaddon) can still be hit by the side blades (maximum to-hit roll 14) for 3d cutting damage.

Dis, the Chariot of Fear

Dis is covered with shifting, writhing faces and other awful images. At its driver's command, Dis radiates a Panic spell in a 5-hex-radius area, at no energy cost to the driver. The driver can also cast Death Vision once per minute on any target he can see, at no range modifier.

Marduk, the Chariot of Fire

Marduk burns brightly with Essential Flame at its rider's command. Anyone within one hex of Marduk will take 1d fire damage and all combustibles will be ignited and burn normally. Marduk can expel fireballs at ranges of up to 15 hexes in its front arc. It can fire a 1d fireball every turn, a 2d fireball every 2nd turn, or a 3d fireball every third turn. Fireball energy cannot be

"stored up" by not firing for several turns. Marduk can fire only one fireball per turn. Marduk's to-hit roll with the fireball is equal to the driver's best spell-throwing skill (maximum of 15). If the driver is willing, he may turn over the duty of firing the missiles to a second mage, while he concentrates on guiding the chariot. Since Marduk's flame is Essential, it cannot be extinguished by normal water or earth.

The chariots are certainly "outside" in origin, though there is no evidence they are actually products of the infernal regions. The Chariots first appeared almost 800 years ago, in the vanguard of a marauding ore horde, under the control of mysterious cloaked and hooded figures. When the horde was turned, the chariots and their drivers vanished. Few prisoners were taken, and they could shed no light on the nature of the chariots or the charioteers.

More than 200 years later, they reappeared in the arsenal of an Archmage with aspirations to empire. Since then, they have continued to pop in and out of history.

In spite of their fierce name, history and appearance, wizards who have examined the chariots say there is nothing particularly good or evil about their magic, and the chariots have been used in righteous causes.

Component Spells: multiple ultra-powerful abilities.

Asking Price: \$2,500,000 per chariot.

Erindir's Endless Path

This strange but useful item is a loop of ribbon 2' wide and 8' in circumference (if laid out in a circle). The user of the ribbon lays it over his shoulder and steps on it where it touches the ground. Thereafter, he can travel over almost any terrain as though on a level, well-maintained path, simply by walking on the Endless Path. The ribbon will play over the user's shoulder and spread itself under his feet with magical ease. The ribbon can not handle slopes greater than 60 degrees, nor can it travel over water (though it will produce a comfortable path on the bottom, if the user has a way to breathe). The Endless Path has PD 4 and requires 20 points of cutting damage to destroy. Any damage short of that can be fixed with Repair spells.

The path was found 10 years ago, among the effects of the late wizard Erindir, a famous traveler. Erindir's extensive notes are still being studied, but have so far revealed no clue as to the origins of the Endless Path.

Component Spells: unknown.

Asking Price: \$60,000.

Escape Shield

This potent escape and rescue device is not really a shield at all, but rather a thin bronze disk about the size of a medium shield. The user "sets" the shield by naming a time up to one week in the future. When that time arrives, the user is automatically transported back to the disk. Even if the user is killed, the disk will return his remains. The disk will transport the user and up to 100 lbs. of unliving cargo carried on his person. It operates at no energy cost to the user. If placed in a chest, cabinet or other confined area too small to hold the user, the disk will transport him to the nearest possible space. The shield's magic cannot operate if the user is in a Pentagram, an Utter Dome, a no-mana area or another world. The magic can be Warded, if the user knows the Teleport spell. The disk can be set for only one user at a time.

Some of these shields have been reliably reported to have enhanced versions of the Alarm spell, which will allow the user to set a time as much as a year in the future.

The Escape Shield obviously operates using a powerful variant of the Teleport spell. Though these items were apparently quite common 800-900 years ago (all surviving Shields are from that time), the method of their construction has been completely forgotten.

Component Spells: Teleport (variant), Alarm (sometimes variant), Link.

Asking Price: \$200,000.

Flying Carpets and Brooms

The traditional Flying Carpets and Brooms are made using an enchantment version of the Flight spell quite different from the one listed in *GURPS Magic*.

The enchantment to create a rug or broom costs 3,000 energy, and will carry two persons, but drains only a single point of energy from one user each time it's used. This point cannot be eliminated through the Power spell. A rug can be enchanted to carry more passengers, at an increased energy cost of 500 points per extra passenger. The rug must have a surface area equal to 1 hex per person carried. In general, it is difficult to fall from a carpet unless engaged in very strenuous activity (anyone fighting or engaging in an equally active pursuit on a rug must make a DX

roll each turn to avoid falling off). Carpets and brooms are often given Names by their creators.

Though very expensive, this extremely useful enchantment remains a favorite of powerful wizards everywhere. Note that a broom can also be enchanted like a Staff, according to the descriptions on p. M62. If this method is used, the broom can only carry one person, and using it will drain Fatigue as per the Flight spell.

Component Spells: Flight.

Asking Price: \$150,000 and up.

Hoop Portals

As the name implies, Hoop Portals consist of two metal hoops. An individual can step into one and emerge from the other. The transmission is instantaneous and there is no energy cost to use the hoops. They are portable, and will operate anywhere within 1,000 miles of each other. Most hoops are about 5 feet in diameter. One hoop cannot be drawn through the other - the user must leave the entrance hoop behind. The user will emerge through the least obstructed side of the exit hoop. If both sides are equally unobstructed the user exits from the side most nearly aligned with his direction upon entering. If both sides of the exit hoop are obstructed, the user can simply step back through the hoop. The transfer does *not* have to be completed once begun. Cargo can be freely pushed through the hoop. The only way to see what's on the other side of the hoop is to stick one's head through.

Hoop Portals must be made in pairs. A portal cannot be used with any portal other than the one it was created with. Hoop Portals are made using a commonly known, but very high-priced version of the Teleport enchantment, costing 20,000 energy and requiring some \$2,000,000 (!) in rare spell components.

Component Spells: Teleport (variant).

Asking Price: \$3,000,000 per pair.



Hufewdo's Portal, or Hufewdo's Hoop

This artifact is the most powerful known teleportational device. The portal is a plain gold ring, which can be removed at will and expanded to form a circular portal five feet in diameter (this takes one turn). The portal can be used as a teleportational device to anywhere (except another world, a no-mana zone or the inside of a Pentagram or Utter Dome). The portal's destination is established in all respects like the Teleport spell, except there's never any energy cost to the user. The ring has an effective skill of 25. The user of the portal does not have to be a mage.

Once established, the teleportational portal persists until the ring is contracted to finger-size. The portal is two-way and visible on both sides as a cloudy disk surrounded by the gold ring. Unlike the Hoop Portals (above), once any part of the user's body enters the ring he must finish the transmission (though he may turn right around and go back on the next turn). Cargo can also be thrown or pushed through the portal.

The venerable Magus Hufewdo (who passed away 175 years ago) was the first known wearer of the portal, but certainly not its creator. Most authorities agree that the portal must be of extraplanar origin.

Component Spells: Teleport (ultra-powerful variant).

Asking Price: priceless, and probably not for sale.

The Lamp of the Shadow Ark

The Lamp of the Shadow Ark looks like an ordinary lantern, and can be used normally for illumination. In fact, the owner may never discover its magical powers.

The true use of the Lamp, however, is to summon a dark, enchanted skiff - a long, narrow boat made of black wood, piloted by a pale, skeletally thin man. Using the skiff can dramatically reduce the time required for a sea-voyage - but the passengers will risk their lives *and* sanity in making the voyage.

To summon the skiff, the Lamp must be lit and placed on the shore of a large body of water - a wide river, a lake, etc.

After 3d x 10 minutes, the black skiff will arrive. The pilot will stop his skiff at a depth of four feet and wait. He stands at the back, leaning against the rudder pole. He will not acknowledge anyone - he just stares off toward the horizon.

The pilot begins his journey as soon as he's given a destination - anyone who's not yet boarded will have to swim after the departing skiff or be left behind. If no one boards and gives a destination within 3d minutes (or if the destination is not a legitimate one - e.g., it's more than a mile from any large body of water) the pilot and the skiff leave, and the lamp goes out. The lamp must be relit, and the summoners must wait 3d x 10 minutes again, before the Shadow Ark will return.

The pilot is a living, thinking being, but he is not of this world. He has a 15 in all attributes, Absolute Direction, Absolute Timing and Magic Resistance 20. He has the disadvantages Mute, Albinism, Skinny and Duty (to pilot the skiff to the passengers' destination).

The pilot is guarded by a mysterious and powerful protective field that turns all damage directed against him back on the attacker/caster. Thus, if an individual successfully attacks the pilot for 6 points of damage, the attacker, not the pilot, takes the 6 points. The pilot's mind cannot be read, and the entire boat is protected by Scryguard cast at ST 30.

Once the destination is named or described, the pilot immediately knows how to get there, unless the destination is more

than a mile from a major body of water. Other than obeying this command, he will not respond to or acknowledge the passengers in any way.

The skiff is low and narrow. It is 2 hexes wide (narrowing to one hex at the bow and stern) and 10 hexes long. There are five wooden planks laid across the skiff for seats, each one hex apart. Small cargo can be stowed beneath the seats. The skiff can seat 10 persons besides the pilot.

In rough water (high waves, storms, etc.) the skiff will be tossed and drenched, but the pilot will never leave his position, nor will the skiff sink, capsize or take damage. It cannot be set of fire, hewn or crushed. The skiff does not protect the passengers from the outside environment. Passengers can be hit by arrows from shore, they can be battered by wind and rain (and in a typhoon or hurricane the GM may require DX rolls to avoid being swept overboard), and enemies can swim to the skiff, climb aboard and attack.

The skiff has no visible means of locomotion. It moves at a constant speed of 6 mph (Move 3). Only the pilot can control the direction of the skiff - no magical or physical force can alter its course.

About 30 minutes after leaving the shore, the skiff enters another world - the horrible home of the pilot. It travels in this dark realm for a period of time that seems 10 minutes to the passengers, but is only one minute in the outside world. The skiff then reappears in our world, 30 minutes from its destination.

When the skiff begins to pass over to or from the shadow realm, a thick, magical mist rises from the sea, completely hiding the moment of transition from any watching eyes.

In the shadow realm, the sky is black, but there's a red-black illumination like a very stormy day. The sea the skiff travels on is thick, colorless and choppy. Snaky, tangled tendrils of fog surround the vessel.

From out of the fog come visions of the passengers' innermost fears, enveloping and receding from the skiff like waves. Each passenger rolls a Fright Check each minute in the shadow realm. Each roll is randomly modified from -5 to +5 (roll 2d -7) to represent the varying and unpredictable nature of the visions.

Anyone falling from the skiff has a normal chance of drowning (see p. B91). Swimming rolls are at -3 due to the choppy waves. If the swimmer drinks the water he is affected as per the Sleep spell. A swimmer must make an IQ roll each minute to avoid accidentally swallowing the water. The victim can resist the Sleep spell with a HT roll, otherwise he remains asleep until he's rescued or drowned. The boatman will not stop for a man overboard.

The passengers will never see anything in the shadow realm except waves, fog and the Skiff, even if they swim or fly away from the skiff. Magical scrying will not work in the shadow realm. If a passenger is away from the skiff when it passes back into the world, he is irretrievably lost.

Once the skiff reaches its destination the pilot will stop for five minutes, then the skiff leaves, traveling the customary 30 minutes from shore before the fog takes it back to the shadow realm. No one aboard at this time has ever returned . . .

Following the departure of the skiff, the Lamp of the Shadow Ark will disappear. It will reappear 4d hours later, somewhere within a mile of the spot where the skiff stopped. Those who might want to use the Lamp again must wait, then search the area to recover it.

Though the Shadow Ark is risky, great lords will pay astronomical sums for the lamp, to have it at their disposal if need arises. There will always be *someone* loyal or greedy enough to enter the Ark on command.

The Lamp of the Shadow Ark was found 650 years ago, hanging in a mysteriously abandoned lighthouse. This weird item is certainly of extraplanar origin.

Component Spells: unknown.

Asking Price: \$2,000,000.

Pertwee's Potent Pinions

The Potent Pinions represent an economical variant on the Flight spell invented 30 years ago by the (then) young enchanter Pertwee. The enchantment is cast on two large goose feathers, and costs only 2,000 energy, rather than the usual 2,500. The user holds one feather in each hand, and flaps his arms to move. He can travel at a rate of up to twice his Move.

The user must grasp the Pinions and flap the entire time, making it virtually impossible to fight or cast spells while in flight. Furthermore, the user loses an additional 1 Fatigue for each minute of flight. This is purely physical Fatigue, from the exertion of constant flapping, and cannot be taken by Powerstones and the like.

Component Spells: Flight (variant).

Asking Price: \$100,000.

Seven-League Boots

These storied boots will carry the wearer seven leagues (21 miles) with each step. These immense strides each take a full minute to complete, giving the wearer an effortless speed of 1,260 mph. However, the boots go *exactly* seven leagues with each step (with a half-mile margin for error, to avoid things like open volcanoes or stampeding buffalo herds), making it difficult to hit a target precisely. If the wearer lands on insecure footing (snow, loose gravel, a steep slope) he must make a DX roll or stumble, taking 4d damage. The boots will stop dead if their next step would take them into the middle of a body of water, a magical void, or a similar nonsolid or nonexistent surface. Using Seven-League Boots takes no energy, and the wearer does not have to be a mage.

Anyone landed on by someone wearing Seven-League Boots takes 10d crushing damage, and the wearer must roll to avoid a stumble.

Seven-League Boots are one of the major achievements of the leprechaun shoemakers. No other race has yet been able to duplicate the effect.

Component Spells: unknown.

Asking Price: \$2,000,000.

Sky Pinnacle

A Sky Pinnacle is a small sailing vessel capable of flight. A Sky Pinnacle can carry a maximum of 12 persons, or eight comfortably. It has a maximum speed of 20. The Pinnacle has PD 2, DR 5 and can take 100 points of damage before crashing.

It can stay aloft for a maximum of 18 hours at a time. At which time it will land itself, as softly as possible. The Pinnacle will completely recharge itself after sitting for a full 24 hours.

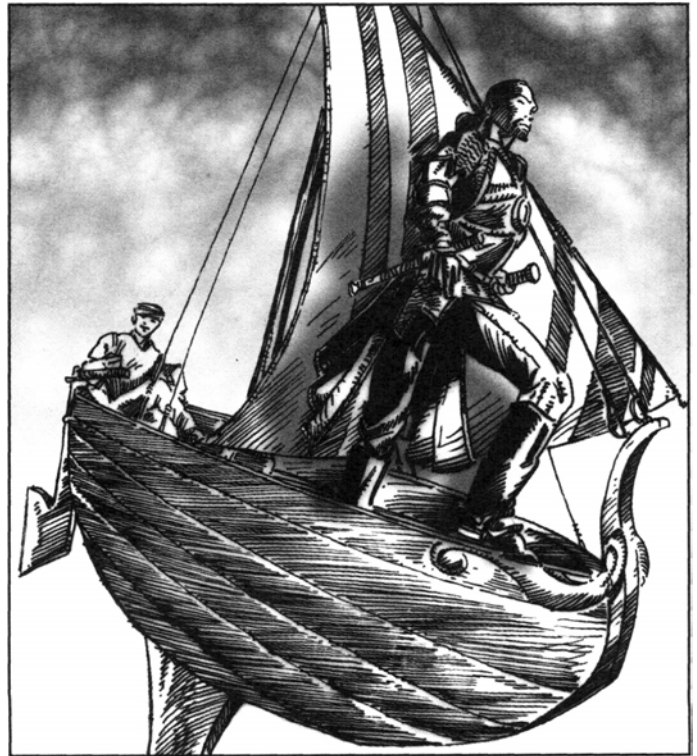
The Sky Pinnacle is steered by sails and rudder, just like a normal boat. The sails are quite normal, and the Pinnacle can be easily operated by anybody with Seamanship or Boating skill.

The only major difference is that the rudder also controls elevation. The Pinnacle can float, and also has small wooden wheels to expedite landings.

The Sky Pinnaces were once made in great numbers by the inhabitants of the mysterious cloud cities, but now the few cloud cities that remain are abandoned and inaccessible. It is said that the sky-people also had barges and galleons that sailed the air as well, but these mighty ships are lost now. Only a handful of Sky Pinnaces survive, the newest almost a millennium old.

Component Spells: Flight (ultra-powerful variant).

Asking Price: \$10,000,000.



Spider Palanquin

This outre-looking device could be the ultimate in safe and comfortable ground transport. A Spider Palanquin is a covered, curtained palanquin on eight spindly legs resembling those of a daddy long-legs spider. The passengers (usually one, though palanquins have been built with room for up to six) sit inside the Palanquin itself, while the driver sits on top, steering with a lever. The palanquin has a maximum Move 10, the ride is amazingly smooth and completely silent, and the Palanquin can remain perfectly level while climbing slopes of as much as 45 degrees. The legs can extend to bring the Palanquin to a height of as much as 12 feet, to ford streams or provide a lookout. Guiding the Palanquin uses Driver or Teamster skill, and is easy (no penalty for unfamiliarity).

Spider Palanquins are made using a relatively simple variant of the Golem spell (3,000 energy + 1,000 more for each passenger, to create). In some cultures they've become quite popular among the elite.

Component Spells: Golem (variant).

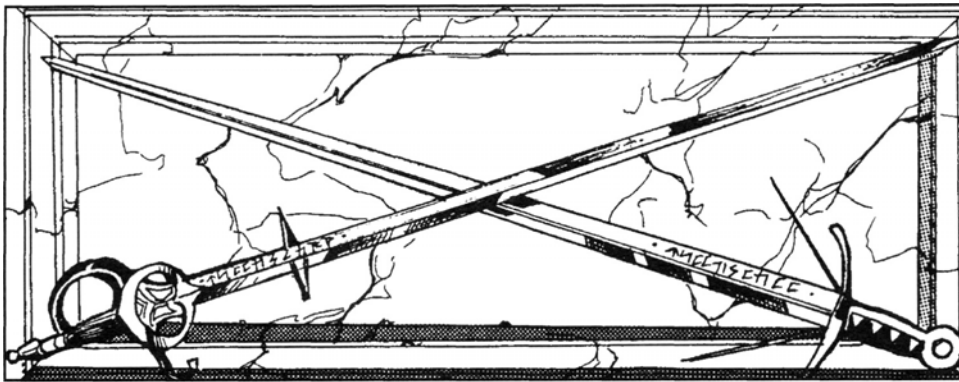
Asking Price: \$150,000 + \$50,000 per passenger, plus the cost of the palanquin itself . . . generally high, as most Spider Palanquins are luxurious!

12 MAGICAL WEAPONRY



Weaponry is certainly the most lucrative and in-demand part of the magic item trade, nothing speaks as much of wealth and martial prowess as an enchanted sword, and if a noble can only commission one item in his lifetime, it will probably be a personal blade.

Weaponry is one area where human and dwarven enchanters are considered equal - dwarven enchantments are stronger in general, but at the extreme high reaches of power no other race can match human ingenuity in finding ways to make a weapon still more destructive. The magical and mundane craftsmanship that goes into elven weapons of power is unsurpassed, but such things are exceedingly rare, and never offered on the open market.



INTELLIGENT SWORDS

It's true ... a few blades literally have minds of their own. Many of these intelligent swords are made with the Sword Spirit enchantment (see below). This spell gives the sword the personality of a recently dead creature. In the past, certain religions have objected to the Sword Spirit spell on the grounds that it interferes with the eternal destiny of a departed soul. Today, however, most religious leaders agree that the spell does not affect the departed's "soul" - the eternal manifestation of his essential self, which passes on to Another Place after death. Instead the spell merely copies the "spirit," or personality, of the deceased.

Sword Spirit (VH)

Enchantment

Transfers the personality and some or all of the intelligence of a recently deceased being to a weapon, usually a sword. The enchantment must be begun soon after death, before a number of days equal to the "donor's" intelligence has passed. The body must be present to begin the spell, but it can be disposed of once enchantment commences.

The donor does not have to be human or even intelligent - faithful hounds are favorite donors. Certain highly magical races, most notably the elves, cannot serve as donors.

The enchanter can pass on as little or as much of the donor's intelligence as he wishes to the sword, as well as the donor's mental skills and even a few advantages (or, if he wishes, disadvantages). Advantages and disadvantages known to have been successfully passed on to a sword include Absolute Direction, Absolute Timing, Common Sense, Danger Sense, Empathy, Intuition, Bad Temper, Berserk, Bloodlust, Bully, Code of Honor, Intolerance, Sense of Duty and Truthfulness.

The sword has no memory of its former existence. Although it has no sensory organs, it possesses the senses of sight and hearing (with a perception roll of 10). All swords can communicate with their wielder - the default level for this communication is an extremely basic empathy. When he's taking a course of action the sword approves of, the wielder gets a "good feeling." When his actions worry the sword, or it finds them disagreeable, it's a "bad feeling." Swords can also be made to speak, using an easy variant of the Voices spell. Some tales even tell of swords which communicate with their wielders telepathically.

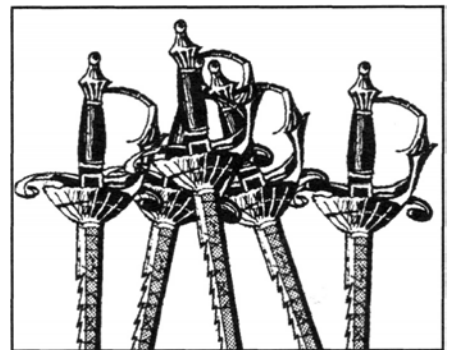
ARLON

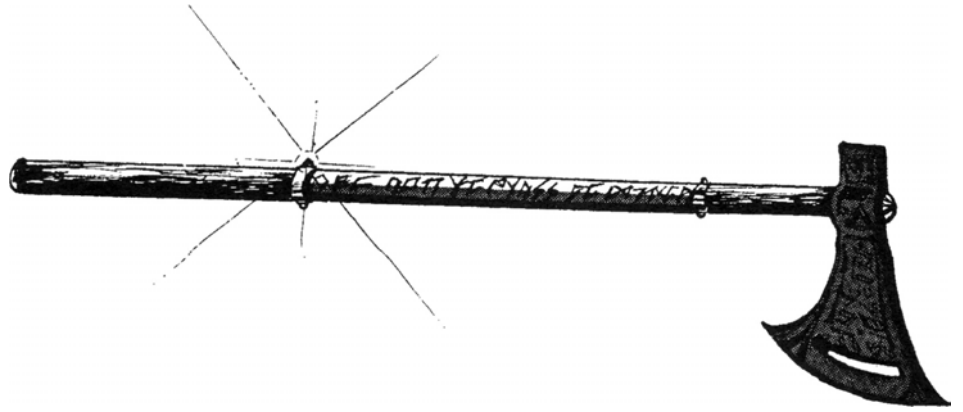
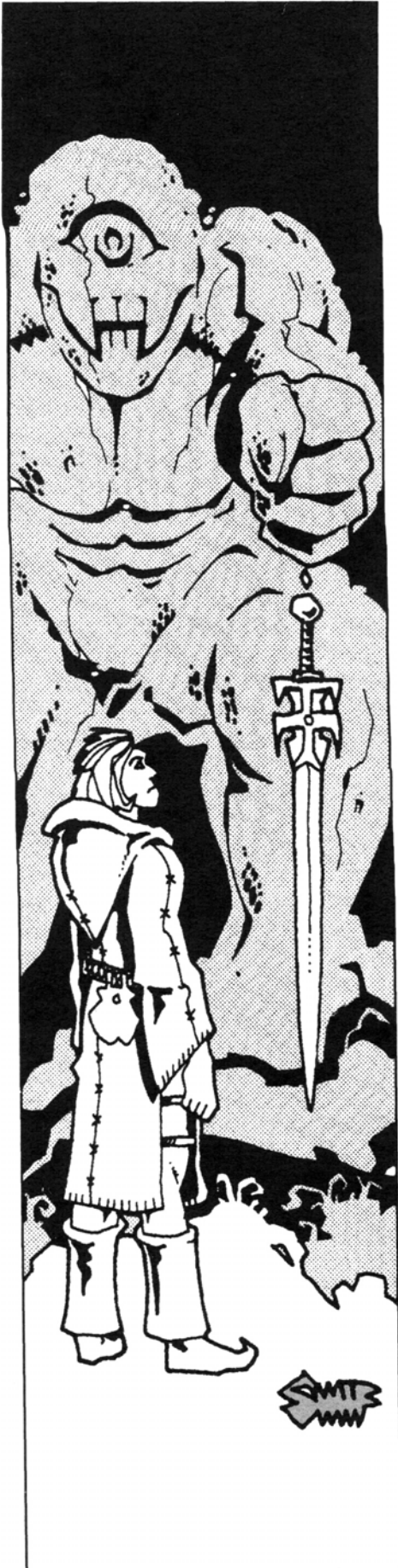
Arlon is quite unusual among magic brokers in that he has absolutely no personal magical talent. While few brokers are actually enchanters, most are mages. Arlon is not.

Arlon began life as a slave. In his teens he was sold to a gladiatorial arena, where a notable string of victories allowed him to purchase his freedom by the time he was 25. He immediately began educating himself, making his living as a hired bodyguard for a merchant prince. On one occasion he saved his master from a group of paid murderers. This encounter cost Arlon his leg, but his master granted him a rich cash gift in gratitude for his life. As soon as he was able, Arlon had his first peg leg made, and used his money to organize a caravan to deliver a newly made magical sword from a nearby enchanter to a client in a far-off land. Over the years Arlon slowly built his reputation and wealth in the magical trade, until today he is one of the most wealthy and respected brokers of magical weapons in the world.

Arlon is a hearty, likable man with a ready wit and a fine eye for character. His native charm and status as a retired popular athlete allow him to work equitably with his far-higher-born clients. Arlon himself only handles the most lucrative and sensitive commissions these days, but he has several assistants in his direct employ who will undertake literally *any* commission involving magical weaponry (or, sometimes, other forms of enchantment). He is generally known to have a silent partner who bankrolls his more expensive speculations. This partner is variously reported to be the same merchant prince Arlon saved in his youth, or a venerable and wealthy enchanter friend. It is possible that both have supported Arlon's ventures.

When traveling, Arlon wears chainmail with Deflect +2, Fortify +4, and carries a very-fine-quality broadsword with Accuracy +2, Puissance +2, Quick-Draw and Loyal Sword, and a demi-buckler (see p. 28).





Each time it gets a new wielder, the sword must make a single reaction roll. This roll will determine how the sword will react to its master thereafter. On a very good roll the sword will do literally anything for its wielder. On a very bad roll it will refuse to communicate or cooperate, and might even lie to its wielder, or otherwise actively work to get itself lost or stolen, or get its wielder into trouble.

A sword may never have a skill, advantage or disadvantage that its donor didn't possess. It may never have more points than its donor in Intelligence or any skill. A sword may never increase its skills or characteristics (it can, however, absorb new information to keep skills such as History or Strategy current). About 50% of all intelligent swords (roll randomly) will have Id quirks, drawn from the donor's quirks and his psychological disadvantages reduced to quirk level.

Duration: permanent.

Cost: 100 per point of intelligence transferred, +(25x cost in character points) for each skill, +(50x cost in character points) for each advantage.

Time to Cast: varies (see pp. M17, 18).

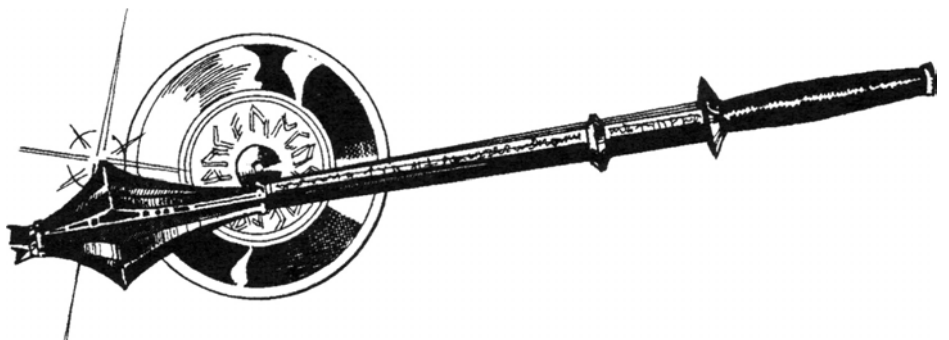
Prerequisites: Summon Spirit.

Common Weapon Enchantments

The enchantment spells most frequently used are listed in *Magic* under the logical heading "Weapon Enchantments" (pp. M39-40). They include Accuracy, Puisseance, Quick-Draw, Dancing Weapon, Loyal Sword, Cornucopia and Bane. These spells are closely followed in popularity by the Flaming Weapon and Icy Weapon spells. As with armor, the Dexterity, Might and Vigor spells are greatly coveted, but prohibitively expensive.

Several defensive spells can be cast on weapons, including Missile Shield, Reverse Missiles and Magic Resistance.

Several enchantments are unique to missile weapons, including Flaming Missile and Winged Knife. The Suspended Animation spell can also be cast on an arrow (see p. M44).



WEAPONS CATALOG

Swords

Many of the blades listed below are unique. Others are the original versions of what has become a more or less common pattern in magical weapon smithy.

Game Masters should feel free to alter the specifications on any of the following swords which they intend to use - especially if the PCs will be wielding them and the GM thinks the players have seen this book! It may be assumed that the sword the party encounters is a copy of the original described here. It should be obvious that copies which are less powerful than their original will be much more common than those that are more powerful.

Alarum

What makes the sword Alarum unique and attractive to adventurers is its linked Sense Danger, Awaken and Quick Draw spells. Whenever the sword detects danger in the immediate vicinity, it immediately casts the Awaken spell on its owner (which, of course, only has an effect if the owner is asleep or unconscious), then leaps to his hand. All this takes place in less than one second.

Obviously, Alarum could be the best friend a lone warrior ever had, giving him the freedom to enjoy such decadent luxuries as sleep. Small groups will also find Alarum a useful asset in defending their encampments, though a party which relies *entirely* on an unintelligent sword for security could most kindly be described as foolhardy. Alarum must be worn or held for its special abilities to operate, requiring the owner to master the difficult art of sleeping while wearing a sword.

The original Alarum was created about 400 years ago for a notorious lone-wolf warrior, by a powerful enchantress who was his occasional lover. She created for her beloved a sword that would watch out for him when she could not.

Since then, Alarum has become the template for a number of magical swords. The design is by no means common, since only rarely can lone, wandering adventurers afford to have a magical blade custom-designed. The original has been reliably identified in use within the last 50 years, and seems likely to still exist.

Component Spells: Fine broadsword. Accuracy +2, Puissance +3, Loyal Sword, Sense Danger linked to Awaken and Quick Draw, 4 points of Power. Alarum can also cast a Light or an Alarm spell on command.

Asking Price: \$500,000.

Arthurian Ensemble

This powerful set of magical arms was commissioned 150 years ago by an extremely rich noble with a taste for Arthurian romance. The ensemble consists of a sword - New Caliburn - its scabbard, and a strength-enhancing belt.

In addition to its magical abilities, New Caliburn is a work of art, with simple, classic lines and a permanent mirror sheen. However, as with Arthur's Excalibur, the really valuable part of the ensemble is the rather plain sheath, which holds a number of powerful protective spells that make the owner almost immune to physical harm (+5 PD, +5 DR to existing armor; maximum total PD is 6). The Name that activates the scabbard is kept a secret, and is not inscribed anywhere on the item. The Major Healing (at

skill 20) can be used only by the owner on himself. He does not need to be a mage or a physician (a tribute to the genius of the enchanter who designed this weapon; there is much debate about exactly how this effect was achieved). The spell is powered through a three-point exclusive Powerstone.

Gawain's Belt, the third component of the ensemble, was commissioned from the same enchanters who made New Caliburn as a gift for a close kinsman of the original owner of the sword. This broad girdle of strong leather magically imitates Sir Gawain's legendary strength, which waxed until noon, then waned as the sun descended. The belt raises ST and HT by 1 point each hour between 8 a.m. and noon, but the bonuses vanish at the rate of 1 point per hour between one and 5 p.m.

When the kinsman died without heirs, the belt fell to the son of the noble who originally commissioned the ensemble, bringing Gawain's Belt together with New Caliburn. The ensemble is believed to still be in the possession of the same family.

New Caliburn

Component Spells: Very fine thrusting broadsword. Accuracy +3, Puissance +3, Quick-Draw, Loyal, Shatterproof.

Asking Price: \$500,000.

Scabbard

Component Spells: Name, Major Healing, Deflect +5, Fortify +5.

Asking Price: \$1,500,000.

Gawain's Belt

Component Spells: Might +5, Vigor +5, Limit (variant).

Asking Price: \$100,000.

The Bickering Brothers

A classic example of high-power enchantment gone horribly wrong, the two blades which came to be known as the Bickering Brothers were originally designed for use by the renowned twin heroes, Arros and Darros. However, just as the swords were nearing completion message came that the twins had died in battle. Hastily, the enchanters decided to imbue the swords with the personalities of the dead hero twins. The badly burned bodies were brought from the battlefield and the transference was completed successfully.

No sooner was the ritual done than the two heroes showed up, bedraggled after days in hiding, but still very much alive. When the newly sentient swords awoke, it was discovered that the spirits inhabiting them originated from two of the brothers' retainers: a jester and a barbarian bodyguard. Much to their horror, the enchanters discovered that the jester sword was a pacifist and more than a bit of a coward, while the barbarian sword was a blood-crazed berserker.

The swords detest each other, but are still bound by strong magical ties. Any time they're out of sight of one another for more than 24 hours, their owners must make Will rolls each day or spend their entire waking day heading toward the other sword by the most direct route possible. The upside of this is that the owner of one sword always knows where the other is.



There were a couple of unexpected side-effects to the transference - the jester sword automatically casts a Hide spell on the wearer when it's drawn, while the barbarian sword, predictably, casts a Berserk spell on the user. Unfortunately, both swords are Loyal, and almost impossible to get rid of. Furthermore, they can talk, and will argue constantly when both out of their sheaths, in a most annoying fashion, even in battle (curiously, this does not seem to affect the efficacy of the Hide spell). They will also argue with their wielder when his actions disagree with their individual philosophies.

Other than whiny arguing, the swords have few useful skills or knowledge (though the jester knows a formidable collection of barbarian jokes). The best way to transfer the swords' allegiance is to have the new owners hold them while a Loyalty spell is cast on the swords. If one's wielder is killed, it will become Loyal to the next person who touches it. The Jester sword has an IQ of 12, while the barbarian sword has an IQ of 9.

Though extremely powerful magical weapons, the Bickering Brothers can be had cheap. In fact, some heroes have been known to pay others to take them off their hands.

Component Spells: Matched very fine, thrusting broadswords, +3 Accuracy, +3 Puisseance. Loyal, Shatterproof, Seeker (variant), Sword Spirit.

Side Effect Spells. Berserk or Hide, Lesser Geas (to find other sword, activates when swords are separated).

Asking Price: \$10,000 for the set.

Commander's Sword

No one knows who created this unusual sword, nor exactly how it was done. It is known that the Commander's Sword is over 800 years old.

Whenever the Commander's Sword is drawn, a clear fanfare sounds and a rich disembodied voice proclaims the wielder's full name (that is, the name the wielder is using at the moment - the voice will not repeat a secret or discarded name).

The sword's main ability, however, is a remarkably powerful variant of the Create Warrior spell. It has the ability to, once per day, create one of several different warriors. All the warriors materialize wearing chainmail and carrying their own weapon (and shield, if applicable). All have the Riding skill at level 14 or DX level, whichever is better. A warrior will stay for up to six hours, or until slain or dispelled.

To summon a warrior, the wielder extends the sword in both hands and intones "Attend thou me, Sir —." Six different warriors are known.

Sir Mighty has ST 18, DX 12, IQ 10, HT 12 and Two-Handed Axe 13. He carries a double-bladed greataxe.

Sir Spry has ST 10, DX 18, IQ 10, HT 12 and Broadsword and Shield skill at 18 each. He carries a thrusting broadsword and medium shield.

Sir Wise has ST 10, DX 10, IQ 18, HT 10, Broadsword and Shield skill at 12 each and Tactics skill at 18.

Sir Hardy has ST 12, DX 12, IQ 10, HT 18, and Broadsword and Shield skill at 13 each.

Sir Ready has ST 14, DX 14, IQ 12, HT 14 and Broadsword and Shield skill at 15 each.

Sir Fair has ST 10, DX 10, IQ 10, HT 10 and Broadsword and Shield skill at 12 each, but he also has Very Handsome appearance, Charisma +3, and Leadership and Sex Appeal skills at 15 each.

Some speculate there are other warriors whose names are not known.

The sword itself is a fine bastard sword, but if the Commander's Sword draws blood in battle it will not summon a warrior for 24 hours. If it draws blood while a warrior is manifested, the warrior will immediately be dispelled.

The sword is known to draw its magical energy from an exclusive Powerstone embedded in the pommel. But the stone in question is much too small to produce the sword's exotic effects - yet another mystery associated with this unique treasure.

Component Spells: Fine bastard sword. Create Warrior (variant), Voices, Link, possibly more.

Asking Price: \$1,200,000.

Deceiver

The sword Deceiver and its unusual ability were identified not 50 years ago. The origins of the sword remain mysterious, as does the mechanism for imbuing a blade with Deceiver's special ability. In addition to several "common" sword enchantments, Deceiver provides +3 to all attempts to Feint (p. B96). **Note:** GMs in a campaign where fencing is allowed should consider making Deceiver a rapier.

Component Spells: Fine thrusting broadsword. Accuracy +3, Puisseance +1, Quick Draw, unknown.

Asking Price: \$500,000.

Defender

One of the better known magical swords, Defender has the ability to greatly increase the wielder's chances to parry an enemy's blows. Defender has been in use for almost 500 years. In that time several other magical blades have been created which claim to duplicate Defender's enhanced parrying ability, but the exact mechanism for producing that effect remains mysterious to most enchanters. Defender's user parries at 2/3 his skill rather than i/2.

Component Spells: Fine thrusting broadsword. Accuracy +2, Puisseance +1, Loyal Sword, unknown.

Asking Price: \$400,000.

Equalizer

Many wizards have tried to imbue a weapon with some form of the Steal Health spell, so that the HT which the sword takes from its opponent is transferred to the wielder. Equalizer is one of the more successful such attempts - it will communicate any damage it does to its wielder on a 1 to 1 basis. The wielder's HT cannot rise above his normal maximum.

However, Equalizer has a peculiar glitch: it will drain 1 point of fatigue from its wielder each time it successfully hits, whether it penetrates armor or not. This fatigue is regained normally.

Equalizer has no other magical abilities.

Component Spells: Fine broadsword. Steal Health (variant).

Asking Price: \$25,000.

Eristan's Sword

Nobody remembers who Eristan was (though there are many conflicting and unlikely legends); he's only remembered in the sword that bears his name.

Eristan's Sword is an item of astonishing power. Most artificers who have examined the sword have concluded that its manufacture is completely beyond the reach of mere magic, and



speculate that it is of divine origin. There is evidence that the sword is many centuries old.

The sword and its wielder are both completely intangible to all magical spells, items and creatures. Any time a magical effect or artifact comes into contact with the sword or its wielder it will pass harmlessly through, with no effect whatsoever. This applies equally to beneficial and harmful magic, and extends to such magical creatures as golems, faerie folk and demons, and to magical effects like Fireball or Stone Missile. The sword will pass through enchanted armor or shields, to strike at the wearer inside as though he had no protection whatsoever. The sword's wielder cannot cast spells, carry or use any magical items while he is in possession of the sword. These abilities function whether the sword is worn or held.

Eristan's Sword also appears to be completely indestructible, but does not pass any of this advantage on to its wielder.

Component Spells: Very fine broadsword. Unknown.

Asking Price: \$1,500,000.

Hidden Swords

These coveted swords are made using a high-powered variant of the Hideaway spell, known only to a single clan of reclusive magical weapon smiths. Hidden Swords are the ultimate concealed weapon - they're completely undetectable to normal senses until actually needed! When a Hidden Sword is sheathed, it, the scabbard and the sword-belt all vanish away to Somewhere Else. They become invisible, intangible and weightless - nonetheless, the owner always knows whether he's "wearing" the sword or not. The Hidden Sword can be detected by Detect Magic, Mage Sight, Mage Sense, See Secrets and See Invisible.

To make the sword reappear the owner must pantomime its drawing. Initially the user must pantomime the whole act of drawing a blade - grasping the scabbard, reaching across, releasing the catch and pulling the sword. However, with some practice the sword's user can draw the blade with little more than a twist of the wrist. Treat this as a separate Fast-Draw skill learnable only by owners of a hidden sword, with the additional effect of allowing the user to produce the sword when his arms are partially restrained (GM's option as to how this ability is applied). Normal Fast-Draw skill will still work with the Hidden Sword, but the whole pantomime is required. If the wearer pantomimes the removal of a sword belt, he will suddenly find the belt - scabbard, weapon and all - in his hands. The first few times he does this, a DX roll is required to keep from dropping everything.

Component Spells: Typically, fine or very fine blades are used. Variant Hideaway spell, and any normal weapon enchantments.

Asking Price: An additional 50% or more added to the cost of the weapon without the Hideaway variant.

Jonas Blade

This unique, notorious shortsword carries a strange curse - not against the wielder, but against those around him. The Jonas Blade makes its wielder impossibly lucky in battle, but at the cost of making everybody else in the wielder's vicinity hideously unlucky in everything.

The wielder of the Jonas blade gets to roll every combat roll *three times*, taking only the best roll into account. This includes attacks, active defenses, and any combat-related contests of skill. However, everybody else, friend or foe, within 100' of the sword

makes all rolls (combat-related or not) twice, taking only the worst roll into account. Other than this bizarre ability, the blade has no magical enhancements or abilities.

The sword's powers manifest only when the blade is held. When dropped or scabbarded, it has no effect.

The Jonas Blade is a nondescript shortsword of ordinary quality. It's slightly curved and cannot thrust. Its origins are unknown, but the blade has a career going back at least 800 years.

Component Spells: Unknown.

Asking Price: \$12,000.

Loosefingers

This blade is the first to use an imaginative variant of the Spasm spell to render its opponents defenseless. Each time Litter is successfully parried in battle the defender must make a HT roll or drop his weapon.

Litter is a new prototype of what its creators hope will become a line of littering blades. Needless to say, they are jealously guarding their secret spell. So far, they have not turned their attention to making their swords immune to the Spasm spell so, in theory, a Litter sword parried by a like-powered blade would inflict the Spasm on the defender.

Component Spells: Fine broadsword. Accuracy +1, Puissance +1, variant Spasm.

Asking Price: \$120,000.



Maelstrom

Maelstrom is a scimitar - a curved bastard sword with no point. Legend has it it was made in a distant land over 500 years ago, by a powerful mage who was also a legendary swordsman.

Maelstrom has no bonuses for accuracy or damage as such, but it gives the owner the ability to fight with all sorts of extravagant and acrobatic whirls, leaps and flourishes. The net result of all this is that Maelstrom's wielder is at +3 to his effective skill, with an additional +1 to his parry, while its opponents' defenses are all at -2 (GM's note: this is *all* the concrete benefit the wielder gains from the blade - Maelstrom does not convey Jumping, Acrobatics or any other skill or advantage). The user is also given the ability to exercise with Maelstrom, whirling the blade about his head and shoulders in a most impressive fashion. Potential foes who witness such a display must make a Fright Check if Maelstrom moves toward them or threatens them in any way. (However, warriors with a weapon skill of 15 or more are immune to this effect.)

Using Maelstrom drains 1 fatigue point per turn, but this fatigue is not removed until the end of the battle. Fatigue lost due to using the sword cannot drop the wielder below 0 at battle's end.

Component Spells: Fine bastard sword. Quick Draw and unknown.

Asking Price: \$500,000.

Magical Weaponry



Mentor

The sword Mentor is renowned not so much for its power in battle, as for its wisdom about battle. It was created to instruct young nobles in the arts of war and rulership.

The sword was created 400 years ago, and imbued with the spirit of a renowned tactician, general, teacher and counselor. Mentor has an IQ of 15, and skills of 18 in the following disciplines: Administration, Diplomacy, Heraldry, Intelligence Analysis, Interrogation, Law, Leadership, Politics, Savoir-Faire, Strategy, Tactics, Teaching. As a partial protection against lazy or inept nobles turning the government over to their sword, a Limit spell keeps Mentor from speaking to anyone except its owner, and then only in private.

Component Spells: Very fine broadsword. +2 Accuracy, +2 Puissance, Sword Spirit, Limit.

Asking Price: \$2,500,000.



Mountebank's Stick

Outwardly a simple walking stick, the Mountebank's Stick is in actuality a potent magical weapon.

The Mountebank's Stick was designed 75 years ago by a flamboyant adventuring mage who often traveled in the guise of an itinerant stage magician. His guise earned him the nickname Larel the Mountebank.

Mastery of the stick depends on the discovery of its several hidden catches. Anyone encountering the stick for the first time may roll vs. IQ -5 each day that he spends an hour or more examining the stick. On a successful roll he discovers 1 catch.

One hidden catch will exude a short blade from the top of the stick, allowing it to be used as a short spear. Another will allow the top to be twisted off, making the spearhead a dagger. If

the dagger hilt is twisted the other way, and the proper catch thumbed, a smallsword can be pulled from the stick (the dagger's hilt becomes the smallsword's pommel). The stick itself will function as a baton, whether full or not, so an ambidextrous character could wield both the stick and the blade simultaneously. The stick's Accuracy and Puissance bonuses apply to any of the stick's manifestations . . . sword, dagger, spear or baton.

In the hilt of the sword are two secret compartments, one large enough to hold a single dose of poison or potion, and the other Scryguarded, and sized for a single ring, coin or tightly folded message. The stick's bottom can project a Light Jet, and the wielder can cast a Blur at will, but since the stick has no intrinsic Power, these last two abilities are available only to a mage, in normal-mana areas.

Component Spells: Accuracy +2, Puissance +2, Scryguard, Blur (to -5), Light Jet.

Asking Price: \$200,000.

Multitudinous Sword

This powerful and unique item is a small talisman in roughly the shape of a crowbar. It's always found with a necklace, from which it can detach itself on command. Anyone with the Lockpick skill can use the talisman as a pick at +2 to skill. On command, however, the talisman will transform into any sword or knife, from a tiny dagger to a 2-handed greatsword sized for a giant. The blades are all of fine quality. In all its forms, the Multitudinous Sword has several useful weapon enchantments.

Component Spells: Accuracy +3, Puissance +3, Quick Draw, Loyal Sword, Shatterproof, unknown (Create Object? Hideaway?).

Asking Price: \$750,000.

Needle Sword

Another concealed sword. This is a sewing needle, complete with eye. On command it will grow into a broadsword sized for the wielder (effectively a shortsword for halflings or gnomes, a greatsword for ogres or larger). Its creator is unknown, but it's existed for at least 150 years.

Component Spells: Accuracy +1, Puissance +1, unknown.

Asking Price: \$10,000.

Paragon

One of the finest magical broadswords ever made, and one of the most picky. Paragon is intelligent, and completely devoted to "the cause of virtue." It will only serve masters who meet its own particularly narrow and exacting standards of "good."

Paragon's master *must* have the mental disadvantages Honesty, Truthfulness and at least a 15-point Code of Honor to a course of action Paragon approves of. Most other mental disadvantages will disqualify the user from using Paragon (the exceptions are Absent-Minded, Dyslexia, Fanaticism, Gullibility, Illiteracy, Shyness, Vow, and Sense of Duty, which it either doesn't care about, or considers virtues). Paragon knows as soon as it's grasped whether the wielder is worthy or not. *How* it knows this is a mystery. It may be a limited variant of the Aura spell, or even a mind-searching spell.

If anyone who doesn't meet Paragon's standards tries to use the sword, he can fight for no more than three rounds, with all rolls at -5. After that time Paragon will turn and attack its would-be master.

If Paragon's master turns from the way, the sword will either vanish overnight or attack and try to slay him, depending on the severity of the offense (it might vanish if the user told a deliberate lie in his own self-interest, or killed a man in an unnecessary but honorable duel; it would attack if the user killed his sworn lord, or went back on his sworn word). Minor infringements (say, a brief love affair with a willing partner of otherwise-good character, or killing a servant) will sometimes be forgiven, if the wielder undertakes a major vow or quest.

Paragon has one other endearing habit. It is very touchy, and if anyone makes a comment it perceives as an insult to Paragon's user, Paragon, the wielder's rightful lord, any lady, any churchman or holy object, the wielder's country, his family, his horse . . . Paragon will leap to hand. It won't attack of its own volition in such cases, but such behavior can seriously prejudice a new acquaintance against one. Drawing on someone should, at least, cause them to recheck their reaction to the wielder at -2. Reactions cannot improve under these circumstances.

Nonetheless, in battle Paragon is worth all the trouble. In addition to a full complement of "normal" swordly powers, it has the ability to shed light at will, from a gentle glow to a blinding flash, it often shatters outright those weapons it successfully parries, and it imbues its wielder with DX +3, ST +5 and Charisma +2 while he's carrying it. It will also fight on its own to defend its fallen wielder.

Paragon's exact origin is unknown, but most consider it a "gift" from a particularly intolerant (or particularly cynical) divinity. The sword is more than 750 years old.

Component Spells: Very fine thrusting broadsword. +2 Accuracy, +3 Puissance, Quick Draw, Dancing Sword, Shatterproof, Sword Spirit, Continual Light, Flash, Shatter, Dexterity +3, Might +5, 9 points of Power, Unknown.

Asking Price: \$5,000,000.

Phantom

There are many invisible swords - this is one of the better ones. It comes with its own invisible scabbard. When fighting against an invisible sword, the defender is normally at a -1 to all active defenses (-3 if the defender's primary weapon skill is 10 or less, no minus if his skill is 15 or better - the best fighters react to cues from their opponent's face and body, not his weapon).

Component Spells: Fine broadsword. Accuracy +1, Puissance +3, Invisibility.

Asking Price: \$300,000.

Ring Sheath

A useful accessory, several dozen of these were produced by a now-defunct circle of enchanters, using forgotten magics. The Ring Sheath is a miniature sheath about $1\frac{1}{2}$ " long (often mounted on a ring - hence the name). The sheath will shrink any sword or dagger to fit it, and hold it securely until pulled forth.

Component spells: Hypothetical "Contract" spell.

Asking Price: \$10,000.

Sirocco

Probably the world's best flaming sword, not yet 200 years old, Sirocco has already become legendary as one of the finest blades for the heroic adventurer. Though not intelligent, it is a blade of exceptional versatility, holding virtually every useful sword enchantment known.

Sirocco does have one unique ability . . . it is a "singing" sword. When swung in combat or exercise it makes a sound very much like a gifted soprano vocalizing at the top end of her range. This sound causes all foes who hear it to make a fright check every 5 turns. Sirocco's song is also said to have the power to nullify such sonic attacks as a Banshee's wail or a Siren's song.

Component Spells: Very fine thrusting broadsword. Accuracy +3, Puissance +3, Dancing Sword, Quick Draw, Flaming Weapon, Shatterproof, Sound, unknown.

Asking Price: \$600,000.

Slayer Sword

One of the great artifacts out of legend, the origins of the Slayer Sword remain veiled. The sword is definitely several millennia old. The Slayer Sword has the power to slay anything - even a demon lord or lesser divinity - with but a single touch. But the price for this power is horrible indeed.

The sword is a heavy greatsword, with no particular distinguishing marks other than its color - a flat gray from hilt to tip. Most of the time it acts as a normal greatsword, with no particular magical abilities.

In order to activate the sword's magic, the wielder must use it to slay the person he most loves. Once this black deed is done, the next creature struck with the sword, be it a small beast or a demigod, will be slain. Furthermore, the soul of that being can never return to the realm of the living. The person who eventually uses the sword's magic need not be the same person who activated it.

Component Spells: Greatsword. Unknown.

Asking Price: incalculable.

Smiter

Smiter is the masterpiece of a dwarven enchanter of three centuries past. It's known for its remarkable destructive potential in battle.

Though it gives no bonuses to hit probability as such, Smiter has the unique power to increase the chance for a critical hit by one - that is, 3-5 if the wielder's skill is under 15, 3-6 for skill 15, and 3-7 for skill 16+. The odds for critical failure are unchanged.

Component Spells: Fine broadsword. +3 Puissance, unknown.

Asking Price: \$400,000.

Steadfast

Steadfast is thought to come from the same forge as Smiter (above). In addition to several useful "conventional" enchantments, Steadfast will never drop, or turn in its wielder's hand, and the user's footing becomes magically more stable.

Steadfast completely eliminates the possibility of critical miss. Rolls of 17 and 18 are still normal misses, but the user need never refer to the critical miss table.

Component Spells: Very fine broadsword. +2 Accuracy, +2 Puissance, Loyal Sword, Quick Draw, unknown.

Asking Price: \$350,000.

Surtur's and Ymir's Swords

This set of magical greatswords was first seen 80 years ago in the hands of a pair of chieftains of a tribe of northern raiders. Surtur's is a Flaming Weapon, Ymir's is an Icy Weapon. Both swords have the power to elevate their wielder's strength.

Component Spells: Fine greatsword. Accuracy +3, Puissance +3, Might +5, Shatterproof, Flaming Weapon or Icy Weapon.

Asking Price: \$2,000,000 for the set.

Switch Sword

The usual form of this magical weapon is a short rod about 6" long. When a hidden stud is thumbed, a pommel, cross guards and blade spring forth. Several of these swords have been known to exist for at least 300 years; they are believed to have been made by the goblins. Most Switch Swords are shortswords, but a few broadswords are known to exist.

Component Spells: Accuracy +1, Puissance +1, unknown.

Asking Price: shortsword - \$30,000, broadsword - \$50,000.

Titan

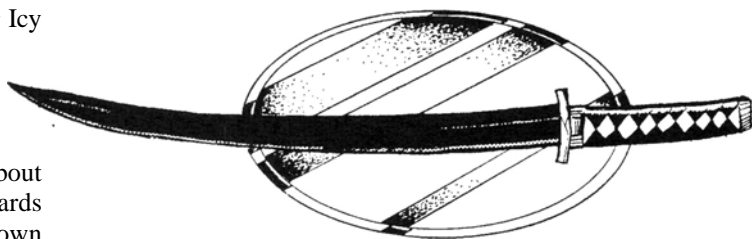
Created 500 years ago by the greatest artificer of that age, Titan has a strong claim to being the mightiest blade ever enchanted by man. In addition to exceptional bonuses to hit probability and damage, the wielder finds his strength, agility and endurance raised to nearly superhuman levels.

Component Spells: Very fine thrusting greatsword. +3 Accuracy, +3 Puissance, Dexterity +5, Might +5, Vigor +5, Quick Draw, Shatterproof.

Asking Price: \$2,000,000.

The Tutoring Sword

This shortsword was forged 600 years ago. It was designed to train young nobles in the art of swordsmanship. Anyone who uses this sword fights as though his skill were equal to his DX +4. However there are a couple of drawbacks to this sword - as long as this sword is carried, half of all earned experience *must* go to improving the broadsword (*not* shortsword) skill. This is because the sword was designed to teach youngsters to use the blades they'd be using later in life, but it can be an annoyance to halflings, gnomes or other races that find it difficult to wield a broadsword. A member of a small race who learned swordplay from the Tutoring Sword and tried to wield a normal shortsword would fight at Broadsword skill -2. Skill points can be added to the Broadsword skill as soon as the requisite character points are



earned. The sword does not require further practice time. The wielder may spend more than half earned character points to improve his blade skill with the Tutoring Sword's help.

The sword's other drawback is that, once the owner has surpassed the DX + 4 mark on his personal sword skill, the tutoring sword actually holds him back. The user's effective skill, when his actual skill is higher than the granted skill, is the average of the two scores (round down).

Component Spells: Fine shortsword. Variant Lend Skill (?).

Asking Price: \$25,000.

Woodlands Sword

Although it does not speak, this blade is intelligent. It was presented 175 years ago by a lord of the wood-elves to a human hero who had done him a service. Its history before that time is unknown. The Woodlands Sword either grants or enhances a number of skills and advantages its wielder will find useful in the wilderlands.

If he doesn't already have them, the owner of this blade acquires Combat Reflexes and Night Vision, and he is granted an extra level of Alertness. He acquires the following skills at 11 or +1, whichever is greater: Climbing, Naturalist, Survival, Tracking. Furthermore the sword can Sense Danger, and will leap to hand whenever danger is near. The sword is sentient, with an IQ of 11, but it can communicate with its wielder on only the most rudimentary empathic level.

Component Spells: Shortsword. +1 Accuracy, +1 Puissance, Quick Draw, Loyal Sword, Sense Danger, Link, Lend Skill (variant), Sword-Spirit.

Asking Price: \$308,000.

BOWS AND RANGED WEAPONS

Alchemical Arrow

Not properly a magical item at all, but rather a convenient medium for the delivery of magical effects. An Alchemical Arrow has an aerodynamically stable head of fragile glass or porcelain. The head carries alchemical powders or potions that will activate when the arrow strikes. These arrows have been known to carry explosives, incendiaries, smoke and sleeping powders.

Some alchemical arrows are chambered to carry more than one preparation - perhaps an incendiary and smoke to cover its spread, or a preparation and its catalyst. Each chamber multiplies the cost of the arrow by 5.

Component Spells: None.

Asking Price: \$35. Alchemical preparations are extra.

Avalanche Sling

This unique item appears to be nothing more than an ordinary sling of soft leather, but it is a weapon of frightening power. Any stone fired from the sling acquires the range and size of a catapult missile in mid-flight (3d crushing damage, SS 12, Ace 0, ^D n/a, Max 600, 50 lbs.).

Although first used only 400 years ago, nothing is known of this object's origin.

Component Spells: unknown.

Asking Price: \$75,000.

Bomb-Prodd

This is an ordinary Prodd, or rock-crossbow. However any rock fired from it will explode, doing 3d damage in the target hex, 2d in the next hex out, and 1d in the hex beyond that.



A single enchanter made about 10 of these before he died, taking the secret with him.

Component Spells: unknown (Explosive Fireball?).

Asking Price: \$75,000.

Burrowing Blowpipe

This rare assassin's weapon acts as a Cornucopia, producing envenomed darts. The darts have normal to-hit and damage, but they ignore the target's first two points of PD and DR. On a critical hit, they ignore DR. If the darts penetrate, the victim must make an immediate HT roll or lose 3d damage. Each hour thereafter he must make another roll vs. basic HT or lose another 1d damage. He continues to roll until he dies, or until he makes 3 successful rolls (counting the first, if applicable). Until he makes his third HT roll he will be unconscious and delirious.

These items are made only by the primitive shamans of a remote island, who devised them as a defense against armored invaders. Only a few exist outside of their tribe of origin. None of the shamans has ever been captured alive, so their secret for making a Cornucopia of a weapon remains mysterious.

Component Spells: Cornucopia, unknown.

Asking Price: \$30,000.

Goldbow

These incalculably precious items were created by a great wizard/enchanter/chemist of 1,500 years ago. This long-ago genius actually discovered a way to transform flesh to pure gold! He never taught anyone his spell, and it has never been recovered. However, the ancient sage did create several Goldbows. Why he chose such a complex delivery mechanism for his spell, rather than, say, a sword or staff, is unknown.

Any living creature wounded by a Goldbow must immediately make a HT roll at -5 (modified by Magic Resistance, if any) or turn to gold. The transformation can be reversed by a Stone to Flesh spell.

The Goldbow (it's actually made of ordinary yew wood) is inherently unstable and will only function for 1d+6 uses before it shatters. Nobody knows how many of these items were made, and each time one surfaces the sages are certain it's the last. (In most medieval societies, a pound of gold will be worth at least \$20,000.)

Component Spells: Common longbow. Delay, unknown (hypothetical Flesh to Metal spell?).

Asking Price: not applicable. Anyone savvy to the bow's power would simply buy a small herd of cattle and shoot themselves a fortune until the bow shatters.

The Merciful Bow

This bow is at least 400 years old, and probably elven in origin. Those hit by it almost always die instantly - mercifully - after one shot. The Merciful Bow always shoots for the eye when fired from the front or side of the target (attacks from the back are normal, plus magical bonuses). Normal modifiers apply (-9 for targeting the eye, but +3 for the bow's Accuracy for a total of 6, before range modifiers are applied). When it does hit the Bow does eye damage - 4 x the damage rolled (see p. B203), and all critical hits are rolled on the Critical Head Blow table (p. B202).

Component Spells: Fine longbow. Accuracy +3, Puissance +3, unknown.

Asking Price: \$200,000.

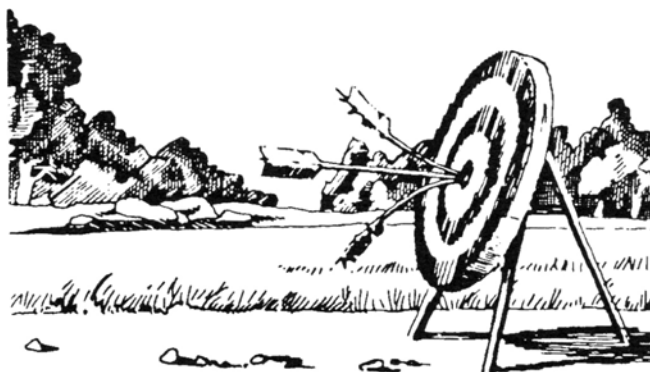
Netstones

These are specially prepared sling-fired missiles that expand into an ordinary melee net (see p. B51) in the air. They have normal range for sling stones. Each Netstone can only be used once. They must be fired from a sling or prodd; throwing will not activate them.

Netstones were developed less than 30 years ago by a still-living mage. His comparatively low asking price would seem to indicate that the spell to enchant Netstones is rather inexpensive — in the 10 to 20 points of power range. It is said that the enchanter has already trained a pair of apprentices in the Netstone technique, and perhaps the spell will become common knowledge in a century or so.

Component Spells: Netstone (hypothetical new spell).

Asking Price: \$100 each.



Penetrating Bow

There are several of these bows known to exist, of all different sorts (regular, short, composite, long). None is less than 600 years old, suggesting that these weapons are made with a spell or process that has since been forgotten. Other weapon enchantments can be added to a Penetrating Bow normally.

The Penetrating Bow has the power to ignore DR. The amount of DR ignored depends on the ST of the user. The target's DR is divided by a number that increases by 1 for each full 5 points of ST the user possesses. Thus a character with ST 9 would get no bonus with a penetrating bow. But with ST 10-14 the target's DR is halved (round down), and with ST 15-19 it's divided by three!

There's one drawback to the Penetrating Bow - it uses energy. The archer must expend 1 point of power to activate the bow (this requires one turn, but can be done simultaneously with pulling or nocking an arrow). If the bow is not activated it shoots normally, with no special penetration. The archer does not have to be a mage, but must not be magic resistant.

Example: An archer with ST 12 and a Penetrating Longbow fires at a target in heavy plate armor, hits, and rolls the maximum damage - 7. Normally the DR of heavy plate (7) would completely negate this, but the bow's penetration ability halves the DR, to 3, so 4 points get through. Had the archer had ST 15 the target would divide his DR by 3, making it DR 2 and allowing 5 points to penetrate.

Component Spells: Any bow. Penetrating Bow (hypothetical lost Enchantment spell).

Asking Price: \$25,000.

Pink Arrows

The legendary Pink Arrows do no damage to their target. Instead, they act as a love spell, causing the target to fall hopelessly in love with the next intelligent creature he sees.

The arrows are over 1,000 years old, but very durable and hard to break. An arrow can be recovered and reused a potentially infinite number of times. Their precise origin is uncertain, but the best-known legend says they were originally given by a friendly divinity to an ancient pair of lovers, in order that the couple might spread love (and mischief) to others. It is said there were originally two quivers of 14 arrows each, but over the years these sets have become separated.

Once fired, a pink arrow becomes intangible to living flesh and invisible to all but its firer. DR and PD do not affect a Pink Arrow. The only possible active defense is dodging, and that at -3, and only if the victim saw the arrow fired. There is no damage. Any hit will cause the arrow to work. The victim does get a Will roll at -3 to resist the arrow's effect. Once cast the spell can be removed with a Dispel Magic or Remove Curse spell.

The arrow itself passes invisibly through the victim. The firer can see and recover it; it then becomes visible to all.

Component Spells: Shatterproof, Emotion Control (love), Link, Invisibility, unknown.

Asking Price: \$50,000 per arrow.

Rapid Fire Ring

This useful ring allows anyone using missile weapons to fire twice as often as normal. Thus a bow can be fired twice every three rounds (on rounds two and three).

There are three of these rings known to exist, and they are all at least 400 years old. Presumably some enchanter discovered an economical variant of the Great Haste spell which applied specifically to missile fire, used it to create the rings, and died without passing on his secret.

Component Spells: hypothetical lost variant of Great Haste.

Asking Price: \$30,000.

Rapid Firing Crossbow

This is a crossbow that cocks itself and acts as its own Cornucopia of bolts. It can be fired every turn, not counting aiming time. They were created over the course of several centuries by a single college of Enchanters. These items are of particular interest to Enchanters because they appear to be one of the most successful exceptions to the rule against Cornucopia spells being cast on a weapon (another example of this is a few very ancient longbows of elven origin, which produce their own nocked arrows when drawn). However, this secret has been lost for more than three centuries. Most surviving Rapid Firing Crossbows are at least Accuracy +1.

Component Spells: Crossbow. Accuracy, Apportation (variant), Cornucopia (variant).

Asking Price: \$10,000 and up.

Reversion Arrows

These Arrows do no damage - like the Pink Arrows (above) they become intangible to human flesh in flight. Their only ability is to instantly reverse any magical alteration in the outward physical form of the target. Spells reversed by the arrows include: Shapeshifting, Alter Visage, Alter Body, Flesh to Stone, Body of Stone, Body of Air, Body of Water, and Invisibility. Reversion arrows will have no effect on spells which affect the mind (e.g. illusions) or spells which do not change the recipient's aspect (e.g. Might, Great Haste). They will return the target to his state before his transformation (they will not reverse any damage taken from the magic, or during the transformation). Reversion Arrows will revert a were-creature to human form, but only until his next normal change time.

The origin of these arrows is unknown, but some think they were a gift from a patron divinity to some long-forgotten champion. They are reliably reported from as long as 800 years ago, and there is some evidence they are much older. The exact number of arrows is unknown - definitely more than six (the most arrows ever reliably reported as being in the same place) and probably less than 30.

Component Spells: unknown.

Asking Price: \$50,000 per arrow.

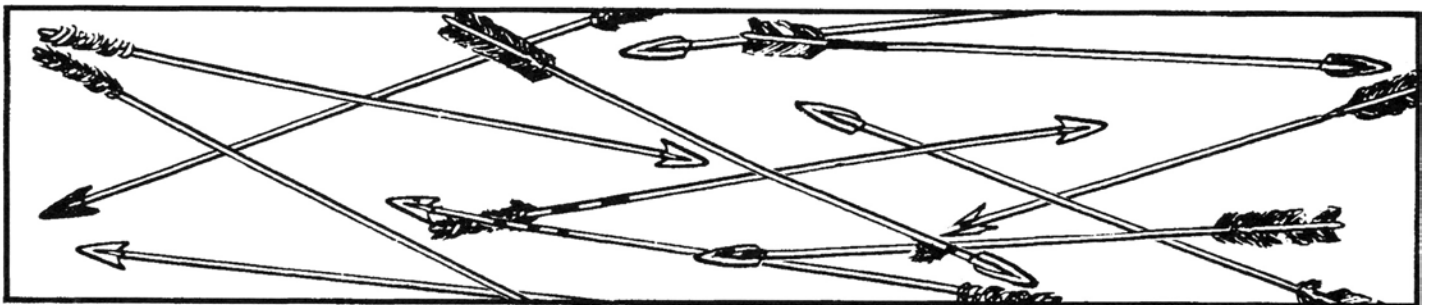
Siege-Bow

The Siege-Bow is a unique composite bow with the ability to destroy inanimate objects. Each arrow shot from the bow will cast a Disintegrate spell on impact with an inanimate object. The Disintegrate spell also annihilates the arrow. Against living targets the bow does normal damage; however, the same arrow cannot both disintegrate *and* do normal damage. Thus if the bow is being fired at someone in armor and shield it would first disintegrate the shield (assuming the defender made his Block roll) then the armor, then it would attack the person underneath. The Disintegrate spell will not activate against objects which do not significantly impede the arrow's progress (i.e. objects with no PD or DR). It should be remembered that the Disintegrate spell is only effective against objects which it can utterly destroy through 4d damage (see p. M51).

According to legend, the Siege-Bow was created 1,200 years ago by mountain elves. They used it to march against an ore fortress which had been established too close to their kingdom.

Component Spells: Composite bow. Puissance +3, Disintegrate, Link, Shatterproof, 4 points Power, unknown.

Asking Price: \$50,000.



Stupefaction Bow

Stupefaction Bows are usually shortbows. The bow fires normally, except that any missile fired from the bow does not do physical damage, but instead casts a Daze spell on anyone hit, even if the arrow doesn't penetrate armor. The one hit may resist the Daze spell normally. These bows come from a northern principality; the enchantment that makes them is a military secret, but a number have been captured or stolen. The effect can also be achieved with slings and blowpipes.

Component Spells: Bow, sling or blowpipe. Daze, unknown.
Asking Price: \$75,000.

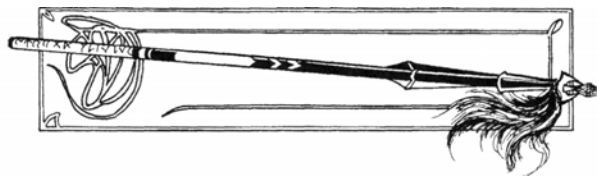
Zig-Zag Arrow

As the name suggests, these arrows can be shot around corners. The target must be visible at some point while the bow is being aimed for the zig-zag to work, and the firer's skill must be higher than the bow's SS value. The arrows ignore cover, giving the firer the ability to target a foe who dashes behind a tree, or

peeks over an embankment. The arrow's chance to hit is normal for that range. Zig-Zag arrows have the same ¹AD and Max range as any ordinary arrow.

Zig-Zag Arrows have been produced for centuries by a certain nation of Wood-elves, but they do not usually make their arrows available to other people. Some human artificers are said to have duplicated the effect, but the spell involved is still not generally known. The spell is believed to have Seeker as its primary prerequisite.

Component Spells: hypothetical "Zig-Zag Arrow" spell.
Asking Price: \$200 per arrow.



THROWING WEAPONS

Dagger Tube

A small and extremely deadly hand-held weapon in the form of a tube weighing 1 lb. and about 8" long, with one end open. The tube is simply a Cornucopia that produces Winged Knives. The daggers are actually fired, at a rate of 1 per turn, from inside the tube. This does not violate the prohibition against casting a Cornucopia on a weapon, since the motive power for the daggers comes from the Knives' magic and not from the tube. The Dagger's chance to hit is determined by the user's Spell Throwing (Winged Knife) skill.

Although extremely expensive, they are so useful as concealed weapons that several of these have been made, most in the last 200 years. Some of the older tubes even produce daggers with magical bonuses.

Component Spells: Cornucopia variant, Winged Knife.
Asking Price: \$1,500,000 and up.

Enveloping Bolas

These ordinary-appearing bolas are customarily enchanted with Accuracy. When they hit, a Link spell causes the cord connecting them to extend, entangling both the arms and legs of the target. If the cord is severed the enchantment is lost.

These weapons are imported from across the ocean. Apparently the primitive shamans who manufacture them do so easily, because the bolas are cheap as magic weapons go, but the spell has not been duplicated in known lands.

Component Spells: Accuracy, Link, hypothetical "Extend" spell.

Asking Price: \$1,000 and up, depending on Accuracy.

Knifeman's Sleeves

Greatly favored by assassins and others who value inconspicuous weaponry, Knifeman's Sleeves are twin cornucopias in the form of long, flowing sleeves, that produce throwing daggers (or, less commonly, throwing knives). They're typically made in pairs, but the sleeves do not have to be worn together or attached to the same garment. Most of the sleeves are lace and linen, or

silk. There are said to be examples of this item which produce Winged or enchanted daggers.

Component Spells: Cornucopia (variant).
Asking Price: \$100,000/pair.

Nemesis Javelin

This unique and ancient Javelin will pierce whoever is named to it. The victim must be correctly named and accurately described, otherwise the Javelin might become confused and strike the wrong victim. If simply told to "Get John," the javelin would pierce the nearest person named John (or Jon, or Jonn), whether or not that was its intended target. The Nemesis Javelin cannot be fooled by false names or faces, but if its target is described to it incorrectly it will not be able to carry out its mission. If the victim is actually in sight, it is sufficient for the wielder to point and say, "Him!"

The Javelin never misses. The attack should be rolled anyway, to check for a critical hit, which occurs on a result of 3-6. Active and passive defenses will defend normally. But, if the Javelin is successfully dodged or blocked it will continue to attack until it actually does damage. It cannot be caught, nor will it stick in a shield or other obstruction, though armor defends normally. The Javelin will always do maximum damage for ST 20 (13 points), then return to its thrower. It can be broken or destroyed. The Javelin has PD 6 and 10 HP. If the Javelin's intended victim cannot be found (the victim is dead, or never existed, or has retreated to a different world or time) the Javelin will circumnavigate the globe once (which takes one month) and fall at its thrower's feet. The javelin travels at a flying Speed of 18.

It is said that the Nemesis Javelin was created by some ancient divinity of vengeance. The weapon is at least 1,000 years old. It has apparently been broken several times, indicating either that there are really more than one, or that it reforms eventually after being destroyed.

Component Spells: unknown.
Asking Price: \$1,500,000.

AXES

Berserker's

The primary ability of Berserker's Axes is a variant of the Dancing Weapon spell which allows it to parry normally while the wielder is making an all-out attack. Most Berserker's Axes have some degree of Accuracy and Puissance cast on them.

Berserker's Axes have been made for centuries by a single family of dwarven weaponsmiths.

Component Spells: Any axe. Quick Draw, Dancing Weapon (variant), Accuracy, Puissance.

Asking Price: \$200,000 and up.

The Shimmery Axe

Most great magical axes are the work of the dwarves. This is one of the best examples of an enchanted axe created by humans. The Shimmery Axe was created 600 years ago by a potent wizard and archmage, who presented it to the leader of his bodyguards. When both the magus and his guards fell in battle, the axe vanished, but has periodically reappeared over the centuries.

The Shimmery Axe is a huge and ornate 2-handed weapon. Its most unique traits are its bright glow in battle, and the +5 Blur it continually casts on the wielder.

Component Spells: Fine greataxe. Accuracy +3, Puissance +3, Continual Light, Blur +5, Quick Draw, 9 points of Power.

Asking Price: \$3,750,000.

Thrym's Axe

This is a large, fine, double-bladed greataxe. It is blue-silver in color and very cold to the touch of anyone who doesn't know its true name.

No one knows where this item originally came from or who made it. It has been with the barbarians of the nomad territories for centuries, used by their chieftains and greatest warriors. It is suspected that the axe was created by a tribal council of shamans at the request of some long-forgotten warlord, but the barbarians say that it was a gift from their savage gods. The axe is somewhat

older than 500 years. In addition to its martial powers, the axe also has the power to protect its wielder from temperatures as cold as -40 degrees.

Thrym's Axe is the common name for this weapon, but its real name translates to "Icebiter," and is inscribed on the base of one of the blades in an obscure runic alphabet.

Component Spells: Fine Greataxe. Accuracy +1, Puissance +3, Icy Weapon, Resist Cold, Quick Draw, Name.

Asking Price: \$350,000.

Thulin's Axe

One of the best-known of the great dwarven axes, this was the first major item created by the legendary dwarven hero/statesman Thulin (see *GURPS Fantasy*, p. 106, for Thulin's role in an Yrth campaign). The axe was completed over 500 years ago.

Even without its enchantments, this single-bladed, one-handed axe would be remarkable for its exquisite workmanship. However, its magical power is truly formidable. In addition to its powerful martial spells, the axe can create, summon or control an Earth elemental with up to 80 points of attributes. It can cast a soft light at will and Sense Danger. When used against an inanimate object it can cast a Disintegrate spell in addition to any normal damage. Finally, the axe can cast the Earthquake spell (since so much dwarven combat takes place underground, the Earthquake spell is included to function as a last-ditch suicide spell).

Component Spells: Very fine axe. Accuracy +3, Puissance +3, Loyal Sword, Quick Draw, Shatterproof, Light, Sense Danger, Disintegrate, Create, Summon and Control Earth Elemental, Earthquake, 8 points of Power.

Asking Price: \$5,000,000. (Note, however, that in Yrth at least, Thulin is still alive and the leader of a powerful and prosperous nation. He probably would take a dim view toward any unauthorized attempts to sell or appropriate his personal weapon.)

OTHER WEAPONS

Agonizing Whip

The sadist's magic item of choice, this 2-hex whip uses an extremely painful variant of the Total Paralysis spell that sends the victim into a seizure of agony for a full minute (the victim is allowed a Will roll to reduce the effect to that of a Pain spell). When delivering the spell, the whip ignores all nonmagical PD and DR - armor won't protect, though it can be blocked.

Prolonged exposure (more than HT minutes continuous exposure) can have catastrophic effects on the victim's central nervous system and psyche (GM's option: possibilities include loss of HT, DX, or IQ, or new physical or mental disadvantages).

There are several of these items known to be in existence. They have been recorded for 1,200 years, and are believed by many to be the work of the dark elves, or some even more evil nonhuman civilization.

Component Spells: Agony (hypothetical variant of Total Paralysis), unknown amount of Power.

Asking Price: \$300,000.

Assassin's Knife

This unusually specific item is useful for only one thing . . . stealthy murder. When the Name of a specific knife is recited in the appropriate ritual, it has the power to cast Seeker and Trace spells (on living, intelligent beings only). The successful casting of these spells activates the knife's other special powers. The knife has Accuracy +3 and Puissance +3, *against the individual being Traced only*. Furthermore, when the knife is separated from its quarry by only a single wall (no thicker than 3'), it begins to vibrate. The vibration intensifies or eases, depending on the distance between the assassin and his prey - it is most intense when the intended victim is closest. Only then will the knife, on the wielder's mental command, cast the limited Teleport spell which will allow the wielder to pass through the final wall and strike. When the victim is dead the knife's magic ceases until it is used to cast a new Seeker, once again beginning the cycle.

These weapons were made by a sect of fanatical cultists/assassins in a far-off land. Though the cult was wiped out (appar-

ently) more than 300 years ago, some of the Assassin's Knives still exist. The memory of these devices is so terrifying to the rulers of that land that to this day they build all their halls, walls and chambers with double walls.

The knives are easily identified (though there are also many forgeries) - the hilt is embossed with an image of the cultists' horrid, multi-armed deity, and the blade is a distinctive wavy shape. The blades are all decorated slightly differently. Thus, even though the Names are not inscribed anywhere on the weapon, an antiquarian with some knowledge of the region in question can sometimes discover the blade's Name. It takes a roll vs. History or Linguistics -10. A specialist, if one could be found, would have a better chance. Some individual daggers had other powers, and knowing a Name would tell the new owner what these were - or at least give a clue.

There is some evidence that the cultists had a magical retrieval system to recover lost or confiscated daggers, but the secret to this magic is lost. It may not have been an intrinsic or permanent part of the blades' magic.

Component Spells: Large knife. Seeker, Trace, Teleport variant, Link, Bane, 6 points of Power, Name, perhaps unknown others.

Asking Price: \$100,000 (the price will be 10% of this or less if the weapon's Name is unknown).

Dervish Blades

The Dervish Blades are a unique set of fine, matched large knives. Each knife has +3 to both Accuracy and Puisseance. However, when used together they become much more dangerous. A character wielding both blades simultaneously will acquire the Ambidexterity advantage and be affected by the Great Haste and Berserker spells.

The origin of the Dervish Blades is unknown; they are believed to have been brought from a distant country about 150 years ago, but they are certainly much older.

Component Spells: Large knives. Accuracy +3, Puisseance +3, Imbue, Great Haste, Berserker, Link, 8 points of Power.

Asking Price: \$250,000.

The Mangier

This unique and horrible weapon is a maul with the ability to magically transfer the damage which it would normally do to the outside of the victim's body to the internal organs. In game terms, the Mangier magically does swing/impaling, rather than crushing damage, with no chance of getting stuck in the victim. It has no other magical enhancements.

The Mangier looks like an ordinary, rather primitive, heavy 2-handed maul. There is nothing externally to suggest the weapon's magical nature.

The Mangier first appeared only 30 years ago, in the hands of a renegade ogre in the service of an notorious bandit chieftain. The bandit band was wiped out without revealing the origin of the maul, but some have suggested that the Mangier is extraplanar in origin.

Component Spells: Two-handed maul. Unknown.

Asking Price: \$50,000.

Shocking Mace

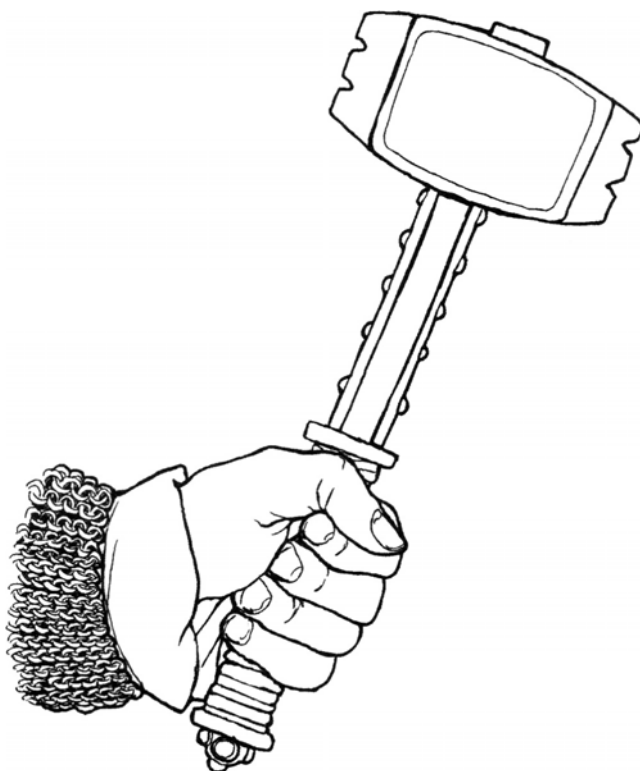
This unique item is the masterpiece of an enchanter whose life's work was to apply the principles of the Flaming Weapon

spell to the Lightning spell. Although he completed this mace several years before his death, he was never again able to approach its efficacy. The mace was completed only 30 years ago.

The Shocking Mace does an additional 3d-3 electrical damage on any successful hit. It has no other magical powers or effects. Metal armor only has PD 0, DR 1 against the Electrical damage. (A more typical example of this artificer's work might be a weapon that does an additional 1d-3 electrical damage - results of less than 1 point are disregarded. Furthermore, about 1 in 3 hits, rolled randomly, will result in a surge, which will affect both the opponent and the wielder.)

Component Spells: Mace. Flaming Weapon/Lightning hybrid variant.

Asking Price: \$200,000.



Treacher's Lance

These lances are designed to give the wielder an insurmountable edge in tournament combat. Their use in competitive tournaments or formal challenges is considered an irredeemably dishonorable act, and a known user of such a weapon could expect (at best) complete social ostracism for life.

The weapon given below is the most powerful Treacher's Lance known. Most examples of this item will have only a few of the features below, or have them at a less powerful level. In addition to the "conventional" enchantments below, the Treacher's Lance's main trick is its ability to extend its length by 1' in the instant before impact. This has the effect of striking the opponent a split second before he expects the blow, giving him a -2 to all active defenses. The force of the extending blade also adds an additional +1 nonmagical damage to the blow.

The first Treacher's Lance appeared only 25 years ago, and it appears that they are still being produced. Not surprisingly, the creator of such dishonorable and detested weapons goes to great lengths to keep his identity concealed.

Component Spells: Lance. Accuracy +3, Puisseance +3, Shatterproof, Might +5, unknown.

Asking Price: \$150,000.

Variable Polearm

These items first appeared over 600 years ago. Since then the effect has been reproduced several times.

The Variable Polearm is, initially, a thrust-only dagger about 8 inches long. The dagger can grow and change shape to become any nonbladed polearm from a short spear to a pike. The maximum length is about 30 feet.

At will, the user can retract the weapon's point to make a baton, staff, or climbing pole.

Component Spells: Shatterproof, varying degrees of Accuracy and Puisseance, unknown.

Asking Price: \$10,000 (not counting Accuracy and Puisseance).

Warrior's Charmed Bracelet

Also known as an Amazon Bracelet, this handy item is greatly favored by women warriors, as well as agents and adventurers of all kinds. It consists of a bracelet from which hang tiny representations of various sorts of weapons, plated in precious metals. When the charms are detached from the bracelet they grow to full size, shedding the plating. They will not return to tiny size without re-enchantment; once full-sized, they are like any other weapons of that type. A "quiver" charm will contain 10 arrows.

A typical Amazon Bracelet might contain three or four weapons, but some contain dozens. A single miniature weapon may also be worn as a necklace, amulet, ankle-bracelet, etc. In each case, the weapon grows to full size when removed from its mounting.

The tiny weapons are produced by an enchantment spell which is the property of one particular mages' guild. Enchanted weapons or weapons of exceptional quality are almost never found on bracelets.

Component Spells: Link, secret "Shrink Weapon" spell.

Asking Price: \$1,000 per weapon, plus cost of the weapons themselves.

HAND TO HAND COMBAT

Kickboxer's Shirt

This is a magical garment which gives the wearer a Karate Skill of DX+4 (or +4 to existing skill, whichever is greater - maximum skill 20). It is found even where Karate is unknown.

These garments originate in lands where the martial arts are common. They are usually prepared there for export to lands where such skills are less well known.

Component Spells: Lend Skill.

Asking Price: \$15,000.

Pugilist's Gloves

Convey a Brawling Skill of DX+4 or +4 to existing skill (whichever is greater - maximum skill level 19), and add +3 to ST in close, unarmed combat only. Also do an additional 2 points mundane damage from metal studs on gloves (as brass knuckles). They will not add to Karate skill, but will increase effective ST by +3 for punches.

These items were originally created 450 years ago, and the effect has been duplicated several times, though the mechanism is still not commonly known among enchanters.

Component Spells: Lend Skill, Might (variant).

Asking Price: \$12,000.

Stonefist Bracers

This pair of metal wrist bands allows the wearer to do damage as though his hands were made of stone (add +2 to damage for each full 5 points of ST the wearer possesses). When used with Karate they work normally (but not when kicking) and the wearer can parry weapons normally with his Brawling, Judo, or Karate skill. The Bracers protect the wearer from any damage as a result of a bare-handed parry (see p. B99).

These items are a specialty of a certain clan of dwarven enchanters, who zealously guard the secret of their creation.

Component Spells: Iron Arm, Body of Stone (variants).

Asking Price: \$20,000.



Well-Armed Belt

This bizarre-looking item is a broad belt with two strong arms protruding from the sides. The arms have ST 15 (though they are often augmented with a Might spell, making the ST as much as 20). The arms make the wearer more effective in man-to-man combat, and allow him to use a two-handed weapon and a shield simultaneously. They are also a great help with mundane tasks. Some are rumored to allow the wearer multiple attacks in combat, or to possess an intrinsic weapon skill of their own.

Nobody knows where these items come from. Most believe they are extraplanar in origin. The arms appear quite human. They have a texture like hard rubber or leather.

Component Spells: unknown, often Might.

Asking Price: \$50,000 and up.



NECROMANTIC MAGIC

13



necromancy is illegal almost everywhere - the Turn Zombie and Banish spells are the exceptions that prove the rule. Practicing the necromantic arts, consulting a necromancer, and possessing or trafficking in necromantic artifacts are all capital crimes, as is tomb or grave robbery (unless undertaken with a warrant from the throne).

Necromantic Magic

101



ELIAZ

Some people live double lives, but Eliaz lives a *triple* life.

Publicly he's a coffin maker to the great - a carver of sarcophagi for kings, high priests and merchant princes. He's an excellent woodworker and stonemason, and employs a staff of master-level craftsmen. His work is known and respected throughout the known world.

Second, he's the world's leading broker of necromantic enchantment. He doesn't engage in any other illegal activity, nor does he personally use the items he deals in. Nonetheless, his fate would be sealed if his "moonlighting" activities were ever proved. Eliaz does have some protection, however, as he has brokered deals for many rich and respectable patrons who would be dragged down with him if Eliaz were ever charged.

Thirdly, Eliaz is a ghoul (from *GURPS Fantasy Folk*), a member of a race under a universal death sentence. He hides his ghoulish nature with a permanent *Alter Body* spell.

Eliaz originally left his people to spy on the human world. However, a combination of unusual circumstance and an extraordinary love of gold combined to lure him into necromantic brokerage.

In person, he seems a normal successful businessman - a thin and homely, but compelling, man with a powerful voice and a commanding presence. Those few who know his habits intimately can tell that he is thoroughly Paranoid - but for someone in Eliaz's situation, paranoia is probably *not* an inappropriate lifestyle.

Since Eliaz's true nature is unknown to his associates, he is considered to have "bought off his racial -4 reaction modifier. However, he must continue to partake of the brains of an intelligent creature every month, and he regularly reports to contacts who relay his news to any ghoulish communities who might be interested.

Therefore, the necromantic magic trade has been driven underground, becoming one of the three pillars that support the magical black market (the other two, more significant branches being curses and thief/assassin equipment).

It is not surprising, then, that the secrets behind the enchantment of most necromantic items never become widely known, even to other necromancers. Many potent necromantic items, created comparatively recently by brilliant human mages, remain just as mysterious as if they had been imported from a completely alien reality.

The overwhelming majority of necromantic enchanters are human. The non-human races uniformly scorn the necromantic arts - with the small but important exception of a few evil cults and races like the dark elves and bales (from *GURPS Fantasy Folk*).

Though there are never many of them, by far the most feared sort of non-human necromancer is the undead mage. Vampires, lichs and, it is rumored, other, darker sorts of undead can remain potent wizards even beyond the veil of death. There are even obscure rumors of a "deeper necromancy," consisting of powerful magics that *only* the undead can call upon or control.



Common

Necromantic Spells

Necromancers have several favored spells outside of their own college. Permanent Possession or Exchange Bodies are, of course, necessary to fully exploit the potential of the necromantic Soul Jar spell. Exorcism is a powerful defense against summoned creatures and rival necromancers. Necromancy is the evil twin of the Healing College, and knowledge of the two schools goes hand in hand. Healing spells of particular interest to necromancers are Sterilize and Cure Disease (to protect grave robbers against strange charnel plagues), and Suspended Animation (the best way to safely preserve living experimental subjects). The favorite offensive spell among necromancers is Deathtouch, which kills without damaging the body, so it can then be used for any number of interesting experiments. The Pentagram spell is, of course, absolutely essential to any summoner.

The art of tomb robbery has its own repertoire of spells. The magical grave robber will probably know at least some of the following spells: Find Direction, Pathfinder, See Secrets, Wizard Eye, Continual Light, Dark Vision, Locksmith, Lockmaster. More pedestrian crypt plunderers can get by with Silence, Darkness, and Dark Vision.

NECROMANTIC CATALOG

Banishment Censer

The Banishment Censer is an orb-shaped incense burner that swings from a cord or light chain. The censer is a potent weapon against demons, extra-planar creatures and the undead. The lit censer will magically pass through any undead or demonic creature - even a magically reanimated corpse. The censer is designed to be used in combat using Flail skill. If the monster is wearing armor, the censer will still pass freely through, but the monster can block the censer with a shield or parry it with a weapon (at the normal minuses to blocking and parrying flails).

On any successful hit, the censer will do 2d magical damage to its target, and on a critical hit the target is *banished* from this plane of existence. Demons and spirits will vanish; animated corpses will collapse as their motivating spirit flees. Any critical miss indicates that the incense has gone out. There is also a 1 in 6 chance that the incense will be extinguished on a successful hit. If the incense goes out, it takes at least 10 seconds to relight, assuming that the user has a ready source of flame at hand (a doubtful proposition in a medieval world).

The censer is not designed for use against material foes. If used in ordinary combat it does swing/crushing damage, but each hit has a 1 in 6 chance of cracking the censer, destroying its magic.

Banishment Censers are the exclusive products of a remote monastery. The monks have been producing such items for almost a millennium, and guard their secret jealously. Though there are some similarities between the effects of the censer and the Banish spell, there is some question as to whether the censer uses a high-powered Banish variant, or other magic.

Component Spells: unknown (Banish variant?).

Asking Price: \$130,000.

Bloodberries

The secret to creating Bloodberries is known only to a few necromancers and vampiric mages. The berries provide a vampire with a dietary alternative to human blood. Though vampires find the berries distasteful, they will keep a vampire strong and active indefinitely on long trips, or in situations where preying on the living would be impossible or prohibitively dangerous. To remain at full strength, the vampire must ingest a pint of the berries each day he does not feed on human blood.

Bloodberries are not enchanted - they're grown. They begin as ordinary strawberry seeds, which are planted under a full moon in ground saturated with the blood of a virgin. At least a gallon of blood is needed for the planting - an amount sufficient to completely drain most donors. A gallon of blood will saturate enough ground to plant up to a dozen plants.

Thereafter, the berries must be tended daily by the same mage (living or vampire) who planted them. He must water each plant with an ounce of fresh human blood each night. This blood does not have to be virgin, and may be drawn daily from a prisoner or willing donor. When they start to produce, the plants are magically fecund, and each will bear as much as a quart of berries. Thus, a year's yield from a patch of 12 plants could produce enough berries to support a single vampire for about a month.

Outwardly the berries appear large, fresh and succulent. They can be eaten by the living with no ill effects (except that a person consecrated to "good" or "holiness" would certainly be

defiled by ingesting the berries, even unintentionally, if such concerns apply to the local religion), and have an excellent strawberry flavor. They can be easily stored or preserved.

Growing Bloodberries requires a great deal of dedication, and considerable risk to the grower. It's not a project to be lightly or casually undertaken. Nonetheless, this secret can be a great asset to a vampire.

Component Spells: none.

Asking Price: \$250 per pint.

The Cauldron of Rebirth

This enormous black iron cauldron is well-known in many different worlds. Many believe it is the property of the god of death himself. It has been reportedly destroyed many times, but always surfaces again in some remote time and place.

Any dead human body thrown into the cauldron will become a zombie (see p. MI07). The cauldron can produce up to a dozen zombies each day, at no energy cost to the user. The cauldron can hold only one body at a time, and the process takes 1 hour (the user knows the zombie is ready when it crawls out of the cauldron).

The cauldron has DR 8, HT 25. Legends say that the best way to destroy the cauldron is burst it, *from the inside!*

Characters attempting such a feat must roll a Quick Contest of ST vs. the cauldron's HT. Winning the contest breaks the cauldron. Failure results in losing as many fatigue points as the contest was lost by; critical failure results in a corresponding loss of HT. If the Cauldron is broken, the character must immediately make a roll vs. HT -3. If this roll is failed, the hero immediately takes 2d damage from the strain. On a critical failure the character's heart gives out, and he is killed.

Component Spells: Zombie (ultra-powerful variant).

Asking Price: \$1,000,000.

Demon Wand

The Demon Wand is a two-foot rod of bone, carved with a demonic face on the end, set with two perfectly matched rubies (both 30 point exclusive Powerstones) for eyes.

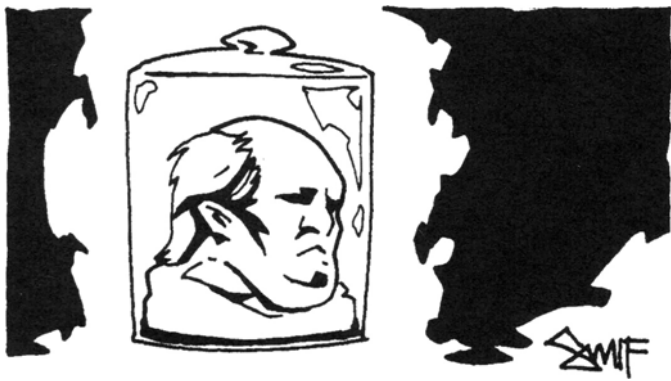
The wand is one of the most potent and reliable aids to summoning known. It allows the user to instantly summon *any* demon, at no power cost to the user (though it has been demonstrated to draw power from the Powerstone rubies, the wand has never been known to run out of power, and the rubies appear to have no need to recharge - just one of the item's many mysteries).

The user of the wand gets an automatic 25 (minimum - more if his skill and power are higher) for all Contests of Will and Skill rolls to summon or control the demon. The demon can never attack inanimate objects or run away - but if the caster fails his control roll, it can attack inanimate objects (like the pillars holding up the ceiling) or innocent bystanders, so it's a good idea to use a pentagram anyway.

The Demon Wand was first used over 700 years ago, by a feared summoner of that epoch. Most scholars, however, believe that the wand was not the creation of that mage, and posit that it is the product of an alien plane.

Component Spells: ultra-powerful Summon Demon variant.

Asking Price: \$5,000,000.



Head Jar

This is an ordinary-seeming jar of transparent blown glass, about two feet tall with an 18-inch mouth.

If a freshly decapitated head is placed in this jar, it will remain alive indefinitely. It will be conscious and aware of its surroundings, and will even be able to talk.

To be successfully preserved, the head must be placed in the jar within 1 hour of the death of the body. Decapitation need not have been the cause of death, but the head must be mostly intact (no more than *Vi* HT damage to the head). The head does not have to be human, but it must be severed (i.e., the jar will not reanimate the whole body of a small creature like a leprechaun or a rabbit, even though the whole body could fit in the jar, but it would preserve their severed heads). The Jar can affect only one head at a time. If the head is ever removed from the Jar it will die within 2d minutes. If not returned to the jar within one hour the jar will not be able to revive it.

Being placed in the jar is a horrifying experience, one which will shatter the mind of almost any intelligent being. Each day it's in the jar, the head must make a Will roll. On a critical success the head has resigned itself to its fate, and no further rolls will be needed. On a failure, roll 1d. An even result indicates that the victim permanently loses 1 point of IQ (which will reduce subsequent Will rolls). On an odd result the victim acquires a mental disadvantage selected by the GM at quirk level (good choices include Delusions, Paranoia, Megalomania and Phobias). Subsequent results each increases the disadvantage by one increment until it's at maximum strength, then the process begins all over again. Eventually, the head is reduced to a mindless, gibbering maniac.

The victim can be normally Resurrected, if the head is removed from the jar and placed together with the body again; however, any psychological quirks or disadvantages, and any loss of IQ, are retained after the Resurrection, and can only be eliminated or regained through spending earned character points or the Great Wish spell.

These grisly items have been found in the workrooms of several necromancers, indicating that the process for creating Head Jars is well-known in the necromantic underground. The secret is not generally known otherwise, as openly possessing such knowledge would be a capital crime in any civilized land.

Component Spells: unknown.

Asking Price: \$75,000.

Mummy Case

A Mummy Case is a heavy sarcophagus of ornately carved and painted wood. Three are known to exist, all more than 1,000 years old.

Normally, a specially prepared corpse must lie in a hot, dry climate for at least three centuries before it can be animated as a mummy. The Mummy Case will animate a properly prepared corpse stored within it after only one year. At least one of the remaining sarcophagi will automatically enchant the mummy with the Resist Flame spell as well.

The corpse must be mummified immediately after death - an elaborate embalming process that takes three full days, and at least \$100 in rare herbs. Assuming he has a detailed and correct written account of the process at hand, the embalmer only need make a successful IQ roll, or a roll against Professional Skill: Undertaker (or campaign equivalent) +3, to complete the process correctly. The corpse is then sealed inside the Mummy Case. If the case is opened at any time during the next year, the magic will be broken and the corpse cannot thereafter be animated, except as a regular zombie. When the process is complete, the mummy will open the sarcophagus itself and await its new master's commands. A Mummy Case will operate equally well in any sort of climate.

Existing Mummy Cases were all produced by an ancient empire that flourished 1,800 to 1,200 years in the past. This ancient realm is said to have manufactured Mummy Cases in great number, using them to field literal *armies* of undead shock troops. Eventually, however, the empire fell into decline and their ancient military secrets were lost. Most of the Mummy Cases fell victim to frightened peasants, indignant churchmen or the ravages of time. Some necromancers of more recent centuries are said to have duplicated the Mummy Cases, but there is no knowledge or record of them now.

Component Spells: Zombie (variant), unknown.

Asking Price: \$600,000.

Resurrection Crypt

Ancient stories speak of many legendary devices that are capable of restoring the dead to life. Of these, the Resurrection Crypt is the best documented. There can be no doubt that the crypt exists, but the great question is: *where is it?* No one has ever been able to locate the crypt twice. Many sages believe that the Crypt shuffles from place to place (and perhaps plane to plane?) at random.

The Resurrection Crypt is always found hundreds of feet below the earth's surface. It's a huge stone room in the shape of a cube, about 200 feet in all dimensions. The crypt is often found behind doors that could not possibly lead to a space that large, indicating the crypt exists at least partially outside our physical world. Its main features are a broad gallery about 30 feet wide, supported by broad stone pillars, that completely circles the room at a height of about 25 feet above the floor, four narrow, unrailed stairways that connect the gallery to the floor, a 20-foot-square dais about one foot tall in the middle of the crypt, and the light source, a glowing globe at least 50 feet in diameter, suspended above the dais from a heavy iron chain. The single entrance has been variously reported as opening onto the floor, the gallery, or through trapdoors into the floor or ceiling.

When anyone enters the crypt the door seals behind them after 2d minutes, and won't unseal for 4d hours. If the explorers

have a dead body with them, the dead will awaken at the same time the door unseals. Tales say that the crypt will never fail to raise the dead, that it can raise an entire body with as little as a single hand or large bone to start with, and that it will always return the dead to the prime of life (early 20s), but these reports may be mere hyperbole (GM's option).

There is no limit to the number of dead the crypt can raise at one time. Any undead caught in the crypt will immediately fall dormant upon entering. After the usual amount of time they will awaken as ordinary mortals again.

The Crypt has unpredictable and radical side effects on the living. Sometimes these side effects are positive, sometimes negative, and other times merely insignificant. Whenever a living person becomes sealed inside the crypt, the GM should roll *Id*, with a 1 being the most negative effect, and a 6 the most positive. He may select side effects from those below, or make up his own of the appropriate severity, using those below as examples:

1) The character gains a 10- or 15-point disadvantage, loses 1 to 3 characteristic points, or catches a serious but noncontagious disease (see p. B133).

2) The character gains a 5-point disadvantage, or one of his current disadvantages becomes worse, or he immediately forgets 1 to 3 spells, which cannot be relearned (the lost spells still count as prerequisites, but the character can *never* cast them again), or the character loses *Id* HT (HT cannot drop below 1) which must be recovered normally, not magically healed.

3) The character acquires a negative quirk, or his hair turns white, or he has a recurring nightmare every night for a year.

4) The character's skill level increases by one in a single skill, or a small, wild animal finds the character within 24 hours after leaving the crypt and becomes a lifelong companion (larger animals may be used for higher rolls), or all points he puts into the next spell he learns will be doubled.

5) The character dreams one piece of useful information, or one piece of his equipment acquires a useful minor enchantment, or the next three blows or spells that would have normally hit the character miss completely - apply only after to-hit roll, active and passive defenses have been figured, to establish that he would have taken damage from the attack.

6) The character acquires a 10- or 15-point advantage, or gains 1 to 3 character points, or loses a disadvantage, or gains the power to cast one useful spell he knows at no energy cost, or finds a large magical or monetary treasure hidden in the crypt.

Those wishing to use the crypt while avoiding possible negative side effects may simply shove their dead friend through the door without entering. He will emerge under his own power 4d hours later. However, Game Masters may spread the false rumor that the body needs to be laid out carefully on the dais for the magic to work, in order to trick the party into spending time in the crypt.

Each time the crypt is left, there is a 50 percent chance it will be gone the next time the door is opened, replaced by a more normal chamber. Even if the crypt is left undisturbed for a time, there is still a 50 percent chance per day that it will vanish.

Some legends speak of a ritual that can summon the crypt, but this may be mere myth. The Resurrection Crypt has been known for at least 1,500 years, but its origins are completely mysterious.

Component Spells: Resurrection, unknown.

Asking Price: n/a.

Skeleton Key

The Skeleton Key is a rare example of necromantic whimsy. Apparently a wizard of several centuries ago (various historical mages have been identified as this enchanter) discovered a spell which would shapechange undead into inanimate objects. The spell died with him, but he did leave behind the Skeleton Keys.

A Skeleton Key is just that, an iron key which a skilled locksmith (or thief) can use to open many locks. However, each key has a Name written on its shaft, and when the name is pronounced the key becomes a skeleton (see p. M107) under the control of the user. The skeleton can be freely transformed between key and skeleton form by use of the name. If the skeleton is destroyed in combat, the key perishes as well, and vice versa.

No Skeleton Keys are presently known of, but periodically a small handful will come to light. Several dozen have been found over the centuries (all eventually lost or destroyed). Some have argued that the large number and wide dispersal of the keys indicate that the secret of their creation was known to more than one mage, and may therefore still be known to someone, somewhere.

Component Spells: Zombie, unknown.

Asking Price: \$7,500.

Soul Orb

The Soul Orb is simultaneously a death trap and a precarious form of life insurance. Any person picking up the orb will die *Id* minutes after releasing it - there is no possibility of avoiding this fate. Anyone killed this way can be Resurrected with only 10 energy points (the casting is otherwise normal). The customary use for a Soul Orb is for a mage who knows his enemies are upon him to pick up and replace the orb, so he'll be found dead. As soon as his body is laid to rest, a friend or associate who knows the Resurrection spell quietly returns him to life, free to flee or seek revenge. The Soul Orb does not have to be present or even intact for a low-cost Resurrection to take place. The body, however, *does* have to be reasonably intact (less than -10xHT damage).

When not adventuring, many mages will keep the orb in their front hall, as a trap for unwary thieves.

The secret behind the making of Soul Orbs is not known to most mages, or even most necromancers. It is believed that only the wisest necromantic archmagi know the secret, and will pass it along only to those who they deem their equal.

Component Spells: unknown (variant Soul Jar?).

Asking Price: \$1,000,000.

Spirit Generator

The Spirit Generator is a yellowed, cracked human skull of unremarkable aspect. However, any mage who knows the Skull Spirit spell can use the generator to produce great quantities of Skull Spirits. The Spirit Generator can produce a new Skull Spirit each minute, at no energy cost to the user. The skull is limited to 60 spirits each day (the skull "recharges" each night at midnight), and the individual spirits persist no more than one hour.

Legends differ as to which ancient villain made the skull, or contributed his own skull to its making. Its first known use was 350 years ago in a great battle where dozens of Skull Spirit shock troops allowed the defenders of a great city to break a siege that had lasted for six months.

Component Spells: Skull Spirit (ultra-powerful variant).

Asking Price: \$1,500,000.



Sunlight Gems

These powerful and beneficent stones are the Elvish answer to the undead problem. A Sunlight Gem will glow continually with a Continual Light at any level - the user sets the level of illumination, at no energy cost. The user must be a mage - the gem will glow at only the dimmest level in the hands of a nonmage, or when left sitting on its own.

At its brightest level (a painful glare), the illumination does 1d damage per turn to all undead, demons and summoned creatures within 12 hexes of the user. DR will not protect, the user need not make a to hit roll, and no defense is possible for the monster except fleeing or *completely* shrouding himself behind some thick, dark material (simply hiding behind a large rock is *not* sufficient).

In the hands of a full-blood elf the gem can also be used to cast the Major Healing spell (at normal Fatigue, casting time, etc.). A half-elf can use the gem to cast Minor Healing.

Only the elves know how to produce Sunlight Gems, and they do not produce many, nor do they share those they do make with other races. Less than a handful are known to exist, but it is



generally accepted that there are many more, hidden in the secret places of the elven race, waiting until they are needed to defend their homeland.

Component Spells: Continual Light, Major Healing, unknown.

Asking Price: \$1,250,000.

Vampire Cure

This unique and ancient artifact is an ornate dagger, apparently of solid silver, though as tough as steel. When plunged into a vampire's heart, the dagger will kill him just as a wooden stake will, with one exception: if the vampire has never killed for his blood (either by starving himself or by carefully rationing himself when he feeds to avoid killing his victim), he will fall into a deep trance for three days, at the end of which time he will awaken, a human once again. Obviously, the knife must not be left in the former vampire's body during the three-day recovery period.

It is said that the Vampire Cure dagger was presented by the gods to a pious queen whose husband had been infected with vampirism.

Component Spells: unknown.

Asking Price: \$400,000.

Vampire Fangs

The Vampire Fangs are false teeth of ivory with needle-sharp fangs. They are created by vampire mages for their living servants, to give the servant a few of the powers of a true vampire.

A typical set of fangs would, when worn, grant the user +3 ST, the Hypnotism skill (as the Lend Skill spell, maximum skill level of 20), and Shapeshift (Bat), usable only at night. The Shapeshift spell drains 6 energy from the user each time it's called upon.

The user of the fangs must knock out all his natural teeth. Once this is done, he may freely insert or remove the fangs. The user need not be a mage, but he must not be Magic Resistant, and he must be a living person who was, at least once, bitten by a vampire.

Vampire Fangs are quite rare. Most vampires hold their thralls in utter contempt, and would never present them with such a rich and potent gift. It is believed that vampire mages create the fangs using a magical process quite alien to the usual process of enchantment, but this is a secret known only to the fraternity of the undead.

Component Spells: Lend Skill, Might, Shapeshift (Bat), Link.

Asking Price: \$150,000.

Vampire's Coffin

With this ordinary-seeming coffin, the vampire never needs to worry about lying in his home soil. Any vampire can rest in this coffin anywhere in the world. At need, two can rest there simultaneously, if neither is exceptionally large.

It is reported that Vampire's Coffins can only be created by a vampire enchanter with Magery 3, at a substantial energy cost. Most vampires find it more economical and safe to simply carry a supply of dirt with them when forced to travel. Those vampires who *do* make such items often augment them with multiple powerful concealment and defensive spells.

Component Spells: unknown.

Asking Price: \$60,000.

Vampire's Ring

This rare and extremely illegal ring enables a vampire to withstand the daylight, although its powers will be severely curtailed. It will be at half normal Fatigue, unable to transform or to summon beasts, and will take normal damage from all weapons and attacks. Because of these limitations, and because it will find the daylight irritating and unpleasant even while wearing the ring, the vampire will only use the ring when in grave need.

This is yet another example of a unique vampire enchantment which undead mages never share with the living, and which living enchanters may in fact be completely unable to duplicate.

Component Spells: unknown.

Asking Price: \$300,000.

Zombie Coffin

The Zombie Coffin is a relatively common necromantic magic item. It's the enchantment version of the Zombie spell, which is often known by the most powerful necromancers (though not to mages at large).

Any dead body that remains undisturbed overnight in the Zombie Coffin emerges as a zombie in the morning. The newly created zombie is under the control of the owner, at no energy cost. A Zombie Coffin can only process one corpse per night. The corpse must be sealed in the coffin by a mage who knows the Zombie spell in order for the magic to function.

Component Spells: Zombie (enchantment variant).

Asking Price: \$250,000.



14

THE COMPLEAT POWERSTONE

Powerstones are the most common tool of the mage. They provide extra energy for spellcasting, so spells can be cast with less fatigue. This article will discuss powerstone economics and provide a fast method for generating large powerstones. It will also discuss powerstone quirks or warps, those annoying little eccentricities powerstones develop during the enchantment process.



Powerstone Economics

In the production of powerstones, several economic factors are involved. As stated in *GURPS Magic*, the chances of destroying the powerstone increase as the number of castings goes up. The tables in *GURPS Magic* reflect this chance; the retail price given accounts for the average number of gems lost in the enchantment process. Enchanting any individual powerstone may destroy more or less gems, but the price remains the same since the difference will average out.

There is another factor that is not taken into effect in the table in *GURPS Magic*: powerstones with quirks. For powerstones of five or fewer points, the chances of a warped casting are pretty small, so the market expects these powerstones to be quirk-free. If one with a quirk is for sale, it will be at a discount, perhaps 25 percent off. If more than one quirk is present, greater discounts are given. These are essentially rejects. The minimum price is probably the total cost of producing the flawed gem, generally 50 percent of the retail price.

As the chances of defects rise, though, the expectations of the buying public change. Larger powerstones are expected to have quirks, and so those without them are sold at a premium price, based on the probability of producing a powerstone with no quirks. This can be determined mathematically.

The following table provides exact details of the costs and prices of various sizes of powerstone. This chart uses the following formulae and assumptions: *Gem Cost* is found as per *GURPS Magic* (p. M20): $\$10xP^2 + \$40xP$. *Number of Gems needed* is $1 / (0.9815^P)$. *Labor Cost*: average number of castings needed x \$25. *Total Cost*: (Gem Cost x Number of Gems) + Labor Cost.

Retail Price is twice Total Cost. *Zero-Quirk Probability*: $0.971T$. *Zero-Quirk Price*: Retail Price / Zero-Quirk Probability. *Listed Price* is the price from *GURPS Magic* (p. M20). Prices have been rounded to convenient values. Costs have not been rounded.

This table also simplifies the generation of powerstones that are not fully enchanted up to the capacity of the gem. Take the Gem Cost of the carat size of the stone, multiply by the Number of Gems for the number of enchantments, add the Labor Cost for the enchantments and multiply by two for the Retail Price. To determine the price of further enchantments, subtract this price from the price for a fully enchanted powerstone of the proper size. Though this price seems too high, the enchanter assumes the risk of destroying the gem, instead the owner of the powerstone. If the enchanter destroys the gem, he will replace the powerstone. If the owner wants to pay just for the enchantment, use the labor cost of the difference in power of the powerstone.

For example, if a PC wants to buy a ten-carat powerstone with only five powerstone enchantments on it, get the Gem Cost of the carat size of the stone (\$1,400), multiply by the Number of Gems for a five-point powerstone (1.1), add the Labor Cost for the enchantments (\$67) and multiply by two for the Retail Price (a total of \$3,214, which probably gets rounded to \$3,200). He now can have the other enchantments done later when he can afford them. To fully enchant this powerstone, subtract this price from the price for a ten-point powerstone (\$4,000). So, the cost of adding the additional five enchantments is \$800. If the PC were very miserly, he could pay \$67, but if the enchanter destroyed the gem, the PC would have to replace it.

Powerstone Cost Chart

Size	Gem Cost	Num. Gems	Labor Cost	Total Cost	Retail Price	0-Quirk Prob.	0-Quirk Price	Listed Price
1	\$50	1.02	\$25	\$76	\$ 150	0.9717	\$ 160	\$ 150
2	120	1.04	52	176	350	0.9442	375	300
3	210	1.06	78	300	600	0.9175	650	500
4	320	1.08	105	450	900	0.8915	1,000	900
5	450	1.10	133	627	1,250	0.8663	1,500	1,200
6	600	1.12	162	833	1,600	0.8418	2,000	1,600
7	770	1.14	191	1,069	2,100	0.8179	2,700	2,000
8	960	1.16	221	1,335	2,650	0.7948	3,400	2,500
9	1,170	1.18	251	1,635	3,250	0.7723	4,200	3,100
10	1,400	1.21	282	1,970	4,000	0.7505	5,500	4,000
12	1,920	1.25	346	2,749	5,500	0.7086	7,500	5,500
15	2,850	1.32	448	4,221	8,500	0.6501	13,000	8,200
20	4,800	1.45	632	7,609	15,000	0.5632	27,500	15,000
25	7,250	1.60	837	12,406	25,000	0.4879	52,000	24,000
30	10,200	1.75	1,063	18,935	37,500	0.4226	90,000	40,000
35	13,650	1.92	1,313	27,573	55,000	0.3661	150,000	58,000
40	17,600	2.11	1,589	38,764	78,000	0.3172	250,000	80,000
45	22,050	2.32	1,892	53,030	106,000	0.2748	400,000	110,000
50	27,000	2.55	2,226	70,979	145,000	0.2380	600,000	150,000
60	38,400	3.07	2,994	120,875	240,000	0.1786	1,400,000	250,000
70	51,800	3.70	3,915	195,617	400,000	0.1340	3,000,000	500,000
80	67,200	4.46	5,014	304,829	600,000	0.1006	6,000,000	850,000
90	84,600	5.38	6,323	461,352	1,000,000	0.0755	12,000,000	1,200,000
100	104,000	6.48	7,874	682,228	1,400,000	0.0567	25,000,000	2,000,000

Quick Powerstone Generation

Keeping track of the more than 50 rolls needed to create a 50-point powerstone can be quite tedious. The table below will greatly speed the generation of large powerstones. To use this table, find the size of the desired powerstone in the first column and use that row of numbers. The first Column is the survival roll; if you roll this number or less, the powerstone survived all castings. If you fail this roll, the stone is destroyed and you must keep rolling until you succeed. Keep track of how many stones it took to succeed and multiply by the Gem Cost for the size of gem you are enchanting.

The number of spell castings performed before the gem was destroyed is determined by the failed survival roll. The higher the roll, the sooner the gem was destroyed in the process. If a 17 or 18 is roll, the gem was destroyed on the first casting. If a lower number was rolled, check the survival numbers for the smaller stones; this will indicate how many castings had been successful before failure. If more than one power level has the same survival roll, pick randomly between the choices.

Once you have a powerstone that survived, roll once to find the number of Quirks that the powerstone has; if the number you roll is equal to or less than the number in the chart, the column shows how many Quirks were introduced in the process of enchanting the powerstone. The number pairs, such as 18/xx, are for when you roll an 18; roll again and compare to the second number of the pair. Find the column in which the second number is greater than or equal to the number you rolled.

For example, the GM wants to create a 50-point powerstone. First he rolls for survival, needing a 9 or less: he rolls 11, 13, and 7. Therefore, he destroyed two gems before completing the 50

enchancements on the third, so the cost of gems was 3 x \$27,000 or \$81,000. The first roll of 11 indicates that either 20 or 25 rolls had been completed before failure; the roll of 13 shows from seven to 10 enchantments had been made. The GM determines that 25 and nine castings had been performed on the first two gems, for a total of 84 enchantments. Two powerstone enchanters working eight hours per day casting four Powerstone spells (one hour of spellcasting and one hour of rest per enchantment) would take 21 days to complete this stone.

Now, he rolls once to see how many quirks were introduced into the powerstone. He rolls a 9, which is greater than the 8 in the '0' column and less than the 11 in the '1' column, so the powerstone has one quirk. The GM decides that this powerstone cannot be used during the day of the full moon and one day on either side of the full moon - approximately 10 percent of the time.

Quirk Determination

The range of possible quirks is only limited by the creativity and sadism of the GM, but coming up with interesting quirks can be difficult on the spur of the moment. Essentially, powerstone quirks fall into five categories: limits on the use of the powerstone, limits on recharging, effects to the powerstone, effects to the user and other miscellaneous effects and limits.

Use Limits restrict when a powerstone can be used, who can use it, what actions must be performed before use, what spells or colleges it can be used for, or other restrictions. Some examples of this type of quirk are: Only Usable on Wednesdays, Won't Work for Hat-Wearers, Only Works on Fire Spells and Only Usable Underwater.

Powerstone Quirk Probability Chart

Size	Survival													Number of Quirks												
	Roll	0	/	2	3	4	5	6	7	8	9	10	11	0	1	2	3	4	5	6	7	8	9	10	11	
1	16	15	18	-	~	-	-	-	-	«	«	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
2	15	14	18/13	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
3	15	14	17	18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
4	14	13	17	18/16	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
5	14	13	17	18/15	18/18	-	-	-	-	«	-	~	-	-	-	-	-	-	-	-	-	-	-	-	-	
6	14	13	16	18/14	18/18	-	-	-	-	„	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
7	13	12	16	18/13	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
8	13	12	16	18/12	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
9	13	12	15	18/12	18/15	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
10	13	12	15	18/11	18/15	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
12	12	11	15	18/7	18/15	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
15	12	11	15	17	18/14	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
20	11	10	13	16	17	18/15	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
25	11	10	13	15	17	18/14	18/16	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
30	10	9	12	14	17	18/12	18/15	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
35	10	9	12	14	16	18/10	18/14	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
40	10	8	11	13	15	17	18/13	18/16	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
45	9	8	11	13	15	17	18/12	18/15	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
50	9	8	11	13	15	17	18/10	18/14	18/16	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
60	8	7	10	12	14	16	17	18/12	18/15	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
70	8	6	9	11	14	16	17	18/11	18/13	18/16	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
80	8	6	9	11	13	15	16	17	18/11	18/14	18/16	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	
90	7	5	8	10	12	14	16	17	18/9	18/13	18/15	18/18	-	-	-	-	-	-	-	-	-	-	-	-	-	
100	7	5	7	9	11	13	15	16	17	18/11	18/14	18/16	18/18	-	-	-	-	-	-	-	-	-	-	-	-	



Recharge Limits constrain what conditions the powerstone can recharge. These conditions may be related to time, environment or other factors. Possible recharge limits include Won't Recharge in Sunlight, Only Recharges in Bat Blood or Won't Recharge in Tredroy.

Powerstone Effects are abnormalities in the appearance, odor, sound or other qualities of the powerstone. Some possible effects are Belches When Used, Smells Like Dead Fish, Looks Like a Ham Sandwich or Repellent to elves.

User Effects are strange things that happen to the user of the powerstone. Some examples are Makes User Thirsty After Use, Renders User Mute For One Hour, Causes Greed After Use or Stains User's Skin Black.

Miscellaneous Effects and Limits include other things not affecting the use, recharge, or characteristics of the powerstone, and not affecting the user of the stone. Examples include Mages Within Range (see below) Temporarily Acquire Paranoia, Mind Control Spells Fail in Area, or Nearby Lakes and Rivers Dry Up.

The range at which a particular quirk operates is dependent upon how powerful the stone is. A suitable range calculation could be one foot per point of capacity of the stone, with a minimum of one yard. One possibility is to vary the range depending on how charged the stone is; an empty 30-point stone might only affect the user, but its range increases as it recharges, up to the maximum 10 yards. Game Masters can determine their own range formula.

In general, any quirk that has effects beyond the user and the powerstone should be limited by this range; for instance, Smells Like Dead Fish, Very Attractive to Frogs, Repellent to elves and the three quirks listed under Miscellaneous Effects and Limits fall into this category.

Any quirk that affects the use or recharging of a powerstone less than 10 percent of the time or that has little effect on game mechanics (e.g., Smells Like Fish) is minor. A moderate quirk causes a small reaction penalty or affects usage or recharging less than 33 percent of the time. A quirk that affects the powerstone 33 to 85 percent of the time or that has major effects on game mechanics is major. Severe quirks affect the powerstone more than 85 percent of the time or affect the user. These are basic guidelines; individual quirks that fit one category by these guidelines may belong elsewhere because of the bizarreness or harmlessness of the quirk.

For example, here are the quirks given in *GURPS Magic*, plus others, and possible classifications for them:

Minor: Smells Like Fish (Powerstone Effect), Not Usable by Hat-wearers (Usage Limit) or Makes User Thirsty After Use (User Effect).

Moderate: Only Charges in Bat Blood (Recharge Limit), Shrieks When Used (Powerstone Effect) or Very Attractive to Frogs (Powerstone Effect).

Major: Won't Recharge in Sunlight (Recharge Limit), Only Usable on Wednesdays (borderline severe) (Usage Limit) or Won't Work During Leap Year (Usage Limit) (even though this is only 25 percent of the time, the length of time is all at once)

Severe: Renders User Mute for One Hour (User Effect), Only Usable for Fire Spells (Usage Limit) or Only Usable by Green-Eyed Virgins (Usage Limit).

Random Quirks

The following rules can be used for a random determination of the basic qualities of a powerstone quirk. Roll 3 dice:

Quirk Type

3-8	Use Limit
9-10	Recharge Limit
11-12	Powerstone Effect
13-15	User Effect
16-18	Other Misc. Effect or Limit

Quirk Severity

3-10	Minor Quirk
11-13	Moderate Quirk
14-16	Major Quirk
17-18	Severe Quirk

Alternatively, make a second Powerstone spell roll to find the severity. On a success it's a minor quirk, on a failure it's a moderate or major quirk and on a critical failure it's a severe one. Treat a 16 as a failure, even if skill exceeds 16.

An interesting way to create quirks is to open a dictionary or thesaurus at random and blindly point to a word. Either use the word or part of the definition. If it is unsuitable, try again. For example, the GM opens the dictionary and picks the word "brine." This could be used in several different types of quirk, such as "User Must Drink A Cup of Brine Before Use" (Usage Limit), "Only Recharges in Brine" (Recharge Limit) or "Produces 10 Gallons of Brine Per Energy Point Used" (Powerstone Effect).

Another method for creating quirks is to brainstorm ahead of time on the various types and examples given. It is quite easy to come up with a list of 20 to 30; when you need a quirk, pick one in any way you like.

Game Mastering Powerstones

As nice as it is to have a large powerstone around in case you need it, they take a long time to recharge. A 60-point powerstone takes two months to fully recharge! Therefore, if PC mages find powerstones on the bodies of opponents, they will most likely be partially or entirely empty, especially if they were just used in the battle.

If PCs find a powerstone on a body, the GM should check to see how full it is. In general, roll on the skill table (p. B45) to see what percentage of the energy has been used, then subtract any energy that the mage has used during battles that day. Smaller powerstones will probably be empty, if the NPC mage just fought the PCs.

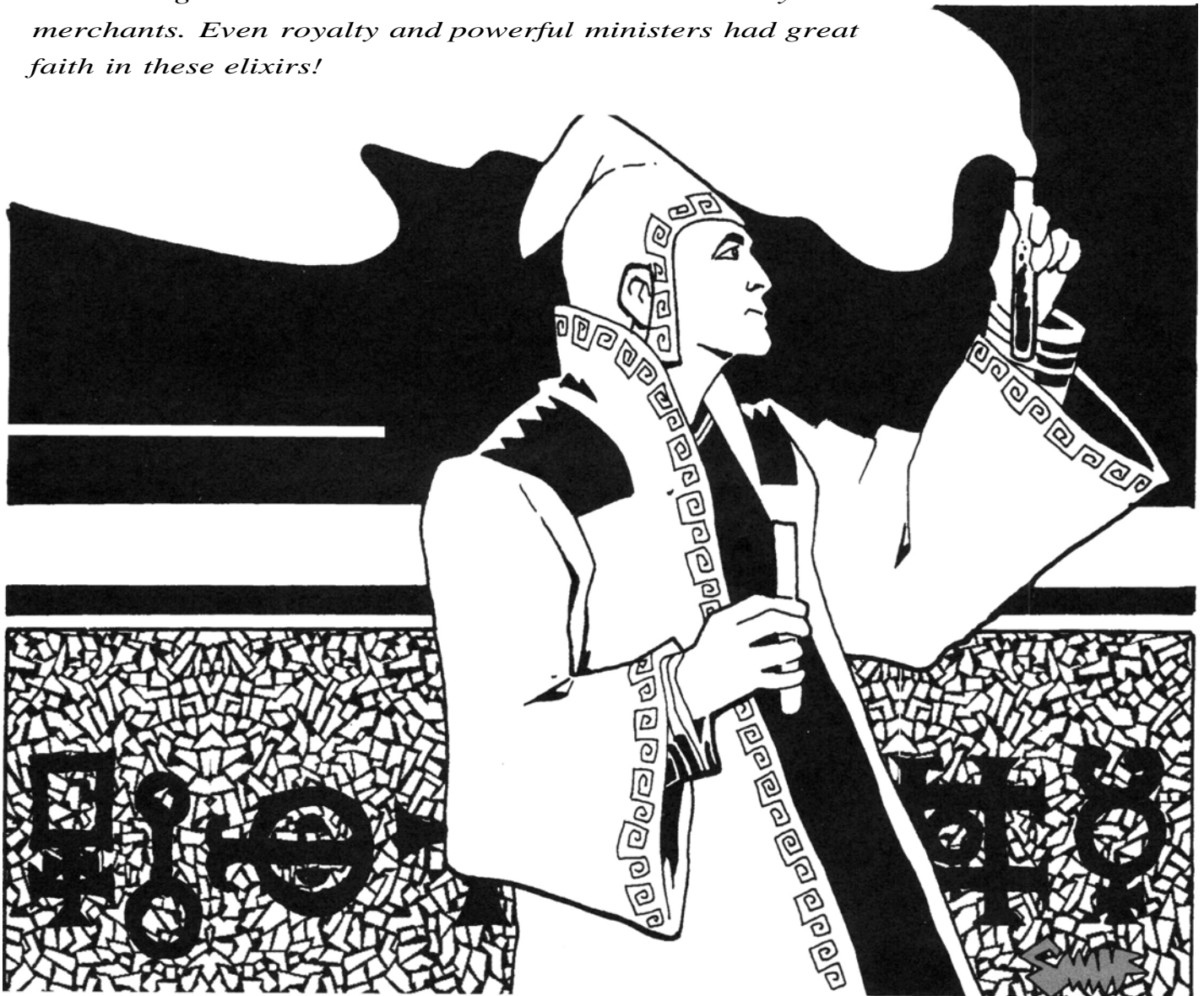
To find out if a NPC mage has a powerstone, make an IQ roll for the character (modifiers: Dead Broke: no chance, Poor: -6, Struggling: -3, Average: no penalty, Comfortable: +1, Wealthy: +2, Very Wealthy: +4, and Filthy Rich: always).

The size of the powerstone can be determined by what the NPC mage can afford; a poor mage will only have a powerstone of a couple of points at most, while a filthy rich one may have a powerstone in the 20- to 40-point range or several smaller ones.

15

HISTORICAL ELIXIRS

With the publication of GURPS Magic, the alchemy rules were expanded. Most of the 52 elixirs were written specifically for fantasy gaming - that is, they weren't copied from historical sources. Yet alchemical elixirs of many types were indeed sold throughout the centuries to the wealthier nobility and merchants. Even royalty and powerful ministers had great faith in these elixirs!

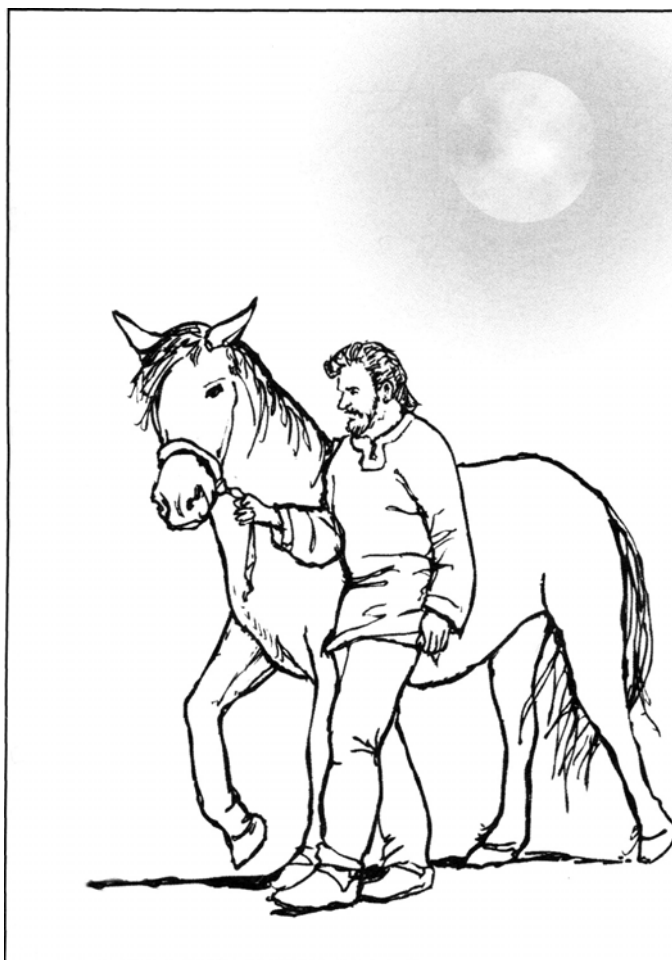


It is not the intention of this article to give a history of alchemy, but it should be mentioned that for centuries, alchemical potions *were* touted as having magical powers. These elixirs are mentioned in letters, books and documents of the time, and some are presented here in *GURPS* terms.

The *names* of the elixirs have been brought into line with the names in *GURPS Magic*, and are not to be construed as historical. The descriptions have been adapted for playability in game terms, but basically all are given as the alchemists who sold them represented them! All *GURPS Magic* rules apply, including the limitations on learning the more powerful elixirs. The GM does not *have* to allow any of these elixirs into the game.

Animal Control

Castor (Elixir of Horse Taming): Grants the subject a +4 to any Animal Handling roll specific to horses and their relatives (mules and donkeys). In addition, it grants a +4 to any Riding, Teamster or Packing skill roll made concerning horses in a *non-combat* situation. The effect will last for 2d hours. Unguent only - rub on hands. \$50 in materials, two weeks. Cost: \$250/\$500.



Hostile Elixirs

Hecate (Elixir of Unluckiness): The subject has the Unluckiness disadvantage (p. B37) which will come to pass once within 24 hours and then expire. Potion or Powder only. \$400 in materials, six weeks. \$1,600/\$3,000.



Magical Abilities

Aphrodite (Elixir of Attractiveness): Grants one level of the Good Appearance advantage (p. B15). The subject's looks will improve one level - from Average to Attractive, from Beautiful to Very Beautiful, or from Hideous to Ugly, for example. Very Beautiful people will positively glow! The effect will last for 2d+1 hours. Potion or unguent only. \$100 in materials, three weeks. Cost: \$600/\$1,000.

Moly (Elixir of Magic Resistance): Grants 5 levels of Magic Resistance (p. B21) to the subject for 1 hour. If taken by a mage, all of his spell rolls are at -5! All other Magic Resistance rules apply; see p. M13. Potion only. Five weeks; \$500 in materials; -2 to skill. Cost: \$1,600/\$3,200.

The herb moly, from which this elixir is brewed, can also be used to make a valuable amulet which protects against hostile magic. Seep. 116.

Hector (Elixir of Pain Resistance): Grants the High Pain Threshold advantage (p. B20) for 1 hour. Any form except pastille. \$200 in materials, 2 weeks. Cost: \$600/\$1,000.

Kouon (Elixir of Gambling Luck): Allows subject a +3 on all gambling rolls for 1 hour. Use of this elixir is considered the same as cheating at gaming, and it is only available on the black market. Penalties if caught using it vary from a fine to a knife in the back, depending on the clientele of the game! This potion only affects games of chance - it will not confer a +3 to win a horse race or wrestling match just because there is a bet placed on it! Potion or powder only. Four weeks; \$200 in materials; -1 to skill. Cost: \$900+ (whatever the market will bear).



Medical Elixirs

Athena (Elixir of Calming): Nullifies any extreme emotion the subject is under for 2d hours and allows rational thought. Specifically, this elixir grants a +3 to resist any spell or skill that works on the emotions, enabling the subject to reason something through rather than be swayed by passions or sentiment. In addition, it will calm any hysterical or enraged person, and grant a +3 to the IQ roll to overcome the Berserk or Bad Temper disadvantages. It has no effect on other disadvantages, however. Any form. \$100 in materials, two weeks. Cost: \$500/\$900.

Aurora (Elixir of Awakening): Acts on the subject as the Awaken spell (p. M43). Any form. \$150 in materials, 3 weeks. Cost: \$500/\$900.

Mental Abilities

Artemis (Elixir of Immunity to Love): Protects against and cancels the effect of the Eros elixir. This elixir will also give the subject a +5 to resist any Sex Appeal attempt, and will nullify any infatuation the subject has. Duration is 2d hours for protection purposes; the effects of an Eros elixir taken within that time or earlier are canceled permanently. A natural infatuation is nullified for 2d hours, and remains nullified until the subject next sees

the object of his infatuation, or an image of her. Potion only. \$100 in materials, 3 weeks. Cost: \$500/\$1,000.

Mental Control

Phoebus (Elixir of Truthfulness): The subject cannot tell a lie, exactly as per the Compel Truth spell (p. M26). The effect will last for 1 hour. Potion or powder only. \$200 in materials, four weeks. Cost: \$1,100/\$2,000.

Pirithous (Elixir of Forgetfulness): Produces amnesia in the subject for one hour. The subject's IQ is treated as normal for intelligence purposes, but the subject cannot remember his name or what he was doing at the time he took the elixir. Any quest or geas will be forgotten. The subject will not remember his skills, though if persuaded he can accomplish a task, and will perform at -2. Spell casting is impossible while under the influence of this potion. Potion only. Three weeks; \$100 in materials; -3 to skill. Cost: \$700/\$1,200.

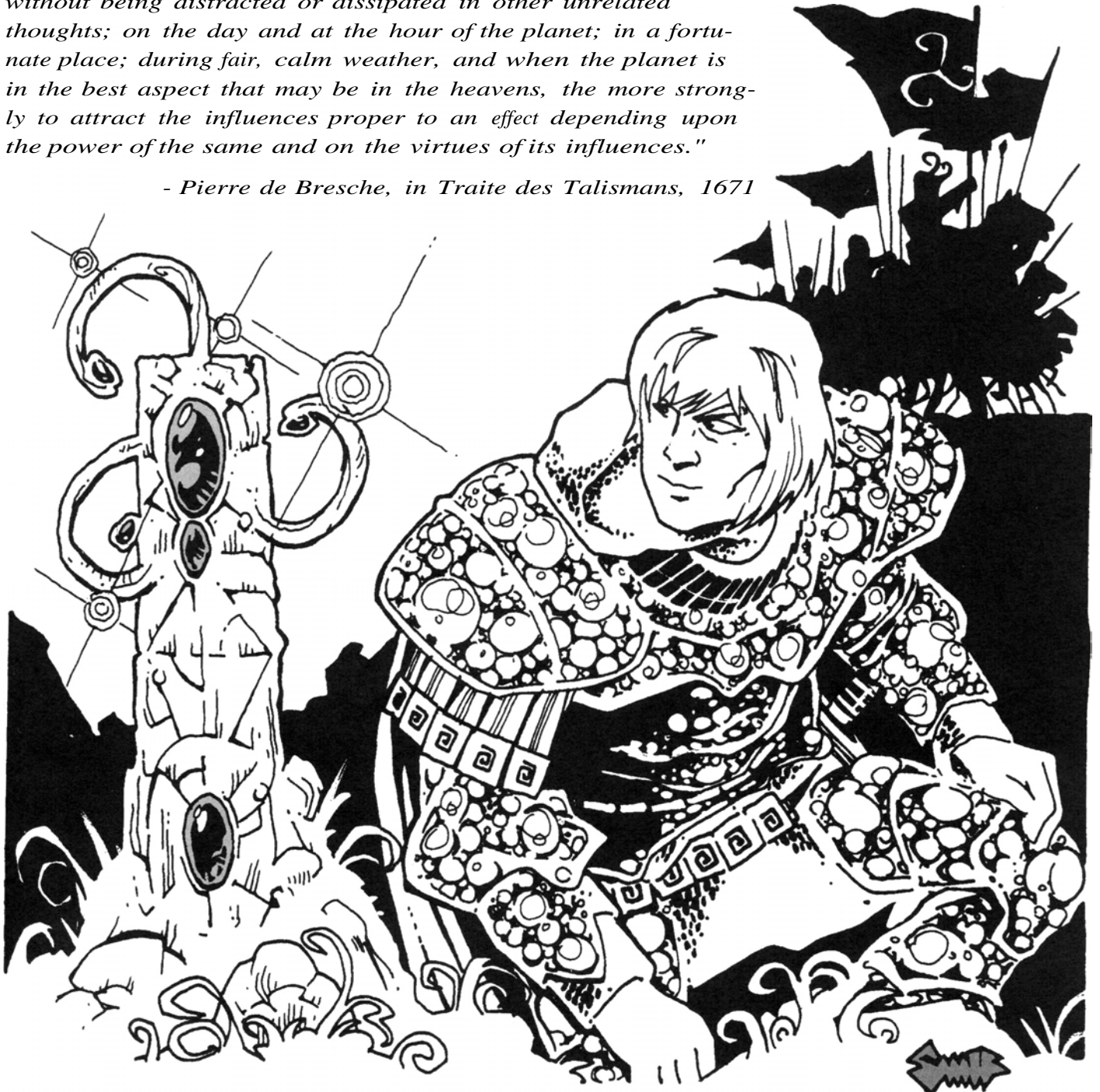
Polyphemus (Elixir of Gullibility): The subject acquires the Gullibility disadvantage for 1d hours (see p. B33). Any form except pastille. 2 weeks; \$150 in materials. Cost: \$500/\$900.

HISTORICAL CHARMS & AMULETS

16

"A talisman is nothing else than the seal, figure, character, or image of a celestial omen, planet, or constellation; impressed, engraved, or sculptured upon a sympathetic stone or upon a metal corresponding to the planet; by a workman whose mind is settled and fixed upon his work and the end of his work without being distracted or dissipated in other unrelated thoughts; on the day and at the hour of the planet; in a fortunate place; during fair, calm weather, and when the planet is in the best aspect that may be in the heavens, the more strongly to attract the influences proper to an effect depending upon the power of the same and on the virtues of its influences."

- Pierre de Bresche, in Traite des Talismans, 1671





An amulet is a charm with protective powers. A talisman is a charm with empowering abilities. There is a long tradition of talismans and amulets made by alchemists (as well as shamans,

witches, priests, etc.) and sold to the public throughout history. In fact, the odds are good that most of you reading this have some amulet or talisman at home, on your person, or in your car - just some little object that has a little extra meaning to you. It is a very human thing, this trusting of certain lucky objects, and these rules could easily be adapted to *GURPS Ice Age*, *GURPS Space*, or any other campaign.

Alchemical charms have been sold throughout history, and we have descriptions of many of them. They were worn by kings and queens, popes and bishops, merchants and diplomats. Less expensive amulets, usually made by "witches," were worn or hung in the house by nearly everybody else. Unfortunately, the most frequently mentioned ones are not necessarily suitable for gaming. The most common amulets were those that protected against violence, plague, theft and bad luck - you could, according to the creator of one amulet, wear it in the toughest part of town with bulging moneybags and not be touched. Others promised to spring you from jail the next day - sort of a "Get out of jail free" card . . . however, such powerful amulets might be out of place in many campaigns. Dishonest or deluded alchemists would certainly offer such charms, but whether they work or not is up to the GM.

CHARMS FROM EXISTING ELIXIRS

Some of the historical charms are promising game material, though, having the same results as certain elixirs presented in *GURPS Magic*. These include amulets of Aesculapius, Janus, Moly, Athena, and Artemis, and talismans of Orpheus, Prometheus, Ceres, Theseus, Tyche, Aphrodite, Kuoun, and others. Moly is particularly interesting, and will be covered in detail in this article.

Going beyond the bounds of history, the GM can easily apply these rules to any of the existing elixirs. Those that protect can be made into amulets; those that grant powers can be made into talismans. In general, there are very few references in alchemy to charms that caused unpleasant results. Such objects *were* made by witches, and are rife in voodoo lore, but alchemy seems to have limited such hostile powers to occasional elixirs. The GM may allow such objects to exist, of course, but they should be scarcer than the beneficial ones.

Keep in mind that this is a genuine magical item that is *not* made by an enchanter, but by an alchemist! Depending on the politics of your game world, this can have interesting repercussions.

Moly Amulets

The elixir *Moly*, described on p. 113, is an excellent source for amulets. Many amulets purported to work against hostile magic - some were very specific as to the type of magic they would counter. This can be introduced into *GURPS* very easily as amulets that work against certain Magical Colleges.

The most common Moly amulets would be those that protect against Mind Control, Communication & Empathy, and Body Control spells. Those that protect against other colleges are possible, but amulets should not work against Missile spells, Jet spells or spells with similar control of the elements.

Each Moly amulet protects against the spells of one particular college. The level of protection varies - see *Time and Cost to*



Make, below. This can be thought of as Magic Resistance that is specific in the type of magic it resists - which can be a very valuable asset! The GM is free to regulate such amulets in any way he sees fit. For instance, some amulets might only protect against a specific spell. Such amulets would be cheaper to make than those that protect against an entire college of magic.

TIME AND COST TO MAKE

The cost in materials to manufacture an alchemical charm is the same as for the elixir of the same property. The time to make such an amulet or talisman is ten times that listed to make the elixir. The Game Master may vary to make charms more or less available in his world. Making a charm is hard work, requiring long hours and correct timing of the planetary influences to capture the essences desired. At the end of the time period, the alchemist makes his skill roll, applying any penalties as per the elixir of the same properties. A critical failure destroys the charm, while an ordinary one wastes the work, but won't break any gem involved.

Talismans and amulets made of gems have always been valued more than those made of other materials. Any gem with an intrinsic value of \$2,500 or more gives a +1 bonus in some way to the power of the amulet. This might be 1d+1 hours of duration instead of 1d hours, +5 to Leadership instead of +4, and so on. This is up to the GM.

The GM does not have to allow PC alchemists the ability to make charms. Such knowledge may be limited to Guildmasters, for example, or even Grand Masters. All the other ways to limit magic item manufacture can also be used - see p. M17.

Making Moly Amulets

Moly amulets are made in stages, like Powerstones. Each period of empowering the amulet produces +1 Magic Resistance, specific to whatever college is intended. This is an exception to the rule that charms have the same properties as the elixirs - Moly amulets may have less than 5 Magic Resistance benefits - or they may have more, if the GM permits it. (A GM may allow a sufficiently powerful Moly amulet to protect *totally* against spells of a given college. If it is allowed at all, though, this should



be very rare and costly!) A level 1 Moly amulet must go through the whole empowering procedure again to become a level 2 amulet. Critical failures along the way destroy the amulet and any materials that have gone into it.

Detection and Analysis

Treat an alchemical charm as if it were an elixir for detection purposes - see p. M88. In general, if an alchemist knows the formula for the elixir in question, he will be able to recognize it with five minutes examination and a successful Alchemy skill roll. If it has powers that he does not know the formula for, the GM may assign a penalty to the Alchemy roll, ranging from -1 to -10. As usual, the GM rolls for the player, and lies on any critical failures.

USING CHARMS

Amulets are treated as always-on magic items. There is no "time to cast," and they cost the user no fatigue. They protect the wearer at all times, whether the person knows what the amulet does or not. Moly amulets add their level to the wearer's Resistance roll, and subtract their level from the caster's spell skill roll - see *Magic Resistance*, p. M13.

Alchemical talismans - empowering devices - should have limited time use. Treat such an item as a magic item with an exclusive powerstone. The time the effects last should be equal to the time the elixir lasts. After that, the power fades, and the talisman becomes dormant. It "recharges" at a rate equal in days to the time in weeks it would take to create the appropriate *elixir*. Therefore, a talisman of Orpheus lasts 1d hours, and then takes three days to recharge before



it can be used again. A talisman of Tyche lasts 2d hours, then needs six days to recharge, and so on. Count only the time that a talisman is worn; it could sit in a chest for centuries without losing power.

There is no "cost to cast" for a talisman - no fatigue is spent activating one. The wearer must will the talisman to have its particular specific effect - simply willing it to "Do something!" won't work.

In a normal-mana area, most talismans work automatically when willed to. In a low-mana area, the user must roll against the adjusted skill of the alchemist who originally created the talisman. If a roll is required, apply any penalties to skill that the alchemist needed to roll to create the charm. Don't apply the 5-point subtraction that enchanted items undergo in a low-mana area.

COMMON ENCHANTMENT TABLE

The following pages list all the magic items described in *GURPS Magic* in tabular format, to aid the GM in selecting the appropriate items for his campaign, and to provide an easy reference to how a given spell is most commonly applied to enchantment. As many item descriptions from *Magic* include details not easily reproduced in tabular format, the GM should always check the text before introducing an item into his campaign.

Notes: A - indicates that the column does not apply.

A slash (/) between two entries in the same column indicates that there are two different commonly known enchantments for the spell in question, with differing values. See *Magic* for a detailed description of the differences between the items.

Under *Item* the following abbreviations are used:

A=Armor, Am=Amulet, Ar=Arrow, C=Clothing, CN=Compass Needle, Con=Container, Cr=Crypt or Coffin, F=Forked Stick, Fig=Figurine, G=Glove, H=Helmet, Crown or other headgear, J=Jewelry, MW=Missile Weapon, Q=Quiver, R=Rug or Mat, S=Staff, Sh=Shoes, Sl=Shield, W=Wand, Wep=Weapon.

Under *Time to Cast*, "Instant" means that the effect occurs as soon as the spell is finished, and is completed immediately. This entry is omitted for items that are always on, and for items whose

magic permanently affect only the item itself. All times are in seconds, unless otherwise noted.

The *Duration*, entry is omitted for items which are always on, and for those items that take effect only while worn or held.

Under *Energy to Cast*, if two numbers are separated by a slash, the first number is the cost to cast and the second number is the cost to maintain. A /h means cost to maintain is half the cost to cast. A /s means cost to maintain is the same as cost to cast.

Asking Price is a suggested value computed by doubling the cost to make the item, as figured from the table on p. M18. See p. 21.

Under *user* the following abbreviations are used: a=anyone can use or benefit from the item, i=permanently affects the item or area it's cast on, m=usable only by a mage, x=usable by a special class (see spell description), c=cursed, item will automatically have a negative effect on the bearer.

"Special" just means that the description is too complex to fit on a table - see the appropriate page number.

A "#" sign means there are exceptions to the amount given - see the appropriate page number.



Spell	Page	Item to Cast	Time	Duration	Energy to Cast	Energy to Create	Asking Price	User
Accuracy	M39	Wep	-	-	-	varies	varies	i
Age	M65	any/S, W	1 min.	Perm.	5 to 50	500/2,000	\$25,000/\$ 100,000	c/m
Air Jet	M31	S, W, J	1	1	1 to 3#	200	\$3,580	m
Air-Golem	M61	any	-	-	-	400	\$20,000	i
Alarm	M47	J	1	1 week	W	60	\$120	
Alertness	M60	C, J	-	-	-	300/point	\$15,000/point	a
Alter Body	M25	any (C, J)	-	-	-	4,000	\$200,000	a
Alter Visage	M25	any (C, J)	-	-	-	1,000	\$50,000	a
Analyze Magic	M49	S, W, J	1 hr.	instant	8	1,200	\$60,000	
Animate Plant	M67	plant	-	-	-	150 and up	varies	i
Animation	M64	human- or animal-shaped art	-	-	-	300 and up	\$15,000 up	i
Apportation	M60	S, W	1	1 min.	varies#	900	\$45,000	
Aura	M47	S, W, J	1	instant	3	100	\$200	m
Avoid	M58	area	-	-	-	300	\$15,000	i
Awaken	M44	W, S	1	instant	1	300	\$15,000	
Bane	M40	Wep	-	-	-	reduces	reduces	i
Banish	M65	holy artifacts	-	-	-	unknown	n/a	7
Banquet	M43	W, S, J	1	1 day	2 per meal	600	\$30,000	m
Beast Link	M21	matched jewelry	5	Special	3	500	\$25,000	
Beast Possession	M22	matched jewelry	5	1 min.	6/2	1,500	\$75,000	m
Beast Seeker	125, M21	F, CN	-	-	-	500	\$25,000	a
Beast Soother	M21	S, W, J	1	Perm.#	1 to 3	600	\$30,000	
Beast Speech	M22	S, W, J	1	1 min.	4/2	1,000 (one species)/ 4,000 (any creature)	\$50,000/ \$200,000	
Beast Summoning	M21	S, W, J	1	1 min.	3/2# 800 (any beast)	400 (one species)/ \$40,000	\$20,000/ \$37,500/\$25,000	m/a
Berserker	M57	S, W/bearskin cloak	4	10min.#	3/2	750/500	\$37,500/\$25,000	m/a
Bird Control	M22	S, W, J	1	1 min.	4/2	400 (one species)/ 800 (any bird)	\$20,000/ \$40,000	
Bless	M54	any	-	-	-	100/500/5000	\$400/\$25000/\$250,000	a
Bless Plants	M66	S	5 min.	1 crop/season	W	500	\$25,000	m
Blink	M62	C, J	1	Instant	2	800	\$40,000	
Blur	M50	S, W, J	2	1 min.	1 to 5/s	100 per point	varies	
Body of Air	M31	S, W, J	5	1 min.	4/2	800	\$40,000	
Body of Stone	M29	S, W, J	5	1 min.	10/hex#	1,500	\$75,000	
Body of Water	M36	S, W, J	5	1 min.	5/hex#	1,200	\$60,000	
Bravery	M56	any/S, W	1	1 hr.	2#	500	\$25,000	a/m
Breathe Air	M35	S, W, J, C	1	1 min.	4/2	150	\$1010	
Breathe Fire	M34	J	2	1	1 to 4	1,000	\$50,000	m
Breathe Water	M31	C, J	1	1 min.	4/2	400	\$20,000	
Charm	M59	any/S, W	3	1 min.	6/3	1,000 or 2,000/3000	\$50,000 or \$100,000/\$ 150,000	c/m
Clean	M51	S, W, cleaning instrument	1	Perm.	2	100	\$200	
Climbing	M24	Sh, G, C, J	-	-	-	250 x Climbing bonus	varies	a
Clouds	M31	S, W, J	10	10 min.	1/20/s	300	\$15,000	
Clumsiness	M23	any/S, W	1	1 min.	varies#	100 per point/800	varies/\$40,000	c/m
Cold	M33	S, W, J	1 min.	1 min.	3/hex#	400	\$20,000	
Compel Truth	M26	tore or heavy necklace	1	5 min.	4/2	600	\$30,000	c
Conceal Magic	M52	-	-	-	any	100 to 500	varies	i
Continual Light	M49	-	-	-	any	200/400/600 \$30,000	\$3,580/\$20,000/ \$30,000	i
Control Creation	M46	W, S	2	Instant	1 per hex #	400	\$20,000	
Control Elemental	M30	S, W, J	2	1 min.	Special	1,000	\$50,000	m
Control Illusion	M46	W, S	2	Perm.	1/hex#	300	\$15,000	
Control Person	M26	H	10 sec.	1 min	6/3	1,500	\$75,000	m
Control Zombie	M64	S, W, J	1	Perm.	3	500	\$25,000	m
Cook	M43	pot	-	-	-	30 per meal per day	varies	a
Cornucopia	M40	Q	-	-	-	special	varies	a
Create Air	M30	S, W, J	1	5#	1	200	\$3,580	

Common Enchantment Table

Spell	Page	Item to Cast	Time	Duration	Energy to Cast	Energy to Create	Asking Price	User
Create Earth	M29	S, W	1	Perm.	4/hex#	500	\$25,000	
Create Fire	M33	S, W, J	1	1 min.	2/1	300	\$15,000	
Create Food	M43	W, S, J/pot	30	Perm.	3/meal#	600/200 per meal per day	\$30,000/varies	m/a
Create Plant	M66	S	sec.=cost	IndefJ-	2/5 lbs.	1,000	\$50,000	m
Create Water	M35	S, W, J	1	Perm.	2/gal.	200	\$3,580	
Crystal Ball	M42	crystalball	-	-	-	1,000	\$50,000 (\$70,000 for +2)	m
Cure Disease	M45	W, S	10 min.#	Instant	4#	800 (cures one disease)/ 1,500 (cures any disease)	\$40,000/ \$75,000	m
Curse	M54	any	-	-	-	30/100/200	\$60/\$200/\$3,580	c
Curse Missile	M24	S, W	1 sec.+ other spell	varies#	2	+600	+30,000	m
Dancing Weapon	M40	Wep	-	-	-	1,000, 2,000 or 4,000 per Ib.	\$50,000, \$100,000 or \$200,000 per Ib.	a
Dark Vision	M50	S, W, J	1	1 min.	5/2	400	\$20,000	
Darkness	M50	area or R	-	-	-	120 per hex	varies	i
Daze	M57	any/S, W	2	1 min.	3/2	400/1,000	\$20,000/\$50,000	c/m
Death Vision	M63	S, W	3	1	2	600	\$30,000	m
Deathtouch	M24	s, w	1	Instant	1 to 3	2,500	\$125,000	m
Decay	M42	S, W	1	Perm.	1/meal	100	\$200	
Deflect	M41	C, A, SI	-	-	-	varies	varies	i
Dehydrate	M35	W, S	2	Perm.	1 to 3#	700	\$35,000	m
Destroy Water	M35	W, S, J	1	Perm.	3	300	\$15,000	
Detect Magic	M47	S, W, J/J	5	Instant	2	100/300	\$200/\$ 15,000	m/a
Dexterity	M23	any/S, W	1	1 min.	2 per DX+/s 2,000	2,000 per point/ \$100,000	\$100,000 per point/	a/m
Disintegrate	M51	W, S, G	1	Perm.	1 to 4#	1,500	\$75,000	m
Dispel Creation	M47	W, S	1	Instant	1 per hex#	500	\$25,000	
Dispel Illusion	M46	W, S	1	Instant	1/hex	400	\$20,000	
Distill	M43	kettle	10	Perm.	1/quart	400	\$20,000	
Drunkenness	M57	any/S, W	2	1 min.	varies#	200 per point/800	varies/\$40,000	c/m
Earth to Air	M29	S, W, J	2	Perm.	8/hex	750	\$37,500	m
Earth to Stone	M28	S, W, J	1	Perm.	5/hex#	300	\$15,000	
Earth Vision	M29	any	1	30	2/10 yds.	400	\$20,000	
Emotion Control	M59	any/S, W	1	Ihr.	2#	300/1,000 (one emotion), 2,200 (any emotion)	\$15,000/\$50,000, \$110,000	c/m
Enchant	M38	any	-	-	-	varies	varies	varies
Entombment	M29	S, W	3	Perm.	10#	1,200	\$60,000	m
Essential Flame	M34	W, S, J	3	1 min.	3/2#	800	\$40,000	m
Essential Water	M35	S, W, J	1	Perm.	3/gal.	800	\$40,000	m
Ethereal Body	M63	S, W, J, cape/gem	30	10	8/4	3,000 (cape: 8,000)/100	\$150,000 (cape: \$400,000)/\$ 1,200	i
Explosive Fireball	M34	s, w	1 to 3	Instant	2 to 6#	1,200	\$60,000	m
Extinguish Fire	M33	S, W, J	1	Perm.	3/hex	400	\$20,000	
False Memory	125, M58	-	-	-	500	\$25,000		
Far-Hearing	M70	C, J	3	1 min.	4/2	400	\$20,000	m
Fatigue	M25	S, W/any	1	1 min.	1 per ST-/hr	900/100 per point	\$45,000/varies	m/c
Fear	M56	any/S, W	1	10min.#	1#	200/300	\$3,580/\$ 15,000	c/m
Ferment	M43	keg	10	Ihr.	1 per pint or loaf	50 per gallon x uses per day	varies	a
Find Direction	M47	CN	1	Instant	2	250	\$9020	
Find Weakness	M51	J	2	Instant	1#	100	\$200	
Fireball	M34	s, w	1 to 3	Instant	1 to 3#	800	\$40,000	m
Fireproof	M33	area	-	-	-	300 or 600 per hex	\$15,000 or \$30,000 per hex	i
Fish Control	M21	S, W, J	1	1 min.	3/2	400 (one species)/ 800 (any fish)	\$20,000/\$40,000	
Flame Jet	M34	J	1	1	1-3/s#	800	\$40,000	m
Flaming Missiles	M34	-	-	-	MW	1,000	\$50,000	a
Flaming Weapon	M34	Wep	-	-	-	750	\$37,500	i
Flesh to Stone	M29	S, W	2	Perm.	10/hex#	1,000	\$50,000	m
Flight	M62	S, W, J	2	1 min.	5/3	2,500	\$125,000	m



Common Enchantment Table

SpEH	Page	Item to Cast	Time	Duration	Energy to Cast	Energy to Create	Asking Price	User
Fog	M36	S,W, J	1	1 min.	2/1	300	\$15,000	
Foolishness	M57	any/S, W	1 sec.	1 min.	1 per IQ-/h	100 per point/800	varies/\$40,000	c/m
Forest Warning	125,,M66	area	-	-	-	100 per hex	varies	i
Forgetfulness	M57	any	-	-	-	500	\$25,000	c
Fortify	M40	C,A	-	-	-	varies	varies	i
Freeze	M37	S,W,J	10	varies#	6/hex#	200	\$37,500	
Frost	M36	S,W,J	1	varies#	1	200	\$37,500	
Frostbite	M37	W, S	3	Perm.	1 to 3#	700	\$35,000	m
Gift of Letters	M27	H, J	-	-	-	300 per language	\$ 1 5,000 per language	a
Gift of Tongues	M27	H, J	-	-	-	300 per language	\$15,000 per language	a
Glass Wall	M49	S,W,J	1	1 min.	4/2	600	\$30,000	
Glue	M60	W, S, J/area	1	10 min.	3/3	900/300	\$45,000/\$15, 000	i
Golem	M39	golem	-	-	-	varies	varies	i
Great Geas	M59	any	-	„	-	4,000	\$200,000	c
Great Haste	M60	S, J	3	10	5#	2,000	\$100,000	
Great Voice	M69	S, W, H, J	2	1 min.	3/1	200	\$3,580	
Great Wish	M39	J	-	-	-	2,000	\$100,000	a
Hail	M37	S	1	1 min.	1/5/s#	500	\$25,000	m
Halt Aging	M45	J	-	-	-	10,000	\$500,000	a
Haste	M60	S,J	2	1 min.	2/1#	250 per point	varies	
Hawk Flight	M62	S,W,J	3	1 min.	8/4	3,000	\$150,000	m
Hawk Vision	M50	C,J	2	1 min.	4/2	400	\$20,000	
Heal Plant	M66	S	1 min.	Perm.	3#	400	\$20,000	
Heat	M33	S,W, J	1 min.	1 min.	3/hex#	400	\$20,000	
Hex	M38	any	-	-	-	200	\$3,580	c
Hide	M50	J, W, S/any	1	1 min.	2/1	1,000/200 per point	\$50,000/varies	i
Hide Path	M67	cloak	1	1 min.	2/1	300	\$15,000	
Hide Thoughts	M26	H	1	10 min.	3/1	400	\$20,000	
Hideaway	M39	Con	-	-	-	50 or 100 per lb.	varies	i
Hinder	M25	S, W/any	1	1 min.	1 to 4/s	600/200 per point	\$30,000/varies	m/c
Hush	M70	C,J	2	10#	2/1	200	\$3,580	
Ice Dagger	M36	J	1 to 3	Instant	1 to 3#	400	\$20,000	m
IceSlick	M37	R/W, S, J	2#	varies#	3	100 per hex/250	varies/\$9,020	c
Ice Sphere	M36	S,W	1 to 3	Instant	1 to 3#	400	\$20,000	m
Ice Vision	M37	any	1	30	2/10yds.#	400	\$20,000	
Icy Weapon	M36	Wep	-	-	-	750	\$37,500	i
Identify Plant	M66	W, S	1	Instant	2	200	\$3,580	
Identify Spell	M49	S,W,J	1	Instant	2	1,100	\$55,000	
Ignite Fire	M32	S,W,J	1	1	1 to 4#	100	\$200	
Illusion Disguise	M46	J,C	-	-	-	150 (simple)/300 (complex)/ 500 (perfect)	\$ 1,010/ \$15,000/\$25,000	a
Illusion Shell	M46	any	-	-	-	200 and up	varies	i
Infravision	M50	S,W,J	1	1 min.	3/1	100	\$200	
Insect Control	M21	S,W,J	1	1 min.	3/2	300 (one species)/ 600 (any insect)	\$15,000/\$30,000	
Instant Regeneration	M45	Special	Perm.	80#	W, S	4,000	\$200,000	m
Instant Restoration	M45	Special	Perm.	50#	W, S	2,500	\$125,000	m
Invisibility	M50	J, W, S/any	3	1 min.	5/3	1,200/500 per hex or 50 lbs.	\$60,000/\$25,000 per hex or 50 lbs.	i
Invisible Wizard Eye	M49	carved eyeball	4 sec.	1 min.	5/3	1,600	\$80,000	m
Iron Arm	M68	bracelet	1	Instant	1	600	\$30,000	
Itch	M23	S, W/any	1	Scratch^	2	100/60	\$200/\$120	m/c
Keen Ears	M60	C,J	-	-	-	150 per point	varies	a
Keen Eyes	M60	C,J	-	-	-	150 per point	varies	a
Keen Nose	M60	C,J	-	-	-	100 per point	varies	a
Knots	M52	rope	-	-	-	20/foot	varies	i
Lend Health	M44	W, S,J	1	1 hr.	1 per HT loaned	250	\$9,020	
Lend Strength	M44	W,S,J	1	Perm.	varies	100	\$200	
Lesser Geas	M59	any	-	-	-	2,000	\$100,000	c
Lesser Wish	M39	J	-	-	-	180	\$2,110	a
Levitation	M61	S, W, J/R	2	1 min	1 per 80 lbs./h	800/700 per hex	\$40,000/\$35,000 per hex	a
Light	M49	W,S,J	1	1 min.	1/1	100	\$200	

Common Enchantment Table



<i>Spell</i>	<i>Page</i>	<i>Item to Cast</i>	<i>Time</i>	<i>Duration</i>	<i>Energy to Cast</i>	<i>Energy to Create</i>	<i>Asking Price</i>	<i>User</i>
Light Jet	M49	G, ring	1	1 min.	2/1	200	\$3,580	
Lighten	M41	A, SI	–	–	–	200 or 500	\$3,580 or \$25,000	i
Lighten Burden	125, M60	backpack	–	–	–	300 (25% reduction)/ 600 (50% reduction)	\$15,000/\$30,000	i
Lightning	M32	S, W	1 to 3	Instant -	1 to 3#	800	\$40,000	m
Limit	M41	any	–	–	–	200	\$3,580	a
Link	M55	any	–	–	–	200	\$10,000	i
Lockmaster	M61	platinum key	10	Perm.	3#	2,000	\$100,000	
Locksmith	M61	gold key	1	1 min.J	2/2	1,000	\$50,000	
Loyal Sword	M40	Wep	–	–	–	750 per lb.	\$37,500 per lb.	i
Loyalty	M59	any/S, W	2	1 hr	2/2#	500/2,000	\$25,000/\$ 100,000	c/m
Madness	M58	any/S, W	2	1 min.	4/2	500/1,000	\$25,000/\$50,000	c/a
Mage Sight	M49	S, W, J	1	1 min.	3/2	1,200	\$60,000	
Mage-Stealth	M70	C, J	3	1 min.	3/1	500	\$25,000	
Magelock	M68	key	4 sec.	6hrs.	3/2	200	\$3,850	
Magic Resistance	M53	W, S, Wep, J/any	3 sec.	1 min.	1 to 5s	300 per point/ 200 per point	\$15,000 per point/varies	i
Mammal Control	M22	S, W, J	1	1 min.	5/3	600 (one species)/ 1,200 (any mammal)	\$30,000/\$60,000	
Major Healing	M44	W, S	1	Perm.	1 to 4#	1,500	\$75,000	m or x
Manipulate	125, M61	W, S, G	3	1 min.	4/3#			
Mass Suggestion	M59	musical instrument	sec.=cost	10 min.	4/2#	1,500	\$75,000	X
Master	M21	S, W, J	1	Indef.	2	800	\$40,000	
Measurement	M47	varies	1	Instant	1#	50	\$100	
Melt Ice	M37	S, W, J	10	Perm.J	1#	300	\$15,000	
Mental Stun	125, M57	any/S, W	1	Instant	2	500/1,100	\$25,000/\$55,000	c/m
Might	M23	any/S, W	1	1 min.	2 per. ST+/ 1,500	1,500 per point/ \$75,000	\$75,000 per point/	a/m
Mind Reading	M26	H	10	1 min.	4/2	1,000	\$50,000	m
Mind Search	M26	H	1 min.	1 min.	6/3	1,500	\$75,000	m
Mind-Sending	M26	H	4	1 min.	4/4	1,500	\$75,000	m
Mindlessness	M58	any	–	–	–	800	\$40,000	c
Minor Healing	M44	W, S	1	Perm.	1 to 3#	600	\$30,000	m or x
Missile Shield	M68	W, S, Wep, A	–	–	–	400	\$20,000	a
Mollusk Control	M22	S, W, J	1	1 min.	3/2	400 (one species)/ 700 (any mollusk)	\$20,000/\$35,000	
Monk's Banquet	M43	C, J	1	24 hrs.	6	1,000	\$50,000	m or x
Mystic Mist	M68	Am/only rumors	–	–	–	400/unknown	\$20,000/n/a	a/?
Name	M41	any	–	–	–	400 or 200	\$20,000 or \$3,580	i
Neutralize Poison	M45	W, S	30 sec.	Perm.	5#	400 (cures one poison)/ 1,500 (cures any poison)	\$20,000/ \$75,000	m or x
Night Vision	M50	S, W, J	1	1 min.	3/1	200	\$1010	
Nightingale	M67	area	–	–	–	100/hex	varies	i
Nightmare	M58	W, S/any	1 min.	1 hr.	6	800/500	\$40,000/\$25,000	c/m
No-Smell	M31	J	1	1 hr.	2#	150	\$1010	
Noise	M69	area, R	–	–	–	100 per hex	varies	i
Odor	M32	J	1	1 hr.#	1	40	\$80	
Pain	M23	S, W/any	2	1	2	400/300	\$20,000/\$ 15,000	m/c
Panic	125, M56	S, W	1	1 min.	4/2	500	\$25,000	m
Paralyze Limb	M24	s, w	1	1 min.	3#	1,000	\$50,000	m
Password	M41	any	–	–	–	400 or 200	\$20,000 or \$3,580	i
Pathfinder	M48	F, CN	10	Instant	4#	1,000	\$50,000	
Peaceful Sleep	M58	W, S/any	30	8 hrs.	4	900/800	\$45,000/\$40,000	a
Pentagram	M54	area	–	–	–	10 per hex	varies	i
Permanent Forgetfulness	M57	any	–	–	–	1,000	\$50,000	c
Permanent Possession	M27	H	5 min.	Indef.	30	3,000	\$150,000	m
Persuasion	M26	H	1	1 min.	2 x bonus	1,000	\$50,000	m
Pestilence	M65	S, W	30	Perm.	6	1,000	\$50,000	m
Phantom Flame	M34	W, S, J	1	1 min.	1/1	200	\$3,580	
Planar Summons	M65	only rumors	–	–	–	unknown	n/a	7
Plant Form	M67	S, W	1	1 hr.	5/2	1,200	\$60,000	

Spell	Page	Item to Cast	Time	Duration	Energy to Cast	Energy to Create	Asking Price	User
Plant Growth	M66	S, W	10	1 min.	3/2	300	\$15,000	
Plant Sense	M67	S, Fig	1	1 min.	3/2	500	\$25,000	
Poison Food	M42	s, w	1	Perm.	3 per meal	600	\$30,000	
Poltergeist	M61	s, w	1	Instant	1 or 2#	1,000	\$50,000	m
Possession	M27	H	-	Perm:	varies#	2,500	\$125,000	m
Power	M38	any	-	-	-	varies	varies	
Powerstone	M41	gem	-	-	-	varies	varies	m
Preserve Food	M42	S, W, J/Con	1	1 week	Special	200/20 per Ib.	\$3,580/varies	i
Puissance	M39	Wep	-	-	-	varies	varies	i
Purify Air	M30	S, W, J	1	Instant	1	50	\$100	
Purify Food	M42	S, W, J	1	Perm.	1 per lb.	400	\$20,000	
Purify Water	M35	hoop of	5-10 sec./gal.#	Perm.	1/gal.	50	\$100	
Quick-Draw	M39	bone or ivory Wep/Q	-	-	-	300 per lb./ 2,000	\$15,000 per lb./ \$100,000	i
Quick March	125, M60	Sh, J	1 min.	1 day's march	4#	400	\$20,000	
Rain	M31	S, W	1 min.	1 hr.	1/10/s	600	\$30,000	m
Rear Vision	M60	Wep, C, J	1	1 min.	3/1	1,000	\$50,000	
Recover Strength	M44	J	-	-	-	1,000	\$50,000	a
Regeneration	M45	W, S	Special^	Perm.	20#	3,000	\$150,000	m
Reptile Control	M22	S, W, J	1	1 min.	4/2	400 (one species)/ 800 (any reptile)	\$20,000/ \$40,000	
Reshape	M51	G	10	1 min.	6/3	500	\$25,000	m
Resist Cold	M33	S, W, J	1	1 min.	2/hex#	800	\$40,000	
Resist Fire	M33	S, W, J	1	1 min.	2/hex#	800	\$40,000	
Resist Pain	M25	any	-	-	-	800	\$40,000	a
Restoration	M45	W, S	1 min.#	Perm.	15#	2,000	\$100,000	m
Resurrection	M45	only rumored	-	-	-	unknown	n/a	unknown
Reverse Missiles	M68	W, S, Wep, A	-	-	-	600	\$30,000	a
Rider	M22	S, W, J	1	5 min.	2/1	800 (one species)/ 3,000 (any creature)	\$40,000/\$ 15,000	
Rider Within	M22	matched jewelry	3	1 min.	4/1	1,000	\$50,000	m
Rooted Feet	M25	S, W/any	1	1 min.#	3	400/600	\$20,000/\$30,000	m/c
Sand Jet	125, M28	J, S, W	1	1	1 to 3/s	600	\$30,000	m
Scribe	M70	pen	-	-	-	350	\$17,500	a
Scroll	M38	scroll	-	-	-	-	\$25 x days to create	m
Scryguard	M52	-	-	-	-	500 per hex	\$25,000 per hex	i
See Invisible	M50	S, W, J	1	1 min.	4/2	400	\$20,000	
See Secrets	M48	S, W, J	5	1 min.	5/2	400	\$20,000	
Seek Earth	M28	F	10	Instant	3	50	\$100	
Seek Food	M42	F	1	Instant	2	300	\$15,000	
Seek Plant	M66	W, S, Fig	1	Instant	2	50	\$100	
Seek Water	M35	F	1	Instant	2	40	\$340	
Seeker	M47	F, CN	1	Instant	3#	500	\$25,000	
Sense Danger	M67	W, S, J	1	Instant	3	400	\$20,000	
Sense Emotion	M25	S, W, J	1	Instant	2	300	\$15,000	
Sense Foes	M25	S, W, J	1	Instant	1 (min. 2)#	200	\$3,580	
Sense Life	M25	S, W, J	1	Instant	1/2 (min. 1)#	80	\$160	
Sense Spirit	M63	S, W, J/gem	1	Instant	1/2	100/100 per hex	\$200/varies	m/i
Shape Air	M30	S, W, J	1	1 min.	1 to 10#	200	\$3,580	
Shape Darkness	M50	S, W, J	1	1 min.	2/2#	200	\$3,580	
Shape Earth	M28	S, W, J, digging tool	1	1 min.	2/hex/1/hex	200	\$3,580	
Shape Fire	M33	S, W, J	1	1 min.	2/1	400	\$20,000	
Shape Plant	M66	G	10 sec.	1 min.	3/W	500	\$25,000	
Shape Stone	M28	S, W, J, digging tool	1	1 min.	4/hex/2/hex#	500	\$25,000	
Shape Water	M35	S, W, J	2	1 min.	1/1#	400	\$20,000	
Shapeshift Others	M23	S, W/animal skin	30	1 hr.	6/2	3,000	\$150,000	m or c
Shapeshifts	M23	J/animal skin	3	JJtm	£12		\$75,000/\$150,000	or x
Shatter	M53	W, S, G	4	1 min.	Special	500	\$25,000	m
Shatterproof	M52	any	-	-	-	400	\$20,000	i
Sickness	M57	any/S, W	4	1 min.	3/3	300/1,500	\$15,000/\$75,000	c/m

Common Enchantment Table



<i>Spell</i>	<i>Page</i>	<i>Item to Cast</i>	<i>Time</i>	<i>Duration</i>	<i>Energy to Cast</i>	<i>Energy to Create</i>	<i>Asking Price</i>	<i>User</i>
Silence	M69	area, R	-	-	-	80 per hex	varies	i
Skull Spirit	M64	skull	-	-	-	40	\$80	a
Sleep	M57	any/S, W	3	Instant	4	600/1,200	\$30,000/\$60,000	c/m
Slow Fall	M60	C, J	1	1 min.	1 per 50 lbs./h	1,000	\$50,000	
Snow	M37	S	1	1 hr.	1/15#	450	\$22,500	m
Snow Shoes	M37	Sh	2	1 min.	2/1	350	\$17,500	
Soul Rider	M26	matched jewelry	3	1 min.	5/2	1,000	\$50,000	m
Sound	M69	any	-	-	-	50	\$100	i
Sound Jet	M69	S, W, J	1	1	1 to 4#/s	400	\$20,000	m
Sound Vision	M70	S, W, J	1	1 min.	5/2	400	\$20,000	
Spasm	M23	S, W/any	1 sec.	A moment	2	300/100	\$15,000/\$100	m/c
Speed	M38	any	-	Perm.	500#	varies	varies	
Spell Shield	M53	Con/R or area	-	-	-	250 per cubic foot/ 400 per hex	varies/ \$20,000 per hex	
Staff	M41	S, W	-	-	-	30	\$60	m
Steal Health	M64	S, W, J/any	1 min./3 HT-#	Perm.	none#	1,500/200 per point	\$75,000/varies	m/c
Steal Strength	M64	S, W, J	1 min./3 ST-#	Perm.	none#	800	\$40,000	
Steal Youth	M65	S, W, J	1 hr.	Perm.	10 to 30	8,000	\$400,000	m
Stench	M32	S, W, J	1	5 min.	1#	60	\$120	
Sterilize	M44	W, S	varies#	Instant	3/hex#	400	\$20,000	
Stone Missile	M29	s, w	1/energy pt.	Instant	1-3#	400	\$20,000	m
Stone to Earth	M28	S, W, J	1	Perm.	10/hex#	400	\$20,000	
Stone to Flesh	M29	s, w	5	Perm.	10/hex#	1,000	\$50,000	m
Strike Blind	M24	any/S, W	1	10	4/2	500/2,000	\$25,000/\$ 100,000	c/m
Strike Deaf	M24	any/S, W	1	10	3/1	400/1,000	\$20,000/\$50,000	c/m
Strike Dumb	M24	any/S, W	1	10	3/1	500/2,500	\$2,500/\$125,000	c/m
Stun	125, M23	any/S, W	1	Instant	2	500/1,100	\$25,000/\$55,000	c/m
Suggestion	M59	any/W, S	10	10 min.	4/3	400/500	\$20,000/\$25,000	c/m
Summon Demon	M65	only rumors	-	-	-	unknown	n/a	?
Summon Elemental	M30	S, W, J	30	1 hr.#	4	800	\$40,000	m
Summon Shade	M63	S, W, J	10 min.#	1 min.	50/20	800	\$40,000	m
Summon Spirit	M63	S, W, J	5 min.	1 min.	20/10#	1,000	\$50,000	m
Suspended Animation	M44	J, Ar, C/Cr	-	-	-	2,000/2,000 per occupant	\$100,000/\$ 100,000 per occupant	a
Swim	M62	S, W, J, cape	3	1 min.	6/3	1,000	\$50,000	
Tangle Growth	M66	area	-	-	-	20 (grass) or 30 (trees & shrubs) per hex	varies	i
Tanglefoot	M25	S, W	1	Instant	2	600	\$30,000	m
Telepathy	M26	H	4	1 min.	4/4#	2,000	\$100,000	m
Teleport	M62	S, W	1	Instant	varies#	3,000	\$150,000	m
Teleport Other	M62	S, W	1	Instant	varies#	3,000 (any place), 2,000 (one place)	\$150,000, \$100,000	m
Teleport Shield	M68	area	-	-	-	50 per hex	varies	i
Tell Time	M47	J	1	Instant	varies#	250	\$9020	
Test Food	M42	S, W, J	1	Instant	1 to 3#	100	\$200	
Terror	125, M56	S, W	1	Instant	4#	600	\$30,000	m
Thunderclap	125, M69	G, S, W, J	1	Instant	2	300	\$15,000	
Total Paralysis	M24	S, W	1	1 min.	5#	2,000	\$100,000	m
Truthsayer	M26	H	1	Instant	2	500	\$25,000	
Turn Zombie	M64	S, W, J	2	1 day	2#	600	\$30,000	m or x
Umbrella	M36	J	-	-	-	100	\$200	a
Undo	M61	W, S, G/Am	1	Instant	3 or 6#	400/40	\$20,000/\$80	a
Vigor	M24	any/S, W	1	1 min.	2 per HT+/#	1,500 per point/ 1,000	\$75,000 per point/ \$50,000	a/m
Voices	M69	any	-	-	-	20 per word	varies	i
Walk on Air	M31	S, W, J, Sh	1	1 min.	3/2	500	\$25,000	
Walk On Water	M35	S, W, J, C	4	1 min.	3/2	500	\$25,000	
Walk Through Earth	M28	gray cloak or silver jewelry	1	1	4/3#	1,200	\$60,000	
Wall of Silence	M69	area, R	-	-	-	100 per hex	varies	i
Wallwalker	M61	J, S	1	1 min.	1 per 50 lbs./h#	1,000	\$50,000	
Watchdog	M67	area	-	-	-	200/hex	varies	i
Water Jet	M36	S, W, J	1	1	1 to 3#	600	\$30,000	m

Spell	Page	Item to Cast	Time	Duration	Energy to Cast	Energy to Create	Asking Price	User
Water to Wine	M43	drinking vessel	10	Perm.	4 per gal.#	50 per gallon	varies	
Water Vision	M36	any	1	30	1/1#	200	\$3,580	
Weaken	M51	W,S,G	5	Perm.	2	200	\$3,580	
Winged Knife	M63	Wep	-	-	-	300 per Ib.	\$15,000	a
Wisdom	M59	any/S, W	1	1 min.	varies#	2,000 per point/ 2,000	\$100,000 per point/\$ 100,000	any/m
Wish	M39	J	-	-	-	250	\$9,020	a
Wither Limb	M24	S,W	1	Perm.	5	2,000	\$100,000	m
Wither Plant	M66	s, w	10	Perm.	2	200	\$3,580	
Wizard Ear	M70	painting or sculpture of ear	2	1 min.	4/3	450	\$22,500	
Wizard Eye	M48	carved eyeball	2	1 min.	4/2	1,100	\$55,000	m

NEW STOCK ITEMS

Many of the spells listed in *GURPS Magic* have no corresponding magic items. In some cases this was done for reasons of play balance, but many of the omitted spells can be easily brought into line with other items from *Magic*. The items below may be regarded as generally known enchantment variations for their corresponding spells. Suggested asking price for each item is given in parenthesis after the energy cost to create.

Beast Seeker M21

Item: A forked stick (wood, bone or ivory) or compass-needle (carved out of bone) which will point to a particular species of animal, specified when the item is created, or to any animal. One ounce bone from the animal species must be used in making the item. Energy cost to create: 500 (\$25,000).

False Memory M58

Item: Any item. Always on; causes the wearer to remember one false memory specified when the item is created. Wearer will forget the memory one hour after item is removed. Energy cost to create: 500 (\$25,000).

Forest Warning M66

Item: Can be cast permanently on an area of plant growth. Energy cost to create: 100 per hex (varies).

lightenBurden M60

Item: Backpack. Reduces the weight of equipment held in backpack. Energy cost to create: 300 for 25 percent reduction (\$15,000); 600 for 50% reduction (\$30,000).

Manipulate M61

Item: Wand, staff or glove. Energy cost to create: 600 (\$30,000).

Mental Stun M57

Items: (a) Any item. Always on; wearer is mentally stunned until it is removed. Energy cost to create: 500 (\$25,000). (b) Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 1,100 (\$55,000).

Panic M56

Item: Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 500 (\$25,000).



Quick March M60

Item: Footwear or jewelry. Works for wearer only. Energy cost to create: 400 (\$20,000).

Sand Jet M28

Item: Jewelry, staff or wand: usable only by mage. Energy cost to create: 600 (\$30,000).

Stun M23

Items: (a) Any item. Always on; wearer is stunned until it is removed. Energy cost to create: 500 (\$25,000). (b) Staffer wand. Usable by mage only; must touch subject. Energy cost to create: 1,100 (\$55,000).

Terror M56

Item: Staff or wand. Usable by mage only; must touch subject. Energy cost to create: 600 (\$30,000).

Thunderclap M69

Item: Gloves, staff, wand or jewelry. Energy cost to create: 300 (\$15,000).

MAGIC ITEM INDEX

Abaddon, the Chariot of Death	82	Convenient Diversion	73	Glide Boots	33
Accurate Shield	28	Counterfeit Checker	78	Glutton's Mint	41
Agonizing Whip	98	Cowardly Key	78	Goldbow	95
Alarum	89	Cross-Dresser's Jabot	40	Golem Shield	28
Alchemical Arrow	94	Crystal Map	60	Grand Ascentor	62
Alicorn	48	Dagger Tube	97	Grapple Bow	74
All-Purpose Identity Paper	71	Dancing Dice	73	Greater Runestones	61
Ambrosia's Wand	66	Dancing Shoes	33	Gremlin Gems	54
Animate Armor	24	Deceiver	90	Hag's Opal	41
Aper's Prompter	71	Defender	90	Halitosis Tankard	42
Armor Ring	24	Demi-Buckler	28	Halopian Cell	74
Arthurian Ensemble	89	Demon Armor	24	Head Jar	104
Artificial Archmage	60	Demon Wand	103	Healer's Glass	48
Assassin's Knife	98	Dervish Blades	99	Healing Glove	49
Attentive Insect	71	Dip's Ring	73	Healing Grass	49
Attractive Jewelry	53	Dis, the Chariot of Fear	82	Healing Slumber Bracelet	49
Avalanche Sling	94	Diviner Coins	61	Hidden Swords	91
Banishment Censer	103	Diviner's Tiles	60	Hitobana	74
Beast Staff	67	Doomfeather	40	Holding Ring	74
Beauty's Veil	32	Dragonhide	25	Hoop Portals	83
Beggar-King's Cloak	71	Druid's Revenge	40	Hotfinger Ring	54
Berserker's Axe	98	Dwarven Mail	25	Hufewdo's Portal, or Hufewdo's Hoop	84
Bickering Brothers, The	89	Ear Drum	40	Hypnosis Medallion	54
Binding Uniforms	32	Ecstasy Ring	54	Immunity Ring	54
Birth Control Talisman	48	Elemental Generator	61	Impact Medallion	29
Blank Cards	72	Elmer's Rope	41	Incandescent Nail	74
Bloodberries	103	Elven Silversilk	25	Inconspicuous Veil	34
Bomb-Prodd	94	Emergency Rope	73	Infinite Sleeves	34
Brawler's Gauntlets	39	Enchanter's Scabbard	61	Innocence Stone	75
BungeeSash	32	Enchanter's Staff	67	Inquisitor's Hood	78
Burbane's Staff	67	Endowment Staff	67	Insanity Blots	42
Burrowing Blowpipe	95	Enveloping Bolas	97	Intoxicating Goblet	42
Cacophonous and Harmonious Bangles	53	Equalizer	90	Invisible Armor	26
Carello's Convenient Handle	73	Equestrian Armor	26	Invulnerable Kobold, The	54
Cat's Paws	32	Erindir's Endless Path	83	Itching Powder	42
Cauldron of Rebirth, The	103	Frisian's Sword	90	Itchy-Finger Gloves	75
Chameleon Suit	72	Escape Shield	83	Jailing Key	42
Change Purse	32	Evasive Armor	26	Jonas Blade	91
Chariots of Hell, The	82	Everfull Coin Purse	73	Juggernaut Armor	26
Chipmunk Nut	39	Eyeless Face	73	Kickboxer's Shirt	100
Chivalric Talisman	39	Faerie Shoes	33	Knack Tattoos	62
Choker Chain	39	Fencing Satchel	74	Knifeman's Sleeves	97
Chronos' Watches	53	Fertility Talisman	48	Lamp of the Shadow Ark, The	84
Clenching Ring	40	Fever Cloths	48	Landscape Cape	34
Clown Suit	32	Flossbond	78	Lapis Potentissimus	62
Color-Changing Cloth	33	Flying Carpets and Brooms	83	Liar's Brooch	75
Comfortable Clothing	33	Forger's Quill	74	Liberating Talisman	75
Commander's Sword	90	Fortifier	48	Life Token	49
Complete Thief's Kit, The	72	Fouling Stone	41	Lightning Staff	68
Concealing Floorboard	78	Gaffer Chest	41	Loophole Pen	75
Concealing Glove	72	Gawain's Belt	89	Loosefingers	91
Contagious Stone	28	Gender Bender	33	Lorestone	62
		Gift of Forgetfulness	41		



INDEX



Abbadon, 82.
 Accidental spells, 14, 17.
 Amulets, 115-117.
 Anachronism, 7.
 Arlon, 87.
 Armor, 22-27; *common spells*, 23.
 Arros, 89.
 Asking price, 21.
 Axes, 98.

Dallo, 31.
 Dark Elves, 38, 102.
 Darros, 89.
 Dis, 82.
 Divine gifts, 15.
 Do-It-Yourself Enchantments, 7.
 Dragons, 25, 56.
 Dwarves, 14, 23, 25.

Illegal items, 69-79.
 Insect Men, 15.
 Intelligent swords, 87.

Jewelry, 51-57; *common spells*, 52.

Kargreave, 23.

Lapis Potentissimus, 62.
 Laramon the Bard, 44.

Leprechauns, 14, 31, 33.
 Liches, 102.

Lost secrets, 14.
 Lost spells, 17.
 Luxury items, 17.

Mage's tools, 58-68; *common spells*, 59.

Magic item table, 126-127.
 Magic shops, 9-10.

Magical brokers, 8.
 Mana basins, 12, 55.

ManaTree, 11.
 Mana, 63.

Maps, 75.
 Marduk, 82.
 Mekro's Colossus, 27.

Mer-folk, 61.
 Merchants, 8-19.
 Mummy, 104.

Naming magic items, 8.
 Necromancy, 38, 47, 101-107; *common spells*, 102.

New Caliburn, 89.
 New spells, 17.
 New stock items, 125.
 Nonviolent items, 16.

One-shot enchantment, 21.
 Other campaigns, 18.

Patrons, 15-16.
 Powerstones, 39, 59, 62-63, 65, 66, 108, *economics*, *W9'quirks*, 110-111.
 Price of magic items, 8.

Quirks, 110-111.

Races, 13.
 Ranged weapons, 94-97.
 Religion, 47.
 Remove Curse, 24.
 Renaida, 52.
 Research, 17.
 Runestones, 62.

Sea Elves, 61.
 Secret spells, 17.
 Shields, 28-29.
 Siege engines, 16.
 Skill level, 21.
 Spacesuit, 24.
 Spells, 17, 20.
 Starting a campaign, 5.
 Staves, 66-68.
 Surtur, 93.
 Sword Spirit spell, 87.
 Swords, 89-94.

Technology, 7.
 Thief's items, 69-79; *common spells*, 70.

Throwing weapons, 97.
 Thulin, 98.
 Toys, 17.
 Trade in magic items, 9.
 Transportation, 80-85.
 Traps, 37-45.
 Tricks, 37-45.

Underground Market, 16.
 Unique magic items, 12.
 Unique spells, 17.
 Universities, 12-13.
 Unknown spells, 17.

Vampires, 102-103, 106-107.
 Variant spells, 17.

Wands, 66-68.
 Weapons, 86-100; *common enchantments*, 88.
 Wizard's tools, 58-68; *common spells*, 59.

Yierasumus, 57.
 Ymir, 93.
 Yrth, 98.

Zebulon, 59.
 Zyle, 81.



Bales, 15, 38, 102.
 Bartolomeus, 70.
 Berlow, 47.
 Blaatchep, 38.
 Black Market, 16, 38, 68.
 Bows, 94-97.
 Brokers, 8, 18.
 Burbane, 67.
 Buttons' Miraculous Dish Cleaner, 16.
 Buying magic items, 6, 8; *with character points*, 6.

Carello, 73.
 Centaurs, 15.
 Character creation, 5.
 Character points, 6.
 Charms, 115-117.
 Chastity belts, 32.
 Church, 16, 47.
 Circles, 12-13.
 Clothing, 30-36; *common spells*, 31.
 Colleges, 13.
 Commissioning magic items, 8.
 Common Enchantment Table, 118-125.
 Component spells, 20.
 Cursed items, 5, 37-45; *common curses*, 38.

Eliaz, 102.
 Elixirs, 112-114.
 Ellyllon, 15.
 Elves, 12-14, 25.
 Enchantment, 7.
 Erindir, 83.
 Eristan, 90.
 Extralegal items, 69-79; *common spells*, 70.

Extraplanar artifacts, 15.
 Ezarian, 68.

Faerie, 12.
 Fauns, 15.
 Finding magic items, 5.
 Fishmen, 15.

Game balance, p. 5.
 Gawain's Belt, 89.
 Ghouls, 15.
 Gifts, 5.
 GM advice, 20.
 Gnomes, 14.
 Goblins, 14, 25.
 Gods, 15.
 Guilds, 16.

Healing, 46-50.
 Horse, 26.
 Hufwedo, 84.



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