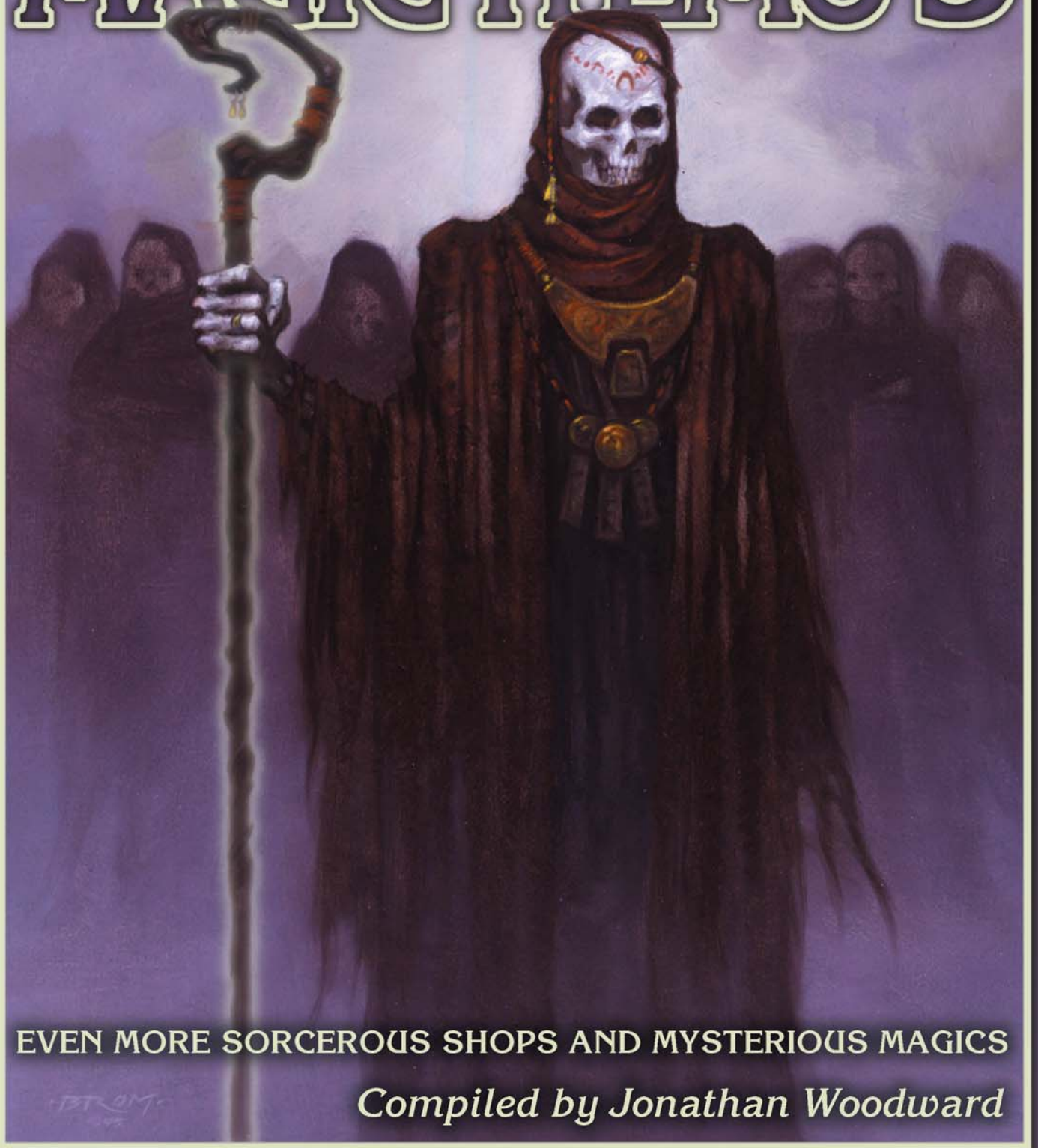


G U R P S[®]

MAGIC ITEMS 3



EVEN MORE SORCEROUS SHOPS AND MYSTERIOUS MAGICS

Compiled by Jonathan Woodward

STEVE JACKSON GAMES

In The Chest You Find . . . A Vorpal Six-Gun?

Enchanted handguns . . . sorcerous spaceships . . . clockwork golems . . . from the Ice Age to the distant future, *GURPS Magic Items 3* is full of intriguing and exciting artifacts for magical adventures. There are “generic” items, suitable for a range of settings, as well as creations specifically for popular game settings like *GURPS Technomancer*, *GURPS Steampunk*, and *GURPS Warehouse 23*!

Also included are:

- Magic Items Across Time and Dimension – Guidelines for magic items at every tech level and in dozens of *GURPS* settings, including Secret Magic settings and the dark Post-Manaclism future.
- Alternate Enchantment Techniques – More weird and wonderful ways to create magic items, covering charms, sacred items, qabala, and magic-as-technology.
- People and Organizations – More than a dozen new guilds, organizations, and corporations intimately involved in the magic item trade.
- Plus a new reference table covering hundreds of “off the rack” magic items from *GURPS Grimoire*, and much more!



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The *GURPS Basic Set* is required to use these items in a *GURPS* campaign, and *GURPS Magic* and *GURPS Grimoire* are recommended. The items in this book can be a source of inspiration for magical campaigns in any system.

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G U R P S[®]

MAGIC ITEMS 3

Yet More Sorcerous Shops and Mysterious Magics

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Author's Dedication: To Tracy Gangwer,
and her unique perspective.

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CONTENTS

Introduction	3	SECURITY ITEMS	50
<i>About GURPS</i>	3	CURSES, TRICKS, AND TRAPS	52
<i>About the Author</i>	3	6. Golems and Mechagolems	54
1. Magic Items Across Time and Dimension	4	THE NATURE OF A GOLEM	55
TL0 – BEFORE METAL	5	<i>The Social Qabala Association</i>	55
“ <i>Spell-Based Magic</i> ”	5	FOLLOWING ORDERS	56
<i>When Is a Magic Item Not a Magic Item?</i>	6	GOLEMS AS CHARACTERS	56
TL1-TL2 – BRONZE AND IRON	7	<i>Option: Mute Golems</i>	56
TL3 – TRADITIONAL FANTASY	8	NEW TYPES OF GOLEMS	57
<i>Secret Magic Settings</i>	8	GOLEM TABLE	58
<i>Full Magic Settings</i>	8	<i>How Golems Cast Spells</i>	60
<i>What’s a “Ritual Item”?</i>	8	RESILIENT GOLEMS	61
TL4 – CLOCKWORK AND GUNPOWDER	9	MIXED-MEDIA GOLEMS	61
TL5 – THE AGE OF STEAM	9	GOLEMS OF DIFFERENT SIZES	62
<i>Losing Enchanted Objects – or Not</i>	10	SKILLED GOLEMS	63
TL6 – WORLD WARS AND PULP ACTION	11	ANIMAL-SHAPED GOLEMS	63
TL7-TL8 – MODERN DAY	11	OTHER SHAPES	64
<i>The Mysterious Little Shop</i>	12	MECHANICAL GOLEMS	64
TL9+ – THE FUTURE	12	MECHAGOLEMS	65
<i>Books</i>	13	7. Holy and Unholy Magic	67
OTHER WORLDS AND TIMES	14	HOLY ITEMS	68
THE HEIRLOOM	15	<i>Relics of the Catholic Church</i>	69
2. Alternate Enchantment Techniques	16	UNHOLY ITEMS	73
RITUAL MAGIC ITEMS	17	8. Medical and Necromantic Magic	75
<i>New Spells</i>	18	MEDICAL ITEMS	76
ARTIFACTS	19	NECROMANTIC ITEMS	77
<i>Living Artifacts</i>	19	<i>The Un-Pharaohs</i>	78
<i>Mage Wages</i>	20	9. Political and War Magic	80
INDUSTRIAL ENCHANTMENT	20	POLITICAL ITEMS	81
<i>Lend Skill and Talismans</i>	21	<i>The Magic-Free Elections Alliance</i>	82
QABALISTIC ENCHANTMENT	21	WAR ITEMS	83
ISLAMIC ENCHANTMENT	22	10. Tools and Toys	84
ENCHANTMENT THROUGH AGE	23	TOOLS	85
ENCHANTMENT THROUGH DEEDS	23	<i>The Toolmakers</i>	86
SPELL ENGINES	24	TOYS AND ENTERTAINMENT	88
<i>Prerequisites</i>	25	11. Travel and Adventuring Magic	90
<i>What Complexity Do I Need?</i>	25	LAND AND WATER TRAVEL	91
<i>Option: Low-Tech Spell Engines</i>	26	<i>The Orc’s Chest</i>	92
<i>Spell Engines and Setting</i>	26	SPACE TRAVEL	93
<i>Spell Rituals</i>	27	OTHER TRANSPORTATION ITEMS	96
FOLK MAGIC	28	ADVENTURING ITEMS	97
NATURAL MAGIC	29	12. Weaponry	98
NEW ENCHANTMENT SPELLS	29	SWORDS	99
<i>The Role of Spell Arrows in the Campaign</i>	32	<i>Armory Island</i>	100
3. Buildings and Places of Power	34	OTHER MELEE WEAPONS	100
<i>Magic Item Information</i>	36	PRE-GUNPOWDER RANGED WEAPONS	102
<i>The Carthaginian Solution</i>	37	GUNS	102
4. Clothing and Armor	39	13. Wizardly Tools	104
CLOTHING	40	<i>The Bureau of Sticks (The Bureau of Staff Registration)</i>	106
<i>The Haberdashers From Hell</i>	41	Table: 216 Spell Components	114
JEWELRY	42	Common Enchantment Table II	116
ARMOR	43	Magic Item Table	125
5. Criminal and Law-Enforcement Magic	45	Index	127
THIEVING ITEMS	46		
OTHER ILLEGAL ITEMS	47		
<i>The Magnificent Magi</i>	48		

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) six-guns of the Old West, to the mass-produced merchandise of *GURPS Technomancer*. It provides new items and enchantment techniques for existing *GURPS* worlds, as well as 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 gazetteer of time and space, discussing magic items in more than a score of historic, mythic, 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: 11 chapters 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 magic items across the universe. Endless possibilities await.

About the Author

Jonathan Woodward is a part-time freelance writer and full-time computer professional. He is the author of *GURPS Ogre* and *Transhuman Space: In The Well*, and co-author of the *Hellboy Sourcebook and Roleplaying Game* and 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.

ABOUT GURPS

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

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we’ll be happy to let you know what’s new. For a current catalog, send us a legal-sized or 9”x12” SASE – please use two stamps! – or just visit www.warehouse23.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

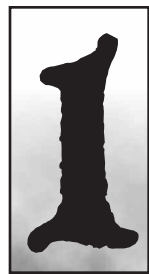
Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your web browser to gurpsnet.sjgames.com.

The *GURPS Magic Items 3* web page is at www.sjgames.com/gurps/books/magicitems3/.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are CB to *GURPS Cabal*, G to *GURPS Grimoire*, M to *GURPS Magic, Second Edition*, MI to *GURPS Magic Items*, MIT to *GURPS Magic Items 2*, OW to *GURPS Old West, Second Edition*, R to *GURPS Religion*, RO to *GURPS Robots*, SPI to *GURPS Spirits*, STM to *GURPS Steampunk*, T to *GURPS Technomancer*, TT to *GURPS Time Travel*, and WT to *GURPS Warehouse 23*. The abbreviation for this book is MIiii. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.



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 dictated precise instructions to the spectacled 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 the 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 a variety of historical eras. It also covers most of the magic-oriented **GURPS** worlds and settings – and a few not traditionally thought of as magical!

TLO – 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 for the magic practiced by shamans, and should be considered the default for TLO campaigns.

Animistic beliefs produce magic items designed to manipulate, placate, or deceive spirits; they are rarely powerful in themselves. If transported to a world with no spirits, or different spirits, 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 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.

"SPELL-BASED MAGIC"

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 "spell-based 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.



Beginning with Neanderthal 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 itself be increasingly abstract; instead of a feather, a feather-shaped stone or a drawing of a hawk can work just as well. Magic items incorporate 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, most magic items should be restricted to more evolved forms of humanity.

WHEN IS A MAGIC ITEM NOT A MAGIC ITEM?

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

When It's Sufficiently Advanced Technology

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.

When It's a Psionic Device

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.

When It's a Strange Design

Otherwise-normal technology, put together in strange ways, can seem like magic. An alien-designed flamethrower 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."

When It's a Fake

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.

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 spell-based magic system, which previously would have been unthinkable. In many secret magic settings, from this point forward ritual magic and spell-based magic coexist, probably uneasily.

GURPS Egypt

Ancient Egypt is 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 war god Anhur, who held a monopoly on weapon and armor enchantments. Spell-based magic enchantment can be used unchanged in this setting.

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 probably either stolen, lost, or on loan – all of which provide adventure hooks for the GM.

A second class 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 can 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 people’s arms won’t get them 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.

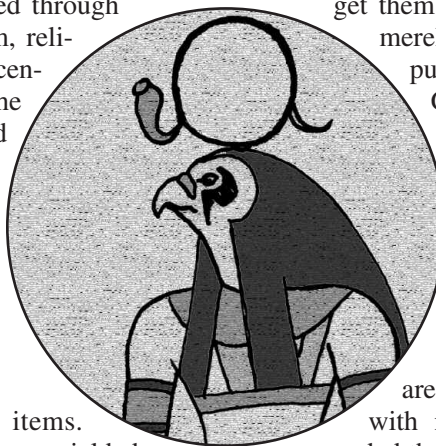
The Orichalcum Age

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

GURPS Imperial Rome

The religious beliefs of Rome at its height can support either spell-based 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 spell-based magic fit easily into a full magic Roman campaign. Certainly, the idea of 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.



TL3 – TRADITIONAL FANTASY

Most magical roleplaying settings fall between the invention of steel and the discovery of gunpowder. TL3 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 tales of their creation. 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.

SECRET MAGIC SETTINGS

Many traditional roleplaying worlds, from *GURPS Cabal* and *GURPS Voodoo* 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.

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 . . .

FULL MAGIC SETTINGS

In contrast, in "full magic" settings magic is widespread and public. The average citizen may not be a mage, but he knows they exist, and probably where to find one. Yrth is this type of world, as is the Earth of *GURPS Technomancer*.

WHAT'S A "RITUAL ITEM"?

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 dreidel), 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.

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 . . .

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 spell-based magic, but the *Enchantment Through Deeds* and *Creation As Deed* rules from Chapter 2 should probably be in effect as well. Many Japanese swords become quite powerful without ever being intentionally enchanted. Further, the Soul Creation spell (p. 31) is available in *GURPS Japan* games. It allows for a deliberate result similar to the *Creation As Deed* effect, enchanting an item with some of its creator's skill.

GURPS Middle Ages 1

The European Middle Ages are the mainstream of fantasy roleplaying. However, the spell-based 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. 28.

Yrth

The world of Yrth uses the spell-based 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 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 spell-based magic and folk magic (p. 28). Magic items in this setting are almost always either gifts from powerful NPCs, created from formulas learned from powerful NPCs, or natural magic (p. 29). A PC enchanter should *always* have 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 coexist. 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 spell-based magic can be used.

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 be a shadowy thing, still powerful, but banished from the public eye . . . or be extravagant and forthright, bursting with possibilities that can be used against, or in combination with, the new technologies.



TL5 – THE AGE OF STEAM

GURPS Goblins

For a goblin, magic items are a great deal like hard spirits and the attentions of the opposite sex: much desired, but usually 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 create afterward often *appear* to work as intended, but invariably lead their owners to their destruction – probably in a dark and smelly alley. The enchanter himself is destined to meet 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 existential terror on their faces and queerly enticing devices in their hands.

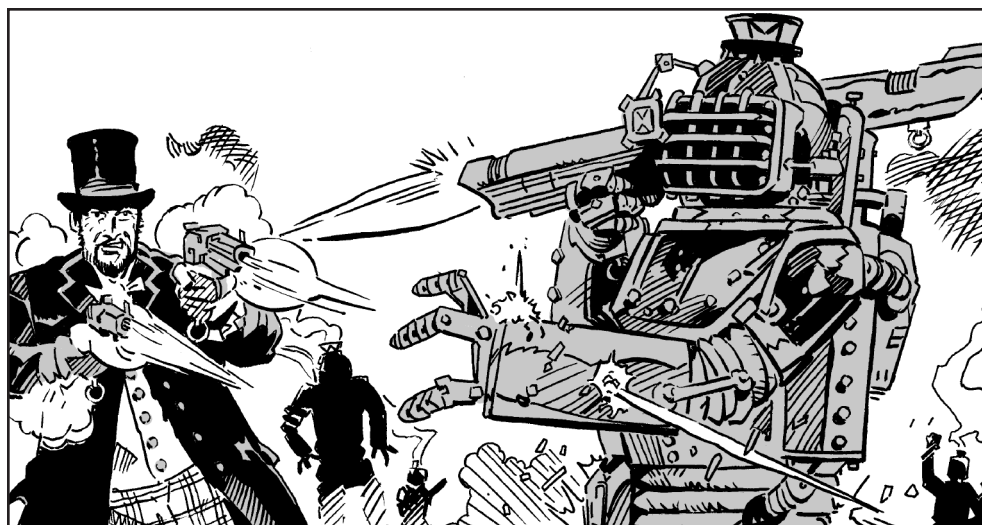
There is also room in Goblin London for purely Holy magic items. The downside of these items (for there always is one) comes from the fact that the average goblin is approximately as worthy an owner as a depraved vole. See God's Cup on p. 68 for an example.

GURPS Old West

The golden age of the Western as a genre (the middle decades of the 20th 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. 17 and pp. OW67-79), and all the types of items associated with it work well.

Classic film horror can use virtually any enchantment system, and several can even exist together. 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 blend, but tend to be cheerfully over-the-top, with arcane technological items available at the local general store.

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

LOSING ENCHANTED OBJECTS – OR NOT

One common feature of magic items in legends and novels is that they get lost – sometimes quite often. (For example, this is the fundamental plot point of *The Lord of the Rings*.) On the other hand, some settings include enchantments which *prevent* such losses, ensuring that an object will always return to its rightful owner.

GURPS covers the latter idea with enchantment spells like Loyal Sword (p. M45). However, once this sort of spell appears in a game, it seems reasonable to cast it on *every* valuable magic item during enchantment. If this isn't done, players may protest that enchanters are behaving stupidly. If it *is* done, those classic plots become impossible, because magic items won't get lost.

GMs may fix this in various ways. Simply excluding Loyal Sword and similar spells from the game world ensures that magic items can be stolen, lost, and otherwise diverted (probably making their owners entertainingly paranoid). Alternately, they can say that many items are made cheaply, in a hurry, or as demonstration pieces for other people, giving the maker no incentive to spend the effort to make them “loyal.” (Loyal Sword costs 750 energy per pound; it's *not* cheap.) Other options include saying that some enchanters can't get the hang of loyalty enchantments, or that these spells were unknown in the past. Lastly, GMs can assume that some enchanters have blind spots. A great wizard making a magnificent weapon for his own use may, after all, also be an overconfident megalomaniac, unwilling to believe that anyone will ever take his toy away.

In settings such as *GURPS Technomancer* or Yrth, where loyalty spells *are* canonically known, major magic items which lack them require explanation. Fortunately, budgets, ignorance, laziness, and incompetence are as much a part of those worlds as they are anywhere else.

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 golem rules from p. 64, are both examples of how this can be accomplished, as is *GURPS Castle Falkenstein*.

Qabala

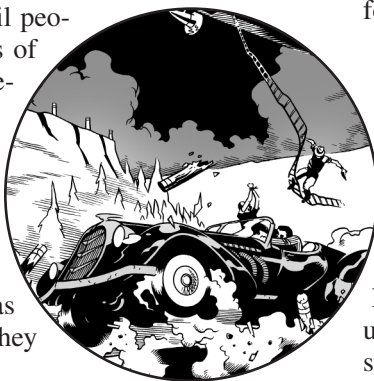
In this setting from *GURPS Steampunk* (p. STM134), divine favor allows Jewish rabbis to create golems through the magic of qabala. While qabala can also be used to achieve other effects, very few magic items besides golems exist. This is partly because golems are so useful that rabbis are unlikely to 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 their God-granted powers 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 unbelieved. 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 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 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.

GURPS WWII

While Hitler's interest in the occult is often exaggerated, there's no denying many top Nazis were fascinated with mysticism and astrology. If there were any magic items to be found in Germany or the lands it conquered, odds are they would have fallen into the hands of the leaders of the Reich. Possibly Hitler's early successes were due to an unusually powerful item, which he later lost – no doubt it was stolen by an Allied special ops team.

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 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 immense antiquity

which possesses an innocent bystander (or Dependent) and grants him great power, while simultaneously causing him 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 spell-based 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 such a combination in detail. A few items in this book are marked as “advanced *GURPS Technomancer*”; these items can be used in *Technomancer* games set a few years in the future, or in world where magic has developed a little faster and differently than the standard setting.

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.

THE MYSTERIOUS LITTLE SHOP

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.

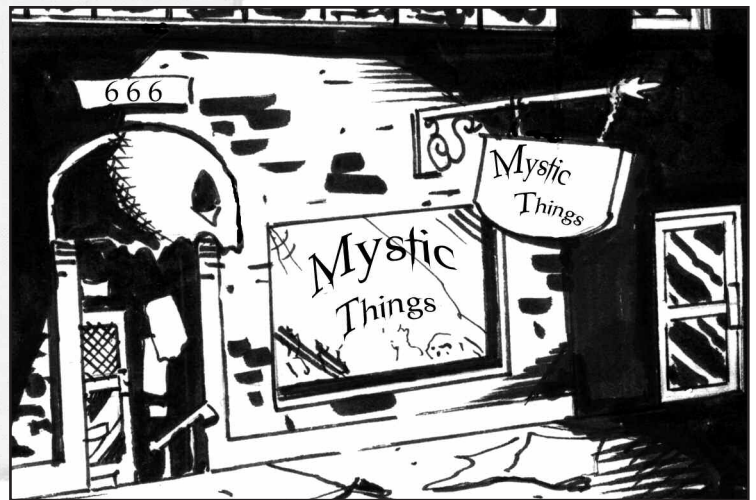
Stories about shops like this are so common, they have become a meta-cliché – there are enough tales in which the protagonist is *aware* such shops are a cliché to fill a decent anthology. (The proprietors in postmodern stories like that tend to be grumpier than in the originals.) As such, they can be 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.

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.

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 . . .

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.



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 magical effects can be achieved by application of advanced enough technology, why bother with the magic?

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

Post-Manaclysm

The “Manaclysm” 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-Manaclysm/cyberpunk world, but it's also possible to set the Manaclysm in historical times, or (as illustrated briefly in *GURPS Y2K*) in the very recent past.

Whenever the Manaclysm 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, magic research will be driven by large corporations and street-level “mage-hackers” in vicious competition with each other. The Industrial Enchantment rules from p. 20 may work, giving the corporations the edge . . . or magic may require a

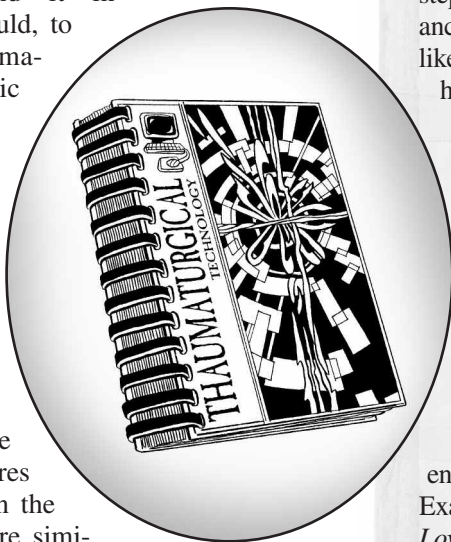
more personalized approach that big-budget R&D teams can't approximate. Whether magic is a thing of the boardroom, the underground, or both is up to the GM.

Transhuman Space

The Solar System of *Transhuman Space* is devoid of magic – and magic items – as they 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. ITW28), 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. TS142), search the Web for dirt on any suspects, 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.



BOOKS

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.

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 (868 A.D.), and movable type (1041 A.D.). In the western world, the Gutenberg Bible of 1450 was the first book printed using movable type; it ushered 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 19th century, literacy was widespread and books were part of popular culture.

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.

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.

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 can give the reader the appropriate skill, whether the book was enchanted or not.

Third, 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.

Hard SF

Like *Transhuman Space*, other hard science fiction settings (such as that in *GURPS Traveller*) have no magic. The role is often instead filled by artifacts of the Precursors. These ancient and vanished aliens often leave behind devices that are classic examples of Clarke's Law: Any 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.

Dying Mars

This setting from *GURPS Mars* is an exotic yet tired world, inspired by classic stories by SF authors such as Burroughs and Bradbury. While primarily a nonmagical science fiction setting, it can include magic if the GM desires.

Most of the magic items of this world will be terribly, terribly old, created back when their creators had the resources and knowledge to create truly powerful items. The current enchanters can sometimes match their predecessors in skill, but they lack the materials, energy, and often the will to put it to use. It's possible the actual mana levels have dropped; it may be difficult to create powerful items because the planet itself is too tired to support the process.

As discussed on p. 116 of *GURPS Mars*, both ritual magic and spell-based magic could be used in this setting, though probably not both in the same campaign. Ritual magic better evokes the feel of the books this setting is inspired by, while spell-based magic reflects the fact that, after thousands of years, magic is understood and quantified in detail.

GURPS Cabal

This secret magic horror setting includes a detailed variant of the spell-based magic system, so many of the items that can be created by that system are at home there . . . with modifications. First, to function reliably on Assiah, the mundane Earth, items should have a Power of at least 25; this will make them rare. Second, items will be crafted so as provide positive Hermetic modifiers; describing their physical form and composition is thus important both for the success of the enchantment and to maintain the mood. A side-effect of this is that items are unlikely to have spells from multiple colleges built in; opposing modifiers in the same item would cripple it.

As a result, even the least-complex magic items will be rare or unique, with a single purpose and power (or a closely

In a cyberpunk setting, magic research will be driven by large corporations and street-level "mage-hackers" in vicious competition with each other.

related set of powers), and will be physically quirky. More complex items can be as bizarre as the GM likes. Spell-based magic is the *beginning* of magic in the world of the Cabal, and magic items there can be as strange as the imagination desires.

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. 19.

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 every-Earth. 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, whose effects are 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 Puisseance 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.

THE HEIRLOOM

In addition to The Mysterious Little Shop, another standard technique evolved in 20th century fiction for introducing magic items into otherwise-realistic settings: the Heirloom. The item is left to the hero in someone's will, or is found in an old trunk up in the attic. In both cases, the discoverer has no knowledge of the item's origin, or any good way of finding out. The benefactor or original owner of the trunk is usually a relative – typically an uncle or grandfather – who is known to have traveled the world in their youth (often to “the mysterious Orient”). In some cases, the item bequeathed is actually a house, often with the stipulation that the inheritor only gets it if they spend one full night there . . .

As with the Mysterious Little Shops, most of the variations on the Heirloom have become cliché. It would be extremely difficult for the GM to present an item in this manner without the player immediately suspecting it as magical. One technique for avoiding suspicion is to make the item obviously useful in a nonmagical way – for example, an old but serviceable revolver or an attractive desk set. It also helps if the character is not overly aware of the original owner's world travels. (For example, specifying that the PC's grandfather fought in World War II is common for people of the right generation, but it means he could have been stationed in any of a hundred corners of the world.) Lastly, the GM should try to present the item in a casual way. The illusion that it was the result of a random die roll can help.



2

ALTERNATE ENCHANTMENT TECHNIQUES



A circle of red nutmeg on the floor, eight feet across, was bisected by a double curve in white sugar. Five strangely curved green glass bottles were spaced around its perimeter: four upright, one facing south, toward Atlanta. Pictures of Santa, and 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 doing all day. The planets were right. Their relations tonight, February 12, 1990, precisely corresponded to their arrangement on May 5, 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."

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, such as 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 either Ritual Magic (at -4 if the charm is from a different tradition) or Occultism.

Fetishes contain a spirit, allowing the bearer to either use 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 may be more relaxed (if evil beings have no rights) . . . or maybe *stricter* (if working with evil spirits is dangerous).

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 requires 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 character 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.



New Spells

Most of the items in this book are created using the *GURPS Magic* enchantment system, but involve new or variant spells. (Items that use normal, existing spells are covered by the *Common Enchantment Tables I* and *II*, p. MI118 and p. 116 respectively.) Mages who enjoy a challenge may want to research these new spells; see p. M15. The difficulty of researching a spell varies, and some may not exist in certain game worlds.

UNKNOWN

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.

ACCIDENTAL

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

HYPOTHETICAL

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.

VARIANT

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.

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

LOST OR SECRET

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.

UNIQUE

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

WEIRD OR SILLY

Spells with either of these classifications may not be appropriate in every setting. "Weird" magic is nonlinear and chaotic, and generally appears in comical, cinematic, or (ahem) weird campaigns; "silly" magic is only appropriate for intentionally humorous worlds.

In settings with weird spells, the Weird Magic skill (p. CI49) is available, which helps with *all* spell research. Researching weird spells themselves *without* the Weird Magic skill may be at a penalty of -2 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 . . .

"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 just be completely pointless.



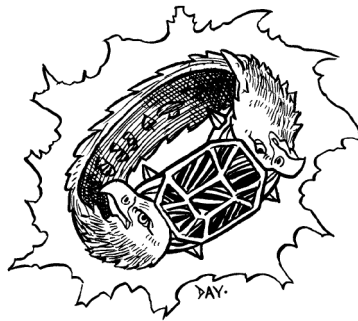
ARTIFACTS

“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. An 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 or realms: *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, and 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.

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, or to half the normal disturbance, whichever is higher. 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 \times 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.



LIVING ARTIFACTS

Most artifacts in *GURPS In Nomine* are just tools, with no more sentience than a garden rake. Some, however, are thinking beings. If the living artifact contains a soul, it 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.

Living artifacts are NPCs, built with the appropriate advantages and disadvantages to represent their unusual bodies. (No Manipulators (p. CI103) 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, a living artifact is bought as an Ally or Unwilling Ally. 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.

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 when and 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) or ethereal spirits, though dead mortals and animals are sometimes used. If a celestial with a Heart is used, it will return to its Heart after corporeal death (e.g., the destruction of the artifact); the enchanter should expect a visit from the angry celestial, with friends.

A spirit that wishes to escape its bondage may attempt to resist any command. This is handled as a Quick Contest 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.

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). Its form 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 twice the number of points it contains (or twice 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.

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

MAGE WAGES

In traditional fantasy settings, where starting wealth is \$1,000, a mage makes \$25 a day. In other settings, 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!

Setting	Starting Wealth	Daily Wage	Annual Salary
Fantasy/medieval	\$1,000	\$25	\$6,250
Late 19th century/early 20th century	\$750	\$19	\$4,690
Mid-20th century	\$5,000	\$125	\$31,300
Late 20th/early 21st century and beyond	\$15,000	\$375	\$93,800

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 (250 days total). This varies a lot by time and culture; the 5-day work week began only 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 upward as much as 46% for mages who work 365 days a year.

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, but means that the relic's level is used instead of the wielder's Power Investiture (Realm) level when activating the Song.

INDUSTRIAL ENCHANTMENT

Industrial enchantment is high-tech enchantment based on assembly-line principles. It can dramatically reduce the cost and time to enchant magic items, but requires substantial initial investment – rather like mundane items and conventional 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.

is its Essence capacity, with a maximum of 6.

Relics and reliquaries do not 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 5 character points per level. The cost of a relic is 1/20th the Essence cost to enchant it (rounded up).

Creation of artifacts is described on pp. 159-160 and 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.

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) and the Power of the items it produces. The line can trade energy for skill to raise Power as per p. M15; this must be determined when the line is enchanted.

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 2 or more energy points (see below), instead of the standard 1 day per 1 point (p. M19). The mages count as assistants only; the line itself is the “caster.”

The cost of items produced by industrial enchantment is determined by operating expenses, and mage wages. Operating expenses equal floor size in hexes times a fixed value, which depends on starting wealth. See *Mage Wages*, p. 20, for how much the enchanters get paid. The *Operating Expenses Table* lists expenses per hex per day, depending on starting wealth. It also lists a one-hex total; if the item is one hex or smaller in size, the size in hexes is the same as the number of mages, so operating expenses and mage wages can be added. (Numbers have been rounded slightly.)

Operating Expenses

Starting Wealth	Expenses Per Hex Per Day	One-Hex Total
\$750	\$6.25	\$25
\$1,000	\$8.33	\$33
\$5,000	\$42	\$167
\$15,000	\$125	\$500

The manufacturing cost is thus the number of days needed to make the item (energy cost, divided by the line's efficiency rate, divided by the number of mages working on it), times the sum of the daily operating expenses and mage payroll. For items one hex in size or smaller, manufacturing cost is energy cost times one-hex total, divided by efficiency. In either case, retail price will be twice manufacturing cost, to allow for retailer markup, etc.

Efficiency Rates at Different Tech Levels

The efficiency of industrial enchantment depends on the smooth and fast movement of the production line – it usually requires conveyor belts, or similar technology. At low TLs non-mage laborers carry the items, but industrial enchantment is most efficient when using

mechanical, nonmagical solutions. (Spells like Air-Golem cannot be used; they can interfere with the enchantment process.) Thus, 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 gives the progression of industrial enchantment efficiency, giving the number of energy points per enchanter-day.

Efficiency By TL

Tech Level	0-3	4	5	6	7	early 8	late 8	9	10
Efficiency Rate	2	3	5	8	10	10	12	15	20

If both TL and starting wealth are known, it is possible to calculate manufacturing cost per energy point. For example, in the late 20th century, the TL is 7, and starting wealth is \$15,000. Thus, for an item one hex in size or smaller, manufacturing cost is energy cost times \$500 (the one-hex total), divided by 10 (the efficiency), or \$50 per energy point.

LEND SKILL AND TALISMANS

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 omnicompetence, reducing character development to shopping trips. A scattered few enchanters have found a way around this (for example, see the Ninja Robe on p. 40), but normally a campaign using standard *GURPS Magic* will have few skill-enhancing magic items.

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 *hugely important* 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. (Of course, there *are* Mercurians of Creation . . .)

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.

QABALISTIC ENCHANTMENT

This enchantment system, first introduced in *GURPS Steampunk*, is based on improvised magic and rune magic, p. M85-93. The Qabala setting (pp. 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.

NEW SKILL

Gematria (Mental/Very Hard) ***Defaults to Cryptanalysis-4*** ***or Occultism-5*** ***Prerequisite: Hebrew***

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 verb Protect/Guard is combined with the verb Warn.

This skill first appeared in *GURPS Steampunk*.

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.

ISLAMIC ENCHANTMENT

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 advantage and disadvantage, and specifying other ways to gain character points. 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.

For example, in an alternate setting, Islam might be the basis of an enchantment system. (See *GURPS Arabian Nights* for an extensive discussion of Islam.) The required advantage would then be Blessed (Muslim) for 20 points, and the disadvantage would be Disciplines of Faith (Islam) for -10 points. A character point could be gained through 200 hours of prayer, through study at half that speed, or through being a good Muslim at one-fourth that speed. A Muslim who has properly fasted during Ramadan gets one point at the end of that month; he also gets one upon completing the *hajj* (the pilgrimage to Mecca), and for committing any other act

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 short; 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.



deemed sufficiently worthy by the GM (e.g., a large donation to charity). Instead of runes or letters, enchantment is accomplished through the use of passages from the Koran (see p. AN74). The mechanics are as for rune magic, with the central skill renamed to “Koran Scholarship,” and each noun or verb represented by a relevant phrase from the Koran instead of a rune. Difficulties for each noun and verb remain unchanged. Items created through Islamic Enchantment will primarily be protective amulets.

NEW SKILL

Koran Scholarship (Mental/Very Hard) ***No default*** ***Prerequisite: Arabic***

This skill represents a thorough understanding of the Koran, to the point of having memorized it. Such a scholar will also understand the complete meaning, explicit and implicit, of every passage, how that passage relates to the rest of the Koran and the world, and how to use those passages to create magic items. Each passage that can be used for Islamic Enchantment is a separate skill, with the same difficulty as the appropriate noun or verb (p. M91). Different enchanters may use different passages; a roll against Koran Scholarship will allow someone studying a magic item to determine who created it (if they have encountered his work before) by the choice of passages.

This skill only exists if Islamic Enchantment exists. Otherwise, knowledge of the Koran is covered by the Theology skill.

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 18th-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 in a magic item attracts 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 in a normal-mana zone. The rate is halved in a low-mana zone, doubled in a high-mana zone, and tripled in a very high-mana zone. 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 the default, but can be adjusted. Worlds with relatively short magical histories (e.g., where 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, 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.” Neither powerstones nor manastones can be enchanted past the 1 point per carat limit (p. M47).

Thaumatologists 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 historic 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 nonmagical items as well as previously enchanted artifacts, but either of those assumptions can be false.

There is no simple conversion chart for translating deeds to energy points. A few rough guidelines are possible, however. Killing someone with an enchanted weapon, as 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 (100% is the recommended default). 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, as long as their point total can be estimated.

For less blood-soaked deeds, GMs will have to use their 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 decisions are 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 may itself 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 Puissance +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.

The Soul Creation spell (p. 31) has a similar flavor to these rules, as it allows for a crafter to make a magical item, but these rules are a spontaneous, accidental effect, while the Soul Creation spell is deliberate, and requires a mage to cast the spell. An item created using that spell does not qualify for these rules.

SPELL ENGINES

These magical computers use mana co-processors (see p. 25) to cast spells as if they were mages. Constructing one involves first building the computer, then installing the co-processor chip, and then installing spells. The rules below assume that a spell engine is *not* a full-featured robot or computer, but rather is specifically designed to cast spells – sometimes, only one spell! However, these rules are fully compatible with *GURPS Robots* and related *GURPS* books, and unusual computer design options from those books may be used.

Tech Level

First, determine what TL the spell engine will be built at, and choose the appropriate computer off the list. The table gives weight in pounds, cost, calculation power requirements in kilowatts, and Complexity (a measure of how powerful the computer is). TL(5+1) is steampunk technology, such as Charles Babbage's Analytical Engine. TL(5+n) is *advanced* steampunk technology. See *GURPS Steampunk* for details. The TL5 and TL6 computers are *dedicated*; they are constructed to run only one specific spell.

Spell Engines By TL

TL	Wt.	Cost	Power	Comp.	
5	500	\$800	1	1	Dedicated
(5+1)	500	\$2,000	1	2	
(5+n)	200	\$800	1	3	
6	200	\$12,000	1	2	Dedicated
7	200	\$40,000	0.1	3	
8	200	\$40,000	0.1	4	
9	100	\$20,000	0.1	5	
10	50	\$10,000	0.1	6	

Above TL10, add +1 to Complexity per Tech Level. All other statistics stay the same.

Size

Next, the computer can be made larger or smaller. The default is a *microframe*, but other types are available. Choose one off the list. Weight, cost, and power are multiplied by the listed numbers, while Complexity will either have a number added to it or subtracted from it.

Adjustments for Size

Type	Wt.	Cost	Power	Comp.
Picoframe	×0.0001	×0.001	×0.00001	-5
Nanoframe	×0.0005	×0.002	×0.0001	-4
Tiny	×0.0025	×0.005	×0.001	-3
Small	×0.01	×0.025	×0.01	-2
Minicomputer	×0.2	×0.375	×0.1	-1
Microframe	×1	×1	×1	+0
Mainframe	×2.5	×5	×10	+1
Macroframe	×20	×50	×100	+2
Megaframe	×125	×315	×1,000	+3
Gigaframe	×700	×1,500	×10,000	+4
Teraframe	×4,000	×7,500	×100,000	+5

Options

Optionally, a computer may be given the genius enhancement, which increases Complexity by 1, but increases cost. It is also possible to make a computer more compact, which decreases weight and (sometimes) power requirements, but increases cost.

At this point, decide whether the computer will use *hard-wired* spells. Normal software spells are entered in the form of paper tape, punchcards, floppy disks, or are downloaded from the Internet. Hardwired spells are burned permanently into ROM (Read-Only Memory) chips, or physically built into the computer. (Dedicated computers *always* use hardwired spells.) Hardwired spells execute much faster, and thus are cast at +1, but it is harder to change what spell the computer is using (or, for dedicated computers, *impossible*). It takes several minutes to changing ROMs (or their equivalent) without damaging them.

The number of hardwired spells a typical computer can have installed at once is the same as its Complexity. It is possible to have more, by choosing the Extra ROM Slots option. The option can be chosen multiple times, and each time multiplies the number of ROM slots by 1.5 (round down). A hardwired computer needs one slot for the desired spell, and one for each of its prerequisites.

Normal software spells are entered in the form of paper tape, punchcards, floppy disks, or are downloaded from the Internet.

The amount of power a spell engine can turn into mana is limited by its TL and Magery (see p. 26). The Extra Power Capacity option multiplies the engine's capacity by 1.25, and can be taken multiple times.

Spell Engine Options

Option	Wt.	Cost	Power	Comp.
Genius (Minicomputer and Microframe)	–	×7	–	+1
Genius (all others)	–	×20	–	+1
Compact	×0.5	×2	–	–
Supercompact	×0.2	×10	×0.5	–
Extra ROM Slots	–	×1.5	–	–
Extra Power Capacity	×1.1	×1.1	–	–

At this point, compute the final weight, cost, calculation power requirements, and Complexity of the computer. If it needs to be known, minimum volume in cubic feet equals weight/50. (*Very* large computers will have passageways inside them to allow for maintenance, thus increasing volume.) Each engine has an IQ equal to Complexity+3.

Mana Co-Processor

A computer needs a mana co-processor chip to be a spell engine. The largest chip it can use is one with Magery equal to its Complexity divided by 2, rounded down. Choose the desired chip from the list below, and note its cost in the desired setting. Levels above Magery 3 will *not* be available in most worlds.

Mana Co-Processor Costs

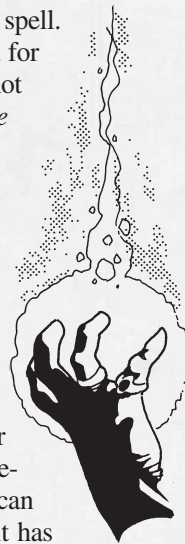
Magery	Late 19th- Early 20th Century	Mid-20th Century	Late-20th Century
Magery 1	\$5,250	\$35,000	\$105,000
Magery 2	\$8,750	\$58,300	\$175,000
Magery 3	\$12,300	\$81,700	\$245,000
Magery 4	\$17,500	\$117,000	\$350,000
Magery 5	\$22,800	\$152,000	\$455,000
Magery 6	\$29,800	\$198,000	\$595,000
Magery 7	\$36,800	\$245,000	\$735,000
Each additional level	+\$8,750	+\$58,300	+\$175,000

The cost of the mana co-processor is added to the cost of the computer.

PREREQUISITES

Just like a human mage, a spell engine must meet all the prerequisites for the desired spell. This includes having the programs installed for all the prerequisite spells. The engine does not need to be able to run the prerequisites *at the same time* as the desired spell. They are instead executed for a fraction of a second, each in turn, as the computer prepares to run its most complex spell. (This is actually how living mages cast spells too; the skill of casting an advanced spell depends upon knowledge gained while learning simpler spells.) At any moment, the engine is only running one program at a time.

A nondedicated computer (hardwired or not) can cast any of its spells, including prerequisites, if necessary. A dedicated engine can *only* cast the spell it was built for, even if it has half a dozen prerequisite spells built in.



Spell Programs

Each spell is a separate program. A spell engine must have the desired spell installed, as well as any prerequisite spells. A spell program gives the computer a fixed number of character points in that spell. How many character points a computer can use is limited by its Complexity, as follows:

Complexity	2	3	4	5	6	7	8	9	10
Max. Points	1	2	4	8	16	24	32	40	48

Most owners will install the largest spell programs possible. Cost depends on size and time period.

Spell Program Costs

Points	Late 19th- Early 20th Century	Mid-20th Century	Late-20th Century On
1 to 8	\$100/point	\$670/point	\$2,000/point
9 to 20	\$250/point	\$1,670/point	\$5,000/point
21+	\$500/point	\$3,300/point	\$10,000/point

WHAT COMPLEXITY DO I NEED?

To cast spells at all, a spell engine needs a minimum Complexity of 2. However, a computer of low Complexity won't be very *good* at casting spells. Assuming the owner installs the largest mana co-processor possible, and the most advanced hardwired spell programs that will run, this chart shows the computer's maximum skill level, assuming a M/H hardwired spell. For non-hardwired spells, or M/VH spells, subtract 1 each.

Maximum Spell Level By Complexity

Complexity	2	3	4	5	6	7	8	9	10
Spell Level	7	9	12	15	21	26	32	37	43

Note that if the desired spell has prerequisites, the spell engine will have to know them at level 12 (p. B43) – which means minimum Complexity is 4. If the spell has a Magery prerequisite, the Complexity must be at least twice the necessary level of Magery.

OPTION: LOW-TECH SPELL ENGINES

While calculating devices from Tech Levels 1-4 have been discovered in the real world (such as the Antikythera device, a Bronze Age hand-cranked astronomical computer), normally the Complexity of computers from TL1-4 is limited to the TL minus 3 (p. STM85) – too low for spell engines.

Optionally, the GM can decide that brute force and a mammoth construction effort can overcome that limitation. The table below is an extension of the *Spell Engines By TL Table* on p. 24. All the machines listed are ($n+1$) technologies; they represent hypothetical alternate technology tracks from the normal TLs. These machines are all purely mechanical, and are typically run by human or animal power, windmills, or waterwheels.

Optional Spell Engines By TL

TL	Wt.	Cost	Power	Comp.	
(1+1)	1,500	\$4,000	2	-2	Dedicated, Mechanical
(2+1)	1,500	\$4,000	2	-1	Dedicated, Mechanical
(3+1)	1,500	\$4,000	2	0	Dedicated, Mechanical
(4+1)	1,500	\$4,000	2	1	Dedicated, Mechanical

The construction of low-tech engines big and complex enough to cast spells enters the realm of *civil* engineering, and they will require years to build, and constant care from dozens to hundreds of trained technicians and craftsmen.

Cost of mana co-processors, spell programs, and Draw Power enchantments in these settings will typically be 1/5 the mid-20th century price.

Skill Level

Determine the spell engine's skill level in its spell or spells by using the chart on p. B44, the computer's IQ, the number of points in the spell program, and the difficulty of the spell (Hard or Very Hard). The computer gets a bonus equal to its Magery (as for human mages), and a +2 for its perfect memory (all computers have Eidetic Memory 2). If the program is hardwired, it gets another +1.

Power

Once the spell engine's options are applied, its calculation power requirements are known. This is the power required to run the physical computer, *not* the energy needed to cast the spell. This power demand must be met during the entire casting of any spells, as specified in the *Time to Cast* statistic. It can be provided by a wall socket, batteries, a windmill, or any other source of power.

Unless the engine knows the spell at a high enough level that there's no energy cost, it will also require mana. This requirement comes in a "spike," all at once, in the last second of the casting. Spell engines have no fatigue, as a human mage would, so they must get mana from other sources. Some have a powerstone installed, but most are enchanted with Draw Power (p. 31 and p. G101), allowing them to turn conventional power into mana. A Draw Power enchantment adds \$3,250 to the cost of the engine from the late 19th century to the early

20th, \$21,700 in the mid-20th century, or \$65,000 from the late 20th century on.

A spell's power demand is considerable; 1 fatigue equals 360 kilowatt-seconds, or 100 seconds of power from a standard household outlet. This requirement is thus usually met through rechargeable batteries. Casting the spell drains the batteries, which can then be recharged gradually.

The amount of power an engine can convert using Draw Power, in kilowatts, is $(TL) \times (\text{Magery squared}) \times 250$. (For tech levels like (4+1), just add the numbers to get the TL for this calculation. TL(5+n) is treated as TL7.) This limit can be increased; the Extra Power Capacity option multiplies capacity by 1.25 each time it is taken. Unlike for a living mage, this limit *cannot* be "pushed" or exceeded after the machine is built. Every 360 kW is equal to 1 fatigue/second. Since a spell's energy is spent in the second it is cast, the required Draw Power capacity in kW for a given spell equals its energy cost times 360.

Thus, a spell engine will need a power source to meet its calculating power needs, and batteries to meet its mana needs. The batteries must have a capacity in kW equal to the desired amount of fatigue times 360. As an example, an early-21st-century car battery holds about 5 fatigue. Normally, spell engines are so expensive that the cost of the power and batteries is negligible.

SPELL ENGINES AND SETTING

By default, spell engines are usually expensive, and in most settings using spell-based magic, it's easier to buy a normal enchanted item. For settings in which they are more common, the GM should assume that most spells *cannot* be enchanted into magic items using the Enchant spell. Draw Power should be an exception, and most spells of the Enchantment college itself should still exist, but otherwise all magic items are actually spell engines. Mass production in such a setting may reduce cost by a factor of 10 or better. Depending on TL, in such a world ordinary people may have to use heavy steam-powered engines full of gears to cast spells – or get their laptop spell engine out of their briefcase – or they may have half-a-dozen tiny spell engines hanging from each ear.

SPELL RITUALS

As described on p. 7 of *GURPS Magic*, spells require certain rituals, including hand gestures and magic words, unless the mage knows the spell at a high level. These rituals serve two game-balance purposes. First, they make it possible to stop a mage from casting spells, by tying him up and gagging him. Second, they make it obvious when a mage is casting a spell, even to non-mages.

Most spell engines, like most computers, will have trouble performing the rituals as described. Very few computers have hands (though most have audio speakers). The default assumption in these rules is that spell engines *do* make noise (through drums, audio speakers, etc.) but *don't* make gestures as such. Thus, it is obvious when they are casting spells, and it is possible to stop them from casting spells by blocking their speakers (e.g., with duct tape), muffling their drums, etc. On spell engines from TL6 and below, it may be possible to interfere with the physical workings of the machine by immobilizing gears, and at any TL, spell engines have an off switch.

Optionally, GMs can state that gestures are indeed required. Spell engines in these settings will either have to know their spells at high levels (where gestures become unnecessary), or they will have tiny, spindly mechanical limbs that perform the gestures.

One power option that does not require Draw Power is a bioconverter power plant, which consumes food and provides Fatigue directly. See pp. RO34-35 and RO100 for more details on bioconverters, and *GURPS Grimoire* and *GURPS Vehicles* for a more comprehensive treatment of power requirements and how to satisfy them.

Example: TL8 Portable Aura Reader

This example shows how to build a spell engine that casts the Aura spell in an early-21st-century setting with magic. At TL8, the base statistics are 200 lbs., \$40,000, 0.1 kW of power, and Complexity 4. The Aura spell has one prerequisite, Detect Magic, which in turn has the prerequisite of Magery. Since there's a prerequisite, the engine will need a minimum Complexity of 4 to achieve skill level 12. We've already met that requirement, but we want something smaller than 200 lbs. We decide to apply the Genius option, and also get a smaller computer – a Minicomputer instead of a Microframe. The Minicomputer computer reduces weight to $200 \times 0.2 = 40$ lbs., cost to $40,000 \times 0.375 = \$15,000$, power to $0.1 \times 0.1 = 0.01$ kW, and decreases Complexity to $4 - 1 = 3$. We then apply the Genius and Compact options. The statistics become: $40 \times 1 \times 0.5 = 20$ lbs., $\$15,000 \times 7 \times 2 = \$210,000$, power is unchanged, and $3 + 1 = \text{Complexity } 4$. Its maximum power capacity is $8 \times 4 \times 4 \times 250 = 32,000$ kW, or nearly 89 fatigue/second – ample for this purpose – so the Extra Power Capacity option is unnecessary. A Magery 2 mana co-processor (the largest it can use) adds \$175,000 to the price, for a running total of \$385,000.



We decide to use hardwired spells, in ROM form. The engine has four slots by default (same as Complexity), which is more than enough. The largest spell programs it can run are 4-point programs, which cost \$2,000 per point. We need two, one for Detect Magic, and one for Aura. The total cost for the ROMs is $\$2,000 \times 4 \text{ points} \times 2 \text{ programs} = \$16,000$. Our total is now \$401,000.

With Complexity 4, the engine has an IQ of 7. It gets a bonus of +2 for Eidetic Memory 2, +2 for Magery 2, and +1 for hardwired spells. With the +5 bonus, effective IQ is 12, and with 4 points in each M/H skill, the computer has Detect Magic-12 and Aura-12. Since it is not dedicated, it can run either one, displaying its results on any terminal plugged into it. It has unused ROM slots, so two other spells could be

added (e.g., Identify Spell and Analyze Magic), though they would have to be purchased normally.

Finally, a Draw Power enchantment is added (\$65,000), bringing cost to \$466,000. The calculation power requirement is a hundredth of a kilowatt – negligible. The spell power requirement for Aura is the largest of its installed spells, at 3 fatigue, or 1,080 kW. The designer builds in some large batteries (about half the size of car batteries) with enough capacity for one casting. They can recharge off a wall outlet in 5 minutes. As it stands, the total cost of the portable aura reader is \$466,000, and it weighs 20 lbs. (heavy, but portable).

Two other examples of spell engines are King Konstanty's Cropmaker on p. 82 and the spell engine bracelets on p. 112.



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 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 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 – for example, chestnuts that

turn into comfortable tents when cracked open, 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 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 by 10% (of the linear dimension) is 50. This cost can vary widely based on size, materials, and adaptability; round fractions up.

For gloves, boots, shoes, a belt, a hat, or similar small item, halve the cost. For something ring or earring-sized, one-third 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 clothing 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. If it can halve or double in size, triple cost. If it can decrease to 1/5 size, or grow to five times size, quadruple cost.

Prerequisites: Enchant, Enlarge Object.

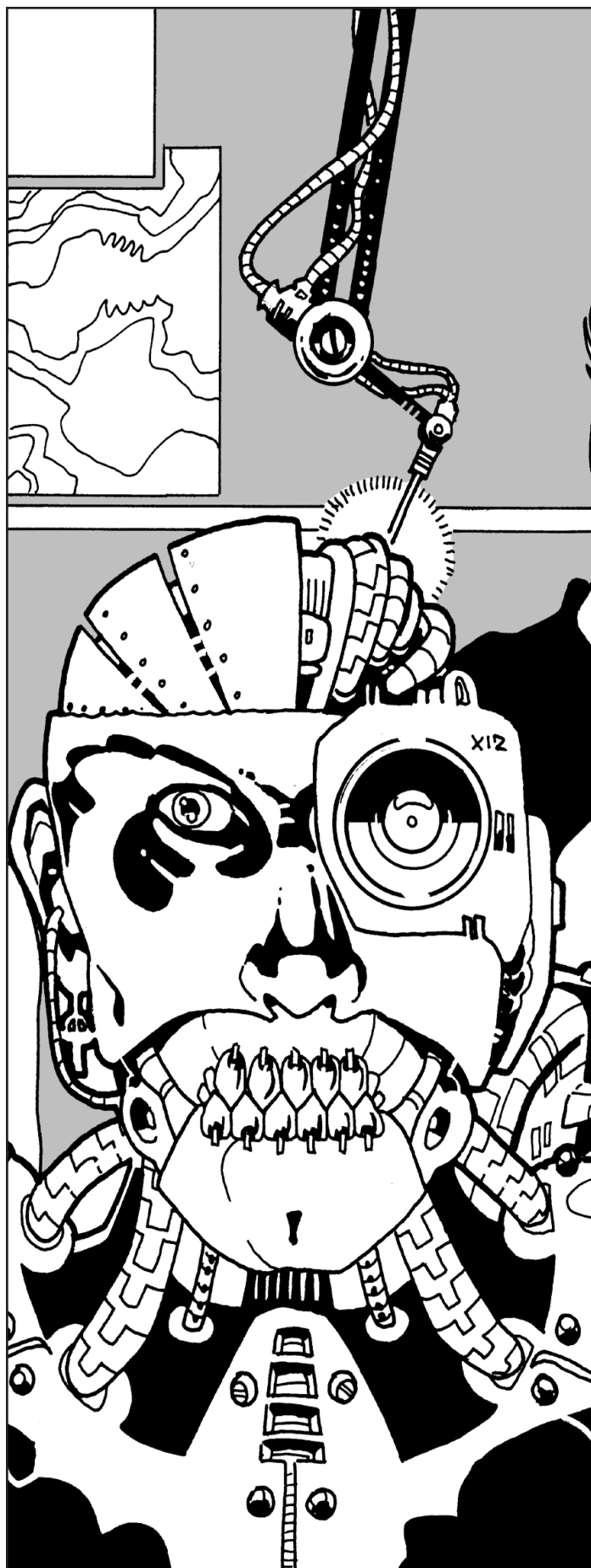
Attune *Enchantment*

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, he's worried he might run amok 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.

Prerequisite: 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.

Create Mana Co-Processor (VH)

Enchantment

Giving a computer brain Magery requires the product of this spell. At TL8, the physical component of this magic item is an actual computer chip made from exotic materials (black opals, etc.), with a dollar cost equal to 10 times the energy cost. At earlier TLs it may take the form of a 4-dimensional gear, an enchanted crystal, or something more unusual. A mana co-processor can be created with any level of Magery, but the computer it's attached to must have a Complexity of at least twice the chip's Magery level. If Extended Magery (p. WI116) exists in the setting, this enchantment is not limited to Magery 3.

A robot or computer with a mana co-processor can cast spells it is programmed with or (if it is capable of learning) ones it has learned. Spell programs cost the same as other skill programs (see p. RO60) in those societies where this enchantment is common. Any nonsentient computer with Magery that has a chance of becoming sentient (typically neural-net computers with Complexity 7 or higher; see p. RO57) gets a bonus to its awakening roll equal to its level of Magery, and any built-in safeguards to prevent awakening are ineffective!

The above description assumes that magic is essentially mechanistic and easy to program into computers, even very primitive ones. Optionally, if this is not the case, a computer must have Complexity 5 to use a mana co-processor *at all*, and the computer *must* have a neural net, or be sentient.

Energy Cost to Cast: 100 times the character point cost of the desired level of Magery.

Prerequisites: Awaken Computer/TL and Enchant. A mage cannot create a mana co-processor with a higher level of Magery than he himself has.

Note: This spell first appeared, in substantially different form, in *GURPS Robots*.

Draw Power/TL (VH) **p. G101**

This is a new magic item enchantment for this spell from *GURPS Grimoire*.

Item: (b) This spell can be enchanted into a spell engine, allowing it to freely cast spells using conventional power. Details are on pp. 24-27. Energy cost to create: 1,300.

Impression Blocker **Enchantment**

Seeker (p. M54), and related spells, require an object associated with the item or person sought in order to work. The Impression Blocker enchantment creates a container that allows people to carry items without them becoming “associated” with the carrier. It does this by blocking the impressions a person leaves on an item.

An object in a closed blocker container retains the impressions it had when the container was shut. If removed, handled briefly, and replaced, the object will acquire a very faint impression of the handler, but it won't be enough for a Seeker spell unless the handler does so (for example) once a day for *decades*. It is possible for an object in a blocker container to still be useful; for example, a book open to an important page, and stored in a glass container, can still be read! At advanced enough tech levels, a “waldo” or remote-manipulation box can be enchanted, allowing handling of the object without opening the box.

In some settings, these containers can also be used to preserve evidence. If an object is owned by one person for a long time, and then transferred to a new owner, the original owner's impressions may (in some settings) wear off. A blocker container will preserve the original owner's impressions. (In other settings, as the GM dictates, impressions never wear off, they just accumulate, so the item could still be used to cast Seeker on the original owner.)

Energy cost to cast: 20 per pound of capacity, minimum 20.

Prerequisites: Seeker, Scrywall.

Inspired Creation (VH) **Regular**

This spell is part of the Making and Breaking College. It allows the subject, a crafter, to create one work – a weapon, suit of armor, etc. – of a quality far beyond his usual ability. The spell costs the subject one point of HT, *permanently*. The work is as good as if it were made with a critical success by an artisan of skill 5 levels higher than the subject's actual skill; no roll is required. A weapon created under this spell is automatically of *very fine* quality.

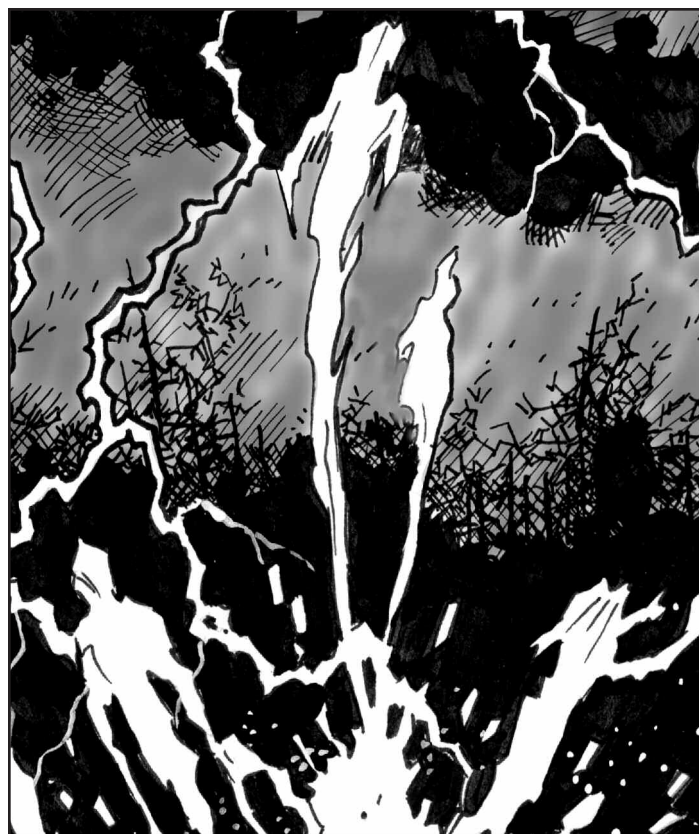
Items created using this spell do *not* qualify for the *Creation As Deed* rules (if they are in use), since they have already benefited from magic. They are not technically magic items, but can be (and often are) further enchanted.

Duration: Permanent.

Cost: 5 per day spent creating the object.

Time to cast: The usual time to make the object.

Note: This spell first appeared in *GURPS Japan*.



Soul Creation (VH) **Regular**

This spell is part of the Making and Breaking College. The subject must be a crafter with a skill of 16 or higher. It allows the subject to create a work which contains a part of his soul. The object will take part of the creator's skill and convey that skill to others. Thus a sword created under the influence of this spell by a blacksmith who had the skill Broadsword-15 would give anyone wielding it Broadsword-15. A brush created by a master Calligrapher with Calligraphy-21 would convey that skill to anyone writing with it. (If the user already has the skill at a higher level, there is no effect.) Further, weapons created with this spell, as for Inspired Creation, are *very fine*.

This spell costs the subject 1 HT and 5 levels with the skill in question, *permanently*, though these levels can be relearned. (The skill level embodied in the weapon is the subject's skill level *prior* to the spell.) Creating the object takes twice as long as usual, but no craft skill roll is required.

As for things created with Inspired Creation, items created using this spell do *not* qualify for the *Creation As Deed* rules. This spell represents one of the few ways to enchant skills into a magic item, but it is rarely used – both because the crafter will be reluctant to lose health and skill, and because it requires a subject with skill in both making *and* using the desired creation.

Duration: Permanent.

Cost: 5 per day spent creating the object.

Time to cast: Twice the usual time to make the object.

Prerequisite: Inspired Creation.

Note: This spell first appeared in *GURPS Japan*.

Resilient Golem (VH)

Enchantment

This enchantment creates a golem that is tougher than the normal Golem spell (p. M44). Resilient golems do not have the Unliving disadvantage (p. CI100), and thus don't fall apart at -1 HT. Instead, they take damage like normal humans (p. B126), falling apart when they "die."

See p. 61 for a more extensive discussion of this spell.

Energy Cost to Cast: Twice the cost to create a normal golem of the same type.

Prerequisites: Golem and Shatterproof. As with the Golem spell, other spells may be required, depending on the type of golem.

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 afterward, "locking" the original enchantment in. (A possible example of this is the Hip Flask, p. 49.) 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.

Spell Arrow

Enchantment

Similar to a spell stone (p. G38), a spell arrow stores a spell until it is fired. The archer need not be a mage. The arrow's user must concentrate for the appropriate time to cast to "arm" the spell. This cannot be simultaneous with aiming the bow, and isn't reduced by high skill (but see Speed Spell Arrow, p. 33). An unused spell arrow disarms after 1 minute. The spell activates when the arrow hits a solid object; roll against the effective skill of the arrow's enchanter. If the roll is successful, the spell is cast. If it is a normal failure, the spell is simply wasted. Critical failures go to the *Critical Spell Failure Table* (p. B147 or p. M6). If the arrow is fired without the required concentration, the spell is wasted (though the arrow will still do normal damage).

The spell's energy is included in the enchantment. The archer need not and cannot provide any to cast the spell or maintain it. Similarly, the archer may not cancel the spell once cast, though the enchanter may specify a shorter duration than normal, and may also invest extra energy so the spell will maintain itself.

THE ROLE OF SPELL ARROWS IN THE CAMPAIGN

The Spell Arrow enchantment, like Spell Stone, allows for a world in which nonmages can buy and cast spells – in this case, at range. This will definitely level the playing field between mages and nonmages, and some mages may hate the spell, while others will be happy that archers can replace them on the battlefield.

Not all worlds that have spell arrows will also have the Blank Spell Arrow enchantment. If it does exist, it makes mage-archer teams very flexible and effective, and specifically empowers mages who are *also* archers. They can now use a bow's range and accuracy over the abilities of missile spells, and use regular spells at much greater range. Since the use of a bow requires good dexterity *and* strength, not all mages will be able to take advantage of this.

Alternate Assumptions

If the GM wishes to encourage the use of spell arrows in his world, he should halve the dollar cost for spell arrows, rule that all normal missile spells have a maximum range of *zero*, and double all other spell range penalties. Since this reduces the effectiveness of non-archer mages, in this setting Magery must be bought with the -10% limitation "Short Range."

The head of a spell arrow must contain a powerstone-quality jewel. The maximum energy of the contained spell is equal to its weight in carats. The gem is destroyed when the spell activates. (The rest of the arrow may be recoverable, but is now nonmagical.)

Any spell which can be enchanted into a magic item can be placed in a spell arrow, except for Blocking spells, Enchantment spells, spells which specify "must touch" (e.g., Wither Limb), or spells whose magic item description specifies "must touch." Note that some permissible spells are point-less or self-defeating (e.g., Beast-Soother), since the archer must hit the target with an arrow anyway. Enchantments may be placed on the arrow itself normally, including limiting enchantments.

The only decision the archer can make is what he's aiming at. If the spell requires a subject, whatever is hit by the arrow is the subject. (If it is not a legal subject – e.g., a wooden wall for Strike Blind – the spell is wasted.) What constitutes a "solid object" may require the GM's judgment (for example, drops of rain are not enough to trigger the spell). If it is an Area spell, the point of impact is the center of the area. If it is a Missile spell, the effect is as if the missile hit the target, in addition to the arrow (the missile does *not* launch itself from the point of impact). If the spell creates an object, the object appears as close as possible to the point of impact. If

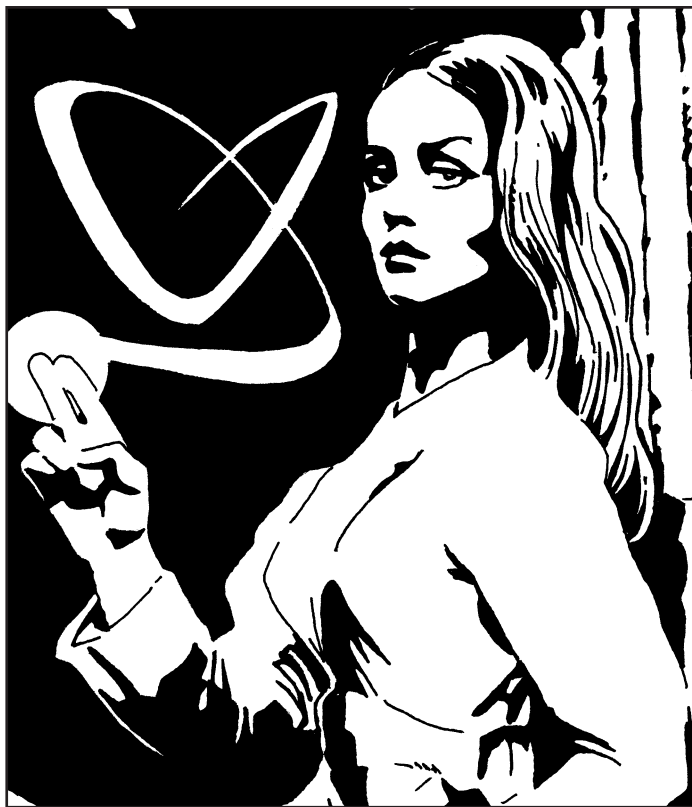
the spell would normally affect both a subject and the caster (e.g., Mammal Control) the archer is treated as the caster. If the spell requires a human target, the spell will still work even if the arrow hits their clothing instead of skin. (See p. M8, *The Mage's Touch*, for guidance about what constitutes a hit.) The enchanter specifies everything else; duration, area, precise effect, etc.

Analyze Magic can reveal what spell a spell arrow contains, how much energy was invested, etc. (one question per casting). Arrows intended for the consumer market are usually color-coded. A list of commonly available spell arrows is on p. 102.

Energy cost to cast: 30 times the contained spell's casting cost, including maintenance cost if desired, so long as the item is an arrow or crossbow bolt.

The GM may decide this spell can work on other kinds of missiles (e.g., bullets). If so, for those missiles, multiply the contained spell's casting cost by 1/10 the missile's Max range, instead of 30. If the missile should pass beyond the Max range (for example, if fired from a more powerful gun) the spell is wasted. (This last rule does not apply to actual arrows and bolts.) Note that the need for a jewel still applies to bullets!

Prerequisite: Spell Stone.



Blank Spell Arrow (VH) Enchantment

This enchantment creates a spell arrow with no spell stored. Instead, any spellcaster may, at a later date, place a spell in the blank spell arrow, and then use it as if it were a normal spell arrow.

Blank spell arrows have a capacity, representing the energy cost of the largest spell they can hold. When a spellcaster wishes to use the arrow, he casts the spell normally, but directs

it into the arrow. If the spell is too big for the arrow, it is wasted. After the arrow has been filled, it must be used within one day (by the spellcaster or someone else), or the spell dissipates harmlessly, making the arrow blank again.

All other rules for spell arrows also apply to blank spell arrows, with one exception. If the caster of the spell is also the archer, he can determine its precise effect at firing time, and maintain it normally. (He cannot put more or less *casting* energy into the spell at firing; casting energy must be in the arrow.)

Energy cost to cast: 30 times the desired capacity. The Spell Arrow rules for non-arrow missiles apply to Blank Spell Arrow as well.

Prerequisite: Spell Arrow.

Speed Spell Arrow Enchantment

This spell can only be cast on missiles enchanted with Spell Arrow. Like the Speed enchantment (p. M43), it reduces the time the archer must concentrate to activate the contained spell. Each level of Speed Spell Arrow halves the concentration time. If time is reduced below 1 second, no concentration is required.

Energy cost to cast: 50 each for the 1st and 2nd points of speed, 100 for the 3rd, and double for each additional point. May be re-cast at a higher level, as per Accuracy (p. M44).

Prerequisite: Speed, Spell Arrow.

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, and gets a +5! This spell may only be used on a particular item once per day, and any resistance rolls are at a cumulative +1, if the first casting fails.

Any existing magic item from *GURPS Magic Items 1* 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 two 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 40s, her red hair beginning to go gray. She went around the room in a businesslike way, lighting the lamps she’d left there previously.

The two men who followed her looked like librarians, not archaeologists. Their clothing, perfect for climbing through caves, was clearly brand new, and they wore it as though they were used to more-formal attire.

“Wow . . .” said the taller, as he saw the door. Solid stone and 50 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 the message isn’t 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 12 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 nonmagical contagion – Pre Bhuoc (p. 37) is probably an example of this. Further, sites can be consecrated through ritual magic, creating an area “aspected” toward certain rituals.

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. At first it 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 to focus on an individual star system, showing all bodies larger than 100 miles in diameter. The Observatory’s obvious magical aura caused the Scouts to assign a magical investigative team.

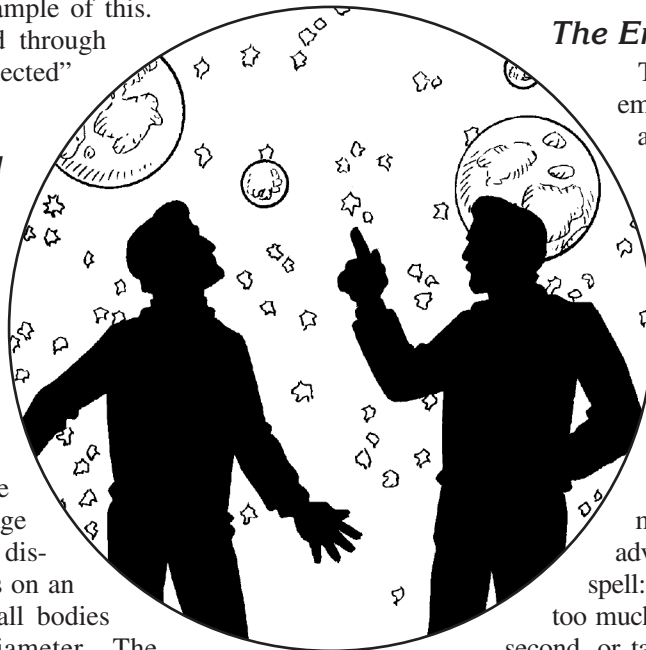
The thaumatechs eventually discovered a small compartment in the center of the floor. When closed, an image appeared allowing selection of any type of molecule found in significant quantities inside the compartment. The main display would then show the presence of these molecules throughout the galaxy,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

many physical sciences, and there is already a lot of political maneuvering to gain access to it.

Suggested Setting: Space fantasy.

Component Spells: Hypothetical “Seek Molecule” spell, unknown others.

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 a variant Draw Power/TL6 (p. G101) and can be used by any mage to drain energy from the Earth to power any spell of his choosing, up to a theoretical limit of 10,000,000 mana. The Straw has one notable advantage over the normal Draw Power spell: Normally, a mage who tries to draw too much power must make a HT roll every second, or take fatigue or damage. When using the Straw, the HT roll is made as if the mage’s HT was 16! All other 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. (Similarly, no one has tried enlarging the basement, for fear of damaging the Straw.)

A critical failure while drawing vast amounts of energy out of the Straw can be quite hazardous, to both the mage and the planet. If the straw is under the control of sensible people, they only use it when vital, and guard it heavily. Crazy cults or the very greedy may be less cautious.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Variant Draw Power/TL6, variant Resist Fire, Shatterproof.

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.

The Hidden Hall of the Hand

When the Cube of Power (p. 105) came into the possession of five enchanters in Megalos, they were excited by its potential, and also worried about how to keep more powerful wizards from learning of it. They decided on a multilevel strategy of only using the Cube in secret, enchanting any

MAGIC ITEM INFORMATION

Each magic item description includes the following information:

Suggested Setting: This is the world or worlds best suited for the magic item. Some items are very setting-specific, while others are quite flexible. GMs shouldn't feel too constrained by this; many items can, with minor changes, fit into worlds very different from the suggested one.

Component Spells, Alchemical Statistics, Construction: If an item can be made with conventional *GURPS Magic* enchantment, its component spells are listed. If it is a product of alchemy (p. M98), its cost for materials, time to make, and skill roll penalty will appear. If it is a spell engine (p. 24), its construction details are given.

Asking Price: How much someone would pay for the item, in its suggested setting. Of course, many magic items probably won't be bought and sold normally, and market economics don't smoothly apply. In those cases, the price is merely a guideline to how coveted the item is, and how seriously people will react to hearing of it.

Power is not listed for most items. Assume it is 15 for items from a normal-mana setting, or 20 for items from a low-mana setting.



items they sold with protection spells, and only producing items the purchasers would themselves try to keep secret.

Beneath their enchanting workshop, in one of the provincial cities of Megalos, they magically excavated an underground chamber. In it they built another workshop, and shielded the entire area with permanent Scrywalls at level 15. Besides the Cube, this chamber holds a small forge and anvil, work areas for crafting small items, and an alchemical laboratory (used primarily to manufacture illegal potions like Stealth and Invisibility).

They then enchanted several hidden chambers in scattered locations. Closet-sized, they are used to drop off goods with Teleport Other. All are shielded with Scrywalls at level 15, and their doors are both physically concealed and enchanted with Hide (at -5).

Items to be sold are worked on exclusively in the shielded workroom, and have no identifying marks except for a hand with five fingers outstretched. These items have Remove Aura cast on them (at level 15) immediately before they leave the area via Teleport Other. Permanently enchanted items have Conceal Magic (at -6) as well. Thus, anyone who finds one of their products and attempts to trace it will probably have to overcome Remove Aura, Conceal Magic, and at least two Scrywalls.

The enchanters call themselves the Hand of Five, and work through many cut-outs and agents to sell their goods. The managers who speak directly to the Hand never see the items or the customers. The distributors who pick up the items from the hidden closets never talk to the customers. The salespeople who actually meet with customers have no idea where the items originate. All these people are carefully screened by the Hand, without their knowledge, and turnover is deliberately high. Finding a salesperson for Hand items requires a Streetwise roll at -5.

The Hand of Five is not the most powerful group of enchanters on Yrth by any means. They simply have access to an immense source of power in the Cube. They maintain their cover by occasionally producing harmless magic items in their above-ground workshop. Most of their illicit money is hidden in distant places. If they are discovered, they will try to escape, taking the Cube of Power with them.

Suggested Setting: Yrth.

Component Spells: Hide, Scrywall (and Conceal Magic, Remove Aura on enchanted items).

Asking Price: Not for sale . . . but if it were, tens of thousands, minimum, not including the Cube.

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 were bribable, and the Gestapo forwarded information to the Midwinter Aton clique (p. CB13), several Cabal lodges came to know that Meyer (a Cabalist himself) had found something.

THE CARTHAGINIAN SOLUTION

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.

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 include 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.

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.)

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 investigators' minds. This hasn't happened often, but it's 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.

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.

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 the road too difficult to maintain in the swamps). By the time any Cabalist arrived in the area, Meyer had disappeared in a flood.

The island remained very difficult to access, not only because of the environment, but because it was more or less always a war zone. Jacques Dupont, after his expedition failed to get even as far as Battambang in 1951, privately hypothesized that this wasn't just chance. Indeed, even a little research reveals 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 surviving citizens 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 WWII, 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 common in the area. The villages surrounding the swamp are particularly miserable, and there are old landmines scattered throughout the area (as the number of natives who are missing legs indicates). Die-hard guerrilla groups hide in the jungle along the border with Burma, and they'd be happy to kidnap foreigners. 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 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 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 (often featuring a corpse in armor), and accidents become very likely – probably the spirit can influence both dreams and probabilities (see *GURPS Spirits*). This could be a spirit, or possibly the Aethyr Menqal, Lord of Ruin (p. CB68). If an expedition goes there for a specific ritual, they had better

perform it quickly.

Finally, Dr. Fang's spies (p. CB35) are likely to warn him 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, with trespassers unwelcome.

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

Component Spells: None known.

Asking Price: Some \$20,000,000 if a multinational corporation can come up with a reasonable front project, plus about \$2,000,000 in bribes 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, with 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 better 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.

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.

Banquo's Mask

This full-face mask lets a ghost or other spirit materialize, and stay materialized, so long as it wears the Mask. The effect begins when the spirit places its face near it, and spends 5 fatigue points to activate it. The spirit then materializes, with the Mask on its face. This is effectively full materialization, as described on p. 35 of *GURPS Spirits*, but costs the spirit only 1 fatigue point per hour to maintain, and the spirit is not provided with clothes. The body's appearance may be fully human, somewhat ethereal, or corpselike, depending on the nature of the spirit and the GM's discretion. When the Mask is removed, the spirit dematerializes, and cannot use the Mask again for a month. The Mask itself is blank white except for some filigree around the edges. A spirit can use Banquo's Mask to interact with the mortal world, but appearing in public with a full-face mask will be unusual in most societies.

Suggested Setting: Any with spirits.

Component Spells: Hypothetical, variant Materialize (p. SPI107).

Asking Price: \$15,000.

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, acting with the user's ST. They remain in place for several 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. The hands can remain stationary relative to the surroundings, or move along with the user (e.g., to carry one end of a lengthy object). They can also brace things, so the user could press them against a door and have them hold the door shut.

Typically, helping hands will function for a few minutes at a time (1d+4 minutes at first, 2d+8 once the user is completely accustomed to them). No more than one pair may be used at a time. They can't easily be employed as weapons, but 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: Variant Apportation, variant Air-Golem.

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 temporarily develops a penchant for eating oats, apples, and sugar.

Suggested Setting: Yrth.

Component Spells: Variant Haste.

Asking Price: \$160,000

Ninja Robe

The Ninja Robe stores various skills and confers them on the wearer. It grants the following skills: Blowgun-13, Camouflage-13, Climbing-13, Judo-13, Karate-13, Knife Throwing-13, and Stealth-13. The Ninja Robe cannot be

retrained. If the wearer practices these skills, or uses them in the field, the Robe counts as a teacher for learning them, but only at the normal rate (200 hours = 1 character point). If the wearer has one or more of the skills at 14 or better, the Robe cannot help him improve or use those skills.

The Robe can change color at the user's whim. Only solid colors are possible. It can also change form to resemble another article of clothing of roughly the same size, 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 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, and 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* or *GURPS Supers*.

Component Spells: Variant Illusion Shell, variant Lend Skill.

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 has always been a favorite among those with access to magic. In modern settings, 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 here 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 Clean enchantment automatically affects *all* the wearer's clothes.

Suggested Setting: *GURPS Illuminati*.

Component Spells: Bravery (always on), variant Clean, Persuasion (always on, at +1), Power 2, Truthsayer.

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. 40). It was given to a secretive martial arts school, in exchange for the loan of several of its best students, whose skills were enchanted 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 Elbow Strike-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, 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 teacher's level minus 1.

THE HABERDASHER FROM HELL

As recounted in *GURPS Fantasy Folk*, all Leprechauns are shoemakers. No one has ever managed 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.

Thousands of years ago, in another dimension, two wizards of immense might fought. The fight arguably ended in a stalemate, with one wizard cast into a prison dimension, which she did not manage to escape for hundreds of years. Before she went, though, she managed to place a bizarre curse on her foe. The victim tried to resist, but finally succumbed to the curse – 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.



His answer was to create the founding 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.

Then his foe returned. In the chaos, many members of the artificial races were killed, and the Haberdasher was forced to flee across several dimensions. 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.

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. In campaigns, the Haberdasher can serve as an Enemy – indeed, all Leprechauns could have him as an Enemy, with a low frequency of appearance.

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 (100 hours = 1 character point) so long as he practices with the Robe, and pays attention to how it 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* or *GURPS Supers*.

Component Spells: Variant Lend Skill, secret "Learn Skill" spell.

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 Light and Darkness College, 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, Power 2.

Asking Price: \$3,500.

JEWELRY

There are many reasons *not* to enchant jewelry. 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 people to easily switch what spells are affecting them. Small items are easy to hide and conceal, as well. And some people feel that, since magic items are already valuable, they should *look* it.

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). It will not work on anyone who is aware the stone is 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.

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 (+3 to Stealth), the wearer leaves no footprints (-8 to Tracking), 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.

Suggested Setting: Yrth.

Component Spells: Variant Body of Shadow.

Asking Price: \$200,000.

Snakeskin Boots

These beautiful green-scaled women's boots allow the wearer to *slither* instead of walking. This does not require the user to lie down; the user's soles remain in contact with the ground, but it isn't necessary to lift them to walk. Instead, the wearer's feet glide forward like two snakes, at her normal Move. The wearer can still walk normally, if desired. In use, they make little noise and leave a serpentine trail. Stealth is at +4; Tracking is at -4 if the tracker doesn't know about the boots, or -2 if he does.

Suggested Setting: *GURPS Illuminati University* or a modern secret magic setting.

Component Spells: Hypothetical "Slither" spell.

Asking Price: \$50,000.

The glow from a glitterstone is, to the untrained eye, just colored light. The information 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), nonmages who know the spell, and others who have made a diligent study of what colors correlate with what traits. The average person might guess that a roiling red indicates anger, but it could instead be passion. Glitterstones do not reveal secret magical traits.

Glitterstones are fashion, worn 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 one, and looking for a compatible aura. (Actually getting useful information from this technique requires more skill than the average nonmage has . . .) The light from a glitterstone is dim. If it is the only illumination, Vision rolls are at -8.

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

Suggested Setting: Any where magic is common.

Component Spells: Variant Aura.

Asking Price: \$150 in a modern society, or \$1,500 in traditional fantasy.

Magical Wedding Rings

First enchanted by a wizard as a gift to his beloved, this pair of rings puts the couple who dons them under the effect of a Emotion Control spell designed to make them fall in love. 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 1/3 the time 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*, or full magic *GURPS Swashbucklers* or *GURPS Steampunk*.

Component Spells: Variant Emotion Control, 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 several, one for each of the five enchanters involved. Afterward, 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 as to who would wear it. They destroyed each other in a massive conflagration, leaving only one of their apprentices alive. The apprentice took the Restorative Ring and fled. He later tried to sell it to a wizard, but the wizard tricked him and stole it. 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 it 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, variant Recover Strength.

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, responding like a blocking spell when it detects danger. Normally, the armor confers PD 1 and DR 16. Against noisy attacks, it grants PD 2 and DR 32 to 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, since mages of low skill level need to speak to cast spells, the audio armor may hear a spell being cast and activate itself. Initially, the armor only knows missile spells from *GURPS Magic*, but if the wearer takes damage from any other spell, the armor will learn this new threat on 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* or *GURPS Supers*.

Component Spells: Variant Block, variant Hardiness, unknown other spells.

Asking Price: \$175,000

Glass Armor

The spell Shatterproof (p. M52) expands the armorer's repertoire of materials. Glass is a strong, light substance, inappropriate for armor only because it is brittle. Weapons can 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 has no need for eyeslits and weighs half as much. (Glass is actually 1/4 as heavy as steel – but for armor, the weight of the padding, etc., is unaffected.) 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 the local technology can produce diamond glass (TL8 or 9), the same treatment will produce armor with *five times* the DR of steel, at the same weight.

Suggested Setting: Traditional 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 weighs 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 (PD 0, DR 1 vs. electrical attacks). Biting and clawing do an additional +1 damage. He takes half damage from Fire and Water combat spells, and none from (nonelectrical) Air spells. If 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 energy to activate (6 to maintain), and lasts for one hour. The energy can be drawn from a dedicated 22-point powerstone embedded in the armor's left breast.

Suggested Setting: Yrth or *GURPS Arabian Nights*.

Component Spells: Variant Body of Metal, Fortify, Lighten, Powerstone, variant Shapeshifting.

Asking Price: \$260,000.

Scent Armor

Scent armor is made from 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, smelling 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 armor telepathically alerts the wearer to the threat's location and substance (or type of foe). 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 (e.g., tasty food, or intense perfume) in which case it will cease to function until out of range of the distraction.

Suggested Setting: Traditional fantasy or *GURPS Goblins*.

Component Spells: Variant Keen Nose, unknown others.

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. Any-one examining it closely will notice the eyes blink periodically.

Visual armor will telepathically 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 at 14. Thus, it may not recognize ancient, ultra-tech, or foreign weapons.) This effectively gives the wearer the

360-Degree Vision advantage, for spotting 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 instantly informs the wearer when a gun is fired, a sword is swung, etc., giving the wearer a +2 to his Dodge (if he gets one) against any attack the armor sees. Highly visible attacks, such as most energy and magical attacks (e.g., lightning bolts, fireballs) give the armor a +2 to detect the attack. Conventional guns 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 (although if the wearer doesn't understand the language, it does not *translate*).

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

Component Spells: Variant Hawk Vision, variant Lend Skill, 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.

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

A hand of glory 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 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 who was hanged next to 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 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 10 seconds following. Once a subject fails a Will roll, 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 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; 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 may cause concern in passers-by . . .

The GM may wish to assign a Power level to a hand of glory 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 a Hand of Glory: There is a counter-charm to the effect of the hand. Whether 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 certainly 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 this unguent, the enchantment of the hand cannot affect its inhabitants.

A hand of glory is created using folk magic (p. 28). Normally, nothing but an IQ roll is required to create and use one. If the GM decides Alchemy is necessary, 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.

Component Spells: None; folk magic.

Asking Price: \$100 or more, depending on the local frequency of hangings and the care taken with bodies afterward.

Nightlight

A nightlight resembles a flashlight and allows the bearer to cast the Darkness spell. In addition, a nightlight confers any of the following on the holder as desired: Night Vision, Dark Vision, or Infravision.

The Darkness power of a nightlight affects a cone 3 yards long and 3 yards in diameter at its end. If aimed straight down, it only affects the user’s hex. So long as it is left 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 night-light. Infravision and Night Vision are free thanks to the Power enchantment; casting Dark Vision requires 2 points of energy.

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

Component Spells: Dark Vision, variant Darkness, Infravision, Night Vision, Power 3.

Asking Price: \$1,500.

Trick Coin

A Trick Coin is the product of a New Jersey gang of forgers who turned to magical crime. While trying to develop a

“universal card” to raid autotellers, they discovered a low-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 roll is required to make the coin. When used in a coin-operated machine (pay-phone, vending machine, laundromat etc), a 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: *GURPS Technomancer*.

Component Spells: Variant Glitch.

Asking Price: 200 × face value.

OTHER ILLEGAL ITEMS

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

Arkwright’s Inversion Glasses

This item typically takes the form of a small pair of wire-rimmed spectacles or pince-nez. The lenses provide some magnification, like a weak pair of reading glasses, but this is only to allay suspicion. 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 it was a separate object which was not in one’s field of view, could not be seen). 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.

More commonly, the glasses bring a whole new dimension to cheating at card games. 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 them! 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. Inversion glasses were first developed by an enchanter named Sidney Arkwright, who died when he made the mistake of shuffling and dealing an entire hand of cards face-up.

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

Component Spells: Variant Glass Wall, variant Mirror.

Asking Price: \$20,000.

Balzac’s Ink

The mystic concoction known in Illuminated circles as Balzac’s Ink is primarily made from the alchemical substance azoth (Philosopher’s Mercury; see p. CB106), combined with other esoteric ingredients. Used properly, it brings out the

inherent magic in writing. Its ability to create perfect forgeries makes it a favorite tool of the Secret Masters. Indeed, enough Balzac’s Ink can make one a Secret Master in the first place.

When a forged document is created with a dose of Balzac’s Ink, it becomes a perfect forgery. No scientific test will reveal it, and any expert will declare it legitimate. Indeed, the forgery is *so* perfect that any person whose signature is forged will remember actually signing it! No special paper (e.g., watermarked or hologram-imprinted paper) or other physical aids are needed. The Ink will alter the paper as necessary. Any use of Balzac’s Ink requires a successful Forgery roll. On a failure, the forgery is an obvious botch; on a critical failure, the magic only affects the mind of the forger; he will think it’s perfect, but no one else will be fooled.

Balzac’s Ink is also useful when altering existing documents. If a document is properly altered with the Ink, all copies of the document, physical or electronic, will change to match. The exceptions are items protected by Pentagrams, Utter Domes, no-mana zones, Illuminati University’s reality stabilizers, and hand-made copies. (Even the best scribe can’t make a copy identical enough for the magic to affect it.) The memories of everyone who ever read (or wrote) the original will also alter. It’s also possible to mix opaque white Balzac’s Ink and use it to paint over written material, producing blank pieces of paper and destroying all memories of what it said.

The Ink allows for the manipulation of many *GURPS* advantages and disadvantages. Reputations, Wealth, Rank, Status, Alternate Identities, and the like can be gained, lost, enhanced, or diminished. This takes one dose of Ink and a successful Forgery roll for *each* character point of change. For forging raw cash, one dose of Ink can be used to create money equal to 1/3 the starting wealth for the setting (e.g., \$5,000 in a modern setting). This is usually not an efficient use of the Ink. More broadly, one dose is enough to thoroughly alter no more than 1d6 normal-sized pages of paper. Doing a thorough rewrite of the Bible would require a great deal of ink. (It would also be largely pointless. Altering, for example, one edition of the King James Version will not change all the other editions and versions.)

Balzac's Ink has limitations. Pieces of paper and memories of those pieces of paper can be altered, but sound or visual recordings, as well as other memories, may remain. A forger could create architectural plans for a house, alter a construction company's records to show the house was built, and create a deed for the house, along with all the associated memories, but there would still be no house at the alleged address. Subtlety is advised.

Suggested Setting: *GURPS Cabal*, *GURPS Illuminati*, *GURPS Illuminati University*.

Alchemical Statistics: Liquid. \$50,000 in materials; 25 weeks. -10 to skill.

Asking Price: \$250,000 per dose, or more.

Evil Eye

This bionic eye is made of surgical steel, and emits a dim magenta glow from the powerstone inside. It features several technological and magical enhancements, and also contains a magical hideaway holding an infrared-frequency heavy laser pistol.

Mounting a weapon in the eye halves hit location penalties (round up) for called shots to the target's eye or face, if the user has eye contact with the target and the target is surprised or stunned (e.g., by a Death Vision spell). Due to the difficulty of physically reloading the weapon, it uses a rechargeable power cell, giving half the normal endurance of a heavy laser pistol. The hideaway space is actually in front of the eye so that, in a low-mana zone, the laser will not materialize within the cyborg's head.

The eye's technological enhancements are Acute Vision +4 and Ultraviolet Vision (p. UTT99). Its enchantments are Astral Vision (always on), Mage Sight, See Invisible, and See Secrets. It also has a variant Death Vision that works by eye contact instead of touch (as is normal for a Death Vision enchantment). All the enchantments but Death Vision can be used by nonmages. The powerstone is dedicated, and provides 20 points of energy. The technological vision enhancements may be confusing unless the user closes his other eye, but the enchantments, when cast, affect vision through both eyes. Treating the enchantments as knacks, eligible for the 80%

THE MAGNIFICENT MAGI

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 – those that can are simply carried away whole.

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 participate in the train robbing, but none of the men will allow it.

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 nonlethal 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.

cost break for obvious cyberware, the Evil Eye optionally costs 30 character points.

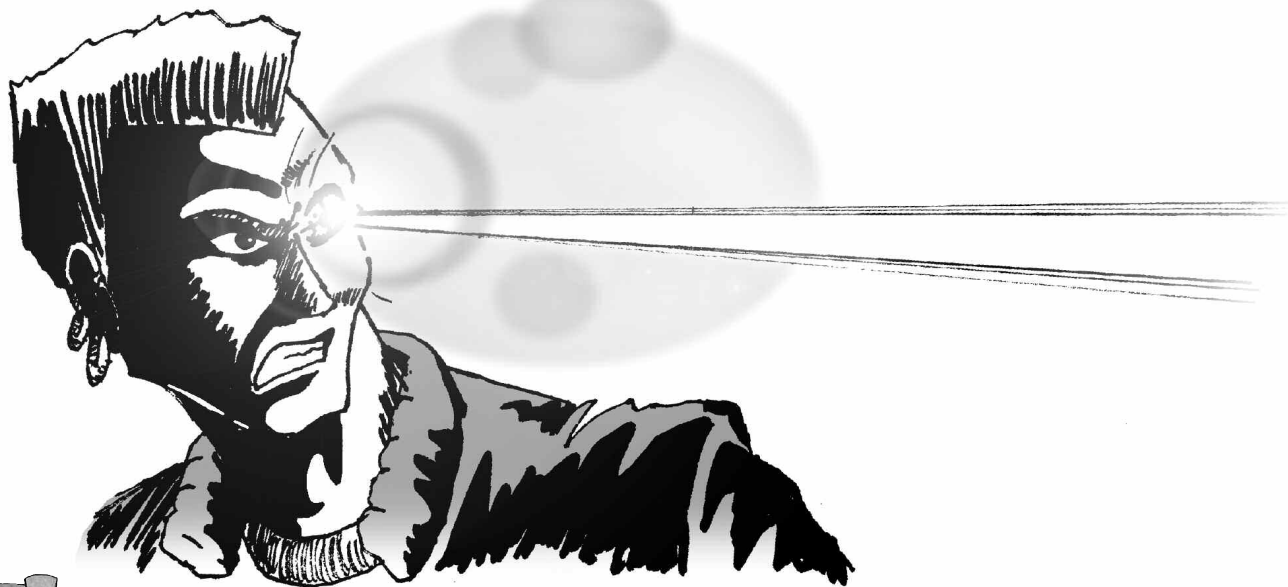
Suggested Setting: Post-Manaclism cyberpunk.

Component Spells: Astral Vision, variant Death Vision, Hideaway, Mage Sight, See Invisible, See Secrets.

Asking Price: \$350,000, plus cost of surgery.

Gossamer Chains

Neither gossamer nor chains, these bracelets are usually used for holding and moving slaves and prisoners. They cause the wearer to completely forget about the concept of escape



and to be obedient toward the one who placed them on the victim. They can only come off if the password is spoken – and anyone wearing them also can't remember the password!

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

Component Spells: Two Forgetfulness spells, Hex, variant Loyalty, Password.

Asking Price: \$170,000.

Hip Flask

The Hip Flask was created by a streetwise mage to allow him to move in social circles where he might meet resistance. The Flask is a small, ornate, clear glass flask, with a cork stopper, filled with alcohol. Inscribed on its bottom is a pentagram. At will, the owner can order the flask to magically fill with whatever alcoholic beverage he desires. The owner can also fill it normally; if filled with something nonalcoholic, the flask won't function.

Just bringing the flask out causes those who see it to react to the owner at +1. In addition, if the owner drinks from the flask, he will automatically make any necessary Savoir-Faire rolls. The effects last for 10 minutes. The flask can be used repeatedly, but 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 themselves 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. 33) 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: Create Water, variant Persuasion, Resist Enchantment (-3), variant Water to Wine, Power 4, unknown others.

Asking Price: \$100,000.

Smokescreen

A Smokescreen is a magical item used to hide a subject. Made from scroll paper, 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 will blend in with any natural fog, mist, or smoke already in the area. The screen may be carried, or left to cover a chest or box. Someone touching it will realize it is made of paper.

Folding or unfolding a smokescreen completely takes about 12 seconds. The screen can be unfolded to cover a smaller area in less time (e.g., to cover a laptop computer takes about 2 seconds). A smokescreen is extremely vulnerable to fire.

Suggested Setting: *GURPS Technomancer* or Yrth.

Component Spells: Illusion Shell.

Asking Price: \$90,000.

Smuggler's Trench Coat

This normal-appearing trench coat is useful for smugglers and people who need to carry concealed weapons. An inside, waist-level pocket opens into an extradimensional space 48" 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 trench coat, 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 easy 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 trench coats 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 (10 lbs.), unique "Shift Weight" spell.

Asking Price: \$20,000.

Trader's Towel

A trader's towel is a small, colored cloth, the size of a normal piece of paper, which is 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. A 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.

SECURITY ITEMS

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

Dawsill's Nose

This choker-style necklace, apparently made from black chain links, gives the wearer the Discriminatory Smell advantage (p. CI52), including the ability to smell emotions. The enchantment was developed by the enchanter Dawsill after a canine plague left the country she lived in without tracking dogs. She made an excellent living as a mage/detective (and mage/hunter!) for several years, before sharing her secret with other enchanters, and producing more noses herself.

Suggested Setting: Traditional fantasy.

Component Spells: Variant Keen Nose.

Asking Price: \$2,000.

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*. All important statistics are below.) The ECUP features vibroblade teeth (giving a damage bonus and reducing the effectiveness of armor) and a drug factory for Rage (doubling strength when triggered; see p. UT97). It also has a surgically interfaced control unit mounted on its back (PD 6, DR 40, HP 10, -2 to hit). The control unit contains a scrambled short-range radio, a dedicated Datalink computer, and another dedicated computer for Routine Vehicle Operation, which allows the ECUP's handler to command it to walk, heel, or otherwise behave as a trained dog. Combat is not a "routine operation"; for that, the handler maneuvers the ECUP near the target, triggers a dose of Rage, and relies on its natural proclivities. Apart from being able to bite for lots of damage, and transmitting rabies (if a HT-3 roll is not made), cushnas can breathe fire, doing 1d+2 at up to 2 yards, for 2 fatigue. ECUPs have the following statistics:

ST: 35 **Move/Dodge:** 8/0 **Size:** 2 hexes
DX: 10 **PD/DR:** 1/1 **Weight:** 250-300 lbs.
IQ: 4 **Damage:** 3d-1(5) cut
HT: 10/25 **Reach:** R, C

Generally, the item will be wrapped, then put on display, whereupon the merchant will ask the interested parties "to wipe their hands" on the towel before handling the merchandise. If the object is handed to someone who hasn't touched the towel, it will revert immediately to its normal state. A greatly flawed item might be spotted as soon as the transaction is complete, so most sellers only display items with minor flaws, in places with dim lights and other distractions.

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

Component Spells: Variant Illusion Shell.

Asking Price: \$90,000.

The damage listing already includes the bonus for vibroblade teeth. Note that armor DR is divided by 5 against vibroblade bites. When the Rage is triggered, ST goes up to 70, and biting damage goes up to 4d+2(5) cut.

Suggested Setting: Post-Manaclysm cyberpunk.

Component Spells: None.

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





Returner System

An anti-theft item developed to replace magnetic sensory equipment, a returner system has three physical components. The first is called the coin (for its size and shape), and is installed inside the item to be protected. Often, it is attached with a Glue spell. When the item is purchased the retailer uses the second component, a small wand, to deactivate the Glue spell and retrieve the coin. The last component is the gate, which is similar to the magnetic detection gates in many real-world stores.

If an item containing a coin passes through the gate, the returner activates, invoking a variant Air-Golem that returns the stolen item to the store. Shoplifters have learned that trying to fight the air-golem only draws the attention of store detectives and police.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Variant Air-Golem, Glue, several Links.

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

Safe of Testimony

This item 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 him, while causing him to hallucinate that he 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). The potential violation of Fifth Amendment protections by these enchantments makes this item legally controversial in the United States.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Compel Truth, Great Hallucination, several Links, Password, Power 5, variant Total Paralysis, unique, secret "Describe Hallucination" spell.

Asking Price: \$200,000.

Spyglass

The spyglass was developed by the American government for use by police and intelligence agencies. It allows the collection of several kinds of information about people. It is especially useful when the subjects are within an area covered by Scrywall or Scryguard, and thus protected from typical information-gathering spells.

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

A spyglass collects the fingerprints of anyone who touches it, samples DNA 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 (the person who knows its Name), and is often thrown out by unsuspecting dishwashers who can't get the item clean, only to be collected from the rubbish by its owner. A spyglass will work for 1d+6 days before becoming "full."

"Cleaning" a spyglass is done at a technomagical laboratory by its owner, where it gives up its fingerprints and DNA samples one at a time when wiped with a special cloth. The owner can then cast a Wizard Mouth on the spyglass, enabling it to repeat 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 but it is susceptible to fire. Most spyglasses have Conceal Magic (at -10) cast on them. A spyglass may be marked with Trace or Seeker spells for recovery and can be deployed by teleportation, Apportation spells, or similar means.

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

Component Spells: Variant Illusion Shell, Name, unknown others.

Asking Price: \$200,000.

CURSES, TRICKS, AND TRAPS



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

The Death of a Thousand Stings

Appearing to all examination to be an ornately decorated vase, the Death of a Thousand Stings is a subtly and infuriatingly cursed item. The item is activated when it is emptied of water. After being emptied, it will magically fill half its volume. The water will quickly become the breeding ground of mosquitoes, although this 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 just as infested as it was before. The vase can be rendered harmless simply by emptying it and leaving it turned upside down – but it will reactivate as soon as it's turned upright. Breaking the vase will also destroy the curse – though 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, variant Insect Control, variant Invisibility, several Links, Power 3, hypothetical “Create Mosquito Eggs” spell, unknown others.

Asking Price: \$1,000.

Deathlord

This unique very fine thrusting bastard 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 suitable for powerful necromancers.

Component Spells: Great Geas, several Links, Weapon Spirit, 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, giving them the appearance, and some of the powers, of a djinn. The ring grants Body of Air and Flight, and empowers the wearer to cast Create Air, Ethereal Body, and Shape Air.

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, who will presumably expect the wearer to comply with his wishes and may not believe the victim is not a djinn. Victims must satisfy the wish or be bound to the summoner until they do so.

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

Suggested Setting: *GURPS Technomancer*, *GURPS Illuminati University*, or *GURPS In Nomine*.

Component Spells: Create Air, variant Body of Air, variant Flight, Illusion Disguise, Power 5, Shape Air, unknown others.

Asking Price: \$390,000.

Fleabag

A fleabag is an enchanted money holder which, when stolen, infests the thief with a curse, similar to a bad case of fleas. The Mage's Guild of Megalos developed this item in response to merchant outcries after a particularly successful wave of pick-pocketing.

A thief who steals a fleabag must roll vs. HT hourly, beginning at the moment he takes the item, and continuing as long as he is holding or carrying it. Each subsequent hour adds a cumulative -1 modifier. On a failure, 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 the amount the thief missed the HT roll by. Items in a fleabag are not similarly cursed, so if the money or goods inside are removed and the fleabag discarded, the thief will no longer be subjected to the item's magic.

Suggested Setting: Yrth.

Component Spells: Variant Itch.

Asking Price: \$1,000.

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 similar 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.

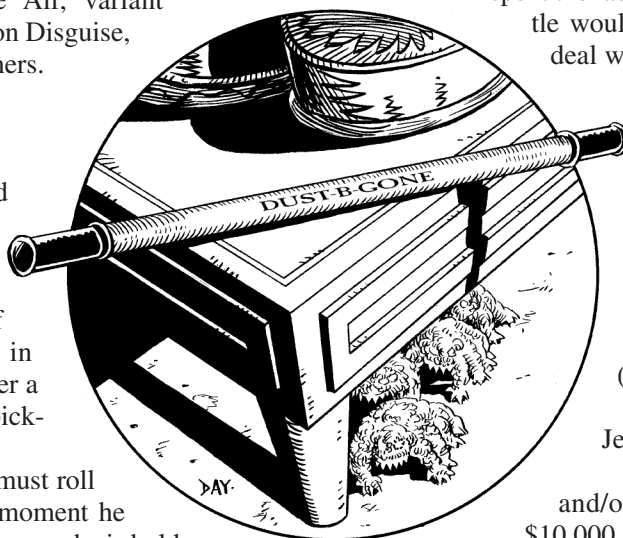
Dust mice only vaguely resemble actual mice; they have an indeterminate number of limbs, and biting mouths at one end. They attack using the swarm rules from p. B143. There are a dozen in a swarm, doing 1d-2 damage, with a Move of 5, and they can be dispersed by 8 hits. Torches and flaming weapons do 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: Variant Air Jet, unknown others.

Asking Price: \$20,000 if the seller and/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 many 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 this research tools.

Suggested Setting: Any.

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

Asking Price: \$7,500.

6

GOLEMS AND MECHAGOLEMS



The village was in ruins. The town green had been the battleground for two giants. A 20-foot wooden knight slowly slumped to the ground, its head and right arm missing. 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 with thin features and 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!"

THE NATURE OF A GOLEM

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.

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 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.

The default assumption is that enchanting a golem creates a spirit to animate the artificial body. In other settings, a golem is animated by a *summoned* spirit, by the inherent power of certain words, or other, more esoteric, power sources. For this chapter, it is assumed the spirit is created when Golem is cast, and vanishes when the golem is destroyed.

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 hit points reach -1; before that point, the enchanter or owner 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 other

THE SOCIAL QABALA ASSOCIATION

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.

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.

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.) Of course, Marx is at heart a revolutionary. The possibility that the Association could be the catalyst in a bloody revolution, displacing those who are interested in keeping qabala secret, should not be ignored.

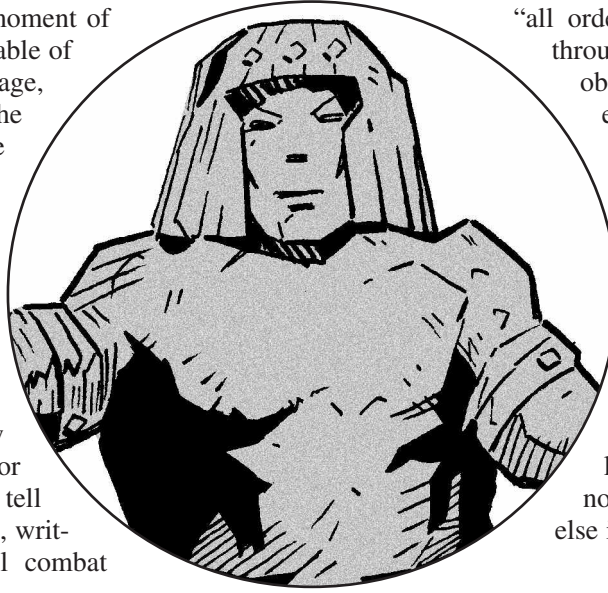
golems are not. The basic Golem spell requires knowledge of Shape Earth and Animation, but specific types of golems may require other spells.

The average golem is 5'9" tall; weight varies based on material, but a flesh golem weighs 200 lbs.

FOLLOWING ORDERS

A golem will *always* follow the verbal, face-to-face orders of its master. If, at the moment of creation, the golem's creator is incapable of speech (e.g., has the Mute disadvantage, either from injury or birth defect), the golem will obey hand gestures to the best of its IQ. This does not necessarily apply if the creator loses his voice *after* the golem's creation! Golems created by members of mute *species* (using spells developed by that species) will use the same communication method as a typical member of the species.

A golem can be ordered to follow instructions delivered in other ways or by different people. It is legitimate to tell a golem to obey tape-recorded orders, written orders (if it has Literacy), "all combat



instructions" from a designated soldier, or even "all orders from the first person to walk through that door." A golem will *not* obey a tape-recording of its master, or even his voice over a telephone, unless previously ordered to.

Verbal, face-to-face, master-given instructions *always* have top priority, even if the owner tries to command otherwise! Saying, "Don't follow my next order. Hit me," *will* result in the master getting punched. In case of conflict, the most recent order is obeyed unless explicit priority levels have been set. A golem cannot be tricked into thinking someone else is its master.

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.

Golem 5 points

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Fatigue [15]; Doesn't Sleep [20]; Eidetic Memory 2 (Limitation: 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].

* Most golems technically have a neck, of course, but it is not a vulnerable spot.

Disadvantages: Cannot Learn (Limitation: Can memorize, -40%) [-18]; Clueless [-10]; Dead Broke [-25]; Hidebound [-5]; Low Empathy [-15]; No Extra Effort [-15]; Reprogrammable Duty [-25]; Slave Mentality [-40]; Social Stigma (Valuable Property) [-10]; Staid [-1]; Sterile [-3]; Undiscriminating [-1]; Unhealing (Except by healing spells cast by enchanter, -0%) [-20]; Unliving [-50].

Features: Many advantages and disadvantages are unavailable to golems; GMs should use their judgment.

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 have Social Stigma (Valuable Property), but free-willed golems will fit differently into the local society; exactly *how* is up to the GM. Physically, golems are obviously nonhuman, and may have a negative Appearance (e.g., Monstrous Appearance [-25] for many flesh golems). Other golems (such as the porcelain golem, p. 60) 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 the Social Stigma.

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

OPTION: MUTE GOLEMS

The golem of medieval Jewish legend was mute, as are some modern interpretations (such as in the *Discworld Roleplaying Game*, pp. 174-176). This tends to have cosmological reasons; since golems aren't "people," they can't talk as people can. If GMs want golems to be unable to speak, they can simply add Mute to the golem template. No rules changes are necessary.

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.

A golem's base cost 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 base 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). In rare circumstances, it may be increased by 2. It is possible to decrease IQ by 1, but this is usually a bad idea.

Attributes Modifier Table

+/-	-3	-2	-1	+0	+1	+2	+3
Modifier	$\times 0.75$	$\times 0.85$	$\times 0.95$	$\times 1.00$	$\times 1.05$	$\times 1.20$	$\times 1.60$

Speed: A standard golem's Speed is $(\text{HT} + \text{DX})/4$, 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.

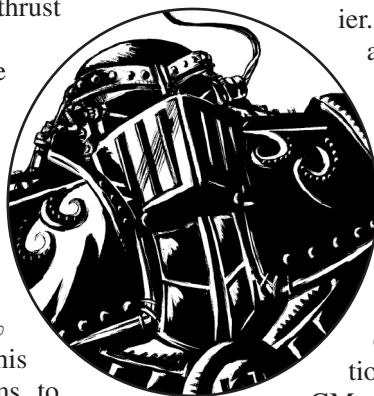
PD: Standard PD depends on DR; find the golem's DR on the *PD Table*, and note the standard PD. PD may be increased by 1, multiplying cost by 1.3. Crystal golems and exceptionally tough metallic golems sometimes have their PD increased, but it is otherwise rare.

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



NEW ADVANTAGE

Doesn't Fatigue 15 points

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.

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

This advantage first appeared in *GURPS In Nomine*.

NEW DISADVANTAGE

No Extra Effort -15 points

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.

This disadvantage first appeared in *GURPS Spirits*.

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 20 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.

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. 59
Bronze Golem	25	13	15/30	9	7	3/6	2d+2	13	5	600	\$30,000	Shape Earth ²	\$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. 59
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 Metal ¹	100 lbs. of garbage	p. 59
Gold Golem	20	13	13/25	9	6	2/4	2d-1	13	4	425	\$21,250	Shape Metal	two tons of gold	p. 59
Ice Golem	15	14	12/15	9	6	1/1	1d+1	15	1	325	\$16,250	Shape Water	200 lbs. of ice	p. 59
Iron Golem	30	12	15/40	9	6	3/6	3d	13	5	800	\$40,000	Shape Earth ²	\$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. 60
Marble Golem	20	11	15/30	8	6	3/6	2d-1	11	4	500	\$25,000	Shape Stone	500 lbs. of marble	p. 60
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. 60
Origami Golem	5	14	10/5	8	7	0/0	1d-5	-	1	125	\$556	Shape Plant	15 lbs. of paper	p. 60
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. 60
Rag Golem	8	14	10/11	8	6	0/0	1d-3	-	1	125	\$556	Alchemy	80 lbs. of rags	p. 60
Rubber Golem	11	15	15/30	8	7	1/1	1d-1	15	3	650	\$32,500	Shape Plant	200 lbs. of rubber	p. 60
Scarecrow Golem	7	9	13/8	8	5	0/0	1d-3	8	1	75	\$150	Shape Plant	special	p. 60
Silver Golem	20	14	13/25	9	6	3/5	2d-1	15	4	550	\$27,500	Shape Metal	one ton of silver	p. 60
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. 60
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. 60
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
Wax Golem	10	11	13/16	8	6	0/0	1d-2	-	1	200	\$17,500	Shape Plant	200 lbs. of wax	p. 60
Wood Golem	20	12	13/20	8	6	3/5	2d-1	12	2	350	\$17,500	Shape Plant	200 lbs. of wood	p. 60

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.

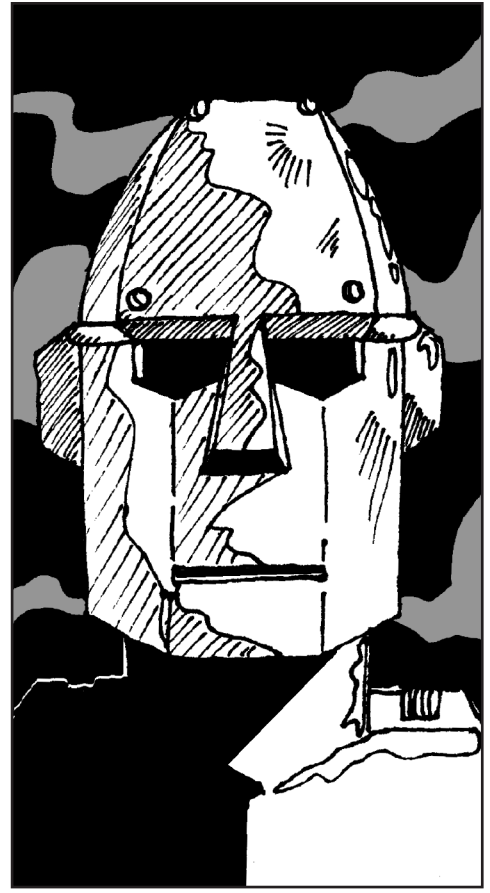
Weeks: The number of weeks required to construct the golem's body.

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 energy costs in this table may differ slightly from those that would be produced by the construction system, but not by more than 10%. This is either for flavor, for balance, or for compatibility with previous **GURPS** supplements.



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 get 468. A silver golem should also be (relatively) smart, so IQ is increased by 1 (to 9) multiplying cost by 1.05 to get 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 get 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-armored 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.

Silver Golem

A silver golem has ST 20, DX 14, HT 13/25, IQ 9. It has a Speed of 6, PD 3, and DR 5. It can strike with its fist for 2d-1 damage, and has one weapon skill (maker’s choice) of 15. To build the body requires 4 weeks of work, one ton of silver (very expensive!), and a successful Shape Metal roll.

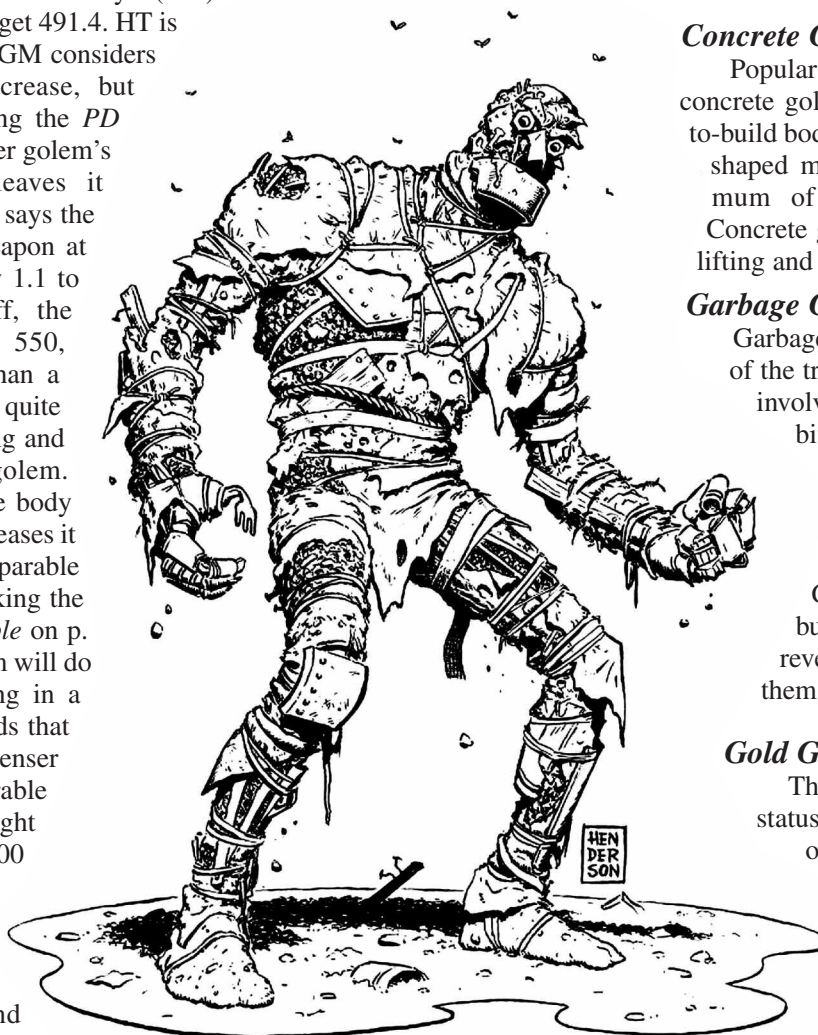
Energy cost to activate: 550.

On p. 58 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.

Bakelite Golem

The new 1924 Bakelite Golems are available for viewing in your local showroom today. Bakelite is a unique material that is tough and serviceable, and its golden shades have all the beauty of purest amber. We have simple designs of golem for those who are conservatively inclined, and others, with silver and gold trim, 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.



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 afterward. Concrete golems are suited to heavy lifting and intimidation.

Garbage Golem

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

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 metal’s softness, gold golems have no outstanding qualities.

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 climes. 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 the temperature is above freezing, ice golems lose a number of hit points equal to the difference between the temperature and 32° Fahrenheit.

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.

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 nonmetallic servant is needed.

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.

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 the 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.

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.

Rag Golem

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

Rubber Golem

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

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 provides 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. 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.

Silver Golem

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

HOW GOLEMS CAST SPELLS

Golems can't be mages and can't learn spells. However, they do count as "people" for the purposes of using some magic items and as the target of spells, and they can activate properly worded Delay or Link spells. Thus, there are a couple obvious ways to enable a golem to trigger spells.

First, a magic item can be built into a golem, enchanted with sufficient Power that its cost to cast is 0, or provided with power from a powerstone, and then enchanted with a Link so that it activates when the golem says the appropriate command. This is usually what is meant by a golem being "enchanted" with other spells.

Second, Delay can be cast on a golem (again, with a command-word trigger), followed by another spell. The golem can then trigger the second spell at will. This is a one-shot effect; to enable the golem to trigger the spell more than once, the enchanter needs to cast it more than once.

Steel Golem

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

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. Once it successfully grapples a foe (see pp. B111-112), when 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 ST.

Wax Golem

While not terribly sturdy, wax golems are easy to mold, and can be made quite lifelike. They are extremely susceptible to fire, and take double damage from heat- and fire-based attacks.

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

A bomb disposal golem is a plastic golem that resembles a cyclops. The single eye is a receptacle for a Wizard Eye, so the mage controlling the golem may view destructive devices

at close range. The golem is enchanted with the following spells: Seek Machine, Reveal Function, Malfunction, Spoof Sensor (p. T27), and Stop Power. It also has a 6-point powerstone, usually used when casting the expensive Reveal Function.

Typically the golem locates a device through the Seek Machine spell, with guidance from the operating mage. Once located, the bomb's triggering mechanism can be determined by Reveal Function, and one of the remaining spells can be used to prevent detonation. Usually, a bomb-squad mage is standing by to cast Teleport Other, if necessary, 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, variant Malfunction/TL8, Power 5, Reveal Function/TL8, Seek Machine/TL8, variant Spoof Sensor/TL8, variant Stop Power/TL8.

Asking Price: \$1,000,000

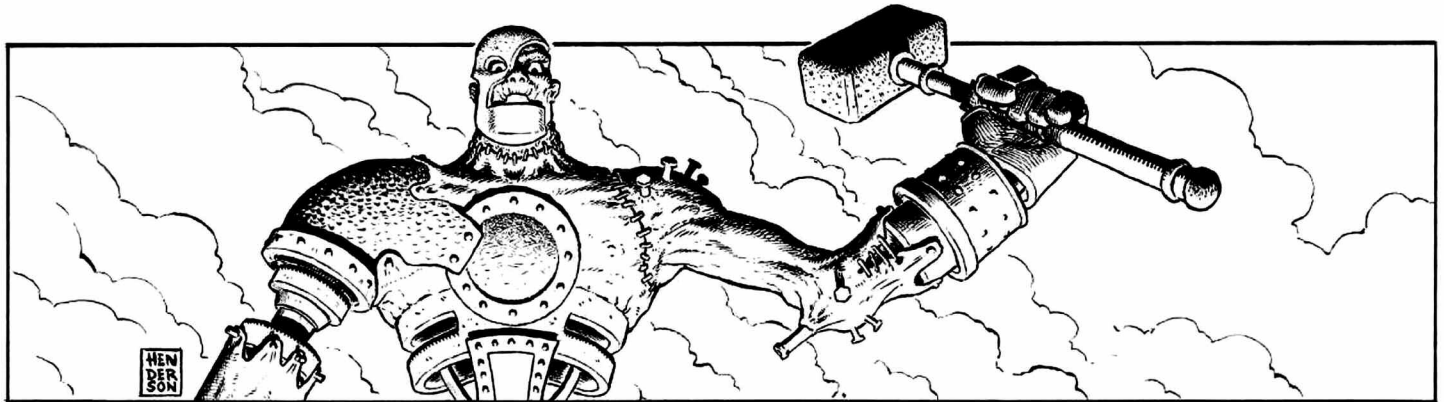
Prospector Golem

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 hostile 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. 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 owner, informing them of the location and nature of the find. They will then defend the site until relieved. Prospector golems are constructed as cheaply as possible – usually of clay or stone.

Suggested Setting: Qabala.

Component Spells: Golem, variant Know Location, Message, Power 4, Seek Earth.

Asking Price: \$10,000.



RESILIENT GOLEMS

The standard *GURPS Magic* golems are not as tough as comparable statues with Animation (p. M73) cast on them. They have fewer hit points, and fall apart after less damage. However, Golem is a more advanced spell (it has Animation as a prerequisite), and it seems illogical that it wouldn't be as effective. A golem does have advantages over an animated statue; the statue must be constantly controlled like a puppet, while a golem can follow orders without supervision, etc. Regardless, some mages may not want to make the tradeoff of toughness for greater independence.

A GM who wants to make this possible has several options. The first is simply to declare that golems are "resilient," and do *not* have the Unliving disadvantage. Instead of falling apart at -1 HT, they take damage like humans, as

described on p. B126. Once at or below -HT, such golems will have to make HT rolls to avoid death, and they automatically die if they reach -5×HT. As with a standard golem, "death" means that the animating spirit is detached from the body and destroyed. If the GM chooses this option, no other changes to the rules are necessary.

A second option is to allow both normal golems and resilient golems in the same world. In this case, resilient golems cost twice as much energy to enchant, and take twice as long to make. The GM can either say that the Golem spell covers creating both normal and resilient golems (enchanters merely have to decide which they want), or the GM can add the Resilient Golem spell (p. 32) to the setting.

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, pp. 59-60), 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 (rounded to the nearest whole number), 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). Very small golems can effectively have ST 0, but hit points less than 1 are always rounded up to 1. DX, IQ, HT, Speed, PD, and DR are unaffected by size, but running Move is increased (or decreased) in proportion to the golem's height, as for Enhanced Move (p. CI54).

Mandrake Golem

This is 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 mandrake golem has ST 3, DX 4, HT 10/2, IQ 7. It has a speed of 5, and no PD or DR.

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 mandrake golem 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, 100 energy, a freshly harvested mandrake, and a successful Shape Plant roll.

Suggested Setting: *GURPS Middle Ages 1.*

Component Spells: Variant Golem, Shape Plant.

Asking Price: \$25,000.

Undersea Golem

Rumored to have been used in ancient Atlantis, the steel undersea golems have been perfected by the British government in recent years. Part of their top-secret initiative to construct an underwater tunnel from Cornwall to Virginia, they 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, undersea golems are the strongest and largest golems 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: Continual Light, Fortify, Golem.

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 nonweapon 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 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 nonhuman 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 golems 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 nonhuman 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.

Component Spells: Golem.

Asking Price: \$350,000.



OTHER SHAPES

Beyond 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 four 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. Third, it grants *perception*, the ability to perceive its surroundings even without sense organs. Lastly, 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 TL1. 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.

Mechanical Improvements Table

TL	1	2	3	4	5	6	7	8	9	10
Modifier	x0.95	x0.90	x0.85	x0.80	x0.75	x0.70	x0.65	x0.60	x0.55	x0.50

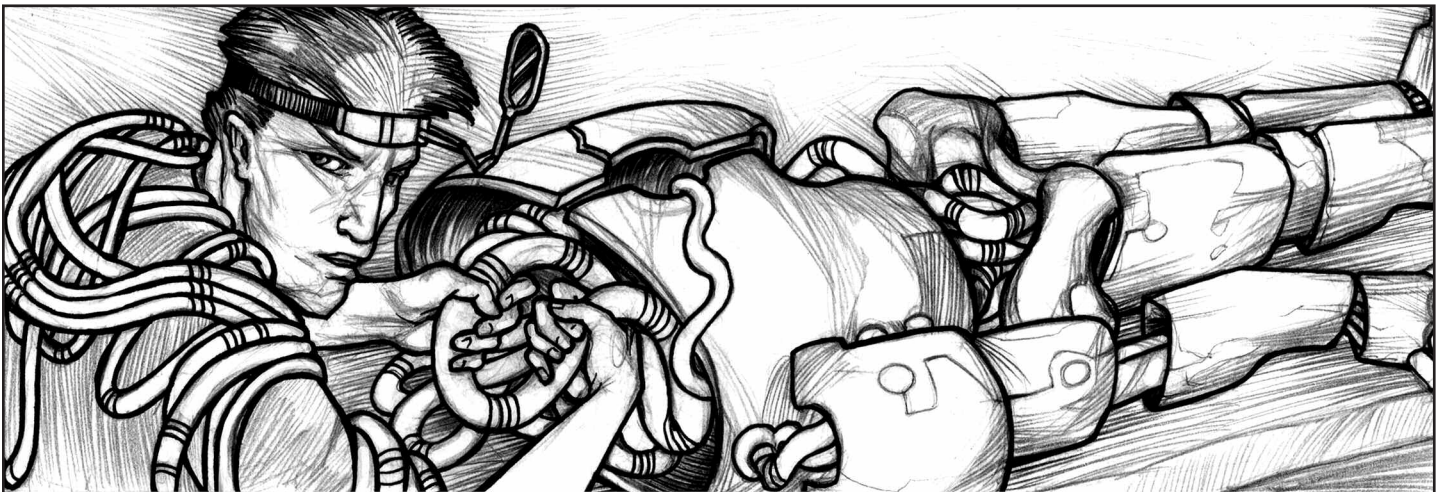
On golems with power systems but no articulation, the power is fed into the golem's heart – the part of the body a human heart would occupy – where it is transmuted into magical energy courtesy of the golem enchantment. Mechanical animation is possible beginning at TL3, where it represents a water wheel (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.

Perception

Cameras, microphones, and similar technologies can replace all or some of the innate senses of a golem. This is first possible at TL5, when photosensitive materials are discovered and recording devices are invented. At higher TLs, video cameras, chemsniffers, and other devices can be used.

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. Note that, once the golem enchantment is completed, the computer is completely part of the golem, and cannot be used for other tasks, such as running ordinary software. However, if the computer is a sapient *character* (with attributes, skills, etc.), the Golem spell will *fail*. (The same is also true, incidentally, if a mage tries to make a golem out of the substance of an earth elemental – the Golem spell won't work on materials currently part of a thinking being.)

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, perception, and/or comprehension), multiply the energy cost of the golem by the listed multiplier.

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: Clockwork Golem

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). He decides against providing sensors (the ones available to him are primitive), instead counting on the Golem spell for perception. His energy cost is $600 (\text{base}) \times 0.8 (\text{articulation}) \times 0.8 (\text{animation}) \times 0.75 (\text{comprehension}) = 288$, rounded to 300 energy.

Leighton added three kinds 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.

Component Spells: Golem, Ignite Fire, Power 1.

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. It will not respond to verbal orders. 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 20% 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 master of the golem is at +2 to drive it; if the driver is merely someone the owner 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 builds the mightiest mechagolem they can, assigns their greatest warrior as its master, and sends 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 homelands, 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 kinds of golem than political, at least in any way humans would understand.

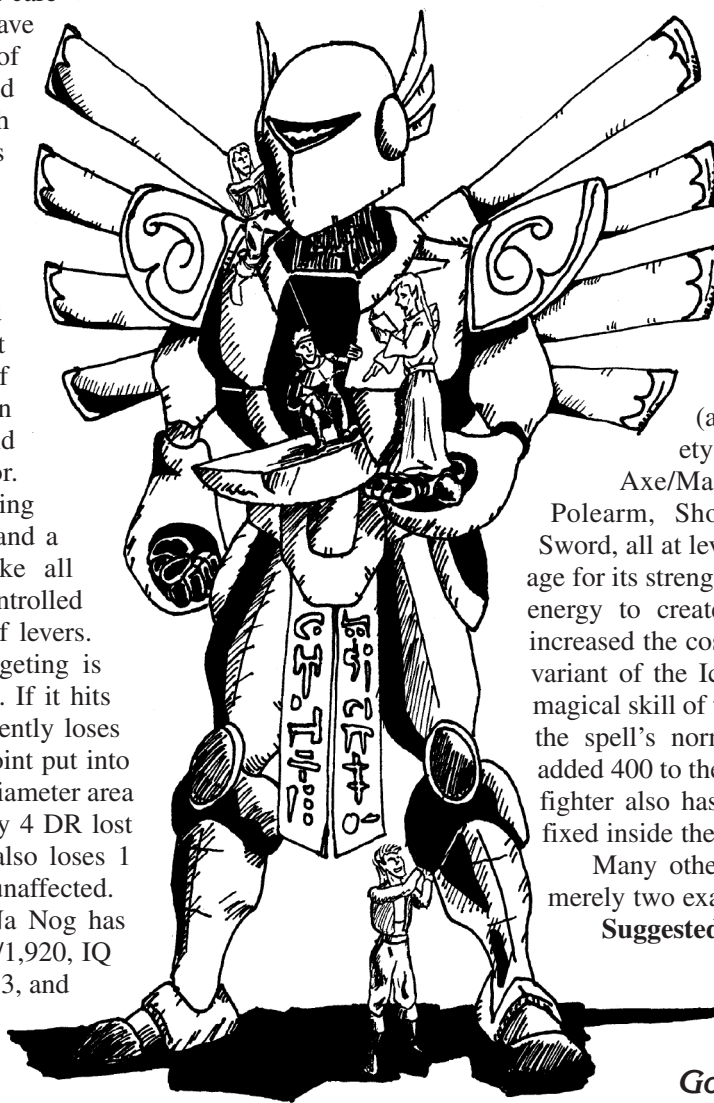
The golem fighter of Tir Na Nog is of standard size, four times the height of a man. It is made of bronze gilded with gold, in the motif of a humanoid wearing feathered armor. Its powers include a piercing cry that weakens armor and a sword of lightning. Like all golem fighters, it is controlled via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

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×26+17) damage. It has Broadsword-13, doing 163d+1 (about 6d×27+4) cutting or 161d+2 (about 6d×26+19) impaling damage. It had a base energy cost of 38,400 energy to create. The piercing cry spell 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.

Suggested Setting: World of the golem fighters, as described above.

Component Spells: Golem, secret “Piercing Cry” spell.
Asking Price: \$20,000,000.



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+3) 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.

Suggested Setting: World of the golem fighters.

Component Spells: Golem, variant Icy Breath.

Asking Price: \$15,000,000.

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+3) damage. It has Two-Handed Axe/Mace-13, doing 195d+4 (about 6d×32+14) crushing damage with its maul. It cost 52,000 energy to create.

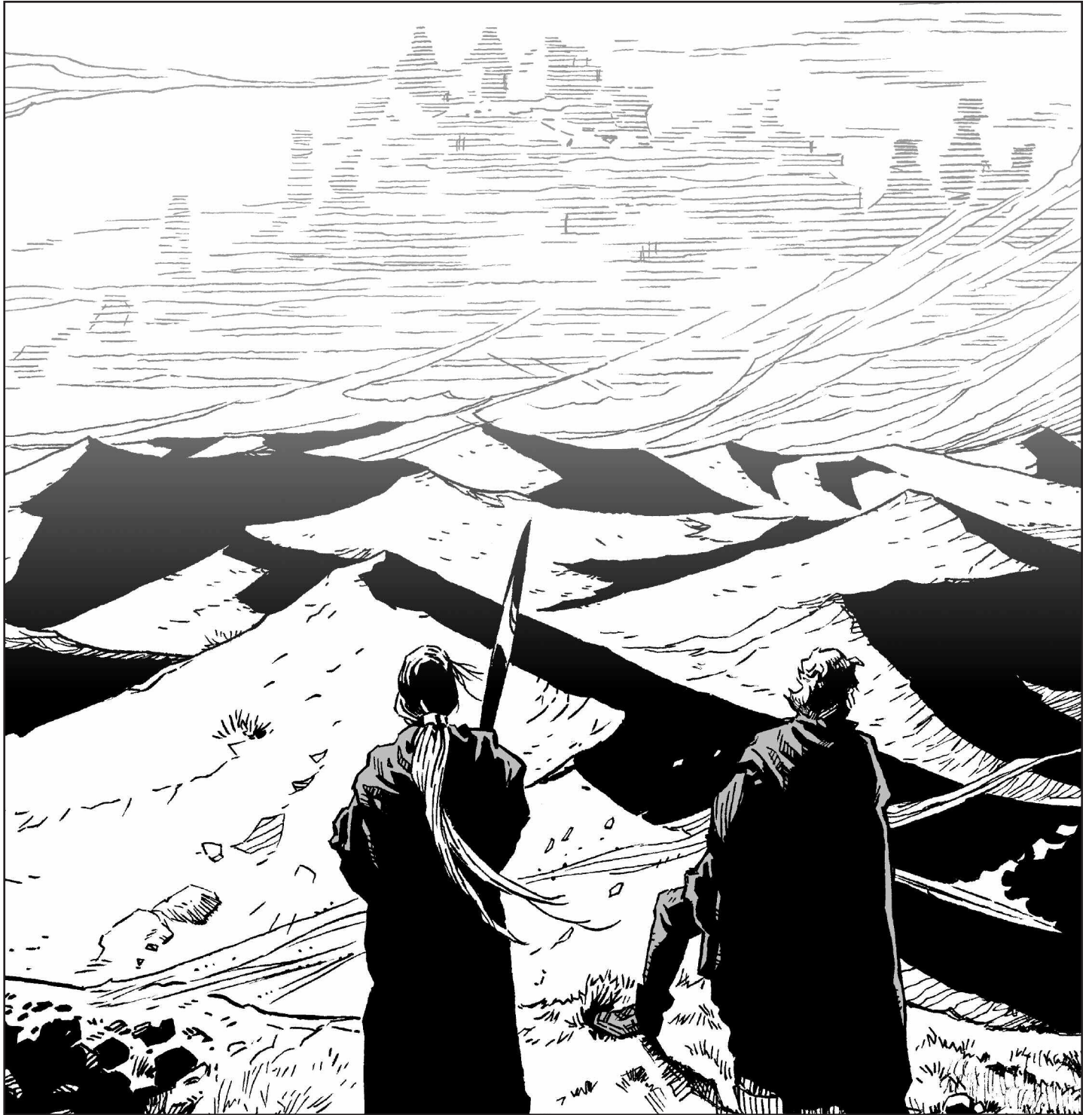
Suggested Setting: World of the golem fighters.

Component Spells: Golem.

Asking Price: \$25,000,000.

7

HOLY AND UNHOLY MAGIC



The desert wind whipped around them, as it did around the whole world. Armageddon had come and gone, and finally, finally, he had tracked her down. It had taken 20 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 bury humanity than see it 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?"

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. 17 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 assumes that a reaction of Very Good will be the most common, and Excellent rolls will be rare.

Suggested Setting: TL0.

Component Spells: None; ritual magic focus.

Asking Price: \$3,000.

Ganymede's Cup

This tall, polished silver cup is rumored to be the cup of one chosen by Zeus, 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 each 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: None; 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 the London of *GURPS Goblins*, but a little digging could turn up a clergyman or scholar who could tell PCs 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, 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. (See pp. GB105-112.)

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. However, 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, pp. GB107-108), 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.

One or more goblins may seek to profit financially from the Cup by somehow manipulating innocent catspaws into moving it on their behalf. If so, all the guilty parties will suffer a -5 penalty to *all* rolls from the moment when they set the transaction in motion, 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: None; holy item.

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

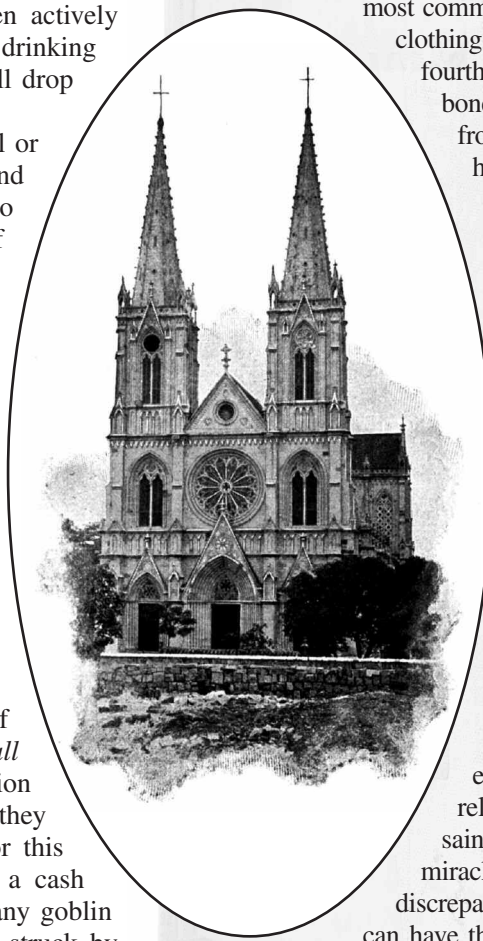
RELICS OF THE CATHOLIC CHURCH

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 (usually, 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.)

Once someone is declared a *bona fide* saint, their relics and shrine are holy items. People pray at them, petitioning 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.)

Relics are defined as the remains of saints – most commonly body parts, but sometimes clothing or other effects. As early as the fourth century, minute fragments of bone, scraps of cloth, and even dust from a saint's tomb were revered as holy items. People often travel quite far to view relics, so their value as money-making tourist attractions was obvious from the start. Since relics themselves are not much to look at, they are often housed in elaborate and expensive containers, called reliquaries. Civic leaders would send agents great distances to obtain relics for the local church (a pretty good job for a group of adventurers). Naturally, the demand for relics led to competition between churches (sometimes un-Christianly fierce), and lots of fraud; one Roman church ended up with dog bones in its reliquary. Fortunately, the lives of saints are by definition marked by miracles, which can account for some discrepancies, such as how one church can have the skull of John the Baptist . . .

while the next one has the skull of John the Baptist, from when he was a *child*. While both the Church and the laws of many nations forbid the sale of saintly body parts, trade in relics continues to this day, often in online auction houses.





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. Occasionally it alters 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 supplicants 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, unknown others.

Asking Price: \$500,000.

The Healer of Worlds

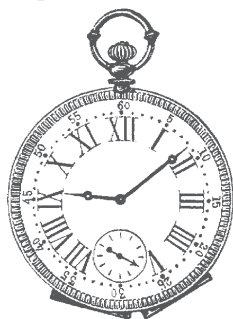
One of the most mysterious and powerful magic items in existence, the Healer of Worlds has the power to bring divergent timelines back together. Its origin is unknown. It may have been spontaneously created along with the universe, or it could be the tool of some cosmically powerful or divine entity. It may even be that the Healer of Worlds is an intelligent being 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

pocket watch 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, but is believed to be far fewer 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. On a success, 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 power of the fully assembled Healer of Worlds is enormous. As its name suggests, its primary function is rejoin sundered alternate worlds. It will usually merge the two timelines into a hybrid form, though the user may specify that one timeline is to be dominant (though some qualities of the subsumed world will always leak through). It can theoretically 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 specific timeline it is currently in, or a group of linked timelines.

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

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

Asking Price: When intact, 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 loops on each of the other two items, it will allow the wearer to experience significant events from past lives. What makes the Karmic Restorer special is that by touching a significant object 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 worn. As soon as it is removed, the object returns to the exact moment in the past it came from. What makes an item significant 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 with reincarnation.

Component Spells: Possibly variants of Rapid Journey, Retrogression, and Timeport Other.

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 who don’t use ritual magic).

The censer is a fetish holding a minor spirit, which sustains 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 it will stay within the bounds of any sacred space. 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: None; ritual magic fetish.

Asking Price: \$20,000.

Plastic Icon

Often cast in the form of a religious icon of some sort, this small talisman protects motorists 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 car or truck; 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, the icon adds +2 to the driver's skill. If an accident occurs anyway, it will not be as bad as it might have been. (Precise effects are up to the GM: half damage, no one dies, etc.) After mitigating a particularly serious accident, icons will often lose their power, visibly aging or breaking.

The icon will also reduce minor vehicle-related inconveniences. If the vehicle might have suffered a tire blowout due to road hazards, it would instead only develop a slow leak. If the car is down to its last gallon of gas, it lasts just long enough to coast into an open gas station.

The protection does not apply against *deliberate* harm. So, while the driver would get a bonus to avoid someone pulling in front of him suddenly, he would not get one to avoid a criminal trying to ram his car.

These items are mass-produced with the aid of various religious and civic-minded groups who help in the ceremonial magic required. This helps keep the cost down. Law-enforcement officers who see an icon will probably react at +1 to the vehicle's driver.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Variant Bless.

Asking Price: \$750.



Rada Drums

Drums play an important part in almost all Vodou rituals. Made out of anything from calabashes to rum barrels, they aid Voudounistas 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 Chango, and the most sacred drums of all are rada drums. Lovingly carved from tree trunks, rada drums may sport ornate vever carvings and brightly colored tassels, or they may be simple but elegant. Most hounguns and mambos who use rada drums keep more than one set – for example, one for rada rites and one for petro rites. (See p. 18 of *GURPS Vodoo*.)

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 takes two to six 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 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 vodoo initiate (with either the *GURPS Vodoo* 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. Other initiates can touch the drum without rendering it ineffective, but cannot actually use it in performing their rituals.

Whenever rada drums are used as foci in performing vodoo ritual magic, they grant the performer a +2 bonus. 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 Vodoo*, or any setting using the ritual magic rules in *GURPS Spirits*.

Component Spells: None, ritual magic foci.

Asking Price: Useless to anyone but the creator, except as art objects (in which case price depends on 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. As the name implies, it's currently in the possession of Dr. What', the Dean of C.T.H.U.L.H.U. at Illuminati University.

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. What' himself being a clear example). Most of these effects are whimsical reorderings of time or space (e.g., someone walks into a room to find themselves already there; someone discovers their kitchen and bathroom have swapped places).

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.

The Devil's Bargain

This black gold ring will fit any finger. It grants the user's desires – fame, wealth, status, beauty, anything intrinsic to the wearer. All he has to do is wish for it. The ring does not make the wearer aware of its power until he absent-mindedly wishes for something. When it comes true, the wearer will somehow know it was caused by the ring.

The wish must be, at least in part, selfish. It can benefit other people indirectly, but its primary benefit must be to the wearer. It also must be plausible, and fairly specific. "I wish I could fly" will have no effect – unless there are plenty of people who *can* fly in the campaign! – but "I wish I owned my own plane" would work. Wishes that can be expressed in terms of *GURPS* advantages will be gained at one character point per week. For cash and goods, the rule from p. B16 can be used: One character point equals one month's salary, so an item equal to three month's salary would become the wearer's property three weeks later. Only one wish can be in progress at a time.

The GM should keep track of how many character points the ring has granted; this is its "debt." As they mount up, the ring will feel heavier and heavier. This has no literal effect;

the wearer will simply feel the ring becoming a burden, and will often unconsciously support that hand with his other hand, rest it on tables, etc.

The true troubles come when the ring is removed. The next person to put it on (whether it's the original wearer or not), will, sometime before they take it off, *lose* character points equal to the ring's current debt. This will often be grotesquely physical; an arm lost in a car accident could "pay off" the Wealthy advantage. The ring will not kill the new wearer; if he dies anyway (say, by suicide) before the debt is paid off, the next person to wear the ring will be targeted. Once the debt is paid off, the new wearer can use it normally to grant wishes.

People who become aware of the ring's power will try never to take it off, and probably specify that they be buried with it. Happenstance will work against this; the ring may fall off a father's finger in the shower, only to be found years later by his son, who is now a plumber. The ring may be removed temporarily when the wearer dies and is embalmed, at which time the embalmer feels compelled to try it on. If the owner tries to give it to an enemy, he may succeed – only to have the enemy survive, suspect what happened, and seek revenge.

Suggested Setting: *GURPS Warehouse 23.*

Component Spells: Unknown.

Asking Price: \$1,000,000.





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 skill 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 noticeable by 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, and the victim is alive for most of it. Afterward the sacrifice cannot be resurrected. A single sacrifice recharges a knife with half the sum of the victim's HT and IQ. 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 toward recharge.

Many of these knives are aspected toward 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: Variant Powerstone, unknown others.

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 do. 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.”

MEDICAL ITEMS

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.

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.

Alchemical Growth Hormone

This is an alchemically enhanced version of human growth hormone, currently undergoing government testing as a treatment for dwarfism. It has already found other 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 for each dose, with a cumulative -1 penalty after the first. The first failure causes the loss of 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. People with the Youth disadvantage are at +4 on 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 Physician roll wastes of the dose; critical failure causes an undesired growth. The HT roll is not necessary for a targeted dose. Injections 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, and it requires 1 dose per inch with a maximum gain of 6 inches. AGH may be injected into the body's major muscles; 1 dose causes 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. Inspiration can be found in *GURPS Bio-Tech*, particularly Chapter 3. AGH is prepared using Alchemy skill. A fully equipped modern lab is a *requirement*, and grants no bonus.

Suggested Setting: *GURPS Technomancer*, or post-Manaclysm cyberpunk.

Alchemical Statistics: Injection. \$1,500 in materials; 2 weeks. -2 to skill.

Asking Price: \$10,000 per dose.

Brain Support Tank

This device is an upright glass cylinder, 12” in diameter and 18” tall, filled with a greenish clear liquid, and (typically) a human brain. The brain is alive and aware, and can magically see, hear, and speak (in a monotone). The tank's top is also glass, but can be easily removed.

In practice, a human brain must be transferred into the tank within 5 minutes after blood flow to the brain stops. The brain will be unconscious during the transfer, but can begin making rolls to wake up normally afterward. If an *intact* head is placed in the tank, the brain will stay alive, but it will not regain consciousness until it is removed from the skull.

In order to function properly, the tank must be kept at body temperature, and requires certain chemicals added to the liquid daily. If these requirements are met, the brain can live out its natural lifespan (its original HT still applies for aging rolls). If not, the brain must roll against its original HT daily. On a failure, it loses one point of IQ temporarily; on a critical failure, the loss is permanent. Temporary losses return when it receives proper care again.

The tank has PD 2, DR 2, and 4 hit points. Once all its hit points are lost, the glass and the enchantment are broken. The tank can be physically reinforced (though opaque materials will block the brain's vision), but attempts to further *enchant* the tank (e.g., with Shatterproof) are resisted at -4.

Suggested Setting: Any, particularly TL5 and above.

Component Spells: Secret “Brain Support” spell, variant Restore Hearing, variant Restore Sight, variant Voices, Resist Enchantment (-4).

Asking Price: \$85,000.

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 or keep their youth must rely on nonsurgical means such as makeup.

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

Suggested Setting: Post-Manaclysm cyberpunk.

Component Spells: Variant Illusion Disguise.

Asking Price: \$1,500.

Hauser's 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 enchanted with Sense Danger. Very often, the owners of elderly guide dogs will

make provisions for their beloved pet's spirit to be preserved to help themselves or others.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Power 3, Sense Danger, Weapon Spirit.

Asking Price: \$85,000.

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 pregnancies from coming to term, children from maturing, nor adults from aging.

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: Hypothetical "Ring of Regeneration" spell.

Asking Price: \$100,000.

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 these daggers, their badge of office. Dathpentl is a small city-state surrounded by barbarians on all sides. The Dathpentl practice what is usually considered foul necromancy, but without it 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 for the survival of their people.

Their summoning daggers are particularly nasty. Those injured by one in combat are affected as by the Rotting Death spell (p. G86, 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 of 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: Variant Rotting Death, unknown others.

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

The Everlasting Ring

This rare ring takes the form of an 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 death are made automatically down to $-10 \times HT$. Further, no aging rolls are necessary.

Such a gift comes with 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 (see *GURPS Undead*, p. 86), loyal to the ring's enchanter. The Everlasting Ring functions as the wraith item for the newly created wraith.

Less than 10 of these rings have been confirmed to exist in the past century. It is 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. It is known that the rings seem to find their way to the strong and violent. Possibly this is just natural selection, or perhaps it is a subtle function of the ring itself.

Suggested Setting: Any setting with undead.

Component Spells: Power 4, Resist Pain, variant Slow Healing, variant Wraith, unknown others.

Asking Price: \$500,000.

THE UN-PHARAOHS

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

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.

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 and sought each other out. They 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.

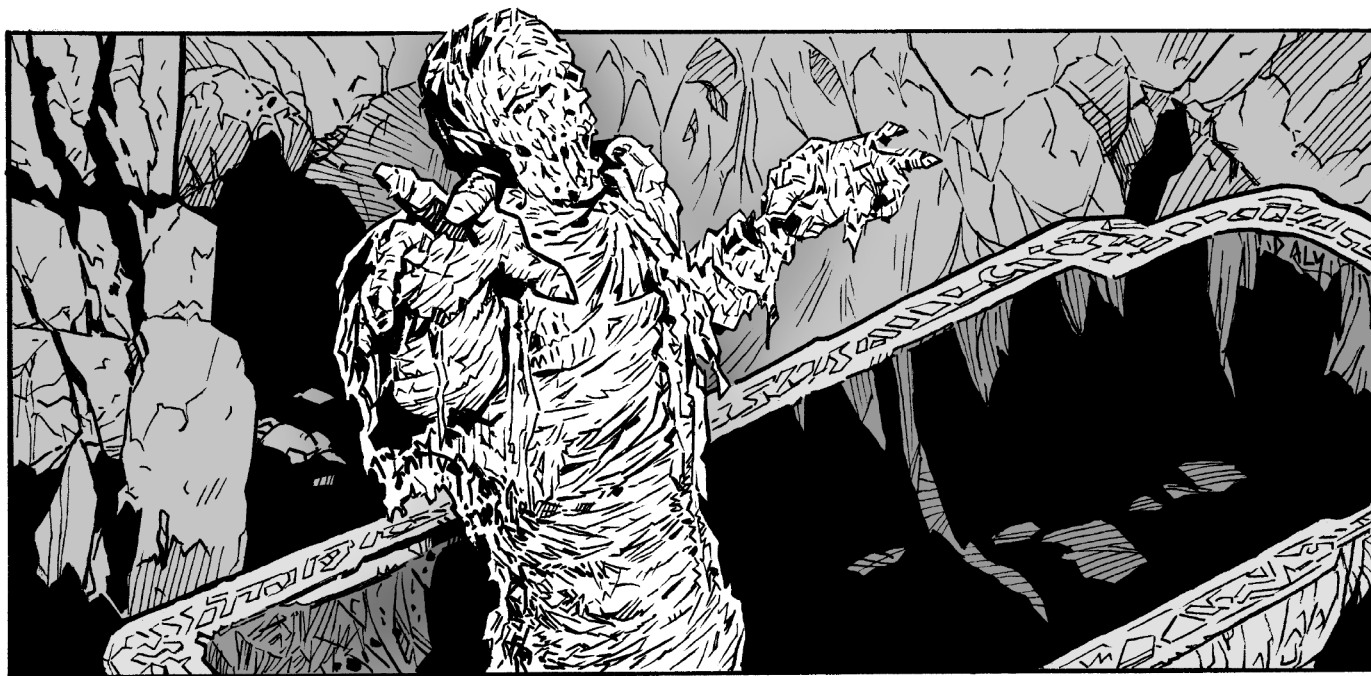
Hecate's Circle

This item emerges from the mists of Greek legend, having been mentioned in cult prayers (apparently from the Heroic era) recorded in fragmentary texts left by the obscure Classical era philosopher Psellus of Thebes. 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 sheen, and embossed with cult symbols. 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 so 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 a spell. 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. However, there is a cost. For every +1, 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 (including maintenance) and after all other fatigue 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 $-5 \times HT$.

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

Suggested Setting: *GURPS Greece*, *GURPS Atlantis*, Yrth, Medieval Europe.

Component Spells: Unknown. Possibly divine or infernal in origin.

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

Holy Censer

The Holy Censer is a white ceramic vessel, roughly 8 inches long, 1 inch wide at the top, and 2 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, with 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 living. The cloud will cover an eight-hex area in 2d seconds, and persists for an additional 2d minutes.

Corporeal undead must resist the incense cloud at HT-2 or take 1 hit point of damage for every turn spent inside the area. Noncorporeal undead resist at HT-4 and, on a failure, must materialize in the cloud, where they are then subject to the effects on corporeal undead. The cloud also adds +2 to the skill of someone using True Faith to turn any undead in its range.

Invisible entities (friend and foe alike) are outlined as smoky ghostlike images, eliminating any attack or vision penalties. 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.

Suggested Setting: *GURPS Undead*, Yrth.

Component Spells: Unknown.

Asking Price: \$20,000.

Mummy Powder

This alchemical mixture desiccates 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 flammable) servants, it also has a number of espionage uses. As it can render leather dry and cracking, it has been used for everything from sabotaging siege machinery to destroying riding straps.

Suggested Setting: Yrth, and others with necromancy.

Alchemical Statistics: Powder. \$800 in materials; 2 weeks. No modifier to skill.

Asking Price: \$3,000.

Soulblade

This powerful item is both a weapon and a tool for a powerful necromancer. It is a shortsword with a blade of glass, often 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 shortsword (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) (see *GURPS Spirits*, p. 108), 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 10 yards – 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’s being broken or because of a failed application of the Bind Spirit spell, may be quite hostile to the bearer of the blade.

Suggested Setting: Any setting with spectral undead.

Component Spells: Bind Spirit (Spectral Undead), Ghost Weapon, variant Materialize, Sense Spirit, variant Solidify, variant Summon Spirit.

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

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 noncorporeal entity the GM deems appropriate) physically. The rope is woven from nylon and Ectoweave™, and 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, 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 using teleportation, but may still use mental or magical powers (such as flying away), or use telepathy to summon help.

A spirit rope is 12 feet long, and has PD 0, DR 2, 8 hit points, and a unique Name, finely etched on each of its metallic ends.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Variant Contract Object, Variant Extend Object, Fortify (+2), Name, Power 2, variant Shape Metal, variant Stiffen.

Asking Price: \$28,000.

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 were 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, 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 nonexplosive 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."

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. In a democracy, someone often doesn't set foot on the path to power until adulthood, possessed of an adult will and, probably, surrounded by hired or purchased magical protection.

Binding Arbitration

This item comes in the form of a small, flat wooden box a little bit larger than this 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 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 legal and fair as possible. If resolving the dispute *requires* a law be broken (even simple legal systems can lead to 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 far enough from the local rulers that disputes went 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 complex legal code.

Component Spells: Lesser Geas ("Obey this ruling."), hypothetical "Resolve Disputes" spell. Possibly divine in origin.

Asking Price: \$75,000.

The Chess Set of Skye

Peat cutters on the Isle of Skye discovered this ivory-inlaid chess set 100 years ago. If the owner of the set requests that it show the status of a real plot or conspiracy, the pieces array

themselves on the board to represent the current status of that plot. (If the plot does not exist, the pieces will move randomly.) Successful Chess and Politics rolls are required to interpret the data. The set can provide information about a specific *plot* or specific *plotter*, but not both. For example, "Show me the best plot to kill the king" and "Show me Lord Leod's current plot" are both valid requests, but "Show me Lord Leod's current plot to kill the King" would not be. In that example, even if Lord Leod was behind 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 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 secular plotter based on his importance to the conspiracy.

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

Component Spells: Unknown.

Asking Price: \$250,000.

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. A mere touch from one of the implements will cause excruciating pain. (The handles are safe.) They 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 20 minutes, during which he may not say anything to the victim. At the end of that time, 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 and always ache, no matter what the victim does to try to relieve the pain.

Suggested Setting: *GURPS Cabal*.

Component Spells: Agonize, Compel Truth, Pain, Power 2, variant Sharpen, unknown others.

Asking Price: \$250,000.

THE MAGIC-FREE ELECTIONS ALLIANCE

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; 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.

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.

King Konstanty's Cropmaker

This mammoth spell engine (p. 24) was built by the order of King Konstanty of West Pedansk, to help relieve the food shortage affecting his people. It is a large building full of gears, pulleys, and flywheels, straddling a river in the heart of Pedansk's croplands.

A Complexity 4 spell engine, the Cropmaker is dedicated to running the Bless Plants spell, and can cast it at skill 12, covering an area over a mile across (actually about 987 yards in radius). The area does not need to be *centered* on the Cropmaker, merely adjacent, so multiple castings let it affect all crops within a mile of the engine. Building up the energy necessary to cast the spell requires a week (energy from waterwheels is stored in the flywheels), so it's fortunate the spell only needs to be cast once per season for a given crop.

Suggested Setting: Medieval fantasy with unusual technology.

Construction: TL(3+1) gigaframe spell engine, with the Extra Power Capacity option added 17 times.

Asking Price: It cost approximately \$31,000,000 to build, but is not portable.

Pollcat

A pollcat is an enchanted construct, devised by technomancers to help predict the outcome of political situations ahead of time – but only those involving a poll. It is a small statuette resembling a black cat, which will animate into shadow form and travel to the place the owner desires – typically, near a polling place – to divine the outcome of the voting. In the

case of electronic or paper-mail voting, the pollcat would be deployed near the collection center (e.g., web server or mail-room) to gather the necessary information.

The pollcat may be noticed like any other creature in shadow form (see p. G65). 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 as long as specified by the animator, (e.g., one hour, three days, six weeks), or until the polltakers have collected 50% of the results. It will then return to its owner, where it can be used to add +5 to a Divination spell to determine the results of the poll.

If the IQ roll is a failure, the pollcat may proceed to a wrong location or be noticed. On a critical failure the pollcat will relay bad data. It might also be tracked via Trace, and the data it has collected can be corrupted through Counterspells, Scryguards or other means.

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

Component Spells: Variant Body of Shadow, variant Create Servant, secret "Gather Poll Data" spell.

Asking Price: \$290,000.

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 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 they glow like the light 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. 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 – who wants it back.

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

Component Spells: Variant Bless, variant Breathe Air, Breathe Water, Compel Truth, variant Curse, Lesser Geas ("Obey your vow."), Light, Loyal Sword, Power 4, Puissance (+3), Sea Creature Control (more-powerful variant of Fish Control), variant Remove Curse.

Asking Price: In Atlantis, the Trident is sacred and beyond all price. In the surface world, it is 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*

Quagmire Pipes

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 enemy troops to mud, halving their speed. This effect has a one-mile radius, centered on the pipes. Allies are unaffected. A neutral bagpiper can mire *both* sides, if he wishes.

Suggested Setting: Any with bagpipes and magic.

Component Spells: Variant Earth to Water.

Asking Price: \$100,000.

Stalemated Go Board

In feudal Japan, two samurai met on a path by a cliff. To one side was a sheer drop, on the other a willow tree. Neither would agree to step off the path, so they decided to settle the matter with a duel. Unfortunately, they were too evenly matched. They both stood with their hands on their swords, but both knew that the first to draw and advance would lose to the one who chose to wait. Rather than turn away in dishonor, or attack first and lose, both died where they stood.

Years later, the willow was cut down. Eventually, its wood was made into a *go* game board. Games played on the Board always appear to be an even match, regardless of the actual skill of the two players. (This usually leads to masters playing defensively, and amateurs playing aggressively.) Post-game analysis is unaffected, and players much better than their opponents will afterward often wonder why they felt so beleaguered.

The greater power of the Board manifests when actual battles are going on near it. People making a Strategy or Tactics roll regarding the battle (or a Soldier or Operations roll, if those two skills from *GURPS WWII* are being used) will believe the fight to be an even match unless they roll a critical success. Their plans will still be as good as the results of the roll dictates; the effect is strictly psychological. Many battles have ended early because of the Board's effects, while others have been delayed until the Board's owner left the scene. Someone aware of the Board's power could probably end a war with it.

Suggested Setting: Modern or historical secret magic.

Component Spells: Unknown.

Asking Price: \$20,000,000.

Toy Airplane

This appears to be an ordinary model airplane, two feet long. 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 a model of any specific plane. The propeller turns freely and doesn't seem to be connected to a motor of any sort.

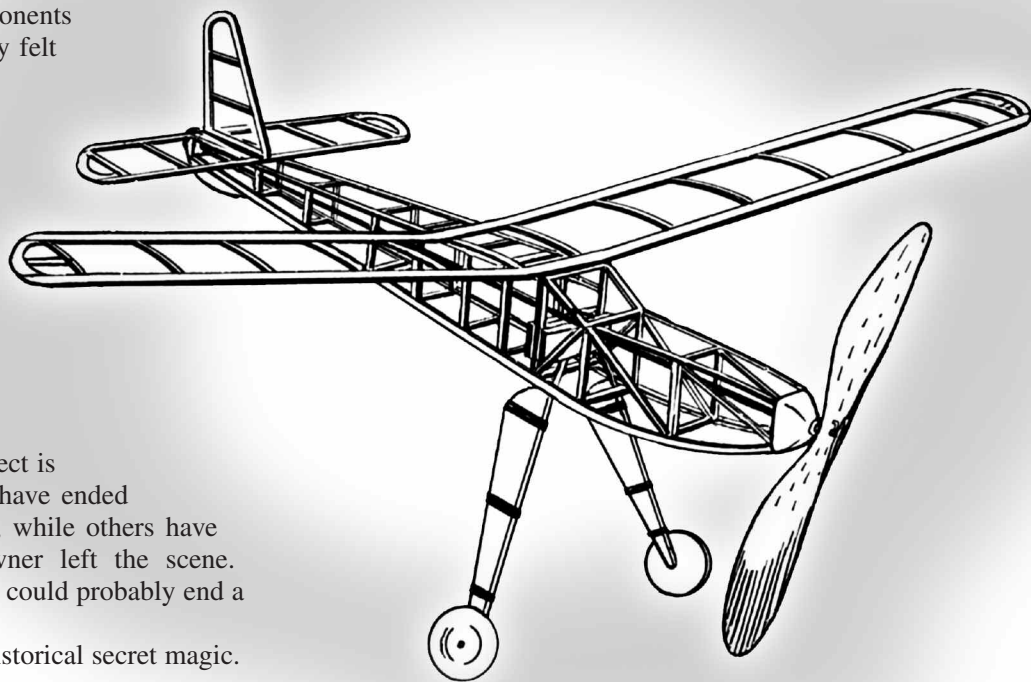
If the plane is held and the command word spoken, it can be ordered to fly to a specific destination or follow a particular flight path. In addition, the plane can be instructed to give off a specific sensor signature during flight. This signature will spoof visual and audio sensors, radar, and other 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*.

Component Spells: High-powered variant Hawk Flight, variant Illusion Shell, variant Spoof Sensor, other secret spells.

Asking Price: \$1,000,000.



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 nonmagical action figures from now on."

"No! Want magical toys!"

"If you just want something magical, I'm sure we can find something on 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 you will get out of the house for a while . . ."

"Mooommm!"

"Uh, look, roleplaying games!"

"Mooommm! I want active figures!"

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.

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, but "Teh quik brown fox jump" will cause a very loud buzz indeed. 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 OED) 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 appear, 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: Link, Sound, variant Gift of Letters.
Asking Price: \$120,000.

Adjustable Noise Absorbers

ANAs come in sets of four cubic obsidian blocks. The blocks are standardized and labeled with an item identification number and 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 area. ANAs come with a predefined maximum area they can cover, but can be placed to create any four-cornered shape up to that size limit. Also, sets of ANAs can be linked by placing two blocks in contact with two blocks from another set. This allows extended walls and full noise isolation (by using six sets to block off each side of a cube). 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 in allowing unrestrained "interrogations" or "punishments" with less risk of interruption. However, ANAs do not interrupt electromagnetic transmissions, so bugs in a room completely sealed by 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 just suggested itself and never went away. The pick weighs 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 2-point Power spell.

There are also cheaper versions of the Dwarven Pick without Power, or with just a subset of the above spells. Possession of this item is often controlled, because of its obvious utility in sieges and illegal intrusion.

Suggested Setting: Yrth, *GURPS Illuminati University*, *GURPS Technomancer*.

Component Spells: Power 2, Shape Earth, Shape Stone, Walk Through Earth.

Asking Price: \$73,000.

THE TOOLMAKERS

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, an association of professionals, and a secret society.

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. 87), among other powerful tools. As a result, whenever a pair of Dwarfven 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 Dwarfven parents regard this as an honor (if a sad one). As twins are even rarer in Dwarves than in humans, and cases where only one is a mage rarer yet, this does not happen more than once a decade.

The Toolmakers thus primarily recruit from adult, successful enchanters and craftsmen. 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 Dwarfven society at large, *are* sexist, but they recognize talent when they see it, and a small percentage of the organization is female (mostly enchanters). A male Toolmaker is often reluctant to work with a female, but the pairings usually result in a happy marriage a few years down the road.

The Toolmakers *do* allow non-Toolmakers to create magical tools, by necessity, but the tools thus created *must* meet their 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 he requests. (As opposed to a work slowdown or a strike, which no Dwarf would consider; Dwarves *love* to work.) If the Toolmakers have a political agenda, it probably centers on cementing their position in society, but they could well have other goals.



Fast Prototyping Device

This device is a flat pallet about 6 inches high and a yard 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 1-yard 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 an average of 10 minutes to produce a rendered item. The FPD can not create radioactive materials, nor can it reproduce experimental new materials 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: Variant Create Object, 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 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 at two points (e.g., the top and bottom, two opposite ends, etc.); the intervening area will be colored in 1d minutes, and will remain colored for 3d minutes. Colors may be mixed. Unwilling living subjects may resist at IQ+2. A Mage's Marker works 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,” “radioactive ink,” or others in their campaign. Mage's markers come in sets of 6 to 24. The price below is for 6 markers (red, yellow, blue, green, purple, black).

Suggested Setting: *GURPS Technomancer*, *GURPS Illuminati University*.

Component Spells: Variant Dye.

Asking Price: \$100.

ManaNet

In the 1970s, Bell Labs and UC-Berkeley set up a high-capacity mana conduit (p. 108) 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 via the Internet set up a ManaNet connection, one person casts the spell into their computer's joystick-shaped 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. You can also surf the Net looking for someone who'll cast that spell you want for free . . . but 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: Advanced *GURPS Technomancer*.

Component Spells: High-powered, variant Staff.

Asking Price: Typically \$1,000 for initial setup, and \$40/month, for a standard 2-point connection. Bulk rates are available for multiple connections within the same building. A mana modem costs another \$100, and includes a SIOD.

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; the scope relays the picture to the screen. The item then conjures a Skilled Video Entity to report on what the subject is doing or what is happening in the area, 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/TL8, variant Video Entity/TL8, variant Wizard Eye.

Asking Price: \$183,000.

Thaumaturgic Optical Messaging Service

Someone once asked the 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 must be known before communication starts. The sender generates a laser and casts Invisibility on it. 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.

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.

Asking Price: \$25,000,000.

True Forge

Created 500 years ago by the team of Imdik and Erhats (see p. 86), the True Forge is capable of producing legendary items. A storage cabinet in the Forge creates four 5-lb. ingots of true iron per day 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 that produces essential air, a furnace enchanted with essential fire, and a quenching barrel capable of filling itself with essential water once a day. The Forge also includes a set of tools made of true iron and a Power enchantment. Only a smith with Blacksmith or Armoury skill at 15 or higher can successfully use the Forge. When creating weapons, 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 stop working 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. Production of items other than weapons is unaffected. It takes twice as long to create an item in the True Forge as it would in a normal forge.

Suggested Setting: Yrth, or any with traditional dwarves.

Component Spells: Variant Earth to Stone, variant Essential Air, variant Essential Earth, variant Essential Fire, variant Essential Water, Power 8, secret other spells.

Asking Price: \$10,000,000.

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.

Active Figures

These miniature golems are this year's hot toy. Each is a 5"-high plastic golem in the shape of a popular character from TV or the movies. (Figures of the fantasy mecha from the "Golem Fighter" anime series are selling particularly well.) For sensible reasons, active figures do *not* regard the child who plays with them as their master for the purposes of obeying orders. Their master is instead an employee of the manufacturer, who gives them all the instructions they will need before they are packaged and shipped. They are told to remain immobile until removed from their box, and to respond to a limited set of command words ("fight," "stop," "hello") with specific actions or replies. They are also given a large list of things to *never* do; the manufacturer's legal team spent months carefully preparing this list.

Active Figures have ST 0, DX 13, HT 19/1, IQ 8. They have a Speed of 6, PD 1, and DR 1. Many have a weapon skill at 13, suitable for the character they portray (e.g., Broadsword-13 for a King Arthur active figure). It is unclear how the manufacturer can sell them so cheaply; a variant Golem spell optimized for small bodies is the popular theory.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Variant Golem.

Asking Price: \$10 or more (for deluxe models with lots of accessories).



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: Variant Animation.

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 apparently does not increase Musical Instrument (Guitar) skill.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Dexterity (+5), Might (+5).

Asking Price: \$900,000.

real_life.inc

The virtual world I-MUD (Illuminati Multiple User Dimension) is a favorite among gamers at Illuminati University, 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.

This computer file is a piece of code that a programmer (who must have Computer Programming/TL7-15 or better) can add to a virtual object. The object (whose virtual form must be nonliving and under 10 pounds) is indistinguishable from any other virtual object, but if the object's owner logs out, a replica of the virtual object will materialize next to either the terminal or the person. If the owner logs back in, 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: Variant Control Machine, variant Create Object, unknown others.

Asking Price: \$50,000.

Translating Vending Machine

This looks like a standard snack vending machine, with a glass front through which the snacks can be seen. The instructions beside the coin slot, the labels on the snacks, and the letter designations are all in Russian, using the Cyrillic alphabet. Even for those who don't read Russian, the color schemes of the wrappers are perfectly familiar, and purchasers can get what they want with no difficulty. After the buyer has purchased the item and removed it from the tray, the GM should make a Vision roll for them at -2. If the hungry purchaser makes the roll, they notice that the snack is *not* labeled in Russian any more, but rather in a different language, selected from the following list (roll 2d):

- 2 – Elvish
- 3 – Middle English
- 4 – Swahili
- 5 – French
- 6 – Spanish
- 7 – English
- 8 – Chinese
- 9 – Japanese
- 10 – Sanskrit
- 11 – Etruscan
- 12 – Utterly unknown
or GM's decision

(Note that in many cases, the buyer won't know what language he's looking at without research.)

Further purchases will yield the same result: While inside the machine, they're labeled in Russian. Once removed, they're in some other language. The secret is the glass; any language viewed through it will be translated into modern Russian. Its effective translation skill is 16 for subjects dealing with salty or sugary snacks, 12 for the general topic of food, and 8 for all other subjects. (One skill roll, ever, per 1,000 words to be translated.)

It is extremely difficult to physically place items to be translated inside the snack machine without the key or a critical success on a Lockpicking or Lockmaster roll. (Things could certainly be teleported in, "phased" in by someone intangible, or positioned by someone small enough to bodily get into the tray – no more than a foot tall, maximum.) No one knows who has the key, or restocks the snacks. The glass



SMF

cannot easily be removed from the vending machine without breaking it, though each shard would work fine if this happened. However, damage to the machine may lead to repercussions.

Suggested Setting: *GURPS Illuminati University.*

Component Spells: Secret, variant Gift of Letters.

Asking Price: \$250,000 for a piece of glass big enough to easily read a book through, assuming there are no attendant complications (e.g., a vengeful vending machine company).

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.”

LAND AND WATER TRAVEL

Travel broadens the mind, and adventuring gear ensures that you survive the trip.

The two oldest forms of travel receive the bulk of the attention of enchanters.

Bridgestone

This item looks like an ordinary flat stone, big and solid enough to serve as a stepping stone. It is used by putting it into a body of water, one pace from shore, so the top of the stone is dry. When the user steps onto it, he will find himself one pace from the *other* shore, still on the stone. A bridge-stone only works on a river (or other body of water) where the other side is visible, but within that limitation, a single stone will do for any width of river.

Once a bridgestone is in place, it can be used from either side. The stone will appear to be one pace from the edge, whichever side the user approaches from, and someone could wade into the water from either side and pick it up. Only one person can use the stone at a time; if there’s a lot of traffic, multiple stones side by side are necessary. It won’t work for wheeled carts; you have to be able to step over the gap. Bridgestones may be moved normally, and wear down under heavy traffic just like normal stone; they lose their powers when they break or wear down to nothing.

Bridgestones come in two types. The spell is the same, but the stone is different. Permanent bridgestones are huge and solid so they’ll last a long time, and won’t be stolen or washed away in a flood. They typically require crews and draft animals to put into place. Portable bridgestones are small enough to be handled by one or two men, and are used for temporary crossings. An army with a cartful of bridge-stones can create a ford wherever it needs one, and take it away again if it has to retreat back across the river.

Suggested Setting: Any fantasy setting.

Component Spells: Unique “Bridgestone” spell.

Asking Price: \$1,000 for a portable bridgestone. Permanent ones are usually not for sale, but would go for \$2,000 or more, not counting the cost of excavation and transport.

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. It originally belonged to the legendary Celt Finn Mac Cool. On his 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 (see *GURPS Celtic Myth*, p. 72). 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: Unknown.

Asking Price: \$10,000,000.

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 and 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 traveling 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: Variant Illusion Shell, unknown others.

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; scientific expeditions 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 solid chunk of carved copper. Other features of the vehicle are less evident. Pierre eventually 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 parked. Also, he once drove it after being in a brawl, and stained the gear shift with his own blood – including a gemstone set in it, which he thought was a fake. Afterward, the stone gave off a dim glow. Months later, while carrying contraband, he was pursued by a Foreign Legion patrol, and they fired at the van. Pierre desperately hoped the van had another trick, 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 works; Pierre uses his own.

The van is a Cabalist sorcerer's customization. Probably the enchanter 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 Hide at -2. This spell is controlled by a Link, activated by a Mind-Reading spell. 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, giving a -3 to any attack against the van, for the duration of 1 minute. This Powerstone is quirked; it won't recharge unless stained with human blood, in darkness, and when charged it glows.

The van is gray, but scratching it away reveals a remarkable black and white checkerboard pattern – the pattern preferred by Yelayel, Aethyr of Light and Darkness (p. CB69). 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. The van

THE ORC'S CHEST

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.

As in many taverns, the wall behind the bar is decorated – in this case, with 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.



A surprising number of the items are enchanted. Whether this is because they were originally enchanted, or because they are becoming so through 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.

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 worthy, he may be allowed to borrow an item, but this is rare.

will be noticed, sooner or later, by someone knowledgeable enough to be very eager to obtain it. Also, if Pierre ever goes back to the Rif, the van might be remembered as unfriendly by someone powerful . . .

The van is a TL6 all-wheel-drive truck with 8 seats and 50 cubic feet of cargo space. It has a winch and a searchlight. The engine is noticeably quieter than any TL6 car engine.

Suggested Setting: *GURPS Cliffhangers* with secret magic, *GURPS Cabal*.

Component Spells: Variant Blur, Hide, Link, Mind-Reading.

Asking Price: \$300,000.

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

Drive cores are spheres with the appearance of nearly opaque black glass. They range in diameter from 1 to 30 inches. They are nearly as dense as gold, but do not appear to be metallic. Properly used, they allow for the creation of vehicles which can fly through the air or space.

Drive cores are usually found embedded in the surface of asteroids, often in clusters of 10 or more. A few have been found on habitable worlds. Their precise origin is unknown. The most popular hypothesis is that they are the products of an extinct Precursor race. Fringe theories suggest that they are the result of an organic process (possibly eggs), or the unique result of a geologic process only possible on planetoids undergoing radical tidal stress near a black hole.

To be used, the operator must be able to touch the core, so they are normally built into the armrest of a comfortable couch. Since the cores are valuable and impossible to repair, the couch is usually inside a special heavily armored compartment deep inside the vehicle. Cores can only be used by one person at a time; a second person touching a core will have no effect.

In use, a core generates a field around the vessel that will allow it to fly, guided by the will of the operator. The field's diameter is limited; see the table below. The field's primary effect is to reduce the effects of outside gravity on anything inside the field, from 0% to 100% – at which point the vehicle can float away like a balloon. The field also slightly repels matter, more strongly on the outside than the inside. This has no effect on weapons or walking through the field, but it means the field will hold an atmosphere, and weightless vehicles will tend to move away from objects intersecting the field (such as the ground).

The vehicle's acceleration and top speed depend on the Drive Core Operation skill of the operator and the density of the medium it's traveling through (and other minor factors).



Drive cores are *not* limited by light speed (unless the GM prefers otherwise), and do not seem to obey the theories of relativity.

In an atmosphere, top speed (in mph) is $\text{skill} \times 10$. In interplanetary space, top speed is $\text{skill} \times 1,000,000$. Between stars, top speed is $\text{skill} \times 10,000,000,000$, and in intergalactic space, the limit is surely much higher. The vehicle's acceleration (in mph per second) is always top speed divided by 5,000. Acceleration to top speed thus takes about an hour and a half.

These speeds typically allow travel between planets in days to weeks, and between stars in weeks to months. Occupants feel no acceleration effects. If the operator falls unconscious, or loses contact with the core, the vehicle loses 10% of its speed every minute, and becomes affected by gravity again at the same rate. (This is usually enough time to reestablish control.) Top speed is limited to flat skill when any solid matter is intersecting the field. If a vehicle should come close to hitting something while at high speed, deceleration to the slower speed is instantaneous and harmless (though probably annoying).

NEW SKILL

Drive Core Operation (Mental/Very Hard)

No Default

This vehicle skill is used for piloting a drive core-equipped vessel. Strong Will and Weak Will add or subtract from this skill for all purposes. No roll is required for normal operation. In combat or other unusual situations, a successful roll allows the pilot to exceed the normal limits of the vehicle . . . slightly.

Core Diameter (inches)	Field Weight (lbs.)	Diameter (yards)	Field Volume (cf)	Price
1	0.303	1	14.1	\$2,500
2	2.42	4	905	\$14,100
3	8.18	9	10,300	\$39,000
4	19.4	16	57,900	\$80,000
5	37.9	25	221,000	\$140,000
6	65.4	36	660,000	\$220,000
7	104	49	1,660,000	\$324,000
8	155	64	3,710,000	\$453,000
9	221	81	7,510,000	\$608,000
10	303	100	14,100,000	\$791,000
11	403	121	25,000,000	\$1,000,000
12	524	144	42,200,000	\$1,250,000
13	666	169	68,200,000	\$1,520,000
14	831	196	106,000,000	\$1,830,000
15	1,020	225	161,000,000	\$2,180,000
16	1,240	256	237,000,000	\$2,560,000
17	1,490	289	341,000,000	\$2,980,000
18	1,770	324	481,000,000	\$3,440,000
19	2,080	361	665,000,000	\$3,930,000
20	2,420	400	905,000,000	\$4,470,000
21	2,810	441	1,210,000,000	\$5,050,000
22	3,230	484	1,600,000,000	\$5,680,000
23	3,690	529	2,090,000,000	\$6,340,000
24	4,190	576	2,700,000,000	\$7,050,000
25	4,730	625	3,450,000,000	\$7,810,000
26	5,330	676	4,370,000,000	\$8,620,000
27	5,960	729	5,480,000,000	\$9,470,000
28	6,650	784	6,810,000,000	\$10,400,000
29	7,390	841	8,410,000,000	\$11,300,000
30	8,180	900	10,300,000,000	\$12,300,000

Drive cores have a DR of 50, but only 1 hit point; *any* damage that exceeds DR will make them stop functioning. When broken open, cores appear to be made of ultra-dense crystal arranged to form circuitry, which connects pockets of (apparent) vacuum.

Drive Core Statistics

Suggested Setting: Space fantasy.

Component Spells: Unknown.

Asking Price: See the above table. Listed price assumes cores are available on the open market, that large cores are rarer than small ones, and that the world is a fantasy setting where starting wealth is \$1,000.

The Reascendant

Imagine, if you will, a spacecraft built to mimic an angel. Now imagine a spacecraft that once *was* an angel . . .

The angelic form, conventionally imagined, is perfect. Incorruptible and sexless, finely proportioned down to the smallest pinfeathers of the wings, its immense size only recapitulates 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, the imperishable workmanship of the True Architect remains visible. The

observer's eye flinches away from the faceted crystal view-ports implanted into the empty eye-sockets, and the heavy, 20-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, 200 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 and unthinkable blood vessels once nurtured the angel's celestial matter are gone now, perhaps removed during its blasphemous mummification. Instead, crates of stores and supplies litter the softly glowing flesh; tapestries separate a maze of sleeping chambers and workrooms 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.

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 ever 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, obviously, the sort of individual who would willingly take command of a craft shaped from the corpse 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.

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 upward, 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. 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 G 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; 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 (for numerological reasons) is 3, 9, or 13. 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 opinion. 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.

*High places, or heavenly places
... That is to say, in the air, the
lowest of the celestial regions;
in which God permits these
wicked spirits or fallen angels
to wander.*

*– Marginal note on
Ephesians 6:12,
Douay-Rheims Bible,
Challoner Revision*

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: A dying angelic warrior was hurled through the realms to the Corporeal 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, 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: None.

Asking Price: Unimaginable; in a space fantasy setting, requires the resources of a large nation to construct.

OTHER TRANSPORTATION ITEMS

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, usually before a game of Möbius strip poker. (Okay, so topologists don’t have much of a sense of humor, even at Illuminati University.)

Anyone drinking more than one glass of Klein beer should make a HT roll at -1 for each glass after the first. If he fails, he 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. At that point 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 (probably silly) Gate College spells.

Asking Price: \$10. If the effect was remotely controllable, the price would be substantially higher, of course.

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: Full magic *GURPS Steampunk*.

Component Spells: Variant Create Steam.

Asking Price: \$1,000.

ADVENTURING ITEMS

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 light sources are recommended to the devoted treasure-seeker.)

Creating a magic candle requires 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 insist that the candle is foolproof, the GM may want to assign an effective 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. 28). Normally, nothing but an IQ roll is required to make and use one. If the GM decides 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.

Component Spells: None; folk magic.

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 stove-top). It is popped normally. Once popped, the popcorn may be deployed in two ways: spread on the floor, like 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 someone or something's approach, or to frighten off tracking hounds and beasts.

Suggested Setting: *GURPS Technomancer*, *GURPS Illuminati University*.

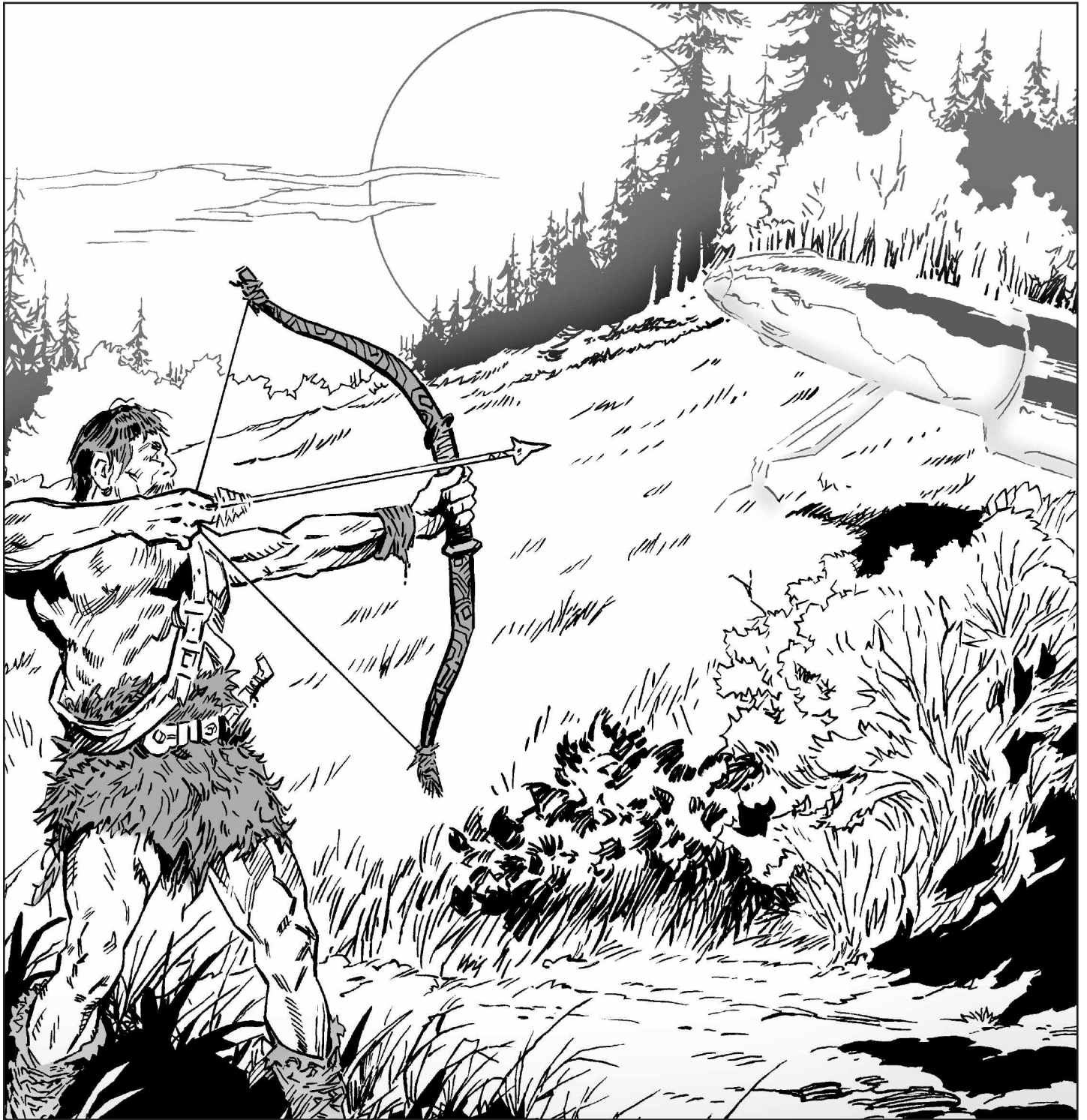
Component Spells: Variant Noise.

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 studied its movements. When he knew it would be coming toward him, he nocked 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."

SWORDS

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.

La Botta Segreta

This weapon, a backsword (a single-edged thrusting broadsword with a basket hilt), is intended for use in a swash-buckling campaign using styles equivalent to those of the 18th century onward. It has the weight and damage of a normal weapon, but can be used with the ease of an ultra-light one, 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 (see *GURPS Swashbucklers*, pp. 20-21), 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.

Suggested Setting: *GURPS Swashbucklers* with magic.

Component Spells: Variant Graceful Weapon.

Asking Price: \$50,000.

Broken Sword

This is a 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.

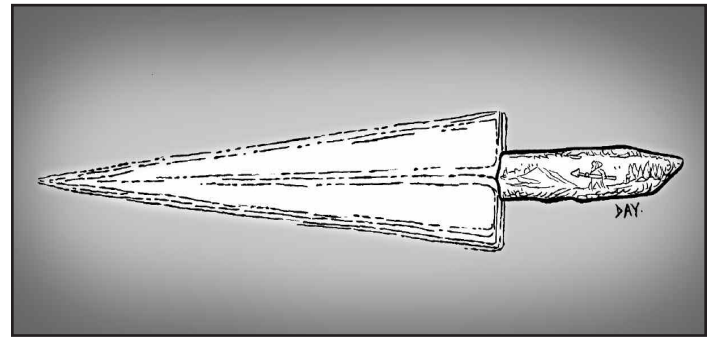
When fighting against a Broken Sword, the defender is at -1 to all active defenses (-3 if the defender's primary weapon skill is 10 or less, no minus if his skill is 15 or better – the best fighters react to cues from their opponent's face and body, not his weapon).

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: Accuracy +1, Invisibility, Puissance +1.

Asking Price: \$200,000.



Illusion Blade

This weapon looks like a carved ivory hilt, without cross guards. One second's concentration produces an illusory short-sword blade, apparently completing the weapon. A successful attack with this sword causes pain equal to the "damage" it did (normal for a shortsword), including shock penalties, but no actual harm. Since the blade *is* illusion, it completely bypasses all armor, natural or otherwise! To it, all targets are PD 0, DR 0.

Illusion blades are useful when bluffing with a prisoner or hostage (if it *feels* like you cut someone, they may obey out of fear), or when double-teaming a highly armored target – the "unarmed and cowering" one holds the illusion blade while the armed teammate distracts the enemy. Then the illusion blade's owner stabs the target in the back, hopefully causing enough pain that the other teammate can get in an aimed strike to a vulnerable point.

Suggested Setting: Traditional fantasy.

Component Spells: Unknown.

Asking Price: \$150,000.

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 unusual aspect is the fact that it's either a flaming, icy, or electric weapon whenever it strikes. When the sword lands a blow, the GM rolls 1d: On 1-2, the sword flames; on 3-4, it's cold as ice; and on 5-6, it sparks madly. It left Ellinnavinn's possession two 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, Ellinnavinn did not enchant Wrath with Loyal Sword, and seems unconcerned with retrieving it.

Suggested Setting: Yrth.

Component Spells: Accuracy (+3), Defending Weapon (+3), Electric Weapon, Flaming Weapon, Icy Weapon, several Links, Penetrating Blade (+3), Puissance (+3), Shatterproof, other secret spells.

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. 31), 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: Accuracy (+2), Bane, Ghost Weapon, Puissance (+3), Shatterproof, Soul Creation, other secret spells.

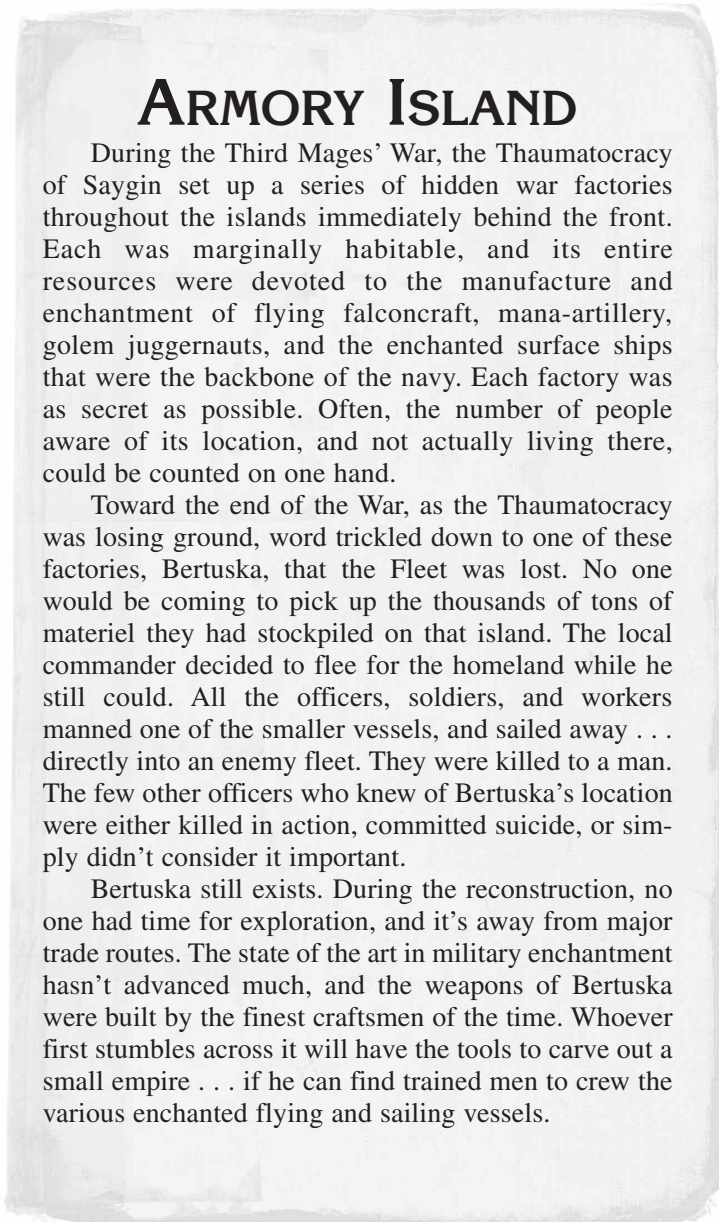
Asking Price: \$2,000,000.

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



ARMORY ISLAND

During the Third Mages' War, the Thaumocracy of Saygin set up a series of hidden war factories throughout the islands immediately behind the front. Each was marginally habitable, and its entire resources were devoted to the manufacture and enchantment of flying falconcraft, mana-artillery, golem juggernauts, and the enchanted surface ships that were the backbone of the navy. Each factory was as secret as possible. Often, the number of people aware of its location, and not actually living there, could be counted on one hand.

Toward the end of the War, as the Thaumocracy was losing ground, word trickled down to one of these factories, Bertuska, that the Fleet was lost. No one would be coming to pick up the thousands of tons of materiel they had stockpiled on that island. The local commander decided to flee for the homeland while he still could. All the officers, soldiers, and workers manned one of the smaller vessels, and sailed away . . . 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.

Bertuska still exists. During the reconstruction, no one had time for exploration, and it's away from major trade routes. The state of the art in military 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 various enchanted flying and sailing vessels.

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: Variant, less-powerful Dancing Weapon, 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.

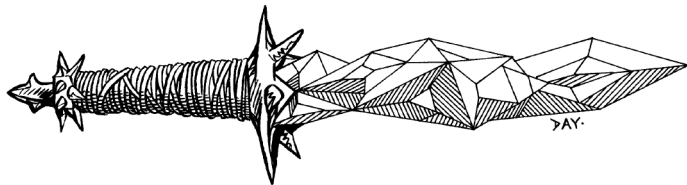
The item also has the Silver Tongue enchantment, always on, granting the Voice advantage. The knife must be somewhere on the owner's body.

When the hilt is grasped, the knife allows the bearer to cast Truthsayer (at skill 15). All the Knife's spells require no energy to cast, and can be cast subtly, with neither incantations nor gestures. Damon's Knife is easily concealed, with Hide (at -2) permanently enchanted into it.

Suggested Setting: *GURPS Greece*.

Component Spells: Hide (-2), Power 5, Sense Foes, Silver Tongue, Truthsayer.

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. The spell prevents the knife from breaking along one of its cleavage planes, which would otherwise render diamond inappropriate for a bladed weapon. Thus augmented, the natural qualities of diamond give the dagger the same benefits as an ultra-tech superfine 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). It also has several traditional enchantments.

Suggested Setting: Traditional 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 usually 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: \$2,000,000.

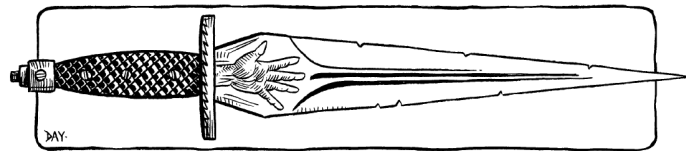
Handy Blades

“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 with 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 owner's hand, apparently out of nowhere.

Suggested Setting: Fantasy settings.

Component Spells: Accuracy (+1), Conceal Magic (-6), Hide Object, Penetrating Blade (1), Puissance (+1), Quick Draw.

Asking Price: \$68,000



Tickling Whip

This is another of Ellinnavinn's creations (see *Nature's Wrath*, p. 100). The whip is a standard 2-yard-reach bullwhip with +1 Accuracy and +1 Puissance. It also contains the Staff spell so a mage can cast spells through it. Further, it is enchanted with Knots, so that when used to entangle, it can knot itself around the foe. It then instantly casts Tickle on the entangled victim (at skill 35)! The password for releasing the Knot spell is “Release” in Elvish. (It is not written anywhere on the Whip.) The Whip was lost at the same time as Nature's Wrath. It was wrapped around the foreleg of the fire Drake, and the drake's helpless laughter caused it to plummet to its death. Ellinnavinn has crafted several others since.

Suggested Setting: Yrth.

Component Spells: Accuracy (+1), Knots, Power 2, Puissance (+1), Speed 1, variant Staff, Tickle.

Asking Price: \$500,000.

Assassin's Knives

Created by Sahudese mages, these large throwing knives have found their way to the rest of Yrth. They are enchanted with Invisibility and Silence spells, which are triggered once the knife is thrown; this prevents them from being noticed if the target is missed. If the knife hits, the silent wounds opening on the body usually confuse any bodyguards, and the assassin can escape without notice. The knife will reappear one hour after it was thrown.

The knives are distinctive: black steel with silver glyphs on the blade. Designed for throwing, the knives have no proper handles, and using one as a melee weapon is at -1 to skill. They radiate magic and are illegal.

Suggested Setting: *GURPS Fantasy*.

Component Spells: Invisibility, several Links, Puissance (+1), Silence.

Asking Price: \$10,000.

PRE-GUNPOWDER RANGED WEAPONS

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 noncorporeal spirit while in flight. Anyone within 2 yards of the javelin's flight path must make a Fright Check at -3.

Suggested Setting: Yrth.

Component Spells: Fear, Illusion Shell, Link, Power 2.

Asking Price: \$30,000.

Spell Arrows

These are arrows enhanced with the Spell Arrow or Blank Spell Arrow enchantments (pp. 32-33), giving them a variety of powers. Hundreds of different spell arrows are possible; these are some of the most common. (All spells are from *GURPS Magic*.) Concentration time is 1 second unless noted.

Create Fire Arrow: An arsonist's favorite, creates one hex of flame. \$120.

Create Water Arrow: Often used for extinguishing torches, creates 1 gallon of water. \$120.

Dispel Magic Arrow: A good anti-mage arrow; 2-hex radius. Only 3 seconds of concentration required, thanks to one level of Speed Spell Arrow. \$6,550.

Earth to Air Arrow: Turns one hex-volume of stone to air. Useful in siege warfare. 2 seconds of concentration required. \$7,300.

Explosive Fireball Arrow: Not as quiet as the Create Fire arrow, but much more damaging. Does 2d in the target hex, 1d in adjacent hexes. 2 seconds of concentration required. \$470.

Flash Arrow: Creates a blinding flash of light. 2 seconds of concentration required. \$470.

Flesh to Stone Arrow: One-hex creatures only. 2 seconds of concentration required. \$15,000.

Ice Slick Arrow: Useful for preventing pursuit, creates a 2-hex radius slick. Only 3 seconds of concentration required, thanks to one level of Speed Spell Arrow. \$6,550.

Lightning Arrow: Does 3d-3 damage. 3 seconds of concentration required. \$180.

Rooted Feet Arrow: Prevents the victim from running. \$180.

Sound Arrow: Produces the sounds of someone failing to be stealthy (vague thuds, footsteps, muffled curses) for one minute. \$120.

Stench Arrow: Useful for crowd control; creates a 3-hex radius effect. \$180.

Strike Dumb Arrow: The last word in "silenced" arrows; even if the target isn't killed, he can't cry out! \$180.

Wizard Eye Arrow: The wizard eye appears at the point of impact, allowing quick delivery of a spy-eye. Two minute duration, 2 seconds of concentration required. \$2,110.

Small Blank Arrow: Holds a 1-point spell. \$60.

Medium Blank Arrow: Holds up to a 3-point spell. \$180.

Large Blank Arrow: Holds up to a 6-point spell. \$2,110.

Huge Blank Arrow: Holds up to a 10-point spell. \$15,000.

Suggested Setting: Any fantasy setting.

Component Spells: Spell Arrow or Blank Spell Arrow, various others.

Asking Price: As listed.

GUNS

Endless Six-Gun

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 Six-Gun believe it will only shoot at "Enemies of America." Thus far, it has refused to create bullets when pointed at honest Americans or at 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 *GURPS Old West*, or *GURPS In Nomine*.

Component Spells: None known; apparently a holy item.
Asking Price: \$1,000,000.

Gate Gun

This Walther PPK, an older model pistol, is linked by a permanent magic gate to an M134 minigun (see *GURPS High-Tech*, p. 109). Pulling the trigger releases a hail of lead – an Air Golem pulls 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: Advanced *GURPS Technomancer*, or other modern setting with magic.

Component Spells: Air Golem, Cold, Conceal Magic (-6), Draw Power/TL8, Create 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 (see *GURPS Old West*, p. 89), with the exception of the silver grinning skull emblem on each side of the handgrips. When the weapon is loaded and the cylinder spun, it will seem to be empty again, but if the cylinder is refilled again and closed, the user will find that he has 12 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, 12 empty casings will fall from it. In addition, all of the bullets fired by the pistol are Flaming Missiles, 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, anyone carrying this legendary weapon also suffers from the disadvantages Bad Temper, Bloodlust, Callous, Impulsiveness, and Lifebane, making it almost inevitable that he will eventually draw on and shoot someone innocent.

Suggested Setting: Full magic *GURPS Old West*.

Component Spells: Accuracy (+3), Flaming Missiles, variant Hideaway, variant Skull-Spirit, unknown others.

Asking Price: \$3,000,000.

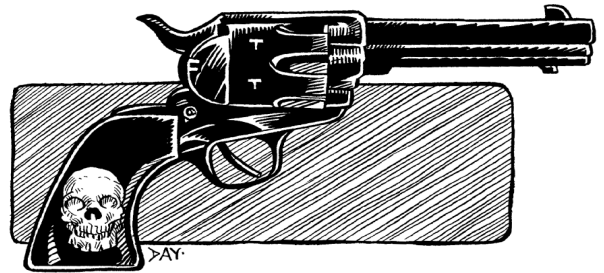
Prairie Mercy

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 enchanter believed its original owner was too eager to "shoot first and ask questions later," so she added an enchantment to make the gun apply the minimum necessary force. Therefore, whenever it is fired, it spins 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, the hit location doesn't 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: Full magic *GURPS Old West*.

Component Spells: Accuracy (+2), variant Deflect Missile, Puissance (+1), Quick-Aim (4).

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. At any rate, this .44-caliber Colt pistol looks normal, except it has a gold "Q" engraved on the butt of the handle. The pistol gives the wielder +2 to skill, and negates up to -2 in hit location penalties. 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. Neither the powers nor the disadvantages 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 that Quantrill's body, if reunited with his weapon, will come back to life and continue his massacres across the nation.

Suggested Setting: *GURPS Old West* with magic.

Component Spells: Accuracy (+2), Bane, variant Curse, unknown others.

Asking Price: \$75,000.

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.

"Zeveg, hush. Quintas, 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 person. 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.

Athame

The athame is an ornate dagger or knife, etched with cabalistic sigils upon the blade. Often, an athame 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 athame 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. The athame 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 athame 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. They are bought as the Mystic Symbol advantage, at 10 character points per +1.

Suggested Setting: *GURPS Voodoo.*

Component Spells: None; ritual magic focus.

Asking Price: \$20,000.

The Cube of Power

Possibly the most magically useful item the Banestorm has ever brought to Yrth is the Cube of Power. Physically, it is a six-inch cube of heavy crystal enclosing a smaller cube of dull gray metal. The cube sits on an ornate iron stand which

has several levers. At first glance, it can be mistaken for an odd crystal ball.

After arriving on Yrth, it came into the possession of the Hand of Five, a small circle of enchanters. It required many Analyze Magic spells before they understood its functions. They discovered the strange metal was unknown to Yrthian alchemy, and that it is protected by an equally unknown preservation spell and permanent walls of force created just inside the outer crystal cube.

When the proper lever is depressed, the preservation spell is suspended. The metal begins to devour itself, and releases a flood of mana and other energies, held in place by the walls of force. The iron stand has another enchantment that allows mages touching it to tap this mana. It also creates an area of high mana reaching 17 yards in every direction from the cube.

After an hour, the metal is reduced to ash. Reactivating the preservation spell also causes the metal to regenerate, taking one day to return to its original state. This cycle can be repeated indefinitely. The amount of power available exceeded the mages' ability to safely handle it, but was definitely over 300 energy points.

The Truth

The cube is actually an advanced NEMA reactor from the world of *GURPS Technomancer* (see pp. T33-34). The Banestorm normally does not touch that world – the Cube of Power coming to Yrth is a once-in-a-millennium fluke. The metal is necronium (p. T44), the crystal box is enchanted with Preserve Fuel, and its insides are protected by six permanent Force Walls. Shutting off the Preserve Fuel allows the necronium to decay. It undergoes an unmoderated nuclear reaction, and would cause a meltdown if not for the Force Walls.



THE BUREAU OF STICKS (THE BUREAU OF STAFF REGISTRATION)

Derogatorily called the Bureau of Sticks, 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.

The symbol of any street mage was his staff – the stronger and thicker the better. Some went for the brutal, “I jest 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.

Under New York law, every staff must be registered at the 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.

Future plans of the Bureau include improving the tags to leave a strong magical spoor wherever they go. This would allow police mages to determine easily if a particular staff has been in a robbed shop.



The stand is enchanted with a Draw Power variant, which reaches through the Force Walls and delivers the mana to any mage touching it. The Cube can deliver 320 MW and 1,772 energy, though most can't handle that level of power.

The necronium is used up after one hour. When the Preserve Fuel is re-established, Purify Fuel, Create Earth, and Create Fuel are also cast, cleaning the impurities, replacing any missing mass, and creating new necronium. The process stops when a Measurement spell indicates the Cube is full.

Suggested Setting: Yrth.

Component Spells: Create Earth, Create Fuel/TL7 (Necronium), variant Draw Power/TL, Force Wall, several Links, Measurement, Preserve Fuel/TL7, and Purify Fuel/TL7.

Asking Price: The Cube of Power itself is not for sale, but anyone who could duplicate it would expect at least \$400,000, probably much more.

Decoy Staff

This relatively simple item is designed to distract the bearer's opponents in battle. It acts like, and appears to be, a powerful staff. Enemies may waste time and effort trying to separate the mage from his staff, when in fact the mage is doing all the work himself.

A decoy staff has a permanent False Aura (at Power 15), giving the impression that it has numerous enchantments and is the source of the mage's power. Further, it has a Continual Light spell (at the “fire-light” level), which *only* activates while the bearer is casting a spell (determined via a Mage Sight enchantment), or on command. Of course, it also has the Staff spell.

Suggested Setting: Traditional fantasy.

Component Spells: Continual Light, False Aura, Link, Mage Sight (on the Link), Staff.

Asking Price: \$92,000.

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.

An enchanter's second is simply a Simulacrum golem in the enchanter's own image. As it is based on the enchanter's own knowledge of himself, it is virtually indistinguishable from its creator, except for its attributes and its complete inability to wield magic. They make almost ideal assistants and bodyguards. Unlike many other types of quasi-duplicates, seconds are unlikely to come to believe that they are the true original.

Suggested Setting: Any.

Component Spells: 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.

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 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 inanimate 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. The Encyclopedia can sometimes determine who constructed an item, how old it is, and any other details the GM wishes known. Unique 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: Traditional fantasy.

Component Spells: Variant Sense Weakness, unknown others.

Asking Price: \$135,000.

Illusion-Rendering PDA

This device allows a spellcaster to create an illusion from a specially prepared minidisk. Instead of rolling against Illusion Art skill, use the skill of the disk, +1 if the user has 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: Variant Complex Illusion.

Asking Price: \$3,500.

Illusion-Rendering PC

Similar to the rendering PDA, this device allows the caster to use a specially prepared clip-art minidisk, 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: Variant Complex Illusion.

Asking Price: \$15,000 for desktop, \$25,000 for laptop.

Clip-Illusion Minidisks

Used in illusion-rendering PCs and PDAs, each disk holds 1,000 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 levels of the disk's skill. The cost below is for disks of mundane objects. Disks of illusions with criminal or combat uses will cost from 2 to 20 times more, and may be restricted by law. Despite the number of images, users are still unlikely to find *exactly* what they want.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Secret "Store Illusion" spell.

Asking Price: \$100 per point of the disk's skill.

Kahlder's Staff

Kahlder's Staff is an intricately carved wooden staff about 4 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 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 a bay window. Glass affected in this manner will remain membranous for 3d minutes. Anything caught partway through when it hardens will be stuck, unless broken free. This power 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: Haste, Hinder, Levitate, Minor Healing, secret, variant Shape Earth.

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. It is illegal for anyone other than government agencies to operate one without licensing from the Paramagical Regulatory Agency. However, 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 approximately 100 miles. 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 categories of magical phenomena. Such categories can include chimeras, magical items, spellcasters, and so on. A spellcaster who is not a mage can only be detected if actively casting or maintaining a spell at the time he is observed.

Madar systems are of limited availability, as it is expensive to build and the power requirements are prohibitive. Also, a 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 distances, it is prone to displaying false signals, and is likely to miss magical phenomena that are present. If the system is used in one of these areas, a roll against IQ + Magery or Electronics Operation (Madar) is needed each hour to avoid these problems.

Suggested Setting: Advanced *GURPS Technomancer*.

Component Spells: Secret, powerful variants of Detect Magic, Mage Sense, Mage Sight, and Seek Magic.

Asking Price: \$280,000.

Majick Collector's Cards

These immensely profitable magic items were the brain-storm of an enterprising – and formerly impoverished – Metaphysics grad student at Illuminati University. She discovered a way, using weird magic, to apply the Temporary Enchantment spell (p. MI21) to an ordinary deck of playing cards. Through an application of chaos theory 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. 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 – one of these can supply energy to another card for one spell. The total mana a Powercard can supply is only 1 or 2 points, but unlike a Powerstone, several cards can be used at once! However, Powercards can *only* be used with Majick Collector's Cards.

It takes 1d seconds for every five cards in a deck to find a particular card (round up), 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. It is possible to sort them into some kind of order, or keep different ones in different pockets.

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. Spells cast using the cards cannot be maintained.

All spells are cast with an effective skill of 15; the user must roll separately for each actual spell card (but not Powercards). 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 a failure, nothing happens.

Any critical failure both destroys the cards and releases all the spells to float about randomly; roll to see who is affected.

If the GM wishes to create a real set of Majick Collector's Cards, the following procedure using a deck of 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 possibly Magery (e.g., Seek Water). The GM can choose a college and spell, or choose randomly.

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 some 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 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. 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 reduction for high skill). Higher-capacity conduits can be made; weight is 0.1 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: Advanced *GURPS Technomancer*.

Component Spells: Variant, high-powered Staff.

Asking Price: \$10 per fatigue capacity per yard, minimum \$100.

Mana Manipulator

An artifact of the magical technology of a devastated civilization, the Mana Manipulator is a cybernetic left hand made of adamantine steel, with a wicked, emaciated appearance

(when attached to someone, it is clearly an Inhuman Feature). As a bionic hand, it has ST 15 for gripping, and improves Dexterity in that hand by 3. It also has PD 6, DR 20, non-retractable hyperdense finger talons (+2d to damage, DR is divided by 10), and living metal construction (regenerates 1 hit point per hour). If the hand is placed against an amputated wrist, the living metal nano will perform the necessary grafting surgery in one hour.

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 per 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 temporarily provides Power 1 (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. (Note that it is a *left* hand; right-handed mages will usually be at a -4 penalty when throwing with their off hand.)

Ranging: The hand halves range penalties for other kinds of magic, excluding long-range modifiers. In order to confer this advantage, it must be used to perform the ritual gestures to cast the spell, with a minimum casting time of 1 second, even if the mage could normally omit gestures or cast the spell without concentration.

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: Ghost Weapon, variant Power 1, Steal Spell, possibly Steal Health, unknown others.

Asking Price: \$1,500,000.

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. 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.) “In contact” means touching the asteroid with bare skin, or through, at most, a spacesuit. (The thickness of a spacecraft’s hull is enough to put one in the high mana zone.) If any portion of the asteroid is separated from the main body by more than 10,000 miles, it loses its power.



VARIANT DISADVANTAGE

Cannot Learn (Anterograde Amnesia) -24/-60 points

This real-world mental disorder represents an inability to turn short-term memories into long-term memories. The afflicted individual can remember everything up to the time they acquired the disorder, and can also remember the events of the past few minutes, but cannot recall anything in between. If a conversation lasts more than 15 minutes, they won't remember how it started.

A character with this disadvantage can no longer spend points on mental skills to raise IQ or acquire Literacy or similar advantages. It is possible for him to learn new physical skills at half speed; "muscle memory" is not affected by the disorder. The sufferer will have to be reminded to train, and outside of training time won't consciously know he has the skill!

This disadvantage at the -60-point level represents a *mild* case of anterograde amnesia, caused by physical trauma after reaching adulthood, and allowing retention of memories for up to 15 minutes. It is still crippling. Those afflicted cannot become used to new surroundings, and will constantly be surprised at what year it is, and (eventually) how old they and their friends look. This disadvantage is a challenge even for an experienced roleplayer! Apart from brain-damaged humans, it may also be found in oddly programmed robots and some archetypal entities (e.g., angels who do not retain memories of worldly affairs).

This disadvantage is usually worth -60 points. (This is the base value of Cannot Learn, -30, with a +100% enhancement, "Anterograde amnesia.") At late TL8 and beyond, the victim can carry a computer around with him to act as "external memory," prompting him with names and instructions. Since the computer could be taken away or meddled with, and is a poor substitute for real memories in any case, this does not reduce the value of the disadvantage. If the computer is a fully sapient AI, loyal to the user, and implanted in his head, it is a much better substitute, and reduces the value to -24 points. The effectiveness of magical solutions should be judged similarly (e.g., the Memory Palace Of Raghuvir Kaur does not reduce the value of the disadvantage, as it's quite bulky and awkward).

Hypothetically, if ground fine and spread evenly over the surface of the Earth or similar-sized planet, it could raise the mana level from none to normal. If *crashed* into an inhabited planet, it would create a 10-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 (especially in *space*). 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.

The Memory Palace of Raghuvir Kaur

Kaur was an obscure Renaissance-era mage who acquired a mild case of anterograde amnesia as the result of a magical duel. Fortunately for him, he had already created a mental memory palace (see *GURPS Cabal*, p. 50) before losing that part of his brain. Afterward, he could no longer make additions to it – so he locked himself in his well-provisioned workshop and scribbled "MAKE PHYSICAL MEMORY PALACE" across every wall. He emerged several weeks later, half-starved, with a building on his chest.

Kaur's mental memory palace was actually palace-shaped, as most are. The physical recreation of it resembles a tiny dollhouse, approximately 1.5' by 1' by 1'. Its floor is attached to a board so that it can be rotated, similar to a lazy susan. The board has a harness, so that the whole affair can be worn on the chest. When worn, the Palace is tipped on its side. The wearer can thus look down at the Palace, and view its front, back, or sides.

Most of the walls of the Palace are open, allowing full access to the rooms. The rooms were originally decorated in a rushed style which only vaguely approximated Kaur's mental palace, but over the years he collected or created more accurate furnishings. The important items are nailed or glued in; less significant ones are attached with the Glue spell.

What makes the Palace more than an oddity is that it is enchanted with a variant of the Memorize spell, allowing memories to be stored in it. By touching any item in the Palace and concentrating, Kaur could store any recent memory in that item. Touching it again later allowed him to relive it. New items could be placed in the Palace at any time, even

immediately before being used to store a memory. Kuar kept a pot of glue in one pocket, allowing him to grab small items, stick them in the appropriate location, and imprint a memory on them, very quickly.

Since the physical Palace matched his mental palace, he could find his memories by following the same logic in both. He used the Great Art of Memory skill (p. CB104) to access the physical palace, but due to the small size and cramped rooms, it provided no bonus to memorization, merely allowing him to store memories he otherwise would have lost. In his later years, he presented an odd sight at Cabal lodge meetings, forever spinning his Palace on his chest, peering into its tiny rooms, and reaching in to stroke his memories. After his death, the Palace was retrieved by his ultors (p. CB25). They discovered that anyone could read his memories, but no one could place new ones inside. After searching the Palace for clues as to how Kuar died, they placed it on display in their lodge's library. Its current location is unknown.

The Palace is a valuable resource for people interested in Kuar, his lodge, and the Cabal in general during the Renaissance. It can also be useful for those who wish to learn Knowledge and Mind Control spells (Kuar's specialties), both because many of his memories relate to those colleges, and because the Palace itself is a bizarre, inspired example of enchantment in those fields.

Suggested Setting: *GURPS Cabal*.

Component Spells: Variant Memorize.

Asking Price: \$1,000,000. The Cabal would frown on the Palace falling into non-Cabalistic hands.

VARIANT DISADVANTAGE

Cannot Learn (Cinematic Anterograde Amnesia)

-18/-45 points

This imaginary version of anterograde amnesia is sometimes found in film and literature. The victim only loses his memory when he *sleeps*, waking each morning with no memory of events since he acquired the disorder. If he tries to put off sleeping, the GM should consult the *Staying Up Late* rules from p. 173 of *GURPS Compendium II*. This version of the disadvantage is only worth -45 points (Cannot Learn with a +50% enhancement "Cinematic anterograde amnesia"), or -18 if the sufferer has a powerful memory surrogate, as above.

Either version of Anterograde Amnesia can be combined with regular Amnesia, to represent a character who doesn't know who he is, *and* can't form new memories. This will be almost completely incapacitating.



Morten Thordarson's Guide to Plants & Fungi

Thordarson was a Dwarf mage and botanist who lived several centuries ago. Obsessive and meticulous, he recorded most of his research into plants, plant magics, and related fields in his mammoth *Guide*. The book itself is several thousand pages long, solidly bound, about a foot and a half square, and eight inches thick. So that his experimentation with plant magics wouldn't accidentally destroy the book, Thordarson made it entirely out of animal products. The pages are vellum, the binding is leather, and the ink is from squids. It is, of course, written in Dwarvish.

The book is well laid-out, and even has a table of contents. After 30 minutes of familiarizing oneself with it, one can use it to identify plants and fungi, giving a +5 to Botany and Herbalist skills, and a +2 to related skills like Agronomy. It also counts as a "good textbook" (see p. M5) for learning Plant College spells.

The text apparently ends rather abruptly, several hundred pages from the actual end of the book, in the middle of a description of an odd green fungus Thordarson discovered while examining some mushrooms. Anyone specifically reading the book through to the end, or researching fungi, will notice this. Such a reader will also have to make a HT roll, to avoid being infected by the spores embedded in the last pages of the book. On a failure, the spores get into the reader's lungs. This is not innately harmful, but within a day the victim's eyes will have turned bright green . . . and, if they look, they will see that the *Guide* continues on after its apparent end.

Another 40 pages are written in fungus-ink, invisible to people unaffected by the spores. In these pages, Thordarson raves about the healing powers of fungi, the possibilities of a whole fungi-based college of magic, and the truths that are only knowable through becoming one with the green fungus. Reading this requires a Fright Check, if the reader knows he is infected. However, a week away from the *Guide*, breathing clean air, will completely cure the victim, unless the original HT roll was a *critical* failure. In that case, the victim begins to slowly acquire a Major Delusion about the importance of the green fungus, gaining -1 point toward the Delusion every day, unless he gets a week's worth of clean air away from the book, and makes 7 HT rolls in a row, rolling daily. (All modifiers that apply to natural recovery help; see p. B128.)

The fungus-ink section of the book contains enough geographic details about Thordarson's encounter with the fungus that it would be possible for obsessed victims to track it down.

Their friends will probably not allow this, particularly since they can't see the writings in question.

Suggested Setting: Yrth.

Component Spells: None.

Asking Price: \$1,000.

Spell Engine Bracelets

These chunky bracelets are small spell engines (p. 24) produced by a magic-using TL10 society. A bracelet can have up to 5 pill-sized ROMs plugged in, each carrying a M/H spell at level 15. (Note that, for a spell to work, its prerequisites must also be installed in the same ring.) The engines typically cast spells which have no cost (from being known at level 15), or power them from the bracelet's two B cells, each of which holds 2 fatigue. The bracelets have Magery 2.

Suggested Setting: Space fantasy.

Construction: TL10 small, genius, supercompact spell engines.

Asking Price: \$250,000 per bracelet, \$16,000 per spell ROM.

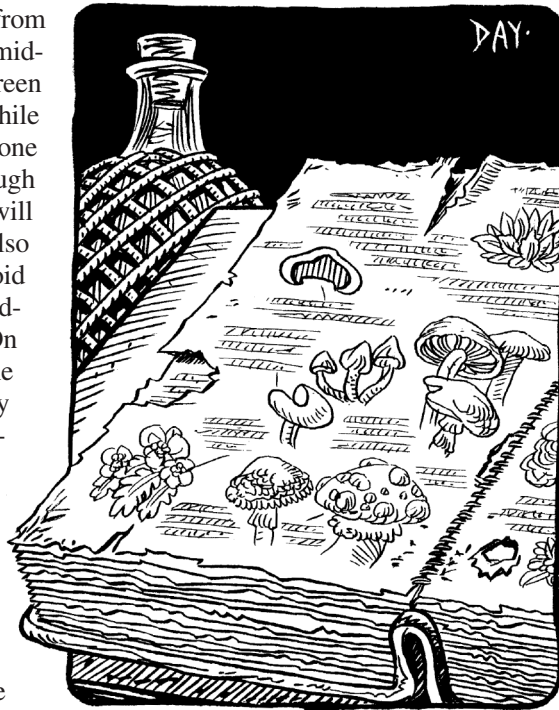
Staff of the Ebon Shepherd

This crook-shaped wooden staff (depicted on the cover) belonged to the lich-king known as the Ebon Shepherd. Millennia old, he was finally defeated by an army of clerics and wizards. His staff was enchanted over the course of centuries, both by him and enslaved living enchanters. It is immensely powerful, and a good example of what can be created given a great deal of time.

The Staff, of course, has the Staff spell, and a Limit specifying that only the Shepherd may use it. (Several of the Links on the Staff determine who its owner is from the Limit spell. Theoretically, if the Limit spell was replaced with a new one, the Staff would be loyal to the new owner or owners.) It has numerous precautions against being lost: So long as it is

gripped firmly, it is Hexed to be impossible to lose. (Releasing it deactivates the Hex.) It has the Quick-Draw and Loyal Sword enchantments; the Loyal Sword enchantment will deactivate if the Staff is ordered not to return.

On command, at no energy cost, the Staff can cloak the bearer in an Illusion Disguise of a harmless old man and a False Aura showing him as a living nonmage. It will simultaneously cloak *itself* in an Illusion Shell as a different staff, along with a False Aura of unenchanted wood. The Staff's Illusion Shell and False Aura also activate whenever it is more than a few yards away from its owner, as does a Hide spell (at -5), making it unlikely to be noticed even if in plain sight. The Hide can be turned off by an order from the owner. Further, the owner can place the Staff into an other-dimensional hiding place on command (thanks to a Hide Object enchantment), summoning it back at will.



The Staff grants a +2 bonus to the Control Zombie and Summon Spirit spells. More dramatically, anyone killed with the Staff will rise as a zombie in 24 hours, loyal to the wielder (see the Zombie spell as listed on p. 41 of *GURPS Undead*). To facilitate this, the Staff does +3 damage through the Puissance spell. It is Shatterproofed, permanently enchanted with a secret variant of Resist Fire (at level 2), and a Ghost Weapon, able to strike spirits as if they were solid. (The Shepherd preferred not to engage in combat himself, and didn't want to put his staff at unnecessary risk, so he saw no need for further weapon enchantments.)

The Staff also allows the bearer to cast the following spells, most without cost or concentration, thanks to the six levels each of Power and Speed the Staff possesses: Acid Jet, Age, Analyze Magic, Animate Shadow, Appotation, Astral Vision, Curse-Missile (for Strike Blind only), Death Vision, Deathtouch, Decay, Dehydrate, Disintegrate, Extinguish Fire, Insect Control, Invisibility, Madness, Mage-Stealth, Major Healing, Mind-Search, Missile Shield, Pain, Pestilence, Rooted Feet, See Secrets, Seek Gate, Seek Plant, Sense Spirit, Shape Earth, Spell Wall, Steal Health, Steal Strength, Stench, Sterilize, Strike Blind, and Walk Through Earth.

All the enchantments on the Staff are at Power 20, except for the two False Auras at 23, and Limit at 25. A few of the enchantments are minor variants of spells that usually can't be placed on staves. As a quirk, its projected effects (like Acid Jet) emerge from the *bottom* of the Staff, rather than the traditional top. (The Shepherd spent a lot of time poking at things on the ground, such as corpses.)

After the Shepherd's defeat, his staff was never found – probably because no one noticed or recognized it, thanks to its cloaking magics. A group of explorers or archaeologists in the ruins of the Shepherd's castle might try to use it as kindling, only to discover that it won't break and won't burn . . . Because the Staff "vanished," many people believe the lich stored his soul in it, and caused it to teleport away. If it is found, several groups will be out to destroy it, and even more will want to possess it. Despite these fears, the Staff is not dangerous, and making it usable by others is merely intensely difficult, not impossible.

Suggested Setting: Traditional fantasy.

Component Spells: As listed above, plus several Link spells (to control its switchable effects).

Asking Price: At least \$10,000,000 if the Limit has been removed, \$1,000,000 otherwise.

The Tiraa Case

This item is an ancient Egyptian mummy case, heavily decorated, and in surprisingly good condition. Decorated in gold and gems, it is clearly valuable in its own right. In recent years hinges and a lock have been carefully built into the case. The lock is easily picked (+2 to Lockpicking) and completely nonmagical.

Instructions in Ancient Egyptian for using the case are engraved on the inside, above where the mummy's head would be. Since people entering the case are usually distracted, these instructions often go unnoticed. The instructions

describe rituals for becoming the attuned owner of the case, and (once attuned) for controlling the passage of time inside. All rituals must be performed outside the case. The attunement ritual takes several hours, and can only be performed if the previous owner has been dead for a (real world) year, or if he is sacrificed *during* the ritual.

The case acts as a portal to a pocket dimension which holds a pseudo-Egyptian kingdom a few hundred miles square. By default, anyone stepping into the case enters the kingdom through a doorway in the pharaoh's palace, and can exit the same way. The owner can use *any* doorway in the kingdom to do the same thing. The owner will automatically be recognized as the pharaoh of the kingdom, and is granted Ancient Egyptian-17 for the duration of his visit.

By default, when the controller is outside the case and the lid is closed, internal time passes at one second to one hour of real world time (1:3,600). When the controller is *inside*, and the lid is closed, the ratio is reversed. When the lid is open, the time rates are synchronized. The user can control the ratio, but 1:3,600 is the most extreme possible. The rates *can* be switched; a day in the kingdom can be nearly 10 years in the real world, or less than half a minute. When the owner dies, the ratios go back to the default, acting as if the owner was outside.

The name of the kingdom best translates as "Egypt," though the geographic resemblance is minimal. The terrain is mostly desert, with fertile lands surrounding a river. Traveling far enough in any direction brings you back to where you started. The inhabitants are not aware there is anything odd about their world. Their recorded history goes back tens of thousands of years, but on close inspection is strangely cyclical. The government and religion allow near-absolute power to the owner of the case, but tend to drift back to their original state if the owner is absent for too long. Long-term projects require supervision. A sufficiently tyrannical ruler *might* be overthrown in a revolution, but this rarely happens. The kingdom has a normal mana level, but magic is not well-known. *GURPS Egypt* is recommended to GMs who plan to make extensive use of the Tiraa Case.

Objects and people can be brought into the case freely. Bringing things *out* of the case is more complicated. The larger or more complex the item, the more it "wants" to go back inside. For objects, this manifests in a tendency for people who are holding the item to absent-mindedly wander in the direction of the case, to express curiosity in where the object came from, or to dream of the land inside. For simple objects (rocks), this effect is negligible. Worked materials or manufactured goods cause this behavior more strongly, and for magic items it is quite pronounced. Inhabitants of the case do not wish to leave, and, once outside, find the real world frightening, and will go to great lengths to return to their pocket Egypt.

Suggested Setting: *GURPS Cabal*, or secret magic *GURPS Steampunk*.

Component Spells: Unknown.

Asking Price: This item has never been sold. It has been stolen, lost, and extorted from owners, but there has never been a monetary transaction.

216 SPELL COMPONENTS

This table is for those moments when the GM desires 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 (i.e., the red die is the

100s place, the white die is the 10s place, and the black die is the ones place), and consult the chart to find a random spell component.

Roll	Component	Roll	Component
111	abalone shell	233	cobalt
112	adder's fork	234	cobra venom
113	agate	235	cockleshells
114	alder	236	coco de mer
115	almond oil	241	coffee
116	amber	242	comfrey
121	amethyst	243	copal
122	angel hair	244	copal incense
123	anise	245	copper
124	antimony	246	coral
125	archeus of water	251	damiana
126	asafetida	252	dove's heart
131	ashwood	253	dragon's blood (palm tree chips)
132	attar	254	dragon's blood (real)
133	azurite	255	dragon's tears
134	baboon's blood	256	ebony
135	barberries	261	essence of violets
136	basil	262	eye of fire beetle
141	bat's wing	263	eye of newt
142	bazail wood	264	fat from an unbaptised infant
143	beeswax	265	feather of eagle
144	belladonna	266	fern seed
145	betel nuts	311	fillet of a fenny snake
146	birch	312	flaxseed
151	bisort	313	fox scent
152	black moss	314	foxglove
153	blackberries picked after Nov. 2	315	frankincense
154	blindworm's sting	316	frost gathered under a full moon
155	blood	321	fruit from a ymp tree
156	bloodstone	322	fulgurite
161	blue chalcedony	323	galangal root
162	brass	324	gall of goat
163	bronze	325	garlic
164	butterfly scales	326	garnet
165	cadmia	331	ginseng
166	camphor powder	332	gold
211	carnelian	333	grave dust
212	catnip	334	gum Arabic
213	cat's eye (gem)	335	gypsum
214	cat's eye (real)	336	hagstone
215	cat's whisker	341	hailstones
216	cedar	342	halcyon's nest
221	ceruli oil	343	hawthorn
222	chalk	344	hazel
223	chameleon's skin	345	hematite
224	cherry bark	346	hemlock
225	cinnabar	351	henbane
226	cinnamon	352	hollyhock
231	citrine	353	holy water
232	coal	354	honeycomb

Roll	Component	Roll	Component
355	howlet's wing	533	rainwater
356	human tallow	534	red jasper
361	hyssop	535	root of hemlock
362	indigo	536	rose petals
363	ivory	541	rosemary
364	jasmine	542	rosin
365	juniper	543	rowan
366	kava kava	544	ruby
411	lapis lazuli	545	rue herb
412	lavender	546	saffron
413	lead	551	sage
414	lemon grass	552	sandalwood
415	lily oil	553	scale of dragon
416	lizard's leg	554	scarab beetle
421	malachite	555	sea foam
422	mandrake	556	sea salt
423	mane of lion	561	shark's gulf
424	may apples	562	shark's maw
425	May Day dew	563	silk
426	meteoric iron	564	silk of spider
431	milk from a queen	565	silver
432	mistletoe	566	slips of yew
433	monkshood	611	snakeskin
434	moroxite	612	sow's blood
435	mugwort	613	spiritus fumans
436	mummia	614	stag's testicles
441	mummy powder	615	star jelly
442	mushrooms	616	stardust
443	myrrh	621	sulfur
444	narwhal ivory	622	sweetgrass
445	natron	623	talon of hawk
446	nautilus shell	624	tektite
451	nightingale's tongue	625	tiger's cauldron
452	oak	626	toad
453	oak bark	631	toad excrement
454	oak butter	632	toad spittle
455	ochre	633	toe of frog
456	onyx	634	tongue of dog
461	opal	635	tonka beans
462	opoponax	636	tooth of wolf
463	orris root	641	tragacanth
464	ostrich eggshells	642	turpentine
465	owl's blood	643	turquoise
466	panther breath	644	tyrian dye
511	patchouli	645	urine
512	pearls	646	vetiver root
513	peru balsam	651	vinegar
514	petrified wood	652	vitriol
515	pinion	653	wasp's nest
516	pitch	654	water lilies
521	platinum	655	willow
522	poisoned entrails	656	wine
523	poplar	661	witch's mummy
524	poppies	662	wizard's baby teeth
525	purple honey	663	wool of bat
526	quail's heart	664	wormwood
531	quartz	665	yarrow
532	quicksilver	666	yew

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., Hybrid Control-a only works on one particular hybrid, not all hybrids.) 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*. If there’s no letter, the spell is in *this* book.

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.

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. *Exception:* An item usable only by a mage may be usable by anyone if it fulfills two requirements. First, it must

have sufficient Power enchantments so that the cost to cast and cost to maintain are both 0. Second, it must produce an ongoing effect on the user, so that it is reasonable that the spell can be always on. An always-on Fireball wand would be ridiculous, but an always-on Flight cloak is sensible. (As a rule of thumb, magic items that grant advantages can be always on.) If it fulfills these two criteria, the item activates the moment the enchantment is completed, remains on forever, and can be used by anyone. If the enchantment is temporarily suspended (e.g., by a no-mana zone), the item automatically reactivates afterward.



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
Adjustable Clothing	29	C	-	Perm.	-	-	varies	varies	i
Affect Spirits	SPI108	Wep	-	Perm.	-	-	250 per lb.	varies	i
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	aw
Ambidexterity-a	G16	any	-	Always On	-	-	1,500	\$75,000	aw
Ambidexterity-b	G16	S, W	1	1 min.	3	2	500	\$25,000	m
Amphibian Control	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/TL	T35	machine	-	Always On	-	-	varies	varies	i
Animate Object-a	G67	any	-	Perm.	-	-	varies	varies	i
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	G9	J, S, W	1	1 min.	3	2	600#	\$30,000#	a
Astral Block-a	G85	J, S, W	2	10 min.	4#	h	600	\$30,000	m
Astral Block-b	G85	Con, area	-	Always On	-	-	varies	varies	i
Astral Block-c	G85	Con	-	Perm.	-	-	varies	varies	i
Astral Vision-a	G61	S, W	1	1 min.	4	2	900	\$45,000	m
Astral Vision-b	G61	J, Sp	-	Always On	-	-	1,400	\$70,000	aw
Attune	29	Wep#	-	Perm.	-	-	100	200	i
Awaken Computer/TL	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	aw
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	i
Bladeturning	G91	A, J, S, W, Wep	1	1 min.	2	2	300	\$15,000	a
Blank Spell Arrow	33	MW	-	Perm.	-	-	varies	varies	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/TL	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
Clean-c	T25	area#	-	Always On	-	-	varies	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	aw
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

COMMON ENCHANTMENT TABLE II

Spell	Page	Item	Time to Cast	Duration	Energy to Cast	Maint.	Energy to Create	Asking Price	User
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	aw
Corpulence-b	G17	S, W	3	10 min.	6	6	1,000	\$50,000	m
Costume	30	C	–	Perm.	–	–	50	\$100	i
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/TL-a	G100	J, S, W	30	Perm.	1 per lb.	–	400	\$20,000	m
Create Fuel/TL-b	G100	Con	–	Always On	–	–	varies	varies	i
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	i
Create Ice	G35	J, S, W	1	Perm.#	2 per gallon	–	200	\$3,580	a
Create Mana Co-Processor	30	special	–	Perm.	–	–	varies	varies	i
Create Mount-a	G57	mount	–	Perm.	–	–	varies	varies	m
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	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/TL	T20	software	–	varies	–	–	varies	varies	a
Dancing Shield	G40	SI	–	Perm.	–	–	250 per lb.#	varies	i
Decapitation	G17	J, S, W	2	varies	6	–	1,000	\$50,000	m
Defending Shield	G40	SI	–	Perm.	–	–	varies	varies	i
Defending Weapon	G40	Wep	–	Perm.	–	–	varies	varies	i
Deflect Missile-a	G91	J, Wep, SI	none	Instant	1	–	200	\$3,580	a
Deflect Missile-b	G91	Wep	–	Instant	–	–	2,000	\$100,000	aw
Delete Commercials/TL-a	T18	VCR	–	Always On	–	–	10	\$20	i
Delete Commercials/TL-b	T18	E-mail program	–	Always On	–	–	20	\$40	i
Detect Poison-a	G91	J, S, W	2	Instant	2	–	250	\$9,020	a
Detect Poison-b	G91	J	–	Indef.#	–	–	400	\$20,000	aw
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 moved#	–	1,000	\$50,000	m
Disruption Bolt	T24	S, W	s=c	Instant	1 to 3	–	800	\$40,000	m
Distant Blow	G81	Wep	3	5 sec.	3	3	1,000 per lb.	varies	aw
Divert Teleport	G48	any	None	Instant	varies	–	700	\$35,000	m
Doppelgänger	G40	special	–	Perm.	–	–	1,000	\$50,000	i
Draw Power/TL-a	G101	magic item	–	Perm.#	–	–	1,300	\$65,000	i
Draw Power/TL-b	31	spell eng.	–	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

Spell	Page	Item	Time to Cast	Duration	Energy to Cast	Maint.	Energy to Create	Asking Price	User
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	m/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	MW	–	Perm.#	–	–	1,000	\$50,000	a
Electric Power/TL	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	mw
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	i
Final Rest	UN47	regalia#	10 min.#	Perm.	20	–	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	10 min.	1	1	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 point#	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
Gauntness-a	G17	any	–	Always On	–	–	2,000	\$100,000	a
Gauntness-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/TL	G96	S, W	1	Instant	3	–	400	\$20,000	m
Gloom-a	G64	J, S, W	varies	2d days	varies	–	250	\$9,020	a
Glow-a	G64	J, S, W	varies	2d days	varies	–	250	\$9,020	a
Glow-b	G64	area	–	Always On	–	–	varies	varies	i
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-b	G79	area	–	Always On	–	–	varies	varies	i
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/TL-a	T34	MW controls#	1	1 min.	2	1	500	\$25,000	a
Guide Missile/TL-b	T34	missile	–	varies	–	–	varies	varies	a
Guns to Butter/TL	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	aw
Hair Growth-b	G17	S, W	1	5 sec.	1	1	250	\$9,020	a
Haircut-b (L)	G16	H	–	Always On	–	–	200	\$3,580	aw
Haircut-c	G16	S, W, scissors	2	Instant	2	–	400	\$20,000	a

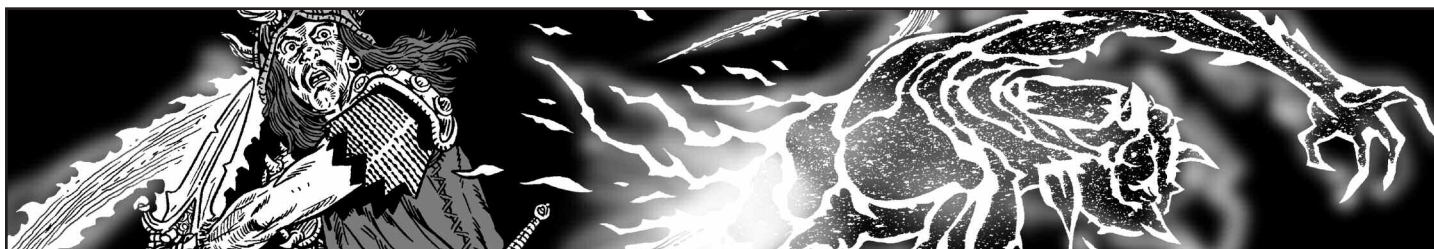
Spell	Page	Item	Time to Cast	Duration	Energy to Cast	Maint.	Energy to Create	Asking Price	User
Hallucination-a (L)	G76	any	–	Always On	–	–	1,000	\$50,000	c
Hallucination-b	G76	S, W	3	1 min.	4	2	1,200	\$60,000	m
Healing Slumber-a	G52	S, W#	30	8 hr.#	6#	–	1,000	\$50,000	m/x
Healing Slumber-b	G52	any	–	8 hr.#	–	–	900	\$45,000	aw
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/m
Hunger	G15	J, S, W	5	Instant	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	MW	–	Instant	–	–	1,000	\$50,000	a
Icy Touch	G35	S, W	1#	Perm.#	2 per 1/4"#	s#	800	\$40,000	m
Identify Caller/TL	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
Impression Blocker	31	Con	–	Perm.	–	–	varies	varies	i
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/TL	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	Indef.	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/TL-a	G100	J, S, W	1	Indef.	varies	–	1,000	\$50,000	m
Lend Power/TL-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 (L)	G18	special	5	1 min.	2	2	500	\$25,000	mw
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	aw
Lure-a	G76	area	–	Always On	–	–	varies	varies	i
Lure-b	G76	any	10	1 hr.	2	s	500 per hex#	varies	a
Machine Control/TL	G96	J, S, W, H	1	1 min.	6	3	2,000#	\$100,000#	a
Machine Possession/TL	G98	J#	30	1 min.	6	2	1,500	\$75,000	m
Machine Speech/TL	G96	J, S, W	1	1 min.	5	3	5,000#	\$250,000#	a
Machine Summoning/TL	G96	J, S, W	4	1 min.	4	2	1,000#	\$50,000#	a
Mad Machine/TL	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	a
Malfunction/TL	G97	S, W	1	1 min.	5	–	2,000	\$100,000	m
Mana Warhead/TL	T21	projectile	–	Instant	–	–	20×cost	varies	a
Manastone	G42	jewel	–	Indef.	–	–	5 per point	varies	i/m
Mapmaker-a	G67	scroll	10	1 hr.	4	2	100	\$200	i
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	aw
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

Spell	Page	Item	Time to Cast	Duration	Energy to Cast	Maint.	Energy to Create	Asking Price	User
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	aw
One-College Powerstone	G42	jewel	–	Perm.	–	–	12 per point	varies	i/m
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 (L)	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	mw
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	aw
Presence-b	G20	S, W	10	1 hr.	4	4	450	\$22,500	m
Preserve Fuel/TL-a	G100	J, S, W	1	1 week	4 per lb.	h	400	\$20,000	a
Preserve Fuel/TL-b	G100	Con	–	Always On	–	–	40 per lb.	varies	i
Program/TL	T33	Com	–	Always On	–	–	300	\$15,000	i/m
Projection	G61	J, S, W	3	1 min.	4	2	500	\$25,000	mw
Propel/TL-a	G101	J, S, W	1	Indef.	varies	–	1,000	\$50,000	m
Propel/TL-b	G101	engine	–	Perm.	–	–	1 per 100 lbs.#	varies	i/m
Protozoan Control	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
Pull-b	G80	area	–	Always On	–	–	varies	varies	i
Purify Air-b	T17	mesh	–	Always On	–	–	200 per hex#	varies	i
Purify Earth	G24	S	30	Perm.	2#	–	400	\$20,000	a
Purify Fuel/TL	G100	J, S, W	1	Perm.	1/2 per lb.#	–	200	\$3,580	a
Purify Power/TL	T30	electrical device	–	Always On	–	–	500#	\$25,000#	i
Purify Signal/TL	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	i
Reflect Gaze	G92	J	none	Instant	2	–	600	\$30,000	a
Reflexes-a	G16	any	–	Always On	–	–	1,200	\$60,000	aw
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	–	–	100	\$200	aw

Spell	Page	Item	Time to Cast	Duration	Energy to Cast	Maint.	Energy to Create	Asking Price	User
Repel-a	G80	J, S, W	5	1 min.	1 per 2 ST#	s	250	\$9,020	m
Repel-b	G80	area	–	Always On	–	–	varies	varies	i
Repel Amphibians	G10	area	–	Always On	–	–	varies	varies	i
Repel Arachnids	G10	area	–	Always On	–	–	varies	varies	i
Repel Birds	G10	area	–	Always On	–	–	varies	varies	i
Repel Crustaceans	G10	area	–	Always On	–	–	varies	varies	i
Repel Fish	G10	area	–	Always On	–	–	varies	varies	i
Repel Hybrids	G10	area	–	Always On	–	–	varies	varies	i
Repel Insects	G10	area	–	Always On	–	–	varies	varies	i
Repel Mammals	G10	area	–	Always On	–	–	varies	varies	i
Repel Mollusks	G10	area	–	Always On	–	–	varies	varies	i
Repel Protozoa	G10	area	–	Always On	–	–	varies	varies	i
Repel Reptiles	G10	area	–	Always On	–	–	varies	varies	i
Repel Spirits-a	G85	J, S, W	10	1 hr.	4	h	1,100	\$55,000	m
Repel Spirits-b	G85	area	–	Always On	–	–	varies	varies	i
Repel Worms	G10	area	–	Always On	2	1	200	\$3,580	i
Resilient Golem	32	golem	–	Perm.	–	–	varies	varies	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 Enchantment	32	special	–	Perm.	–	–	varies	varies	i
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#	aw
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	aw
Restore Memory	G53	S, W	10	Perm.	3	–	600	\$30,000	a
Restore Sight	G55	C, J	–	Always On	–	–	100 per point	varies	aw
Restore Speech	G55	C, J	–	Always On	–	–	1,000	\$50,000	aw
Retch	G15	S, W	4	varies	3	–	400	\$20,000	m
Retgression-a (L)	G21	H	–	Always On	–	–	350	\$17,500	aw
Retgression-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/TL	G96	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/TL	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	i
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	aw#
Season	G43	spoon	10	Perm.	2 per meal	–	150	\$1,010	aw
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/TL	T17	W, map#	1	Instant	2	–	200	\$3,580	a
Seek Fire	G29	F	1	Instant	1	–	50	\$100	a
Seek Fuel/TL	G99	stick#	10	Instant	3	–	60	\$120	a
Seek Gate	G49	F	10	Instant	3	–	100	\$200	a
Seek Machine/TL	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/TL	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

Spell	Page	Item	Time to Cast	Duration	Energy to Cast	Maint.	Energy to Create	Asking Price	User
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	mw
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	C, J	2	1 min.	varies	h	400	\$20,000	aw
Small Vision-b	G65	gem	–	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 Creation	31	varies	–	Perm.	–	–	varies	varies	i
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/TL	T19	Md, phone	–	Always On	–	–	50×mult.	varies	a
Speed Spell Arrow	33	spell arr.	–	Perm.	–	–	varies	varies	i
Spell Arrow	32	MW	–	Perm.	–	–	varies	varies	a
Spell Stone	G38	jewel	–	Indef.	–	–	20×cost	varies	a#
Spell Targeting/TL	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/TL	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.	varies	a
Stop Bleeding	G53	any	1	Instant#	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/TL	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	s=c	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

Spell	Page	Item	Time to Cast	Duration	Energy to Cast	Maint.	Energy to Create	Asking Price	User
Test Area	G58	S, W	1	Instant	1#	–	80	\$160	a
Test Fuel/TL	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
Transfer Loyalty	33	S, W	1	Indef.	1	–	500	\$25,000	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/TL	T35	Com	1	10 min.	varies	–	varies	varies	i
Ushabti	EG97	statuette	–	Perm.	–	–	200#	\$3,580#	i
Utter Wall-a	G93	S	1	1 min.	4 per yard	s	1,000	\$50,000	m
Vexation	G20	H	1	1 min.	2×penalty#	s	1,000	\$50,000	m
Video Entity/TL	T20	videotape#	–	varies	–	–	varies	varies	a
Vigil	G75	H, J	1	1 night	8	–	1,000	\$50,000	m/x
Volume Control/TL-a	T28	J, W, baton	2	1 min.	2	1	100	\$200	a
Volume Control/TL-b	T28	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	h	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/TL	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	i
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 Self-c	G68	Wep	–	Perm.	–	–	500 per lb.	varies	i
Weapon Spirit	G41	Wep	–	Perm.	–	–	varies	varies	i
Whirlpool	G33	J, S, W	1#	1 min.#	2	h	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	G9	J, S, W	1	1 min.	2	1	400#	\$20,000#	a
Wraith	UN44	ring#	–	Always On	–	–	500#	\$25,000#	c
Wrong Number/TL	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



MAGIC ITEM TABLE

Item Name	Page Number	Item Name	Page Number
Accurate Typewriter	85	Finn Mac Cool's Ring	91
Active Figures	88	Flash Arrow	102
Adjustable Noise Absorbers	85	Fleabag	53
Alchemical Growth Hormone	76	Flesh to Stone Arrow	102
Ancient Observatory of Kalaina, The	35	Ganymede's Cup	68
Animated String	88	Garbage Golem	59
Arkwright's Inversion Glasses	47	Garman's Encyclopedia of Assessment and Appraisal	107
Assassin's Knives	102	Gate Gun	103
Athame	105	Glass Armor	43
Audio Armor	43	Glitterstones	42
Bakelite Golem	59	God's Cup	68
Balzac's Ink	47	Gold Golem	59
Banquo's Mask	40	Golden Raccoon	70
Binding Arbitration	81	Golem Fighter Hy Brasil	66
Bishop's Smiter	100	Golem Fighter Tir Na Nog	65
Bomb Disposal Golem	60	Golem Savior	66
Boon of the Great Bear	68	Gossamer Chains	48
Botta Segreta, La	99	Grim Revolver, The	103
Brain Support Tank	76	Hammer of Hephaestus, The	101
Bridgestone	91	Hand of Glory, The	46
Broken Sword	99	Handy Blades	101
Bronze Elephant	63	Hauser's Cane	77
Chess Set of Skye, The	81	Healer of Worlds, The	70
Clip-Illusion Minidisks	107	Hecate's Circle	78
Clockwork Man	65	Heddsman's Axe	88
Concrete Golem	59	Helen's Fuzzy Dice	91
Create Fire Arrow	102	Helping Hands	40
Create Water Arrow	102	Hidden Hall of the Hand, The	36
Cube of Power, The	105	Hip Flask	49
Damon's Knife	100	Holy Censer	79
Dathpentl Summoning Dagger	77	Horseshoes	40
Dawsill's Nose	50	Housekeeper's Nightmare	53
Death of a Thousand Stings, The	52	Huge Blank Arrow	102
Deathlord	52	Ice Golem	59
Decoy Staff	106	Ice Slick Arrow	102
Devil's Bargain, The	73	Illusion Blade	99
Diamond Dagger	101	Illusion-Rendering PC	107
Dispel Magic Arrow	102	Illusion-Rendering PDA	107
Djinni Ring	53	Implements of Confession	81
Donkey's Jawbone	74	Ivan's Bell	53
Drive Cores	93	Ivory Golem	60
Dwarven Pick	85	Kahlder's Staff	107
Earth to Air Arrow	102	Karmic Restorer	71
Enchanter's Second	106	King Konstanty's Cropmaker	82
Endless Six-Gun	102	Klein Beer	96
Energy Straw, The	35	Lamplighter Golem	65
Enhanced Canine Unit, Pyro (ECUP)	50	Large Blank Arrow	102
Everlasting Ring, The	77	Lightning Arrow	102
Evil Eye	48	Madar (MAGical Detecting And Ranging)	107
Explosive Fireball Arrow	102	Mag's Markers	86
Fabrique Europa Natural Looks Crystal	77	Magic Candle	97
Fast Prototyping Device	86		

Item Name	Page Number
Magical Wedding Rings	43
Majick Collector's Cards	108
Mana Conduit	108
Mana Manipulator	108
Mana Star, The	109
ManaNet	87
Mandrake Golem	62
Marble Golem	60
Medium Blank Arrow	102
Memory Palace of Raghuvir Kaur, The	110
Metal Tiger Armor, The	44
MMC Golem	60
Morten Thordarson's Guide To Plants & Fungi	112
Mummy Powder	79
Nature's Wrath	100
Nightlight	46
Ninja Robe	40
Obscuration Censer	71
Origami Golem	60
Pierre's Weird Van	92
Plastic Icon	71
Pollcat	82
Popcorn	97
Porcelain Golem	60
Portable Aura Reader	27
Power Tie	41
Prairie Mercy	103
Pre Bhuoc	37
Prospector Golem	61
Quagmire Pipes	83
Quantrill's Pistol	103
Rada Drums	72
Rag Golem	60
real_life.inc	88
<i>Reascendant, The</i>	94
Restorative Ring	43
Returner System	51
Ring of Regeneration	77
Rooted Feet Arrow	102
Rubber Golem	60
Sacrificial Knife	74
Safe of Testimony	51

Item Name	Page Number
Scarecrow Golem	60
Scent Armor	44
Sensei Robe	41
Shadow Mask	42
Shadow Slippers	42
Shiryokiri (Ghost Cutter)	100
Silver Golem	60
Small Blank Arrow	102
Smokescreen	49
Smuggler's Trench Coat	49
Snakeskin Boots	42
Soulblade	79
Sound Arrow	102
Spectral Javelin	102
Spell Arrows	102
Spell Engine Bracelets	112
Spirit Rope	79
Spyglass	51
Staff of the Ebon Shepherd	112
Stalemated Go Board	83
Steam Pill	96
Steel Golem	60
Stench Arrow	102
Strike Dumb Arrow	102
Tar Golem	60
Tell-a-Scope	87
Thaumaturgic Optical Messaging System	87
Tickling Whip	101
Tiraa Case, The	113
Toy Airplane	83
Trader's Towel	50
Translating Vending Machine	89
Trick Coin	47
Trident of the Ocean King	82
True Forge	87
Undersea Golem	62
Visual Armor	44
Wax Golem	60
Whichness of What, The	72
Wizard Eye Arrow	102
Wood Golem	60



INDEX

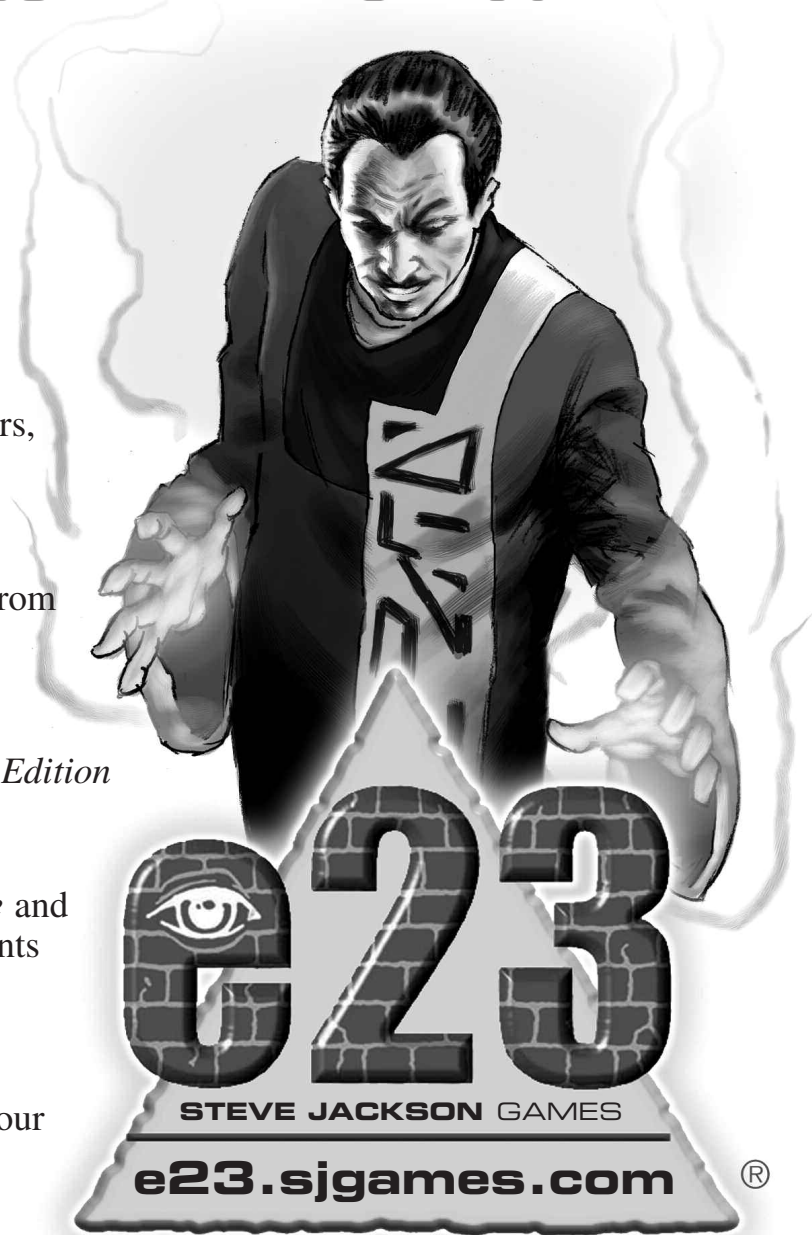
- 216 spell components, 114.
Accidental spells, 18.
Adjustable Clothing spell, 29.
Adjustments for Size table, 24.
Advantages, *new*, 57.
Adventuring items, 97.
Adventuring magic, 90.
Age, *enchantment through*, 23.
Alchemists, 7.
Alternate enchantment techniques, 16.
Amnesia, *anterograde*, 110; *cinematic anterograde*, 111.
Animal-shaped golems, 63.
Animation, 64.
Animism, 5.
Anterograde amnesia, 110; *cinematic*, 111.
Armor, 39, 43.
Armory Island, 100.
Articulation, 64.
Artifacts, 19.
Artificers, 7.
Aspected mana, 35.
Assembly lines, 20.
Attune spell, 29.
Blank Spell Arrow spell, 33.
Books, 13.
Bronze Age, 7.
Buildings, 34.
Bureau of Staff Registration, 106.
Bureau of Sticks, 106.
Cannot Learn (Anterograde Amnesia) disadvantage, 110.
Cannot Learn (Cinematic Anterograde Amnesia) disadvantage, 111.
Carthaginian Solution, 37.
Catholic Church, *relics of*, 69.
Celestial artifacts, 19.
Charms, 17.
Cinematic anterograde amnesia, 111.
Clarke's Law, 14.
Clockwork Age, 9.
Clothing, 39, 40.
Common Enchantment Table II, 116.
Components, *spell*, 114.
Comprehension, 64.
Computers, 24, 27, 30.
Co-processor, *mana*, 25.
Corporeal artifacts, 19.
Costume spell, 30.
Create Mana Co-Processor spell, 30.
Creation, *as deed*, 24.
Criminal magic, 45.
Cube of Power, 36.
Curses, 52.
Deeds, *enchantment through*, 23.
Design, *strange*, 6.
Device, *psionic*, 6.
Dimensions, 4.
Disadvantages, *new*, 57; *variant*, 110, 111.
Discworld Roleplaying Game, 56.
Doesn't Fatigue advantage, 57.
Draw Power/TL spell, 31.
Drive Core Operation skill, 93.
Drive Core statistics, 94.
Dwarves, 86, 87, 112.
Dying Mars, 14.
Efficiency by TL table, 21.
Efficiency rates at different tech levels, 21.
Egypt, 7, 113.
Enchantment spells, *new*, 29.
Enchantment Table II, *Common*, 116.
Enchantment techniques, *alternate*, 16.
Enchantment, *industrial*, 20; *Islamic*, 22; *quabalistic*, 21; *through age*, 23; *through deeds*, 23.
Engines, *spell*, 24, 27.
Entertainment, 88.
Ethereal artifacts, 19.
Fake magic, 6.
Fantasy, *traditional*, 8.
Fetishes, 17.
Foci, 17.
Folk magic, 28.
Full magic settings, 8.
Future Age, 12.
Gadgets, 7, 11.
Gematria skill, 22.
Genius enhancement, 24.
Golem table, 58.
Golem template, 56.
Golems, 10, 21, 54; *animal-shaped*, 63; *as characters*, 56; *following orders*, 56; *mechanical*, 64; *mixed-media*, 61; *mute option*, 56; *nature of*, 55; *new types of*, 57; *of different sizes*, 62; *resilient*, 61; *samples*, 60; *spellcasting*, 60; *types*, 59, 60.
Gorgon, 7.
Greece, 7.
Gunpowder Age, 9.
Guns, 102.
GURPS Alternate Earths, 71.
GURPS Arabian Nights, 8, 22, 44, 63.
GURPS Atlantis, 7, 62, 79, 82.
GURPS Basic Set, 3, 5.
GURPS Bio-Tech, 76.
GURPS Cabal, 3, 8, 14, 38, 41, 42, 48, 81, 92, 95, 110, 111, 113.
GURPS Castle Falkenstein, 10.
GURPS Celtic Myth, 91.
GURPS China, 52.
GURPS Cliffhangers, 11, 82, 92.
GURPS Compendium I, 3, 7.
GURPS Compendium II, 111.
GURPS Deadlands, 10.
GURPS Dinosaurs, 5.
GURPS Egypt, 7, 113.
GURPS Fantasy Bestiary, 50.
GURPS Fantasy Folk, 41.
GURPS Fantasy, 102.
GURPS Goblins, 9, 44, 47, 50, 65, 69, 74, 100.
GURPS Greece, 7, 68, 79, 101.
GURPS Grimoire, 3, 27, 31.
GURPS High-Tech, 103.
GURPS Illuminati, 41, 48.
GURPS Illuminati University, 11, 42, 48, 53, 72, 85, 86, 88, 89, 96, 97, 108.
GURPS Imperial Rome, 7, 63.
GURPS In Nomine, 3, 14, 19-21, 53, 57, 95, 103.
GURPS Japan, 8, 31, 52, 100.
GURPS Low-Tech, 5.
GURPS Magic, 3, 5, 7, 18, 21, 36, 55, 59, 61, 63.
GURPS Magic Items 1, 33.
GURPS Magic Items 2, 3, 33.
GURPS Mars, 14.
GURPS Middle Ages 1, 8, 62, 81.
GURPS Old West, 3, 9, 47, 103.
GURPS Religion, 3.
GURPS Robots, 3, 24, 31.
GURPS Russia, 9, 28.
GURPS Spirits, 3, 5, 17, 38, 40, 57, 72.
GURPS Steampunk, 7, 10, 21, 22, 24, 43, 55, 96, 113.
GURPS Supers, 11, 41, 42, 44, 47, 51, 71, 82.
GURPS Swashbucklers, 9, 43, 99.
GURPS Technomancer, 3, 8, 10, 11, 36, 40, 43, 44, 47, 49-51, 53, 55, 59, 61, 72, 76, 77, 79, 82, 83, 85-88, 92, 97, 103, 105, 107, 108.
GURPS Time Travel, 14, 71.
GURPS Traveller, 14.
GURPS Undead, 77, 79, 113.
GURPS Vehicles, 27.
GURPS Voodoo, 5, 8, 9, 11, 17, 72, 105.
GURPS Warehouse 23, 12.
GURPS WWII, 11, 83.
GURPS Y2K, 12.
Haberdasher from Hell, 41.
Hand of Five, 105.
Hard SF, 14.
Hardwired spells, 24.
Heirlooms, 15.
High-tech enchantment, 20.

- Hitler, 11.
- Holy items, 68.
- Holy magic, 67
- Horatio Club, 14.
- Hourglass, Order of the, 14.
- Hypothetical spells, 18.
- Illegal items, 47.
- Impression Blocker spell, 31.
- Industrial enchantment, 20.
- Inspired Creation spell, 31.
- Iron Age, 7.
- Islam, 22.
- Islamic enchantment, 22.
- Japan, 8.
- Jewelry, 42.
- Koran Scholarship skill, 22.
- Land travel, 91.
- Law-enforcement magic, 45.
- Lend Skill, *and talismans*, 21.
- Leprechauns, 41.
- Liber Reliquarum**, 20.
- Living artifacts, 19.
- Lord of the Rings, The*, 10.
- Losing enchanted objects, 10.
- Lost spells, 18.
- Low-tech spell engines option, 26.
- Mage wages, 20.
- Mage: The Ascension**, 8.
- Magery, 12, 25.
- Magi, The Magnificent, 48.
- Magic Item Table, 125.
- Magic items across time and dimension, 4.
- Magic-Free Elections Alliance, The, 82.
- Magnificent Magi, 48.
- Mana co-processor, 25, 30.
- Mana, *aspected*, 35.
- Manaclysm, 12.
- Mars, *dying*, 14.
- Marx, Karl, 55.
- Maximum Spell Level By Complexity Table, 25.
- Mechagolems, 54, 65.
- Mechanical golems, 64.
- Medical items, 76.
- Medical magic, 75.
- Melee weapons, *other*, 100.
- Middle Ages, 8.
- Mixed-media golems, 61.
- Modern-Day Age, 11.
- Mummy, 113.
- Mute golem option, 56.
- Mysterious little shop, 12.
- Natural magic, 29.
- Nazis, 11.
- Necromantic items, 77.
- Necromantic magic, 75.
- New enchantment spells, 29.
- New spells, 18.
- New types of golems, 57.
- No Extra Effort disadvantage, 57.
- Old West, 9.
- Operating Expenses table, 21.
- Option, *low-tech spell engines*, 26.
- Optional Spell Engines By TL table, 26.
- Orc's Chest, 92.
- Order of the Hourglass, 14.
- Orichalcum Age, 7.
- Other melee weapons, 100.
- Other times, 14.
- Other transportation items, 96.
- Other worlds, 14.
- Paper, 13.
- Papyrus, 13.
- Perception, 64.
- Philosophy, 7.
- Places of power, 34.
- Political items, 81.
- Political magic, 80.
- Portable aura reader, 27.
- Post-manaclysm, 12, 76, 77, 109.
- Pre-gunpowder ranged weapons, 102.
- Programs, *spell*, 25.
- Psionic device, 6.
- Pulp Age, 11.
- Qabala Association, The Social, 55.
- Qabala, 10, 21, 22, 55, 61, 62, 65.
- Qabalistic enchantment, 21.
- Ranged weapons, *pre-gunpowder*, 102.
- Reason, 7.
- Relics, of the Catholic Church, 69.
- Resilient Golem spell, 32.
- Resilient golems, 61.
- Resist Enchantment spell, 32.
- Rituals, *spell*, 27.
- Robots, 24, 30.
- ROM, 24, 112.
- Rome, 7.
- Russia, 9.
- Sample golems, 60.
- Science fiction, hard, 14.
- Secret magic, 11.
- Secret spells, 18.
- Security items, 50.
- Serials, 11.
- Shamans, 5.
- Silly spells, 18.
- Skill, new, 22, 93.
- Social Qabala Association, 55.
- Solution, Carthaginian, 37.
- Soul Creation spell, 31.
- Space travel, 93.
- Spanish Inquisition, 81.
- Speed Spell Arrow spell, 33.
- Spell Arrow spell, 32.
- Spell arrows, *role in the campaign*, 32.
- Spell components, 114.
- Spell Engine Options table, 25.
- Spell Engines by TL table, 24.
- Spell engines, 24, 26, 27.
- Spell Program Costs table, 25.
- Spell programs, 25.
- Spell rituals, 27.
- Spell-based magic, 5.
- Staff Registration, Bureau of, 106.
- Steam Age, 9.
- Steampunk, 10.
- Sticks, The Bureau of, 106.
- Strange design, 6.
- Sufficiently advanced technology, 6.
- Super equipment, 11.
- Swords, 99.
- Talismans, *and Lend Skill*, 21.
- Tech Levels, 5-12, 24.
- Technology, *sufficiently advanced*, 6.
- Thieving items, 46.
- Time, 4.
- Times, other, 14.
- Toolmakers, 86.
- Tools, 84, 85; *wizardly*, 104.
- Totemism, 6.
- Toys, 84, 88.
- Traditional fantasy, 8.
- Transfer Loyalty spell, 33.
- Transhuman Space**, 13, 14.
- Transportation items, *other*, 96.
- Traps, 52.
- Travel magic, 90.
- Travel, *land*, 91, *space*, 93; *water*, 91.
- Tricks, 52.
- Unholy items, 73.
- Unholy magic, 67.
- Unique spells, 18.
- Unknown Armies**, 8.
- Unknown spells, 18.
- Un-Pharaohs, 78.
- Variant spells, 18.
- Vellum, 13.
- War items, 83.
- War magic, 80.
- Water travel, 91.
- Weaponry, 98.
- Weapons, *other melee*, 100;
pre-gunpowder ranged, 102.
- Weird spells, 18.
- Weirdness Magnet disadvantage, 18.
- Western, 9.
- Wizardly tools, 104.
- Worlds, *other*, 14.
- Writing, 13.
- Yrth, 8, 10, 40, 42-44, 46, 49, 53, 63, 79, 81, 86, 87, 97, 99, 100-102, 106, 107, 112.
- Zombie, 113.

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