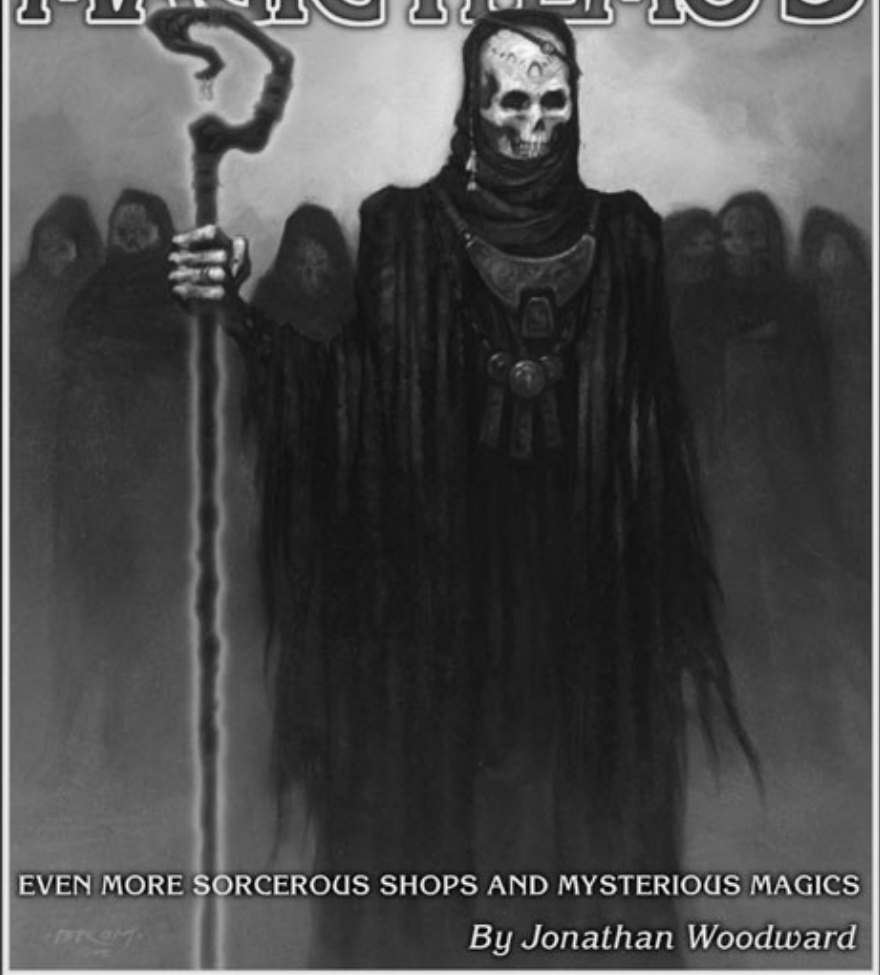


G U R P S[®]

MAGIC ITEMS 3



EVEN MORE SORCEROUS SHOPS AND MYSTERIOUS MAGICS

By Jonathan Woodward

STEVE JACKSON GAMES

Introduction

"It's definitely refined metal, probably steel, probably a spaceship," reported the computer. "There are no EM emissions, and it's dead cold, so it has to be abandoned."

"I.e., salvage," said the captain.

"...I.e., salvage," confirmed the computer. "But..."

"But'?" asked the captain, as she carefully brought the ship down from cruising velocity.

"But, it appears to be intermingled with an asteroid. And, it's much too small. Too dense."

"Well, we'll know for sure in a minute. That should be it right there. ...Okay, that's an odd design..." The "ship" was long and thin, and appeared to go straight through the roughly-round asteroid like a pen through an orange, except that pens aren't flat, with hilts.

"It looks like a

sword, *doesn't it?*"

"Further scanning shows the blade is solid metal. Except for being hundreds of meters long, it

is *a sword.*"

"Ornate, too. Is that some sort of engraving, near the hilt? I don't recognize the language."

"I think I can translate: 'Whoever pulls this sword from this stone, is rightful Pendragon and Emperor of the Galaxy.'"

"Please tell me you're kidding... please?"

Magic items show up in the strangest places. Dark caves... hidden temples... secret treasure rooms. But, they can also appear in the depths of space, in back-alley speakeasies, and well-lit showrooms.

This newest volume in the ***GURPS Magic Items*** series covers the full spectrum of magic items, from classic magic swords and enchanted rings, to the holy (and unholy) sixguns of the Old West, to the mass-produced merchandise of ***GURPS Technomancer***. This book provides new items and enchantment techniques for existing ***GURPS*** worlds, as well as more generic items, suitable for many different campaigns, and a few unique artifacts that can serve as inspiration for brand new settings and adventures.

The first chapter of this book is a trek across time and space, covering the possibilities for magical items in more than a score of historical, mythical, and science-fictional settings, as well as more general notes for every tech level from the Stone Age to the far future.

In the second chapter, the details and mechanics of several alternate enchantment techniques are presented, to give the

GM a range of choices beyond "traditional" *GURPS Magic* enchantment. These practices include the charms and talismans of ritual magic, the unique artifacts of *GURPS In Nomine*, and industrial assembly–line enchantment.

After that comes the meat of this book; eleven chapter of magic items from dozens of colorful settings. Incorporated into the appropriate chapters are new rules for golems and other specialized kinds of magic items. We close the book with the *Common Enchantment Table II*, an extension to the original *Common Enchantment Table* from *GURPS Magic Items*, presenting the statistics for hundreds of simple magic items.

This book expands the scope of the magic item across the universe. Endless possibilities await.

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@B–BOXHEAD:About GURPS

@TEXT–BOX: [[[Boilerplate]]]

((END BOX))

About the Author

Jonathan Woodward is a part–time freelance writer, and full–time computer professional. He is the author of *GURPS Ogre, Transhuman Space: In The Well*, and co–author of several books for White Wolf Publishing's *Trinity* science–fiction roleplaying game. In addition to roleplaying, he is a noted Legophile and giant robot fan. He has come into possession of many magical items over the years, but is forever giving them to those more deserving than himself. He lives in Massachusetts.

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@B–BOXHEAD:Page References

@TEXT–BOX:See *GURPS Compendium I*, p. 181, for a list of abbreviations for *GURPS* titles, or visit our web site at www.sjgames.com/gurps/abbrevs.html for the most recent list.

Any page reference that begins with a B refers to the *GURPS Basic Set*, Third Edition Revised; e.g., p. B22 refers to page 22 of the *Basic Set*. M refers to *GURPS Magic*, G to *GURPS Grimoire*, MI to *GURPS Magic Items*, MIT to *GURPS Magic Items 2*, and T to *GURPS Technomancer*.

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1. Magic Items Across Time and Dimension

In a cloaked satellite, high above Meta-Earth, a woman in gold armor carefully tuned the myriad controls before her. Each controlled a window into a part of Earth's past. As she searched across time, she carefully dictated instructions to the bespectacled man beside her.

"2250 A.D. — Cairo — another laser ring — appears technological, but it's clearly one of Pomponius' decoys."

"Yes'm."

"2761 B.C. — near future site of Tokyo — an unusually large tribe has successfully bound their god into a mammoth skull — make sure the agent takes the theo-cage."

"Yes'm."

"1885 A.D. — near Lake Titicaca — a pair of spectacles with a 'glass wall' variant. Minor, but potentially useful."

"Yes'm."

"59,867 B.C. — precisely where the U.N. building will be in 62 kiloyears — a small explosive fireball device. It's gradually shielding itself, but also building in power, so that's the best point to retrieve it."

"Yes'm."

"1995 A.D. — London — possible Holy Grail sighting. Dispatch a full retrieval team, with backup. I'll monitor them live."

"Are you sure that's wise, ma'am? Commander Astraph has never forgiven you for your involvement in the Phoenix Idol incident."

"I'm aware, Mr. Portent. This instance of the Commander is less troublesome than many. Her International Super Teams have never been comfortable with magic. That's why I chose this dimension as to first to strip of its thaumatic devices. I am the Curator, and I will not be stopped by a mere

law-enforcement agency."

This chapter discusses the role of magic items in an assortment of historical eras. It also covers most of the magic-orientated *GURPS* worlds and settings — and a few not traditionally thought of as magical!

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@B-BOXHEAD:When is a Magic Item not a Magic Item?

@TEXT-BOX:There are many ways a device can appear to be magic, without actually involving magic of any sort (mana-driven, holy, etc.) For example:

@C–BOXHEAD:When it's Sufficiently Advanced Technology

@TEXT–BOX:To primitive people, everyday conveniences like radios seem magical. However, be aware of the cultural background of the observer. If aliens landed in UFOs and demonstrated a levitation device, your average Earthling would recognize it as advanced technology, simply because we've come to *expect* aliens to have advanced tech! To convince an early–21st century human something was magic, it would probably be necessary to dress it up in pseudo–magic trappings.

@C–BOXHEAD:When it's a Psionic Device

@TEXT–BOX:Psi and magic are considered to be unrelated realms of power in *GURPS*, and psionic devices are assumed to work based on scientific principles. Nevertheless, their effects can be essentially "magic" to someone unaware of the nature of psi — including people who *are* aware of magic! A traditional enchanter confronted with a psionic mind–reading device might end up concluding it was a brand new type of magic... or dismiss it as heresy... or grumble about how psis are taking away his business.

@C–BOXHEAD:When it's a Strange Design

@TEXT–BOX:Otherwise–normal technology, put together in strange ways, can seem like magic. An alien–designed flame–thrower may look like a cactus to human eyes, and when it starts spouting fire, the superstitious may not understand what happened... and attribute it to "magic."

@C–BOXHEAD:When it's a Fake

@TEXT–BOX:Fake magic is, of course, the field of stage magicians and charlatans. It has existed for centuries, and will continue to exist into the future. Most stage magicians are simply entertainers (though some are deadly serious about the secrecy and dignity of their craft). Charlatans try to dupe the gullible into paying for a magical effect (e.g., a disease cure), and are among the lowest sort of con men.

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@B–BOXHEAD:"Standard Magic"

@TEXT–BOX:Throughout this book, the magic rules system that appears in chapter 19 of the *GURPS Basic Set*, and in chapters 1 through 3 of *GURPS Magic*, will be called "standard magic." This is to distinguish it from the ritual magic rules of *GURPS Voodoo* and *GURPS Spirits*, rune magic, psionics–as–magic, superpowers–as–magic, etc.

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TL0 -- Before Metal

This era begins about 7,000,000 years ago, when the evolutionary line that would eventually become humanity branched off from that of the chimpanzee and gorilla. It ends in 4000 B.C. or later, depending on locale. Magic items from this era

are strongly limited by two factors: materials technology, and the prevailing magical belief system.

Technology-wise, all magic items have to be made from rocks, parts of plants, animals, and people, and animal products (such as eggshells). No other workable materials are known to the people of this era (though lumps of metal may be discovered and used as-is).

Further, the knowledge necessary to shape these materials into useful tools begins from nothing and evolves in sophistication throughout the Stone Age. If the powers of a magic item depend in any way on its complexity, then the development of the enchanter's art will be closely tied to the skills of the tool-maker. Guidelines for what tools can be made in what periods appear in chapter 2 of *GURPS Low-Tech*.

The religious beliefs of this era are almost universally animistic; all events and forces not otherwise explainable are the work of the spirits that animate the natural world. The "wizards" of this era are shamans, who interpret the actions of the spirits for their tribe, and (in later periods) perform rituals to influence the actions of these spirits. The religious beliefs of Stone Age humanity are discussed at greater length in chapters 7 through 9 of *GURPS Dinosaurs*. The ritual magic system from *GURPS Spirits* is ideally suited to representing the magic practiced by shamans, and should be considered the default for TL0 campaigns. Some Stone Age customizations for this system are on p. 00.

Animistic beliefs produce magic items designed to manipulate, placate, or deceive spirits; they are rarely inherently magical. If transported to a world with no spirits, or different ones, such items will not work regardless of mana level or other magical factors.

The intended purpose of these items is commonly to help in those areas both strongly affected by chance, and personal in scope — most importantly, hunting and healing. Weapons incorporating parts of animals are used to help hunt that kind of animal. The remains of the kill (e.g., the skull) are treated reverently, appeasing the animal's spirit, so that it won't interfere in subsequent hunts.

Beginning with Neandertal man (about 150,000 B.C.), symbolism begins to play an even more important part in magic, and magic items. A symbol can represent increasingly abstract qualities; a hawk's feather, in addition to representing "a hawk," now represents "great speed." A symbol can also be increasingly abstract; instead of a feather, a feather-shaped stone, or a drawing of a hawk, can work as well. Magic items incorporate these symbols, determined by the desired effect. With the rise of totemism, a given type of animal (or, rarely, a plant or natural phenomenon) comes to represent an entire tribe. Magic items intended to affect the tribe, for good or ill, will incorporate part of the appropriate animal, or a drawing thereof.

This period also saw the rise of elaborate funerary customs, including burying the deceased with clothes and weapons intended to be used in the spirit world. These magic items are obviously not of much use for the living, but in a characters-as-ghosts campaign they can be vital.

Extremely primitive hominids (roughly, *Homo habilis* and earlier types, 1,500,000 B.C. and earlier), despite being tool-creating beings, are not known to have believed in magic, and had very simple religions at best. It is also likely that they were not intelligent enough to understand the symbolism inherent in the construction of magic items. While a few stone knives may have been sharper than natural, thanks to the craftsman's prayers to the stone's spirit, by in large magic items should be restricted to more evolved forms of humanity.

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@B–BOXHEAD:What's A "Ritual Item"?

@TEXT–BOX:When an archaeologist digs up an item that was clearly created or modified by a human, but whose purpose is impossible to determine, it is sometimes tagged as a "ritual item." The assumption is that the item has religious or social significance (similar to a modern–day crucifix or dredel), but no practical utility. Sometimes the archaeologist is correct, sometimes the artifact turns out to be an unusual tool, and sometimes the truth is never known.

@TEXT–BOX:In a world where magic was a force known to primitive man, the "ritual item" may be specifically a *magic* item. The archaeologist may not recognize it as such because of modern disbelief in magic, or because it uses forgotten magical principles — or because the archaeologist isn't a mage, and the paleoethnologist assigned to the dig has the day off. Needless to say, misunderstood magic items are a source of endless adventure possibilities...

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TL1–TL2 -- Bronze and Iron

These two tech levels cover several thousand years of history, from 4000 B.C. to the middle of the first millennium (varying a great deal by civilization). The ability to work metal, and increasingly sophisticated crafts, permit a much wider range of physical forms for magic items.

In addition, this era saw the rise of philosophy, as an attempt to discover how the universe worked through observation and reason, rather than animism, religion, and mythology. Beginning in the sixth century B.C., this shift in attitude allows for the rise of the essentially mechanistic standard magic system, which previously would have been unthinkable. In many secret magic settings, from this point forward ritual magic and standard magic coexist, probably uneasily.

GURPS Egypt

Ancient Egypt is almost awash in magic items. Commoners wore protective amulets, sorcerers wielded enchanted staves and recorded their spells on papyrus manuscripts, and tombs of the Pharaohs were defended by enchanted traps. Even classic "enchanter's guilds" had a role, in the form of secretive priests of the god of war Anhur, who held a monopoly on weapon and armor enchantments. Standard magic enchantment can be used unchanged in this setting. The new enchantment spell Paut (p. 00) is available for Egyptian campaigns.

GURPS Greece

In the Heroic Greece of Heracles and Odysseus, magic items were almost always associated with the gods. Very often, godly artifacts are "merely" very powerful examples of whatever item they take the form of. Athena's Shield (before the Gorgon's head was attached) is "just" a very good shield, exaggerated in those qualities that define "a shield." If the item has other properties, they will be closely associated with the god's portfolio — a lightning sword for Zeus, a fish–controlling amulet for Poseidon. Normally, the gods will not create magic items specifically for mortals, but rather for their own use. If a mortal acquires one, it is either stolen, lost, or on loan — all of which provide adventure hooks for the GM.

A second category of magic items are created from dead monsters. The head of the Gorgon, mentioned above, is an obvious example: even after the Gorgon's death, it could still be used to turn people to stone. In general, *any* foe

dangerous enough to warrant the term "monster" will have at least one body part that can be used to the slayer's benefit, whether it be tough skin, poisonous blood, or all-seeing eyes.

Mortals who could create magic items from scratch are extremely rare. As a rule, such enchanters are either gadgeteers (such as Daedalus) or alchemists (such as Medea). For gadgeteers (more correctly called "artificers" in this setting), the cinematic gadgeteering rules from *GURPS Compendium I* can be used, with a few conceptual modifications. The devices created by artificers of the time should not violate physical law *as the artificer understands it*. This will often differ radically from modern-day science! In the early 21st century, we know that strapping wings to a human's arms won't get him off the ground, but to an artificer, this is merely a tricky engineering problem. For the purposes of assigning TLs to new gadgets, GMs will have to be creative. (E.g., since heavier-than-air flight was developed at early TL6, Daedalian wings could be treated as TL6 — or, to use the nomenclature introduced in *GURPS Steampunk*, TL(1+5), since this is an alternate track of technological development, starting from TL1.)

The *GURPS Magic* rules for alchemy are well-suited for a Heroic Greece campaign with no modifications. However, it is recommended that GMs assess an Unusual Background cost of 15 or more to any alchemist PC; such people were very uncommon. The advantage could represent training from a deity, a touch of godly blood, or long years exploring faraway lands collecting rare herbs.

The Orichalcum Age

This setting from *GURPS Atlantis*, being itself based on a Greek myth, probably follows all the guidelines for a Heroic Greece setting.

GURPS Imperial Rome

The religious beliefs of Rome at its height can support either standard magic or ritual magic. Certainly, Romans believed in spirits (*numina*), and most of the "real" magic items of the period were charms of the sort created through ritual magic. However, the variety of magic items supported by standard magic fit easily into a Full Magic Roman campaign. Certainly, nobility dripping with decadent magical baubles, while watching gladiators fighting with special-effects-enhanced swords, is very deeply Roman.

Regardless of the system used, the creation of magical items will *not* be devoid of religious context. No Roman would consider a source of power like magic to come from anywhere besides spirits and the gods. Most enchanters will probably be devotees of Vulcan, the blacksmith god. Because of his association with fires and volcanoes, Vulcan's temples were outside the city walls. As enchanting magic items can result in backfires — and the attendant collateral damage — enchanters would probably also be required to work beyond the gate. They might well congregate into an "Enchanter's Quarter" near Vulcan's temples, possibly sharing space with the alchemists.

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@B-BOXHEAD:Secret Magic Settings

@TEXT-BOX:Many traditional roleplaying worlds, from *GURPS Cabal* and *GURPS Illuminati University* to Atlas Games' *Unknown Armies* and White Wolf's *Mage: The Ascension* are "secret magic" settings. To the average person-on-the-street, the world and its history looks just like the real world, with its wars, nations, and lack of obvious magic. Indeed, the real world might *be* a secret magic setting; certainly, many people believe it is.

@TEXT-BOX:This is the background for many of the magic items in this book: a world where magic and magic items have existed throughout history, but where early 21st-century society considers them mythical. The reasons for the modern world's ignorance are left vague. Perhaps the global mana level has dropped to the point where magic no longer functions. Perhaps mystic conspiracies want to keep the power for themselves. Or, perhaps the past several millennia have been a battle between science and magic, and magic lost...

((END BOX))

TL3 -- Traditional Fantasy

Most magical roleplaying settings fall between the invention of steel and the discovery of gunpowder. This is the era most magical items call home. This era lasts until, roughly, 1450.

GURPS Arabian Nights

If you were to ask someone to name five magic items, Aladdin's Lamp would probably be one of them. Magic items are integral to the fantastic tales of Scheherazade. While her stories often include powerful mages in their casts, few of them appear to be active enchanters — quests for magic items are far more frequent than the creation thereof. This may be because the process of enchantment makes for very dull stories. If the tales are taken more as history and less as fiction, however, there are a few possible explanations. First, it may be that the Golden Age of Enchantment has passed, and modern mages find it easier to track down old artifacts than create new ones. Alternately, either the enchantment through age or enchantment through deeds rules from chapter 2 may be in effect, guaranteeing that older items are more powerful than freshly-minted ones.

GURPS Japan

The magic items of Japan revolve around charms, and mystically powerful weapons and armor. Fireball wands and magical lockpicks are less common. The charms are best handled with the ritual magic rules. For weapons and armor, mages can enchant them using standard magic, but the enchantment through deeds and creation as deed rules from chapter 3 should *definitely* be in effect as well. Many Japanese swords become quite powerful without ever being deliberately enchanted.

GURPS Middle Ages

The European Middle Ages are the mainstream of fantasy roleplaying. However, the standard magic system doesn't always fit them very well. "Magery," as such, wasn't part of how magic was thought to work at the time. Thus, the creation of magic items didn't require any "genetic" advantages; it was simply a matter of learning the right formula. This is covered by folk magic, p. 00.

GURPS Yrth

The world of Yrth uses the standard magic system as written (indeed, the world and the system were first published in the same book). In the normal-mana parts of the continent of Ytarria, magic items are plentiful, and the greatest cities (e.g., Megalos) have actual magic item shops.

TL4 -- Clockwork and Gunpowder

The advance of technology continues, allowing mundane artifacts to increasingly challenge the power of magic items, and also permitting a fearful synergy between the two. Oddly, primitive guns are rarely enchanted, possibly because they are too unreliable — or maybe because they are already too brutal. Clockwork devices, on the other hand, are often seen as magical, even when they've never felt the enchanter's touch. Gearhead magery, in those worlds where it works, is often a dramatic combination. This era lasts until roughly 1700.

GURPS Russia

The spirit of Russian myths is best invoked using a combination of standard magic and folk magic (p. 00). Magic items in this setting are almost always either gifts from powerful NPCs, created from formulas learned from powerful NPCs, or natural magic (p. 00). A PC enchanter should *always* be assessed an Unusual Background of 15 points or more, unless the entire party is made up of Baba Yaga-type mages, spending their time manipulating peasants.

GURPS Swashbucklers

While not traditionally a genre associated with magic items, recent years have seen more genre-mixing RPGs in which the flashing sword and dazzling spell co-exist. For a more-or-less historical game, ritual magic (particularly, for a pirate game, *GURPS Voodoo*) and its charms and talismans are recommended. If an extravagant, cinematic play style is more important, all the flashy magic items of standard magic can be used.

TL5 -- The Age of Steam

As technology advances, magic items seem both less and less likely, and less and less *necessary*. In order to best fit into the era of the Industrial Revolution, magic should either be a shadowy thing, still powerful, but banished from the public eye... or extravagant and forthright, bursting with possibilities that can be used against, or in combination with, the new technologies.

GURPS Goblins

For a goblin, magic items are a great deal like hard spirits and the attentions of the opposite sex: much desired, but often leading to trouble. While a goblin enchanter is theoretically possible according to the rules, the odds of one being able to produce useful items on purpose, or with any repeatability is doubtful. After a series of such frustrations, most enchanters end up quite open to the enticements of the Devil, and barter their souls away for more power. The artifacts they then create often *appear* to be more as intended, but invariably lead whoever uses them to their destruction, probably in a dark and smelly alley. The enchanter himself surely meets a similar end.

The result of this is a great deal of turnover in goblin enchanters (generally making them unsuitable as PCs), but a proliferation in magic items both Evil and Not-So-Much-Evil-As-Badly-Put-Together. Many of these items can be found by searching through the aforementioned dark alleys, and looking for dead goblins with a look of existential terror on their hands, and queerly enticing devices in their grip.

There is also room in Goblin London for purely Holy magic items. The downside of these items (for there always is one)

comes from the fact that the average goblin is approximately as worthy to possess one as a depraved vole. See God's Cup on p. 00 for an example.

GURPS Old West

The golden age of the Western as a genre (the middle decades of last century) saw very few combinations of the Old West and the supernatural. Those that did tended to head in one of two directions: Native American magic, or mixing the Western with classic film horror. The former uses the ritual magic rules (p. 00 and pp 67–79 of *GURPS Old West*), and all the types of items associated with it work well.

For the second path, virtually any enchantment system can be used, or several can exist together. Classic film horror was nothing if not syncretic. Magic will be decidedly secret, and magic items will have an uncanny ability to stay out of the public eye.

In recent years, the genre–mixing trend in roleplaying games has resulted in Western settings with full–blown public magic, often mixed with horror (as in *GURPS Deadlands*). Such settings are as flexible as the classic film horror/Western mix, but tend to be cheerfully over–the–top, with arcane technomagical items available at the local general store.

In many modes of Old West magic, the most notable kind of magic item will be the sixgun. No other physical artifact was as important to the genre, and even when devoid of magic, they often take on talismanic dimensions. Chapter 12 contains several examples of enchanted guns, both noble and cursed.

GURPS Steampunk

While traditionally a technophilic genre, the essentially *alternate* nature of steampunk works just as well if the alternate path taken is one of magic instead of science. Many kinds of enchantment systems can work with the late–19th century setting, but usually it is best to pick only one, rather than mix them. The very Victorian notion that the universe is essentially understandable would clash with a profusion of apparently–contradictory ways to create magic items.

Many of the items created by steampunk enchanters will be quite classic in style — magic swords and the like — but most Victorian mages will at least *consider* the possibility of melding magic and steam. Industrial enchantment, and the mechanical golems rules from p. 00, are both examples of how this can be accomplished.

Qabala

In this setting from *GURPS Steampunk* (p. STM134) divine favor allows Jewish rabbis to create golems through the magic of qabala. While qabala can be used to achieve other effects, very few magic items besides golems exist. This is partly because golems are so useful, rabbis are unlikely to spend their time and energy on other enchantments. The second reason follows from the first; research into other enchantments has been sporadic and poorly–coordinated, so few rabbis know *how* to make other magic items!

Once a large group of qabalists have turned their attention to creating new types of magic items, an "industrial" revolution similar to that caused by golems will ensue. The first few breakthroughs will probably be "golem enhancers" such as enchanted armor for war–golems. Armor for humans will quickly follow. Most magic items will be relentlessly practical; rabbis are unlikely to use the powers granted them by God frivolously! Stewpots enchanted with Create Food,

medical magic, and steam boilers with permanent fire enchantments are likely; appearance-enhancing jewelry is not.

TL6 -- World Wars and Pulp Action

After 1900, few people in the industrialized nations believed in magic -- which makes it all the easier for the mages and enchanters to hide among them. The use of magic items with subtle effects is likely to pass unnoticed, or at least unbelievably. This can be the realm of the shadowy do-gooder, or the malevolent practitioner of black arts.

In most of the mystic tales to come out of the popular fiction of the time, magic is very dark, and magic items are only used by evil people to do evil deeds. (The stories of Lovecraft, Derleth, et al are archetypes of this theme.) When a hero finds a magic item, the only thing he can safely do with it is destroy it -- and sometimes even that isn't safe. The few good magic items exist solely to counter the evil ones; once the darkness has been temporarily pushed back, they serve no purpose.

GURPS Cliffhangers

In the pulps and serials, the fiendish foes often had access to powers strongly resembling the ritual magic system. The typical formula would have the Mustachioed Villain capture the Damsel in Distress, with the intent of sacrificing her to Dark Spirits, only to be foiled by the Muscular Hero. The standard types of magic items from the ritual magic system work well for these purposes.

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@B-BOXHEAD: The Mysterious Little Shop

@TEXT-BOX: These knick-knack shops are a plot device that appeared quite frequently in the fiction of the 20th century. In its simplest form, the protagonist is wandering down a city street he has never been on before. He spots a curious shop selling miscellaneous antiques, and possibly herbs. He goes inside, and after a brief conversation with the enigmatic, wizened proprietor (who is always possessed of an unidentifiable accent), he ends up purchasing an odd item (often an Aladdin-style lamp). The item proves to be magical, and has a profound impact on the protagonist's life. When he goes back to find the shop again, it can't be located -- possibly the entire street is missing.

@TEXT-BOX: Stories about shops like this are so common, they have become a meta-cliche -- there are enough tales in which the protagonist is *aware* such shops are a cliché to fill a decent anthology. (The proprietors in postmodern stories like that tend to be grumpier than in the originals.) As such, they can be difficult to use in any campaign not explicitly silly. Further, they are such blatant plot devices that, even if the players don't break out in giggles, they may justly feel a bit railroaded when the shopkeeper keeps insisting they buy the statuette, vase, or other Eldritch Tchotchke.

@TEXT-BOX: Thus, using a Mysterious Little Shop requires a delicate touch. Since the immediate outcome of visiting one is predestined (the hero will walk out with Object A) -- it can be best to handle it as something that has *already happened*. Relating the visit as a flashback that happened before the campaign began is one choice. Having the character experience the visit in a dream, and wake up to find the item beside his bed is another.

@TEXT-BOX: Of course, one can also get aggressively deconstructionist, and have the PCs on the trail of the Mysterious Little Shop *Conspiracy*. Those Wizened Proprietors are obviously in possession of dangerous mind control

magics, and the power to teleport a whole shop away should not be allowed in the wrong hands...

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TL7–TL8 -- Modern Day

Almost any modern setting with magic items will be a secret magic world. Enchanters of this era are the most secretive yet, and magic items which fall into the character's hands tend to have completely mysterious origins.

That said, the modern world is often *easier* to add full, public magic to, simply because the GM is so familiar with it! In several of the worlds below, magic isn't something that hides, but rather is common, and sometimes even respected as a source of power or wealth.

GURPS Illuminati University

Anything goes. Mix and match enchantment systems freely. Weird and silly magic items get extra points. Any item in this book with a punning name *certainly* is lurking somewhere in an IOU basement.

GURPS Supers

In traditional superhero comics, magic items fall into two categories. First, they can be "gadgets" associated with magically-powered superheroes. The original Green Lantern's ring is probably the most famous example. These are normally built using the Super Equipment rules from p. SU68. If a player wants his super to have a magic item from this book (or any other source), the GM may either set character point cost by fiat, or encourage the player to try and recreate the item using the Super Equipment rules. In most supers settings it is inappropriate for PCs to be able to buy magic items with cash.

The second kind of magic item is the plot device. Typically, this will be a cursed item of great antiquity, which possesses an innocent bystander (or Dependent) and grants them great power, while simultaneously causing them to run amuck. There's frequently a grotesque physical transformation. The heroes then must stop the carnage without harming the cursed individual.

GURPS Technomancer

This world is the standard *GURPS* setting combining modern technology and the standard magic system. Many items in this book are designed for the post-Trinity world, but most will work just as well in other modern-world-plus-magic settings. *GURPS Technomancer* is highly recommended to any GM interested in contemporary magic, as it goes into the implications of a such a combination in detail.

GURPS Voodoo

In this secret magic setting the most common magic items are the charms of the ritual magic system, though fetishes and foci can also play a part. The combination of ancient conspiracies and street-level magic means that magic items can be anything from antique daggers to drums made from oil barrels. Unlike many of the other modern settings, however, magic items from *GURPS Voodoo* are all deadly serious. No one creates them frivolously, and they will almost

universally be designed to help with gaining and retaining power.

GURPS Warehouse 23

The Warehouse is chock full of magic items. They have little in common; sometimes they come from mutually incompatible cosmologies! As a rule of thumb, however, they all have *downsides*. While it's not conceptually necessary that every magic item in the Warehouse be cursed — certainly, if the government ran across a harmless Ring of Find Direction, it would snatch it up — the *theme* of the Warehouse is that power never comes without price. In **GURPS Warehouse 23** itself, the Green Grimoire (p. WT43) and the Crystal Bell (p. WT47) illustrate this. A party of PCs can find almost any magic item they could want somewhere in the Warehouse... but, eventually, they'll regret it.

((START BOX))

@B-BOXHEAD:Books

@TEXT-BOX:The mystic tome, packed with spells and other arcane knowledge, is one of the archetypal magic items. Since man first discovered that a drawing of an alligator could signify something other than "alligator," writing has been inherently magical. Symbols represent reality. Manipulate the symbols, and you can (sometimes) manipulate reality. In the early 21st century, books are alive and well. Print has survived all talk of "paperless offices," and online books are exploring the realms of metafiction, hypertext, and interactive fiction. If anything, writing is more magical than ever.

@TEXT-BOX:Writing was first invented at TL1. Some of the earliest surviving examples consist of Sumerian cuneiform on clay, dating from 3500 B.C. For a lighter and more portable writing surface, animal skins were used. Techniques for improving animal skins (and other animal membranes) for writing improved over the millennia, eventually leading to vellum, which can be much thinner and more durable than paper — 400 sheets in an inch-high stack is not unknown. Long before that, ancient Egyptians used Nile Valley reeds to make papyrus. Lengthy strips of papyrus, glued to two rods and rolled, are among the earliest scrolls. The invention of paper is generally credited to the Chinese, around 150 B.C. They also get the credit for early examples of printing (A.D. 868), and movable type (A.D. 1041). In the western world, the Gutenberg Bible of 1450 was the first book printed using movable type, and ushers in TL4. This led to an explosion in the number of books, since it was no longer necessary to create a new printing plate for each page. By the nineteenth century, literacy was widespread and books were part of popular culture.

@TEXT-BOX:The transmission of words became possible with the invention of the telegraph. From there to the Internet is a surprisingly short conceptual step, and today terabytes of data are online and available for free. The ancient Egyptians would not recognize a computer — but they would quite likely understand that the symbols on the screen were related to their hieroglyphs.

@TEXT-BOX:A magic book, of whatever era, can fit into one or more of several categories. First, they can be physically mundane books which happen to contain information *about* magic. A student with the appropriate background can use such books to learn spells or other magical skills (Thaumatology, Alchemy), depending on the content. The GM should determine what *can* be learned from the book, and how *accurate* the book is! If the writer only knew the Fireball spell at level 12, the reader won't get more than that out of it. It's also possible the writer had it wrong... in which case the poor reader will be doomed to wonder why his Fireballs always fizzle.

@TEXT-BOX:A second kind of magic book is mundane in subject matter, but enchanted to make it easier to use, or to provide a skill or advantage. Examples include a cookbook that offers verbal advice, or *The Book of Love* (p. MIT35),

which gives the Sex Appeal skill and Charisma to the reader. Note that it may not be obvious that such effects are magical — and indeed, they may not be. Memorizing a good "how-to" book cover-to-cover *will* give the reader the appropriate skill, whether the book was enchanted or not.

@TEXT-BOX:Thirdly, magic books may not impart information at all. A journal that takes dictation, a novel that is a literal gate to adventure, and texts like *The Book of Dreams* (p. MIT35) are certainly enchanted, but don't provide information *per se*.

((END BOX))

TL9+ -- The Future

Few generalizations can be made about the magic items of the future. Worlds in which ultra-tech devices are combined with enchantment to produce powerful technomagical artifacts are certainly possible — but it can seem pointless. If most magical effects can be achieved by application of advanced enough technology, why bother with the magic?

Because of this, it is more interesting to add the ritual magic system to high technology, than standard magic. Being very mechanistic, standard magic feels much like science — and thus doesn't add much to science fiction. Ritual magic, with its dependence on spirits, provides a contrasting flavor.

Post-Manaclism

The "Manaclism" is the catastrophic moment when magic returns to the world. This is not a detailed setting; several of the sample characters in *GURPS Wizards* exist in a post-Manaclism/cyberpunk world, but it's also possible to set the Manaclism in historical times, or (as illustrated briefly in *GURPS Y2K*) in the very recent past.

Whenever the Manaclism comes, it radically raises the mana level of the world, and activates latent Magery in a sizable percentage of the population. It *may* spontaneously create magic items. This could happen to emotionally-significant objects such as the bullets that killed Kennedy, or a teddy bear that a child loves with all his heart. Alternately, if magic existed in the world once before, the return of magic can reactivate ancient items, such as King Tut's staff.

Once the world adjusts to magic, someone will figure out how to make magic items. In a near-future/cyberpunk setting, the research will be driven by large corporations and street-level "mage-hackers" in vicious competition with each other. The Industrial Enchantment rules from p. 00 may work, giving the corporations the edge... or magic may require a more personalized approach that big-budget RDteams can't approximate. Whether magic is a thing of the boardroom, the underground, or both is up to the GM.

Transhuman Space

The Solar System of *Transhuman Space* is devoid of magic — and magic items — as appear in this book. This does not mean it is empty of mysterious and powerful artifacts! Entirely apart from the possibilities of the many virtual fantasy worlds that provide entertainment for the masses, and the special effects-assisted props of theme parks like High Arcadia (p. TS:ITW00), the physical world of *Transhuman Space* is easier to manipulate at whim than virtually any other non-magical setting.

This pliability has its roots in the ubiquitous computers of the setting. Virtually every non-natural object people come in contact with has a computer in it -- even disposables like food packaging have, at a minimum, a computer-readable tag in them. This results in "mechanimism"; the attitude that everything mechanical is alive and can be interacted with. The people of 2100 live in a world as full of spirits as any primitive shaman.

The day-to-day manipulation of these spirits in itself requires no magic items. However, a device capable of manipulating the computers around it in *unusual* ways would, to the first approximation, be a "magic item."

As an example, a bored and talented engineer could create a book that displays in its pages the darkest secrets of the five people nearest to it. Behind the scenes, this requires that the book scan the area using software similar to Mugshot (p. TS00), search the Web for dirt on them, possibly break into their personal computers, apply some heuristics to determine which information is secret, and which secrets are "dark," and display the results. Some of those steps are quite difficult, but none are impossible (given sufficient computing power), and the results can seem pretty close to magic.

GURPS Traveller

Like *Transhuman Space*, the galaxy of *Traveller* has no magic. The role is instead filled by artifacts of the Ancients. These super-science devices are classic examples of Clarke's Law: Sufficiently advanced technology is indistinguishable from magic. Ancient artifacts are not required to obey the laws of physics as the discoverers understand them, and can do anything that won't ruin the campaign. However, note that despite being inconceivably advanced, they *are* technology. They won't have any magical trappings, such as a need for incantations and sacrifices, or special effects like sulfurous stenches and tiny winged pixies.

Other Worlds and Times

There are many settings that can't be easily pigeonholed into an era.

GURPS In Nomine

The magic items of the War are the creation of angels and demons, and the occasional sorcerer or soldier. They are discussed at length on p. 00.

GURPS Time Travel

Author Larry Niven once said, "Time travel is fantasy." Thus, there's no better place than time travel for a magic item or two...

The Order of the Hourglass

In this setting, people can travel to the past by burning the rare herb Gakuji, and inhaling the fumes. The possibility that other exotic herbs can produce other effects is unexplored in *GURPS Time Travel*... but it seems quite likely.

Magic items in this world will probably be the creation of alchemy. None will have wild or dramatic effects. Mesmeric rings, knives that can cleave ghosts, and the like are best suited to the ambience. Many magic items will be created to aid in the quiet "time war" that is the central conflict of the setting. An enchantment technique that would guarantee an item's

ability to travel back in time would be extremely valuable, and magical guardians (possibly golems) to guard a circle's ritual space while they are in another time are just as practical.

The Horatio Club

The Horatio Club (p. TT79) is a dimly-understood structure with doors leading to everywhere, everywhen, and everyEarth. The GM can allow *any* universe to be behind a door in the Club, which means that anything in this book could make an appearance.

However, the Horatio Club lends itself best to a quieter form of philosophical fantasy, where the worlds one can reach, while still alternate Earths, don't have blatantly divergent physical laws. Certain muted elements of the supernatural work well, but a traditional fantasy party in plate and chain, stomping through the halls with glowing swords slung over their shoulders, will break the mood.

To maintain the atmosphere, GMs should restrict magic items to small, unique artifacts with effects poorly-understood by the PCs and only loosely constrained by the rules. One of the swords hanging on the wall may be magical, but instead of having +1 Puissance and +1 Accuracy, it cuts more cleanly in the hands of one whose cause is just. Instead of a ring that simply has the Aura spell, perhaps gazing through it allows the user to see one great truth about the subject's soul. In the Horatio Club, magic items should be used sparingly, for flavor, not as tools.

2. Alternate Enchantment Techniques

A circle of red nutmeg on the floor, eight feet across, bisected by a double curve in white sugar. Five strangely curved green glass bottles spaced around its perimeter, four upright, one facing south, towards Atlanta. Pictures of Santa, of advertisements featuring pink-cheeked girls and shiny Ford Thunderbirds surrounded the circle. At its center, a man sweated and repeated the ritual phrases, as he had been all day. The planets were right. Their relations tonight, February 12th, 1990, were precisely correspondent with their arrangement on May 5th 1886. And it didn't hurt that They'd let one of their copyrights lapse last year. Such things had power.

"With coriander and lavender, with a singing world, I call the thing most real! I call you! That which gives life, that which must be enjoyed, I bind thee! By the white-furred bears of the north, by contour and swoosh, I command thee! Come!"

Something shook the building, then seeped in through the bricks in front of him, like water through ice cubes. It circled him once, angrily, as he continued to chant. With a bellow, it suddenly veered into the bottle in front of him. He grabbed it, and slammed in a cork.

"Ha! Caught the wave, I did."

((START BOX))

@B-BOXHEAD:New Spells

@TEXT-BOX:Many of the items in this book are created using the *GURPS Magic* enchantment system, but involve new spells. Mages who enjoy a challenge may want to research these spells; see p. M15. The difficulty of researching a spell varies, and some may not exist in certain game worlds.

@C-BOXHEAD:Unknown

@TEXT-BOX:This indicates that scholars have no idea how the item was made. If the item was created via traditional enchantment, research is at -10. If it is extraplanar or divine in nature, research may be doomed to failure.

@C-BOXHEAD:Accidental

@TEXT-BOX:This spell, as far as anyone knows, comes about through random effects (such as critical successes or failures). Research is at -10.

@C-BOXHEAD:Hypothetical

@TEXT-BOX:Some spells are not publicly known, but scholars infer their properties 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 prerequisites can be deduced.

@C-BOXHEAD:Variant

@TEXT-BOX:This refers to an item made with a slightly unusual version of a generally-known spell. The GM may rule that variants are "known" by default; in this case, any enchanter who knows the spell can use the variant. Variants may be harder or easier to cast than the base version; if they are easier, their effects are always limited in some way.

@TEXT-BOX:If a variant is not known, it will be comparatively easier to research once the base spell is known; +1 to +3.

@C-BOXHEAD:Lost or Secret

@TEXT-BOX:This spell exists, 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. Mages research such spells with no bonuses or penalties, except those based on the value of the spell itself.

@C-BOXHEAD:Unique

@TEXT-BOX: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 is at an extra -2.

@C-BOXHEAD:Weird or Silly

@TEXT-BOX:Spells with either of these classifications may not be appropriate in every setting. "Weird" magic is non-linear and chaotic, and generally appears in comical, cinematic, or (ahem) weird campaigns, while "silly" magic is only appropriate for intentionally humorous worlds.

@TEXT-BOX:In settings with weird spells, the Weird Magic skill (p. CI149) is available, which helps with *all* spell research. Researching weird spells themselves *without* the Weird Magic skill may be at a penalty of -1 or more, at the GM's discretion. On the other hand, the Weirdness Magnet disadvantage (p. CI100) could provide a *bonus* to researching weird spells...

@TEXT-BOX:"Silly" spells have no innate bonus or penalty to research. However, if the mage has the No Sense of Humor disadvantage (p. CI92), he will be unable to grasp the basic principles of the spell, and research will be at -5, -10, or be completely pointless.

((END BOX))

Ritual Magic Items

The ritual magic system introduced in *GURPS Voodoo* and expanded in *GURPS Spirits* includes three types of magic items. *Charms* are the most traditional kind; they grant the benefits of a ritual to their wearer. Charms have existed in many diverse cultures since the beginning of time. Even a lucky rabbit's foot is arguably a charm. Charms are created by binding the effects of a ritual into the physical object during the ceremony. Details, like whether the charm works for any person or someone specific, and when the charm activates, can be set freely by the magician. In a society where ritual magic is public knowledge, charms will probably be sold on any street corner. Some of them may actually work. The physical form of a charm, and the symbols it bears, are often dictated by the tradition the magician follows, and the purpose of the charm. Thus, if worn where visible, a knowledgeable observer can determine the purpose of a charm just

by looking. The required skill is Ritual Magic (at -4 if the charm is from a different tradition), or Occultism.

Fetishes contain a spirit, allowing the bearer to use either its powers directly, or to use its energy (Fatigue) to power other spells or abilities. Fetishes are created using the Fetish ritual. Depending on cosmology, the magician's preference, and availability, the spirit bound into the fetish may be mindless or free-willed. Binding a free-willed spirit can be ethically dubious, and in societies where ritual magic is public, there may be laws regulating or forbidding it! If spirits have legal rights, the same laws that apply to imprisonment of people may apply to spirits. If some kinds of spirits are *always* evil, the laws for them will presumably be more relaxed.

The last kind of ritual magic items are *foci*. These artifacts are essentially ceremonial objects which aid in the performance of rituals, giving a +1 to +5 on appropriate ritual magic rolls. When not actively engaged in magic, a magician may keep his foci in a very safe place... or carry them proudly, as a symbol of his power or role in the community. The creation of a focus does require a ritual, as the magician consecrates and attunes the item, but the ritual itself has no game mechanics. Instead, the character must buy the Mystic Symbol advantage (p. SPI75). A mystic symbol costs 10 points for every +1 it grants to rolls. A focus will be an intensely personal item; for PC magicians, the description of their foci should be an integral part of character creation.

Artifacts

"Artifacts" are the magic items of *GURPS In Nomine*. Rules for artifacts in *GURPS* first appeared on pp. 169–173 of *GURPS In Nomine*; this section expands on those rules. Any artifact is bought with character points; most of them are not made by the PCs, and few can be purchased with money. Instead, an artifact is usually a gift from the recipient's Superior. (It could instead be a *loan*, in which case a PC doesn't need to spend points on it, but may have to give it up at an inconvenient moment...)

Artifacts come in three types: *corporeal* artifacts (called just "artifacts"), *ethereal* artifacts (called talismans), and *celestial* artifacts (called relics or reliquaries). A given artifact can be of more than one type, can be both a relic and reliquary. For every realm an artifact possesses, it will have a power level, or just "level." It can have a different level of power in each realm; if it is both a relic and a reliquary, the reliquary can have a different level from the Song in the relic. Each of the types of artifact is very different. They all have one "power" in common: By making a Perception roll, with a bonus equal to the artifact's level (or point cost, for talismans), the owner can determine its location and condition, using the *Tracking Resonance Results* table, p. IN214.

((START BOX))

@B-BOXHEAD:Living Artifacts

@TEXT-BOX:Most artifacts in *GURPS In Nomine* are just tools, with no more sentience than a garden rake. Some, however, are thinking beings. The soul inside a living artifact may be there voluntarily, or may be trapped. Other artifacts contain ethereal or celestial entities that were specifically created to occupy the artifact, and have known no other life.

@TEXT-BOX:Living artifacts are NPCs, built with the appropriate advantages and disadvantages to represent their unusual bodies. (No Manipulators (p. CII03) is typical.) Living artifacts have the senses of sight, hearing, and touch, and any unique senses provided by their form (e.g., radio for a car). If the form is mobile, the spirit can control its movement. It can also use any Songs it knows, on behalf of its owner. The owner has access to any of its skills. If owned by a

character, they are bought as Allies or Unwilling Allies. When buying a living artifact as an Ally, its frequency of appearance may be set low, even if the physical item is around more often; this represents a recalcitrant artifact, as described below.

@TEXT-BOX:Binding a spirit into a relic is handled as for making a relic (p. IN160), with an Essence cost equal to the spirit's *current* point total (which will probably drop dramatically if it is bound). The subject must also be unable to resist effectively. The best spirits to use are those with the Bound or Heartless disadvantages (pp. IN35 and 38) and ethereal spirits, though dead mortals and animals are sometimes used. Celestials with Hearts will go back to them after corporeal death (e.g., the destruction of the artifact); the enchanter should expect a visit from the angry celestial, with friends.

@TEXT-BOX:A spirit that wishes to escape its bondage may attempt to resist any command. This is handled as a Quick Contest of Skills between the spirit's Will and *its frequency of appearance as an Ally*. If the spirit wins, it may perform any one action of its choosing.

((END BOX))

A corporeal artifact is a "real world" object (such as a sword or motorcycle) that has been both attuned to its owner and woven into the Symphony. If a corporeal artifact is used to damage or destroy something, the disturbance to the Symphony is reduced by the artifact's level (but not to less than half the normal disturbance). Strictly corporeal artifacts can only exist on Earth, and will stay behind if someone tries to take them to the ethereal or celestial planes. If it is carried on a vessel, the artifact will vanish when the vessel does, and can only be retrieved if the being reinhabits that vessel. There is a weight limit, however (p. IN181). Only up to Corporeal Power ¥ 10 lbs. can be "stored" with a vessel. Corporeal artifacts normally cost half a character point per level, to a maximum of 6 levels.

A talisman grants extra ability in normal mental or physical skills. It must be carried or worn to function, and can be used by mundanes. Each talisman is rated for the number of character points it conveys to the user — e.g., a Lockpicking [4] talisman gives 4 extra points toward the Lockpicking skill.

A rarer type of talisman simply grants a skill at a fixed level. If the user already has the skill, they can use their innate skill, or the talisman's skill, but not both. No talisman can be of both types. The base cost of this type is equal to how much it would cost someone with a 10 in the relevant attribute to buy that skill to that level. For example, someone with DX 10 would have to spend 16 points to have the skill Broadsword-13; the base cost for a Broadsword-13 talisman is thus 16.

Talismans can only exist on the corporeal and ethereal planes. The form it takes on the ethereal plane will depend on either its corporeal form (a computer may stay a computer), or its function (a ring that gives Motorcycle [2] may appear as a motorcycle). *Which* must be chosen during enchantment. Any talisman that appears as a weapon on the ethereal plane may be *used* as a weapon, regardless of what skill it enhances. However, the maximum damage it can do is equal to the number of points it contains (or the base cost, for fixed-skill talismans). For the character that owns them, the character point cost for owning a talisman is equal to half the points it contains, or half the base cost for fixed-skill talismans. This is also the talisman's level.

((START BOX))

@B-BOXHEAD:Lend Skill and Talismans

@TEXT-BOX:In *GURPS Magic*, the Lend Skill spell cannot normally be enchanted into a magic item. This is for balance, as otherwise rich adventurers could trade money for omni-competency, reducing character development to shopping trips. A scattered few enchanter have found a way around this (for example, see the Ninja Robe on p. 00), but by-in-large a campaign using standard *GURPS Magic* will have few skill-enhancing magic items.

@TEXT-BOX:In *GURPS In Nomine*, however, talismans are relatively common. Fortunately, this doesn't breed the sort of problems it would in more typical campaigns. First, talismans are simply not bought and sold — they're the creations of celestial beings, who think of "trade," let alone "money" and "the free market," as human inventions. (Marc, the Archangel of Trade, regards them as *exceptionally fascinating* human inventions, but that's beside the point.) Thus, an angel can't just go out and spend money to buy some skill in Karate — he normally has to receive it as a gift from his Superior, who is GM-controlled.

@TEXT-BOX:Second, celestials sometimes *need* talismans. Celestials aren't human, and may lack familiarity with Running, let alone Driving and Savoir-Faire. The average celestial who has spent some time on Earth will pick up necessary skills quickly, but a talisman can grant a perfectly ordinary skill whose absence would otherwise breed suspicion — or, at least, a series of embarrassing mistakes.

((END BOX))

Celestial artifacts include relics and reliquaries; relics contain Songs, and reliquaries generate and store Essence.

A relic can contain more than one song. Each Song will have a maximum level, which can't be greater than the relic's level. A relic which is not a reliquary *can* store Essence — it has a reservoir equal to the level of the Song, or the maximum amount the Song is capable of using, whichever is lower. (If there is more than one Song, the highest-level Song sets the reservoir's capacity.) This reservoir does not regenerate on its own; Essence must be placed into it by someone with the Essence Control advantage (pp. IN31–32). The Essence in the reservoir must be used to power the Song; it can't be extracted in any other way.

Some relics are "self-powered"; this doesn't affect their Essence requirements, it instead means that the relic's level is used instead of the wielder's Power Investiture (Realm) level when activating the Song.

Reliquaries are like powerstones, in that they regenerate one point of Essence every day (at sunrise or sunset, depending on which side of the War manufactured them), and the Essence may then be used by the wielder to power Songs. Most reliquaries allow their Essence to be used for any purpose, but some only allow it to be used to power the Song or Songs in a related relic (which may be the same artifact). Unlike powerstones, someone with the Control Essence advantage can put Essence *into* a reliquary. A reliquary's level is its Essence capacity, with a maximum of 6.

Relics and reliquaries in no way mask disturbance. Spending Essence from a reliquary, or using the Song in a relic, causes the normal Symphonic disturbance. Celestial artifacts exist on all levels of reality, though their form may differ (as for talismans). They never tarnish or age, and require no fuel or power. Reliquaries cost half a character point per level. The cost of a relic is one-twentieth the Essence cost to enchant it (rounded up).

Creation of artifacts is described on pp. 159–190, and pp. 169–171, of *GURPS In Nomine*. The original *In Nomine* game has an entire book devoted to artifacts, the *Liber Reliquarum*, which also contains a detailed and extensive chapter on their creation. While the game mechanics are different, it's strongly recommended to *GURPS In Nomine* GMs looking for more artifact resources.

((START BOX))

@B-BOXHEAD: Mage Wages

@TEXT-BOX: In traditional fantasy settings, where starting wealth is \$1,000, a mage makes \$25 a day. This number must be scaled by starting wealth. The table below assumes magery is reasonably common and public. Secrecy and rarity will drive wages up enormously!

@TEXT-BOX: **Setting Starting Wealth Daily Wage Annual Salary**

@TEXT-BOX: Fantasy/medieval \$1,000 \$25 \$6,250

@TEXT-BOX: Late 19th century \$750 \$19 \$4,690

@TEXT-BOX: Early 20th century \$750 \$19 \$4,690

@TEXT-BOX: Mid-20th century \$5,000 \$125 \$31,300

@TEXT-BOX: Late 20th/early 21st century \$15,000 \$375 \$93,800

@TEXT-BOX: Interstellar campaign \$15,000 \$375 \$93,800

@TEXT-BOX: Numbers have been rounded to three places, or the nearest dollar. The *Annual Salary* figure assumes the mage works 5 days a week, 50 weeks a year. This varies a *lot* by time and culture; the 5-day work week began last century, and some European nations mandate more than two weeks of vacation a year by law. On the other end, feudal-era mages would probably work *every* day. GMs can adjust annual salary down to represent more time off, or upwards as much as 46% for hard-working mages.

((END BOX))

Industrial Enchantment

Industrial enchantment is high-tech enchantment based on assembly-line principles. It can dramatically reduce the cost and time-to-enchant of magic items, but requires substantial initial investment — rather like mundane items and assembly lines. Historically, assembly lines were invented in late TL5/early TL6, but the principles could be implemented at earlier tech levels.

Industrial enchantment hinges on the creation of a specialized magic item — the production line itself. Before enchantment of the line begins, its capabilities must be specified. First, the object it works upon, and the enchantments it adds, must be known (e.g., a 3' by 6' rug, to be enchanted with Flying Carpet and Fortify +1). Second, the number of enchanters who will work on the line simultaneously must be specified (minimum 4, maximum 400). The line must then be enchanted normally using the slow and sure method. The energy cost equals the energy cost of all the enchantments the line will cast, times 10, times the square root of the number of mages who will work on the line. As for any enchantment, all the mages involved in creating the production line must know Enchant and all spells the line is to cast, at 15 or better. The lowest spell level among them determines the Power of the line (typically 15); this is also the Power of the items it

produces, regardless of the skill of the mages who will be working the line.

The size of the production line is important in determining operating cost. A line occupies one hex for each mage who can work on it, unless the objects to be enchanted are bigger than one hex in volume. In that case, multiply floor space by the square root of object hex size, or make the total floor space equal to twice object hex size, whichever is larger.

Once the line is enchanted, and the necessary number of mages is hired, production can begin. The process is essentially identical to slow and sure enchantment, but at a rate of 1 enchanter–day per 10 energy points. The mages on the line must know Enchant and the spells to be enchanted at 15 or higher, but count as assistants only; the line itself is the "caster," and determines the Power of the item. The line can trade energy for skill to raise Power as per p. M15; this must be determined when the line is enchanted.

The cost of items produced by industrial enchantment is determined by operating expenses, and mage wages. Operating expenses equal floor size in hexes times \$125, per day. This assumes starting wealth of \$15,000; if this isn't the case, divide by \$15,000, then multiply by the setting's starting wealth. See *Mage Wages*, p. 00, for how much the enchanters get paid.

The manufacturing cost is thus the number of days needed to make the item (energy cost, divided by 10, divided by the number of mages working on it), times the sum of the daily operating expenses and mage payroll. Retail price will be twice that, to allow for retailer markup, etc. The following chart shows typical retail cost, per energy point, assuming that the enchanted objects are smaller than one hex in size.

Starting Wealth Retail Cost Per Energy Point

\$750 \$5

\$1,000 \$7

\$5,000 \$33

\$15,000 \$100

Industrial Enchantment At Different Tech Levels

The efficiency of industrial enchantment depends on the smooth and fast movement of the production line — in short, it requires conveyor belts, or similar technology. While some spells can substitute for conveyor belts (e.g., Air–Golem), it is assumed that industrial enchantment depends heavily on non–magical mechanical solutions. Thus, its efficiency will vary by tech level. The 10 energy points/1 enchanter–day rate of production represents TL7 and early TL8 technology. The following chart is a suggested progression of the efficiency of industrial enchantment, giving the number of energy points per enchanter–day. At TL3, the items are moved along the production line on cloth belts moved by water power. At higher TLs, more sophisticated systems are used.

Tech Level: 3 4 5 6 7 early 8 late 8 9 10

Rate: 2 3 5 8 10 10 12 15 20

Qabalistic Enchantment

This enchantment system, first introduced in *GURPS Steampunk*, is based on improvised magic and rune magic, p. M85–93. The Qabala setting (p. STM134–138) presumes that the most common magic items — or, at least, the most world–altering — are golems. For this book, Qabala will be treated as generic and flexible.

Qabalistic enchantment practitioners do not have Magery, manipulate mana or spend fatigue. Instead, qabalistic enchanters must take the Blessed (Jew) advantage, at the 20 point level, and the disadvantage Disciplines of Faith (Judaism) for –10 points. Further, magic items are empowered through *character points*. The cost of a magic item in character points equals its energy point cost, divided by 20. Starting characters can set aside up to 30 character points (i.e., 600 energy points) for this purpose. These points can be turned into magic items during character creation, or saved for later.

A qabalistic enchanter will have extra ways of earning character points. Spending 200 hours in prayer grants 1 character point (similar to *Improvement Through Study*, p. B82), or 20 energy points. Points can also be gained through study at half speed, and through leading a good life, at quarter speed. The Time Use Sheet provided with the *GURPS Basic Set* can be useful for keeping track of time spent. Performing a significant meritorious act grants one character point.

Once the character points are gathered, the act of enchantment depends on the enchanter's knowledge of Gematria and the letters of the Hebrew alphabet. The concepts will be Create and an appropriate noun (golems, being complex, require both Body/Man and another noun, typically Earth). Time to cast is as per rune magic, and will typically be quite quick; gathering the character points is the time–consuming part of qabalistic enchantment. If the rolls for the required verb and noun(s) are made, the character points are embodied in the object, and the magic item is created. If any roll fails normally, the enchanter may not try that enchantment again until he has improved his skill in the letter in question (this indicates that the enchanter did not have sufficient knowledge for the task). On a critical failure, the enchanter may not try that enchantment again, *ever* (this represents divine disapproval). No character points are spent on a failure.

The rules for qabalistic enchantment can also be used for other belief systems than Judaism (though the name "qabalistic" then becomes inappropriate). This is represented by replacing the required Disciplines of Faith (Judaism) with another variant of the disadvantage. Which ones work depends on cosmology; in the world of Qabala, only Judaism is known to work. The gematria system of spell–casting can be kept, swapped for straight rune magic or another system, or simply have its name changed.

((START BOX))

@B–BOXHEAD: New Skill: Gematria (Mental/Very Hard)

@B–BOXHEAD: Defaults to Cryptanalysis–4 or Occultism–5

@B–BOXHEAD: Prerequisite: Hebrew

@TEXT–BOX: Gematria assigns numerical values to the Hebrew letters and works out which words have the same or related numerical values. Each letter of the Hebrew alphabet is a separate skill, with the same difficulty as for the appropriate rune (p. M91). Since there are only 23 Hebrew letters, the noun Magic/Destiny/Meta–Spells is not known, and the verbs Protect/Guard is combined with the verb Warn.

@TEXT-BOX:This first appeared in *GURPS Steampunk*.

((END BOX))

Enchantment Through Age

In traditional fantasy literature, the best magical items are ancient, created by enchanters whose names and techniques are lost to time, powerful far beyond the capacities of modern enchanters. This "lost arts" premise works well in some settings, but not in others. Specifically, in some worlds thaumatology is a science, where modern researchers build upon the knowledge of those who came before. If this is true, one would expect ancient magic items to be primitive, and less effectual, than new ones, much as an eighteenth-century firearm is not as effective as a modern weapon.

It is possible for the strength of ancient artifacts, and the constant advance of thaumatology, to be compatible, if *the passage of time itself* increases the power of magic items. The assumption is that the network of bound magical forces present in a magic item attract like forces from the ambient mana, reinforcing and enhancing the spells already present. A flaming sword may originally have been created by relatively primitive means, but after sitting in the Lich-King's tomb for 500 years, it is far more dangerous than modern swords that lack the weight of ages. It doesn't matter whether the item has been in constant use, or left to molder.

The recommended "growth rate" for magic items is 1 energy point per year. The new enchantments on the item can be upgrades to old ones (Accuracy +1 becoming Accuracy +2 after 750 years), generically useful improvements (a Fireball wand picking up Power 1 over 500 years), related spells (a Blur ring acquiring Hide after 1,000 years), spells suggested by the environment (a sword becoming an Icy Weapon by spending 750 years in a glacier), or any other spell the GM wishes.

The growth rate of 1 energy per year is a default, but can be adjusted. Worlds with relatively short magical histories (e.g., if magic was first discovered during the Middle Ages) may be better served by a rate of 2 or 3 energy per year. On the other hand, truly ancient worlds, where magic has been practiced for hundreds of thousands of years, can support a slower rate of perhaps 1 energy every 5 to 10 years. Extremely fast rates (such as 10 energy per year) can allow for settings where items have improved and changed in living memory.

GMs should carefully decide if enchantment through age affects powerstones; at the default rate, even a mere century could add five points to a powerstone's capacity. The effect is even more dramatic for manastones (p. G42), which could grow by 20 points a century. It's recommended that, if the passage of time does enhance powerstones, that it also quirks them appropriately — e.g., "Will only recharge on the spot where it spent the last 200 years."

Thaumalogists may know of the enchantment-through-age effect, but taking advantage of it is another issue entirely. Adventurers with access to time travel, or willing to put themselves in suspended animation for a long time, may be able to benefit from it, but GMs should emphasize the difficulty of finding a truly secure place to hide a magic item for a few centuries...

Enchantment Through Deeds

Another characteristic of traditional magic items, apart from their antiquity, is that they have been used in great deeds. The cause and effect may seem to be obvious — a powerful item will be used to perform historical acts — but it may in

fact be the other way around. Either through divine intervention, or simple dramatic necessity, using an item to perform a great deed may *spontaneously* enchant it. The base assumption is that this effect works on non-magical items as well as previously enchanted artifacts, but either of those assumptions can be false.

No simple conversion chart can be provided for translating deeds to energy points. A few rough guidelines are possible, however. Killing someone with an enchanted weapon, so long as the death was an actual goal in itself (assassinating a tyrant), and not just incidental (dispatching another henchman), can be worth energy points equal to 20% to 100% of the victim's character points. For this purpose, points spent on things like Status and Allies are as relevant as attributes and combat skills. This also works for "untraditional" people like dragons and spirits, so long as their point total can be estimated.

For less blood-soaked deeds, the GM will have to use his best judgment. Stealing the Crown Jewels while using a cloak of Mage-Stealth would probably be worth several hundred energy points, as would successfully negotiating the end to a war using a ring of Sense Emotion.

What *kinds* of deeds produce this effect can vary depending on the cosmology of the setting. The questions of whether both good and evil deeds work, and whether the act must be for a higher cause, or can simply be of great benefit to the perpetrator, must be considered. Whatever decision is made, the new enchantment on the item should reflect the spirit of the deed. A knife used to quietly stab a tyrant in the back shouldn't become a Flaming Weapon.

Creation As Deed

As another option, the act of creating the item itself may be a sufficiently worthy deed to spontaneously enchant it! A blacksmith who truly outdoes himself when forging a sword may finish to find that it exceeds the capabilities of anything he has previously created (possibly it has Accuracy +1 and Puisseance +1). In rules terms, if the craftsman rolls a critical success on the skill roll, he should roll vs. skill again. If the second roll is also a critical success, the item gains a noteworthy enchantment. If it is merely a success, the GM should consider giving it a minor enchantment.

Folk Magic

This magic system, first introduced in *GURPS Russia*, holds that creating magic items (and, usually, magic in general) is simply a matter of following the correct formula. The formulas can be quite simple to implement, but are often arcane and difficult to discover in the first place. However, once learned, anyone can perform them, sometimes with no skill roll.

Learning a formula either requires a tutor, typically a powerful NPC magician, or research in formularies. The latter requires Research rolls, and possibly Cryptanalysis, language skill rolls, and possibly others. (See pp. MIT39-41 for more guidelines on how such books may be made harder to read.) Getting a formula from a magician, on the other hand, is usually relatively straightforward... except that most magicians will want something in return, in advance, and the price is often high.

Since the formularies were written by powerful magicians in the first place, there must be a mechanism for discovering formulas "from scratch," but this is rarely covered in folklore. Theoretically, the formulas could originally have been gifts from spirits or gods. (Of course, this merely moves the question into a different realm, but it's not a realm most PCs will have access to.) The other technique would be essentially scientific: the development of formulas either via

experimentation, or extrapolation from known principles. This can be covered by rolls vs. Alchemy, Occultism, Thaumatology, Theology, Weird Magic, and other unusual skills, and is probably a chancy process at best.

Once learned, the GM needs to determine what skills are required to correctly carry out a formula. If the formula is truly trivial, no roll may be required. At a slightly harder level, an IQ roll will do it. Making Occultism necessary increases the difficulty, and if Alchemy is required it becomes quite hard. More than one skill roll can be necessary — Alchemy to get the chemical parts right, and Theology to make sure the correct gods are invoked, for example. GMs should pick the difficulty level that best suits their campaign.

Formulas are often extremely specialized — e.g., "Ritual for creating magic glasses that will cause my husband to see our daughter as a boy." Using a formula more than once sometimes creates a less-powerful item.

Natural Magic

These are magic items that are produced by nature, not through the intervention of thinking beings. They can be animal (the eyes of the basilisk), vegetable (magic apples), or mineral (thaumatite ore). Natural magic items can be common or rare as the setting requires. Common natural magic items sometimes serve as a plot device. E.g., chestnuts that, when cracked open, turn into comfortable tents, exist so that issues of lodging don't slow down the story. Rare natural magics are often the subject of quests. If natural magic items aren't inherently useful (such as the thaumatite ore), they often are useful in the creation of magic items.

New Enchantment Spells

The following spells are, except where noted, part of the Enchantment College, used to make magic items.

Adjustable Clothing Enchantment

This spell, when cast on an item of clothing, causes it to adjust to fit whoever wears it, within limits. The adjustment occurs as the wearer begins to put it on, so the enchantment won't be discovered if someone picks up the item, and immediately discards it as "obviously" the wrong size. When removed, the item returns to its original size. The change in size *does* change weight as well; an object which doubled in size would increase in weight eightfold.

This enchantment is rare, both because it is difficult to learn, and because most magical clothing is intended for a specific person. It is sometimes found in extremely expensive theater costumes. It is also used when the item is intended to outlive one wearer (either because the enchanter wants his cleverness to be known for centuries, or because the noble who commissioned it intends to leave it to his heir).

Energy Cost to Cast: The cost to enchant a shirt or pair of pants, made of cloth, which can increase or decrease in size (linear dimension) by 10%, is 50. This cost can vary widely; round up in case of fractions.

For gloves, boots, shoes, a belt, a hat, or similar small item, halve the cost. For overalls, or a full-length gown, double cost. For a pressure suit, or other item that literally covers the whole body, triple cost.

An item with a few incidental metal parts (zippers, buttons) counts as "cloth," as does thin leather. Leather thick enough to have DR doubles cost. Scale armor, chainmail, or similar items triple cost. Plate armor and other solid metal armor

multiplies cost by five. For exceptionally light clothing (a veil or lingerie), halve cost.

If the item can adjust in size, up or down, by 25%, double cost. For 50%, triple cost. For 100%, quadruple cost.

Prerequisite: Enchant, Enlarge Object.

Attune Enchantment

This spell, a derivative of Bane (p. M45), is a limiting enchantment that makes a magic item work better against a specific target. It works on any *resisted* spell (e.g., Flesh to Stone, Mind-Reading), providing a penalty to the target's resistance roll. If enchanted into a magic item *before* the spell to be affected, the cost to enchant the affected spell is halved.

The enchanter must possess something connected to the target. The accuracy of the symbolic representation determines the penalty to the resistance roll.

Symbolic Representation Penalty

Minimal (drawing) -2

Small belonging/piece of clothing -4

Hair or fingernail clippings -5

Photographs or blood samples -6

DNA sample or video -7

Target is present during enchantment -8

In every case but the last, the representation must be incorporated into the magic item, though it need not remain intact (e.g., a videotape may be crushed to powder). If the target is present, presumably he has either been misled as to the purpose of the enchantment, or has agreed to it for more complex reasons (for instance, in case he should run amuck in the future).

The downside of this enchantment is that, when the item is used against *other* targets, they get a +5 to their resistance roll. An Attune enchantment cannot be removed from an item unless the enchantment or enchantments it controls are removed first.

Energy Cost to Cast: 100.

Prerequisites: Bane.

Costume Enchantment

Cast on a suit of clothing, this gives the clothing the adaptability described under the Costume advantage (p. CI52). The intended wearer must be present for the end of the enchantment (though not the whole process), and the clothing will only adapt to the powers the user has at the time, not any gained subsequently.

In a superheroic setting, this spell can be used as an alternative to the traditional super-science fabric (e.g., "unstable molecules") so many heroes seem to have access to.

Energy Cost to Cast: 50.

Prerequisites: Adjustable Clothing.

Hidden Weapon Enchantment

This is considered a weapon enchantment, though it technically can be applied to other objects that may need to be concealed. When the weapon is hidden on the owner's person, it is less conspicuous than normal, giving a bonus to Holdout skill. The exact nature of how it becomes less conspicuous is uncertain. Attempts to study the effect are frustrated by the very nature of the enchantment — if you know the weapon is there, it can't conceal itself from you!

In order for the enchantment to work, the owner must have made at least a minimal attempt to conceal the weapon. A sword in a scabbard hanging normally from a belt won't be affected, but if the owner drapes his cloak over it, the enchantment will take effect. Note that the normal Holdout modifiers from p. B66 still apply; a broadsword (normally -4 to Holdout) with Hidden Weapon enchanted on it at +3 would have a net penalty of -1 to Holdout.

Energy Cost to Cast: Depends on the bonus. +1: 100. +2: 400. +3: 2,000. +4: 8,000.

Prerequisites: Enchant, Blur.

Paut (VH) Enchantment

This spell is similar to Manastone (p. G42), but works on a liquid — "paut" — not gemstones. Each ounce of paut holds one point of energy. When drunk, this energy replenishes fatigue lost to spellcasting (but not other causes). Paut has other minor powers. E.g., medicine mixed in a bowl that has magic phrases inscribed on it in paut gives a +1 to the HT roll to recover from the ailment. The GM can create other minor benefits freely.

The liquid itself is water mixed with silver and other ingredients. Creating it requires the Alchemy skill, takes 1 week, \$300 in materials, and is at +1 to skill. In a society with high demand, alchemists will prepare uncharged paut, and sell it to enchanter, but typically the enchanter will have to make his own.

A given quantity of paut must be fully charged in one enchantment session. If the caster does not put in enough energy, the paut is *not* partly charged; the energy is simply lost. Paut does not normally acquire quirks as powerstones and manastones do (a failure is a failure), but GMs may change this for flavor.

Energy Cost to Cast: 5 per ounce.

Prerequisites: Enchant.

Piercing Cry Regular

This spell is theorized to exist from the powers of the Golem Fighter Tir Na Nog (p. 00), where it is enchanted into a golem. It presumably exists as a regular spell as well. This spell lets the caster emit a cry that weakens metal armor. Targeting is handled as for Sound Jet. If hit, the armor permanently loses 1 DR for every energy point put into the spell. Up to a 2-foot diameter area can be affected. For every 4 DR lost to this spell, the armor also loses 1 PD. Non-metal armor is unaffected. Piercing Cry is part of the Sound College, not the Enchantment College.

Duration: 1 second.

Cost: 1 per point of DR removed.

Prerequisites: Sound Jet, Rive.

Item: Staff, wand, or jewelry. Usable only by a mage. Energy cost to create: 700.

Resist Enchantment Enchantment

An item enchanted with this spell resists attempts to enchant it further, imposing a penalty on the enchantment skill roll. Further, this enchantment itself resists any attempt to remove or suspend it, imposing *twice* the regular penalty.

It is possible for the enchanter to set the Resist Enchantment spell to *not* resist specific further enchantments, but the person who will cast those spells must be the enchanter himself, or be present for the entire casting.

In addition to its obvious effects, this enchantment can be useful in other ways. Some exotic enchantments have their cost *reduced* if Resist Enchantment is cast on the item first (and, obviously, set not to resist the exotic enchantment in question). Alternately, some bizarre enchantments may not be permanent unless this spell is cast on the item immediately afterwards, "locking" the original enchantment in. (A possible example of this is the Hip Flask, p. 00.) The GM may use these two effects for the purposes of flavor or play-balance, particularly if a specific combination of enchantments seems to be abusive.

Energy Cost to Cast: 50 for a -1 penalty, 100 for -2, 200 for -3, 500 for -4, 1,000 for -5.

Prerequisites: Any Limiting Enchantment.

Transfer Loyalty Regular; Resisted by IQ

Many magic items have, at any given moment, one specific "owner." There is typically a procedure for giving an item a new owner; in many cases (such as the Artificial Archmage, p. MI60) the new owner must touch the item while a Loyalty spell (p. M68) is cast on it.

Transfer Loyalty is related to Loyalty, designed specifically for the purpose of changing ownership of magic items. It is both easier to learn, and cheaper to cast, than Loyalty. It is cast upon an object and its new master. The original enchanter

must have *intended* for the item to have transferable loyalty (such intent does not complicate the enchantment process in any way). The new owner *must* be touching the object. He has the option of resisting. The previous owner, if alive, may also resist "losing" the item, no matter how far away he is!

Any existing magic item from *GURPS Magic Items* or *GURPS Magic Items 2* which may have its ownership changed with Loyalty is also affected by Transfer Loyalty. Despite being a Regular spell, this spell is part of the Enchantment College.

Duration: Until a new Transfer Loyalty (or Loyalty) spell is cast on the object, or the new owner dies.

Cost: 1.

Prerequisites: Bravery and 2 other Mind Control spells, *or* any Limiting Enchantment (e.g., Name, Password, Limit, etc.).

Item: Staff or wand. Usable by mage only; must touch item and new owner. Energy cost to create: 500.

3. Buildings and Places of Power

"Right through here, gentlemen."

Three people clambered through the fractured rock tunnel, and emerged into the well-concealed cave. The one leading the way was a tall woman in her early forties, her red hair beginning to go gray. She went around the room in a business-like way, lighting the lamps she'd left there previously.

The two men who followed her looked like academics, not archaeologists. Their clothing, while adequate for climbing through tunnels, was clearly brand new, and hung on them like they were used to different attire.

"Wow..." said the taller, as he saw the door. Solid stone and fifty feet square, it filled the far end of the cave. Solid iron bars criss-crossed it, sunk deep into the rock on either side. "Okay, I'm impressed. Getting a lot of magical vibes off of it, too."

His companion stepped forward to examine the inscriptions that covered nearly every inch of the door. He began muttering under his breath in multiple languages.

"What does it say?"

"Take a look and take a guess, kid," said the woman, "I can only read about half those inscriptions, but they're not hard to figure out."

The tall man took a look. Among the writings were drawings and hieroglyphs, picturing skulls, teeth, the earth cracking open, the sky going black, people throwing themselves off cliffs, rivers of blood, and other, less-subtle images.

"Uh, they say, 'Please don't open this door?'"

"Yes," replied the other man, "and in at least twelve languages. This thing's another Rosetta Stone. I could make a career off of it."

"Assuming, of course, that you don't get too curious one dark night and try to open it," said the woman. "Regardless, I'll take my fee and go. I'm not magically sensitive, but it gives me the creeps. "Ta."

Some magic items are too big to move — they're buildings or other locations. Many standard magic spells allow for the permanent enchantment of an area, and the mana in small locations can often be raised, lowered, or aspected by accident, when a mage drastically messes up. The rules on aspected mana (p. M94) also allow for sites to become favorable to one kind of magic through non-magical contagion — Pre Bhuoc (p. 00) is probably an example of this. Sites can also be consecrated through ritual magic, creating an area "aspected" toward certain rituals.

((START BOX))

@B-BOXHEAD:The Carthaginian Solution

@TEXT-BOX:This organization of mages and mundanes has dedicated itself to finding dangerous magical locations

throughout the world, and destroying them. Its members believe that, given the way humanity is steadily exploring the last few hidden places on Earth (not to mention the constant increase in the population), it is only a matter of time before any given site is overrun by the untrained — and that almost always leads to disaster. In the end, the only guaranteed solution is the Carthaginian one: raze it to the ground, then sow the ground with salt.

@TEXT-BOX:The research branch of the Solution spends its time combing old records and fresh news stories for hints of unknown magical locations. Once one has been located, magical scrying and conventional techniques (such as satellite images) are used to check it out from a distance. Then, an exploration team is sent in to investigate it. These teams rarely have more than one or two mages, and have the best magical protection available. They often think of themselves as miner's canaries, there to die if the place is unsafe. If they don't come back, the next team is both smaller and tougher. If the second team also doesn't return, the Solution may turn to stronger measures — a fuel-air bomb was once used to soften up a particularly dangerous site.

@TEXT-BOX:Once it's been determined that the site can be visited safely, the core team of "disenchanters" are sent in. Armed with spells like Desecrate (p. R110), Banish, Remove Aura, Counterspell, Dispel Magic, Remove Curse, Remove Enchantment, and Drain Mana, they destroy any magic items, banish any spirits, shut down any continuing spells, and then proceed to turn the site into a no-mana zone. Once the mages are done, a "clean-up" crew burns any structures down, and literally sows the ground with salt, before putting up fences that warn of fictitious "biological contamination" in the area. The research team then tries to destroy all records of the site outside their own libraries. (For inhabited sites, the biohazard scare tactic is used *first* — assuming the inhabitants aren't all evil zombies or some-such.)

@TEXT-BOX:If the Solution determines to its satisfaction that a site is truly aspected toward good, they *may* decide to let it be. This is always a point of strong debate. Many good sites can be turned to evil very easily, and exceptionally powerful dark sites can appear good, particularly if they manage to take over the investigator's minds. This hasn't happened often, but it has been very ugly when it has. The Solution is funded by rich patrons, and by the sale of the harmless artifacts it discovers in the course of its work. It has contacts in many governments around the world, the better to deal with the local authorities.

@TEXT-BOX:The Carthaginian Solution can serve as an antagonist organization in a modern secret magic campaign, or possibly as a Patron, if the characters don't mind the destructive work. With minimal changes, it can be placed in other eras as well.

((END BOX))

The Ancient Observatory of Kalaina

The Observatory was discovered by the Scout Service while exploring the ruins of an ancient civilization on the planet Kalaina. It at first appeared to be a normal TL10 planetarium, which holographically displayed the local stellar neighborhood. The controls were intuitive, and the Scouts soon found that correct usage allowed the image to zoom out to display the whole galaxy, or else to focus on an individual star system, showing all bodies larger than 100 miles in diameter. The Observatory's clear magical aura caused the Scouts to assign a magical investigative team.

The thaumatechs eventually discovered a small compartment in the center of the floor. When closed an image appeared allowing selection of any type of molecule found in significant quantities inside the compartment. The main display would then show the presence of these molecules throughout the galaxy, with brighter dots for greater concentrations.

The discovery could revolutionize space exploration as well as many physical sciences, and there is already a lot of political maneuvering to gain access to the Observatory.

Suggested Setting: Space fantasy.

Component Spells: Hypothetical "Seek Molecule" spell.

Asking Price: Probably not for sale, but the price would be in the billions, at least.

The Energy Straw

This thin metallic straw is vertically embedded in the basement floor of an abandoned subterranean military complex in New Mexico. The Straw sticks 5" out of the ground, and is made of some unknown metal; the buried part goes right down to the planet's core. The entire Straw is enchanted with Draw Power/TL7 and can be used by any mage to drain energy from the Earth to power any spell of his choosing. All limits on Draw Power apply, and this straw will work only once for any particular mage. The amount of geothermal power available is essentially only limited by the capacity of the mage or mages using it. The number of mages who can be close to the Straw at one time is limited by the 12' by 12' size of the basement. there is no larger room in the complex, and the basement is 300' from the surface.

Most in the know suspect that at the time of the Trinity experiment, the U.S. military was researching new metallic alloys and that the magical radiation following the nuclear test transmuted these new alloys, in an incomprehensible way, into an energy conduit. The durability of the new metal is unknown. For obvious reasons, no one has ever attempted to break the Straw. Since it apparently can survive the conditions at the center of the planet, it must be quite tough.

There is a rumor that a secret organization exists to protect this artifact. Whether it is a cult defending it from any unworthy mage, or a paranoid government agency (or both!) is unknown.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Draw Power, Shatterproof variant, Shape Metal.

Asking Price: Since no mage can use it twice, the complex may be for sale (millions of dollars, minimum), or access to the Straw could be rented out at tens of thousands of dollars per hour. However, it's very likely the owner would want to maintain total control.

Pre Bhuoc

In 1937, an archaeological–ethnographical expedition ended in disaster in Southeast Asia. It included the German–American anthropologist Joshua Meyer, who wrote letters to his relatives in Germany. Those letters were opened and studied twice, by the French colonial police (suspecting him to be a German spy) and by the German Gestapo (because he was a Jew). Because the colonial police was bribable, and the Gestapo forwarded information to the Midwinter Aton clique (p. CAB00), several Cabal lodges came to know that Meyer (a Cabalist himself) had found something.

Meyer had written, "I am about to make a side trip to an island in the swamps where the natives say there is an old temple, 'Pre Bhuoc.' I believe I'll find powerful energies there." The place was between Battambang and Poipet, along an

abandoned secondary road to Burma (the French found it too difficult to maintain in the swamps). Meyer then disappeared in a flooding.

The island remained very difficult to access, not only because of the environment, but also because it was more or less always a war zone. Jacques Dupont, after his expedition failed to even get as far as Battambang in 1951, privately hypothesized that this wasn't just chance.

Indeed, research points out that the place has a history of battles and massacres. The first recorded event is the storming of a nameless city by the expanding Khmer empire in the 10th century; the survivors were slaughtered. Two centuries later, another battle was fought nearby. The road was another Khmer achievement, and thousands of slaves died in the swamps to build it. There is an obscure reference in an 18th-century source to a "city of death." During WW2, the Japanese marched a column of French POWs along the road, but at Pre Bhuoc, the frustrated commander decided to kill them. Further, the Khmer Rouge had one of their killing fields in the swamps.

Today, the area is still inaccessible. The road has subsided, and several diseases are endemic. The villages surrounding the swamp are particularly miserable, and the surprising number of natives missing legs signals another danger: anti-personnel mines. Die-hard guerrilla groups hide in the jungle along the border with Burma, and they'd be happy to kidnap foreigners. So, no foreign expeditions are allowed by what passes for local government, and the army would arrest any intruder.

Physically, the island is a few hundred yards across, and barely rises above the swamp. The air is fetid and noxious, and the ground sucks and clings at an explorer's boots. Apart from the temple itself, the ruins here are rarely anything more than foundations made from thick gray stone. A few isolated blocks rear out of the ground like oversized tombstones.

Of the temple itself, only the central hall is even partly intact; the two outer wings are encrusted with creepers that appear to be dragging it down into the mud. The temple is built of gray stones even thicker than those found elsewhere on the island, and the architecture is stark to the point of brutishness. The interior of the temple is the only spot on the island not visible from the sky, and no one has yet reported accurately on what lies inside.

If a Cabalist could reach the small island, he'd probably discover that the mana is death-aspected here, giving +3 to Necromantic spells and any spell doing direct harm to living beings, and -3 to Healing spells. Necromantic spells have an additional +3 (for a total +6) on the spot of the old temple, due to the strong correspondence. Extensive digging would uncover the remains of stone buildings, and possibly some very peculiar items, but this would require an expedition to stay and sleep on the island... which is unwise.

It is very likely that some spirit or undead being haunts the island. During the night, sleep will be disturbed by nightmares, and accidents become very likely — probably the spirit can influence both dreams and probabilities (see *GURPS Spirits*). Dreams often feature a corpse in armor. This could be a spirit, or possibly the Aethyr Menqal, Lord of Ruin (p. CAB00). If the expedition came here for a specific ritual, they had better to perform it quickly.

Finally, Dr. Fang (p. CAB00) is likely to learn from his spies of any foreigners in this region. He's apparently not interested in exploiting Pre Bhuoc himself, but he probably considers Southeast Asia as his own preserve, trespassers unwelcome.

Suggested Setting: *GURPS Cabal*. Useful with *GURPS Spirits*.

Component Spells: None, but magical items could be unearthed here.

Asking Price: Some \$20,000,000 if a multinational corporation can come up with a reasonable front project, plus about \$2,000,000 in kickbacks to have officials approve it and open up the area. National authorities would expect local manpower to be employed, as part of the deal. Whether willing local workmen can be found is another matter.

4. Clothing and Armor

"If clothes make the man, what does that say about a masquerade?"

She was dressed as Marie Antoinette, in a full-length gown, a pearl-encrusted mask, and a dotted line around her throat. He was a Renaissance noble, with frilled clothes, oversized hat, a full-face mask, and -- incongruously -- round, dark sunglasses. They danced, surrounded by gaudily-dressed couples doing the same.

"I've never really cared for that expression," he replied.

"Humor me, silly."

"Well, it says that we are made anew when we put ourselves in costume. No one here is what they appear."

"Quite the opposite, isn't it? Everyone here

is what they appear to be -- they're just not who they were yesterday, or will be tomorrow," she said.

"...That's a good way of putting it. Clothes have their own alchemy. A stylish coat can make you feel like a million bucks. Wear an unflattering bathing suit, and your self-confidence withers."

"How about you?"

"Especially me. Everything I am, from the warm glow of good wine within me, to the courage it took to ask you to dance, is due to these clothes. Hey!" he exclaimed, as a poor dancer in an ape costume slammed into him. He turned his masked face to curse the ape.

She, meanwhile, reached up, and said, "Courage, hmm? You get a kiss for that." As he turned back, she swept off his sunglasses, and lifted his mask.

"No..." There was nothing behind the mask but a whispered protest. The clothes collapsed to the floor, empty.

((START BOX))

@B-BOXHEAD:The Haberdasher From Hell

@TEXT-BOX:As recounted in *GURPS Fantasy Folk*, all Leprechauns are shoemakers. No one has ever manage to get a straight answer out of them as to *why* an entire race of diminutive, intensely-magical beings would need to know how to make shoes. The truth is unexpectedly sinister.

@TEXT-BOX:Thousands of years ago, in another dimension, two wizards of immense might fought. The fight arguably ended in a stalemate -- one was cast into a prison dimension, which she did not manage to escape for hundreds of years. Before she went, though, she had managed to place a bizarre curse on her foe. The victim tried to resist the curse, but finally succumbed to it -- he cannot wear the same clothes twice, and can rarely stand to wear one outfit for more than an hour or so. Unfortunately, he was already hundreds of years old, and had developed a taste for fine clothing. After

laying waste to several kingdoms while stripping them of every halfway-decent article of clothing he could find, he realized he needed another solution.

@TEXT-BOX:His answer was to create the original members of specialized races devoted to nothing but making clothing for him. There would be one race for hats, one for cloaks, one for pants... and one for shoes. The Haberdasher, as he was already called, originally only made half a dozen members of each race, knowing that they would breed, until he had hundreds of industrious, obedient workers supplying his clothing needs.

@TEXT-BOX:Then his foe returned. In the chaos, many members of the artificial races were killed, and the Haberdasher was forced to flee across dimension. He eventually returned to find that none of his servants remained. To this day he looks for them across the multiverse (he no longer has the resources to create them from scratch). He is an extremely powerful opponent, but driven by only one obsession. If you catch him admiring your shoes, give him what he wants, and he'll go away. He *always* notices magical clothing.

@TEXT-BOX:Whether any races besides the Leprechauns survived, and how the Leprechauns got to where they live today, is up to the GM. They have no intention of admitting their heritage as artificial slaves, not least because they worry that the Haberdasher will find them.

((END BOX))

Clothing

Clothing is possibly the most obvious type of object to enchant. In almost all societies, people wear clothing all the time, they carry it wherever they go, and it does not impede movement (or, at least, they are used to its restrictions). An enchantment on one's trusty jacket, or sturdy boots is almost as good as an enchantment on oneself.

Helping Hands

Helping Hands are magical work gloves that can act as extra hands for an individual. The gloves may work singly or in pairs. Originally designed for mageworkers (see *GURPS Technomancer*, p. 83) the gloves have spread to the general public.

Helping Hands are used by putting them on, placing them in the desired position, concentrating to activate them, and slipping one's hands out. The gloves remain in place, possessing the user's ST. They remain in place for a few minutes, freeing the user's hands for other tasks. Once ready, the user slips his hands back inside and sets the load down, relaxes the grip, stops pushing, etc. Helping Hands can remain stationary relative to the surroundings, or move along with the user (e.g., to carry one end of a lengthy object). Helping Hands can brace things, so the user could press them against a door and have them hold the door shut with his ST.

Typically, Helping Hands will function for a few minutes at a time (1d+4 minutes at first, double that once the user is completely accustomed to them). No more than one pair of Helping Hands may be used at a time. They can't easily be employed as weapons, however once the time limit is reached, they will drop whatever they are holding (like a vial of nitroglycerin, or the end of a rope a rival is climbing down.)

Suggested Setting: *GURPS Technomancer*.

Component Spells: Apportation, Air Golem variant.

Asking Price: \$100,000.

Horseshoes

Horseshoes are normal-looking boots that allow the wearer to run as fast as a racehorse (Move 18). However, the wearer takes twice the normal running fatigue (p. B88). After use, the user also develops a penchant for eating oats, apples, and sugar.

Suggested Setting: Yrth.

Component Spells: Haste variant.

Asking Price: \$160,000

Ninja Robe

The Ninja Robe stores various skills and confers powers on the wearer. It grants the following skills: Karate-13, Judo-13, Knife Throwing-13, Climbing-13, Camouflage-13, Blowgun-13, Stealth-13. The Ninja Robe cannot be retrained. All skills given to the wearer are immutable. If the wearer practices these skills, or uses them in the field, the robe counts as a teacher for the purpose of learning them, but only at the normal rate (200 hours = 1 character point).

The robe can change color at the user's whim. Only solid colors are possible. Further, it can change form to resemble another article of clothing, so a robe can change into overalls, shrink to be a shirt or pants, or reform into a cloak (but not become a glove or a hat.) This gives +2 to Disguise.

This item is apparently unique, the creation of a brilliant enchanter who always wanted to be an assassin. She was one of the few mages to discover how to enchant Lend Skill into a magic item. She used the powers of the Robe to eliminate other enchanters who made the same discovery (among other people). Whether she is still alive is unknown.

Suggested Setting: *GURPS Cabal*, *GURPS Supers*.

Component Spells: Lend Skill variant, Illusion Shell variant.

Asking Price: \$3,000,000, or more to enchanters who wish to study it.

Power Tie

Clothing designed to enhance the personal presence of the wearer have always been a favorite among those with access to magic. Magic ties are particularly popular, since they're easy to change and one can keep a tie handy for every occasion. In addition, the pattern can serve as a convenient recognition code for members of the same organization. The sample Power Tie described below is yellow, with a pattern of black diamonds. It allows the wearer to discern truth, improves people's reactions to him, and makes him braver. The auxiliary Clean enchantment works on all the wearer's clothes.

Suggested Setting: *GURPS Illuminati*.

Component Spells: Truthsayer, Persuasion, Clean, Bravery (wearer only).

Asking Price: \$200,000.

Sensei Robe

The Sensei robe is, to the eye, a traditional gi as worn by any martial arts student or master. It was created by the same enchanter responsible for the Ninja Robe (p. 00). It was given to a secretive martial arts school, in exchange for the loan of several of its best students, whose skills were encoded into this robe and the Ninja Robe. The Sensei Robe is designed to allow a martial arts master's skills to survive after his death.

When originally created, the Robe granted the wearer the skill Karate-12, and the maneuvers Jab-11 and Kicking-11. However, if the Robe is worn by someone whose skills exceed the Robe's, he can train it, improving its abilities, and even teaching it new martial arts skills and maneuvers. It learns at the normal rate, and can only learn unarmed fighting techniques. The robe's level in any skill or maneuver will never go higher than the master's minus 1.

Further, if the Robe's skills *exceed* the wearer's, the robe counts as a teacher, and the student can learn at *twice* the normal rate (i.e., 100 hours = 1 character point) so long as he practices with the Robe, and pays attention to how the robe corrects his movements.

When encountered, the Robe may have whatever skill level the GM finds convenient; ideally, it should be slightly better than the best martial artist in the group, with a few maneuvers he does not possess.

Suggested Setting: *GURPS Cabal*, *GURPS Supers*.

Component Spells: Lend Skill, hypothetical Learn Skill.

Asking Price: \$4,000,000, or more to enchanters who wish to study it.

Shadow Mask

These black domino masks are often made of fine silk. They have the effect of reducing the glare from sunlight and other bright lights. The wearer can not be blinded or dazzled by bright lights, and creatures whose eyes are sensitive to light (e.g., cave-dwellers) receive no penalty to their vision due to bright light. Note however that this provides no protection to the wearer's skin, so vampires or creatures with allergies to sunlight must still fear the day.

The first of these masks was created by an albino enchanter whose weak eyes were damaged from years of working with the College of Light and Darkness, and could not bear any but the dimmest light. The creation process for the mask was passed on to his apprentices, who disseminated the knowledge widely.

Suggested Setting: Any.

Component Spells: Bright Vision.

Asking Price: \$3,500.

Shadow Slippers

Shadow Slippers are a pair of soft, thin gray or black footwear. They are composed of real material on the inside but only shadow on the outside. While wearing these magical slippers the wearer's step is no more than the placement of a shadow. The wearer can thus walk and run normally, but places no weight on the surface he treads upon. This has a number of useful consequences: it reduces the noise from walking, the wearer leaves no footprints, and the wearer will not set off any pressure-activated traps (such as a covered pit). This also means, however, that the wearer can not effectively kick for damage, as the blow will have no more effect than a shadow sliding across the surface of the target. These were originally commissioned secretly by nobles in the empire of Megalos for use by their assassins, but they are in demand by scouts, burglars and others desiring concealed movement.

Suggested Setting: Yrth.

Component Spells: Body of Shadow variant.

Asking Price: \$200,000.

Jewelry

The reasons *not* to enchant jewelry are many. It is small and easily lost. It is a target for thieves even if not enchanted. It attracts attention. In many societies, only certain people can wear it without arousing suspicion. However, jewelry can be put on and taken off quickly, allowing someone to switch what spells are affecting him easily. Small items are easy to hide and conceal, as well. Lastly, some people feel that, since magic items are already valuable, they should *look* it as well.

Glitterstones

A Glitterstone can be a crystal of any variety, typically mounted in a ring or pendant. When worn, a Glitterstone glows the same color as the wearer's aura, exactly as per the spell (p. M53). A 'Stone will not work on anyone who is aware that it is about to be put on them, knows what it does, and doesn't want their aura known, but it will work on typical animals, the ignorant, the unconscious, etc.

The glow from a Glitterstone is, to the untrained eye, just colored light. The informational content provided by the spell (e.g., "this person is very angry") is visible to anyone with Magery (unless they have *never* heard of the spell), non-mages who know the spell, and others who have made a diligent study of what colors correlate with what traits. The average person could guess that a roiling red indicates anger, but it could instead be passion. Glitterstones do not reveal secret magical traits.

Glitterstones are fashion, worn both by people who have nothing to hide, by those proud of their darker side, and by some who don't know what the colors really say about them. People occasionally use them as "matchmakers," by asking potential romantic interests to hold the 'Stone, and looking for a compatible aura. Actually getting useful information from this technique requires more skill than the average non-mage has...

The light from a Glitterstone is dim. If it is the only illumination, Vision rolls are at -8; for people with Night Vision, it provides sufficient light to eliminate the penalty.

Glitterstones provide an example of the type of cheap, everyday magic items that residents of modern high-magic worlds will have. They can also be used in more traditional fantasy settings, as a fashion among the nobility. GM's may wish to adjust price accordingly.

Suggested Setting: Any where magic is common.

Component Spells: Aura variant.

Asking Price: \$75.

Magical Wedding Rings

First enchanted by an enamored wizard as a gift to his beloved, this pair of magical wedding rings puts a couple who dons them under the effect of a Emotion Control spell designed to make them fall in love with each other. They also bond the couple, giving them the Special Rapport advantage (p. CI46). The effects of the rings will disappear slowly if one or both are willingly removed, disappearing completely after one month for every three months they were worn.

While originally created with the best of intentions, the unethical potential of these rings is obvious. Using them without both parties' knowledge and consent would be regarded as a heinous use of mind-control magics in most societies.

Suggested Setting: Yrth, *GURPS Technomancer*, and common-magic variants of *GURPS Swashbucklers* and *GURPS Steampunk*.

Component Spells: Emotion Control variant, hypothetical "Grant Special Rapport" spell.

Asking Price: \$60,000, though cost (and legality!) will vary by society.

Restorative Ring

The Restorative Ring constantly restores fatigue to the wearer, at up to 2 fatigue per second. It is a gold band with a depiction of water circling it.

No one can remember when the Restorative Ring was created, but everyone in magic circles has heard the story. A group of enchanters came together to create a ring that would constantly refresh a caster. The plan was to create a whole set, one for each of the five enchanters involved. After each ring was created, they would join together to bring kingdoms to their knees, and rule the world. When the first ring was finally finished, an argument broke out among the group as to which should be able to wear it. They destroyed each other in a massive conflagration, leaving only one of their apprentices alive. The apprentice took the ring, and fled. He later tried to sell it to a wizard, but the wizard tricked him with fake money, and stole it (the apprentice found out that the money was fake later that week, and was predictably killed at the same time). That wizard was later hunted by other magicians, jealous of his power, and killed. During the fighting between the magicians that followed, the ring was lost. It is rumored that the ring is cursed, will not allow anyone to possess it for very long, and will bring each owner to a violent end.

Suggested Setting: Yrth.

Component Spells: Hypothetical, extremely powerful Recover Strength variant.

Asking Price: \$300,000 and up.

Armor

When it comes to self-defense, the best you can afford is the kind to get.

Audio Armor

Audio Armor is a thick canvas jacket that can "hear" the environment around the wearer, and respond to any threats, particularly gunshots and explosions. The Armor has Hearing-12, and responds like a blocking spell when it detects a danger. Normally, the Armor confers PD 1 and DR 16. Against noisy attacks, it grants PD 2 and DR 32 on the wearer for 1d seconds. After deactivating, it won't "reset" for a number of seconds equal to the time it was active.

In addition, mages of low skill level need to speak their spells verbally, and the Audio Armor may hear the spell being cast, and activate. Initially, the Armor "knows" all missile spells from *GURPS Magic*, and will "armor up" if it hears any of them being cast. If the wearer takes damage from any other spell, the Armor will "learn" this new threat if it rolls a 12 or less on 3d.

The Armor itself takes 1 point of damage from any attack that overwhelms its DR (this point is *not* subtracted from the damage done to the wearer), and has 20 hit points. It can be fixed with the Repair spell, as for most magic items.

Silencers, certain spells, and some ultra-tech devices can be used to foil the armor. Use any applicable hearing modifiers. Relatively quiet weapons such as lasers, gauss guns, and spring needlers impose at least a -2 penalty.

Suggested Setting: *GURPS Technomancer*, *GURPS Supers*.

Component Spells: Block variant, Hardiness variant, unknown.

Asking Price: \$175,000

Glass Armor

The spell Shatterproof (p. M52) expands the armorer's repertoire of materials. In particular, glass is a strong, light substance, inappropriate for armor only because it is brittle. Weapons will still penetrate Shatterproof glass plate armor, as they could steel armor, but they will not destroy it in the process. Basic glass plate armor has 1 point less DR than comparable steel plate armor, but it weighs half as much and has no need for eyeslits. It provides no protection against lasers unless silvered; mirror armor will be extremely visible under some circumstances, and wonderful camouflage in others. the GM must determine any Vision modifiers.

If high technology can produce diamond glass (TL8 or 9), the same treatment will produce armor with five times the DR of steel.

Suggested Setting: Pseudo–medieval fantasy.

Component Spells: Shatterproof.

Asking Price: \$40,000 for a full suit. Decoration (e.g., stained–glass inlays) can drive the price higher.

The Metal Tiger Armor

This suit of gold–and–black scale armor was created two centuries ago by a circle of Dwarven and human enchanters, at the request of a young and rich officer of the Megalan legions. It weights only 38 lbs. and confers PD 3 and DR 5. What makes it special, is its ability to shapeshift its user into a metal tiger, effectively combining the Shapeshifting (Tiger) and Body of Metal spells.

When shapeshifted, the wearer has all the benefits of the Shapeshifting (Tiger) spell (see pp. M25 and M110), with the following exceptions. Speed is only 7. He has PD 4, DR 4 — or PD 0, DR 1 vs. electrical attacks. Biting and clawing do +1 damage. He takes half damage from Fire and Water combat spells, and none from (non–electrical) Air spells. Used against the wearer, Shape Metal hinders the subject by 1 point of Move and Dodge per 6 points of energy. The wearer need not breathe, and may only speak in growls and roars. Spells may only be cast if known at 18 or better.

The shapeshifting ability is usable only by mages, takes 5 seconds and 16 ST to activate (6 ST to maintain), and lasts for one hour. The ST used to power the spell can be drawn from the dedicated 22–point powerstone embedded in the armor's left breast.

Suggested Setting: Yrth, *GURPS Arabian Nights*.

Component Spells: Body of Metal (variant), Shapeshifting (variant), Lighten, Fortify, Power, Speed, Powerstone.

Asking Price: \$260,000.

Scent Armor

Scent Armor is made of the hide of any beast with a pronounced sense of smell, and is worn as a cloak. The armor functions as a combination of a Sense Foes spell and an ultra–tech chemsniffer, sensing people, animals, and chemicals dangerous to its wearer, and alerting him.

The armor has a base Smell roll of 16. The armor is normally at no penalty to detect poisons, chemical explosives, and concealed foes, but there is a –1 penalty for every 2 yards of distance between the armor and the subject. The GM may assign bonuses or penalties for special circumstances, such as unwashed orcs or poisons in airtight containers.

If the Smell roll succeeds by 3 or more the location and substance (or type of foe) can be determined by the wearer, otherwise success will simply alert the wearer that potential trouble is around, and its general type. Once the user has owned the armor for six months (using it often during that time) he may tune it to smell a particular race of creatures (all goblins) or particular substance (gunpowder), but not both, at +4. This may be changed once per month.

The GM may opt to have the armor distracted by particular scents (tasty food, or intense perfume) in which case it will cease to function until out of range.

Suggested Setting: Fantasy settings, or *GURPS Goblins*.

Component Spells: Keen Smell, Sense Poison, Sense Foes.

Asking Price: \$165,000.

Visual Armor

Visual Armor is an armorplast cuirass which innately grants PD 1, DR 8. Inscribed across the chest and back of the cuirass are two all-seeing pyramids. Anyone examining it closely will notice the eyes blink periodically. Visual Armor will inform the wearer of any weapon it can see with a Vision sense roll of 14. (To identify exotic weapons, the Armor has all current Armoury skills for the TL and location it was enchanted at, also at 14. Thus, it may not recognize ancient, ultra-tech, or foreign weapons.) This effectively gives the wearer the 360-Degree Vision advantage, for weapons only. Clothing, such as cloaks or overcoats, spells (Fog, Darkness), and smoke all obscure the armor's vision as they would normal vision.

The Armor also instantaneously informs the wearer when a gun is fired, a sword is swung, etc., giving the wearer a +2 to his Dodge against any attack the armor sees. Highly visible attacks, such as most energy and magical attacks (e.g., normal lasers, lightning bolts, fireballs, particle beams) give the armor a +2 to detect the attack. Slugthrowers using a flash suppressor are detected at -4. X-ray lasers, gauss weapons and other "invisible attacks" are not detectable by the Armor (though the weapon itself is normally visible). As a final feature, the Armor has Lip-Reading-12, and can silently impart what it "reads" to the wearer.

Suggested Setting: *GURPS Technomancer*, *GURPS Supers*.

Component Spells: Hawk Vision, Lend Skill variant, unknown others.

Asking Price: \$125,000.

5. Criminal and Law–Enforcement Magic

Before turning his attention to the window, the thief checked his boots again. After all, they were the only thing holding him to the wall.

"Boots, check."

Carefully crouching, he took out a wand, tapped the end, and touched it to the glass. A three–foot circle wafted away as air.

"Glass–to–air stylus, check."

He adjusted the jet–black bracelets, anklets, and headband he was wearing, and stepped through the hole. The sonic motion detector in the corner remained untriggered.

"Sphere of silence, check."

The thief pulled goggles over his eyes. A quick glance around the room revealed a safe in the west wall.

"See secrets goggles, check."

The painting in front of the safe was not itself trapped. He was pulling it off the wall when the rest of the window behind him vanished. All of his magic items sparked and went dead. He whirled, and saw Doctor Magus float through the window.

"So, Wallwalker, we meet at last!" she said. "Will you surrender, or shall we proceed directly to the pummeling?"

"Anti–hero spray,

not *check*," he said.

((START BOX))

@B–BOXHEAD:The Magnificent Magi

@TEXT–BOX:These five magic–using criminals are currently the most successful train robbers west of the Mississippi. Their horses can run faster than a mile a minute, and are apparently bulletproof. Their guns are preternaturally accurate, but never kill. Few safes can resist their metal–destroying wands, but those that can, are simply carried away whole.

@TEXT–BOX:In truth, only two of the Magi are mages, and they specialize in enchantment. Most of their effects are achieved through magic items — especially the horses, which are golems enchanted with movement spells. The two enchanters are assisted by their wives, who are arguably better at spellcasting than their husbands. They grumble about not being allowed to assist with the train robbing, but none of the men will hear of it.

@TEXT–BOX:Enchantment is costly in terms of both time and money, and the Magi have just started to make it pay.

They hole up for months between robberies in their hideout, a butte hollowed-out via magic. Though they enrage lawmen, their non-lethal tactics and flashy style have made them popular heroes. They are thinking of donating money to communities in need, and to the organizations back East fighting against anti-mage bigotry.

((END BOX))

Thieving Items

Small-time thieves often use nothing more magical than a weapon and a mask. Unfortunately, that's often all you need. Magic items are the tools of the catburglars.

The Hand of Glory

The Hand is primarily a sorcerous thief's tool. (The name of this item is something of a misnomer; in addition to the Hand itself, there is also a companion candle.) When properly prepared and lit outside a house, its magic will force all the inhabitants therein into a comatose state, leaving the building safe for burglary.

No magical gift is necessary to create a Hand of Glory. The primary component is the actual hand of a felon, hanged by a highway, cut from the body while it still swings from the gallows. The hand is pickled for two weeks, then dried thoroughly. At the same time, a pillar candle is cast from a mixture of fat from the hanged man, virgin wax, sesame, and horse dung. When they are both complete, the hand is arranged so that it stands upright on its stump and the candle sits in its palm.

The user then places it in front of a home he wishes to burgle and lights it in order to activate its magic. ("In front" means the side of the building with its main entrance.) All the inhabitants within the building at that moment — including dogs and other animals that might raise an alarm — must begin making Will rolls: one immediately, and another every ten seconds following. Once a Will roll is failed, that person or animal becomes effectively catatonic and cannot be roused until the Hand's flame goes out.

The flame of the Hand burns blue and lasts until dawn unless extinguished by the user. The flame cannot be doused by others, except by one method: soaking the entire Hand of Glory in milk. Victims will slide into normal sleep when the user extinguishes the candle. If someone else manages to put it out, each sleeper immediately rolls against IQ (*not* Will); on a success, they will awaken suddenly, in a state of alarm and agitation.

Note that anyone entering the house *after* the flame is lit is unaffected by the magic, which while convenient for the user can often be his undoing. Also, in most civilized areas, a candle perched on a pickled human hand in front of a house is not a common sight, and may cause concern in passers-by...

The GM may wish to assign a Power level to the Hand based on the skill and care of the creator; if so, the Will rolls become resistance rolls against the Hand's Power. Note also that the Hand's candle will not function without the Hand to hold it; while they are two separate objects, they make up a single enchanted item, and neither is of any use by itself. However, it is not possible to break the enchantment cast by the Hand by simply separating the two, as long as the flame burns.

Countering the Hand of Glory. There is a counter-charm to the effect of the Hand. Whether or not this method is as

"black" as the Hand's enchantment is up to the GM, but since the charm requires blood and other body parts from various animals, it is at the very least suspect. A person seeking a defense to the Hand must, during the "dog days" of summer, combine the gall of a black cat, the blood of a screech owl and the fat of a white hen, and anoint every opening in his house with the mixture. If every entry is properly smeared with at least a couple drops of this unguent, the enchantment of the Hand cannot affect its inhabitants.

The Hand of Glory is created using folk magic (p. 00). If Alchemy is required to create it, a Hand requires \$5 in materials (listed above), 3 weeks, and is +1 to Alchemy skill to create. In any campaign with active forces of supernatural evil, such forces are more likely the actual source of power, invoked by the process of acquiring and preparing the ingredients.

Suggested Setting: Yrth, Medieval Europe, and similar settings.

Asking Price: \$10 or more, depending on the local frequency of hangings and the care taken with bodies afterwards.

Nightlight

The Nightlight is a simple item, resembling a flashlight which allows the bearer to cast the Darkness spell. In addition, the Nightlight confers any of the following on the holder as desired: Night Vision, Dark Vision, or Infravision.

Unlike a regular flashlight, the Darkness power of a Nightlight affects the hex the user is standing in, as well as a cone 3 yards long and three yards in diameter at its end. If aimed straight down, it only affects the user's hex.

So long as a Nightlight is turned on, it will continue to project Darkness — the user can leave it activated on a table, and walk away. However, to use the vision-enhancing spells, the user must be holding the Nightlight.

Nightlights are designed to run off of batteries, though they can also be powered with fatigue normally.

Suggested Setting: *GURPS Technomancer*, *GURPS Supers*.

Component Spells: Darkness, Night Vision, Dark Vision, Infravision, Draw Power.

Asking Price: \$1,500.

Trick Coin

The Trick Coin is the product of a New Jersey gang of forgers who turned to magical forms of crime. While trying to develop a "universal card" to raid autotellers, they discovered the lower-cost Glitch variant that forms the basis of this item. A Trick Coin can be made in any denomination, and can be an actual coin or a bill. In addition to the enchantment, a successful Forgery or Uttering of Base Coin roll is required to make the Coin. When used in a coin-operated machine (pay-phone, vending machine, laundromat etc), the Trick Coin will function as a normal coin, but when the machine completes its function (goods dispensed, call terminated, etc.) the Coin will be returned. No other change will be provided. A Trick Coin won't make you rich, but it can save a good deal of money if used carefully.

Suggested Setting: Technomancer.

Component Spells: Low-cost Glitch variant.

Asking Price: 200 ¥ face value.

Other Illegal Items

Every time a new spell is discovered, its only a matter of days before someone finds its criminal uses.

Glasses of Inversion

This item typically takes the form of a small pair of wire-rimmed spectacles or pince-nez. The lenses do provide some slight magnification, like a weak pair of reading glasses, but this is only to allay suspicion. In fact, upon mental command, the glasses allow the wearer to see the opposite sides of things. All objects in view appear as they would if the exterior appearance of all surfaces facing *away* from the viewer were painted on a transparent, hollow shell. This gives the scene an inside-out, mirror image appearance which is highly disorienting, but sometimes useful. For example, one could see if the opposite side of a door were fitted for a bolt or bar (though the bar itself, if a separate object which was not in one's field of view, could not be seen).

More commonly, the glasses bring a whole new dimension to cheating at card games, as long as you don't mind looking at the backs of your opponents' heads. Use of the glasses gives a +5 to Gambling -- though, if the cheater's normal play style depends heavily on watching facial expressions, the GM may want to assess a penalty for being unable to see his opponents' faces! To detect that a player has inside knowledge requires a Contest of Skills between the victim's Gambling or Detect Lies skill at -5 and the cheater's Gambling or Acting.

Note that "objects," for purposes of the glasses' effect, do not include things the size of planets, and anything affixed to such a large body (such as a building or tree) counts as a separate object.

Reportedly, glasses of inversion were first developed by a character by the name of English Nodbody, whose nefarious scheme was uncovered only when he made the slip of both shuffling and dealing an entire hand of cards face-up.

Suggested Setting: *GURPS Goblins*, *GURPS Old West*.

Component Spells: Glass Wall variant, Mirror variant.

Asking Price: \$20,000.

Gossamer Chains

Neither made of gossamer nor in the form of chains, these bracelets, used most frequently in holding and moving slaves and prisoners, cause the wearer to completely forget about the concept of escape and be obedient towards their captor, who must be the one to place the item upon the victim.

Suggested Setting: Any involving slavery, especially if it is illegal.

Component Spells: Forgetfulness, Hex, Limit, Loyalty, and Password, all at level 20.

Asking Price: \$170,000.

Hip Flask

The Hip Flask was created by a streetwise Technomancer to allow him to move in circles he normally might meet resistance in. The Hip Flask is a small, ornate, clear glass flask, with a standard cork stopper, filled with alcohol. Inscribed on its bottom is a pentagram. The Hip Flask typically holds whatever the owner desires: wine, brandy, whiskey, etc. If it is filled with anything other than alcohol, it ceases to function until it is restocked.

Just bringing the flask out gives the owner +1 to Reaction Rolls with those who see it. In addition, if the owner drinks from the flask, he will be perceived as using vocabulary and signs appropriate and familiar to those around them — similar to a successful Savoir-Faire roll. The owner may use this feature as long as the flask contains alcohol. Standard drunkenness rules apply.

If someone other than the owner drinks from the flask, their reaction rolls toward the owner are increased by an additional +2; they do not gain any benefits. The owner is anyone who has been in possession of the flask for a week; spells like Transfer Loyalty (p. 00) work normally.

The Hip Flask is made of glass and can be broken, forever destroying the item. The Hip Flask will resist further enchantments (e.g., Shatterproof), imposing a -3 on the enchantment roll.

Suggested Setting: *GURPS Technomancer*, or early-20th century secret magic settings.

Component Spells: Persuasion variant, unknown.

Asking Price: \$100,000.

Smokescreen

A Smokescreen is a magical item used to hide a subject. Made from scrollpaper, a smokescreen unfolds into a roughly man-sized shield. From a distance of more than two yards, the shield resembles a patch of smoke, which may blend in with any natural fog, mist, or smoke already in the area. The screen may be carried along with a person, or left to cover a chest or box. Someone touching it will realize it is made of parchment or fine paper.

Folding or unfolding the Smokescreen can take some time, as it folds about 6 inches per fold, taking 12 seconds to unfold completely. The screen can be unfolded to cover a smaller area in less time, i.e., to cover a laptop computer takes about 2 seconds. Folding the Smokescreen can be speeded up considerably with the help of a wind, either magical or mundane; this halves folding time. A Smokescreen is extremely susceptible to fire.

Suggested Setting: *GURPS Technomancer*, *GURPS Fantasy*.

Component Spells: Illusion Shell.

Asking Price: \$90,000.

Smuggler's Trenchcoat

This normal-appearing trenchcoat is useful for smugglers and people who need to carry concealed weapons. An inside, waist-level pocket opens into an extradimensional space 4' long and 9" in diameter. Articles stored in this space are undetectable by people using the Holdout skill (p. B66) to search the wearer visually or by touch, unless the searcher actually sticks his hand in the pocket. Spells like Mage Sight can see the pocket and its contents easily.

The inside of the pocket is "lined" with cloth of the same kind as the trenchcoat, so it is easy to add clips, holsters, or smaller pockets near the top of the space, to keep items from falling to the bottom, out of convenient reach. The lining is quite tough (an unsheathed sword placed in the pocket won't rip it), but any serious effort to tear it will destroy the enchantment. The major difference between the enchantment and a normal application of the Hideaway spell is the way weight is handled. The weight of items in the pocket doesn't go away, but it redistributes itself to the wearer's shoulders, so the coat doesn't hang strangely. This "Shift Weight" spell is not terribly secret, but no one has discovered a more generally-applicable form.

The first Smuggler's Trenchcoats appeared in the early 20th century, worn by British spies during the First World War, for carrying intelligence documents. The enchantment is widely known today, and secret agents, genuine smugglers, and people needing to carry swords or shotguns inconspicuously can find them without too much difficulty.

Suggested Setting: Modern day secret magic setting.

Component Spells: Hideaway, unique "Shift Weight" spell.

Asking Price: \$20,000.

Trader's Towel

The Trader's Towel is a small, colored cloth, the size of a normal piece of paper (8.5 inches by 11 inches) designed to help a merchant during negotiations. Its job is to cover a small item or items on display for sale. The item must be covered completely for 3 minutes, after which time it may be unwrapped and displayed for all to see. The Trader's Towel shows the item in the best possible light, i.e., nice and shiny, no flaws or dents, for as long as it touches the towel, and for 2d minutes afterward, so long as no one touches the item who has not touched the towel first. The towel will not make the item appear larger, or different in color, just in the best possible condition.

Generally, the item will be wrapped, then put on display, whereupon the hawker will ask the interested parties "to wipe their hands" on the towel before handling it. If the object is handed to another person who has not touched the towel before handling, it will revert immediately to its normal state. A greatly flawed item might be spotted as soon as the transaction is complete, so the seller usually only displays items with minor flaws, in places with dim lights and other distractions.

Suggested Setting: *GURPS Technomancer*, *GURPS Goblins*.

Component Spells: Illusion Shell variant.

Asking Price: \$90,000.

Security Items

Thieves have an ingenuity born of desperation. Those who keep things safe have to work harder just to keep up, in a magical arms race.

Enhanced Canine Unit -- Pyro (ECUP)

The ECUP is not a magic item as such, but rather an example of a cybernetically-enhanced fantasy beast. It is a bionic cushna (a fire-breathing dog) developed by Ushas Bio-Tech for in-house security. The cushna appears on p. 20 of *GURPS Fantasy Bestiary*. The ECUP features vibroblade teeth and a drug factory for Rage (p. UT97), with a surgically interfaced control unit mounted on its back (PD 6, DR 40, HP 10, -2 to hit). The unit contains a scrambled short-range radio, a dedicated Datalink computer, and another dedicated computer for Routine Vehicle Operation, which enables a handler to command the dog to walk, heel, or otherwise behave as a trained dog. Combat is not a "routine operation," but for that, the handler simply maneuvers the ECUP to the vicinity of its target, triggers a dose of Rage, and relies on the natural proclivities of the beast. Statistics are as normal for a cushna, with +1d biting damage (+3d if the Rage has been triggered).

Suggested Setting: Fantasy cyberpunk.

Component Spells: None.

Asking Price: \$1,000,000, but not normally for sale, and illegal to own (cushnas all have rabies).

Heathrow's Nose

This choker-style necklace gives the wearer the Discriminatory Smell advantage (p. CI52). Apparently made from black chain links, it includes the enhanced ability to scent emotions. The enchantment was developed by the enchanter Heathrow after a canine plague left the country she lived in devoid of tracking dogs. She made an excellent living as a mage/detective (and mage/hunter!) for several years, before sharing her secret with other enchanter, and producing more Noses herself.

Suggested Setting: Traditional fantasy.

Component Spells: Keen Nose variant.

Asking Price: \$2,000.

Returner

An anti-theft item developed to replace magnetic sensory equipment, the Returner system has three physical components. The first is approximately the shape and size of a coin, and is installed inside the item which is to be protected against theft. Most commonly, it is attached with the use of the Glue spell. When an item is purchased, the second component, a small wand, is used to deactivate the Glue spell and retrieve the coin. The other part of the system is the gate, and is analogous to the magnetic detection gates that exist in many real-world stores.

If a stolen item passes through the gate, the Returner activates, casting a variant Air–Golem spell that will return the stolen item to the store. Shoplifters have learned that trying to fight the golem only draws the attention of store detectives and police.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Air–Golem, Glue, Link.

Asking Price: \$10,000 (for a system that includes one pair of gateposts, five wands and 1,000 coins).

Safe of Entrapment

A Safe of Entrapment appears to be an ordinary safe, but it has several spells linked to it that make it a highly useful item for catching burglars and their contacts as well. When it is touched by anyone who does not utter the correct password, it paralyzes that person, while causing him to hallucinate that he is not paralyzed, and has successfully stolen and escaped with the contents of the safe. Further enchantments cause the would-be thief to honestly describe his actions and the people he sees himself talking to (typically his fence or other criminal contacts). As the item's name suggests, the potential violation of Fifth Amendment protections by these enchantments makes this item legally controversial.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Password, Great Hallucination, Compel Truth, Total Paralysis, Command (variant). Some versions also include Lure.

Asking Price: \$20,000.

Spyglass

A Spyglass is a Police/Intelligence magical item developed by the Federal government, which allows the collection of information about people on several levels. It is useful when the subjects are within an area protected by Scrywall or Scryguard.

The Spyglass is a drinking glass, with an Illusion Shell placed over it, allowing it to mimic any type of drinking container, from as small as a shot glass to a large plastic pitcher. The Spyglass can be preset to look like another drinking container, or placed in a group of others, where it will blend in flawlessly.

The Spyglass collects the fingerprints of anyone who touches it, DNA samples from the saliva of those who drink from it, and records conversations within its presence. Fingerprints and DNA samples are preserved on the Spyglass in the form of smudges and smears, with each new one fogging the surface a bit more. The Spyglass can only be cleaned by its owner, and is often thrown out by unsuspecting dishwashers who can't get the item clean, only to be collected by its owner at a later time. A Spyglass will work for 1d+6 days before becoming "full."

"Cleaning" a Spyglass is done at a technomage's laboratory by its owner, where it gives up its fingerprints and DNA samples one at a time by wiping it with a special cloth. The technomage must then cast a Wizard Mouth on the Spyglass so it can relay any conversations it overheard, mimicking voices perfectly. At this point, the Spyglass is "clean" and can be redeployed.

A Spyglass is made of enchanted plastic and can't be broken (which may reveal its nature) but it is susceptible to fire. Most Spyglasses have a –10 Conceal Magic cast on them. A Spyglass may be marked with Trace or Seeker spells for recovery and can be deployed by teleportation wands, apportionation spells or similar means.

Suggested Setting: *GURPS Technomancer*, *GURPS Supers*, secret magic settings.

Component Spells: Invisible Wizard Ear, Invisible Wizard Ear, Illusion Shell, Name.

Asking Price: \$200,000.

Curses, Tricks, and Traps

These are devices to catch the unwary, bizarre party tricks, items no sane person would want to get near.

The Death of a Thousand Stings

Appearing to all examinations to be an ornately decorated vase, the Death of a Thousand Stings is a subtly and infuriatingly cursed item. The item is activated by being emptied of water. After being emptied it will magically fill up to half its volume. The water will quickly become the breeding ground of mosquitoes, although they will not be apparent to any visual examination. The mosquitoes will be unusually aggressive, continuing to bite even after they have eaten their fill. If a Purify Water spell is cast on the vase, it will be temporarily cleared of mosquitoes, but seven days later, it will be as infested with them as it was previously. The vase can be rendered inoperable simply by emptying it and leaving it turned upside down, although it will reactivate as soon as conditions are right for it to do so. Breaking the vase will also destroy the curse — although if the mosquitoes have found another spawning pool nearby, this may not end the infestation.

Suggested Setting: *GURPS China*, *GURPS Japan*, or other Asian setting.

Component Spells: Create Water, Insect Control variant, Beast–Rouser, Invisibility variant.

Asking Price: \$1,000.

Deathlord

This unique sword has a silver skull on the pommel with twin rubies in the eye sockets; each is an exclusive 20–point Powerstone. It was created by the wizard–king Roethert, a cautious necromancer, unwilling to risk the enchantments necessary to become a lich. He created Deathlord as an alternative.

If Roethert is killed, and is carrying Deathlord, it will immediately cast a powerful Weapon Spirit variant on him (including Voices), binding the bulk of his personality into the sword. The sword will then cast a Great Geas on the first person to pick it up, with the command of "Obey Roethert's spirit." If the unlucky new owner is part of a group responsible for Roethert's death, he will probably be ordered to kill them. If he himself is killed in the process, the sword's last ability will come into play, as it turns him into a Zombie.

Note that the Weapon Spirit spell will merely save an abstraction of Roethert's *personality*; it will not actually bind his

soul. Deathlord is just a short-term solution, allowing Roethert's spirit to rule, while his soul finds its way back to the land of the living via other means...

Suggested Setting: Any setting with powerful necromancers.

Component Spells: Very fine thrusting bastard sword. Weapon Spirit, Great Geas, Zombie.

Asking Price: \$80,000, though Roethert would not sell it, and no sane individual would buy it.

Djinni Ring

This powerful magic item radiates a strong aura and confers several powers on the wearer, allowing them to masquerade as a Djinn. The ring confers Body of Air, Flight, Etherealness, Create Air, and Shape Air on the wearer.

In addition, the ring has a minor curse which activates after one of the powers is used. The ring is tied to an external device (e.g., a lamp), which can be used to summon the ring's wearer. The summons teleports the subject to the summoner. The summoner will presumably expect the wearer to comply with their wishes and may not believe any stories to the contrary. The wearer must satisfy the wish or be bound to the summoner until he does so.

The ring may be removed at any time after its wearer endures three summons, granting the wish each time, but then cannot be reused by a previous owner. The curse is not detectable by any means.

Suggested Setting: *GURPS Technomancer*, *GURPS IOU*, *GURPS In Nomine*.

Component Spells: Body of Air, Flight, Create Air, Shape Air, Complex Illusion, Draw Power, others.

Asking Price: \$390,000.

Housekeeper's Nightmare

This wand seems harmless enough when first encountered. It is light gray, with black endcaps, and has "Vanquisher of Dust" written along its length in a commonly-understood language. (In a more modern setting, it might read "Dust-B-Gone.") When the user points it at a surface that needs dusting and waves it, the dust is blown away and apparently vanishes. The "breeze" will not move anything but dust and related detritus (cat hair, crumbs, etc.).

If the owner uses it once per day over a period of two weeks, the curse is activated. The wand is not destroying the dust, but instead is causing it to gather in the darkest corners of the house (or whatever environment the owner is using the wand in). At the end of the second week, the assembled dust mice strike.

Dust mice only vaguely resemble actual mice; they have an indeterminate number of limbs, and biting mouths at one end. They attack using the swarm rules from p. B143. There are a dozen in a swarm, doing 1d-2 damage, with a Move of 5, and they can be dispersed by 8 hits. Torches and flaming weapons do quadruple damage, and the Faithful Feather Duster (p. MIT60) can automatically destroy one hex of dust mice per turn. How many hexes attack depends on how dusty the environment is, and how intensely the user dusted. A scholar who dusted his desk once per day would have a one-hex swarm to deal with. A team of adventurers who just spent the last few weeks renovating an ancient castle would have dozens of separate swarms to deal with, each several hexes in size...

Three or four of these items have turned up over the past century; their origins are uncertain. If it wasn't for the inscription on the side, they could just be a botched attempt to recreate the Faithful Feather Duster. As it stands, they are clearly a dangerous magical prank.

Suggested Setting: Any civilized (and slightly silly) setting.

Component Spells: Air Jet variant, unknown.

Asking Price: \$20,000 if the seller (or buyer!) is unaware of its curse; \$10,000 otherwise.

Ivan's Bell

When rung, this small silver bell causes one visible person of the ringer's choice to start drooling vigorously. The drooling may cause problems casting spells (–2 to spells that must be spoken aloud) or under, the right circumstances, could cause a major diplomatic incident! The drooling continues until the victim makes a HT–3 roll, rolling once per minute.

The original Ivan's Bell was created by a mage from the Frozen Lands, but it has been copied numerous times since then. Most enchanters regard these bells as nothing more than toys, but Ivan was a serious research mage conducting studies on healing magic. The first bell of this sort was one of his research tools.

Suggested Setting: Any.

Component Spells: Hypothetical "Drool" spell, probably related to Spasm.

Asking Price: \$7,500.

Fleabag

A Fleabag is an enchanted money holder, which when stolen infests the thief with a curse, similar to a case of the fleas. The item was developed by the Mage's Guild of Megalos in response to merchant outcries after a particularly successful wave of pickpocketing by the Thieves' Guild.

The thief who steals a Fleabag must roll vs. HT hourly, beginning when he first takes the item, and continuing as long as he is holding or carrying it. Each subsequent hour adds a cumulative –1 modifier. (If the thief holds the item less than one hour, he still must roll vs. HT to prevent the infestation.) Once a roll is failed, the thief will then begin scratching, a little at first, gradually increasing until he can do nothing else, which may make the thief stand out in public.

The flea infestation is magical and can be cured with Remove Curse, or by wallowing in mud for a number of hours equal to how much the thief missed the HT roll by. The items in the Fleabag are not similarly cursed, so if the money or goods inside the Fleabag are removed and the Fleabag discarded, the thief will no longer be subjected to the item's magic.

Suggested Setting: Yrth.

Component Spells: Itch variant.

Asking Price: \$1,000.

6. Golems and Mechagolems

The village was in ruins. The town green had been the battleground for two giants. One, a 20-foot tall wooden knight, slowly slumped to the ground, its head and right arm missing. The other, an even taller bronze monstrosity, lifted its lightning-covered sword in victory.

A voice came from the chest of the standing giant. "So triumphs Golem Fighter Tir Na Nog. Your clan will never defeat my own while you insist on your outmoded oak esthetic."

A willowy man, thin of features with blond hair, painfully pushed open a hatch on the fallen golem's chest, and exited. "Your metals are too inflexible. A sword can cut down a tree, but the forest remains."

A new voice bellowed from over a nearby hill, "And sometimes the forest learns enough to strike back!" A coal-black golem fighter strode over the hill. It stopped, and pointed a titanic war-maul at Golem Fighter Tir Na Nog. "Defend yourself," said the voice from the chest.

"The next battle is not until tomorrow. Who are you? This violates all protocol!" protested the faerie woman inside the bronze golem.

"I care not for your fae protocols. From now on, my battle will be ongoing until you and your kin learn to leave the Earth alone!"

The thin faerie below, as he turned to flee the battlefield, called up, "Good luck, cousin! It seems these mortals have picked up a few of our tricks!"

((START BOX))

@B-BOXHEAD:The Social Qabala Association

@TEXT-BOX:This organization exists in the world of Qabala, from *GURPS Steampunk*, p. 134. Founded by Karl Marx, it is dedicated to the end of qabalistic secrecy, and the exploration of qabala-created golems as a tool for the liberation of mankind from slavery and tyranny.

@TEXT-BOX:As the golems created by qabala are mostly used for industrial and military purposes, the Association's chief opposition comes from the magnates and warmongers most interested in keeping the secret of their construction in as few hands as possible. Those Jews who are members either are certain that qabalism can only be used by Jews (and thus can be safely distributed to as many Jews as possible, the better to free both Jews and gentiles from persecution), or suspect that God's gift can and should be shared by all people.

@TEXT-BOX:The Association's surface activities are primarily political, including the creation and funding of Social Qabala parties worldwide, and attempting to raise public awareness of the injustices that could be cured through the spread of qabala. On a more secretive note, many religious espionage agents are members of the Association. (Unfortunately, they often find themselves treading on the feet of Inquisition, who spy on qabalists for quite different reasons.) Lastly, of course, Marx is at heart a revolutionary. The possibility of the Association being the catalyst in a bloody revolution that displaces those powers interesting in keeping qabala secret should not be ignored.

((END BOX))

The basic spell for enchanting golems is on p. 44 of *GURPS Magic*, Second Edition. The rules here provide guidelines for determining the cost of new types of golem, and optional rules for enhancing golems in many different ways.

The Nature of a Golem

A golem belongs to its enchanter, and will only follow his orders. It only understands one language, chosen by the enchanter from those he knows. The voice of a golem never sounds perfectly human, though its precise qualities depend on the type. A golem follows verbal orders, and has no initiative, but never forgets. It is capable of reason and can even apply judgment, but only insofar as this helps it interpret its orders. In the *GURPS Technomancer* setting, golems are designed to obey the first person to give them clear orders, not necessarily the enchanter (or enchanters). When golems come off the magical assembly line, they are locked in reasonably sound-proof packaging immediately, and then shipped to their owners. Intentionally taking control of a golem one does not have legal title to is treated as grand theft. Golems *can* be ordered to follow the orders of another, but the commands of the original owner always take priority.

Enchanting a golem summons — or creates, depending on cosmology — a spirit to animate the artificial body. The spirit animating a golem is a collection of magical forces and does not have a mind as such; it cannot be charmed, influenced, possessed, or subverted via mind control. The spirit is relatively loosely-bound to the body. The amount of damage necessary to sever the connection (i.e., the golem's hit points) is much lower than the amount needed to hack apart a statue of the same size. A golem is destroyed if its HT reaches 0; before that point, the enchanter can cast Healing spells on it (excluding Resurrection) to repair damage. The enchanter can also command it to cease to exist. Flesh golems are affected by Body Control spells like Deathtouch, but non-meat golems are not. The basic Golem spell requires knowledge of Shape Earth and Animation, but specific types of golems may require other spells.

The average golem is 5' 9" tall; weight varies based on material, but a flesh golem weighs 190 lbs. (Some of the original 200 lbs. of meat used to build a flesh golem is lost in the process.) It weighs more than a human of the same height, as it is both extremely muscular and lacks internal cavities such as a stomach or lungs.

Golems as Characters

A normal golem is unsuitable as a player character except in very unusual campaigns. Without initiative or free will, most players would find a golem too restrictive to play. However, various techniques (such as the Soul Golem spell, p. G42) allow a sapient being to inhabit a golem body, and such joined entities make fine, if expensive, PCs.

@E-HEAD:Golem 15 points

@TEXT-CSTATS:**Advantages:** Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Fatigue [15]; Doesn't Sleep [20]; Eidetic Memory 2 (No skill bonus, -70%) [18]; High Pain Threshold [10]; Immunity to Disease [10]; Immunity to Poison [15]; Injury Tolerance (No Blood, No Brain, No Neck*, No Vitals) [20]; Invulnerability (Mind Control) [75]; Unaging [15]; Unfazeable [15].

@TEXT-CSTATS:**Disadvantages:** Cannot Learn (Can memorize, -40%) [-18]; Clueless [-10]; Dead Broke [-25]; Hidebound [-5]; Low Empathy [-15]; No Extra Effort [-15]; Reprogrammable Duty [-25]; Slave Mentality [-40]; Staid [-1]; Sterile [-3]; Undiscriminating [-1]; Unhealing (except by healing spells cast by enchanter, -0%) [-20]; Unliving

[-50].

@TEXT-CSTATS:*Features:* Many advantages and disadvantages are unavailable to golems; GMs should use their judgment.

@TEXT-CSTATS:* Most golems technically have a neck, of course, but it is not a vulnerable spot.

((START BOX))

@B-BOXHEAD:New Advantage: Doesn't Fatigue 15 points

@TEXT-BOX:The individual doesn't lose fatigue *at all* due to extended running, swimming, combat, or other strenuous activity. Extra Effort for physical activities still costs Fatigue, however. Recovery rates and HT rolls aren't affected. Fatigue is still marked off normally for Extra Effort, as well as magic and psi use, and recovered normally. But the character never feels tired or suffers any penalties as long as his ST is greater than 0; he just can't perform any more extra effort/magic/psi until he recovers his Fatigue. However, if he spends or loses his last point of Fatigue, he falls unconscious just like anyone else.

@TEXT-BOX:This advantage is often combined with No Extra Effort, yielding a creature that does not tire but has no "reserve" of strength.

@B-BOXHEAD:New Disadvantage: No Extra Effort -15 points

@TEXT-BOX:The character cannot spend any Fatigue for Extra Effort (p. B89) for either physical or mental (e.g., psionic) feats. Fatigue use and recovery is otherwise unaffected.

@TEXT-BOX:These first appeared in *GURPS Spirits*.

((END BOX))

The above template represents only those qualities that all non-free-willed golems share. Golems are quite likely to have other advantages depending on their type; Temperature Tolerance (p. CI30), for example, is common for metallic golems. Most golems will have Social Stigma (Valuable Property), worth -10 points, but free-willed golems will fit into the local society differently. Exactly how is up to the GM. Physically, golems are obviously nonhuman, and may have a negative Appearance (e.g., Appearance: Monstrous [-25] for many flesh golems). Other golems (such as the porcelain golem, p. 00) can be quite attractive, but will still have Unnatural Feature (made of porcelain) [-5] at best. A golem's distinctive voice may be an Unnatural Feature, a Disturbing Voice [-10], or merely a quirk. However, in many societies golems are accepted as commonplace tools, and the only reaction-modifying disadvantage that applies is Social Stigma (Valuable Property).

A golem can pick up skills not built in, but only those aspects that benefit from rote memorization. Most physical skills are not possible, and mental skills are learned, at best, at half rate. Golems have the Illiteracy disadvantage when created, but can be taught to read.

New Types of Golems

For golems made of new kinds of materials, the GM should begin by setting the golem's statistics, using the existing ones as a guide. The statistics necessary to begin calculations are ST, hit points, and DR.

The base cost of a golem is given by the following formula:

$$\text{Base Cost} = \text{ST} \times 8 + \text{hit points} \times 8 + \text{DR} \times 6$$

The golem's cost is then adjusted based on its other statistics. The cost is multiplied by each modifier in turn. For DX, HT, and IQ, determine whether the golem's attribute is higher or lower than the standard, and multiply by the appropriate number from the *Attributes Modifier Table*.

DX: A standard golem has a DX of 12. This may be increased or decreased by up to 3. A very high DX is unusual except in crystal golems.

HT: A standard golem has a HT of 13. Like DX, this may be increased or decreased by up to 3.

IQ: A standard golem has an IQ of 8. This may be increased by 1 (typical of golems made of metal). It is possible to decrease IQ by 1, but this is usually a bad idea. In rare circumstances, it may be increased by 2.

@E-HEAD:Attributes Modifier Table

+/-: -3 -2 -1 +0 +1 +2 +3

Modifier: ¥0.75 ¥0.85 ¥0.95 ¥1 ¥1.05 ¥1.2 ¥1.6

Speed: A standard golem's Speed is (HT+DX)/4, rounded down. A golem's Speed may be set 1 greater than this, multiplying cost by 1.85, but this is rare except in plastic golems.

PD: Standard PD depends on DR; find the golem's DR on the *PD Table*, and note the standard PD. PD may be increased by 1, multiplying cost by 1.3. Crystal golems and exceptionally tough metallic golems sometimes have their PD increased, but it is otherwise rare.

@E-HEAD:PD Table

DR: 0 1 2-4 5-15 16+

PD: 0 1 2 3 4

Weapon: Most golems can use a specific hand weapon (set during enchantment), attacking at DX. If the golem can only attack at default skill, multiply cost by 0.95. If the golem can use the weapon at DX+1, multiply by 1.1. All golems can also attack with their fists, doing normal thrust damage for their ST.

After applying all multipliers, round to the nearest 25. This is the energy cost to activate the golem. The time required to

build the body depends on the complexity of the construction, and how hard it is to work the material, but should rarely be less than 1 week per 300 energy points, rounded up to the nearest week. The materials cost is the cost of enough materials to make a solid, man-sized statue, plus about 10% to account for wastage during construction. This can vary from "free" for ice and garbage golems, to millions of dollars for gold golems. A specific spell (or, sometimes, Alchemy) is also required to construct the body of a golem. This should be chosen by the GM; if there is an appropriate "Shape" spell (e.g., Shape Metal), it should be used.

A golem's weight varies dramatically depending on materials and construction. As a guideline, ice and wood golems tend to weigh about the same as a flesh golem of the same size. Clay and plastic golems are 10% to 20% heavier. Golems made of marble and other minerals are two to three times as heavy, and metallic golems can be anywhere from five times as heavy (titanium) to over twenty times (gold).

Note that this golem "construction" system is not available to *characters*! An enchanter desiring a golem with specific characteristics must choose a material that he hopes will fulfill his specifications, make an educated guess as to how much energy will be required, and hope his predictions are accurate. This system is intended for GMs, though player-created golem types may be allowed with GM approval.

Example: Player character Samina Abu Saeb wishes to build a silver golem. Looking at the existing golems, the GM decides that a silver golem would be not quite as tough as a bronze golem — there's a reason they don't usually make weapons out of silver! He sets ST at 20, hit points at 25, and DR at 5. The base energy cost is thus $20 \times 8 + 25 \times 8 + 5 \times 6 = 390$. A silver golem should be supple and quick, so the GM says that DX is increased by +2 to a total of 14, multiplying cost by 1.2, to 468. A silver golem should also be (relatively) smart, so IQ is increased by 1 (to 9) multiplying cost by 1.05 to 491.4. HT is left unchanged, at 13. The GM considers applying a +1 Speed increase, but decides against it. Checking the *PD Table* the GM sees the silver golem's default PD is 3, and leaves it unchanged. Lastly, the GM says the golem may use a hand weapon at DX+1, multiplying cost by 1.1 to 540.54. Rounding off, the golem's energy cost is 550, which is somewhat less than a tougher bronze golem, but quite a bit more than the plodding and weaker-armed stone golem. Minimum time to build the body is 2 weeks, but the GM increases it to 4 weeks to make it comparable to the bronze golem. Checking the *Basic Weapon Damage Table* on p. B74, he notes that the golem will do $2d-1$ with its fists. Looking in a chemistry text, the GM finds that silver is about 11 times denser than ice (which is comparable to flesh), so he sets the weight of silver necessary at 11×200 lbs. (the amount of meat required for a flesh golem), or about a ton. He then writes down all the details of the golem, and hands them to Samina's player.

@E-HEAD:Silver Golem

@TEXT-CSTATS:A silver golem has ST 20, DX 14, HT 13/25, IQ 9. It has a Speed of 6, PD 3, and DR 5.

@TEXT-CSTATS:Abilities: Strikes with fist for $2d-1$ damage. One weapon skill (maker's choice) of 15.

@TEXT-CSTATS:To build the body requires 4 weeks of work, one ton of silver (probably very expensive!), and a successful Shape Metal roll.

@TEXT-CSTATS:Energy cost to activate: 550.

Here is a list of all "normal" golems from pp. 116–117 of *GURPS Magic*, Second Edition, p. 49 of *GURPS Technomancer*, and from this book. New types are described on the following pages.

@E-HEAD:Golem Table

Name ST DX HT IQ Speed PD/DR Dmg Wpn Weeks Energy Cost Spell Materials Page

Bakelite Golem 12 12 12/17 9 6 2/2 1d-1 --- 1 225 \$5,890 Shape Plastic 300 lbs. of bakelite p. 00

Bronze Golem 25 13 15/30 9 7 3/6 2d+2 13 5 600 \$30,000 Shape Earth² \$1,000 of bronze p. M117

Clay Golem 15 11 13/20 8 6 0/0 1d+1 --- 1 250 \$9,020 Shape Earth man-sized lump of clay p. M116

Concrete Golem 17 11 13/20 8 6 1/1 1d+2 11 1 275 \$13,750 Shape Earth 500 lbs. of concrete p. 00

Crystal Golem 20 15 13/20 9 7 3/2 2d-1 15 6 800 \$40,000 Alchemy \$3,000 of salt/crystals p. M117

Flesh Golem 18 12 13/20 8 6 0/0 1d+2 12 2 300 \$15,000 Restoration 200 lbs. of meat p. M116

Garbage Golem 13 11 11/16 8 5 1/1 1d 12 1 200 \$3,580 Shape Metal¹ 100 lbs. of garbage p. 00

Gold Golem 20 13 13/25 9 6 2/4 2d-1 13 4 425 \$21,250 Shape Metal two tons of gold p. 00

Ice Golem 15 14 12/15 9 6 1/1 1d+1 15 1 325 \$16,250 Shape Water 200 lbs. of ice p. 00

Iron Golem 30 12 15/40 9 6 3/6 3d 13 5 800 \$40,000 Shape Earth² \$1,000 of iron p. M117

Ivory Golem 14 12 12/17 8 6 1/1 1d 12 2 250 \$9,020 Alchemy 400 lbs. of ivory p. 00

Marble Golem 20 11 15/30 8 6 3/6 2d-1 11 4 500 \$25,000 Shape Stone 500 lbs. of marble p. 00

MMC Golem 50 13 15/45 9 7 4/20 5d+2 14 6 1,275 \$63,750 Shape Metal 140 lbs. of MMC p. 00

Origami Golem 5 14 10/5 8 7 0/0 1d-5 --- 1 125 \$556 Shape Plant 15 lbs. of paper p. 00

Plastic Golem 10 13 10/15 8 6 1/1 1d-2 13 1 300 \$15,000 Shape Plastic \$100 of plastic p. T49

Porcelain Golem 9 13 10/13 9 5 1/0 1d-2 --- 3 175 \$1,970 Shape Earth 500 lbs. of porcelain p. 00

Rag Golem 8 14 10/11 8 6 0/0 1d-3 --- 1 125 \$556 Alchemy 80 lbs. of rags p. 00

Rubber Golem 11 15 15/30 8 7 1/1 1d-1 15 3 650 \$32,500 Shape Plant 200 lbs. of rubber p. 00

Scarecrow Golem 7 9 13/8 8 5 0/0 1d-3 8 1 75 \$150 Shape Plant special p. 00

Silver Golem 20 14 13/25 9 6 3/5 2d-1 15 4 550 \$27,500 Shape Metal one ton of silver p. 00

Steel Golem 45 12 15/40 9 6 3/8 5d 13 5 1,000 \$50,000 Shape Metal 1,700 lbs. of steel p. 00

New Types of Golems

6. Golems and Mechagolems

Stone Golem 20 11 14/30 8 6 2/4 2d-1 11 3 400 \$20,000 Shape Earth 3 200 lbs. of stone p. M117

Tar Golem 15 13 13/22 8 6 0/0 1d+1 --- 1 300 \$15,000 Shape Plant 250 lbs. of tar p. 00

Titanium Golem 40 12 15/40 9 6 4/12 4d+1 13 6 1,200 \$60,000 Shape Metal \$10,000 of titanium p. T49

Wood Golem 20 12 13/20 8 6 3/5 2d-1 12 2 350 \$17,500 Shape Plant 200 lbs. of wood p. 00

1: Shape Metal may be replaced with Shape Plastic or Shape Plant, depending on the principal composition of the garbage.

2: At GM's discretion, Shape Metal may be required instead.

3: At GM's discretion, Shape Stone may be required instead.

Dmg: The damage the golem does with its fists.

Wpn: The golem's skill with one hand weapon. A --- indicates the golem attacks at default skill.

Weeks: The number of weeks required to construct the golem's body.

Energy: The energy necessary to activate the golem.

Cost: The dollar cost, *excluding* materials. This is calculated per p. 20 of *GURPS Magic*, Second Edition, doubled to represent retail price, and assumes a setting where starting wealth (p. B16) is \$1,000, and enchanters make \$25 per day.

Spell: A successful roll against this spell (or, in some cases, the skill Alchemy) is necessary to construct the body. Note that the spell does not need to be *cast*; the enchanter is using his understanding of the spell to guide the construction of the body.

The statistics in this table may differ slightly from those that would be produced by the construction system. This is either for flavor, for balance, or for compatibility with previous **GURPS supplements**.

@E-HEAD: Bakelite Golem

The new 1924 Bakelite Golems are available for viewing in your local showroom today. Bakelite is a unique material that is tough, serviceable, and in its golden shades, has all the beauty of purest amber. Simple designs of golem for those who are conservatively inclined; others with silver and gold trim, and in rich colors like ruby, emerald, jet, and amethyst that are sure to please those of more lavish taste. Genuine Bakelite, the material of a thousand uses.

@E-HEAD: Concrete Golem

Popular with urban enchanters, the concrete golem has a cheap and easy-to-build body. Typically a simple man-shaped mold is used, with a minimum of detail work afterwards. Concrete golems are best suited to heavy lifting and intimidation.

@E-HEAD:Garbage Golem

Garbage golems are the creation of the truly desperate. Creating one involves tying carefully-chosen bits of trash together with twine, twist-ties, and duct tape, then infusing it with the necessary animating spirit. Garbage golems are often built by destitute mages for revenge on whoever brought them to that state.

@E-HEAD:Gold Golem

These golems are nothing but status symbols -- proof that the owner can afford to keep two tons of gold on hand as a servant. Due to the softness of the metal, gold golems have no outstanding qualities.

@E-HEAD:Ice Golem

Many apprentice enchanters practice their golem-crafting on ice. The necessary enchantment is difficult enough to provide a learning experience, but ice is physically easy to work with, and an experiment gone awry is guaranteed to melt eventually. Ice golems are also favored in very cold climates. The trick of using an ice golem as a self-destructing murder weapon is well-known in any society where this variation on the spell is known, but may be the key to a brilliant locked-room mystery in other worlds. Every day, ice golems lose a number of hit points equal to the difference between the ambient temperature, and 32°.

@E-HEAD:Ivory Golem

These exotic golems are made from the tusks of elephants and other animals, bound together with wire into a loosely humanoid form. Like gold golems, they are status symbols, favored by any hunter who has killed enough elephants to make a man out of their tusks. Many regard them as barbaric.

@E-HEAD:Marble Golem

A harder and more decorative variant on the traditional granite stone golem, marble golems are created either for their esthetic value, or when a truly durable non-metallic servant is needed.

@E-HEAD:MMC Golem

This TL9 golem is constructed of metal-matrix composite, in which whiskers of boron are embedded in aluminum. It is both light and tough, allowing for a combination of immense strength and quickness of action rarely found in one golem.

@E-HEAD:Origami Golem

These unique paper golems are most often used for delivering messages -- making them, essentially, very expensive greeting cards. Each can on command fold itself into a parcel the size of a briefcase, in which form it can be mailed to the recipient. When it recognizes the recipient, it can then unfold and deliver its message. Apart from such purposes, origami golems are only good for *extremely* light domestic chores, and some kinds of infiltration -- they can fold flat enough to slip under doors.

@E-HEAD:Porcelain Golem

Most often seen in TL5 pseudo–Victorian cultures, porcelain golems are designed specifically to be beautiful. They are used as nannies for children, and occasionally as romantic practice partners for young men and women learning social graces. Their voices are unusually beautiful for golems, both lilting and resonant.

@E–HEAD:Rag Golem

A cheap and simple type of domestic servant, also sometimes used as a clown to entertain children.

@E–HEAD:Rubber Golem

These creations are both reasonably durable and extremely non–conductive, and see some use in specialized industrial contexts.

@E–HEAD:Scarecrow Golem

These golems require very little time and effort to create but are fairly ineffective at combat due to their lack of hard internal structure. Their flimsy stuffing does provide them with a special benefit of taking no damage from impaling or crushing weapons and damage (such as falls), although it also makes them vulnerable to fire as they are quite combustible. To build the body requires a set of clothes, a quantity of straw to stuff the clothes with, and a sack with a face drawn on it, or a pumpkin with a face carved into it.

@E–HEAD:Silver Golem

Like their more expensive gold brothers, silver golems are most often simple status symbols.

@E–HEAD:Steel Golem

These industrial workers are common in any society which has advanced enough to stop using iron for golems.

@E–HEAD:Tar Golem

This type of golem is only created with its hostile uses in mind. While its physical attributes are unremarkable (for a golem), it can easily entangle any foe foolish enough to get within arm's reach. If it successfully grapples a foe (see pp. B111–112), whenever the foe attempts to break free, the tar golem gets a bonus equal to half its current hit points (rounded down) in the Quick Contest of Strength.

@E–HEAD:Wood Golem

A common and cheap type of golem. High–quality wood (e.g., mahogany) will have slightly higher ST, DR, and hit points.

Sample Golems

The following golems are of specialized types, usually enhanced by the addition of extra enchantments.

Bomb Disposal Golem

The Bomb Disposal Golem is a humanoid-shaped, plastic golem that resembles a cyclops. The single eye is a receptacle for a Wizard Eye, so the mage controlling the golem may view the destructive device at close range. In addition, the golem is enchanted with the following spells: Seek Machine, Reveal Function, Malfunction, Spoof Sensor (p. T27), and Stop Power.

Typically the operator locates a device by the Seek Machine spell. Once located, its operation can be determined by Reveal Function, which shows how the device is triggered. One of the remaining spells can be used to prevent detonation. Usually, standing by is a bomb-squad mage who can cast Teleport Other to move the bomb inside a "disposal" Force Dome. The golem is protected against most small explosives by wearing DR 100 armor.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Golem, Seek Machine, Reveal Function, Malfunction, Spoof Sensor, Stop Power.

Asking Price: \$400,000

Prospector Golem

A recent development in the world of Qabala, Prospector Golems are in use in many Dutch and British colonies. They are relatively cheap and easy to make, and much harder for natives to destroy than human prospectors. A forked stick enchanted with Seek Earth is set into their chests. The stick can be removed and replaced, so that they can seek different minerals and metals. In operation, they cast Seek Earth to determine the distance and direction of the nearest quantity of the desired material. The spell is typically powered by a 9-point Powerstone, embedded behind the stick in the chest. Between castings, they move at their best speed to the location they have discovered. Upon reaching the target, they then send out a Message to their user, informing them of the precise location and the nature of the find (if necessary). They will then defend the site until relieved.

Prospector Golems are usually constructed as cheaply as possible — usually of clay or stone. Golems intended for permanent use are constructed of iron instead, and cost more as a result.

Suggested Setting: Qabala.

Component Spells: Golem, Powerstone, Seek Earth, Message, Know Location.

Asking Price: \$10,000.

Mixed-Media Golems

Most golems are predominantly one material. If a golem is built of several different materials (such as the garbage and scarecrow golems, p. 00), the GM may use the statistics for whichever material is most prevalent, average the statistics of existing golems of each material, or simply set stats arbitrarily and figure cost using the construction system.

Golems of Different Sizes

Energy cost for larger golems increases in proportion to their volume and weight; a bronze golem twice the volume of a man has energy cost 1,200. Energy cost for smaller golems is 50% of that for full-sized golems, plus another 1% for each 2% of standard volume and weight. Thus, a bronze golem with 2% of normal human volume (standing about 18 inches tall) has energy cost 306. ST and hit points are proportional to volume, so the double-sized golem has ST 50 and 60 hit points, while the 2% golem has ST 1 and 1 hit point (rounded up from 0.5 and 0.6). DX, IQ, HT, Speed, PD, and DR are unaffected by size.

Mandrake Golem

A six-inch-high manikin formed from a whole mandrake root. The "mandragolem" was created by Nathan the Frugal to provide himself with a convenient and reliable supply of mandrake extract.

A mandragolem has ST 3, DX 4, HT 10/2, IQ 7. It has a speed of 5, and no PD or DR.

Abilities: No combat abilities. Cuttings from the golem can provide a steady supply of mandrake extract; each cutting produces one ounce of extract, and does one point of damage to the golem, which can only be repaired with Heal Plant. The mandragolem must spend eight hours per day soaking in an unglazed clay pot of water, or lose -1 DX per day; if DX drops to zero, its Golem enchantment is dispelled.

To build the body takes one day of work, a freshly harvested mandrake, and a successful Shape Plant roll.

Energy to activate: 100.

Suggested Setting: *GURPS Middle Ages*.

Component Spells: A large mandrake root. Golem, Shape Plant.

Asking Price: \$25,000.

Undersea Golem

Rumoured to have been used in ancient Atlantis, the steel Undersea Golem has been perfected by the British government in recent years. Part of their top secret initiative to construct an underwater tunnel from Cornwall to Virginia, the Undersea Golems are the backbone of the construction team.

Reinforced against the ocean's crushing pressures (via Fortify +5) and equipped with their own light sources in order to function, the Undersea Golem is the strongest and largest golem known to man — albeit, the very few men who know about the project. An Undersea Golem is 7' 3" tall, with the following statistics:

ST 90, DX 12, HT 15/80, IQ 9. It has a Speed of 6, PD 3, and DR 13.

Abilities: Strikes with fist for 10d damage. Undersea Golems are not enchanted with an innate physical skill. They cost 1,900 energy to create.

Suggested Setting: *GURPS Atlantis*, Qabala.

Component Spells: Golem, Continual Light, Fortify.

Asking Price: \$30,000

Skilled Golems

Standard golems can pick up many mental skills slowly, but are unable to learn new physical skills beyond the one weapon skill they are designed with. For golems intended for duties other than guarding or mayhem, the enchanter may wish to replace the weapon skill, or create a golem with more than one physical skill.

A golem with one non-weapon physical skill *instead* of a weapon skill has its energy cost multiplied by 1.05. If a golem is to have more than one physical skill, each skill after the first (whether the first was a weapon skill or not) multiplies energy cost by 1.1.

The standard golem enchantment makes no distinction between the difficulties of skills; Physical/Hard skills are as easy to "program" as Physical/Easy ones. GMs may wish to change this for balance reasons. In this case, the above rules apply, but in addition Easy skills multiply cost by 0.95, and Hard skills multiply cost by 1.05. Note that this is a *change* from the rules for Golems in *GURPS Magic*; with this optional rule, two otherwise identical iron golems will have a different energy cost if their innate weapon skills are of different difficulty.

Animal-Shaped Golems

Whether it is possible to create golems with non-human shapes is a cosmological question; it is possible the spirit simply won't bind to anything that isn't humanoid. If it *is* possible, animal-shaped will follow one of two patterns.

The first option is that animal-shaped golems differ from normal golems strictly by shape — and, possibly, size. An animal golem will be just as intelligent as a humanoid one, and will be able to speak. The second option is that binding a golem spirit to a non-human form automatically creates a less-intelligent, mute golem. If this is the case, base IQ for an animal golem is 5, no innate skill is possible, and the energy cost is multiplied by 0.6. Note that an animal golem may have other limitations due to its form (e.g., no fingers).

Bronze Elephant

This is a massive bronze golem in the form of an elephant. They have been used for heavy work, as war mounts, as siege machines, and even as glorified garden statues. They are mute, and slightly *less* intelligent than real elephants.

Bronze Elephants have ST 2,000, DX 13, HT 15/2,400, IQ 5. They have a Speed of 7, PD 3, and DR 6.

Abilities: All abilities from p. B142 apply to bronze elephants, except that they will carry up to extra-heavy encumbrance, and their trunks have ST 80, doing 11d damage on a strike. They have a base energy cost of 28,800 energy to create.

Suggested Setting: Yrth, *GURPS Arabian Nights*, *GURPS Imperial Rome*, traditional fantasy.

Asking Price: \$350,000.

Other Shapes

As with animal-shaped golems, it may be possible to bind a golem-spirit into even stranger shapes — tentacled blobs, the shapes of aliens, centaurs, etc. If the shape confers some significant physical advantage, the GM should consider increasing the energy cost, but no specific guidelines can be given.

Mechanical Golems

The Golem spell works three changes upon the matter it animates. First, it provides *articulation*, allowing normally-inflexible stone or metal to bend. Second, it provides *animation*, the power necessary to move the golem's limbs and perform work. Last, the spell imparts *comprehension*, the ability to understand and carry out orders.

It is possible to replace one or more of these magical components with their technological equivalents. Doing so reduces the energy cost to activate the golem, but typically increases the cost and the manufacturing time, and involves the use of Engineering skills in addition to the normal Shape spells.

Articulation

Providing the golem with hinged limbs, a waist that swivels, and other improvements allows the spell to be cast more cheaply. This can be done beginning at Tech Level 1. At low TLs, this represents simple hinges and the like. At TL4, complex gearing becomes possible. With the advent of TL5, pistons come into use, and higher TLs can include innovations like magnetic bearings and force-hinges.

Animation

A power system can provide the energy a golem needs to move about and carry out its work. This is typically combined with mechanical articulation, but this is not absolutely required. On golems with power systems but no articulation, the power is fed into the golem's heart — the part of the body a human heart would occupy — where it is transmuted into magical energy courtesy of the golem enchantment. Mechanical animation is possible beginning at TL3, where it represents a waterwheel (normally only possible for a stationary golem), or possibly a windmill attached to the golem's head. At higher TLs, power can be provided by springs, steam, an internal combustion engine, fusion power, or more advanced technologies.

Comprehension

A golem's magical power of comprehension can be replaced or augmented by a computer or comparable device. This is first possible at TL4, when clockwork becomes advanced enough to do calculations. As TLs advance, clockwork is replaced by Babbage engines, vacuum-tube computers, modern digital computers, and the quantum computers of the future. Obviously, at most TLs a computer of reasonable size cannot fully substitute for the level of intelligence the default golem spell provides. It is assumed that the two complement each other, allowing the spell to be cast at an energy savings. The mechanical brain will often modify the golem's personality, sometimes in negative ways.

TL: 1 2 3 4 5 6 7 8 9 10

Modifier: ¥0.95 ¥0.9 ¥0.85 ¥0.8 ¥0.75 ¥0.7 ¥0.65 ¥0.6 ¥0.55 ¥0.5

The general formula is $1 - (TL / 20)$. At TL10 and up, it is usually easier to buy a true robot. For each mechanical improvement used (articulation, animation, and/or comprehension), multiply the energy cost of the golem by the listed multiplier.

Example: Franklin Leighton, an eccentric wizard and toymaker, decides to build a clockwork man. He lives in the 1910s, so he could use TL6 technology, but he decides to use older technology for the fun of it. So that his golem will be shiny, he decides to use bronze. Gathering the necessary supplies, he sets to work. He constructs a fully-articulated body, using TL4 gears and hinges. For a power supply, he installs a large spring (TL4), with an equally-large key on the back, so it can be wound up. For a brain, he gets a little more modern, and puts in a compact Babbage engine (TL5). His energy cost is 600 (base) ¥ 0.8 (articulation) ¥ 0.8 (animation) ¥ 0.75 (comprehension) = 288, rounded to 300 energy.

For each type of mechanical improvement, add a number of weeks equal to the original time necessary. Further, an Engineering roll is required for each type, or TL, of engineering used to build the golem.

Example: Leighton added each kind of improvement, so the time required is 5 weeks (base) + 5 weeks (articulation) + 5 weeks (animation) + 5 weeks (comprehension) = 20 weeks. In addition to the Shape Metal roll required, Leighton must make an Engineering/TL4 (Clockwork) roll, and an Engineering/TL5 (Computers) roll.

Lamplighter Golem

Used in various cities to ensure that the city is kept well-lit during the nighttime hours, lamplighter golems are a common sight. They are fitted with Ignite Fire to light the gaslamps, with energy provided by the Power enchantment. One of their arms, typically the right, telescopes, allowing the golem to reach high-set lamps from the ground.

Most lamplighter golems have a set round which they continuously circle, casting Ignite Fire again as necessary to ensure that the lamps stay lit. When day comes, they shut off the gas, and return to their maintenance shed to await dusk. Large cities may have multiple lamplighter golems, but most will have only one. The reach of the telescoping arm can be from 2 to 5 yards. At less than full extension, damage for getting hit by the arm while it is extending is 6d+6.

Lamplighter golems are iron golems with TL5 mechanical articulation. Base energy cost to create is 600, plus 100 for Ignite Fire and 500 for Power 1. The construction of a lamplighter golem also requires a successful roll against Engineer (Clockwork)/TL5.

Suggested Setting: *GURPS Goblins* or Qabala.

Asking Price: \$10,000.

Mechagolems

Though traditional golems are controlled by verbal commands, it may also be possible to *drive* a large enough golem. These "mechagolems" require an interior cavity big enough for their operator, and some form of control system. The form of the control system is arbitrary — it may be a system of levers and cranks, a computer keyboard and joystick, a neural interface, or an enchanted circlet. As most of the golem's movements are actually directed by the operator's mental intent, the controls are essentially symbolic, but they *must* be present, and used, to control the golem. The energy cost to enchant a mechagolem is 60% of the normal cost.

If the mechagolem is big enough that the controller sits entirely inside the chest (or, for even larger golems, the head or other body part), the golem's statistics are unchanged. If the mechagolem is worn as a suit of armor, it only weighs 15% of normal, its ST is decreased by 10%, and its hit points are *halved* (round down in all cases).

Driving a mechagolem typically requires a skill, though the precise skill varies by form and technology. Driving (Mecha) and Battlesuit can both be appropriate. If the control system is a neural interface or something similar, the operator may feel that he "is" the mecha, in which case he uses his skills as if the golem was his own body (though familiarity penalties should be applied). If a driving skill is required, the enchanter or original owner of the golem is at +2 to drive it; if the driver is merely someone the enchanter has ordered the golem to obey, he gets no bonus.

Golem Fighter Tir Na Nog

Every four years, the fae decide who will rule for the next cycle, through ritualized combat. Each clan of fae builds the mightiest mechagolem they can, assign their greatest warrior as its master, and send it to battle. The representatives of the clans that did most poorly during the previous competition fight first, and the victor goes on to fight again.

To prevent damage to their home lands, these battles are not fought in their world, but rather on Earth — specifically, 10th-century Europe. Every four years, thousands of humans die as collateral damage in these battles. The fae could not care less — indeed, the fights have become far more a way of staving off boredom, and attaining prestige through new and innovative styles of golems, than they are political in any sense humans would understand.

The golem fighter of Tir Na Nog is of standard size, four times the height of a man. It is made of bronze gilded with gold, in the motif of a humanoid wearing feathered armor. Its powers include a piercing cry that weakens armor, and a sword of lightning. Like all golem fighters, it is controlled via an intricate system of levers.

Golem Fighter Tir Na Nog has ST 1,600, DX 13, HT 15/1,920, IQ 9. It has a Speed of 7, PD 3, and DR 6.

Abilities: Strikes with fist for 161d (about 6d¥27) damage. It has Broadsword-13, doing 163d+1 (about 6d¥27) cutting or 161d+2 (still about 6d¥27) impaling damage. It had a base energy cost of 38,400 energy to create. The Piercing Cry spell (p. 00) added 700 to the energy cost. The sword of lightning is an example of Electric Weapon, and was enchanted separately. It does an additional +2 damage after penetrating armor, and against metal armor does 1 damage minimum on any hit. (Given the golem's immense strength, obviously the lightning weapon is mostly for show.) The golem fighter also has a 20-point powerstone permanently fixed inside the controller's cockpit.

Golem Fighter Hy Brasil

Slightly taller than the Golem Fighter Tir Na Nog, the mechagolem of Hy Brasil is constructed of ivory threaded with silver. It carries a wide variety of edged weapons, switching from one to another often. It can fire freezing–cold ice rays from its eyes. Most fae agree that Golem Fighter Hy Brasil is no match for Golem Fighter Tir Na Nog, but the Hy Brasil fae are counting on their golem's versatility, and the fact that the Golem Fighter Tir Na Nog is at its best against *metallic* opponents.

Golem Fighter Hy Brasil has ST 900, DX 12, HT 12/1,100, IQ 8. It has a Speed of 6, PD 1, and DR 1.

Abilities: Strikes with fist for 91d (about 6d¥15) damage. It has a variety of edged weapon skills, including Axe/Mace, Broadsword, Fencing, Knife, Polearm, Shortsword, Spear, and Two–Handed Sword, all at level 12, and all doing appropriate damage for its strength. It had a base energy cost of 16,000 energy to create, but the additional weapon skills increased the cost to 31,200. The ice rays are a minor variant of the Icy Breath enchantment; the immense magical skill of the fae controller allows him to ignore the spell's normal 4 point energy cap. Icy Breath added 400 to the energy cost of the golem. The golem fighter also has a 30–point powerstone permanently fixed inside the controller's cockpit.

Many other fae golem fighters exist; these are merely two examples.

Golem Savior

Though the possibility never occurred to the fae, it was only a matter of time before humans learned to duplicate their golems. A circle of 50 enchanters, supported by a half–dozen healers to ensure they were physically up to the challenge, spent three years creating a golem of blackest iron to stop the fae from doing battle in our world. While crude, the Golem Savior is immensely strong, and wields its battle–maul to deadly effect. The inability of any fae to touch cold iron has prevented any direct acts of sabotage, for now...

The Golem Savior has ST 1,920, DX 12, HT 15/2,600, IQ 9. It has a Speed of 6, PD 3, and DR 6.

Abilities: Strikes with fist for 193d (about 6d¥32) damage. It has Two–Handed Axe/Mace–13, doing 195d+4 (about 6d¥33) crushing damage with its maul. It cost 52,000 energy to create.

7. Holy and Unholy Magic

The desert wind whipped around them, as it did around the whole world. Armageddon had finally come and gone, and finally, finally, he had tracked her down. It has taken twenty years, but it was her time to pay.

"You never did know when to quit, Joshua."

"I know exactly when to quit, Joanna. Five seconds after I kill you."

"You know, I may be the last woman on Earth. You wouldn't consider doing the Adam and Eve thing?"

"More like Lilith. I'd rather see humanity buried than forever tainted by your blood."

"Fine. I can manage without you. Parthenogenesis ain't easy, but it's a good fallback position."

"What makes you so sure you'll get the chance?"

"This." She pushed back her cloak, revealing a scabbard. She slowly drew the sword; it was as black as a hole in the air.

"Picked this up after the last battle. Belonged to a guy on a horse, name of Death, maybe you've heard of him?"

He began to doubt, but didn't let her see it. "Nice. Doesn't change anything."

"Why not?"

"Because I've got a sword, too. Guy left it to me in his will, name of Gabriel, maybe you've heard of him?"

((START BOX))

@B-BOXHEAD:The Catholic Church

@TEXT-BOX:The Roman Catholic Church has for centuries had a clear procedure for determining who becomes an official saint. One of the requirements is that four miracles must be associated with the person (two, if he was martyred). Frequently, these miracles occur after the potential saint's death, either in proximity to his relics (i.e., body parts), or at his official shrine. (The shrine is created once someone has been proposed for sainthood, and essentially acts as an official spot for qualifying miracles to occur.)

@TEXT-BOX:Once someone is a bona fide saint, their relics and shrine are holy items. People pray at them, for the saint to ask God to perform a miracle on their behalf (or, of course, to provide non-miraculous benefits, such as strength of spirit). This process could be modeled with a variation on the ritual magic rules, though a lot of terms (including "ritual magic") should be renamed.

((END BOX))

Holy Items

These are items that are regarded as religious or spiritual in origin; most are channels for the power of a god, but it's possible for an item to be regarded as holy without actually having a divine connection.

Boon of the Great Bear

A complete cave bear skin, with the claws and skull still attached. The bearskin is a focus (p. 00 or p. SPI92); when worn by a shaman, it gives a bonus to ritual magic rolls. The bonus depends on the reaction roll the Great Bear Spirit makes to the shaman; +1 for Good, +2 for Very Good, or +3 for Excellent. Each ritual performed requires its own reaction roll; the GM should assign modifiers to the reaction roll based on the Great Bear's opinion of the result that the shaman desires. Its current owner claims that the Great Bear Spirit granted him the Boon during a vision quest.

The Boon costs 20 points as a Mystic Symbol; this is based on the estimation that a reaction of Very Good will probably be common, and an Excellent roll, rare.

Suggested Setting: TL0.

Asking Price: \$3,000.

Ganymede's Cup

This tall, polished silver cup is rumored to be the cup of Zeus' chosen due to the magical properties it exhibits. Three times per hour the bearer may try to create wine by filling the cup with water. The GM should roll 3d. On a 17 or 18, the water stays water. On a 5 through 16, it becomes delicious wine. On a roll of 3 or 4 the cup will, in addition to changing the water to wine, confer one of the following properties on the drinker (roll 1d):

1. Stamina --- Restores 1d of fatigue and hit points.
2. Counsel --- Bestows prophetic powers on the drinker for 1d hours.
3. Fortune --- Grants the user Extraordinary Luck for 1d hours (real time!).
4. Ambrosia --- Reduces the drinker's age by 3d months.
5. Alliance --- Gives the drinker Charisma +3 for 1d hours.
6. War --- Gives the drinker +3 to all Combat/Weapon skills for 1d hours.

The drinker must drain the cup to gain these benefits; it can't be shared.

Suggested Setting: *GURPS Greece*.

Component Spells: Holy item.

Asking Price: \$60,000.

God's Cup

This is a big old-fashioned goblet, which appears to be (and probably is) made of solid gold. It is studded with huge gems (which are polished but not faceted).

The story of God's Cup is not widely known in Goblin London, but a little digging could turn up a clergyman or scholar who could inform PCs as to the important parts. It appears that, back when Jesus was on Earth, he was given to having dinner with his friends. This particular Cup was the one from which he took a drink of wine (in strict moderation, of course) the very last night before he was foully Done to Death. It was subsequently kept as a memento by his friends, who passed it on to their heirs, and somewhere along the line it was brought to England. However, after that it was sadly lost somehow, although many brave knights of olden times went questing to look for it. Unfortunately, brave and noble though they were, these knights seemingly weren't very bright, because even the ones who found it subsequently lost it again.

Nonetheless, this most special Cup is still around somewhere, possibly in the hands of some virtuous clergymen. There are rumors that it still has a tendency to get lost (because even virtuous clergymen are prone to accidents), so it might well turn up almost anywhere.

(Some readers may object that the cups used at that particular meal would hardly have been big gold jewel-encrusted things like this. They are probably correct. If so, the likelihood is that God Himself has intervened at some point in history to make sure that this particular relic looks as impressive as is only right and proper.)

The most important power of God's Cup, which has evidently soaked into its metal with all the holiness, is that it can heal any hurt. Anyone taking a drink of water from it instantly recovers 1d hit points of injury, is automatically cured of all Minor Ailments, and can shake off Compound Ailments or the effects of poisoning with a HT roll. Anyone drinking *wine* from it (as was its original use) instantly recovers 3d hit points of injury and is automatically cured of all Ailments and poisoning effects. The cup must be filled to the brim and then drained. Drinking wine from this vessel will never make a goblin drunk; ignore it when assessing intoxication.

However, this is a very holy object, which is not compatible with any sort of sin. This is rather unfortunate from the point of view of the typical goblin, who is thoroughly steeped in sin. Any being who lays hands on the Cup with any kind of sinful intent will be instantly struck by lightning, for 2d damage, and will drop the Cup (which is fortunately indestructible, of course). Desiring to do good for others with the Cup is sufficiently virtuous as to save the goblin from retribution for other recent sins, but desiring to cure oneself is only acceptable if one has been at least reasonably virtuous recently (which is for the GM to determine), and if the injuries in question were not received in the course of crime or as a justified punishment.

In fact, the Cup will never cure social diseases (anything from the Spades sections of the Ailment tables), which are the wages of sin. (However, it will cure Lusts and Longings, provided that these have *not* been actively indulged.) Furthermore, any goblin deliberately drinking gin or other strong (and sinful) spirits from it will drop dead on the spot.

Perhaps needless to say, desiring either to sell or to buy a holy relic like this Cup is deeply sinful, and anyone involved in such an activity can be sure to suffer retribution. This usually takes the form of being struck by lightning when they touch it, or perhaps when they come within 10' of it. Unfortunately, the mere sight of something this seemingly valuable

represents an irresistible temptation for the average goblin. One who sees the Cup sitting around unguarded and who does not know the risk should make a Will roll, with *double* the usual penalties for Goblin Snobbery if of negative Status, to refrain from sauntering, sidling, or dashing up to the thing and grabbing it straight away. Few will even bother trying to resist the temptation.

If one or more goblins seeking to profit financially from the Cup somehow manipulate innocent catspaws into moving it on their behalf, all the guilty parties will suffer a -5 penalty to *all* rolls from the moment when they set the transaction in train for the rest of their lives, or at least until they make some large and appropriate atonement. For this reason, assigning this unique and sacred object a cash value is futile. (In fact, it is not impossible that any goblin even *thinking about* buying or selling it will be struck by lightning.)

Suggested Setting: *GURPS Goblins*.

Component Spells: Holy item.

Asking Price: You're a cad, sir, for even thinking such a thing. See description.

Golden Raccoon

This life-sized golden statue of a raccoon is a study in whimsy. It is perched upright on its haunches with its front paws cupped together and raised above its head. A wistful, begging expression adorns its upturned face. In short, this is the sort of thing a nature lover might place in the garden, only made of gold instead of plaster.

The statue itself is quite valuable, but its real value is the effect it has on other items. If a gem or piece of jewelry is left in the cupped paws of the raccoon it will accrue in value at a rate of 10% per day, up to twice its original value. Any damage to the item that occurred since it was created will be repaired first before any new enhancement occurs. This does not count against the limit of the increased value, but it does add to the time required.

Example: A gold medallion worth \$100 is placed in the raccoon's paws. After eight days, it is worth \$180. If it had been damaged to 50% of its value, it would only be worth \$130.

The value of items is improved by purifying the quality of the metal, removing flaws from gemstones, repairing defects, and enhancing artistic design. Some Golden Raccoons are known to alter beings depicted in artwork on jewelry to look more like raccoons. While the quality of the item may be improved, this could cause problems for adventurers when they try to sell that engraved portrait of the Queen who now has a mask, snout, and whiskers.

Occasionally, the raccoon will take a liking to one of the items left in its paws. Every time a new piece is left in its paws, a roll of 5 or less on 3d indicates that the item will disappear overnight. If the vanished item absolutely must be recovered, lengthy rituals, involving appeals to the spirit of the statue, offerings of comparable value, and probably player characters dressed as raccoons, *may* result in the vital item being traded for the offerings. If the item is offered again, however, it is gone forever.

The first Golden Raccoons were found in the temples of a long forgotten religion. Although they seem to be enchanted items instead of holy artifacts, it is possible that they have a connection to a "raccoon god" of some sort. This could explain where the missing items go when they are lost. It is also possible that they may have additional powers that have not yet been discovered.

Suggested Setting: Any with a bit of humor.

Component Spells: Hypothetical "Improve Jewelry" spell.

Asking Price: \$500,000.

The Healer of Worlds

One of the most mysterious and powerful magical items in existence, the Healer of Worlds has the power of bringing divergent timelines back together. Its origin is unknown. It may have been spontaneously created along with the universe, or it could be the tool of some cosmically powerful or divine entity. It may even be that the Healer of Worlds is an intelligent entity itself, although if this is the case, its intelligence will only manifest when all of its pieces are gathered. To most eyes, the complete Healer of Worlds appears to be a large pocketwatch made entirely of differently-colored crystals. It is beautiful to look at even when disassembled. No special knowledge is required to operate it — to anyone who knows what the Healer is and what they want to do with it, the correct manipulations of the various knobs and switches that adorn its perimeter and back will appear in their thoughts. By following them, the desired effects will be achieved.

Unsurprisingly, the Healer of Worlds is among the most highly sought after items in existence. At the current time, its various pieces are separated and scattered. Depending on the campaign, this scattering could be across the history of a single world, or several worlds. Each individual piece of the Healer is a gemstone of incredible value (\$1,000,000 or more); some will be obviously watch-parts (e.g., gear-shaped), while others only attain their true form when brought in proximity to another piece. How many pieces the Healer has is unknown; it is certainly more than six, and is believed to be far less than would actually be required to build a watch.

An individual piece allows to owner to cast one or more of the following spells. Roll 2d for each piece:

2. Roll two more times.

3. Timeslip.

4. Suspend Time.

5. Timeport.

6. Slow Time.

7. Tell Time.

8. Accelerate Time.

9. Timeport Other.

10. Time Out.

11. Timeslip Other.

12. Roll three more times.

The user can ignore the "mage only" restriction common to items for these spells. In addition, someone holding a piece of the Healer can sense when another piece is nearby — in space or time. If there is a piece in the user's present, make an Alertness roll, applying the long-distance modifiers from p. M10. If there is none in the present, determine the point in time closest to the user where one does exist, and apply the Timeport skill modifiers from p. G46. The user will only get a sense of distance (i.e., how much he made the roll by), and will know whether he is sensing it through space or time. If more than one piece is together, they are detected at +1 for each piece after the first. This ability does *not* work across alternate timelines.

The powers of the fully assembled Healer of Worlds are enormous. As its name suggests, its primary function is rejoin sundered alternate worlds. At the option of the user, this will either merge the two timelines into a hybrid form, or allow one to completely subsume the other (though some qualities of the subsumed world will always leak through). It can also be used to split off new alternate worlds from the point in history of the world the user is currently in. Further, the Healer of Worlds can create an impassable barrier preventing access or egress from the timeline it is currently in, or a group of linked timelines. (In terms of the Infinite Worlds setting (p. TT00), these timelines would all have to have the same Quantum rating.)

Suggested Setting: *GURPS Time Travel*, *GURPS Alternate Earths*, *GURPS Supers*.

Component Spells: Unknown. Some researchers have theorized that the Healer's powers are indicative of the existence of a College of Time spells, while others claim the item to be divine in origin.

Asking Price: Priceless.

Karmic Restorer

The Karmic Restorer has three component items — a glove, a skull-cap and a scarf. When the all three are worn, with one end of the scarf tied to the loops on each of the other two items, it will allow the wearer to experience significant events from their previous incarnations. What makes the Karmic Restorer special is that by touching an object of some significance with the gloved hand during these "flashbacks," the wearer may bring it through to the present with him. This will permit the examination of the object for as long as the Restorer is still worn — as soon as it is removed, the object returns to the moment in the past it was taken from. Typical items of karmic significance will depend on the user's past incarnations, but likely candidates are journals, maps, weapons, and jewelry. Most often, the Karmic Restorer is used to help identify and investigate karmic debts owed by or to the user, with the goal of seeing such debts settled.

Suggested Setting: Any setting where reincarnation occurs.

Component Spells: Retrogression, Timeport Other, Rapid Journey.

Asking Price: \$5,000.

Obscuration Censer

This item can take a variety of forms, ranging from an Orthodox-style censer to a holder for burning sticks of incense, depending on the ritual magic tradition constructing it. It is typically used by traditions which are concealing themselves

from mundane authorities (including religious authorities without Ritual Magic).

The censer is a Fetish using a minor spirit to sustain a conditional Obscurity–14 Ritual (p. SPI93). In use, incense is burned in the Censer, activating the item; the Obscurity will extend over the area covered by the incense smoke. This area is usually about 30 feet in diameter if the Censer is moved around sufficiently, but will stay within the bounds of any Sacred Space in which a ritual is being conducted. The incense, along with the form and any markings on the Censer, can also serve as Spiritual Symbols for Ritual Magic, if appropriate for the tradition.

Suggested Setting: Secret magic setting with ritual magic.

Component Spells: Fetish with Obscurity Ritual.

Asking Price: If this item is known to be magical, it will not be for sale.

Plastic Denominational Icon

Often cast in the form of a religious icon of some sort, this small talisman offers motorists protection from accidents. Popular icons include Jesus and St. Christopher, but various sorts of crosses, pagan pentacles and ankhs are also common. Its power is activated by mounting it near the windshield of a vehicle; on the dashboard for statue icons or hanging from the rear view mirror for other talismans.

When a roll is required to avoid an accident, it adds a +2 to the driver's skill, but only for the purpose of avoiding the accident. If an accident occurs anyway, it will not be as bad as it might have been. (What this means is up to the GM, of course.)

The icon will also help reduce minor vehicle–related inconveniences. If a protected car would suffer a tire blow out due to road hazards, it would instead only develop a slow leak. If the car is down to the last gallon of gas, it lasts just long enough to coast into an open gas station.

The protection does not apply against *intended* harm. So, while the driver would get a bonus to avoid the idiot that pulls out in front of him as he's driving down the street, he would not get one to avoid a terrorist trying to ram his car on purpose.

These items are mass–produced with the aid of various religious and civic–minded groups who volunteer to help in the ceremonial magic required. This helps keep the cost down.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Bless variant.

Asking Price: \$750.

Rada Drum

Drums play an important part in almost all Voodoo rituals. Made from anything from calabashes to rum barrels, they aid Voudonistas in communicating across large distances and can help drive them into the ecstatic frenzies that allow the loa

to ride them.

Drums are sacred to the loa Shango, and the most sacred drums of all are rada drums. Lovingly carved from tree trunks, rada drums may sport ornate *veve* carvings and brightly colored tassels, or they may be simple but elegant. Most hounguns and mambos who use rada drums keep a set of three — one for rada rites, one for petro rites, and one for congo rites.

When using a rada drum, the houngun or mambo will say a prayer of gratitude to the drums. For example, "Oh drum, you were a great tree in the forest. Forgive me for cutting you down, but I did it with respect. I brought you near my home, where I hollowed you out with all the skill and experience I have acquired, to make you a drum. I ask that you resonate with a beautiful sound each time that I beat you, from this moment on."

Creating a set of rada drums is a lengthy and exhausting process, and only a houngun or mambo can do it. Securing the proper materials, actually building the drums, and consecrating them, can take as long as six months and never less than two months. During that time, the builder must devote at least four hours a day to the drums' preparation. When the drums are finished, the houngun or mambo actually performs a baptismal rite, imbuing the drum with spiritual power.

In contrast to profane drums that anyone can use, rada drums are bound to their creators. Should someone who is not a voodoo initiate (with either the *GURPS Voodoo* Initiate advantage or the *GURPS Spirits* Ritual Adept advantage) so much as *touch* a rada drum, the drum's owner must perform a ritual of cleansing before he can use it again. Initiates can touch the drum without rendering it ineffective, but cannot actually use it in performing their rituals.

Whenever rada drums are used in performing voodoo ritual magic as foci, they grant the performer a +2 bonus in addition to any other bonuses. Note that rada drums cannot be used in rituals in which the time element is ignored, even if the person performing the ritual can do so without penalty. As Mystic Symbols, they cost 20 character points.

Suggested Setting: *GURPS Voodoo*, or any setting using the ritual magic rules in *GURPS Spirits*.

Component Spells: No spells, but lengthy rituals are required.

Asking Price: Useless to anyone but the creator, except as art objects (in which case price depends heavily on essentially subjective esthetic issues).

The Whichness of What

Something to contemplate... one of those small glass globes with a pleasant country scene inside, and a lot of fake snow that swirls around when you shake the thing. Rumor has it that possession of this item makes the holder the master of time and space, but so far no one who's obtained it has done more than hypnotize themselves with it. As the name implies, it's currently in the possession of Dr. What7, the Dean of C.T.H.U.L.H.U.

The Whichness plays more the role of a McGuffin than a magic item — it's an object around which adventures accrete. However, unexplained powerful magical effects do seem to occur to whoever currently possesses it (Dr. What7 himself being a clear example).

Suggested Setting: *GURPS Illuminati University*.

Component Spells: Probably Daze. Possibly the entirety of the Gate College.

Asking Price: Lots of powerful entities would like to get their hands on What's Whichness, and would pay \$100,000 or more, no questions asked.

Unholy Items

It can be difficult to draw the line between holy and unholy items... but it probably lies at the point where an innocent is hurt.

Donkey's Jawbone

This object appears to be exactly what it is; a jawbone from some unfortunate donkey. It has been polished by use and handling over the years, but it remains robust and intact.

Any denizen of Goblin London who attended charity school, or who has attended church with any regularity for any reason, is at least vaguely aware of the story of Samson, a noteworthy gentleman of olden times who smote his enemies with the jawbone of an ass. (Smiting seems to be like whacking, except that it is more holy.) Many such students have been briefly inspired by this tale, and have conducted experiments with a view to recreating Mr. Samson's accomplishments (to the discomfort of numerous asses, mules, and donkeys, and not a few horses and dogs), but none have reported any great success. However, the existence of this unique magical item would appear to suggest that the story may have a grain of truth after all.

This particular jawbone may be employed in combat as a small mace, save that it appears to be effectively indestructible, and it grants +1 to hit and +3 damage. Needless to say, this makes it highly desirable to goblins of especially violent inclinations — so much so that it is downright dangerous to own. (Its existence and powers are not very widely known, but rumors on the subject drift around the underworld of Goblin London.)

No price can really be attached to the Donkey's Jawbone, partly because the wise goblin (if such a creature exists) will regard it as more trouble than it is worth, but mostly because it is truly unique. After all, some of the spells required to recreate such a weapon are known only in Ancient Egyptian. This in turn suggests that the Devil may have been mixed up in its creation. Given the trouble it causes, and the way it tempts goblins to misinterpret Scripture, this is entirely plausible.

Suggested Setting: *GURPS Goblins*.

Component Spells: Presumably Accuracy, Puissance, and Shatterproof.

Asking Price: Please, take it. Just don't hit me with it on your way out.

Sacrificial Knife

These large knives of black obsidian have a taint of evil to anyone who can sense auras. They function as 30 point powerstones, but can only be recharged by being used to sacrifice an intelligent being. The sacrifice ritual takes an hour, after which the victim is dead and cannot be resurrected. A single sacrifice recharges the knife with a total of the victim's

HT plus IQ. Optionally, the GM may rule that virgins or innocent victims double this recharge amount, up to the maximum that the knife will hold. Sacrificial knives could be used in combat, but combat deaths do not count towards recharge.

Many of these knives are aspected towards death, but otherwise there are no restrictions on the mana they contain. Once a knife has been recharged, anyone who could use the mana in a normal powerstone can use it to power spells.

Sacrificial Knives come to the mortal plane as gifts from infernal powers. It has not been proven, but sages speculate the souls of the slain victims feed the demons who provide them. Some also say that they exert a corrupting influence upon the wielders, but more likely anyone who would use such an item is already depraved.

Suggested Setting: High fantasy with demonic beings.

Component Spells: Obsidian large knife, Powerstone (variant), unknown (Demonic power?).

Asking Price: \$100,000.

8. Medical and Necromantic Magic

I've worked for a lot of strange clients. Vampire nightclub singers. Undead industrialists. Banshee bootleggers.

This was the first time I'd worked for a brain in a tank. As I mopped the sweat off the back of my neck — the greenhouse was as hot as a sauna — I wondered if this was going to be another "I want you to find my murderer" cases. Those get old fast.

The client spoke, with the cool, black intonations of a voices spell. "Mr. Pierce, as you can see, I am a man of reduced circumstance. Not in wealth... I still have legal title to my fortune, and my resources are sufficient to keep myself and my daughters living in the style we are accustomed to. I believe you met one of them?"

"Yeah, in the foyer. She tried to break my heart while I was still using it."

"They have no more morals than a werewolf. None of the Thorndikes ever have. Mr. Pierce, these days I live largely on heat and extracts from the orchids which surround you. This jar preserves me, and gives me some semblance of hearing and sight. I can only indulge my vices by proxy. It is infuriating. I want you to rectify this."

"How? I'm a sleuth, not a healer."

"I want you to find my body."

You cannot understand life without understanding death. Similarly, any enchanter who wants to walk the path of healing *or* necromancy must learn a little of the other side of the coin. While "white" enchanters are usually completely unwilling to create items for manipulating death, their dark brothers, having very different ethics, are often quite amenable to a commission to create a healing artifact.

((START BOX))

@B-BOXHEAD:The Un-Pharaohs

@TEXT-BOX:The royal embalmers of Ancient Egypt had a secret, passed down from master to apprentice. For many years, they performed their function of preparing the royal dead for their journey to Tuat, the underworld, performing every necessary ritual, and seeing them entombed with the fabulous items of gold to carry into the next life. After a while, they became jealous.

@TEXT-BOX:Perhaps as much as 90% of the royal tombs contain who they appear to, but the remainder contain treacherous embalmers. When the time came to mummify a member of the royal family the embalmers judged unworthy, the body would be quietly dissolved, and the most senior embalmer would commit suicide and take his place. This would normally arouse extreme anger in the gods, but the embalmers enchanted the coffins and associated items with spiritual illusions, hopefully disguising the substitution, and guaranteeing their compatriot passage into the glorious afterlife of a pharaoh.

@TEXT-BOX:Unfortunately, the gods were not fooled forever. Thousands of years after Egypt's height, the substitution was discovered. The Egyptian gods had less influence in the mortal world, but managed to expel the deceivers from Tuat

back to the land of the living. The Un-Pharaohs were born. They clawed their way from their tombs, sought each other out, and now burn with a desire to return to Tuat, throw down the gods, and take their place. Each is a powerful mummy-lich, with a keen interest in any necromantic items that may help them achieve vengeance.

((END BOX))

Medical Items

Healing has always been one of the core concerns of humanity. Until the human body becomes a magic item itself, medical items will be popular.

Ring of Regeneration

These unadorned rings are simple in effect, but difficult to create. When one is worn, it gives the wearer the Regular Regeneration advantage (p. CI64), healing 1 hit point per hour. However, it will only heal damage taken while the ring is worn. If the wearer is wounded when he puts the ring on, it won't heal those wounds, only subsequent ones. Further, the wearer's hair, nails, etc. won't grow while the ring is worn, and if cut, they will regenerate (over the course of a day or so) to the length and condition they had when the ring was put on. The ring does not stop children from maturing, nor adults from aging.

@TECT: These rings have all first appeared on the fingers of nomads, whose society lacks the metallurgical knowledge necessary to forge them. Their origin remains mysterious.

Suggested Setting: Any.

Component Spells: Secret "Ring of Regeneration" spell.

Asking Price: \$100,000.

Alchemical Growth Hormone

This is an alchemically enhanced version of human growth hormone which is undergoing government testing as a treatment for dwarfism. It has already found much wider uses on the black market. One dose of AGH administered intravenously will cause a human being to gain 1 inch in height, 1 point of ST, 10 pounds of weight and 1 hit point. The process takes approximately 1 month. A roll vs. HT is necessary every time AGH is used, with a cumulative -1 penalty for every dose beyond the first. The first failure causes the loss one level of Attractiveness due to distortion of physical features. Subsequent failures cause the loss of 1 point of DX and, after that, loss of 1 point of HT per failure due to strain on the system. Persons who have the Youth disadvantage are at +4 to the HT roll. Concentrated injections of AGH to specific parts of the body can cause localized growth of various body parts. A roll vs. Physician will be necessary to calculate the dosage and to make the injection in the correct location. A normal failure of the roll results in waste of the dose of AGH; critical failure causes some sort of undesired growth, but the HT roll is not necessary. Injection into the long bones and the spine can produce a gain of height without alteration to other attributes. The Physician roll is at -3 for this use. This requires 1 dose per inch with a maximum gain of 6 inches. AGH may be injected into the body's major muscles with 1 dose causing the gain of 1 point of ST and 10 pounds of weight. The Physician roll for this is unmodified, and the maximum ST gain is 3 points. Other beneficial modifications to the human body are probably possible, but none

are known at this time. Experiments in this area would involve serious penalties to the Physician roll. Readers are directed to *GURPS Biotech* for inspiration, particularly chapter 3.

AGH is prepared using Alchemy skill. A fully-equipped modern lab is a *requirement*, and grants no bonus. Preparing it requires \$1,500 in materials, 2 enchanter-weeks of work, and is at -2 to skill.

Suggested Setting: *GURPS Technomancer*.

Asking Price: \$10,000 per dose.

Fabrique Europa Natural Looks Crystal

Making cyberwear look natural is often prohibitively expensive; such 'wear usually costs five times the price of the basic model. An enterprising team of corporate technomages developed the Natural Looks Crystal, a single device which maintains the illusion that the user has had no modifications.

The Crystal fits into a cylinder 1/4" in diameter and 1/3" long and is usually inserted into a larger piece of cyberwear such as a hand or arm. It has one major drawback -- it unselectively hides *all* changes, including cosmetic modifications, so users wishing to disguise themselves must rely on non-surgical means such as makeup.

Aggressively priced, the device has been a hit for Fabrique Europa. Other korps are beginning to release clones but there are no serious challenges to the original.

Suggested Setting: *GURPS Cyberworld*, post-Manaclysm variant.

Component Spells: Illusion Disguise variant.

Asking Price: \$1,500.

Seeing Eye Cane

A white cane with red handle and tip, created to assist visually impaired people who can't get a living guide dog (e.g., due to allergies). These canes are inhabited by the *spirit* of a guide dog, and are further enhanced with Sense Danger. Very often, the owners of elderly guide dogs will make provisions so that, when the beloved pet passes on, its spirit will be preserved to help the previous owner or others.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Weapon Spirit, Sense Danger.

Asking Price: \$85,000.

Necromantic Items

When healing fails, it becomes time to stave off death. Unfortunately, many items which can be used to avoid or mitigate

the final journey have darker uses.

Dathpentl Summoning Dagger

The high priests of the Dathpentl are said to bargain away their souls for this their badge of office. Dathpentl is a small city–state surrounded by barbarians on all sides. The Dathpentl practice what are normally considered the foulest of necromancies, but without these magics they would quickly be overrun and slaughtered by the tribes living in the hills.

While Dathpentl necromancers *do* sacrifice their souls, this is seen as heroic. They are willing to give up literally everything to the survival of their people. The summoning dagger they get in exchange is particularly nasty. Those injured by one in combat are affected as by the Rotting Death spell (one second duration per hit).

The dagger also can be used to summon demons. For each sentient creature sacrificed during the summoning ritual, the summoner is able to set one the demon's ability die rolls (p. M113). Each sacrifice also gives the summoner a +1 to the control roll. Normally only volunteers or convicted prisoners are sacrificed.

Component Spells: Rotting Death, unknown.

Asking Price: \$250,000 (used), or one immortal soul (new).

The Everlasting Ring

This rare ring takes the form of a unadorned heavy gold band. It offers protection from the worst possible wounds and even holds back the effects of age. While worn the ring grants the advantage of High Pain Threshold and rolls for aging or death are made automatically, down to $-10 \text{ } \forall \text{ HT}$.

Of course, such a gift does not come without a stiff price. As long as the ring is worn, the wearer will suffer from the effects of a Slow Healing spell (p. G84) at a -5 penalty. Should the ring be removed while suffering from injuries, all skipped HT rolls for death or age must be made. If the wearer dies from any of these rolls, he will rise again as a wraith, loyal to the ring's enchanter (p. UN86); the Everlasting Ring functions as the wraith item for the newly created wraith.

Less than ten of these rings have been confirmed in the past century. Is it thought that they all come from the same lich enchanter. Since the rings seem to turn up randomly, it is not clear what purpose the enchanter has in mind with this method of wraith creation. It is known that the rings seem to find their way to the strong and violent types. Possibly this is just natural selection or perhaps it is a subtle function of the ring itself.

Suggested Setting: Any setting with a strong undead presence.

Component Spells: Wraith (variant), Slow Healing, Resist Pain, Power, unknown.

Asking Price: \$500,000.

Galvanic Revivification Device

This appears to be a classic Frankenstein–style table for putting life back into corpses. The mad scientist who is credited with its creation (deceased in a mysterious laboratory fire in his castle) indeed thought that was what he was building: a

device using electricity to revive corpses via Galvanic *Élan Vital*. In actuality, the creator of this device was the lab assistant, a mage on the run from the magical secret society who trained him (and finally caught up with him). The device is built into the castle; they were thus unable to remove it before the end came. The ownership of the castle and its contents is still under legal dispute.

To be used, this device requires a lightning bolt for power. This can be natural or magically generated (steampunk electrical technology will not give a sufficiently potent bolt); it must hit the metal sphere on top of the castle. If a corpse (including a sewn-together collection of parts) is on the table when the lightning hits, it should be revived. See p. STM102 and pp. STM98–99 for corpse–revivification rules.

Suggested Setting: *GURPS Steampunk* with secret magic.

Component Spells: Resurrection variant, Draw Power variant.

Asking Price: It is currently not mobile; the castle, with contents, would not sell for less than \$100,000. (If broken into parts, the enchantment might be lost.)

Hecate's Circle

This item dates back to Ancient Greece, having been described by Michael Constantius Psellus some time before 1000 B.C. It is a tool of unknown origin that assists in the conjuration of spirits — which is to say, many necromantic tasks. Despite its name, it is not a circle but a sphere, made of bronze polished to a golden color and engraved with runes. It is about three inches across and hangs like a pendant upon a leather thong.

Inside its bronze shell, which has no openings, is said to be a sapphire mounted on several layers of gimbals and wheels, such that it floats in the exact center of the sphere. When struck or shaken, the Circle emits sounds, variously described as unintelligible speech, beast-like noises, laughing and bells. It is used by holding it and rotating it in the hands while casting. If the optional spell ceremony rules are used, the Circle does *not* impede required gestures and motions.

Hecate's Circle boosts effective skill when casting any spell that involves contact with spirits, demons or other magical beings. The user may choose *any* bonus (from +1 onward; there is *no* upward limit!) to his skill with a spell when employing the Circle. However, there is a cost. For every +1 to skill so gained, the Circle will drain 2d fatigue directly from the caster, ignoring powerstones and local mana level. This cost is assessed at the end of the spell duration and after all other casting and maintenance (if any) costs are paid. If the caster does not have enough fatigue to pay this cost, it will then drain HT, damaging him. If the "debt" is large enough, the circle will continue draining HT until the user dies — either by failing a HT roll or by reaching $-5 \text{ } \text{¥}$ HT.

If the caster is killed by the draining and the cost has not been completely paid, the next person to touch the Circle — no matter how long an interval transpires — is immediately subject to the fatigue (and possible HT) drain. If *that* person dies before the "debt" is paid, the Circle waits for the next person, and so on, until the full energy cost has been absorbed. Moreover, until it has collected its "payment," the Circle of Hecate cannot be used again.

When used in a ritual casting by a circle of mages, the fatigue cost of the Circle is shared by every mage who handles the bronze sphere during the casting process — as is any HT cost incurred.

In those lands where necromancy is outlawed, possession of a Hecate's Circle is usually a capital crime in and of itself,

and *prima facie* evidence that the owner is a necromancer.

Suggested Setting: *GURPS Greece*, *GURPS Atlantis*, Yrth, Medieval Europe, similar settings. Could also be found in Warehouse 23.

Component Spells: Unknown. Possibly divine/infernal origin.

Asking Price: \$1,500,000, more where necromancy is outlawed.

Holy Censer

The Holy Censer is a white, ceramic vessel, roughly 8 inches long and one inch wide at the top, two inches wide at the base. The vessel is opened by sliding its outer sheath off its base. The censer can be filled with up to half an ounce of incense, which if left unlit will become enchanted over the course of 16 hours. Once enchanted, the incense can be burned via punks or small, fiery coals, dropped inside the censer. The outer sheath should then be replaced. The top of the censer resembles a salt-shaker, having eight small holes, to let the smoke from the burning incense escape.

When burned, the enchanted incense forms a smoke cloud which is baneful to undead, but harmless to the censer's owner and compatriots. The cloud will cover an eight-hex area quickly, in 2d seconds.

Corporeal undead must resist the incense cloud at HT-2 or take 1 hit point of damage for every turn spent inside the area. Non-corporeal undead that fail to resist at HT-4, must materialize in the cloud and are subject to the damage effects of corporeal undead. The cloud also adds +2 to skill in turning any undead in its range by anyone using True Faith.

Invisible entities are outlined as smoky ghostly-like images (both friend and foe alike) eliminating any negative attack or vision modifiers. All Fright Checks inside the censer's cloud are at +8 for the censer's owner and allies.

The censer itself is fragile and has no special protective enchantments. Analyze Magic cast on it will reveal its functions.

Suggested Setting: *GURPS Undead*-inspired settings, Yrth.

Component Spells: Unknown.

Asking Price: \$20,000.

Mummy Powder

This alchemical mixture dries out a corpse, making it suitable for reanimation as a mummy. Over a one-week period the powder drives all moisture out of a corpse or other animal product. While mainly used by necromancers looking for less smelly and more intelligent (if more flammable) servants, it also has a number of espionage uses. Capable of rendering leather dry and cracking it has been used for everything from sabotaging siege machinery to destroying riding straps. As an alchemical elixir, it is only available as a powder only, and requires \$800 in materials and two weeks to prepare.

Suggested Setting: Yrth, and others with necromancy.

Asking Price: \$3,000.

Spirit Rope

Designed for hellhounds (pp. T78–79) who need to retrieve live quarry, a spirit rope allows the owner to bind a ghost, astral form, or shadow form (or any other non–corporeal entity the GM deems appropriate) physically. The rope is woven with depleted necronium allowing it to secure the subject. At each end are metallic rings which when touched together can meld or separate as the owner wishes. The rope will loosen or constrict according to the user's command and adds a –2 penalty to any use of the Escape skill (beyond any normal penalty for how well the subject is tied up).

The rope may be deployed as a lasso or by more advanced means, such as Apportation, or by draping a snare inside a summoner's pentagram and having it snap shut. Once bound, the victim cannot leave by turning incorporeal or by teleportation, but may still use mental or magical powers (such as flying away) or telepathy to summon help.

A spirit rope is 12 feet long, and has PD 0, DR 2, eight hit points, and a unique Name, finely etched on each of its metallic ends.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Depleted necronium, Shape Metal, Fortify, Name, Stiffen, Draw Power, Shrink Object, Enlarge Object.

Asking Price: \$280,000

Soulblade

This powerful item is both a weapon and a tool of a powerful necromancer. It is a shortsword with a blade of glass, glowing with an eerie blue light. It can be used to cast the Summon Spirit, Materialize, and Solidify spells. In addition, it can be used as a weapon and affects spirits as a normal broadsword (since it is *glass*, it would be foolish to use it against a physical opponent). It can also be used to cast Bind Spirit (Spectral Undead) (p. SPI108), but only to *permanently* bind spirits to the blade. A spirit may be bound to act as a servant of the blade wielder, or may be "trapped" inside the blade, where it can be used as a fetish (p. SPI92), including being drained for fatigue. The wielder chooses how a spirit is bound, and can change it from one type of binding to the other at a later date. This counts as a new casting of the Bind Spirit spell, requiring energy, and allowing the spirit an opportunity to resist, and potentially escape.

Soulblade also detects spirits, glowing with an eerie blue glow when any spirit is within ten hexes — including any bound within the blade to create a "fetish". Additional spirits will cause a brighter glow, so this does remain a useful ability. If the blade is broken, any bound spirits will be released. Spirits that have been forcibly bound to the blade and escape, whether through the blade being broken or a failed application of the Bind Spirit spell, may be quite hostile to the bearer of the blade.

Suggested Setting: Any fantasy setting featuring spectral undead.

Component Spells: Glass shortsword, Affect Spirits, Bind Spirit (Spectral Undead), Summon Spirit, Materialize, Solidify, Sense Spirits.

Asking Price: \$800,000 new. With one or more bound spirits, the value of the blade would increase considerably.

9. Political and War Magic

The command post was far enough from the front line that the screech of fireballs and thump of ballista bolts was barely audible. The screams carried far too well, however.

The general hunched over his map of the battle. It wasn't going well. Somehow, the enemy had managed to bring in nearly twice as many troops as he, and they seemed to be better rested and fed, too.

"Confound it, how did this happen? We have superior mages, faster enchanters, stronger golems. They're still using non-explosive fireballs, and their zombies fall over if you breathe on them hard. But we're still going to lose!"

The colonel behind him spoke softly. "They have the flying carpets, sir. Wars aren't won by fireballs. They're won by logistics."

((START BOX))

@B-BOXHEAD:The Magic-Free Elections Alliance

@TEXT-BOX:M-FEA is an organization dedicated to making sure that American elections are conducted free of magical bias. The most important part of their mission is ensuring that voters are not under the control of mind control magics when they go to vote. They are largely responsible for the newest voting booths being portable no-mana zones. They also work to pass laws regarding what magic items a politician may use during campaigns; by in large, they grudgingly permit items that enhance appearance (ethically no different than makeup), but are against charisma-boosting talismans and the like. M-FEA members often follow candidates around, scanning them for magical effects, and taking careful notes.

@TEXT-BOX:In recent months it has been rumored that M-FEA has a political bias, and its efforts are dedicated to promoting that bias. Experts point out that the no-mana-zone voting booths are mostly in districts with a common political orientation. Thus, the areas that would vote against the Alliance's alleged bias can still be manipulated into voting differently. The M-FEA public relations team vigorously denies these accusations.

((END BOX))

Political Items

There is no area less likely to be free of the influence of magical items than government. It is unnecessary to deceive an entire population when you can manipulate the leaders. It's been suggested that democracy evolved as a defense against this sort of influence. When political power is hereditary, a future king can be molded while still a child. With a democracy, someone often doesn't set foot on the path to power until adulthood, possessed of both an adult will and, probably, purchased magical protection.

Bands of Matrimony

This pair of items were created to bind together arranged marriages. Unlike many items, they are held by those responsible for officiating weddings and worn by the couple for the 24 hours following the ceremony. They have the

effect of causing both parties to permanently forget that they ever had any sex-related or relationship-related inhibitions, reservations, or the like with regard to each other. While this doesn't guarantee a successful marriage, it does put the odds heavily in its favor. Please note that there is no limit to the number of times a party can be subjected to the bands and that the gender of the parties involved is not a consideration.

A permanent seeker spell ensures that anyone possessing, but not necessarily wearing, a band can find its partner. A Hex spell ensures that, if both bands are being worn by two different people, neither can remove them until 24 hours have elapsed.

Note that none of the parties involved may be aware of the enchantment if their use is bound up into ritual tradition. Many societies would regard the use of these bands on unwilling or uninformed subjects as unethical or even illegal.

Suggested Setting: Any setting which has a tradition of formal arranged marriages.

Component Spells: Bane, Hex, Limit, Permanent Forgetfulness, and Seeker, all at level 20.

Asking Price: \$165,000 for the pair.

Binding Arbitration

This item comes in the form of a small, flat wooden box (a little larger than a *GURPS* book). Its surface is inscribed with stylized balancing scales, owls, and other symbols of justice and wisdom.

If two parties are having a dispute, they may write out the details of their disagreement on separate pieces of paper and seal them in the box. Once invoked, the box will not open for eight hours. After that time, if both parties are present and touching its surface, it can be opened. The original papers will be gone, replaced by two identical copies of the resolution of the dispute. The resolution will be enforced with a Lesser Geas on each of the parties. The ruling will always be as fair as possible and will be absolutely within local laws. If resolving the dispute *requires* a law be broken (even relatively simple legal systems can allow for contradictions), the resolution will tend to favor more recent laws, and prevailing social custom.

The real mystery with these items is how they make their rulings. No enchanters or organizations have stepped forward to claim credit for the boxes; spells like Ancient History uniformly grant images of endless legal texts. They first came to the attention of sages about a hundred years ago, appearing in scattered villages across the lands. These villages were in settled areas, but were far enough from the local rulers that disputes could go unresolved for years. The most common theory for the creation of these boxes is that a God of Law, tired of the injustice in these areas, created them anonymously.

Suggested Setting: Any fantasy setting with a moderately involved legal code.

Component Spells: Lesser Geas, hypothetical "Resolve Disputes" spell. Possibly divine in origin.

Asking Price: \$75,000.

The Chess Set of Skye

This ivory inlaid chess set was discovered by peat cutters on the Isle of Skye a hundred years ago. If the owner requests the set show the status of a real plot or conspiracy, the pieces will array themselves on the board to represent the current status of that plot. (If the plot does not exist, the pieces will be placed randomly.) Successful Chess and Politics rolls are required to interpret the data. The set will provide information about a specific plot or specific plotter, but not both. For example "Show me the status of the best current plot to kill the king" and "Show me the status of Lord Leod's current plot" are both valid requests, "Show me the status of Lord Leod's plot to kill the King" would not be. In the above example, even if Lord Leod was leading the best plot to kill the king, the two chess setups would not necessarily match. In the first setup a courtier who wants to kill the king but has never met Lord Leod might be represented as a pawn. In the second setup however this courtier/pawn might not be represented.

The symbolism of the pieces can be inconsistent but always makes some form of sense. For example one bishop could be assigned to a high priest only vaguely involved in the conspiracy, while another might be assigned to a lowborn plotter due to his usefulness in the conspiracy.

Suggested Setting: Yrth (particularly Megalos), *GURPS Middle Ages*.

Component Spells: Unknown.

Asking Price: \$250,000.

The Pains of Childbirth

These granite orbs are used by the tribes of the western jungles to test their potential warriors. As the spears of these tribes are tipped with a poison causing extreme pain, the test requires that the initiate survive the pains of childbirth. (Women who *have* given birth do not need to face the orbs.)

The orbs can be safely handled by anyone who performs the correct (secret) obeisance, but all others must make a Will roll when they pick up an orb. The pain is stunning. On a success, they acquire Toughness 1; on a critical success, Toughness DR 2. On a failure, the candidate takes 2d of damage. On a critical failure, the victim takes 6d of damage. If the subject fails and survives, he may not try again for a year.

The creation of one of these orbs involves rituals conducted on the orb, near a woman giving birth, but the details are secret.

Suggested Setting: Tech level 0 settings.

Component Spells: Secret "Pains of Childbirth" ritual.

Asking Price: \$75,000, but not normally for sale.

Pollcat

A pollcat is an enchanted construct, devised by technomancers to help auger the outcome of political situations ahead of time -- but only those involving a poll.

A pollcat is a small statuette resembling a black cat, which will then animate into shadow form and travel to the place the owner desires, typically, near a polling place to divine the outcome of how those polled voted. In the case of electronic or paper-mail voting, the pollcat would be deployed near the collection center (e.g., web server or mailroom) to divine the necessary information.

The pollcat may be noticed like any other creature in shadow form. Once activated the GM should roll vs. the animator's IQ to see if the construct functions properly. On a success the pollcat will wait at the location for the time period specified by the animator, (i.e., one hour, three days, six weeks.) Once the data is 75% collected, the pollcat will return to its owner by similar means, and the groups seers can then take over.

On a failure, the pollcat will proceed to a wrong location, it may be noticed, or marked via trace, or the data it has collected may be flawed, due to Counterspells, Scryguards or other means. On a critical failure the pollcat will always relay bad data.

Suggested Setting: *GURPS Technomancer*, *GURPS Supers*.

Component Spells: Shadow Form, Divination, Create Servant.

Asking Price: \$294,000.

Implements of Confession

This is an unusually fine set of torture implements dating back to the Spanish Inquisition. They were most likely first used by a particularly cruel and dedicated inquisitor. Like most torture implements, they are useful in inflicting pain on a restrained victim, better than most, in fact, as a mere touch from one of the implements will cause excruciating pain. (The handles are safe.) They also have the additional feature of being able to compel truthful answers from the subject of the interrogation. In order to use the implements correctly, the interrogator must torture the subject for twenty minutes, during which he may not say anything to the victim. At the end of the 15 minutes, he may ask one question and be guaranteed a truthful answer from the subject. Additional questions require 1–15 minutes of additional torture, depending on the nature and complexity of the question. An additional enchantment on the implements prevents them from ever breaking or rusting. Wounds inflicted by the Implements of Confession never heal properly; they scar horribly and always ache, no matter what the victim does to try to relieve the pain.

Suggested Setting: *GURPS Cabal*.

Component Spells: Agonize, Pain, Sharpen, Truthsayer, others.

Asking Price: \$2,500,000.

Trident of the Ocean King

Believed to have been given to the first King of Atlantis by his patron, the God of the Seas, the Trident has become more than just a potent magical item — it is also a sacred symbol of both Atlantis and the kingship. Physically, it is stunning, carved from a single piece of malachite and encrusted with gemstones along its handle. Its three tines are coated in silver that never tarnishes, and which glow with a light like that of the moon at the bearer's command.

It provides the bearer with absolute control over the creatures of the seas, and is a deadly weapon in personal combat, returning always to the king's hand if lost or dropped. Its most important abilities, however, are connected to the royal house. No one can speak falsely while holding the Trident, nor can a vow sworn while holding it be denied or abjured. At the desire of the monarch, the touch of the Trident can bestow blessings or curses, including the granting or removal of the ability to breathe water.

According to Atlantean legend, it can only be used by members of the royal bloodline — others will be struck down if they try to use it. However, the legends are old and there are several conflicting versions, including one variant that states that the first king of Atlantis stole the Trident from the God of the Seas — and that the God wants it back.

Suggested Setting: *GURPS Atlantis*, *GURPS Cliffhangers*, or *GURPS Supers*.

Component Spells: Light, Animal Control (variant), Compel Truth, Geas, Puissance, Loyal Sword, Breathe Water (and variant reversed version), Bless, Curse, Remove Curse.

Asking Price: In Atlantis, the Trident is considered sacred and beyond all price. In the surface world, the Trident would be looked upon as a valuable archaeological artifact, worth at least \$500,000.

War Items

"War is not merely a political act, but also a political instrument, a continuation of political relations, a carrying out of the same by other means." —von Clausewitz, *On War*

Toy Airplane

This appears to be an ordinary model airplane. It has a single propeller on the front, straight wings on the body and plastic wheels for landing gear. There are no characteristics that distinguish it as being a model of any specific plane. The propeller turns freely and doesn't seem to be connected to a motor of any sort.

If the plane is held and the command word spoken, it may be ordered to fly to a specific destination or follow a particular flight path. In addition, the plane also may be instructed to give off a specific sensor signature during its flight. This illusionary signature will spoof visual, audio, radar, and other standard detection methods. The sensor illusion can be programmed to switch on and off at different points, but cannot be changed during the flight. The plane has a maximum speed of 600 mph.

These planes were originally developed by the military to provide decoys for attack craft, but other uses have since been discovered. Currently these are classified as military technology and are illegal for civilians to own.

Suggested Setting: *GURPS Technomancer* or similar setting.

Component Spells: Hawk Flight (high-powered variant), Perfect Illusion, Spoof Sensor, other secret spells (possibly Golem variant?).

Asking Price: \$1,000,000.

Pipes of Quagmire

The first known use of these enchanted bagpipes in battle was by King Duncan I of the northlands, over a hundred years ago. When played they turn the ground under the feet of all troops on one side of the battle to mud, while allowing the other to act unhindered. This effect has a mile radius, centered on the pipes. An enemy under the effect of the pipes moves at half speed. This has proven especially effective against southern armies, as their mounted knights find themselves unable to charge. Fortunately for the south, the northern hills are unsuitable for mounted warfare. This has kept the number of northern cavalry to a minimum preventing the northerners from fully exploiting their advantage.

Suggested Setting: Any with bagpipes and magic.

Component Spells: Earth to Water variant.

Asking Price: \$100,000.

10. Tools And Toys

"Mom, buy me that! Buy me that!"

"No, Jason, I'm not buying you any more Golem Fighter active figures. You always set them up to play on the dining room table, and they always spill something. You're getting non-magical action figures from now on."

"No! Want magical toys!"

"If you just want something magical, I'm sure we can find you something over in the educational aisle... Hmm, how about a

See the Beasts *coloring book? Look, they move! Look at the dragon!*"

"Mooommm, that's for babies!"

"Okay, how about a

Choose-Your-Adventure *book-and-backpack? At least that will get you out of the house for a while...*"

"Mooommm!"

"Uh, look, roleplaying games!"

"Mooommm! I want active figures"

((START BOX))

@B-BOXHEAD:The Toolmakers

@TEXT-BOX:As is no secret, Dwarves excel at the crafts. Even with mundane tools, the products of their workshops are second to none. Magical tools allow for items of surpassing quality, and are highly prized... and, thus, the craftsmen and enchanters who *make* magical tools are revered as if they were war heroes. The greatest call themselves the Toolmakers, and are something combining a guild, a association of professionals, and a secret society.

@TEXT-BOX:Few enchanters are also craftsmen, so they tend to associate in pairs. Arguably the most legendary pair were the twin brothers Imdik and Erhats, responsible for the True Forge (p. 00), among other powerful tools. As a result, whenever a pair of Dwarven twins are born, where one possesses magery and one does not, the Toolmakers are there to recruit the babies into the order, to be raised by other Toolmakers. Most Dwarf parents regard this as an honor (if a sad one). As twins are even rarer than in humans, and instances where only one is a mage rarer yet, this does not happen more than once a decade.

@TEXT-BOX:The Toolmakers thus primarily recruit from adult, successful enchanters and craftsman. Existing teams are brought in together; those who have not yet found a good workmate are hooked up with another "single" Toolmaker. The Toolmakers, like Dwarven society at large, *is* sexist, but they recognize talent when they see it, and a small

percentage of the organization is female (mostly enchanters). A male Toolmaker is normally reluctant to be work with a female, but the pairings usually result in a happy marriage a few years down the road.

@TEXT–BOX:The Toolmakers *do* allow non–Toolmakers to create magical tools, by necessity, but the tools thus created *must* meet the Toolmaker's high standards, or the enchanter will be told to turn his skill to other fields. The Toolmakers claim that they hold themselves to higher standards than outside enchanters, but this is difficult to prove one way or another. The Toolmakers wield a great deal of political power, and can topple kings just by creating tools other than those the kind requests. (No Dwarf would consider a work slowdown or a strike; Dwarves *love* to work.) If the Toolmakers have a political agenda, it probably centers on cementing their own position in society, but they could well have other goals.

((END BOX))

Tools

In many ways, tools are what distinguish people from animals. Since the first proto–human realized that smashing things with a rock hurt less than smashing them with his hand, we have been a tool–using species. The enchantment of tools leads us further down the path we took up millions of years ago.

Adjustable Noise Absorbers

ANAs come in sets of four cubic obsidian blocks. The blocks are standardized and labeled with an item identification number, a maximum size designation, and marked A through D. Once the blocks are set up to make a rectangular area and a command word is spoken. the blocks establish a field that prevents all sounds from passing into or out of the rectangular area. ANAs come with a predefined maximum area they can cover but can be placed to create any four–cornered shape of any size up to the ANA's limit. Also, sets of ANAs can be linked by placing two blocks in contact with two blocks from another set. This allows extended walls to be covered and also allows full noise isolation by blocking off each of the six coordinate dimensions. These items are often used for keeping meetings and conversations private or for eliminating noise between apartments and hotel rooms. A more sinister use has been employed by organized crime and others in allowing unrestrained "interrogations" or "punishments" to commence with less risk of interruption. It is important to note, however, that ANAs do not interrupt digital transmissions so bugs in a room completely sealed by six ANAs can still transmit sounds if the listening devices are within the ANA barriers.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Wall of Silence.

Asking Price: \$100 per hex of maximum area.

Dwarven Pick

This digging pick was actually designed by human wizards, but the name dwarven pick just suggested, and never went away. The pick weights 8 lbs. and allows the user (who doesn't need to be a mage) to cast Shape Earth, Shape Stone and Walk Through Earth. The item is enchanted with a two–point Power spell.

Cheaper versions of the Dwarven Pick without Power or with just a subset of the above spells also exist. Possession of this item is often controlled because of its obvious usability in sieges and illegal intrusion.

Suggested Setting: Yrth, *GURPS Illuminati University*, *GURPS Technomancer*.

Component Spells: Shape Earth, Shape Stone, Walk Trough Earth, Power.

Asking Price: \$72,500.

Fast Prototyping Device

This device is a flat pallet about six inches high and a meter square with a cable leading to a computer workstation. It can create almost any item that has been rendered in a conventional CAD program, up to a one meter cube. Items so created last for 24 hours before dissolving into a puff of fog. Running this device requires a 400 kW power supply. FPDs have revolutionized the design and testing of most manufactured devices. It takes on average ten minutes to produce a rendered item. The FPD can not create radioactive materials, nor can it reproduce experimental polymers unless a stable sample is available. Likewise, all attempts to date to use an FPD to produce microbots have failed. At present there is a five year waiting list to buy these devices.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Create Object variant, Draw Power.

Asking Price: \$25 million.

Mage's Markers

Mage's markers allow the user to change the color of items by touching them. Usually sold in a box of six or more, mage's markers are actually a set of small wands that temporarily change the color of subjects. The "ink" is an alchemical formula; the markers in a particular set work for 20 days.

A roll of 15 or less on 3d is required to make a color change. The marker should be applied to the subject's surface in two points (e.g., the top and bottom, two opposite ends, etc.); the intervening area will be colored in 1d minutes. Colors may be mixed. Color changes remain in effect for 3d minutes.

Unwilling subjects may resist at IQ+2. A Magic Marker may effect a color change on all man-sized or smaller objects. Larger objects may be colored in increments.

Unsuccessful rolls mean the color change simply didn't take. Critical success means the item is colored exactly as the user wants and any recoloring of the subject will always work. Critical failure means the individual marker ceases to work, permanently.

The GM may wish to include options like "infrared ink," "radio-active ink," "necronium ink," or others in their campaigns. Mage's markers come in sets of 6 to 24. Prices are for 6 markers (red, yellow, blue, green, purple, black).

Suggested Setting: *GURPS Technomancer*, *GURPS IOU*.

Component Spells: Dye variant.

Asking Price: \$100.

ManaNet, Internet Sorcery Providers, and World-Wide Wizardry

In the 1970s, Bell Labs and UC Berkeley set up a high-capacity mana conduit (p. 00) linking their thaumaturgical departments, to assist cooperative research — a spell could be cast by staff at Berkeley, and its effects analyzed at Bell. One by one, other magical labs were linked to this partnership with conduits of their own; high-tech switching equipment was developed to allow instant transfer of magical energies between any two nodes of the network. Somewhere along the way, this growing network encountered the Internet; while spells couldn't be transmitted along mundane data connections, the Internet proved to be an excellent way to control magical switching, and most new Conduits followed pre-existing data cables to save money.

Where the Internet goes, ManaNet has followed within a few years — although as yet, nobody's worked out a way to piggyback it on satellite connections and other wireless links, so intercontinental ManaNet traffic is considerably more expensive. Within the United States, ManaNet connection is available almost anywhere that cable TV or the Internet can be bought.

Two people connected to ManaNet can use it to transmit spells to one another, in much the same way that their computers transmit data: computers connected to one another via the Internet set up a ManaNet connection, one person casts the spell into their computer's SIOD (Spell Input/Output Device), and it takes effect at the SIOD at the other end.

ManaNet has been a vast commercial success: you can send a spellcaster your credit card details and enjoy the benefits of just about any commonly-known spell of your choice. (A standard connection is limited to 2-point spells, but that still covers a huge range of possibilities — and if you really need something more powerful, you can pay extra for a high-volume link.) Along with the "adult services" industry, thousands of on-line businesses exist to provide medical assistance, fortune-telling, "personal enhancement" spells and many more exotic magical products. Or you can surf the Net looking for someone who'll cast that spell you want for free... but if you choose to accept a spell from them, you have only their word that it'll be the spell you asked for. It's surprising how much damage the wrong 2-point spell can do.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Staff variant.

Asking Price: Typically \$1,000 for initial setup, and \$40/month, for a standard 2-point connection. Since most of the cost is cable-laying, bulk rates are available for multiple connections within the same building. A "mana modem" that allows a computer to control ManaNet interaction costs another \$100, and includes a SIOD (typically resembling a joystick, gripped by the caster or recipient, but other physical formats are available.)

Tell-a-Scope

The Tell-a-Scope is a telescope which may be attached to a television set (or similar device) for use as a scrying/security device. The two components may be up to 20 yards distant from one another.

The user can instruct the telescope to watch and follow an area or a person, and relays the picture to the screen. The item

then conjures a Skilled Video Entity to report on how the subject or area is doing, tailoring it to the user's desires (loud and complex: talk-show; soft & simple: golf play-by-play), allowing its owner to concentrate on other things. The Tell-a-Scope may be fooled by other spells or powers, such as Scryguard, Invisibility to Machines, Illusion, etc. The Tell-a-Scope must be plugged into household current.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Draw Power, Video Entity, Wizard Eye variant.

Asking Price: \$183,000.

Thaumaturgic Optical Messaging Service (TOMS)

Someone once asked the theoretical question *What happens if invisibility is cast on a laser beam?* Tests showed that the invisible laser seems to travel through objects; the laser acts as if it were insubstantial. The Thaumaturgic Optical Messaging Service (TOMS) is the result of those tests.

TOMS is a communication device that is quick and covert. It consists of two parts: the sender and the receiver, and the location of the receiver needs to be known before communication starts. The sender generates a laser and casts Invisibility on the laser. This laser travels to the receiver, where a block of depleted necronium makes the light visible. By varying the duration and frequency of the laser using standard modulation techniques, messages can be sent. Messages travel at speed of light and can only be blocked by depleted necronium.

Because the laser is invisible, line of sight is not necessary for the TOMS to work. The TOMS system is currently used by NASA to send messages from Earth to the Hubble Lunar Observatory (p. T112).

Suggested Setting: *GURPS Technomancer*.

Component Spells: Invisibility, other secret spells to coordinate the Invisibility and the laser beam.

Asking Price: \$25,000,000.

True Forge

Created by the team of Imdik and Erhats (see p. 00) five hundred years ago, the True Forge is capable of producing legendary items. A storage cabinet in the forge creates four ingots of per day true iron through the use of Essential Earth and Earth to Stone spells. The ingots can only be used in the True Forge. Four ingots are enough for any project a smith could conceivably undertake in a day. The forge features a bellows capable of producing essential air, a furnace enchanted to produce essential fire and a quenching barrel capable of filling itself with essential water once every twenty-four hours. The forge also includes a set of tools made of true iron, and a variant of the Power enchantment centered on the forge's anvil, to power the various enchantments. Only a smith with (depending on the task) Blacksmith or Armoury skill at 15 or higher can successfully use the Forge. On a normal success the Forge produces very fine items, on a critical success superfine. A failure produces only a good quality item while a critical failure causes the forge to cease to function for a day. Armor produced in the forge has +1 PD, +4 DR, and weighs 20% less, in addition to any enchantments that may later be placed upon it. Due to the dwarven idea that the type of weapons produced in a forge reflect its honor, the True Forge will only enhance swords, battle axes and warhammers; production of items other than

weapons is unaffected. It takes twice as long to create an item in the True Forge than normal.

Suggested Setting: Yrth, or any with traditional dwarves.

Component Spells: Essential Air, Earth, Fire, and Water, Earth to Stone variant, Power variant, Limit variant.

Asking Price: \$10 million, but not likely to be for sale.

Toys And Entertainment

Life isn't worth living, if it isn't fun. These items have no purpose beyond ensuring fun — and thus, in a way, ensuring life.

Animated String

Many students at Illuminati University have come up with schemes to make themselves popular with the ArchDean, frequently involving her cats. One of the more successful was the development of animated string by College of Metaphysics student Camille Scalia, who researched the required variant of the Animation spell herself.

Each ball of animated string, wool, or twine moves like a small, confused prey animal such as a mouse — except that it will tease anyone or anything that plays with it, dangling just out of reach, tangling their feet, or rolling behind them and tapping them on the back. When users decide that they no longer want to play (for instance, when they need to look dignified and wash), the string rolls itself up neatly and remains still.

Suggested Setting: *GURPS Illuminati University.*

Component Spells: Animation (variant).

Asking Price: \$15,000.

Heddsmann's Axe

The Axe is a jet black electric guitar, with the body shaped like a great axe. This custom instrument was commissioned by "JJ Heddsmann," lead guitarist for the death-metal band Manaclysm. It boosts the alleged musician's DX and ST by 5, granting the speed and endurance to play incredible riffs in marathon jam sessions, but does not increase Musical Instrument (Guitar) skill.

Suggested Setting: *GURPS Technomancer.*

Component Spells: Dexterity, Might.

Asking Price: \$900,000.

real_life.inc

The virtual world *I-MUD* (Illuminati Multiple User Dimension) is a favorite among gamers in IOU, and people enter the world through both headsets/virtual gear and keyboards. Five years ago, some students from the College of Metaphysics wanted to expand *I-MUD*, and `real_life.inc` was the result.

The file `real_life.inc` is a piece of code that a programmer can add to a virtual object. Once this happens, the object (whose virtual form must be non-living and under 10 pounds) is indistinguishable from any other virtual object. If the owner of the object logs out, a replica of the virtual object will materialize either next to the terminal or in the person's possession. If the person logs back into *I-MUD*, the real object disappears and the virtual object appears in the game. Note that the code still controls the object, so if the code changes while the object is in the real world, the object also changes. If the code is deleted or `real_life.inc` is attached to two or more objects, all objects vanish. Thus, copying the code is pointless, since only one copy can work at a time.

A rumored variation is `real_life2b.inc`, which has a limit of 200 pounds. Supposedly, `real_life2b.inc` was attached to an AI servant, and the resulting resource drain crashed *I-MUD* for several days.

Suggested Setting: *GURPS Illuminati University*.

Component Spells: Create Object, Control Machine, Spellprocessor (p. T19). Both the creator and the user of the file must have Computer Programming 15+.

Asking Price: \$50,000.

11. Travel and Adventuring Magic

"Road trip!"

"Huh?" muttered Luis, as Kim and Hannah burst into his room, waking him. They were freshmen from two halls over.

"C'mon, man, you're not going to sleep the long weekend away, are you?"

"Mmmph. Sounds like a good plan. I'll let you know how it works out."

"Wake up. Us and you, and Laurence and Julie and Paul. Your car. Road trip!"

"Why

my *car*?"

"'El Car' has the best personality. I think I caught it flirting with Julie last time. 'Sides, Paul's doesn't have bench seats front and back, and we'll need 'em for six of us."

"Do we have a

destination?"

"It's a secret! Hannah had a charm made up, which'll lead her to a wonderful surprise. We're gonna follow it. Maybe New York, maybe Boston."

"Who's paying for gas?"

"Laurence borrowed his father's ever-full gas can for that dig in Montana; we're covered."

"Y'know the radio's busted?"

"Paul just bought a singing statuette, with 101 road songs enchanted in!"

"Let's hope they're not all '100 Bottles of Beer.' Right, right, gimme a minute to shower. Bring the chips."

Travel broadens the mind, and adventuring gear ensures that you survive the trip.

((START BOX))

@B-BOXHEAD:The Orc's Chest

@TEXT-BOX:Bearing a sign picturing an orc standing in front of a chest, this tavern is located in the last civilized village before the Badlands start. As a result, it's very much the traditional meeting-place for adventurers heading out to seek their fortune, or returning with tales of triumphs and tragedies.

@TEXT-BOX: Like many taverns, on the wall behind the bar are sketches of some of the more colorful patrons, and memorabilia of those who have fallen in the fight against evil. The collection includes swords, helmets, cloaks, knives, holy symbols, musical instruments, and other unneeded equipment. Few are undamaged.

@TEXT-BOX: A surprising number of the items are enchanted. Whether this is because they were originally enchanted, or because they are becoming so thanks to the reverence the living patrons have for the dead, is unknown. It's also possible the tavern is an (undetected) high mana zone aspected toward enchantment.

@TEXT-BOX: The tavern-keeper, and his customers, would be *extremely* displeased if any of the items were stolen. If someone comes in with a desperate need for one, and can establish that he is worth, he may be allowed to borrow an item, but this is rare.

((END BOX))

Land And Water Travel

The two oldest forms of travel receive the bulk of the attention of enchanters.

The Fastest Chariots

Nobody knows who the Master Chariot-Maker really is. He will discreetly contact potential customers, rich people who can afford (and, in his judgement, *need*) a chariot guaranteed to go faster than any other. Warlords, kings, or even circus team-owners gladly pay the anonymous artisan's hefty prices.

The Master Chariot-Maker's identity is a well-guarded secret, but he certainly is gifted in the Movement College, and he has developed his own version of the Lighten Burden spell. His chariots are sturdy and well built, but they weigh half what they should. This relatively simple change gives them the edge that makes them so valuable.

A typical product of the wizardly craftsman is the war chariot. Loaded mass in tons would be 0.55, but is reduced to 0.28. The usual payload is two crewmen, a driver and a warrior: 400 lbs. Armor (wood): PD2, DR4. Body Hit Points: 37. Size Modifier: +1. HT: 12. The wheels are scythed (see p. VE94) that do cutting collision damage upon sideswiping someone. Drawn by 2 ST40 horses.

Performance: Top Speed: 10 mph. Accel.: 1 mph/s. Decel.: 10 mph/s. Stability Rating: 2. Maneuver Rating: 0.5. OR Speed: 1 mph.

The circus version is built for speed: it's flimsier, carries just a driver, and is drawn by 4 ST50, Move 15 horses. Loaded mass in tons would be 0.21, reduced to 0.11. Armor (wood): PD2, DR2. Body Hit Points: 11. Size Modifier: +1. HT: 10.

Performance: Top Speed: 30 mph. Accel.: 9 mph/s. Decel.: 10 mph/s. Stability Rating: 2. Maneuver Rating: 0.5. OR Speed: 4 mph.

Suggested Settings: *GURPS Greece, GURPS Imperial Rome, GURPS Celtic Myth.*

Component Spells: Lighten Burden variation.

Asking Prices: For the War Chariot, \$15,000 (not including any decoration, nor the horses). For the Racing Chariot, the price will depend on the volume of gambling on circus races — it could reach \$500,000.

Helen's Fuzzy Dice

This item was created by a mage who was concerned that his daughter's love for speeding would one day kill her. When hung from a car's rear-vision mirror, it creates an illusion that increases the car's apparent speed & acceleration by 50% — but only to those inside. Someone driving at 50 mph will believe the car is doing 75, and the speedometer will confirm this, but anybody outside the car will see it travelling at its real speed. Control rolls are made at the car's actual speed, so handling feels surprisingly easy. Anybody within the car must succeed on an IQ roll to notice details that would reveal the car's true speed — e.g., the time it takes to travel a known distance.

When Helen sold her car, the dice passed into the hands of a salesman who discovered their true nature; he now uses them on show cars as a "sales enhancer", always being careful to remove them before handing over the merchandise.

Suggested Setting: *GURPS Technomancer*, or modern secret magic settings.

Component Spells: Illusion Shell variant, unknown Mind Control College spells.

Asking Price: \$10,000 to someone who knows what it actually does; much more to someone who believes it actually speeds up vehicles.

Pierre's Weird Van

Pierre Morlaix is probably the best guide in French Algeria; ethnographical missions heading for the untracked barrenness of Sahara seek his services. Alert passengers will notice something weird about his battered but sturdy van. Pierre rarely answers questions about it, though if pressed he says he won it at billiards in Oran.

Actually, he found it in 1927, when he was deep in the Spanish Moroccan Rif. Finding it saved his life, because he had finished his water. He found a devastated camp, with horribly mangled bodies... but the van was untouched. Oddly, Pierre didn't even notice it until his third search of the camp. When he managed to start the humming engine, he didn't wait for the slaughterers to return.

The van needs no fuel — Pierre doesn't know how it works, but he gladly accepted that. Indeed, it has no fuel tank, and the engine looks like a chunk of carved copper. Other features of the vehicle are less evident, but Pierre is a lucky man. He learned that, by sitting in the driver's seat and *willing* it, he can make the van difficult to see. This works as long as the van is still. Also, he happened once to drive after a brawl, and stained the gear shift with his own blood — including a gemstone set in it, which he thought was a fake. After that, the stone gave off a dim glow. Months later, while carrying contraband, he was pursued by a Foreign Legion patrol, and they had begun firing at the van. Pierre suddenly wondered if the van had some other "trick" he hadn't discovered yet, and willed it to become a difficult target. It worked; the stone's glow disappeared, and the Legionnaires' aim worsened. Pierre got away, and since then he "recharges" the stone with blood. Only human blood seems to work; Pierre uses his own.

The van is a Cabalist sorcerer's customization. Probably he was a member of the massacred Rif expedition. The van is powered by a mana engine (which won't work in no mana zone). The van is enchanted with a Hide spell (Power 20), giving a -2 penalty to all Sense rolls to notice the van when hidden or camouflaged, and requiring a Vision roll to see it

in plain sight. This spell is controlled by a Link spell, activated by a Mind-Reading spell. So, someone sitting in the driver's seat can activate or deactivate the spell by sheer will.

Additionally, the gear shift includes a 10-point Powerstone, exclusively powering a Blur spell (Power 20), giving a -3 to any attack against the van, for the duration of 1 minute. This Powerstone is quirked, as it won't start recharging if not stained with human blood in darkness, and when charged it will emit a dim glow.

Scratching under the gray paint, a remarkable black-white checkerboard pattern will appear -- the pattern preferred by Yelael, Aethyr of Light and Darkness. Pierre has noticed this, but prefers the nondescript gray of the outer paint coat.

Pierre and his van could be hired by any *GURPs Cliffhangers* archaeological expedition throughout Northern Africa. Pierre won't welcome interest in his vehicle, though. The van will be noticed, sooner or later, by someone knowledgeable enough to be very eager to obtain it. And, if Pierre ever goes back to the Rif, the van might be remembered as unfriendly by someone powerful...

Technical description: a TL6 all-wheel-drive van. 6 off-road wheels, an open mount on top. It has 8 seats and a 50-cf cargo space. Equipped with navigation instruments, environmental control, a ST20 winch, hitch, pin. The full-rotation open mount contains a searchlight (half-mile range) and enough space to mount a light MG. The engine is noticeably quieter than any TL6 car engine.

Statistics: Empty Weight: 5,475 lbs. Loaded weight: 8,075 lbs. Armor: PD3, DR5. Size modifier: +4. HT: 12.

Performance: Top Speed: 80 mph. Accel.: 4 mph/s. Decel.: 10 mph/s. Stability Rating: 4. Maneuver Rating: 0.5. OR Speed: 25 mph.

Suggested Settings: *GURPS Cliffhangers* with secret magic, *GURPS Horror*, *GURPS Cabal*.

Component Spells: Hide, Blur, Link, Mind-Reading.

Asking Price: Pierre won't sell for less than \$300,000, and he doesn't understand the van's full value!

Finn Mac Cool's Ring

On the inside of this apparently simple band of gold are Ogham runes recording a poem on the merits of the sailing life and the challenges awaiting heroes on various isles. At Finn's command it would hop off of his finger and take the shape of a small sailing vessel. This vessel would take Finn and one other person wherever he needed to go in this world or to the islands of the Other World. The boat would sail itself and travel at incredible speeds, allowing Finn to travel around the world to strange islands and kingdoms. Once Finn arrived the boat would shrink back into a ring and hop back onto his little finger, waiting until he needed it again. This small gold ring is actually a willful item made by a Sidhe jeweler who was also a great sailor and shipwright (p. CM72). It is rumored that if anyone but Finn wears the ring they will be subject to a Geas, probably involving traveling.

Suggested Setting: *GURPS Celtic Myth*.

Component Spells: Must be made in a Wild Mana Area; must have Bellows Breath advantage or spend one permanent HT; must make four Jeweler and Shipbuilding rolls for changing, knowing areas, self steering, and great speed, powers;

and must know area lore world and other world.

Asking Price: \$10,000,000.

Space Travel

Once enchanters become aware that space is a place, and a path to whole other worlds, it's only a matter of time before they create a way to get there.

Drive Cores

The most common form that this item takes is that of a comfortable chair. This will either be a reclining type with headrest, possibly set on a pedestal like a throne, or with some form of removable desk/console arrangement. Either contained within the pedestal or inlaid within the console is a sphere of a black, nearly opaque glasslike substance. This sphere can range in size from 3 to 32 inches (hence the possibly large size for the recliner's pedestal). The sphere is the Drive Core.

When the chair is bolted to the floor of a vessel and someone sits in the chair and concentrates, the sphere generates a field which forms around the vessel that will allow it to fly, guided by the will of the operator. (The field encompassed has a volume equal to a sphere with a radius of [core's diameter in inches squared] yards. See below for a table giving respective sizes of the fields generated.) The operator also gains a form of extra-sensory perception, allowing him to see in all directions outside the craft, as well as within. The field can also capture air within its volume, which would allow movement into the void of space. This is not recommended without taking precautions, however.

Any mass within a certain range of the field cuts down on its effectiveness as a motive force. The field tends to match velocities with objects larger than half its size, although they can still maneuver toward, away from and around said objects. Within an atmosphere, this means that a ship powered by a drive core and hovering will tend to go with the direction of the wind, unless specifically resisting the air current. In space, the further from any world you go, the faster you can travel between points. In interstellar space, the near total vacuum and inertialess propulsion the field provides could theoretically allow for travel at faster than c (GM's option). Base Move for a vehicle powered by a drive core is the operator's Will. High altitude flight could allow a Move of (Will x 10) or more, and space travel could raise the multiplier much higher (but cores in proximity to one another will have the same multiplier).

Drive cores have a DR equal to $[5 * \text{the diameter}]$ and $[\text{diameter}]$ hit points. The chairs/consols encasing them have a DR of 5 and can take about 30 hit points before losing the ability to allow the operator activate the core or control the field.

Where the actual spheres come from is a mystery. They could be leftovers from the creation of the universe, or a TL 16 leftover of a civilization from some earlier cycle of creation. They can be found in any setting, powered by magical, psionic or technological means. No one knows where drive cores come from or who created them. The spheres are not, themselves, magical in nature, although if their power source is magical, entering a No Mana Zone would shut down that source, collapsing the field. The key to activating the field is focusing a uniform energy field across the sphere's surface. As long as the energy is maintained, an operator would only be needed to direct the vessel, not to keep the field activated.

Suggested Setting: Space fantasy.

Component Spells: Creation of the control interface using *GURPS Magic* spells would involve variants of Lend Power (for the activating field) and Machine Possession (to mentally control the field). A technological solution might involve encasing the sphere in a box of light and a dedicated computer running neural interface software.

Asking Price: These devices can be as rare or as common as the GM allows. The control chairs would cost \$800,000 to make without a sphere installed. If the drive cores were common (a cache of a couple hundred thousand could be uncovered in a remote location like the Moon), total cost would probably be in the neighborhood of \$15,000,000.

Drive Core Field Volume

Diameter

(inches) (cf) (cy)

3 113.10 3,053.63

4 268.08 7,238.23

5 523.60 14,137.17

6 904.78 24,429.02

7 1,436.76 38,792.39

8 2,144.66 57,905.84

9 3,053.63 82,447.96

10 4,188.79 113,097.34

11 5,575.28 150,532.55

12 7,238.23 195,432.20

13 9,202.77 248,474.85

14 11,494.04 310,339.09

15 14,137.17 381,703.51

16 17,157.28 463,246.69

17 20,579.53 555,647.21

18 24,429.02 659,583.66

19 28,730.91 775,734.62
20 33,510.32 904,778.68
21 38,792.39 1,047,394.42
22 44,602.24 1,204,260.43
23 50,965.01 1,376,055.28
24 57,905.84 1,563,457.56
25 65,449.85 1,767,145.87
26 73,622.18 1,987,798.77
27 82,447.96 2,226,094.85
28 91,952.32 2,482,712.71
29 102,160.40 2,758,330.91
30 113,097.34 3,053,628.06
31 124,788.25 3,369,282.72
32 137,258.28 3,705,973.49

The Reascendant

The angelic form, conventionally imagined, is perfect. Incorruptible and sexless, finely proportioned down to the smallest pinfeathers of the wings, its immense size only recapitulating the limitless glory of God. Even with the alabaster flesh shrunken over the adamant bones, and the Apollonian face frozen in an expression of ghastly vacancy, there remains visible the imperishable workmanship of the True Architect. The observer's eye flinches away from the faceted crystal view-ports implanted into the empty eye-sockets, and the heavy, twenty-foot brazen doors carved and set in the flesh of the angel's side between the sixth and seventh rib (the desecrators of the angel kept their sense of irony). From a distance, it is still possible to see the angel as the vast image of divine perfection and symmetry, two hundred feet from wingtip to spread wingtip and the same from silver hair to ivory heel.

From inside, of course, that is impossible. Whatever mysterious organs, what unthinkable blood vessels, once nurtured the angel's celestial matter, are gone now, removed perhaps during its blasphemous mummification. Instead, crates of stores and supplies litter the softly-glowing flesh; tapestries separate a maze of sleeping chambers and workrooms all linked by ladders and steps lashed to the angel's skeleton. Within its skull, strange clockwork instruments tick over, orreries whirl, and the charts laid out are not always of Earth. Within its skull are those who would dare to violate the corpse of an angel, and make of it a ship to sail the skies.

The irony of the matter is, however, that the incorruptible flesh and adamantine bones of even a dead and mummified angel are absolutely proof against demonic influences. In other words, the obsessed commanders and strange crews of the *Reascendant* have always been responsible for their own mental conditions. For these matters, Hell can take no credit.

@E-HEAD:A History of the *Reascendant*

That there was once a War in Heaven is a matter of common knowledge. That all wars have casualties is mere common sense. Where some unknown soldiers may fall is sometimes a matter of research.

It seems that some such research was conducted in the 17th century. It is certainly known that, in the year 1687, a group of tall, richly-garbed travelers came to a remote village in the highlands of Ethiopia. The group's three leaders went cloaked, their faces largely hidden, but the inhabitants of the village took them for Europeans (on very vague evidence). However, their most important attribute was considerable wealth, which they applied to acquiring the labor of most of the village menfolk. It seemed that they wanted numerous rocks removed from a certain dry and unvisited valley of old and unhealthy reputation. Then, after two weeks of hot work, they paid off the laborers, and ordered them to leave the valley on the instant.

Two of the villagers became curious, and slipped back that night — a night which was suddenly filled with unseasonable thunder and strange lightning. (Certainly no one living in that village could have understood the words the thunder said, or even that they were words.) Only one of the pair was every found again, and he swore that he remembered nothing of what had happened or what he had seen over the circular rim of the valley. His claim was unshakable and reinforced by sacred oaths, but his sleep was broken by unrelenting nightmares for the rest of his life. When, months later, brave villagers returned to the valley, all that they could say was that it was deeper.

As to the *Reascendant* — it has flown under the command of a series of individuals since that night. Each has been, well, an individual who would willingly take command of a craft shaped from the corpse of, and necromantically empowered by the energies of, a dead angel. The motives of such individuals vary considerably, but it is likely that, even if some were sane when they took up the office, none were by the time that they left it. Note, too, that the officers of this vessel have necessarily always been sorcerers of substantial, if not always transcendent, power. Although the original act of necromancy performed by the three cloaked figures and their followers turned the latent angelic powers to their use, even controlling them requires skill and innate ability.

@E-HEAD:The *Reascendant* in the Game

Within the Earth's atmosphere, the *Reascendant* flies faster than any hawk, although ironically, its old and doubtless symbol-driven nature has not kept pace with modern, mundane powers of the air. However, when it leaves that atmosphere, as it can by simply flying upwards, its raw mystical power comes to the fore; over the long haul, it can easily outpace any spacecraft built in the 20th century, and most that can be anticipated in the 21st. When these powers are activated, secondary effects become operative; not only does the space within retain a breathable atmosphere, it remains at a constant, slightly chill temperature. However, passengers and crew must bring their own food and water and protect their own eyes from the endless, unchanging light of incorruptible flesh reflected off silvery adamant bones.

Reducing these matters to numerical and game terms, the *Reascendant* can travel at up to 500 mph (Move 250) in atmosphere, and accelerate or decelerate indefinitely at one gravity in vacuum. (This permits it to travel to the Moon in three and a half hours, Mars in less than three days, and Jupiter in about a week. The crew feel no acceleration stress,

incidentally, and indeed the "gravity" they perceive while the *Reascendant* is accelerating through space is at right angles to its direction of travel.) It can carry around 1,000 tons of cargo without feeling cramped; its normal complement is three, nine, or thirteen. The internal temperature is steady at around 50° Fahrenheit. Being derived from a higher reality than mundane matter, the vessel has proved gratifyingly immune to detection methods such as radar in recent years, though its modern commanders have rarely sought to test the point. (Of course, unenlightened pilots and such who have seen it are never believed. Not even, usually, by themselves.) Only enchanted matter of great age and greater alchemical potency can pierce the angel's skin; cutting the doors in its side, they say, took seven years and cost four lives.

Other details are a matter of the game setting; the following are mostly intended as examples.

GURPS Cabal: Most or all of the *Reascendant*'s commanders must, of course, have been members of the Cabal. Even today, few such sorcerers take much interest in space travel on the mundane plane of Assiah, considering it a trivial matter fit only to distract the ignorant, but whoever was responsible for this masterpiece of necromancy had a different theory. They held that direct access to the "mundane" bodies of the zodiacal planets might simplify magical access to the Planetary Spheres, which were known to be connected to the physical planets (as well as to various sephiroth of the Tree of Life and domains within the Realm of Briah). It also seems likely that contact with or materials from the physical planets may augment many spells and other activities corresponding to that planet.

So far, no commander of the *Reascendant* has been able to transpose it physically from the Realm of Assiah. Or perhaps it is just that none have been insane enough to try. The other Realms hold living angels, after all.

As to the Fall which so generously provided this useful hulk; members of the Cabal do not, for the most part, acknowledge any literal truth in biblical accounts of a War in Heaven, but see them as a confused recounting of the catastrophic end of the First Creation. If a few angels died and fell to Assiah during the suppression of the qliphoth, this would hardly be surprising.

GURPS In Nomine: When a dying angelic warrior was hurled through the realms to the material plane amidst the furious energies and raw chaos of the Fall, at the end of Lucifer's revolt, there was, it seems, a moment when the rules of such transitions were warped, and raw celestial power was momentarily "personified" in the form of sheer *size*. After that, well, this remnant of that past struggle was simply overlooked for many centuries. These things happen.

The master of the *Reascendant* is invariably a puissant sorcerer. Its first user must have been even *more* powerful, but this magic is far outside the capabilities of any known mortals. Saminga tries to hint that he knows what was involved, but it is an open secret that he wants to know more about the incident. (Kobal, incidentally, has a standing offer of rich rewards for any demon who gets him photographs of the thing.) Any angels who know of the craft regard it with utter horror; even a demon, unable to influence its crew, might find his uproarious amusement at the whole business qualified by a certain queasiness at what mortals will do without being prompted. Dead, its passage does not disturb the Symphony; it is celestially "stealthed" along with its crew.

"Space Fantasy": The historical details in the above account will doubtless need changing by the vast majority of GMs running "Space Fantasy" campaigns. If one needs a "default background" for this idea, imagine a distant future age when the supernatural has returned to the attentions of humanity, after an event that made it hard to ignore. The legends and hymns differ in the details, but the presbyters preach that the First Sons of Job flung a Deicide Bomb at the very gates of Heaven itself, or somehow craftily brought it in concealed in a mass of the innocent dead. The explosion may or may not have killed God, but it nearly killed humanity in the collateral damage; the Earth covered and smoked as the rain of angelic corpses powdered the cities and reshaped the continents.

It took centuries, perhaps millennia, for the world to recover (and the state of Heaven remains obscure, perhaps behind new defenses), but now, a resurgent humanity is returning to space — using the resources that the Ultimate Catastrophe provided.

In this setting, there could of course be numerous craft of this type, with more under construction. Still, even a wild-eyed future humanity, its sanity still somewhat damaged by knowledge that the Ultimate Crime has been attempted, might not be completely unified in acceptance of this macabre blasphemy.

Suggested Setting: *GURPS Cabal*, *GURPS In Nomine*, space fantasy.

Component Spells: Not applicable.

Asking Price: Unimaginable; in the "Space Fantasy" setting, requires the resources of a large nation to construct.

Other Transportation Items

This section includes a more arcane method of travel, and a tool to improve many vehicles.

Klein Beer

"A favorite of topologists everywhere!"

Brewed in an obscure hamlet in the Bavarian Alps, Klein beer is the only known beverage to be packaged in Klein bottles. This has the useful effect that it's impossible to ever empty a bottle of the brew — new freshthings in the Department of Recreational Topology (part of the School of Zen Surrealism) are sometimes invited to try. (Okay, so topologists don't have much of a sense of humor, even at IOU.)

Anyone drinking more than one glass of Klein beer should make an HT roll (–1 for each additional glass). If he fails, the imbibor takes a wrong dimensional turn when he gets up to leave, and winds up in a dimension of the GM's choice until he sobers up, whereupon he'll find himself in some mildly inconvenient or embarrassing location, like on top of the Founder's statue in the Pent, or at the bottom of a cauldron of mashed potatoes in the Borgia Center kitchen.

Suggested Setting: *GURPS Illuminati University*.

Component Spells: Unknown Gate College spells, probably silly.

Asking Price: \$10. If the effect was remotely controllable, the price would be substantially higher, of course.

The Steam Pill

Working with a secret group of magicians on the Continent, Isambard Kingdom Brunel created the steam pill; this was his last invention before he died. Designed especially for steamships on long voyages, this pill was designed to replace the coal and wood necessary to fuel a steam engine. The pill will produce the same amount of steam as 50 cubic feet of coal. Because the steam pill starts producing steam immediately, the engine can start 1 minute after activation. Finally, engines specifically designed for the steam pill are half as bulky as normal steam engines (divide cubic feet and weight

by 2).

The steam pill is a bright blue, three-inch pill. Some say an unknown saboteur has created similar pills that release all the steam at once, causing the engine to explode almost immediately. Others say that the Coal Industries have bought the patent for the steam pill, refusing to market it for fear of losing profits.

Suggested Setting: *GURPS Steampunk* with public magic.

Component Spells: Create Steam.

Asking Price: \$1,000.

Adventuring Items

Finding your goal, and not starving on the way, are always important to the experienced adventurer.

The Magic Candle

Despite its generic-sounding name, a *Magic Candle* is a very specific item. Made from human tallow and mounted in a curved piece of hazel wood, the Candle is a crude dowsing device targeted specifically at subterranean caches of treasure. When lit in an underground location (and only underground), it will burn normally until brought within 100 feet of a hidden treasure. Then its flame will begin to brighten and sputter noisily. The brightness of the flame is proportional to the candle's proximity to the cache — except when you have found the precise location of the treasure, at which point the candle will spontaneously go out. (Additional ordinary candles are recommended to the devoted treasure-seeker for this reason.)

Creating a Magic Candle requires nothing more than human tallow and some minimal candlemaking skill; six ounces of tallow is sufficient for a candle that will last an hour of treasure-hunting. While the grimoires will insist that the Candle is foolproof, the GM may want to (secretly) assign an effective Power/skill level for its treasure-seeking ability; the level of Professional Skill (Candlemaking) possessed by its creator is probably the most appropriate choice.

The Magic Candle is created using folk magic (p. 00). If Alchemy is required to create it, a Candle requires \$5 in materials, 2 weeks, and is +1 to Alchemy skill to create. In any campaign with active forces of supernatural evil, such forces are more likely the actual source of power, invoked by the process of acquiring and preparing the ingredients.

Suggested Setting: Yrth, Medieval Europe, and similar settings.

Asking Price: Variable, depending on the legality of owning human tallow.

Popcorn

Popcorn is a magical food that looks and smells just like normal popcorn but has an explosive twist. It comes in any form available in a local grocery store (microwave or stovetop). It is popped normally. Once popped, the popcorn may be deployed in two ways: spread on the floor, similar to caltrops, or eaten. If stepped on, the popcorn explodes loudly, doing no damage, but alerting those in the area. If eaten, the popcorn explodes in the user's mouth. Again, it does no damage,

but the victim must make a Fright Check at –3 after the explosion. The explosive properties of popcorn last for 1d hours, after which time it becomes normal popcorn. Wet popcorn will not explode. This item is useful to warn of the approach of someone or something, or to frighten off tracking hounds and beasts.

Suggested Setting: *GURPS Technomancer*, *GURPS Illuminati University*.

Component Spells: Noise variant.

Asking Price: \$25 for a 3-ounce bag (about three servings), capable of covering a 4-hex area.

12. Weaponry

He had worked on this arrow for longer than any other fetish he had created. He had bound the eagle to its fletchings, so it would fly fast. He had bound the hawk to its head, so it would strike hard. He had bound the oak to its shaft, so it would be straight and unyielding. It must be the best arrow ever known, to kill the Beast That Shines Like Water.

Now he had tracked it down. It did not seem to have a lair, but rather to roam back and forth across the lands to the east. Today, it was examining a narrow valley, the only pathway to the sea, and possessed of rocks that glinted like sun.

The hunter carefully watched its movements, and when he knew it would be coming towards him, he knocked the arrow, and drew back as far as he could. He knew the bow might be useless after this, but it did not matter, so long as the Beast was killed.

He let fly. The arrow sped straight, and fast, and true. In the moment before it struck, the Beast's arm jerked up, with something in its hand like a stick made of ice, and swatted the arrow out of the air. It fell to the ground, broken.

"Damned good thing I bought that sword. All right, who's firing arrows at me? Come on out son, I know you boys are territorial, but honestly, I'm just a geologist."

Magical weaponry is the mainstay of the magic item genre. With all of time and dimension open, the range of death-dealing items suitable for enchantment is as large as the universe.

((START BOX))

@B-BOXHEAD:Armory Planet

@TEXT-BOX:During the Interstellar Mage's War, the Thaumocracy of the Third Spiral Arm set up a series of hidden factory-planets throughout the sectors immediately behind the front. Each was a marginally habitable world, whose entire resources were devoted to the manufacture and enchantment of sky-tanks, mana-artillery, surface-to-orbit falconcraft, and the great space juggernauts that were the backbone of the navy. Each factory world was as secret as possible. Often, the number of people aware of an individual world's location, and not actually living on it, could be counted on one hand.

@TEXT-BOX:Towards the end of the War, as the Thaumocracy was losing ground, word trickled down to one of these worlds, Bertuska 5, that the Fleet was lost, and that no one would be coming to pick up the millions of tons of materiel they had stockpiled on Bertuska and its moons. The local commander decided to flee for the homeworld while possible. All the officers, soldiers, and workers manned one of the smaller spacecraft, and gated out of the system... directly into an enemy fleet. They were killed to a man. The few other officers who knew of Bertuska's location were either killed in action, committed suicide, or simply didn't consider it important.

@TEXT-BOX:Bertuska 5 still exists. During the reconstruction, no one had time for exploration, and it's in an out-of-the-way system. The state of the art in warcraft enchantment hasn't advanced much, and the weapons of Bertuska were built by the finest craftsmen of the time. Whoever first stumbles across it will have the tools to carve out a small empire... if he can find trained men to crew the spacecraft.

((END BOX))

Swords

Angelic Alliance

It is written that since the beginning of time, the forces of Good and Evil have been engaged in an eternal strife. The gates of the Hells are in constant siege by the Heavenly Hosts, while the gates of the High Heavens are under constant attack from the foul spawn of the deep Hells. A great many people of Yrth were corrupted by Evil, and turned in service to them. Their forces overwhelmed, the most powerful Archangels of Heaven gathered together to forge the Angelic Alliance, so they might stem the ever-flowing tides of demons from the fiery Hells. Each gave a small part of itself to add to its power, and the strongest warrior among them was chosen to wield it in an assault against Evil. The 2-handed sword was named the Angelic Alliance. It is inlaid with runes of power upon its blade, and set with pearls along its hilt. After destroying a horde of demons, the last remaining Archangel, who was the one wielding the Angelic Alliance, defeated a powerful demon-overlord, though he himself was fatally wounded. As he died there among the rotting corpses of demons and angels alike, the flaming sword fell from the High Heavens to the land of Yrth far below. No one knows where it landed, and many an adventurer have given their lives in seeking it. The sword amazingly starts flaming with a Heavenly rage whenever an evil creature is near, and no demonic creature will willingly approach its wielder unless forced.

Suggested Setting: Yrth.

Component Spells: Fine 2-handed sword, Accuracy +2, Puissance +2, unknown other enchantments.

Asking Price: \$2,000,000.

Broken Sword

This is deceptive and unusual variant on the invisible sword enchantment found in weapons like Phantom (p. MI93). Instead of making the entire sword invisible, only the bulk of the blade is hidden. The sword appears to be broken off an inch from the hilt. When the owner draws it, most enemies will assume the sword is harmless, and probably laugh at the wearer... until they are struck by the invisible tip! People who observe the draw, or watch the owner wave the sword, must roll vs. their applicable weapon skill at -6 (or IQ-8) to realize the sword is intact. Observers who miss this roll by 2 or less know something is odd, but not what. Anyone who has encountered a Broken Sword before gets +10 to this roll.

When fighting against a Broken Sword, the defender is at -1 to all active defenses (-3 if the defender's primary weapon skill is 8 or less, no minus if his skill is 13 or better — the best fighters react to cues from their opponent's face and body, not his weapon).

Using a Broken Sword is considered dishonorable, and few opponents fall for the trick twice. As a result, even though the enchantment is not complex, Broken Swords are rare.

Suggested Setting: Yrth.

Component Spells: Fine broadsword, Accuracy +1, Puissance +1, Invisibility.

Asking Price: \$200,000.

Hell Razor

A Hell Razor is a super-sharp bladed weapon favored by evil creatures, such as demons, wraiths, vampires and liches. It takes a single form: a longsword, broadsword, bastard sword or greatsword. The blade has Puissance cast upon it, doing an extra +2 points of damage. Further, armor protects at one-half its DR versus the Hell Razor.

Optionally, the wielder may instruct the weapon to flame, adding a further +2 points of damage. The Hell Razor is also enchanted to jump to the wielder's hand. The one truly unusual ability of a Hell Razor blade is that it acts as a Staff, conferring the wielder's touch on whatever it touches.

Suggested Setting: *GURPS Technomancer*, *GURPS Supers*, *GURPS In Nomine*.

Component Spells: Shatterproof, Flaming Weapon, Puissance +2, Quick Draw, Staff variant, Penetrating Blade.

Asking Price: \$390,000.

Il Botte Segrette

This weapon, a backsword (a single-edged thrusting broadsword with a basket hilt), is intended for use in a swashbuckling campaign using styles equivalent to those of the 18th century onwards. Although there are myriad enchantments for swords, those considered to be 'il botte segrette' have the weight and damage of a normal weapon, but can be used with the ease of an ultra-light one, thus allowing for the use of the Fencing skill.

The basis for this weapon is the Graceful Weapon enchantment (p. G41). As per the optional rule on Weapon Weight and Speed (pp. SW20–21), each casting of this spell reduces the weight modifier by one class. Even the most unwieldy of weapons can be rendered as agile as a knife.

Setting: *GURPS Swashbucklers* with magic.

Component Spell: Graceful Weapon 2 variant.

Asking Price: \$50,000.

Nature's Wrath

This is a unique shortsword. Made by the fabled Elven enchantress Ellinnavinn, it has many of the standard sword enchantments: Puissance +3, Accuracy +3, Penetrating Blade +3, Defending Weapon +3, and Shatterproof. It also has a unique lightening enchantment that makes its weight (not mass) 50% less than it should be. By far the most unique aspect of it though, is the fact that it's either a flaming, icy, or electric weapon whenever it strikes. When the sword lands a blow, roll 1 die: On a 1–2, the sword flames, 3–4 it's cold as ice, and on a 5–6, it sparks madly. It left Ellinnavinn's possession 2 centuries ago, when it was knocked out of her hand in battle against a fire drake and fell down a deep crevice. Who recovered it or how it was accomplished, nobody is certain. Strangely, the alluring elf is unconcerned with retrieving her once-masterwork.

Suggested Setting: Yrth.

Component Spells: Very fine Short Sword, Accuracy +3, Puissance +3, Defending Weapon +3, Penetrating Blade +3, Shatterproof, secret "Lighten Weapon" spell, Flaming Weapon, Icy Weapon, Electric Weapon, Link.

Asking Price: \$5,000,000.

Shiryokiri (Ghost cutter)

This very fine katana was forged 250 years ago by a legendary master swordsmith, enchanter, and swordsman. The land neighboring his forge was suffering with a plague of ghosts. Intending to help, he imbued his masterwork with the power to harm the immaterial substance of spirits.

Shiryokiri's first level of Puissance affects anyone it hits, but the Accuracy and the full Puissance level affects only ghosts. It is also Shatterproofed, never losing its edge, and a Soul Creation (p. J105), granting Katana-21 to anyone who wields it. Finally, Shiryokiri is a lucky blade; its user receives the Luck advantage.

Suggested Setting: *GURPS Japan*.

Component Spells: Ghost Weapon, Soul Creation, Puissance +3, Accuracy +2, Bane, Shatterproof, secret other spells.

Asking Price: \$2,000,000.

Other Melee Weapons

Bishop's Smiter

Developed as a religious debating tool in the 15th century, the Bishop's Smiter (or Staff of Whacking) is one of the few truly English magical items. Superficially identical to a Bishop's crosier (a 6' staff of wood, ivory, and precious metals with a heavy ornament on one end), the Smiter senses when another goblin is about to whack the bearer, and strikes first. Of course, nothing prevents anyone from striking with the Smiter and claiming it was the staff that did it. . .

When Good King Henry dissolved the monasteries and banished the Catholic priests many a Smiter fell into private hands. It is a fearsome but inconvenient weapon — treat it as a Menace 3 two-handed sword with Reach 2, doing swing+3 or thrust-1 crushing damage, and taking one turn to ready after a swing. The enchantments provide no benefit in combat after the initial blow is struck.

The item was given its name by some wag who didn't know the difference between a miter and a crosier.

Suggested Setting: *GURPS Goblins*.

Component Spells: Limited Dancing Weapon variant, Sense Danger.

Asking Price: \$100,000.

Damon's Knife

This crude-looking knife has a five-inch scarred, metal blade and a small haft, tightly wrapped in strips of well-worn leather. While in possession of the knife, the owner can cast *Sense Foes* at will, at skill 15, covering up to a 5 hex radius. The item also has the *Silver Tongue* enchantment, always on, granting the *Voice* advantage. The knife must be somewhere on the owner's body.

When the hilt is grasped, the knife allows the bearer to cast *Truthsayer* at 15. All the Knife's spells require no energy to cast, and can be cast subtly, with neither incantations nor gestures. Lastly, *Damon's Knife* gives a +3 to *Holdout* skill when concealing it, rather than the normal +1 for a large knife.

Suggested Setting: *GURPS Greece*.

Component Spells: *Sense Foes*, *Silver Tongue*, *Truthsayer*, *Hidden Weapon* (p. 00).

Asking Price: \$25,000

Diamond Dagger

The blade of this exotic knife consists of a large yellow diamond. Close inspection will reveal that it is not gem quality, although several smaller gem quality stones could be cut from it, if it were not *Shatterproof* (at Power 20). The spell prevents the knife from breaking along one of its cleavage planes, which would otherwise render diamond inappropriate for a bladed weapon. Thus compensated, the natural qualities of diamond give the dagger the same benefits as an ultra-tech "super fine" weapon (+3 damage) and a "superalloy" edge (dividing DR by 2). The faceted blade flashes in any light, making the *Diamond Dagger* more conspicuous than a normal knife (+2 to *Vision* rolls to spot it).

Suggested Setting: Pseudo-medieval fantasy.

Component Spells: *Accuracy +1*, *Loyal Sword*, *Puissance +2*, *Quick Draw*, *Shatterproof*.

Asking Price: \$200,000.

The Hammer of Hephaestus

This large blacksmith's hammer is the property of the god Hephaestus. If it is in mortal hands, either he has loaned it to a worthy blacksmith for a special project, or it has been stolen, or Hephaestus has been killed. Physically, it is a scarred and worn bronze workman's hammer, though its holy origins are obvious to any mage or cleric.

The Hammer is an extremely useful tool. Used strictly as a hammer, it will change size to suit the task, from a giant sledge to the tiniest mallet, and gives a +10 to whatever skill is being used. Unless the wielder wills it, the hammer will never mar any surface, nor bend a nail, nor will it strike sparks if they would be dangerous. It can work any metal with equal ease. It can also serve as any of a dozen other tools; if a cutting tool is needed, one edge of the head will prove to be razor sharp, and perfectly angled for the job. If something needs to be pried up, the end of the handle will be a pry bar. In a modern setting, the end of the handle may also take the form of a screwdriver or drill bit, and the handle can be spun between the user's palms to act as an effective power drill. In short, for uses besides strict hammering, the Hammer gives a +5 to skill.

Shrunk down to pen-size, it can also be used as a pencil, whiteboard marker, chalk, or PDA stylus, so long as whatever is being written is related to blacksmithing or engineering. Used this way it provides +2 to skill.

Lastly, the Hammer can be used in battle. It provides no skill bonus, but can serve as a small mace, mace, or maul, always doing maximum damage for the wielder's strength, and automatically destroying any metal armor it hits.

The only downside of the Hammer is that it is so useful, the current owner will *want* to use it. Anyone who holds it acquires Compulsive Behavior (Blacksmithing, Engineering, Crafts, Etc.) [-5], which lingers after the person puts it down, until they have had *two* good nights' sleep.

Suggested Setting: *GURPS Greece*.

Component Spells: None; divine item.

Asking Price: Normally not for sale; millions of dollars, minimum.

The Handy Blade

The Handy Blade is the common name given to a class of enchanted concealable weapons. All known examples of this item have consisted of a Large Knife of Very Fine Quality which has no decorations or identifying marks, except for the sign of a human hand with fingers outstretched at the base of the blade. This is one of the sources of the weapon's name. The other is the way the blade is able to instantly appear and disappear from the owners hand, apparently out of nowhere. Three of these weapons have been examined by sages over the last twenty years and several more have had their existence confirmed. The existence of even more is suspected, but any magical detection or examination of these weapons is complicated by enchantments designed to weaken such spells. The detailed analyses that have been done show that each blade has several conventional weapon enchantments as well as the spells that make it appear and disappear instantly. All of these enchantments are of relatively low cost and it is theorized that all handy blades have been made by a single, secretive circle of enchanter who have access to some unusual energy source, that enables them to do multiple low-level enchantments by the "quick and dirty" process. There has been speculation about the existence of other handy weapons or handy tools, but none are known. If they were to exist, it is presumed that they would be similarly small.

Suggested Setting Fantasy settings.

Component Spells: Very fine large knife, Accuracy +1, Puissance +1, Penetrating Blade +1, Conceal Magic -6, Quick Draw, Hide Object.

Asking Price: \$ 68,300

Tickling Whip

This is another of Ellinnavinn's creations (see *Nature's Wrath*, p. 00). The whip is a standard 2-yard reach bullwhip with +1 Accuracy and +1 Puissance. It contains the Staff spell so a mage can cast spells through it. The whip's uniqueness lies in the other spells on it. It is enchanted with the Knots spell, so that when used to entangle, it can knot itself around the foe. With its 2 points of Power and 1 point of Speed, it then instantly casts Tickle on the entangled victim at Power 35! The password for releasing the Knot spell is "Release" in Elvish. (It is not written anywhere on the whip.) This was lost

at the same time as Nature's Wrath. It was wrapped around the foreleg of the firedrake, and the drake's helpless laughter caused it to plummet down the crevice. Ellinnavinn has since crafted another, and has made several others since.

Suggested Setting: Yrth.

Component Spells: 6–hex whip, Accuracy +1, Puissance +1, Staff, Knots, Power 2, Speed 1, Tickle.

Asking Price: \$500,000.

Pre–Gunpowder Ranged Weapons

Assassin's Knives

Created by Sahudese mages, these knives have found their way to the rest of Yrth. Unlike most weapons, the Invisibility spell is cast not on the wielder, but on the weapon itself. Both the Invisibility and Silence spells are triggered once the knife is thrown; this allows the knife to fly away harmlessly if the target was missed. If the knife hits, the silent wounds opening on the body usually confuse any guards, and the assassin can escape without notice. The knife will reappear one hour after it was thrown.

An assassin's knife is weighted for throwing and counts as a large knife, doing thrust+3 impaling damage when thrown. Futuristic settings may have monowire assassin's knives. The knives are distinctive: black steel with silver glyphs on the blade. There is no proper handle on the knife, and using the knife as a melee weapon is at –1 to skill. They radiate magic and are illegal.

Suggested Setting: GURPS Fantasy

Component Spells: Invisibility, Puissance, Silence

Asking Price: \$10,000.

Devastator Crossbow

The Devastator Crossbow was custom made for the hellhound Keklos, a mundane who hunted undead, demons, and other rogue creatures. Since Keklos could not use magic personally, he often relied on magical items to help him overcome more powerful foes, such as vampires and demons.

The Devastator resembles a modern hunting crossbow, made of high impact black plastic. The barrel has a hand grip, similar to the forward grip of a shotgun. Underneath is a standard pistol grip, but this does not fire the crossbow, rather it houses a Storm Pistol (see the Heavy Auto Pistol, *GURPS Ultra Tech 2*, p. 49). The crossbow bolt is inserted normally and the bow is self–cocking (after firing). The hand grip cocks the pistol like a shotgun. The gun cannot fire unless the endcap (end of the bolt's barrel) is folded down, revealing the muzzle of the elongated, 10mm barrel. Attached over the bolt launch is a laser designator. The bow is fired by a button, located near the top of the pistol grip, above where the hammer on the pistol would be.

On the right side of the crossbow, near the pistol trigger, is the activator for a Spell Targeting system that works in

conjunction with the laser designator. Up to three targets may be targeted by the system, by painting each with the laser designator then pushing the button. Each will be subject to a Magic Bullet spell for either the pistol or a crossbow bolt. To designate a target for bullets, simply fold the endcap down, otherwise the crossbow will enchant a bolt if present. Likewise, a bullet can only be enchanted when there is ammo in the clip.

Typically, the pistol is armed with a Hideaway Magazine (p. T94) which holds 100 normal, shaped-charge, or silver bullets. In addition, since the opposition might be a powerful vampire or a massive hellraker demon, the bolts may be shaped-charge tipped, with high explosives secreted within a normal crossbow bolt via Hideaway spells. Typically, these bolts do 6dx6(10) damage. Keklos has dispatched a demon or two by firing the crossbow bolt wildly over its head, feigning fear, then hitting the ground just before the Seeker bolt strikes the unsuspecting monster from behind...

Suggested Setting: *GURPS Technomancer*.

Component Spells: Draw Power, Spell Targeting, Magic Bullet, Hideaway.

Asking Price: \$177,000 for the crossbow, \$1,300 each for the APEX bolts.

Spectral Javelin

This ebony weapon was created by the necromancers of Sodyba for an elite light infantry unit in the Legion of Cracked Bones. It looks like a normal javelin, but when thrown, it emits a keening wail and appears to be some kind of non-corporeal spirit while in flight. Anyone within 2 hexes of the javelin's flight path must make a Fright Check at -3. In Mass Combat, a unit equipped with these weapons gains +1 Exceptional Strength point, which may be used to reduce the morale of 100 TS of opposing troops by -1.

Suggested Setting: Yrth.

Component Spells: Fine javelin, Fear, Illusion Shell, Link.

Asking Price: \$30,000.

Guns and Cannon

Endless Sixgun

Attempts to create a projectile-firing weapon with the Cornucopia spell (p. M45) are endless. To date, most of the known examples have been the products of primitive shamans (the Burrowing Blowpipe, p. MI95), or divine intervention. This is one of the latter. An otherwise-unremarkable Smith & Wesson Russian Model (p. B208), this gun saw use in the hands of Archibald Kenneth Jones, an American soldier during the Spanish-American War. He fought in the battle of San Juan Hill, and lost his left hand to rifle fire. Unable to reload one-handed, he prayed for a miracle, and found that his gun kept firing after six bullets. It has never run out of ammo since. Jones died of yellow fever after the battle, and his gun has passed from owner to owner over the decades.

The gun's only magic is its endless supply of bullets. It needs cleaning and care like any other weapon. The bullets apparently materialize the moment the trigger is pulled; the cylinders are empty at other times, unless the user

intentionally loads them.

The Endless Gun has one quirk; it will only fire on enemies of the holder's *nation*. To date, all the owners have been Americans, and those who know of the Endless Sixgun believe it will only shoot at "Enemies of America." Thus far, it has refused to create bullets when pointed at honest Americans, and non-Americans with no hostile intent toward America or its citizens. American criminals, foreign spies, and anyone the U.S. was at war with have been legitimate targets, as have inanimate objects and animals. Whatever divine force has enchanted the gun appears to intend that it only be used in defense of a higher cause. Whether the quirk can be perverted (e.g., what if it was used by a Nazi?) depends on the GM, and the role of divine favor (and politics!) in his game.

Suggested Setting: Secret magic Old West, or In Nomine.

Component Spells: Not applicable; apparently a holy item.

Asking Price: \$1,000,000.

Gate Gun

This Walther PPK, an older model pistol, is linked by a permanent gate (see Create Gate, p. G49) to an M134 minigun (p. HT109). Pulling the trigger releases a hail of lead (or depleted necronium) — a Link operates an Air Golem to pull the trigger of the minigun when the Walther's trigger is pulled. Use the Accuracy and Snap Shot statistics for the pistol, with no recoil modifier. Ammunition may be unlimited at the minigun installation, but the custom battery pack which replaces the Walther's clip (equivalent to a B cell) only holds enough power to cool the barrel for a minute. The gate works anywhere on Earth.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Air Golem, Cold, Conceal Magic –6 (on pistol), Draw Power, Gate, Link.

Asking Price: \$900,000 for a unique prototype, or \$19,500 for a production-line model.

The Grim Revolver

This highly unusual six-gun has been legendary for several years in gun fighting circles; it is probably the deadliest weapon of its kind. At first glance, the pistol seems to be merely an ordinary, jet-black Colt Peacemaker (p. OW89), with the exception of the silver grinning skull emblem on each side of the handgrips. The weapon, when loaded, and the cylinder spun, will seem to be empty again, but if the cylinder is refilled again and closed, the user will find that he has twelve rounds available instead of six. The cylinder substitutes the first set of bullets for the second ones as they are used. When the cylinder is emptied, twelve empty casings will fall from it. In addition, all of the bullets fired by the pistol are affected by the Flaming Missiles enchantment, and if the user smears some of his own blood on the skull emblems and fires the pistol, it will shoot flaming skull spirits instead of bullets! However, the carrier of this legendary weapon also suffers from the disadvantages Callous, Bad Temper, Bloodlust, Impulsiveness, and Lifebane making it almost inevitable that he will eventually draw on and shoot someone innocent.

Suggested Setting: *GURPS Old West* with magic.

Component Spells: Colt Peacemaker, Accuracy+3, Flaming Missiles, Skull-Spirit, Hideaway variant, unknown other spells.

Asking Price: \$3,000,000

Prairie Mercy

This is a beautifully-crafted and lovingly-maintained double-action .45-caliber Colt "Peacemaker" revolver (p. OW89, but with RoF 3). The ivory grips are carved with a repeating broken arrow motif. It is enchanted with a fairly standard complement of weapon enchantments, but Prairie Mercy shines in its restraint. The original enchanter believed its original owner was too eager to "shoot first and ask questions later," so she added an enchantment to cause the gun to apply the minimum necessary force. Therefore, whenever it is fired, it applies enough spin on the bullets to relocate a fatal hit to someplace less vital. On any hit to the body or head, roll 1d. On a 1 to 3 the bullet causes cosmetic damage (e.g., shoots off a mustache/hat/cigarette). On a 4 to 5 the bullet hits a random limb. On a 6, no change, but it only does 1 point of damage. However, the enchantress wasn't stupid. The last bullet in the revolver is never affected by the "mercy" effect.

Suggested setting: *GURPS Old West* with magic.

Component Spells: Very fine (accurate) and fine (decoration) double-action Colt Peacemaker, Accuracy +2, Puissance +1, Quick-Aim +4, Deflect Missile variant.

Asking price: \$55,000.

Quantrill's Pistol

No one knows if Quantrill enchanted this weapon when he was alive, or if his ghost now haunts the weapon when he died. At any rate, this .44-caliber Colt pistol looks normal, except it has a gold "Q" engraved on the butt of the handle. However, the pistol gives the wielder +2 to hit and +2 to called shots. However, the owner must roll versus Will whenever he kills a person with the weapon. Failure means the owner gains the following disadvantages permanently, one for each failed roll: Callous, Bloodlust, Berserk, and finally Murder Addiction. These disadvantages can only be removed by a Remove Curse spell. Both the powers and disadvantages do not apply if fighting women.

Rumor has it that Quantrill's pistol went to either Wild Bill Anderson or one of the James brothers. Another rumor is the body of Quantrill, if reunited with his weapon, will come back to life and continue his massacres across the nation. In 1887, a group of former Confederates arranged to exhume Quantrill's body, but by that point, the gun had disappeared.

Suggested Setting: *GURPS Old West* with magic.

Component Spells: Accuracy, Bane, Curse variant.

Asking Price: \$75,000.

Other Weapons

The Colossal Defenders

[[[Submitter's notes: This was the first time I used the short vehicles format and I couldn't find a decent guideline about it, I ended up using the vehicles in the In the Well playtest files and a sample vehicle in the Steampunk Catalog submission guidelines as models, but there was some discrepancies between them (in the use of the @VEHICLE-# and @VEHICLES-SPACE tags) and I'm unsure if I managed to use the format correctly. The entry is bigger than 200 words, but since it's actually for five items, I thought this wouldn't be a problem, if it is, please let me know. Since I couldn't find neither in Mecha nor in Vehicles rules for scaling cockpits/crew stations for non-human-sized characters, I had to fudge weight and volume for an ellyl-sized cockpit (I used 1.1 lbs, 0.1 cf with the same cost and power requirement as the human-sized one). Finally, I'm also unsure how to list the mechas' aerial performance since their flight ability comes from the Flying Carpet spell and the only statistic the spell gives is move]]]

The history of these mighty artifacts is vague, but legend tells that they were forged by the servants of the gods themselves, and given as presents to the Ellyl race, so they could better defend themselves from taller foes. All five Colossal Defenders referred to in the legends are currently lost. Many Ellyllon believe that if a time of dire need comes, they will awaken and choose their champions, and crush those who dared to endanger the Queen's People.

The Defenders are dwarf-sized, mechanomagical, humanoid structures. They are controlled with the Driving (Mecha) skill, when in the ground, or the Piloting (Mecha) skill, when flying. They are powered by the local mana and won't work in no-mana areas. Note that these are *not* mechagolems (p. 00); they are vehicles constructed magically.

There are five of them: Behllulah, with its elfin-looking, grey-and-white armor and dragonfly-like wings; Arbor, a dwarf-looking, brown armor with green high-lights and colorful butterfly-like wings; Elshamah, yellow and orange and resembling an armored knight with metallic eagle wings; Rayul, wingless and painted in blue and yellow; and the white-and-blue Uhzah, with its albatross-like wings. Their statistics (compatible with *GURPS Mecha*) are as follows:

@VEHICLE:*Subassemblies*: Body +0, limited-rotation Turret -2, two Arms -2, two Legs -2.

@VEHICLE:*Power & Propulsion*: 0.5-kW two-legged leg drivetrain. 0.73-kW Mana Engine.

@VEHICLE:*Fuel/End*: Functions indefinitely while in an area with mana.

@VEHICLE:*-2Occupancy*: 1 CCS

@VEHICLE:*Cargo*: 0.5 cf internal in the Body.

@VEHICLE-SPACE:

@VEHICLE:**Armor**

@VEHICLE:*Bod*: 3/10

@VEHICLE:*Tur*: 3/10

@VEHICLE:*Each Arm*: 3/10

@VEHICLE:*Each Leg*: 3/10

@VEHICLE-SPACE:

@VEHICLE:**Equipment**

@VEHICLE:*Turret*: Cockpit. *Arms*: ST 13 cheap arm motors.

@VEHICLE-SPACE:

@VEHICLE:**Statistics**

@VEHICLE-3:*Height*: 4'5" *Payload*: 2 lbs. *Lwt.*: 668 lbs.

@VEHICLE-3:*Volume*: 5.66 cf *SizeMod*: +0 *Price*: \$10,000,000 or more

@VEHICLE-SPACE:

@VEHICLE-4:*HT*: 10 *Body ST*: 13 *HP*: 17 [Bod] 6 [Tur] 11 [each Arm] 8 [each Leg]

@VEHICLE-SPACE:

@VEHICLE-5:*gSpeed*: 10 *gAccel*: 5 *gDecel*: 20 *gMR*: 2.75 *gSR*: 1

@VEHICLE-SPACE:

@VEHICLE:*Design Notes*: Structure is medium, and very expensive. Waterproofed. Built as a medieval anachronistic mecha as per p. ME108. Enchanted with a Power 15 variant Flying Carpet spell which allows flight at a speed of 30 mph (Move 15) and is powered by the mana engine through a Draw Power spell.

Each Defender as also some particular abilities, listed below:

Behllulah: Enchanted with Air Jet, usable without fatigue expenditure. It has a very fine thrusting broadsword enchanted with 3 points of Penetrating Blade and a shatterproofed medium shield. Its flight speed is 40 mph (Move 20).

Component Spells: Flying Carpet variant, Draw Power, Air Jet, Power, Penetrating Blade, Shatterproof, Powerstone variant, unknown.

Arbor: Arm motors are ST 15, structure is heavy, changing hit points to 33 [Bod], 11 [Tur], 23 [each Arm] and 16 [each Leg], and Body ST to 17. *gSpeed* is 9. It has very fine axe, enchanted with 3 points of Puissance, 3 points of Penetrating Blade and Graceful Weapon, and a Shatterproofed medium shield.

Component Spells: Flying Carpet variant, Draw Power, Penetrating Blade, Puissance, Graceful Weapon, Shatterproof, Powerstone variant, unknown.

Elshamah: Enchanted with Breathe Fire, usable without fatigue expenditure. It has a very fine flaming spear and a Shatterproofed medium shield.

Component Spells: Flying Carpet variant, Draw Power, Breathe Fire, Power, Flaming Weapon, Shatterproof, Powerstone variant, unknown.

Rayul: Enchanted with Lightning and Ball of Lightning, both usable without fatigue expenditure. It has a very-fine shortsword enchanted with a 1 point Puissance and 1 point Penetrating Blade, a fine composite bow enchanted with Electric Missiles, and a Shatterproofed medium shield.

Component Spells: Flying Carpet variant, Draw Power, Lightning, Ball of Lightning, Power, Electric Missile, Penetrating Blade, Puissance, Shatterproof, Powerstone variant, unknown.

Uhzah: Enchanted with Breathe Water and Water Vision, both usable without fatigue expenditure. It has a very-fine spear enchanted with Icy Weapon, and a Shatterproofed medium shield.

Component Spells: Flying Carpet variant, Draw Power, Breathe Water, Water Vision, Icy Weapon, Power, Shatterproof, Powerstone variant, unknown.

Suggested Setting: Yrth, or any with Ellyllon.

Asking Price: \$10,000,000 or more.

Effects Staff

A simple, straight staff, six feet long, with a brass cylinder, inscribed with runes, near one end, and a slot in the wood, one inch wide, one inch deep, and two inches long, just below the cylinder. The purpose of an effects staff is as a delivery mechanism for effect bolts. Originally a defensive weapon created by the wizard Dirma to protect her tower, its use has spread to numerous militia and law enforcement agencies. Naturally, it has also appeared in the arsenals of the criminal underworld.

An effects staff is not a magical weapon in itself; it relies on effect bolts to produce the spells it projects, just as they rely on its intricate priming mechanism. The staff is used by placing an effect bolt into the slot, drawing the brass cylinder back toward the slot, and pushing it quickly forward again; this drains the spell from the bolt, causing it to take effect. The appropriate Spell Throwing skill is used to hit the target.

Suggested Setting: *GURPS Swashbucklers*.

Component Spells: None.

Asking Price: \$500.

@E-HEAD:Effect Bolts

Effect bolts are brass cylinders, one inch long and one inch in diameter, painted in bright colors. Although innocuous, when they are used with an effects staff, the results can be devastating. Each has been imbued with a missile spell, which

can only be activated by using the bolt in an effects staff. Once used, an effect bolt becomes gray and dead, and cannot be used again.

It takes a full thirty seconds to remove a spent effect bolt from an effects staff and ready a new bolt for use, so these are generally used as a flintlock might be: in rounds, with each user falling back as his spell is activated to let another soldier take his place.

Bolts are an unusual example of a spell powered by *gunpowder*, using a variant of the Draw Power spell to create mana from the heat and kinetic energy of a gunpowder explosion. Each bolt is enchanted with a one-shot version of a missile spell, and filled with a precisely-measured quantity of gunpowder. When triggered, the gunpowder is ignited, but the explosion is effectively silent and cold. All its energy goes into powering the spell. Each bolt creates a fixed amount of mana, so (for example) a Fireball bolt may be a 1 die bolt, a 2 die bolt, or a 3 die bolt. The firer can neither increase nor diminish the damage a given bolt does.

The dollar cost of an individual effect bolt is equal to the cost of the standard magic item for the spell, times the amount of mana the bolt creates and uses, divided by 10. For example, a 2d Fireball bolt would have a price of 800 (the energy cost of a Fireball magic item), times 2 (the energy cost of a 2d Fireball), divided by 10, or \$160. Here is a list of common bolts, and their prices:

Effect Cost

Acid Ball \$30 per 1d

Concussion \$200 per 1d

Explosive Fireball \$240 per 1d

Fireball \$80 per 1d

Ice Dagger \$40 per 1d-1

Ice Sphere \$40 per 1d

Lightning \$80 per 1d-1

Stone Missile \$40 per 1d+1

Sunbolt \$80 per 1d-1

Each is available in 3 sizes (often 1d, 2d, and 3d). Unusual missile spells, like Curse-Missile and Poltergeist, cannot normally be enchanted into bolts, though in some settings exotic spells like Shaped-Charge Fireball (p. T21) and Particle Beam (p. T38) might be.

It is possible for effects staves and bolts to be the *only* magic in an unusual world, making for a setting which loosely resembles the early days of gunpowder, but with splashier effects.

Component Spells: Draw Power variant, Spell Stone variant, and a missile spell.

Asking Price: As above.

13. Wizardly Tools

They were an unlikely threesome. The elf and the goblin were obviously mages, but the seven-foot human behind them was another story. From the ripped loincloth to the bastard sword slung at his back, he was the epitome of a barbarian. The mages tried to hush him as they walked into the library.

"We need to do some research, Zeveg, and we can't leave you walking the streets with Saulic's men about. But you have to be quiet. Using this library is a privilege."

"Yes, Una. Quiet."

"Okay, Quintas, I think the section on plant magics is over here."

"Yup, good, here's a book on mosses. Should help us with that strange orange stuff growing all over the drawbridge."

"...Drat, it doesn't seem to be covered. Maybe this one..."

"I want something to read," said Zeveg.

"Shh, Zeveg. Give him something with pictures."

"Here, look at the pretty flowers."

"Thank you, Una."

"You're welcome. ...No, this book's no good either."

"Here, I found it! See that diagram? That's clearly the same type as the lich-king is using to protect his drawbridge."

"Yah, looks good... but the text is in Dwarvish. You read Dwarvish?"

"Uh, no. I guess we need to hire a translator..."

"This. Species. Should. Not. Be. Exposed. To. Fire. As. It. Explodes. Dispersing. Its. Poisonous. Spores. Widely."

Una and Quintas turned their heads to see Zeveg looking over their shoulder.

"

You read Dwarvish?"

"Used to adventure with dwarf mage. He showed me his books. He point at word once, tell me name, I remember. I have good memory."

"I know you have a good memory for faces, and paths..."

"...And weapons. And which tavern keepers hate us."

"Ah—hmm. Zeveg, it seems we've underestimated you again. What's the next sentence say?"

Enchanters are as driven by self-interest as the next man. Often, the first two items an enchanter ever creates are a powerstone and a staff. Creating items which boost your own effectiveness can lead to exponential increases in power.

((START BOX))

@B-BOXHEAD:The 5th Bureau (The Bureau of Staff Registration)

@TEXT-BOX:Called "The 5th Bureau" because of its street address of 555 Fifth Street, this organization was founded in the mid-1890s as New York's solution to the problem of mages dueling in the streets. Entire gangs of self-taught magical hooligans, such as the Baxter Street Terrors, and the First Ward Wizards, ruled their turf through strong-arm tactics, and the protection of local politicians — whose continuing reelection was guaranteed by the gangs, through poll fixing and repeat voting.

@TEXT-BOX:The symbol of any street mage was his staff — the stronger and thicker the better. Some went for the brutal, "I jst ripped this off a tree this morning" look, while others had theirs heavily carved — sometimes skillfully, but more often crudely and obscenely. In response to the protests of merchants who were repeatedly robbed at staff-point, the New York City government decided to try and curb the mages. They couldn't legally be stopped from associating. They always had alibis for every robbery. Every act of violence was allegedly in self-defense. Their only weak point was their staves.

@TEXT-BOX:Under New York law, every staff must be registered at the 5th Bureau, the bearer must give his address and have his powers gauged, and the staff must at all times bear a numbered tag assigned by the city. Police officers are given lists of staff owners on their beat, and may stop anyone bearing a staff and examine its number at any time. Someone too many blocks from home risks having his staff confiscated, and a staff *without* a tag can be confiscated and destroyed on the spot.

@TEXT-BOX:Future plans of the 5th Bureau include improving the tags to leave a strong magical spoor wherever they go. This would allow police mages to easily determine if a particular staff has been in a robbed shop.

((END BOX))

Kahlder's Staff

Kahlder's Staff is an intricately-carved, wooden staff about four feet long, topped by a dedicated, white, 15-point powerstone the size of an egg. The staff is dark mahogany and the carving makes the staff resemble a straight length of thick-linked chain.

The staff allows the owner to cast several stock spells: Hinder, Haste, Levitate and Minor Healing all at Power 16. In addition, the holder may make any glass pliable and membranous, allowing movement through it in either direction. The staff can affect an item as small as a bottle or as big as bay-window. Glass affected in this manner will remain membranous for 3d minutes. Anything caught partway through the membrane when it re-hardens will remain trapped there, unless broken free. This power cannot be used to harm things, and it drains 6 points from the powerstone. There is

no skill roll for this power. Should the powerstone be removed for any reason, the staff turns to ash.

Suggested Setting: Yrth.

Component Spells: Hinder, Haste, Levitate, Minor Healing, Shape Earth variant.

Asking Price: \$190,000.

Madar (MAGical Detecting And Ranging)

The magical analogue of a radar unit, the madar system was developed by Sephiroth Industries in association with NASA. Although it is technically illegal for anyone other than government agencies to operate one without special licensing from the Paramagical Regulatory Agency, there is a thriving black market, and Sephiroth has been lobbying in Washington for permission to use derivative technologies in the home security field.

The range of a madar unit is a circle of approximately 100 miles diameter. In this region, any sort of magical activity or ongoing enchantment may be detected, and will be displayed on the screen, just as with a standard radar unit. Voice control allows the operator to filter out various categories of magical phenomena if needed. The categories include: chimera, magical items, spellcasters, and so on. A spellcaster who does not possess the Magery advantage can only be detected if actively casting or maintaining a spell at the time he is observed.

So far, the madar system has had limited availability, as it is expensive to build and its power requirements are prohibitive. Also, the Madar system will not function at all within 150 miles of the Trinity Hellstorm, or within 400 miles of the Zhukov Hellstorm. Within twice those radii, it is prone to displaying ghost signals that do not correlate to actual magical phenomena, and failing to detect magical phenomena that are there. If the system is used in one of these areas, a roll against IQ + Magery is needed each hour to avoid these problems.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Secret, powerful variants on Detect Magic, Seek Magic, Mage Sight, and Mage Sense.

Asking Price: \$280,000.

Magic Collector's Cards

These immensely-profitable magic items were the brainstorm of an enterprising — and formerly-impoverished — Metaphysics grad student. She discovered a way, using Weird Magic, to apply the Temporary Enchantment spell (see *GURPS Magic Items*, p. 21) to an ordinary deck of playing cards. Through an application of chaos theory (see p. IOU105) to magic, the cards are all randomly transformed, each now bearing a "one-shot" arcane power and a picture depicting its use. Because of the unreliability of Weird Magic, the specific types of cards produced cannot be predicted in advance. Because of the large energy cost of the enchantment process, the student will only produce decks to order, for a price of \$10,000, payable in advance.

Most cards aren't very useful, especially in combat, but there are rarer ones that can be quite powerful. Fatigue comes from the user or a Powerstone, though many cards contain a variant of the Powerstone spell — this means that it can supply energy to another card, for one second. The total mana a "Powercard" can supply is limited to one or two points,

but unlike a Powerstone, several cards can be used at once! However, Powercards can *only* be used to supply energy for spells cast with other Magic Collector's Cards.

It takes 1d seconds per every five cards in a deck to find a particular card, or the GM can write the spells onto real playing cards and make the players fumble with them – use a stopwatch in combat situations. Dropping them counts.

Cards can *not* be marked, dog-eared or otherwise altered, or they will cease to work. Normal wear and tear from keeping them in a pocket is fine, but anything physical that makes finding a particular card easier will destroy the magic. Sorting them into some kind of order, or keeping different ones in different pockets is okay, though.

Casting a spell using the cards requires a second of concentration on the "hand" of cards being used. Magery is not required to cast any of the spells on the cards; the only restriction on the user is that he must not have Mundanity. Unlike regular magic, more than one spell can be cast by a single "hand" of cards in one second.

All spells are cast with an effective skill level of 15; the user must roll separately for each actual spell card (not Powercard). On *any* critical success, *all* cards used retain their enchantment; on a normal success they turn into ash at the completion of the spell; on any failure, nothing happens. Any critical failure both ashes the cards and releases all the spells to float about randomly; roll a die to see who is affected.

Spells cast using the cards cannot be maintained.

If the GM wishes to create a set of Magic Collector's Cards, the following procedure using a deck of real cards and the Spell Prerequisite Charts (in *GURPS Magic*, Second Edition, or *GURPS Grimoire*) is suggested:

All 2s, 3s, 4s and 5s are single point Powercards.

All 6s, 7s and 8s are two-point Powercards.

All 9s and 10s are spells with no prerequisites, except Magery (e.g., Seek Water). The GM can choose a college and spell, or use dice or another random process. The cards *never* contain Enchantment spells, so if only *GURPS Magic* is being used, a D20 can be used to select colleges randomly. (*GURPS Grimoire* adds two new spell colleges and a number of sub-colleges, making random choice using dice complex.)

Jacks are spells with a single level of prerequisites (e.g., Purify Water).

Queens have spells with two levels of prerequisites (e.g., Create Water).

Kings carry spells with three or four levels of prerequisites (e.g., Shape Water).

Aces contain any powerful spell the GM wishes, typically something requiring Magery 3.

Jokers can also be used – they normally carry "useless" spells like most Food and Plant college spells, or "fun" spells like Glue, Ice Slick and Drunkenness.

There are rumors that the enchantment process has been tried on a deck of *Illuminati* cards, but fortunately no one has reported seeing the results . . .

Suggested Setting: *GURPS Illuminati University.*

Component Spells: Lots.

Asking Price: \$10,000 for a deck of 54 (counting jokers).

Mana Manipulator

An artifact of the magical technology of a devastated civilization, the Mana Manipulator is a cybernetic hand made of adamantine steel, with a wicked, emaciated appearance (when attached to someone, it is clearly an Inhuman Feature). As a bionic hand (p. UT106), it has ST 15 for gripping, Manual Dexterity +3, PD 6, DR 20, non-retractable hyperdense finger talons (p. UTT103), and living metal construction (p. UTT96). If the hand is placed against an amputated wrist, the living metal nano will perform the necessary surgery.

The magical property of the hand is that it reaches into whatever place mana resides and manipulates it directly. This has several benefits for a mage:

Ghost Weapon: As the enchantment (p. G41).

Mage's Touch: Touching something with the Mana Manipulator is equivalent to a touch with natural flesh.

Power Enchantment: The hand provides a level of Power (p. M38) to any enchanted item it wields, unless that item already has Power of its own.

Power Lens: The hand doubles the 1/2D, Max, and damage of any Missile spell it throws.

Ranging: The hand halves range penalties for other kinds of magic, excluding long-range modifiers. In order to confer this advantage, it must perform the ritual gestures to cast the spell, with a minimum casting time of 1 turn, even if the mage could otherwise cast it by concentration alone.

Steal Spell: The hand can steal a spell (p. G73) or dispel it by touching the caster, with an effective skill of 20.

The hand does have one documented drawback: Powerstones within 6 feet of it will not recharge. Rumors persist that the hand has an evil character, that it drains vitality daily from the mage who wears it, which he can heal only by stealing it from others. If true, the Manipulator confers The Draining (p. CI97), and has Steal Health enchanted into it at Power 20.

Suggested Setting: Post-Manaclysm, or post-apocalyptic.

Component Spells: TL13 bionic hand, Ghost Weapon, Power, Steal Spell, possibly Steal Health, unknown.

Asking Price: \$1,500,000.

Garman's Encyclopedia of Assessment and Appraisal

Garman's Encyclopedia is a tome of appraisal magic, usable only by mages, scribed and enchanted by the wizard Garman, who spent many years as a buyer and seller of merchant wares. The encyclopedia is very handy in purchasing

items. Its 500-plus pages of ancient vellum are bound inside a cover of black leather, with its title rendered by inlaid flecks of gold. Physically, the book is 20 inches tall, 4 inches thick, and 8 inches wide, and weighs 14 lbs.

The book gives information to the reader on any non-animate items in its presence (its hex and all surrounding hexes.) The reader simply opens the book and consults the chapter the item would be featured in (furniture for chairs, gems for precious stones, clothing for cloaks, etc.). The item appears in the chapter, on a random page (replacing whatever item was on that page originally). If speed is an issue, searching one chapter for an item takes 2d¥5 seconds. If the Encyclopedia has appraised a similar item recently, it's possible for the reader to stop on the wrong page...

The book can Sense Weakness to determine if the item is as good as it looks, or is portrayed, and lists a fair market price for it. At the GM's discretion, Garman's Encyclopedia can determine who constructed the item (if applicable), how old it is and any other details the GM may wish the reader to know. Unusual items or one of a kind items may not appear in the book. If the GM is unsure, assume the Encyclopedia has a skill of 15 to identify an unusual item.

Suggested Setting: Fantasy.

Component Spells: Sense Weakness, Measurement, unknown.

Asking Price: \$135,000.

Accurate Typewriter

This mid-20th century manual typewriter is a valuable aid to writers. At the end of any sentence that contains a spelling or grammar error, it buzzes. The loudness of the buzz depends on the severity of the error; using "judgement" instead of the preferred "judgment" will trigger a barely-audible noise. "Teh quik brown fox jump." will cause a very loud buzz. There is no "erase" feature; the typist will have to correct the text as he normally would (e.g., correction fluid and retyping).

Most Accurate Typewriters have Writing-18, but only for spelling and grammar. They are (normally) not capable of distinguishing dry legal prose from eloquent love letters. They also do not correct issues of *style*. If the typist writes a sentence in the passive voice, the typewriter will not object. If the typist is intentionally not writing complete sentences (columns of figures, or poetry), the typewriter will buzz for the first few "mistakes," then fall silent until the user resumes writing sentences.

The precise spelling and grammar the typewriter prefers depends on who created it. Most enchanters will "teach" it to follow a standard text (such as *Oxford English Grammar* and the O.E.D.) during the enchantment process. If the enchanter has quirky opinions about certain phrasings, they may well be reflected in the finished product. Further, typewriters tend to pick up traits from those who use them. After a decade or two, an accurate typewriter may start buzzing an opinion on matters new ones wouldn't, including style and quality of the writing. A typewriter that has been in a corporate setting for 15 years will be next to useless for a poet...

In any world where magic is common and co-exists with typewriters, these devices will exist, probably in quantity. Alternatively, in a secret magic setting, the Accurate Typewriter may be the unique product of a language purist's dementia.

Suggested Setting: Mid-20th century *GURPS Technomancer*, or a modern secret magic setting.

Component Spells: Sound, Power, variant Gift of Letters?

Asking Price: \$120,000.

Enchanter's Second

There is no way of telling where the idea for this particular item originated. Not because of its scarcity, but rather because it's so incredibly common.

Simply put, it's a Simulacrum Golem in the enchanter's own image. As it is based on the enchanter's own knowledge of herself, it is virtually indistinguishable from its creator, except for its stats and its complete inability to wield magic. They make almost ideal assistants and bodyguards. Unlike many other similar methods, Seconds are unlikely to come to believe that they are the true original and rebel.

Setting: Any with golems.

Component Spell: Simulacrum.

Asking Price: Almost never for sale. If the enchanter for some reason wishes to sell near-duplicates of himself, the price will be in the tens of thousands, minimum.

Ethane

The ethane is an ornate dagger or knife, etched with cabalistic sigils upon the blade. Often, an ethane is crafted of expensive and symbolic materials such as silver for the blade and hilt or stag's horn for the handle and grip. The ethane is a symbol of an initiate's mystical potency and power over the spirit world. It is a common tool for ceremonial magic performed by Lodge initiates in full regalia. Ethanes have been used by Lodge practitioners for over a thousand years and are commonly found throughout the various orders of the Lodges. The ethane provides the initiate with a +1 to +5 bonus on ritual casting rolls performed while wielding the enchanted blade. However, the purity and mystical dedication of the blades are important for their function so they must be kept clean and used for no other purpose. If the ethane is ever used as a physical weapon or tool, it loses all potency until an initiate performs a ritual purification followed by a ritual of rededication.

Suggested Setting: *GURPS Voodoo*.

Component Spells: At least one level of initiation per bonus granted by the ethane.

Asking Price: Not normally for sale, but at least \$10,000.

Illusion-Rendering PDA

This device allows a spellcaster to create an illusion from a specially prepared mini-disk. Instead of rolling against Illusion Art skill, use the skill of the disk, +1 if the user has either Computer Operations or Photography skill at 15 or higher. Only relatively small images (up to 2' in longest dimension) can be rendered in this way, but both motion and sound are available. This device also functions as a standard PDA.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Complex Illusion variant.

Asking Price: \$3,500.

Illusion–Rendering PC

Similar to the rendering PDA, this device allows the caster to use a specially prepared clip art mini–disk, instead of rolling against Illusion Art. Unlike the PDA, the PC version can produce up to man–sized illusions. Both desktop and laptop models are available.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Complex Illusion variant.

Asking Price: \$15,000 for desktop, \$25,000 for laptop.

@E–HEAD:Clip–Illusion Mini–Disk

Used in illusion–rendering PCs and PDAs, each disk holds one thousand illusions including both sound and a full range of movement. Minor variations are possible without resort to the Illusion Art skill (e.g., changing the color of a piece of clothing). For more major variations, these disks give a +1 bonus to Illusion Art per five points of the disk's skill. Note the costs below are for disks of mundane objects. Disks of illusions with criminal or combat uses will cost from two to twenty times more, and may be restricted by law. Despite the number of images, users are still unlikely to find the images matching *exactly* what they want.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Secret "Store Illusion" spell.

Asking Price: \$100 per point of the disk's skill.

Mana Conduit

Developed in a joint partnership between DuPont and Bell Labs, mana conduits are a form of magical "pipeline" made by coating a glass/crystal fiber with a thin layer of Ectoweave to contain and direct magic. Spells can be cast into one end of the conduit, and will take effect at the other end with no range penalties for the intervening distance. This technology can be used to cast short–ranged spells into hard–to–reach or dangerous places, or draw on the long–distance aid of a magical expert when teleportation is not an option. Conduits are rated for magical capacity. A standard conduit is about 5 yards long, 1/4" thick, weighs 1 lb., and can conduct spells costing no more than 2 fatigue to cast (ignoring skill modifiers). Higher–capacity conduits can be made; weight is 1/10 lb. per fatigue capacity per yard. A spell that exceeds the conduit's capacity will take place at the caster's end (affecting the caster himself, in the case of a "touch only" spell) and may damage the conduit. Conduits of the same capacity may be plugged or spliced together to create a longer conduit; cutting through a conduit will produce two shorter ones.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Staff variant.

Asking Price: \$10 per fatigue capacity per yard; conduits shorter than 5 yards are treated as 5 yards.

The Mana Star

The Mana Star is not a star, but an asteroid. Ten miles across, this carbonaceous asteroid is normal — except that it is a very high mana zone, through and through. This is innate to the stone, and does not diminish with use. Anyone in contact with the Mana Star is in a very high mana zone. (The thickness of a spacesuit does not affect this, but the hull of a spaceship does.) A high mana zone extends one mile from the surface, followed by a half-mile of normal mana, and a quarter-mile of low mana. (See p. B147 for the effects of different mana levels.) If any portion of the asteroid is separated from the main body by more than 10,000 miles, it loses its power.

Hypothetically, if ground fine and spread evenly over the surface of the Earth (or similarly-sized planet), it could raise the mana level from none to normal. If *crashed* into an inhabited planet, it would create a ten-mile-radius very high mana zone, surrounded by 100 miles of high mana, and 1,000 miles of normal mana. The rest of the world would be low mana. (GMs may vary these perfect circles as much as they like.) It would also end civilization through tidal waves, earthquakes, and sun-blocking dust clouds.

In a setting otherwise without magic, the Mana Star is a source of immense power for those who know about it — assuming they can control it! Untrained experimentation with magic in a very high mana zone is extremely dangerous. It is safer to orbit the asteroid, and practice in the lower-mana zones, but the temptation of unlimited mana may be more than the researchers can resist.

As an alternative to the Mana Star simply being found in an asteroid belt, it may be discovered already on course for an inhabited world. Until someone actually goes out to investigate, it appears normal... but then the weirdness starts. Who set the Mana Star on its course? Can it be diverted? *Should* it be diverted?

Suggested Setting: Any setting with space travel and no other known magic.

Component Spells: Not applicable.

Asking Price: Priceless; no sane individual would sell the Mana Star except under duress.

Merlyn (Elixir of Magery)

This elixir increases the level of Magery a character has, even granting the advantage to non-mages. It works for the alchemist's effective skill $\frac{1}{2}$ 45 minutes, or the subject's HT score in hours, whichever is *lower*. It does not work at all on characters who have Magic Resistance, Mana Damper, or similar disadvantages. Each dose adds one level. It will not grant levels past Magery 3, unless they are specifically permitted in the setting.

If the user takes another dose while one is still in effect, for every dose after the first, he must make an IQ roll, at a cumulative -5 penalty. On a failure, all Magery (natural or alchemical) is lost for 1d hours. On a critical failure, this is increased to 2d hours, and Merlyn will never work for that person again.

Potion or Powder only. Time to make: 3 weeks. Material cost: \$2,100.

Suggested Setting: Yrth.

Asking Price: \$4,000 per dose.

216 Spell Components

This table is for those moments when the GM wants to throw some flavor into a spellcasting, and wants to describe exactly *what* the evil wizard is throwing in the pot. Roll 3 dice, read them as a three-digit number, and consult the chart to find a random spell component.

111 adder's fork

112 agate

113 alder

114 amber

115 asafetida

116 ashwood

121 attar

122 azurite

123 baboon's blood

124 barberries

125 bat's wing

126 beeswax

131 birch

132 bisort

133 black moss

134 blindworm's sting

135 bloodstone

136 brass

141 bronze

142 cadmia

143 camphor powder

144 carnelian

145 catnip

146 cedar

151 chalk

152 chameleon's skin

153 cherry bark

154 cinnabar

155 cinnamon

156 citrine

161 coal

162 cobalt

163 coffee

164 comfrey

165 copal

166 copper

211 damiana

212 dragon's blood (palm tree chips)

213 dragon's blood (real)

214 ebony

215 eye of fire beetle

216 eye of newt

221 feather of eagle

222 fillet of a fenny snake

223 frankincense

224 galangal root

225 gall of goat

226 garlic

231 ginseng

232 gold

233 gun Arabic

234 gypsum

235 hawthorn

236 hazel

241 hematite

242 hemlock

243 howlet's wing

244 hyssop

245 ivory

246 jasmine

251 juniper

252 kava kava

253 lapis lazuli

254 lavender

255 lemon grass

256 lizard's leg

261 malachite

262 mandrake

263 mane of lion

264 mugwort

265 mushrooms

266 myrrh

311 oak

312 oak bark

313 ochre

314 onyx

315 opal

316 opoponax

321 orris root

322 patchouly

323 peru balsam

324 pinion

325 poisoned entrails

326 poplar

331 quartz

332 quicksilver

333 root of hemlock

334 rose petals

335 rosemary

336 rowan

341 ruby

342 rue herb

343 saffron

344 sage

345 sandalwood

346 scale of dragon

351 shark's gulf

352 shark's maw

353 silk

354 silk of spider

355 silver

356 slips of yew

361 sow's blood

362 sulfur

363 talon of hawk

364 tiger's chaudron

365 toad

366 toe of frog

411 tongue of dog

412 tonka beans

413 tooth of wolf

414 tragacanth

415 turquoise

416 vetiver root

421 vitriol

422 willow

423 wine

424 witch's mummy

425 wool of bat

426 wormwood

431 yarrow

432 yew

433 [[[Need another hundred or so components.]]]

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Common Enchantment Table II

The following table is a supplement to the *Common Enchantment Table* on pp. MI118–125. That table listed all the magic items described in *GURPS Magic* in tabular format, as an aid to GMs in selecting the appropriate items for their campaigns, and to provide an easy reference to how a spell is most commonly applied to enchantment. This book extends the table to cover *GURPS Grimoire* and a few spells from other sources, such as *GURPS Technomancer*. As many of the original item descriptions include details not easily reproduced in tabular format, GMs should always check the text before introducing an item into their campaigns.

Spell is the spell name. If there is more than one common magic item associated with the spell, they are listed as "Agonize–a," "Agonize–b," etc. An "(L)" after the spell name indicates the item is limited in some way compared to the original spell. (E.g. Amphibian Control–a only works on one species of amphibian, not all amphibians.) A "(C)" means the item actually *counteracts* the listed spell. See spell description for details.

Page gives the book and page number where the spell can be found. G indicates *GURPS Grimoire*, T indicates *GURPS Technomancer*, EG indicates *GURPS Egypt*, SPI indicates *GURPS Spirits*, and UN indicates *GURPS Undead*.

Under *Item* the following abbreviations are used: A = armor; B = brush, stylus, or other writing instrument; C = clothing; Cl = cloak; Com = computer; Con = container; F = forked stick; G = glove (single); Gs = gloves (pair); H = helmet, crown, or other headgear; J = jewelry; Md = modem; Mi = mirror; MW = missile weapon; S = staff; Sh = shoes or other footwear; Sl = shield; Sp = spectacles; T = timepiece; W = wand; Wep = weapon.

The *Time to Cast* entry is omitted for items that are always on, and for items whose magic permanently affects only the item itself. "None" indicates the item contains a blocking spell -- see p. M12. The notation "s=c" means the time to cast in seconds equals the energy point cost. All times are in seconds, unless otherwise noted.

For the *Duration* entry, "Instant" means that the effect occurs as soon as the spell is finished, and is completed immediately. "Perm." indicates that the enchantment is permanent, but the magic on the item only takes effect under certain circumstances. "Indef." means that the precise duration of the magic is unknown, or follows complex rules; see spell description. "Always On" is self-explanatory.

Energy to Cast gives the amount of energy necessary to activate the item, and *Maint.* gives the maintenance cost. An "s" means cost to maintain is the same as cost to cast. An "h" means cost to maintain is half the cost to cast.

Energy to Create is the necessary energy to enchant the item.

Asking Price is the suggested value computed by doubling the cost to make the item, as figured from the table on p. M18, which assumes a typical TL3 setting. See p. 00 for advice on magic item costs in different settings.

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 only by a special class (see spell description); c = cursed, item will automatically have a negative effect on the subject (usually the wearer). If there is a w, the item only affects the wearer or bearer, and cannot be used to cast the spell on others.

Notes: A --- indicates that the column does not apply. "Special" just means that the description is too complex to fit on the table. A "#" sign means there are exceptions to the value given; see the original spell description.

Spell Page Item Time to Cast Duration Energy to Cast Maint. Energy to Create Asking Price User

Accelerate Pregnancy T17 J, S, W 20 varies varies --- 1,000 \$50,000 m

Accelerate Time G50 S, T 2 1 min.# varies s 1,000 \$50,000 m

Acid Ball G37 S, W 1 to 3 Instant 1 to 3 --- 300 \$15,000 m

Acid Jet G37 S, W 1 1 sec. 1 to 3 s 900 \$45,000 m

Affect Spirits SPI108 Wep --- Perm. --- 250 per lb. varies a

Agonize-a G18 any --- Always On --- 700 \$35,000 c

Agonize-b G18 S, W 1 1 min. 8 --- 800 \$40,000 m

Air Vision G24 any 1 1 min. 1 per mile h 200 \$3,580 a

Air Vortex G25 S 2 10 sec. 8 3 1,200 \$60,000 m

Alter Voice G18 J# --- Always On --- 1,000 \$50,000 a

Ambidexterity-a G16 any --- Always On --- 1,500 \$75,000 a

Ambidexterity-b G16 S, W 1 1 min. 3 2 500 \$25,000 m

Amphibian Control-a (L) G9 J, S, W 1 1 min. 4 2 400 \$20,000 a

Amphibian Control-b G9 J, S, W 1 1 min. 4 2 800 \$40,000 a

Amulet G38 J# --- Indef.# --- 50 per point varies a

Analyze Genetics T23 microscope# 1 Instant 3 --- 500 \$25,000 a

Animate Machine T35 machine --- Always On --- varies varies a

Animate Object-b G67 J, S, W 3 1 min. 1 per 5 lbs.# s 2,000 \$100,000 m

Animate Shadow G87 J, S, W 2 10 sec. 4 4 450 \$22,500 m

Arachnid Control-a (L) G9 J, S, W 1 1 min. 3 2 300 \$15,000 a

Arachnid Control-b G9 J, S, W 1 1 min. 3 2 500 \$25,000 a

Astral Block—a G85 J, S, W 2 10 min. 4# h 600 \$30,000 m

Astral Block—b G85 Con — Always On — varies varies a

Astral Vision—a G61 S, W 1 1 min. 4 2 900 \$45,000 m

Astral Vision—a G61 J, Sp — Always On — 1,400 \$70,000 aw

Awaken Computer G99 Com — Perm. — varies varies i

Balance—a G16 S, W 1 1 min. 5 3 600 \$30,000 m

Balance—b G16 H, J, Sh — Always On — 1,500 \$75,000 a

Ball of Lightning G28 J, S, W 1 to 3 1 min. 2 to 6# h 600 \$30,000 m

Beacon—a G44 area — Perm. — varies varies i

Beacon—b G44 any — Perm. — varies varies i

Beast—Rouser G9 J, S, W 1 1 hr.# 1 to 3 — 500 \$25,000 a

Bind Spirit UN40 any — Perm. — varies varies a

Bladeturning G91 A, J, S, W, Wep 1 1 min. 2 2 300 \$15,000 a

Blight G88 S 5 min. varies 1# — 500 \$25,000 m

Blink Other G81 J, S, W none Instant 2 — 1,600 \$80,000 m

Body of Algae G90 J, S, W 5 1 min.# 6 2 1,300 \$65,000 aw

Body of Flames G31 J, S, W 5 1 min.# 12 4 3,000 \$150,000 aw

Body of Ice G36 J, S, W 5 1 min.# 7 3 1,300 \$65,000 aw

Body of Lightning G29 J, S, W 5 1 min.# 12 4 3,000 \$150,000 aw

Body of Metal G106 J, S, W 5 1 min.# 12 6 3,000 \$150,000 aw

Body of Shadow G65 Cl, J, S, W 5 1 min.# 6 3 2,500# \$125,000# aw

Body of Wind G25 J, S, W 2 1 min. 8 4 1,700 \$85,000 aw

Body of Wood G89 J, S, W 5 1 min.# 7 3 1,300 \$65,000 aw

Body-Reading G51 H, J 30 Instant 2 --- 200 \$3,580 aw

Boil Water G33 J, S, W 10 Perm.# varies --- 200 \$3,580 a

Boost (Attribute) G13 J, S, W none Instant 1 per +1 --- 300 \$15,000 a

Breathe Radiation G105 J 2 1 sec. 1 to 4 --- 1,200 \$60,000 m

Breathe Steam G34 J 2 1 sec. 1 to 4 --- 1,000 \$50,000 m

Bright Vision G65 J, S, W# 1 1 min. 2 1 200 \$3,580 aw

Broadcast Spell T19 videotape# --- Indef.# --- varies varies a

Burning Death G31 J, S, W 3 1 sec. 3 2 700 \$35,000 m

Burning Touch G30 G, S, W 1 Instant 1 to 3 --- 1,500 \$75,000 a

Cadence G16 tool 10 1 hr.# 5# 3# 1,000 \$50,000 a

Catch Missile G92 G none Instant 2 --- 300 \$15,000 a

Catch Spell G71 G none Instant 3 --- 1,200# \$60,000# m

Choke G15 S, W 1 10 sec. 4 4 400 \$20,000 m

Clean-b T25 any --- Always On --- 30 per lb. varies i

Cleansing G52 S, W 3 Perm. varies --- 300 \$15,000 m, x

Cloud-Vaulting-a G81 Sh 1 varies 7 --- 2,500 \$125,000 a

Cloud-Vaulting-b G81 J, S, W 1 varies 7 --- 2,000 \$100,000 m

Cloud-Walking G81 J, S, Sh, W 1 1 hr. 3 2 500 \$25,000 aw

Coherent Light Jet-a T24 G, ring 1 1 min. 3 2 300 \$15,000 a

Coherent Light Jet-b T24 gun 1 1 min. 3 2 400 \$20,000 a

Cold-b T21 machine# --- Always On --- 1,000# \$50,000# i

Command G77 J, S, W none Instant 2 --- 500 \$25,000 a

Communication G20 H# 4 1 min. 4# s 1,000 \$50,000 m

Compel Lie G76 torc, necklace --- Always On --- 600 \$30,000 c

Conceal G89 S, W 4 1 hr. varies s 250 \$9,020 a

Concussion G24 S, W 1 to 3 Instant 2 per die# --- 1,000 \$50,000 m

Condense Steam G33 J, S, W 10 Perm.# 1# --- 300 \$15,000 a

Continual Mage Light G64 any --- Always On --- varies varies i

Continual Sunlight-a G64 J, S, W 1 varies 3 --- 300 \$15,000 m

Contract Object G68 J, S, W 3 1 hr. 1 per lb.# s 800 \$40,000 m

Control Gate G49 J, S, W 10 1 min. 6 3 300 \$15,000 m

Control Limb-a G14 S, W 1 5 sec. 2 to 3 s 600 \$30,000 m

Control Limb-b G14 special 1 5 sec. 2 to 3 s 800 \$40,000 a

Converse G93 any 1 Indef.# 2 --- 150 \$1,010 m

Cool G27 S 1 min.# 1 hr. 1/10 s 150 \$1,010 m

Coolness G35 C, J, S, fan 10 1 hr. 2 1 200 \$3,580 aw

Corpulence-a G17 any --- Always On --- 2,000 \$100,000 a

Corpulence-b G17 S, W 3 10 min. 6 6 1,000 \$50,000 m

Create Acid G37 J, S, W 2 Perm.# 4 per gal.# --- 300 \$15,000 m

Create Door-a G48 B, J, S, W 5 10 sec. 2 per hex s 500 \$25,000 a

Create Door-b G48 portable door varies varies 2 per hex s 500 per hex varies a

Create Fuel-a G100 J, S, W 30 Perm. 1 per lb. --- 400 \$20,000 m

Create Fuel-b G100 Con --- Always On --- varies varies a

Create Gate-a G49 S, W s=c 1 min. varies s 1,000 \$50,000 m

Create Gate-b G49 B s=c 1 min. varies s 900 \$45,000 m

Create Gate-c G49 gate --- Perm. --- varies varies a

Create Ice G35 J, S, W 1 Perm.# 2 per gallon --- 200 \$3,580 a

Create Mount--a G57 mount --- Perm. --- varies varies a

Create Mount--b G57 horn, whistle 3 1 hr. 8 3 varies varies m

Create Steam G33 J, S, W 1 5 min.# 2 --- 400 \$20,000 a

Create Well G32 S 1 min. Perm. varies --- 675 \$33,750 a

Crustacean Control--a (L) G9 J, S, W 1 1 min. 3 2 400 \$20,000 a

Crustacean Control--b G9 J, S, W 1 1 min. 3 2 700 \$35,000 a

Cure Addiction G55 S, W 1 hr. Perm. varies --- 1,200 \$60,000 m, x

Cure Dehydration G52 S, W 10 Perm. 2 per Fatigue# --- 600 \$30,000 m, x

Cure Insanity G55 J, S, W 1 hr. Perm. varies --- 2,500 \$125,000 m

Cure Radiation G105 S, W 30 Perm. varies --- 1,500 \$75,000 m, x

Cure Starvation G52 S, W 10 Perm. 2 per Fatigue# --- 600 \$30,000 m, x

Current G34 J, S, W 1 min. 1 hr. 1/50 s 300 \$15,000 a

Curse Virus T20 software --- varies --- varies varies a

Dancing Shield G40 Sl --- Perm. --- 250 per lb.# varies i

Decapitation G17 J, S, W 2 varies 6 --- 1,000 \$50,000 m

Defending Shield G40 Sl --- Perm. --- varies varies i

Defending Weapon G40 Wep --- Perm. --- varies varies i

Deflect Missile--a G91 J, Wep, Sl none Instant 1 --- 200 \$3,580 a

Deflect Missile--b G91 Wep --- Instant --- 2,000 \$100,000 a

Delete Commercials--a T18 VCR --- Always On --- 10 \$20 a

Delete Commercials--b T18 E-mail program --- Always On --- 20 \$40 a

Detect Poison--a G91 J, S, W 2 Instant 2 --- 250 \$9,020 a

Detect Poison—b G91 J — Always On — 400 \$20,000 a

Devitalize Air G24 J, S, W 1 Perm.# 2 — 300 \$15,000 a

Disorient G75 S, W 10 varies 1 — 200 \$3,580 m

Displace Spell G70 J, S, W 5 Indef.# 1/4 spell cost# — 1,000 \$50,000 m

Disruption Bolt T24 S, W 1 to 3 Instant 1 to 3 — 800 \$40,000 m

Distant Blow G81 Wep 3 5 sec. 3 3 1,000 per lb. varies a

Divert Teleport G48 any 1 Instant varies — 700 \$35,000 m

Doppelgänger G40 special — Perm. — 1,000 \$50,000 i

Draw Power G101 magic item — Perm.# — 1,300 \$65,000 i

Dream Projection G21 H 1 min. 1 min. 3 3 800 \$40,000 m

Dream Sending G21 S, W 1 min. 1 hr. 3# — 400 \$20,000 a

Dream Viewing G21 Mi 10 1 hr. 2 1 300 \$15,000 a

Dry Well G32 S 1 min. Perm. varies — 450 \$22,500 a

Dull Ears—a G77 C, J — Always On — 50 per point varies c

Dull Ears—b G77 S, W 1 30 min. 1 to 3# h 500 \$25,000 m

Dull Eyes—a G77 C, J — Always On — 50 per point varies c

Dull Eyes—b G77 S, W 1 30 min. 1 to 3# h 500 \$25,000 m

Dull Nose—a G77 C, J — Always On — 40 per point varies c

Dull Nose—b G77 S, W 1 30 min. 1 to 3# h 400 \$20,000 m

Dullness G77 C, J — Always On — 200 per point varies c

Duplicate—a G56 J, S, W s=c Indef.# 3 per 5 lbs. — 650 \$32,500 m

Earth to Water G24 J, S, W 1 Perm. varies — 500 \$25,000 m

Ease Labor T22 S, W 6 1 hr. 4 2 500 \$25,000 m

Echoes of the Past G63 J, S, W 10 1 min. 2# s 500 \$25,000 m

Ecstasy—a G76 S, W 3 10 sec. 6 — 1,000 \$50,000 m

Ecstasy—b G76 H — Always On — 1,300 \$65,000 c

Effigy G42 statue — Perm. — 1,000 \$50,000 i

Electric Armor—a G28 J, S 1 1 min. 7 4 1,000 \$50,000 m

Electric Armor—b G28 A, Cl 1 1 min. 7 4 1,000# \$50,000# aw

Electric Missiles G27 Wep — Perm.# — 1,000 \$50,000 a

Electric Power T20 magic item — Always On — varies varies i

Electric Weapon G27 Wep — Perm.# — 750 \$37,500 a

Elemental Plumbing T38 plumbing — Perm. — varies varies a

Encrypt—b G78 J, S, W 1 1 week 1 per 10 hexes# — 100 \$200 a

Enlarge—a G19 W 5 1 hr. varies s 1,500 \$75,000 m

Enlarge Object G69 J, S, W 3 1 hr. 1 per lb.# s 800 \$40,000 m

Enlarge Other—a G19 W 10 1 hr. varies s 2,000 \$100,000 m

Enthrall G75 S, mask# 1 1 hr. 3 3 500 \$25,000 a

Essential Acid G37 J, S, W 1 Perm.# 8 per gal. — 1,100 \$55,000 m

Essential Air G26 J, S, W 3 Perm. 2 — 800 \$40,000 m

Essential Earth G22 S 30 Perm. 8 per hex — 500 \$25,000 m

Explode G66 G, S, W 1 Instant 2 to 6 — 1,000 \$50,000 a

Extend Object G68 J, S, W 3 1 hr. 1 per lb.# s 800 \$40,000 m

Extinguish Radiation G105 J, S, W 1 Perm. varies — 1,500 \$75,000 a

False Aura—a G69 any 10 10 hr. 4# h 300 \$15,000 aw

False Tracks (L) G88 Sh 1 1 min. 2 1 300 \$15,000 a

Far-Feeling G61 Gs, J 3 1 min. 3 1 200 \$3,580 aw

Far-Tasting G43 C, J 3 1 min. 3 1 200 \$3,580 aw

Fascinate G75 Mi, other# --- Always On --- 1,000 \$50,000 c

Fast Fire G29 J, S, W 1 1 min. varies s 375 \$18,750 a

Fasten G67 rope, chain --- Perm. --- 90 per yard varies a

Final Rest UN47 regalia# --- Indef. --- 1,200 \$60,000 a

Fire Cloud G30 J, S, W varies 10 sec. 1 to 5# s 175 \$1,970 m

Flameturning G30 J, Wep, A none Instant 2 --- 300 \$15,000 a

Flaming Armor-a G31 J, S 1 1 min. 6 3 600 \$30,000 m

Flaming Armor-b G31 J, S 1 1 min. 6 3 1,000# \$50,000# aw

Flesh to Ice G35 S, W 2 Perm.# 12 --- 1,200 \$60,000 m

Flying Carpet G80 conveyance 5 Perm.# varies --- varies varies a

Force Wall-a G92 S 1 10 min. 2 per yard s 300 \$15,000 m

Foul Water G32 S, W 1 Perm.# 3# --- 100 \$200 a

Frailty-a G14 any --- Always On --- 200 per point varies c

Frailty-b G14 S, W 1 1 min. 2 per -1# s 1,000 \$50,000 m

Freedom G79 C, J --- Always On --- 500 per point varies aw

Fumble-a G16 S, W none Instant 5 --- 1,000 \$50,000 m

Fumble-b G16 J --- Always On --- 500 \$25,000 c

Game Addict T25 game# --- Always On --- 100 \$200 c

Garble-a G93 C, J --- Always On --- 400 \$20,000 c

Garble-b G93 S, W 1 1 min. 4 2 1,000 \$50,000 m

Gauntiness-a G17 any --- Always On --- 2,000 \$100,000 a

Gauntless—b G17 S, W 3 10 min. 6 6 1,000 \$50,000 m

Ghost Weapon G41 Wep — Perm. — 250 per lb. varies i

Glib Tongue G75 J, S, W 1 5 min. 2 1 650 \$32,500 a

Glitch G95 S, W 1 Instant 3 — 400 \$20,000 m

Gloom—a G64 J, S, W varies varies varies — 250 \$9,020 a

Glow—a G64 J, S, W varies varies varies — 250 \$9,020 a

Graceful Weapon G41 Wep, tool — Perm. — 150 per lb. varies i

Grease—a G79 J, S, W 1 10 min. 3 3 700 \$35,000 a

Grease—c (C) G79 Sh — Always On — 350 \$17,500 aw

Great Hallucination—a (L) G76 any — Always On — 2,000 \$100,000 c

Great Hallucination—b G76 S, W 4 1 min. 6 3 2,500 \$125,000 m

Great Shapeshifting G12 J 5 1 min. 8 4 5,000 \$250,000 m

Guide Missile—a T34 MW controls# 1 1 min. 2 1 500 \$25,000 a

Guide Missile—b T34 missile — varies — varies varies a

Guns to Butter T22 J, S, W 2 Perm. varies — 1,200 \$60,000 m

Hail of Lead T26 gun 1 1 sec. varies s varies varies a

Hair Growth—a G17 any — Always On# — 100 \$200 a

Hair Growth—b G17 S, W 1 5 sec. 1 1 250 \$9,020 a

Haircut—b G16 H — Always On — 200 \$3,580 a

Haircut—c G16 S, W, scissors 2 Instant 2 — 400 \$20,000 a

Hallucination—a (L) G76 any — Always On — 1,000 \$50,000 c

Hallucination—b G76 S, W 3 1 min. 4 2 1,200 \$60,000 m

Healing Slumber—a G52 S, W 30 8 hr.# 6# — 1,000 \$50,000 m, x

Healing Slumber—b G52 any — 8 hr.# — 900 \$45,000 a

Hide Emotion G20 H# 1 1 hr. 2 1 200 \$3,580 a

Hide Object—a G44 J, S, W 10 1 hr. 1 per lb. s 500 \$25,000 m

Hide Object—b G44 any — Perm. — 100 per lb. varies i

High—Explosive Fireball T21 S, W 1 to 4 Instant 10 to 40 — 1,800 \$90,000 m

Hold Breath G14 J, S, W 1 1 min. 4 2 450 \$22,500 a

Hold Fast G78 J, Sh — Always On — 500 \$25,000 a

Homing Missile T26 magic Wep# — Indef. — 900 \$45,000 m#

Homunculus G42 special — Perm. — 800 \$40,000 i

Hunger G15 J, S, W 5 Special 2 — 2,000 \$100,000 m

Hybrid Control—a (L) G9 J, S, W 1 1 min. 6 3 800 \$40,000 a

Hybrid Control—b G9 J# 1 1 min. 6 3 2,500 \$125,000 a

Icy Breath G36 J 2 1 sec. 1 to 4 — 400 \$20,000 m

Icy Missiles G36 Wep — Indef. — 1,000 \$50,000 a

Icy Touch G35 S, W 1# Perm.# 2 per 1/4"# — 800 \$40,000 m

Identify Caller T19 Md, phone 1 Instant 3 — 100 \$200 a#

Images of the Past G62 J, S, W 10 1 min. 3# s 700 \$35,000 m

Immurement (L) G90 S, W 3 Indef.# 8# — 1,000 \$50,000 m

Increase Burden—b G79 J, S, W 3 10 min. varies h 400 \$20,000 a

Inscribe—b G56 B 1 1 min. 1# s 30 \$60 a

Insignificance—a G20 Cl, H, J — Always On — 700 \$35,000 a

Insignificance—b G20 S, W 10 1 hr. 4 4 450 \$22,500 m

Instant Neutralize Poison G52 S, W 1 Instant 8 — 3,000# \$150,000# m, x

Invisible Sunbolt T24 S, W 1 to 3 Instant 2 to 6 --- 1,600 \$80,000 m

Irradiate G105 J, S, W 1 1 hr. varies h 300 \$15,000 a

Jump G79 J, S, Sh 1 1 min. 1 to 3# --- 250 per point varies a

Know Location G58 map, globe 10 Instant 2 --- 225 \$5,890 a

Know Recipe G43 J, S, W 10 1 day# 3 --- 450 \$22,500 a

Know True Shape G58 J, S, W 1 Instant 2 --- 250 \$9,020 m

Leak G40 Con --- Perm. --- 100 \$200 i

Lend Power--a G100 J, S, W 1 Indef. varies --- 1,000 \$50,000 m

Lend Power--b G100 machine --- Perm. --- 1 per 100 lbs.# varies i, m

Lend Spell G72 J, S, W 3 Perm. varies --- 1,000 \$50,000 m#

Lengthen Limb--a G18 W 5 1 min. 2 2 1,000 \$50,000 m

Lengthen Limb--b G18 special 5 1 min. 2 2 500 \$25,000 m

Light Tread G78 Sh 1 10 min. 4# 1# 400 \$20,000 aw

Lightning Stare G28 J 2 1 sec. 1 to 4 --- 1,000 \$50,000 m

Lightning Whip G28 J, G, whip 2 10 sec. 1 per 2 yards# s 350 \$17,500 m

Long March--a G78 J, S, W 1 min. 1 day 3 --- 400 \$20,000 m

Long March--b G78 Sh --- Always On --- 300 \$15,000 a

Lure--b G76 any 10 1 hr. 2 s 500 per hex# varies a

Machine Control G95 J, S, W 1 1 min. 6 3 2,000# \$100,000# a

Machine Possession G98 J# 30 1 min. 6 2 1,500 \$75,000 m

Machine Speech G95 J, S, W 1 1 min. 5 3 5,000# \$250,000# a

Machine Summoning G95 J, S, W 4 1 min. 4 2 1,000# \$50,000# a

Mad Machine T35 machine --- Perm. --- 1,000 \$50,000 i

Mage Light G64 J, S, W, lantern 1 1 min. varies s 100 \$200 m

Magic Bullet T26 gun --- Indef. --- 700 \$35,000 a

Magnetic Vision G102 J, Sp 1 1 min. 2 1 150 \$1,010 aw

Malefice G39 doll --- Indef.# --- 250 \$9,020 m#

Malfunction G97 S, W 1 1 min. 5 --- 2,000 \$100,000 m

Mana Warhead T21 projectile --- Instant --- 20 ¥ cost varies a

Manastone G42 jewel --- Indef. --- 5 per point varies i

Mapmaker-a G67 scroll 10 1 hr. 4 2 100 \$200 a

Mapmaker-b G67 S, W 10 1 hr. 4 2 300 \$15,000 a

Memorize-a G59 H, J 2 10 sec.# 3 --- 500 \$25,000 a

Memorize-b (L) G59 any --- Always On --- 400 \$20,000 a

Merging Shapeshifting G12 S, W 30 1 hr. 8 3 6,000 \$300,000 m

Message G94 conch varies varies 1 per 15 sec. --- 1,000 \$50,000 a

Metal Vision T37 any 1 30 sec. 2 per 5 yards# s 800 \$40,000 aw

Mirror G65 J, S, W 1 1 min. 2 per hex s 350 \$17,500 a

Move Terrain G23 S 1 min. 1 hr.# 10 8 3,000 \$150,000 m

Mud Jet G22 S, W 1 1 sec. 1 to 3 s 600 \$30,000 m

Musical Scribe G94 pen --- Perm. --- 350 \$17,500 i

Mystic Mark-b G67 B, S, W 10 Perm.# 3 --- 300 \$15,000 a

Necrovision-a T23 television 4 1 hr. 2 1 360 \$18,000 a

Necrovision-b (L) T23 old TV listings 4 1 hr. 2 1 60 \$120 a

Oath G77 J --- Always On --- 550 \$27,500 a

One-College Powerstone G42 jewel --- Perm. --- 12 per point varies i

Partial Petrification G22 J, S, W 3 Perm. 12 — 1,300 \$65,000 m

Partial Shapeshifting G11 varies 10 1 hr. varies — varies varies a

Particle Beam T38 S, W 1 to 3 Instant 5 to 15 — 3,000 \$150,000 m

Penetrating Blade G41 Wep — Perm. — varies varies i

Perfume G14 S, W 1 10 min. 2 1 200 \$3,580 a

Permanent Beast Possession G10 H 1 min. Indef. 20 — 2,000 \$100,000 m

Permanent Shapeshifting—a G12 J 1 min. Indef. varies — 3,000 \$150,000 m, x

Permanent Shapeshifting—b G12 skin 1 min. Indef. varies — 4,500 \$225,000 m, x

Phantom G57 J, S, W 1 1 min. 5# h 600# \$30,000# m

Phase G46 C, J none Instant 3 — 1,000 \$50,000 mw

Phase Other G46 J, S, W none Instant 3 — 2,000 \$100,000 m

Planar Visit—a G45 J, S, W 30 1 min. 4# 2 1,000 \$50,000 m

Planar Visit—b G45 Wep 30 1 min. 4# 2 2,000 per lb. varies mw

Plane Shift (L) G46 any 5 Perm. 20# — 2,000# \$100,000# a

Plane Shift Other (L) G46 J, S, W 5 Perm. 20# — 2,000# \$100,000# m

Plant Control G89 J, S, W 1 1 min. 3 h 600 \$30,000 a

Plant Form Other G90 S, W 30 1 hr. 5 2 3,000 \$150,000 m

Plant Speech G89 S 1 1 min. 3 2 2,000# \$100,000# a

Plant Vision G88 any 1 30 sec. 1 per 10 yards# s 300 \$15,000 a

Plastic Vision G106 any 1 30 sec. 2 per 5 yards# s 800 \$40,000 aw

Pollen Cloud G88 J, S, W 1 5 min.# 1 — 100 \$200 a

Prepare Game—a G43 J, S, W, knife 10 Perm. 2 — 300 \$15,000 a

Prepare Game—b (L) G43 varies 10 Perm. 2 — 150 \$1,010 a

Presence—a G20 Cl, H, J — Always On — 700 \$35,000 a

Presence—b G20 S, W 10 1 hr. 4 4 450 \$22,500 m

Preserve Fuel—a G100 J, S, W 1 1 week 4 per lb. h 400 \$20,000 a

Preserve Fuel—b G100 Con — Always On — 40 per lb. varies a

Program T33 Com — Always On — 300 \$15,000 m

Projection G61 J, S, W 3 1 min. 4 2 500 \$25,000 mw

Propel—a G101 J, S, W 1 Indef. varies — 1,000 \$50,000 m

Propel—b G101 engine — Perm. — 1 per 100 lbs.# varies i, m

Protozoan Control—a (L) G9 J, S, W 1 1 min. 1 1 200 \$3,580 a

Protozoan Control—b G9 J, S, W 1 1 min. 1 1 400 \$20,000 a

Pull—a G80 J, S, W 5 1 min. 1 per 2 ST# s 250 \$9,020 m

Purify Air—b T17 mesh — Always On — 200 per hex# varies a

Purify Earth G24 S 30 Perm. 2# — 400 \$20,000 a

Purify Fuel G100 J, S, W 1 Perm. 1/2 per lb.# — 200 \$3,580 a

Purify Power T30 electrical device — Always On — 500# \$25,000# a

Purify Signal T17 Md, radio# 1 1 min. 2 1 100 \$200 a#

Quick Aim G41 Wep — Perm. — varies varies i

Radiation Jet G105 S, W 1 1 sec. 1 to 3# s 600 \$30,000 m

Radio Hearing G102 J# 1 1 min. 2 1 150 \$1,010 aw

Rain of Acid G37 S 1 1 min. 3 3 1,200 \$60,000 m

Rain of Fire G30 S 1 1 min. 1# s 600 \$30,000 m

Rain of Ice Daggers G36 S 1 1 min. 2# s 800 \$40,000 m

Rain of Nuts G88 S, W 1 1 min. 1 s 500 \$25,000 m

Rain of Stones G22 S 1 1 min. 1# s 500 \$25,000 m

Rapid Journey G47 S, W 5 1 min. varies varies 5,000 \$250,000 m

Recall G59 H, J, W 10 1 day# 4 --- 700 \$35,000 m

Reduce Recoil T26 MW --- Always On --- varies varies a

Reflect Gaze G92 J none Instant 2 --- 600 \$30,000 a

Reflexes--a G16 any --- Always On --- 1,200 \$60,000 a

Reflexes--b G16 S, W 1 1 min. 5 3 800 \$40,000 m

Rejuvenate Plant G88 S 1 Perm.# 3 per hex --- 700 \$35,000 m

Relieve Addiction G54 J, S, W 10 1 day 6 --- 400 \$20,000 a

Relieve Madness G54 J, S, W 10 10 min. 2 --- 850 \$42,500 a

Relieve Paralysis G53 C, J --- Always On --- 200 per HP varies aw

Relieve Sickness G54 J, S, W 10 10 min. 2 --- 250 \$9,020 a

Remember Path--a G59 J, S 10 1 hr.# 3 1 600 \$30,000 a

Remember Path--b (L) G59 special --- Always On --- 400 \$20,000 a

Remove Aura--a G69 J, S, W 10 Perm.# 5 --- 300 \$15,000 m

Remove Aura--b G69 C, J --- Always On --- 1,500 \$75,000 aw

Remove Fetus T22 Gs 3 Instant 3 --- 400 \$20,000 a

Remove Reflection G63 J --- Always On --- 200 \$3,580 aw

Remove Shadow G63 J --- Always On --- 200 \$3,580 aw

Repel--a G80 J, S, W 5 1 min. 1 per 2 ST# s 250 \$9,020 m

Repel Amphibians G10 area --- Always On 4 2 400 \$20,000 i

Repel Arachnids G10 area --- Always On 3 2 300 \$15,000 i

Repel Birds G10 area --- Always On 4 2 400 \$20,000 i

Repel Crustaceans G10 area --- Always On 3 2 300 \$15,000 i
 Repel Fish G10 area --- Always On 3 2 300 \$15,000 i
 Repel Hybrids G10 area --- Always On 6 3 600 \$30,000 i
 Repel Insects G10 area --- Always On 3 2 300 \$15,000 i
 Repel Mammals G10 area --- Always On 5 3 500 \$25,000 i
 Repel Mollusks G10 area --- Always On 3 2 300 \$15,000 i
 Repel Protozoa G10 area --- Always On 1 1 100 \$200 i
 Repel Reptiles G10 area --- Always On 4 2 400 \$20,000 i
 Repel Spirits--a G85 J, S, W 10 1 hr. 4 h 1,100 \$55,000 m
 Repel Worms G10 area --- Always On 2 1 200 \$3,580 i
 Resist Acid--a G37 J, S, W 1 1 min. 2# h 800 \$40,000 aw
 Resist Acid--b G37 J, S, W 1 1 min. 2# h 1,200 \$60,000 a
 Resist Disease--a G54 J --- Always On --- 2,500# \$125,000# a
 Resist Disease--b (L) G54 J --- Always On --- 250 \$9,020 a
 Resist Lightning--a G27 any 1 1 min. 2 1 1,000 \$50,000 aw
 Resist Lightning--b G27 J, S, W 1 1 min. 2 1 1,500 \$75,000 a
 Resist Poison G54 J --- Always On --- 4,000# \$200,000# a
 Resist Radiation--a G105 any 1 1 min. varies h 1,000 \$50,000 aw
 Resist Radiation--b G105 J, S, W 1 1 min. varies h 1,500 \$75,000 a
 Resist Sound--a G93 any 1 1 min. 2# h 800 \$40,000 aw
 Resist Sound--b G93 J, S, W 1 1 min. 2# h 1,200 \$60,000 a
 Resist Water--a G33 J, S, W --- Always On --- 200 \$3,580 aw
 Resist Water--b G33 J, S, W 1 1 min. 2 1 400 \$20,000 a

Restore Hearing G55 C, J --- Always On --- 100 per point varies a

Restore Memory G53 S, W 10 Perm. 3 --- 600 \$30,000 a

Restore Sight G55 C, J --- Always On --- 100 per point varies a

Restore Speech G55 C, J --- Always On --- 1,000 \$50,000 a

Retch G15 S, W 4 varies 3 --- 400 \$20,000 m

Retrogression-a (L) G21 H --- Always On --- 350 \$17,500 a

Retrogression-b G21 J, S, W 10 1 sec. 5# --- 400 \$20,000 m

Return Missile G92 J, Wep, Sl none Instant 3 --- 400 \$20,000 a

Reveal Function G95 J, S, W 10 min. Instant 8 --- 1,500 \$75,000 a

Rive G66 G, S, W 1 Instant 1 per die --- 1,000 \$50,000 a

Rotting Death G86 J, S, W 3 1 sec. 3 2 700 \$35,000 m

Sanctuary G45 J, S, W, door 10 1 hr. 5 5 2,000 \$100,000 m

Sandstorm G25 J, S, W 1# 1 min.# 3 h 1,000 \$50,000 m

Scents of the Past G63 J, S, W 10 1 min. 1# s 350 \$17,500 m

Schematic G97 blueprint, H 30 1 min. 5# h 200 \$3,580 m

Scry Gate-a G49 J, S, W 10 1 min. 4 4 200 \$3,580 a

Scry Gate-b G49 gate --- Perm. --- 100 \$200 a

Scryfool-a G74 J, S, W 10 10 hr. 4 2 300 \$15,000 aw

Scryfool-b G74 pair of items --- Always On --- 1,000 \$50,000 a#

Season G43 spoon 10 Perm. 2 per meal --- 150 \$1,010 a

See Radiation G104 J, S, W 1 1 min. 3 2 400 \$20,000 a

Seek Air G24 F 1 Instant 1 --- 60 \$120 a

Seek Emitter T17 W, map# 1 Instant 2 --- 200 \$3,580 a

Seek Fire G29 F 1 Instant 1 --- 50 \$100 a

Seek Fuel G99 stick# 10 Instant 3 --- 60 \$120 a

Seek Gate G49 F 10 Instant 3 --- 100 \$200 a

Seek Machine G95 J, S, W 10 Instant 3 --- 100 \$200 a

Seek Magic G60 J, S, W 10 Instant 6 --- 1,200 \$60,000 a

Seek Metal (L) G105 F 10 Instant 3 --- 50 \$100 a

Seek Plastic G105 J, S, W 10 Instant 3 --- 60 \$120 a

Seek Power G99 W 10 Instant 3 --- 60 \$120 a

Seek Radiation G104 F, W 10 Instant 3 --- 60 \$120 a

Sense Disease T22 J, S, W 1 Instant 1/3# --- 100 \$200 a

Sense Observation--a G92 J, S, W 5 1 hr. 1 or 3# h 300 \$15,000 aw

Sense Observation--b G92 C, J --- Always On --- 1,500 \$75,000 aw

Sensitize--a G17 any --- Always On --- 300 \$15,000 c

Sensitize--b G17 S, W 1 1 min. 3 2 400 \$20,000 m

Shade G92 J, S 10 1 hr. 1 h 100 \$200 aw

Shape Light--b G63 J, S, W 1 1 min. 2 2 100 \$200 a

Shaped--Charge Fireball T21 S, W 1 to 6 Instant 5 to 30 --- 1,600 \$80,000 m

Shocking Touch G27 G, S, W 1 Instant 1 to 3 --- 1,500 \$75,000 m

Shrink--a G18 W 5 1 hr. varies s 1,500 \$75,000 m

Shrink Object G68 J, S, W 3 1 hr. 1 per lb.# s 800 \$40,000 m

Shrink Other--a G19 W 10 1 hr. varies s 2,000 \$100,000 m

Silver Tongue--a G93 S, W 1 1 min. 3 2 200 \$3,580 m

Silver Tongue--b G93 J --- Always On --- 600 \$30,000 aw

Simulacrum G39 golem --- Perm. --- varies varies i
 Skull-Spirit-b T27 warhead --- Instant --- 50 per skull varies a
 Slide G79 J, Sh 1 1 min. 2 2 350 \$17,500 aw
 Slow-a G78 S, W 3 10 sec. 5 4 1,000 \$50,000 m
 Slow-b G78 J, Sh --- Always On --- 500 \$25,000 c
 Slow Fire G29 J, S, W 1 1 min. varies s 350 \$17,500 a
 Slow Healing-a G84 J, S, W 10 1 day 1 to 5# s 200 \$3,580 m
 Slow Healing-b G84 Wep --- Always On --- varies varies a
 Slow Time G50 S, T 2 1 min.# varies s 1,000 \$50,000 m
 Small Vision-a G65 J, S, W 2 1 min. varies h 400 \$20,000 aw
 Small Vision-b G65 J, S, W --- Always On --- 400 \$20,000 a
 Smoke G30 J, S, W 1 5 min.# 1 --- 50 \$100 a
 Snow Jet G35 S, W 1 1 sec. 1 to 3 s 600 \$30,000 m
 Soilproof-a G66 J, S, W 2 10 min. 2# h 400 \$20,000 a
 Soul Golem G42 golem --- Perm. --- 1,000 \$50,000 i
 Soul Stone G42 jewel --- Perm. --- 500 \$25,000 i
 Soulburner Gestalt T20 special --- Always On --- varies varies i
 Spark Cloud G29 J, S, W 1 to 5 10 sec. 1 to 5# s 150 \$1,010 m
 Spark Storm G29 J, S, W 1# 1 min.# 2 to 6# h 300 \$15,000 m
 Spectrum Vision G102 J, Sp 1 1 min. 4 4 750 \$37,500 aw
 Speed Data T19 Md, phone --- Always On --- 50 ¥ mult. varies a
 Spell Stone G38 jewel --- Indef. --- 20 ¥ cost varies a#
 Spell Targeting T21 targeting sys. --- Perm. --- 50 per mile varies m

Spell Wall—b G69 J, S, W 1 1 min. 2 per yard# s 600 \$30,000 m

Spellguard—a G71 J, S, W s=c 10 hr. 1 to 3# s 500 \$25,000 m

Spellprocessor T19 software — Always On — 500 \$25,000 a

Spider Silk G10 S, W 1 1 min. 1 per 5 yards# h 400 \$20,000 m

Spit Acid G37 J 2 1 sec. 1 to 4 — 400 \$20,000 m

Steady Hand T26 gun, camera 1 1 min. 1 1 120 \$470 a

Steal Beauty G85 J, S, W 30 1 day# varies h 2,500 \$125,000 m

Steal Power G101 J, S, W varies varies 0 — 750 \$37,500 m

Steam Jet G34 S, W 1 1 sec. 1 to 3 s 700 \$35,000 m

Steelwraith—a G22 J, S, W 2 1 min. 7 4 1,200 \$60,000 m

Steelwraith—b (C) G22 Wep# — Always On — 250 per lb. special a

Stop Bleeding G53 any 1 Perm.# 1# — 500 \$25,000 aw

Stop Healing—a G84 J, S, W 10 varies 10 — 500 \$25,000 m

Stop Healing—b G84 Wep — Always On — varies varies a

Stop Paralysis G53 J, S, W 1 Perm. 1 or 2# — 200 \$3,580 a

Stop Power G100 S, W 3 1 min. 3 h 800 \$40,000 m

Stop Spasm—a G15 S, W 1 Instant 1 — 400 \$20,000 m, x

Stop Spasm—b G15 any — Always On — 750 \$37,500 a

Storm G26 S 1 min.# 1 hr.# 1/50 s 1,000 \$50,000 m

Strengthen Will—a G75 any — Always On — 1,000 per point varies aw

Strengthen Will—b G75 S, W 1 1 min. 1 per +1# h 1,500 \$75,000 m

Strike Anosmic—a G14 any — Always On — 300 \$15,000 c

Strike Anosmic—b G14 S, W 1 10 sec. 2 1 800 \$40,000 m

Strike Barren—a G14 S, W 30 Perm. 5 — 200 \$3,580 m

Strike Barren—b G14 any — Always On — 600 \$30,000 c

Strike Numb—a G14 any — Always On — 300 \$15,000 c

Strike Numb—b G14 s, W 1 10 sec. 3 1 800 \$40,000 m

Sunbolt G65 S, W 1 to 3 Instant 1 to 3 — 800 \$40,000 m

Sunlight G64 J, S, W 1 1 min. 2 h 175 \$1,970 m

Suspend Magery G73 C, J — Always On — 2,200 \$110,000 c

Suspend Magic G70 J, S, W s=c 1 min. 3 2 1,500 \$75,000 m

Suspend Spell G70 J, S, W 1 1 min. varies s 500 \$25,000 m

Suspend Time G50 S, T 5 min. 1 day# 5 s 2,500 \$125,000 m

Talisman G38 J# — Indef. — varies varies a#

Telecast G73 carved eyeball 1 min. 1 min. varies s 1,900 \$95,000 m

Televisomancy T23 television 1 min. Instant 10 — 1,000 \$50,000 a

Tell Position G58 J, S, W 1 Instant 1 — 150 \$1,010 a

Test Area G58 S, W 1 Instant 1# — 80 \$160 a

Test Fuel G99 J, S, W 1 Instant varies — 100 \$200 a

Thirst G15 J, S, W 10 Instant# 5 — 2,500 \$125,000 m

Throw Spell (L) G71 MW 1 Indef.# 3 — 2,500 ¥ cost varies a

Tickle—a G15 S, W, feather 1 1 sec. 2# 2 800 \$40,000 a

Tickle—b G15 pillow# — Always On — 250 \$9,020 c

Tide G34 J, S, W 1 min. 1 hr. 1/30 s 225 \$5,890 a

Time Out G51 S, T 5 min. Special 5 — 2,500 \$125,000 m

Timeport G46 S, T, W 1 Instant varies — 4,000# \$200,000# m

Timeport Other G47 S, W 1 Instant varies --- 4,000 \$200,000 m

Timeslip G47 C, J, T none Instant 1 per sec.# --- 500 \$25,000 m

Timeslip Other G47 J, S, W none Instant 1 per sec.# --- 1,000 \$50,000 m

Touch G13 J, S, W 1 Instant 1 --- 50 \$100 a

Trace Teleport G47 any 1 Instant 3 --- 100 \$200 a

Transfer Pregnancy T22 J, S, W 1 Instant varies --- 1,600 \$80,000 m

Transform Object G68 J, S, W s=c 1 hr. 1 per lb.# s 1,000 \$50,000 m

Transparency-a G67 J, S, W 10 1 min. 4 per hex h 850 \$42,500 a

Turn Blade G91 bracelet# none Instant 1 --- 300 \$15,000 a

Turn Spirit G84 J, S, W 1 10 sec. 4 2 350 \$17,500 m

Upgrade Computer T35 Com 1 10 min. varies --- varies varies i

Ushabti EG97 statuette --- Perm. --- 200# \$3,580# a

Utter Wall-a G93 S 1 1 min. 4 per yard s 1,000 \$50,000 m

Vexation G20 H 1 1 min. 2 ¥ bonus# s 1,000 \$50,000 m

Video Entity T20 videotape# --- varies --- varies varies a

Vigil G75 H, J 1 1 night 8 --- 1,000 \$50,000 m, x

Volume Control-a T26 J, W, baton 2 1 min. 2 1 100 \$200 a

Volume Control-b T26 radio, etc.# --- Perm. --- 20 \$40 i

Walk Through Plants G89 Cl 1 1 min. 3 1 400 \$20,000 a

Walk Through Water G32 C, J 3 1 sec. 4# 3# 1,100 \$55,000 aw

Walk Through Wood G89 Cl 1 1 sec. 3 2 500 \$25,000 a

Wall of Light-a G64 J, S, W 1 1 min. 1 to 3 s 200 \$3,580 a

Wall of Lightning-a G28 J, S, W 1 1 min. 2 to 6# s 500 \$25,000 m

Wall of Wind G25 J, S, W 1# 1 min.# 2 1 400 \$20,000 m

Warm G27 S 1 min.# 1 hr. 1/10 s 150 \$1,010 m

Warmth G30 C, J, S, blanket 10 1 hr. 2 1 200 \$3,580 aw

Water to Fuel G100 Con --- Always On --- varies varies i

Waves G34 J, S, W 1 min. 1 hr. 1/60 s 300 \$15,000 a

Weaken Blood-a G16 any --- Always On --- 900 \$45,000 c

Weaken Blood-b G16 Wep# --- Always On# --- 1,200 \$60,000 a

Weaken Will-a G75 any --- Always On --- 100 per point varies c

Weaken Will-b G75 S, W 1 1 min. 2 per point# h 950 \$47,500 m

Weapon Self-a G68 J 5 1 min. 8 4 2,000 \$100,000 a

Weapon Self-b G68 Wep 5 1 min. 8 4 500 per lb. varies a

Weapon Spirit G41 Wep --- Perm. --- varies varies i

Whirlpool G33 J, S, W 1# 1 min.# 2 1 500 \$25,000 m

Wind G26 J, S, W 1 min. 1 hr. 1/50 s 300 \$15,000 a

Wizard Hand-a G62 any# --- Perm. --- 300 \$15,000 i

Wizard Hand-b G62 carved hand 3 1 min. 4# 3# 400 \$20,000 m

Wizard Mouth-a G61 any# --- Perm. --- 325 \$16,250 i

Wizard Mouth-b G61 carved mouth 2 1 min. 4 2 650 \$32,500 m

Wizard Nose-a G62 any# --- Perm. --- 475 \$23,750 i

Wizard Nose-b G62 carved nose 2 1 min. 3 2 500 \$25,000 m

Worm Control-a (L) G9 J, S, W 1 1 min. 2 1 200 \$3,580 a

Worm Control-b G9 J, S, W 1 1 min. 2 1 400 \$20,000 a

Wraith UN44 ring# --- Always On --- 500# \$25,000# c

Wrong Number T18 Md, phone 4 1 hr. 2 1 50 \$100 a#

Zombie-a UN41 coffin# varies Perm. 0 --- varies varies a

Zombie-b UN41 Wep 24 hr. Perm. 0 --- 5,000 \$250,000 a

