

GURPS

Fourth Edition

DUNGEON FANTASY 6TM

40 ARTIFACTSTM



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An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-0310

Version 1.0 – July 2009



CONTENTS

INTRODUCTION	3	Flashing Sunblade	13
How to Read Item Entries	3	Nightwraith	14
About the Author	4	Orichalcum Spring Gun	14
<i>What's in a Name?</i>	4	Rapier of Ruinas	14
1. ARMOR, SHIELDS, AND CLOTHING	5	Six-Sword Belt	15
Arrow-Stopping Shirt	5	Spirit Knife	15
Bracers of Force	5	3. OTHER WONDERS	16
Crazy Legs	6	Instant Workshop	16
Demonhunter's Helm	6	Necros' Finger	16
Golden Helmet Crest	6	Preta Whistle	17
Grandfather's Sash	7	Scarab of Sentshtemt	17
Helm of the Rat	7	<i>Less-Than-Ultimate</i>	17
Hooded Robe of Protection	7	4. EXPENDABLES	18
Maaukepu's Mask	8	Arrow of Negation	18
Master Thief's Mail	8	Astonishing Wrestling Oil	18
Mythic Corselet	8	Conjuring Candle	18
Nightmantle	9	Jewels of Utshepit	19
Peshkali Shield	9	Lucky Seven Necklace	19
Sun Armor	9	Scroll of Arcane Defense	20
Visage of the God	10	<i>The Problem of Price</i>	20
Ward of the Wolf	10	Scroll of Calling	21
2. WEAPONS AND ACCESSORIES	11	Spheres of Weirdness	21
Bow of Su	11	Spirit Flasks	22
Death's Reaper	11	<i>Spirits</i>	22
Demonhealer	12	<i>Ash Spirit</i>	22
Demonhunter's Tassels	12	<i>Demonic Cloud</i>	22
Flaming Blade	13	INDEX	23

The inheritance is the gift of eternal life. Contained within an ancient scroll. Concealed by the dullard Abbot and his cohorts. The scroll, which draws forth pale demon blood through my veins.

*– Vladimir Kaleta, **Tomb Raider: Chronicles***

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Many thanks to Steven Marsh for extensive comments and additional evil ideas!

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INTRODUCTION

Nearly every game world features gadgetry of some kind, ranging from primitive to futuristic . . . and often including things which are magical or just weird.

– *GURPS Basic Set*

Piles of money, heaps of character points, and powerful artifacts are the “holy trinity” of dungeon delving. Gems and precious metals are rarely easy to *get*, but they’re easy to handle – complete rules scarcely fill a page in *GURPS Dungeon Fantasy 2: Dungeons*. Points require more thought, but *GURPS Dungeon Fantasy 3: The Next Level* helps the GM award them and players spend them. Dreaming up interesting artifacts, however, is hard work.

You *could* use stock magic items manufactured according to the *GURPS Basic Set* or *GURPS Magic*. There’s nothing wrong with those – check out the cool gear in *GURPS Dungeon Fantasy 1: Adventurers*. Still, standard enchantments require time and energy to activate, and high-powered adventurers will tire of them once it’s easier simply to cast the spell. They’re also priced in a way that reduces them from wonders to commodities. In short, they eventually get *boring*.

GURPS Dungeon Fantasy 6: 40 Artifacts describes 40 items of power that do things that spells can’t – at least, not easily. They just *do what they do*. None list specific spells or prices. And all hail from the author’s fantasy campaign, so they’ve been thoroughly playtested by alpha munchkins. That’s no guarantee that they aren’t too powerful, only that the abuses they enable are true to the spirit of old-school dungeon crawls!

How to Read Item Entries

In addition to a brief description – what the artifact looks like, a little background color, etc. – each item entry gives the following information.

Power Item

The number of FP for fueling spells (and *only* spells) the artifact can hold – *if* a caster selects it as his power item, takes it back to town, and gets it charged up. For details, see *Power Items (Dungeon Fantasy 1, p. 28)*. An “N/A” means that article can’t be a power item, typically because it’s a fragile, single-use resource.

This suggests a cost range for the underlying object sans special properties, but few entries offer dollar values for artifacts, with or without their remarkable capabilities. Such prices are negotiable. These things are meant as rare treasures for delvers to keep and use. If somebody wants to sell a one-of-a-kind relic, well, that’s its own adventure. See *The Problem of Price* (p. 20).

Suggested Origins

Any artifact here could have any explanation – wizardly accident, The Devil’s work, wreckage of a futuristic UFO that experienced warp-drive failure and crashed in Fantasy Land, *anything*. But each item comes with a short list of recommendations chosen from this list:

Alchemical: An elixir or a charm created through unorthodox alchemy. It’s magical, like any other alchemical preparation, but the recipe isn’t found in standard formularies.

Cosmic: A godly artifact, stolen by or (rarely) given to lousy mortals. Sanctity doesn’t affect it. Neither does mana! In fact, nothing affects it but *other* cosmic stuff.

Divine: An article “enchanted” by mortals through prayer or clerical magic. Sanctity (*Dungeon Fantasy 1, p. 19*) affects it exactly as mana affects ordinary magic items.

About GURPS

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

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

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

Druidic: An object “enchanted” via druidic magic and affected by nature’s strength just like druidic spells and powers are (*Dungeon Fantasy 1*, p. 19).

Magical: A standard magic item created using nonstandard spells, or by accident. The GM should wax vague on the details: “Analyze Magic reveals an enchantment unknown to thaumatology.” Mana affects it as usual; see p. B235.

Materials: An item with extraordinary properties by dint of being made of something amazing: monster parts, weird glowing ore, etc. It resembles an artifact of another class described here (GM’s choice), but was physically crafted – like purely mundane goods – rather than enchanted or wished into being.

Racial: An item built by a race whose size, senses, profound grasp of metalworking, or whatever lets them turn out the equivalent of high-tech gear that’s “indistinguishable from magic.” The GM picks the race.

Spirit: The home of a bound spirit – angel, demon, elemental, totem, or anything else the GM likes. It’s affected by whatever affects the spirit. Nothing hinders genuinely cosmic spirits (so they’re *incredibly dangerous*), while mana level limits lowly magical ones. The GM may find spirits from *GURPS Dungeon Fantasy 5: Allies* inspirational, although those are bound to people rather than to items.

Properties

Each item has a list of interesting capabilities and notes, covering everything from the mundane to the wildly supernatural. These come with relevant game rules – although for armor, shields, and weapons, you’ll need the tables on pp. B271-287 to find the baseline stats. Weight is an exception; because relics are often made from weird materials, this is always given.

The GM is invited to swap properties, remove them where he feels they’re excessive, and use them as building blocks for *new* creations. To facilitate this, they have names. These labels

don’t refer to specific advantages, spells, etc. It’s just that noting “Fateful Doom, as on Death’s Reaper (pp. 11-12)” is easier than repeating a lengthy rule!

Variations

Some notes on how to switch things up to fit the item into a campaign. These might be vague (players *will* read this supplement!), be precise but stats-free (“a spear instead of a shortsword” leaves nothing to the imagination, but you must still look up spear stats), or offer considerable game-mechanical detail. For more universally applicable variations, see *Less-Than-Ultimate* (p. 17).

Some artifacts just do what they do.

ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell’Orto), and the *GURPS Action, GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . and the list keeps growing.

Sean has been a gamer since 1979. His non-gaming interests include cinema, cooking, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

What’s in a Name?

An artifact’s name might convey any number of meanings, or be intentionally obscure – or *silly*. The names given to the objects in this supplement are merely suggestions, chosen to exemplify several possibilities:

- *Appearance.* The Golden Helmet Crest is a big gold crest for a helmet. The Six-Sword Belt is a sword belt that can tote six swords. And so on. Delvers might overhear simple names like these when monsters brag about prized treasures.

- *Whimsy.* Labels that suggest function without giving much solid information – Crazy Legs, Lucky Seven Necklace, Spheres of Weirdness, etc. – also make good nicknames, better-suited to owners more poetic than goblins and ogres.

- *Function.* Some names describe capabilities fairly accurately. It isn’t hard to guess what the Arrow-Stopping Shirt and Conjuring Candle do! Town-based merchants and wizards may use such monikers at their shops. Knowledge spells might do no better when cast on items that don’t bear standard enchantments.

- *Portent.* A handle like Death’s Reaper, Nightwraith, or Visage of the God is *weighty*. It’s the sort of name that a sinister priest or a long-haired bard with a gravelly voice would use as code for a powerful relic. It comes in handy when the GM doesn’t feel like revealing whether the thing is cursed or beneficial.

- *Background.* Maaukepu, Necros, Ruinas, Sentchtemt, Su, Utshepit . . . who *are* these guys? Artifacts that borrow the proper name of a person (or *god*) or a place often appear in moldy tomes, or scribbled on rotting treasure maps. They might even suggest NPCs and adventures.

The GM is welcome to call an artifact whatever he likes. He’s also free to use *several* names – say, to tempt greedy munchkins into hunting for multiple items. A treasure might be called one thing in a map’s margin, quite another in a tavern rumor. A third name could arise in the evil boss’ soliloquy in the dungeon. And when the delvers return to town hauling loot, some priest or sage may tell them something else again (often “Don’t touch that! It’s Evil!”).

CHAPTER ONE

ARMOR, SHIELDS, AND CLOTHING

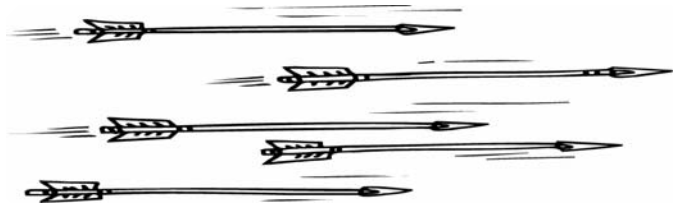
These items are worn or carried chiefly for protection against attacks – although some protect against the *consequences* of attacks, or have other capabilities. Except as noted, all armor obeys the usual rules for layering (p. B286); all shields can be either regular or buckler-style, as the GM wishes (p. B287); and everything is for SM 0 users, unless the GM specifies a tiny (SM -1 or below) or ogre-sized (SM +1) version.

Arrow-Stopping Shirt

Power Item: 20 FP

Suggested Origins: Magical, Materials, or Racial.

The Arrow-Stopping Shirt is a long, high-collared tunic with wrist-length cuffs, made of fine cloth shot through with remarkable metallic threads. It's supple and comfortable – even under armor – but surprisingly heavy. While its density is insufficient to slow most blows, the fabric is highly resistant to being pierced.



Properties

The Shirt gives the body (neck, torso, vitals, and groin) and arms DR 2 against *impaling* and *piercing* attacks. Worn under armor, its DR is cumulative with armor DR, and the -1 to DX for layering armor *doesn't* apply.

Weight: 1.5 lbs.

Variations

- Other clothing may afford similar protection against different damage types: the Astounding Alchemy Apron prevents burning and corrosion damage, the Blade-Blunting Blouse stops cutting attacks, and the Curiously Cushioned Chemise deadens crushing blows.

- Ordinary (non-armor) clothing could be tailored from the miraculous metallic fabric, granting the same benefits as the Shirt. Multiply weight by 1.5. A full set of lightweight clothing is 2 lbs., so assume 3 lbs. for a dress or a robe, or 1.5 lbs. *apiece* for a long tunic (identical to the Shirt) and hose (protect legs and feet).

Bracers of Force

Power Item: 11 FP

Suggested Origins: Cosmic or Magical.

A pair of substantial metal arm-rings carved with mythological figures. It's difficult to say *whose* mythology they're from, but everybody has far too many arms. Worn as a pair – and only as a pair – they engulf the wearer in a sheath of energy that turns blows just as armor would.

Properties

- *Energy Sheath:* The Bracers' force shield provides DR 2 to the entire body – even the eyes – cumulative with the DR of all armor, powers, and spells. If the Bracers are of cosmic origin, then this is cosmic DR, good against *anything*.

- *Toughness:* The incredibly hard bands also provide a *mundane* DR 6 on the arms (total DR 8 with the energy sheath). This only applies on a roll of 1-3 on 1d, however, since they cover just the forearms. The Bracers can be worn over clothing or cloth armor – including things like giant spider silk and the Arrow-Stopping Shirt (above) – with no DX penalty, but not *under* armor.

Weight: 6.75 lbs.

Variations

Variants might have from DR 1 to whatever DR the GM is willing to put in munchkin hands. Such adornments could be common, worn by wizards everywhere and available in a wide range of potencies. Recommended prices are \$2,500 for DR 1, \$10,000 for DR 2, \$40,000 for DR 3, \$150,000 for DR 4, and \$400,000 for DR 5. The DR 3 version costs more than an Ironskin Amulet (*Dungeon Fantasy 1*, p. 30) but grants a force field rather than tough skin, and DR that counts even against such things as Deathtouch spells.

Crazy Legs

Power Item: 18 FP

Suggested Origins: Materials.

Prepared from the rock-hard hide of a giant stone-eating worm, these leather breeches are shiny and silver-gray – like a cross between plate armor and a gaudy garment woven from silver thread. When not worn, they wiggle and dance of their own accord. This only makes them look gaudier. Old books sometimes dub them “Discotechnic Trousers,” the meaning of which is lost.

Properties

- *Springiness:* The Crazy Legs straighten like springs if bent to an angle much more acute than that which a man’s legs might form while running, and exert significant force when they do. This gives the wearer +5 to Acrobatic Stand attempts (*Dungeon Fantasy 2*, p. 12), and +5 to all rolls to resist injury caused by locking or wrenching the legs.

- *Toughness:* The extremely tough tanned worm hide provides a *mundane* DR 9 to the legs. This is rigid, not flexible, DR. For the purpose of what armor can fit under or over the Crazy Legs, treat them as plate, *not* as leather!

Weight: 11 lbs.

Variations

Other leather armor can be “crazy.” It must be tube-shaped, like the worm from which it’s made. Final DR is always 9. To calculate weight, extend the dragonhide progression (*Dungeon Fantasy 1*, p. 27), multiplying by 2.25 for +5 DR, 2.5 for +6 DR, or 2.75 for +7 DR. For instance:

- Crazy Arms give DR 9 to the arms and weigh 5.5 lbs. They grant +5 to resist injury from a locked or wrenched arm. By taking a Ready maneuver, the wearer can compress an arm so that it will snap forward forcefully, adding +2 to swing damage for that arm’s next attack only.

- The Crazy Anti-Garrote Collar provides DR 9 vs. strangling and garroting damage, and weighs 2.25 lbs. It gives +5 to resist having the neck locked or snapped, and to any roll needed to stand on one’s head.

Demonhunter’s Helm

Power Item: 25 FP

Suggested Origins: Cosmic, Divine, or Magical.

This intricately worked full-face helmet is made from an impossibly hard, light black metal, and resembles a grotesque demon visage with horns and bared teeth. Ruby lenses protect the eyes. Prying out the rubies would, of course, thoroughly wreck the Helm.

Properties

The Helm provides bonuses to defend against and hunt demons. For holy warriors, these *are* cumulative with any bonus from Higher Purpose (Slay Demons).

- *Angelic Shield:* The user gets +1 on all active defense rolls made against demons. Otherwise, this works just like the lowest level of the Shield spell (p. B252).

- *Demon Mastery:* The wearer receives +1 on all rolls to resist demonic abilities and to influence demons (socially or via supernatural abilities).

- *Rose-Colored Lenses:* The ruby lenses extend the Helm’s DR 6 over the eyes. They give no Vision penalty, and in fact grant +1 to all Vision and Tracking rolls to find demons. On the downside, they make the eyes gleam (+2 to be seen in the dark) and give -1 on rolls where color matters, including every *other* use of Tracking (treat as Colorblindness, p. B127).

- *Toughness:* While no heavier than a steel helmet (DR 4) of similar design, the Helm gives DR 6 to the head (skull and face).

Weight: 5.5 lbs.

Variations

- If the +1 to defend, resist, and track seems too small, the GM can make it +2 or even +3. To avoid invading the holy warrior’s niche, though, such bonuses might *only* benefit individuals with Higher Purpose (Slay Demons) and/or Holiness.

- Other Hunter’s Helms could give similar benefits against undead, elementals, or even Elder Things.

Golden Helmet Crest

Power Item: +50% to helmet’s FP

Suggested Origins: Cosmic, Divine, or Magical.

Delvers love helmet crests! They’re showy *and* practical – ask any cleric who’s tried to spot an ally amidst a zombie horde in order to cast a healing spell on him. This one is an impressive shock of red and gold macaw feathers bound with a golden band, ready to be affixed to headgear. It might be found bizarrely unspoiled in the rusted remains of an ancient helm, or on functional armor from which it can’t be removed.

Properties

- *Permanency:* The Crest remains attached to a helmet until the armor itself is ruined. Only the might of a deity can yank it out of its socket! The Crest itself is unbreakable.

- *Transmutation:* On being attached to a *metal* helm, the Crest lends the armor a golden cast and converts the metal to its alchemical *essence*, tripling its DR. This has no effect on divine, magical, or other bonuses, which add after tripling. The Crest cannot affect nonmetallic headgear or armor other than a helm.

- *Visibility:* The tall, garish Crest enables friend and foe alike to locate the wearer in a battle where most combatants have his SM or less – an entirely *mundane* effect. This lets casters pick him out well enough to avoid the -5 for an unseen subject.

Weight: Negligible.

Variations

- Triple DR is a huge benefit, yet in line with the rules for essential materials. If the GM prefers, lesser versions might multiply DR by a smaller factor (such as 1.5 or 2), or merely *add* DR.

- Almost any armor ornament could work like the Crest. Each adornment should be for a specific piece of armor – Golden Spurs for metallic footwear; Golden Epaulets for metal chest armor, etc. The benefit may be smaller for an artifact that alters torso armor, easily explained by such armor being *larger*; 1.5 times DR is roughly proportional.

Grandfather's Sash

Power Item: 1 FP

Suggested Origins: Divine, Druidic, Magical, or Materials.

Whose grandfather? Nobody knows, but he had terrible taste in clothing. This woven wool sash is ugly – wear it under armor – but keeps its wearer from bleeding.

Properties

- *Stanching:* The wearer's wounds, no matter how grievous, *don't bleed*. If following p. 13 of *Dungeon Fantasy 2* and ignoring bleeding, the benefit is that all bandaging with First Aid or Esoteric Medicine takes just 20 minutes and heals 1d-2 HP. And if the GM inflicts bleeding as a horrid effect, the wearer is immune. Finally, it's always good not to leave a blood trail for enemy scouts and sharks to follow.

- *Ugliness:* The Sash is . . . well, it's the opposite of ornate. Worn visibly, it gives -1 on reactions from anybody who would care about appearance in the first place.

Weight: 1 lb.

Variations

The GM who regards “doesn't bleed” as meaningless on a dungeon crawl can boost bandaging to 20 minutes and 1d-1 HP, or even 10 minutes and 1d HP. Be aware that true munchkins will have bandaging parties, handing around the Sash while waiting for the cleric to recover his FP.

Helm of the Rat

Power Item: 17 FP

Suggested Origins: Druidic, Magical, or Spirit.

Superficially, this artifact is exactly what it sounds like: a metallic helm (the alloy is bronze-colored), artfully worked to give the appearance of a rat's snout and ears. While many an adventurer would pass it over as silly, it *does* grant certain minor-but-handly rat-themed traits. To date, the “MM” engraved on one ear has defied scholarly research.

Properties

- *Acuity:* The wearer gets +1 to all Hearing and Taste/Smell rolls, and on skill rolls that rely on those senses.

- *Brotherhood:* No rat – ordinary, giant, mutant, or otherwise – will attack the wearer unless harmed by him first. He can wade through rat swarms unbiten.

- *Resilience:* The user enjoys +1 on all HT rolls against disease or poison, tripling to +3 against the hazards of a genuine sewer.

- *Toughness:* Despite looking like bronze helmet (DR 3), the Helm is superior even to steel, and affords DR 5 to the head (skull and face) while remaining fairly light.

Weight: 5 lbs.

Variations

- Brotherhood could extend beyond courtesy, with the wearer being able to summon a swarm of rats for the duration of a battle, once per day. Like the HT bonus, this might triple in a sewer – thrice daily, three times the rats, *giant* rats with triple HP, etc.

- If +1 seems too small a HT, Hearing, and Taste/Smell bonus, the GM can raise it as high as he likes. Superior versions might be the Helm of the Giant Rat, Helm of the Dire Rat, etc., and extend brotherhood to progressively scarier categories of rats.

- Why does it have to be rats? Pick a beast and give bonuses that suit the stereotype; e.g., the Helm of the Viper gives +1 to Smell rolls, erases -1 in darkness penalties, grants +1 to resist poison (+3 against snake venom), and prevents snakes from making the first strike.

Hooded Robe of Protection

Power Item: 25 FP

Suggested Origins: Materials or Racial (but *never* Magical).

There's great demand among necromancers and cultists for physical defenses that are lightweight and compatible with ritual aesthetics. This is one popular option. It's a full-length, sleeved robe with a hood, available in designer colors and a wide range of sizes.

Properties

The Robe gives DR 2 over the skull (*not* face), body (neck, torso, vitals, and groin), arms, and legs. It's far too bulky to wear under armor. Worn over armor, its DR adds to the armor's, but the -1 to DX for layering armor applies. This item is entirely mundane – relying on astonishingly resistant fabric and/or clever weaving – so it can carry an inexpensive Fortify spell for even higher DR.

Weight: 5 lbs.

Variations

- The Robe is a good *basic* treasure – the sort of thing that every Red-Robed Mage in the dungeon has. Sold off the rack

at shops, a \$9,600 price tag should keep it balanced with other armor options like Bracers of Force (p. 5) and giant spider silk armor, and make it an attractive power item.

- Robes with higher innate DR before considering magical enchantment are possible, but shouldn't be common. Cost might *quadruple* per point of added base DR, if the GM wants to sell such things.



Maaukepu's Mask

Power Item: 18 FP

Suggested Origins: Divine, Druidic, or Magical.

This helm-and-mask combination is carved from a supernaturally hard and smooth wood. The face bears the horrifying likeness of a horned and fanged spirit. Its wearers claim to experience occasional disturbing insights into the nature of those upon whom they gaze. Most also eat strange mushrooms.

Properties

- *Frightening:* Maaukepu's Mask gives +1 to Intimidation while worn. It's unclear whether this is due to disturbing wood-work or supernatural fear.

- *Toughness:* The Mask protects the head (skull and face) with DR 3.

- *Visions:* The first time the wearer comes within 10' of a sapient (IQ 6+) being that he can see, the GM should secretly roll 3d:

3-4 – Wearer learns the darkest act the subject ever committed, as well as anything that critical success on an Aura spell (p. B249) would reveal.

5-16 – No special effect.

17-18 – Vision is hopelessly blurry, yet terrifying. Wearer must roll an immediate Fright Check (p. B360). This roll is *not* at +5 for “heat of battle,” even in combat!

Weight: 2.25 lbs.

Variations

- A metal version – e.g., Maaukepu's *Golden Mask* – would have twice the DR and weight, and thus be desirable head armor. Balanced, of course, by the small chance of freaking out whenever a new foe is spotted.

- The Mask might manifest another Knowledge spell on a roll of 3-4: Analyze Magic when gazing upon enchanted items within 10', Sense Mana when stepping into aspected mana (or a similar Sense Sanctity effect in a blessed or cursed area), and so on. Perhaps more than one!

Master Thief's Mail

Power Item: 25 FP

Suggested Origins: Cosmic, Magical, Materials, or Racial.

This armor is like fine elven thieves' mail (*Dungeon Fantasy 1*, p. 27), but better. It is just as stealthy but tougher for its weight, and adjusts to a skintight fit on any human-sized or smaller wearer.

Properties

- *Adaptability:* Unlike most fine mail, Master Thief's Mail instantly adjusts to fit any SM 0 wearer perfectly – no Armoury roll needed. It also does this for SM -1 and smaller wearers, but DR and weight conform to SM as explained on p. 8 of *Dungeon Fantasy 3* (e.g., -2 DR and 1/5 weight for an SM -2 halfling).

- *Stealthy:* Night-black, noiseless, and tight-fitting, the Mail's weight never increases encumbrance where this would affect such skills as Climbing or Stealth. As well, clothes can conceal it entirely, and it gives no DX penalty when worn *under* armor. It cannot be worn *over* other armor.

- *Toughness:* The Mail gives the body (neck, torso, vitals, and groin) DR 5 against *all* damage types; it has no weakness against crushing blows. Don't treat it as flexible, either – a 5-point crushing blow *doesn't* deliver 1 HP of blunt trauma.

Weight: 21.5 lbs.

Variations

- Master Thief's Mail is “generic” artifact-grade light armor, good for martial artists, swashbucklers, and thieves, as it offers excellent DR without compromising sneakiness. Even lighter versions might have DR 1 (4.5 lbs.), 2 (8.5 lbs.), 3 (13 lbs.), or 4 (17 lbs.). These DR and weight values *do* drop further for low-SM delvers!

- The Mail might actually *improve* sneakiness when worn uncovered, being so dark as to give foes -1 or worse to Vision rolls in Quick Contests vs. the wearer's Stealth.

Oh, sure, I was tough once.

Maybe even the toughest of them all!

– *Warrior, Jak and Daxter:*

The Precursor Legacy

Mythic Corselet

Power Item: 45 FP

Suggested Origins: Cosmic, Divine, Magical, or Materials.

This plate corselet is solid and impressively decorated. It always appears to be made of amazing stuff – “silver” that's as hard as steel, shiny black metal, polished stone, etc. Even more wonderful, one size fits all!

Properties

- *Adaptability:* The Mythic Corselet resizes itself to fit any wearer whose SM is no larger than +1. Strangely, weight and DR *don't* change – so the Corselet is incredibly good armor for barbarians and ogres, who normally need to carry double-weight armor, and for strong pixies, whose plate armor is tin-foil.

- *Eminence:* If the Corselet has an origin that can be detected, then it fairly *emanates* such energy (holiness, magic, etc.), giving +5 to detect it.

- *Toughness:* The Corselet gives the body (neck, torso, vitals, and groin) DR 10. This makes it almost twice as good as the finest dwarven steel on a “DR per pound” basis. Orichalcum has it beat there, but not on total DR – and not for big wearers.

Weight: 30 lbs.

Variations

The Mythic Corselet is “generic” artifact-grade heavy armor – big DR for its weight, a minor downside (eminence) to make munchkins worry a bit, and a special property that conveniently makes it interesting to a wide range of delvers. The GM could easily scale DR and weight to whatever he likes: DR 5 for 15 lbs., DR 7 for 21 lbs., etc.

Nightmantle

Power Item: 11 FP

Suggested Origins: Cosmic, Druidic, Magical, Materials, or Racial.

This hooded shroud is made of gauze finer than spider silk. Anyone up to SM 0 could wear it as a cloak with a little folding. Despite its thinness, it's totally opaque (passing no light even when held up to sunlight) and non-reflective (it's unnaturally, perfectly black). Its powers manifest only when the wearer pulls it tightly around himself.

Properties

- *Invisibility:* When the wearer draws the cloak close using two empty hands (a Ready maneuver) and focuses on being unseen (a Concentrate maneuver), it renders him and his equipment invisible to ordinary sight. He can walk normally, but letting go of the shroud for *any* reason – to pick a lock, use a weapon, etc. – *instantly* ends the effect. To become invisible again, he must take new Ready and Concentrate maneuvers.

- *Legendary Stealth:* While Nightmantle's invisibility is in effect, the wearer's Stealth skill works not only against hearing but also against other natural senses (e.g., scent and Vibration Sense), supernatural senses (including the Blind Fighting skill and the Detect advantage), and magical divination (See Invisible, Seeker, and any other spell that would locate the bearer or his possessions). Searchers must *win* a Quick Contest of that ability against the user's Stealth to perceive him. Those using several capabilities roll just once, against their best score.

- *Shrouded in Mystery:* Nightmantle actively resists attempts to analyze its invisibility and stealth capabilities through supernatural means. Any ability trying to do so must *win* a Quick Contest against a resistance of 20 to divine the cloak's properties. A tie, or a loss by 1-4, reveals nothing. A loss by 5+ means the diviner must roll a Fright Check at a penalty equal to margin of loss – that is, losing by 1-4 means no Fright Check, but losing by 5 means a Fright Check at -5, and so on.

- *Weightless Dark:* Nightmantle can be touched and handled, yet has neither bulk nor weight. Attacks pass through it as if it didn't exist, but cannot damage it. When folded up and stashed, it gets +4 to Holdout and has SM -9 for Smuggling. (“But Prince Darkblood was locked naked in his cell! How did he escape?”)

Weight: 0 lbs.

Variations

- While an “ultimate” thief artifact, Nightmantle has a serious limitation: The wearer can't do anything but sneak and walk if he wishes to use its powers. If the GM feels it's still too potent, a simple tweak is to increase the number of Ready and/or Concentrate maneuvers needed to activate it.

- A lesser “elven cloak” or similar item might only have the “legendary stealth” – extending Stealth past hearing and vision to other senses – but otherwise behave as an ordinary cloak.

A treasure might go by several names, tempting greedy munchkins into hunting for multiple items.

Peshkali Shield

Power Item: 7 FP

Suggested Origins: Magical, Materials, or Racial.

This mighty shield of black metal is intended for a wielder with at least three arms. He wears it on one arm while using the others to operate a bow or other two-handed missile weapon. It wards off incoming missiles, thereby enabling him to strike from afar with relative impunity. Ordinary two-armed users can use it with one-handed weapons.

Properties

- *Missile Repellent:* While the Peshkali Shield gets a medium shield's normal DB 2 in melee combat, this rises to DB 5 for all Block, Dodge, and Parry rolls against thrown or missile weapons, Missile spells, and other ranged attacks – even those that a shield can't block.

- *Shield Quality:* Treat the Shield as a fine dwarven medium shield (*Dungeon Fantasy 1*, p. 27) – that is, +1 to shield-bash damage for being big and metallic, and a net 1.5 times usual weight.

Weight: 22.5 lbs.

Variations

If its makers aren't massive peshkali (*Dungeon Fantasy 2*, p. 25), then the Shield might be small (DB 1, DB 4 vs. ranged attacks, and 12 lbs.). If they're giants of some kind, it would be large (DB 3, DB 6 vs. ranged attacks, and 37.5 lbs.).

Sun Armor

Power Item: 50 FP

Suggested Origins: Cosmic, Divine, or Magical.

This legendary warrior's panoply is said by some to have been forged in the sun's fires by a god. Every part is crafted from orichalcum and sheds brilliant golden light. A sun disc decorates the breast, while the arm and leg pieces are etched with stylized solar rays.

Properties

The Sun Armor has three special properties. Its great toughness applies at all times, but the other two functions work only when the Armor is worn as a complete set, sans missing parts – not even a gauntlet can be left off!

- *Blazing Dawn:* The wearer can will the Sun Armor to shoot sunbeams. He can do so instantly whenever he could try an active defense (and may still defend, if he wants). The rays seek out and vaporize any projectile that would hit him – anything short of a god's attack, anyway – which counts as a successful defense. He may do this once per attack, but it has no effect on anything but missiles. The armor always tries to stop *every* missile that would hit from that attack, though, and drains 1 FP from the wearer per projectile. Activating it against a trap that lobs 30-40 darts isn't recommended!

- **Brilliance:** Golden light constantly surrounds the Armor. This radiance is like a sunbeam from above, eliminating darkness penalties out to 50' (17 yards) but having no effect beyond that area. Within two yards of the wearer, this counts as a Sunlight spell. On a combat map, his hex and all adjacent hexes are considered lit by natural sunlight, with its usual effects on monsters.

- **Toughness:** The Armor includes helmet (skull and face, DR 9, 7.5 lbs.), corselet (torso and groin, DR 15, 40 lbs.), arm-bands (arms, DR 9, 9 lbs.), gauntlets (hands, DR 9, 2 lbs.), greaves (legs, DR 9, 17 lbs.), and sollerets (feet, DR 9, 7 lbs.). All DR is *cosmic*, and protects even against Deathtouch spells, skull-spirit touches, and other supernatural damage that normally bypasses armor.

Weight: 82.5 lbs.



Variations

The Sun Armor is so powerful that it might demand a minimum level of Holiness to wear safely. Perhaps lesser wearers suffer 1 HP of direct burning injury *every second* to any body part it covers. Assume that it takes 2 seconds to remove a helmet or to strip armor from each hand, foot, or arm; 3 seconds to remove armor from each leg; and 8 seconds to take off torso armor, which is usually donned first. The evil GM may leave hints that the burning stops once the full suit is on (it doesn't!).

Visage of the God

Power Item: 8 FP

Suggested Origins: Cosmic or Divine.

The Visage of the God is not unique but a general class of items: iron masks used by clerics who take up the sword. Their main purpose is to let clerics run around menacing mortals and monsters alike, while remaining safely anonymous and shielded from angry reactions.

Properties

Capabilities other than the Visage's toughness work only for wearers with Holiness or Power Investiture.

- **Divine Regard:** The Visage influences the weak mind, giving +4 to trickery attempts (*Dungeon Fantasy 2*, p. 10), and to Intimidation and Religious Ritual rolls to manipulate foes in battle (*Dungeon Fantasy 2*, p. 12). This bonus *doesn't* assist against beings with IQ 0-5, making the Visage worthless against nonsapient creatures (animals, plants, slimes, etc.). It also doesn't help sway subjects who serve a god directly, such as clerics, druids, holy/unholy warriors, cultists, and servitor beings (angels, demons, Elder Things, and the like). Finally, it has no effect on demigods or gods.

- **Holy:** For the right god, the Visage counts as a high holy symbol (*Dungeon Fantasy 1*, p. 26), giving +2 to rolls for Exorcism, True Faith, etc. It works *hands free* – valuable when what's being exorcised or turned is fighting back!

- **Toughness:** The Visage protects the face (only) with DR 4.

Weight: 2 lbs.

Variations

- The bonus that the Visage gives to Exorcism and True Faith might vary, from +1 for the least versions, blessed by mortals, to +5 for paragon items, handed down by the deity.

- Rumors abound of Visages that grant bonus Holiness or Power Investiture. Perhaps they're true!

Ward of the Wolf

Power Item: 6 FP

Suggested Origins: Druidic, Magical, or Spirit.

By appearances, this is a bronze-faced wooden shield embossed with the face of a howling dire wolf. Something considerably more potent than appearances is at work, though . . . ask anyone who's been bitten.

Properties

- **Savaging Bite:** When used to strike, the Ward aggressively leaps at enemies, making small corrections in aim if necessary in order to land a vicious bite. This gives +2 to hit and +1 to damage with shield bashes and shield rushes, and converts damage type from crushing to *cutting*. Anything severed by the cutting attack is eaten by the wolf!

- **Shield Quality:** Treat the Ward as a fine medium shield (3/4 weight).

- **Warding Wolf:** The wolf's head moves almost of its own accord, leaping into the path of blows. This raises the shield's DB from 2 to 3.

Weight: 11.25 lbs.

Variations

- The shield could be *any* size, at 3/4 of that shield's usual weight and +1 to DB.

- The creature within need not be a wolf. The Barrier of the Boar might have *impaling* tusks, the Redoubt of the Ram might deliver only crushing damage but at +2, and so on.

CHAPTER TWO

WEAPONS AND ACCESSORIES

Weapons – especially *swords* – are the primo artifacts for most adventurers! Unless noted otherwise, these ones have standard stats for their type. Except for Death’s Reaper (below), all are for SM 0 wielders – but as with armor, the GM is free to stick a miniature (SM -1 or below) or gigantic (SM +1) version in a treasure (or delver’s) chest.

Also listed here are items that aren’t weapons per se, but things to attach to weapons or carry weapons around in.

Bow of Su

Power Item: 17 FP

Suggested Origins: Cosmic or Materials.

Nobody remembers who Su was – some say a legendary hero – but his war arch is a composite bow built not from layers of wood and sinew, but from thin lames of a weird metal. Its unique powers become clear when making a long, careful shot.

Properties

- *Adaptability:* The Bow adapts to the ST of *any* bowman who has at least ST 10 (the minimum needed to wield a composite bow). This includes any bonus ST, such as Arm ST, that affects bow use. Even Power Blow counts, if during each turn while drawing the Bow the archer makes his skill roll *and* pays 1 FP. Damage is thrust+3 impaling, figured for that ST, however high it may be.

- *Bow Quality:* The Bow of Su is a balanced composite bow. This gives it Accuracy 4.

- *Mighty Shot:* Once the Bow is drawn and ready, the bowman can “hold” it to build up his effective ST. Each Ready maneuver before shooting the Bow gives +2 to ST for range *and* damage purposes, to a maximum of twice the archer’s ST. For instance, a ST 13 scout could ready the Bow and then hold it for 7 seconds, building up ST 26 for the shot and getting the maximum Aim bonus.

Weight: 6 lbs. (50% heavier than a standard composite bow).

Variations

- The GM can set an upper limit on ST if he prefers. The Bow of Su might be unable to amplify ST past 25 or 30, or have a fixed bonus (perhaps a mere +6 ST after aiming for three seconds).

- Alternatively, the Bow might be a balanced short bow (thrust impaling damage and Accuracy 2), regular bow (thrust+1 and Acc 3), or longbow (thrust+2 and Acc 4). While

a Sling of Su (swing piercing and Acc 1) or a Staff Sling of Su (swing+1 and Acc 2) that builds up ST as it whirls around the user’s head would be nifty, note that *swing* damage for high ST can get a little crazy.

Death’s Reaper

Power Item: 40 FP

Suggested Origins: Cosmic or Divine.

Scholars who know of this titanic weapon – a shortsword to a giant but an oversized two-handed sword to a man – claim that it was forged by Death, or a grim and ancient god (some say “Necros”), or a similar power. The blade is crafted from red-tinged steel, the flat etched with death’s heads and the edge perpetually red with blood. Grip and skull-shaped pommel are made of bone, polished to a pearly finish. The entire weapon manifests a distinct chill.

Ah, I haven’t had this much fun since the French Revolution.

– *Grim, the Grim Reaper, Grim & Evil*

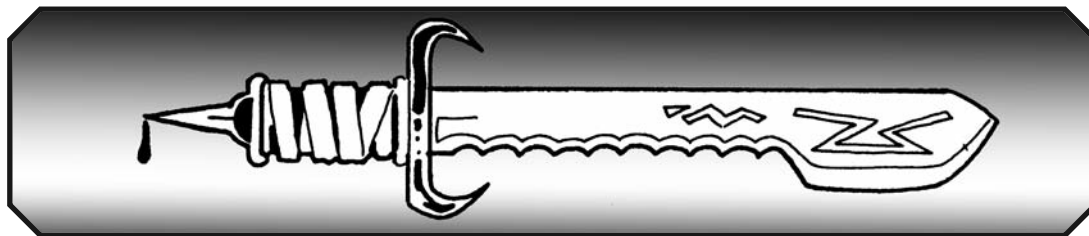
Properties

- *Blade Quality:* Treat the Reaper as very fine for damage purposes (+2 to damage) but as *indestructible* for breakage purposes, except vs. another cosmic artifact. Then it merely gets the usual -2 to breakage.

- *Blood for Blood:* The wielder can, on rolling enough damage to defeat his enemy’s DR, opt to shed blood to worsen his victim’s wound – a perverse variety of “reverse vampirism.” The GM should tell the player that he has penetrated DR, whereupon the player must decide immediately whether to invoke this function for that hit. Each HP the user sacrifices increases penetrating damage, *after* subtracting DR but *before* applying wounding modifiers, by a point. For instance, a cutting neck blow that put 10 points of damage past DR would normally inflict 20 HP of injury, but if the swordsman sacrificed 5 HP, penetrating damage would become 15 points and so the wound would be 30 HP. This effect works for and on anyone with HP, regardless of whether he actually has blood.

- *Fateful Doom*: When the Fates decide that a killing wound should occur, the Reaper does its cosmic best to obey. Roll critical hit results on this special table rather than the usual one:

- 3 – The blow does triple damage. If this wound results in a HT roll to avoid death, the victim rolls at -3.
- 4, 5 – The blow does double damage. Any HT roll to avoid death is at -2.
- 6, 7 – The blow does maximum normal damage. Any HT roll to avoid death is at -1.
- 8, 9 – Normal damage, but if this injures the target, then on the wielder's next turn (only), that victim suffers the injury inflicted by the original blow *again*, as his wound putrefies. Enemies with any of Immunity to Metabolic Hazards or Injury Tolerance (Homogenous or Diffuse) are immune to this cyclic injury.
- 10, 11 – If attacking a limb or an extremity and any damage penetrates DR, the target body part is crippled. If the injury would cripple even without this effect, the body part is *severed*. Otherwise, normal damage only.
- 12, 13 – As 8, 9.
- 14, 15 – As 6, 7.
- 16, 17 – As 4, 5.
- 18 – As 3.



- *Titanic*: The Reaper uses the Two-Handed Sword skill but is *humongous*. It counts as an oversized weapon; see *Weapon for Giants (Dungeon Fantasy 1, p. 27)*. Use these statistics, which *already* account for both size and quality:

Weapon	Damage	Reach	Parry	Weight	ST
Death's Reaper	sw+6 cut	1-3	0	10.5	18‡
or	thr+6 imp	2, 3	0	–	18‡

Variations

The GM may prefer Death's Reaper to be a different kind of gigantic weapon. Multiply that weapon type's damage bonus by 1.5 and round down, but always add at least +1 and then add another +2 for quality to *cutting* or *impaling* damage. Multiply weight and ST by 1.5. Increase maximum reach by one yard. Other stats and capabilities are unchanged. For instance, a massive scythe would use Two-Handed Axe/Mace skill and have these stats (and may get stuck if swung to impale):

Weapon	Damage	Reach	Parry	Weight	ST
Death's Reaper	sw+5 cut	1, 2	0U	7.5	17‡
or	sw+3 imp	1, 2	0U	–	17‡

Demonhealer

Power Item: 25 FP

Suggested Origins: Cosmic or Materials.

Forged in one piece from an unknown black metal, this shortsword *doesn't* radiate magic or other supernatural energies that would betray its nature. It's an item of cosmic power – a rent in the cosmos that sucks in life energy and shares a small fraction with the wielder, who eventually ends up cursed. If he can feed the curse, this might be worth it!

Properties

- *Blade Quality*: Treat Demonhealer as a very fine shortsword for damage purposes (+2 to damage) but as *indestructible* for breakage purposes, except vs. another cosmic artifact. Then it merely gets the usual -2 to breakage.

- *Demonic Vampirism*: The wielder heals HP equal to 1/10 the HP of injury he inflicts on any living or supernatural being with IQ 6 or more – including the undead, but never animals, plants, slimes, or inanimate objects. Round *up*; 1-10 HP of injury heals 1 HP, 11-20 HP of injury heals 2 HP, and so on. This cannot raise HP above their usual level. Keep track of total HP healed. Should the tally ever reach six times the user's HP score (e.g., a lifetime total 66 HP for someone with HP 11), he permanently acquires Draining (Life stolen with Demonhealer; Rare; Illegal) [-20]. Forever after, he'll suffer 2 HP of injury at midnight that he can only heal with the sword.

Weight: 2 lbs.

Variations

A shortsword deals sufficient injury to make the curse matter, yet is a light enough weapon that almost any user might be tempted to wield it. The GM may prefer something heavier that *looks* demonic – a pick with a fang-shaped head, a spiky morningstar, etc. – and that works faster. Remember that this isn't a "cursed" item in the sense that it can't be put down or lacks positive effects; it just forces the long-term user to go stabby once a day to avoid weakness and death.

Demonhunter's Tassels

Power Item: +50% to weapon's FP

Suggested Origins: Cosmic or Divine.

This appears to be little more than a beautiful thread of red and gold silk – although it may emanate holy energies, depending on its origins. If found in a dungeon, it might be wrapped around the rusted stump of a weapon, yet be totally devoid of decay or staining. If affixed to an intact weapon, it *won't come off*.

Properties

- *Bane*: Attached to a weapon like any similar ornament, the Tassels turn the weapon into an artifact that gets +3 to damage vs. demons (only), cumulative with any similar effect the weapon itself might possess for any reason.

- *Permanency*: The Tassels remain tied to a weapon until that weapon decays or is destroyed. Nothing short of godly might can cut or untie the knot, and the Tassels are themselves indestructible.

Weight: Negligible.

Variations

- Tassels are just one possibility. Others include a gem that cannot be pried out once set in a weapon, a metallic crest that forms an irreversible weld on contact, and wire that can't be unwound when used to wrap a grip.

- Variant items might boost damage against other classes of targets – animals, elementals, faerie, plants, slimes, undead, etc.

- If there are several variations – Demonhunter's Tassels and Demonhunter's Gem, Demonhunter's Tassels and Beast-Slayer's Tassels, etc. – the GM must decide how the bonuses interact. Dissimilar bonuses can usually coexist, but +3 may be the limit against any one class of enemies. If so, the second and later items won't "take root."

Flaming Blade

Power Item: 10 FP

Suggested Origins: Cosmic, Divine, Magical, or Spirit (fire elemental).

The Flaming Blade is an ancient-style shortsword with a leaf-shaped blade styled to resemble a tongue of flame. It's golden in color, with a sun disc on either side of its flat, circular pommel and gold wire wrapped around its grip. Perpetually warm to the touch, it can burst into flame at the wielder's mental command.

Properties

- *Blade Quality:* The shortsword is of fine quality (+1 to damage and -1 to breakage).

- *Illuminating Flame:* When drawn and commanded to light itself, the Flaming Blade burns with a yellowish flame equivalent to torchlight (*Dungeon Fantasy 2*, p. 6). It can remain lit indefinitely, and starts fires about as well as a mundane torch.

- *Scorching Flame:* By willing it and paying FP, the wielder can make the Blade roar with flame. He can activate this effect at the start of his turn and enjoy its benefits for *all* attacks that turn (and all parries until his next turn, should that matter), or switch it on and off again briefly. This adds a linked burning attack. If the sword pierces DR, this burning damage bypasses DR; otherwise, it occurs outside DR, which protects normally. Burning damage depends on FP expended that turn:

FP	1	2	3	4	5	6
Damage	2 points	1d	1d+2	2d	2d+2	3d

- *Seeking Flame:* The Blade's flame is supernatural and affects insubstantial spirits. If merely lit to illuminate (0 FP), it delivers 1 point of burning damage to such beings even if they wouldn't otherwise be affected. When made hotter, full burning damage (2 points to 3d) applies. This doesn't let the Blade's cutting or impaling damage harm spirits.

Weight: 3 lbs.

Variations

- It need not be fire! The jagged, thunderbolt-shaped Storm Blade would have nearly identical properties but deliver a linked electrical attack; while it wouldn't affect spirits (traditionally the purview of flame), the linked damage would treat

all metallic DR as 1. The icicle-shaped Arctic Blade would emit a cool *blue* light and do nothing special to spirits, but linked damage would be due to cold, and victims would have to roll HT at -1 per 2 points of penetrating cold injury or be frozen and paralyzed (p. B429) for a second.

- The GM could add such properties to any melee weapon. A shortsword is the largest *sword* that could be shaped like this without being prone to snapping, so a broadsword-sized or larger blade might be made of incredible materials that count as very fine (+2 to damage and -2 to breakage) – but also have awkward balance that inflicts -1 to skill.

Flashing Sunblade

Power Item: 30 FP

Suggested Origins: Cosmic, Divine, or Magical.

This broadsword appears to be made entirely of bejeweled silver. When unsheathed, it sheds a silvery brilliance that burns creatures of darkness as effectively as sunlight. Its power extends into the spirit realm, making it a potent weapon against Evil.

Properties

- *Affect Insubstantial:* The Sunblade does its usual damage to insubstantial targets, notably spirits.

- *Bane:* The Sunblade adds +2 to basic damage against demons and undead (and *only* those foes).

- *Blade Quality:* Treat the Sunblade as a fine thrusting broadsword for the purpose of breakage only – that is, -1 to breakage without a corresponding +1 to damage. It loses all special properties if it breaks.

- *Brilliance:* The weapon radiates light in a 5' radius around the wielder, with the natural sun's effects on monsters. Treat this as a two-yard-radius Sunlight spell, except that it removes darkness penalties out to 50' (17 yards) instead of merely reducing them to -3 out to 15'. This brilliance instantly dispels any supernatural darkness of less-than-cosmic origin (a dark god could overcome its power, especially on his home plane).

- *Silver:* The Sunblade counts as silver against anything that's vulnerable to silver, but without the breakage penalty.

Weight: 3 lbs.

Variations

- An "ultimate weapon" for holy warriors, the Flashing Sunblade fairly shouts out to be a chivalric broadsword. Still, it could be a greatsword or just about any other military weapon – axe, halberd, mace, spear, etc.

- The Sunblade might be a little *too* ultimate for some campaigns, in which case it's easy to remove special properties – or make them cost 1 FP per turn to activate. Perhaps safely picking up the sword requires a minimum level of Holiness, like the Sun Armor (pp. 9-10); if so, a desperate user may be able to try a Religious Ritual roll to pray and use its functions for one battle, with any failure resulting in him suffering 1d of direct injury *every second* until he drops the weapon!

- On the other hand, the Sunblade might not seem terribly impressive in a game where all the PCs have artifacts like Death's Reaper (pp. 11-12). To make it more potent, elevate the damage bonus against demons and undead to +3, or even +1d, or add some of the powers of the Flaming Blade (p. 13) or the Spirit Knife (p. 15).

Nightwraith

Power Item: 14 FP

Suggested Origins: Cosmic or Magical.

Nightwraith – a.k.a. “Shadowblade” and “Nightfang” – appears to be a wire-wrapped sword hilt, sans blade, with a strange compartment in it. On mental command, a blade of remarkable black metal simply *appears*, giving the wielder a most excellent shortsword. This can be sent away just as easily.

Properties

- *Blade Quality:* Treat Nightwraith as a balanced (+1 to skill), fine (+1 to damage and -1 to breakage) shortsword. It *can* break – and loses all of its special properties if it does.

- *Materialization:* The blade materializes and vanishes with a thought. This usually takes a Ready maneuver but can be done instantly on a Will-based Fast-Draw (Sword) roll. While bladeless, Holdout is at -1 (“dagger”) instead of -3 (“shortsword”); see p. 12 of *Dungeon Fantasy 2* for combat benefits.

- *Poison Reservoir:* The hilt compartment holds five doses of any poison the user puts there. Materialization coats the blade with one dose, using it up as if it had been applied manually. The reservoir can instead hold the contents of *one* Alchemist’s Fire or Liquid Ice grenade. This gives the equivalent of Flaming Weapon or Icy Weapon for 1 minute instead of those grenades’ usual effects.

Weight: 2 lbs.

Variations

- Nightwraith is most fitting as a shortsword. Anything smaller is trivial to hide sans a fancy power, while anything larger offends most assassins’ sensibilities. Still, it could be any hilted blade, from a dagger to a greatsword.

- There are persistent rumors of a similar sword with a glowing blade of red, green, or blue light. Maybe this works like a force sword (p. B272), converting cutting damage to burning damage and adding an armor divisor of (5).

Orichalcum Spring Gun

Power Item: 30 FP

Suggested Origins: Materials or Racial.

The Orichalcum Spring Gun – an invention of famed artificer Kaeso Curius Severus – is a “crossbow” that replaces the clumsy bow with orichalcum springs. Other innovations are a preloaded cylinder and a clever trigger, which greatly improve rate of fire.

Properties

Eight bolts (each 0.6 lb.) are rammed one at a time into eight tubes drilled around and parallel to the axis of the Gun’s removable cylinder. These compress the mighty springs and lock in place, ready to shoot. Next, the cylinder spring is wound, after which the combination ramming/winding tool is inserted to

Orichalcum Spring Gun

CROSSBOW (DX-4)

Weapon	Damage	Acc*	Range	Weight	RoF	Shots	ST	Bulk
Spring Gun	1d+3 imp	6	240/300	13/7	1	8(4)	12†	-4

* Acc includes +1 for a balanced weapon and +1 for a crossbow sight.

serve as an axle. These steps take 32 seconds total. The ready-to-use cylinder – with bolts and ramrod – weighs 7 lbs.

When the cocked-and-locked cylinder is ready, it’s snapped into the Gun’s body (this is 6 lbs. empty, 13 lbs. loaded), which contains trigger, gears, and arrow guide. Loading the cylinder into the body takes just four seconds. Thus, by swapping in ready cylinders, the shooter can attain an incredible reload time of half a second per shot.

Once the Gun is loaded, each pull of the trigger releases one spring, shooting its bolt. It also lets the cylinder revolve so that the *next* bolt is ready to shoot. This enables the operator to launch an amazing eight bolts in eight seconds! Use the Crossbow skill to hit.

Variations

- Much of the Spring Gun’s effectiveness depends on how many cylinders are found with it. If it’s just one, the user gets eight shots and must then switch weapons. Even two is enough to lay down a withering barrage for a lengthy battle.

- The ST of the *springs* determines range, damage, and the ST needed to reload the Gun. This is ST 12 for the model described here, but the GM could choose another value and assess damage and range as for a crossbow of that ST. Regardless, the 13-lb. loaded weapon requires at least ST 12 to handle properly, because it’s relatively heavy (although well-made and not at all bulky).

Rapier of Ruinas

Power Item: 11 FP

Suggested Origins: Magical or Spirit.

Sages agree that this well-made rapier wasn’t the *creation* of “Ruinas” – that’s just the name of the delver who stole it. After he was punted off a tower, the rapier was found stashed in his gazebo (the structure, not the monster). The blade apparently has a spirit of its own, which is both good and bad from a user’s point of view.

Properties

- *Blade Quality:* The rapier is of fine quality (+1 to damage and -1 to breakage).

- *Resident Spirit:* Within the weapon dwells the spirit of a long-dead swordsman who can perceive the mortal world and converse with people whose abilities let them hear the voices of spirits. The user can opt to let this spirit possess him (it cannot *force* this) after wounding a foe in battle. If he does, he fights as though he had Rapier-18 but also On the Edge (12) . . . the spirit doesn’t fear death and loves to show off!

This ends only after all foes have died, fled, or surrendered. To avoid suicidal behavior, the wielder can force out the spirit before this time by *winning* a Quick Contest of Will against the spirit’s Will 18. He may try once a turn – but until he wins, he must keep fighting in a risky (although not berserk) fashion!

Weight: 2.75 lbs.

Variations

- While a rapier suits a carefree, swashbuckling spirit, it isn't the only option. Adjust the combat skill to match the weapon, and consider changing On the Edge to some other mental disadvantage that matters in combat. The Maul of Minos might give Two-Handed Axe/Mace-18 alongside Berserk (12), while the Spineless Shiv confers Knife-18 and Cowardice (12).

- Skill 18 is impressive – that is, unless even the klutzy wizard is that good. In a high-powered campaign, the GM may elevate skill or add *other* abilities. To keep things fair, the balancing mental problem shouldn't go away.

*It's too late. You've
awakened the gazebo. It
catches you and eats you.*

– Richard Aronson,
*The Tale of Eric and
the Dread Gazebo*

Six-Sword Belt

Power Item: 6 FP

Suggested Origins: Magical or Racial.

A thick war girdle spun from what appears to be fine silk, with loops and hooks for a half-dozen weapons. While convenient, it's the Belt's other capabilities that make it truly *remarkable*. Any hero with a collection of magic swords will surely want one!

Properties

- *Convenient Carriage:* The Belt's fasteners adapt to hold six one-handed weapons of any kind – axes, swords, wands, etc. These dangle at the user's waist without getting in his way, brushing aside to allow unrestricted mobility. The wearer can thus transcend the usual "one weapon per hip" restriction in *Carrying Weapons and Other Gear* (p. B287).

- *Draw!* The user can call any or all of the weapons on the Belt instantly to hand, with no need for Fast-Draw rolls or even dropping a hand to his belt. Depending on the Belt's origins, this could involve magical teleportation or astounding gnomish clockwork (that needs winding between draws) connected to the fingers via fine control cables.

Weight: 3 lbs.

Variations

- The number of weapons could vary. Even a One- or Two-Sword Belt is valuable to someone without Fast-Draw. Seven- and Eight-Sword Belts may seem rather silly unless limited to small, light items such as knives and wands.

- The base item need not be a belt! Baldrics, bandoleers, and even boots with sheathes for knives are fitting.

- A lesser version could simply give a Fast-Draw bonus between +1 and +6.

Spirit Knife

Power Item: 7 FP

Suggested Origins: Cosmic, Divine, Magical, Materials, or Spirit.

This large knife exists partly in the mortal world and partly in the spirit realm. Made from "stabilized ectoplasm" (whatever *that* is), it resembles smoky glass. It has several remarkable properties, all of them innate in its construction.

Properties

A Spirit Knife is visible but insubstantial when found. It must be "claimed" before it will function – the would-be user simply touches it while no one else is in contact with it and declares it to be his. He can relinquish it by declaring it banished and dropping it, or lose his claim if it's kept from him for a full day. While claimed, it's a semisolid weapon with these characteristics:

- *Blade Quality:* Treat a Spirit Knife as a very fine large knife for all purposes (+2 to damage and -2 to breakage). The owner can wield it offensively and defensively like any other blade of that size.

- *Freedom:* A Spirit Knife can cut the bonds that tie the soul to certain (but not all!) extradimensional realms, allowing a quick escape from such a plane to the mortal world. This requires four attacks and four attack rolls. These take the usual amount of time and standard combat modifiers (Rapid Strike, shock, etc.).

- *Partial Insubstantiality:* In hand, a Spirit Knife is still only semi-substantial, passing through inert materials to wound the soul. This gives an armor divisor of (2) against any *substantial* enemy with a spirit (GM's decision) and lets the blade damage insubstantial foes normally.

- *Spirit Bond:* If the Spirit Knife is broken, its owner loses a point of HT permanently.

- *Spirit-Sheath:* A Spirit Knife can be sheathed harmlessly *within* its owner; plunging it into the body calls for a Ready maneuver. While so stowed, it travels undetectably with the user in *any* form – shapeshifted, ethereal, dream or spirit projection, etc. Drawing it works like readying any other blade. While in hand, the Knife can be detected, dropped, knocked away, or broken.

Weight: 1 lb.

Variations

- Lighter and heavier versions are possible, but bear in mind that the armor divisor is a *powerful* benefit. While balanced on a dagger or a knife, it quickly becomes excessive on anything heavier than a smallsword.

- The GM may wish to offer only *some* of the suggested properties – or perhaps all of them, but only after significant analysis.

Requiring a ritual Hidden Lore (Magic Items or Spirits) or Occultism roll to make or relinquish a claim, sheathe or draw the blade, gain the armor divisor on an attack, or activate the freedom ability makes this powerful item a riskier proposition. ("I sheathe the blade and . . . stab myself in the head. Again.")



CHAPTER THREE

OTHER

WONDERS

Let's face it – armor and weapons are where it's at. Still, the occasional utility item is a nice find. Four examples appear here. The GM can easily port many weapon and armor properties to jewelry, musical instruments, etc., if he wants a treasure to be less warrior-oriented.

Instant Workshop

Power Item: 25 FP

Suggested Origins: Cosmic or Magical (but *never* Druidic).

Outwardly, the Instant Workshop looks like a small, well-made backpack full of tools – almost identical to a universal tool kit (*GURPS Dungeon Fantasy 4: Sages*, p. 12). When opened and set up, though, it proves to be much more . . . in every sense.

Properties

The Workshop unpacks from an extradimensional space to reveal numerous tools, which weigh many times what the pack weighs! Setting up takes a minute, before which time this gear is inaccessible. Teardown also takes a minute; any bits or pieces left out simply vanish and reappear in the Workshop. Articles that aren't part of the Workshop can be stored in the pack, but don't "vanish" and have their usual weight and bulk.

Contents are:

- *Forge:* A furnace hot enough to work metal – hot when unpacked but safely cool when stowed. This is useful for cremating chopped-up bodies, melting cursed rings, and 101 other purposes.

- *Mundane Tools:* A complete set of tools equivalent to those in a universal tool kit, making other tool kits unnecessary (unless you lack a minute to set up).

- *Special Tools:* Everything needed to allow *mundane* repair skills to fix remarkable artifacts that would otherwise require a Repair spell.

Weight: 20 lbs.

Variations

- Artificers need all the help they can get to remain viable delvers in high-powered campaigns, so while this may be an "ultimate" artifact, that's probably for the best. Still, the Workshop can be dialed back simply by making it heavier, or giving it longer setup and teardown times.

- To improve the Workshop, have it give a +1 or +2 quality bonus to skill. To keep non-artificers from overshadowing

artificers, have this bonus only work for those with the Quick Gadgeteer advantage.

Necros' Finger

Power Item: 6 FP

Suggested Origins: Cosmic or Magical (or Divine or Druidic, for suitable spells).

This is a heavy ivory wand, its tip carved into a skull with black gemstones for eyes. How kitschy! While primarily an aid to dark magic, it's substantial enough for braining enemies.

*What are we making?
Divining rod? Magic wand?*

– Denton,
Demon Resurrection

Properties

- *Foulest Necromancy:* When ready in hand, the Finger gives +3 to wizardly spells pertaining to zombies: Control Zombie, Mass Zombie, Turn Zombie, Zombie, Zombie Summoning, and anything else the GM cooks up.

- *Wand Quality:* The Finger counts as a fine-quality (-1 to breakage) baton if used as a weapon. It has DR 6, HP 16 – not the DR 2, HP 8 one would expect from a baton – if someone tries to destroy the foul thing.

Weight: 1 lb.

Variations

More than any other artifact described here, Necros' Finger is just an *example*. A vast number of "caster crutches" might exist that aid groups of related clerical, druidic, and/or wizardly spells. At +3, these are *potent* – but if the bonus is lower, few players will favor them over serious magic weapons for their PCs. It's probably best to keep the bonus at +3 but have it apply to at most a half-dozen thematically linked spells; e.g., the Wand of the Summoner might grant +3 to summon any kind of spirit (Summon Demon, Summon Elemental, Summon Shade, and Summon Spirit).

Preta Whistle

Power Item: 7 FP

Suggested Origins: Divine, Magical, or Spirit.

This appears to be a simple bone whistle. Of course, those who dig around dungeons know that there's no such thing . . . "Bone? That's a necromantic item!"

Properties

Blowing into the Preta Whistle does *nothing* unless the user has an appropriate ability – Bardic Talent or Magery if the Whistle is magical, Power Investiture if it's divine, or perhaps suitable spirit powers. Then it summons all zombies or similar mindless undead within earshot. When they arrive, the blower can bind them to fight a single battle *or* to perform an hour of nonviolent labor, regardless of their original master's wishes.

The Whistle works equally well on spontaneous and created undead. It has no effect on undead created or bound through cosmic means; e.g., the personal servants of Death. It also has no effect on self-motivated undead (GM's decision, but if it has IQ 10+ *and* lacks the Automaton meta-trait, it's probably its own monster).

The Whistle can perform its function once per day. Blowing it again simply annoys nearby undead; they'll preferentially attack the user. While risky, this can be useful!

Weight: 0.5 lb.

Variations

- Variant whistles could bind other classes of mindless supernatural entities using the same rules; e.g., the druidic Wood Whistle calls to ambulatory plants, while the magical Fire Fife conjures the minor fire elementals that dwell in ordinary flame.

- Optionally, this could be a bardic item. In that case, it *only* works for someone with Bardic Talent. The effect lasts

while he plays, which costs him 1 FP of ordinary physical fatigue (which can't come from a power item) per minute.

Scarab of Sentshtem

Power Item: 1 FP

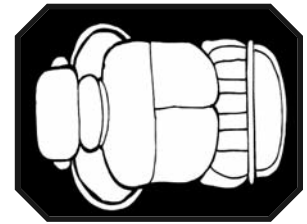
Suggested Origins: Alchemical, Divine, Druidic, or Magical.

This polished stone beetle carving is small enough to tuck in a pocket, wear on a neck chain, etc. It doesn't appear to *do* anything, but those who carry it over the long term claim that it benefits circulation and digestion. Anyone who sniffs it closely will notice the faint scent of dung.

Properties

The carrier enjoys +2 to all HT rolls to *recover from* disease or injury. (He's no more resistant – he just gets better faster.)

Weight: 0.1 lb.



Variations

- Other scarabs might extend bonuses to different HT rolls to *recover*, such as those to end stun due to injury, recover lost HP naturally, or regain use of crippled limbs. Maybe the benefit is to IQ rolls instead, to shake off mental stun and the lasting effects of Fright Checks – a true prize for low-IQ hobgoblin, minotaur, and ogre warriors!

- More powerful versions could give a larger bonus, perhaps in proportion to size. Provided the effects are relatively narrow, this isn't prone to upsetting game balance.

- Godly versions may add even to resistance rolls – or grant outright immunity to one or more hazards, afflictions, or nasty spells. Be aware that absolute immunities *can* thrash game balance unless incredibly narrow in scope ("immunity to the Evisceration spell").

Less-than-Ultimate

Many of these artifacts are "ultimate." Quite a few do something – or *several* things – well, with little chance of failure. Weapons and armor may enable PCs to exceed the campaign's usual limits on giving or receiving damage, while utility items give substantial noncombat bonuses. And *everything* here transcends the usual enchantment rules.

The GM might therefore be tempted not to hand out these goodies – but given that overpowered treasures are a traditional part of dungeon crawls, where would the fun be in that? A more moderate alternative is to set limits on capability. Several artifacts offer custom restrictions under *Variations*. Two further possibilities could apply to any item.

Spatial Limits

An artifact might only function in certain places. It may work perfectly in the Hole of Hate or the Forest of Foulness. Cart it off to town or the next dungeon, though, and it somehow fails. It could become inert until returned

to its home, lose its powers permanently, or even turn to dust! Such items make fine plot devices and solutions to puzzles. They let the cautious GM give his players a chance to play with power on one adventure without upsetting the entire campaign.

Temporal Limits

An object might only last for so long. Some or all of its functions may have a limited number of "charges" – perhaps even *one* use, like the items in Chapter 4. Different functions could have different tallies or draw on the same pool; in the latter case, more potent effects might cost more charges.

The GM sets the duration of one use. Natural units like "attacks," "defenses," "healings," or "summonings" work best. In the absence of these, a minute – like an advantage with the Limited Use modifier (p. B112) or the typical spell – is fair. But anything could work: an hour, 11.1 hours (666 minutes), a day, etc.

CHAPTER FOUR

EXPENDABLES

Limited-use artifacts are ideal for *Dungeon Fantasy*. They let the GM hand out *godly* effects without having to live with the consequences forever. Moreover, the challenge of deciding when to use such an object is a traditional dungeon-crawl puzzle – especially if the item is found where it’s clearly the solution to a serious problem. Do the delvers use it to overcome the obstacle, or do they seek an alternative solution and hoard the treasure?

In general, expendable items *can’t* be power items. There are exceptions, though, and the GM is free to extend them further.

Arrow of Negation

Power Item: N/A

Suggested Origins: Alchemical, Cosmic, or Materials.

This black shaft is made of iron-hard wood – or unusually supple metal – and fletched with vanes of scraped hide from some mythical beast. The GM decides whether its power resides in the materials or in how they’re combined. The Arrow has no properties that aid simple archery, but is devastating against the right target.

Properties

A successful hit on a target surrounded by a supernatural effect – or on an inanimate subject that is itself such a phenomenon – instantly ends the effect. Uses include erasing Evil Runes from a safe distance, sealing weird interdimensional portals, and taking out spells such as Missile Shield, Force Dome, and Utter Dome. Any effect that isn’t truly *mundane*, regardless of origin, simply stops. Spells can be recast, permanent phenomena such as enchantments resume in a minute, and potent cosmic energies (like a god’s force field) regenerate even more quickly, but a hit always buys at least a second during which a determined hero can act. The Arrow only functions when launched from a bow – and hit or miss, this destroys it.

Weight: 0.1 lb.

Variations

The Arrow of Negation is for situations where Dispel Magic would take too long or not affect the target. It’s meant simply to *work*, but if the GM finds this effect too potent, he can narrow the scope to spells, force fields, portals, or whatever. Alternatively, he can give the Arrow and everything else in the campaign an effective “power,” and roll a Quick Contest.

Astonishing Wrestling Oil

Power Item: N/A

Suggested Origins: Alchemical, Materials, or Racial.

This small crystal phial – clearly labeled “Wrestling Oil” in a dozen languages, none of them well-known – contains enough oil to coat the naked body of any user. It spreads out on contact with the user, yet doesn’t rub off on others. Most peculiar!

Properties

The Oil takes about a minute to apply. For an hour afterward, the user gets +5 on rolls for all *athletic* feats, the Oil growing slippery or sticky as the task demands, warming muscles and dulling pain to counteract exertion, facilitating water movement, and so on. This bonus aids Acrobatics, Climbing, Escape, Jumping, Lifting, and Swimming rolls; basic ST, DX, and HT rolls for related noncombat feats; and rolls to employ extra effort for such endeavors. The sole *combat* benefit is +5 to rolls to break free. The catch is that to gain these benefits, the user must wear nothing heavier than a loincloth!

Weight: 0.25 lb. (including vial).

Variations

- Both the duration and size of the bonus are variable. Some versions of the Oil might give +10 only for as long as it takes to make one roll; others, +1 for an entire day.
- Variant forms of the Oil might affect some strange tasks. For instance, Anointing Oil may be a divine item that gives a bonus to certain cleric and holy warrior abilities, while Nymph’s Oil aids only Sex Appeal.
- Thieves’ Oil (*Dungeon Fantasy 1*, p. 29) demonstrates both of the above options.

Conjuring Candle

Power Item: N/A

Suggested Origins: Alchemical or Cosmic.

A Conjuring Candle is a long taper (typically blood red, jet black, or a baby-fat color) in a metallic tube – often copper, but anything’s possible. Some are symbol-inscribed; others are unnaturally smooth and perfect. The Candle must be lit to invoke its powers.

With expendable artifacts, the GM can offer spectacular rewards without having to live with the consequences.

Properties

The user must meditate over the burning Candle for an hour. At the end of that time, the tiny stub fizzes out and a thick smoke rises, falls, or swirls along a channel between the user and *any* supernatural power he names – even a demon lord, a deity, or a force of nature (Death is popular). This counts as automatic success at an attempt to contact that being, and cuts across time, space, and dimensions, even in realms dominated by powers hostile to the invoker or the entity he's calling. The outcome of the ensuing negotiations depends solely on the petitioner's abilities; the Candle just puts the call through. As a rule, contacting a supernatural Ally or Patron after it fails to show up is safe, but ploys like "I call on Akulbashkat, whose name I saw etched next to a skull pile" are risky.

Weight: 0.5 lb. (including tube).

Variations

- Lesser versions may be of divine, druidic, magical, or spirit origin, and only capable of establishing a channel to a fitting subset of entities.
- Greater versions might actually *call* the target entity, much like the Scroll of Calling (p. 21). The Candle still won't guarantee a good reaction!
- Conjuring Candles could show up often enough, and in enough varieties, to justify a distinct Hidden Lore specialty to decipher the code hidden in the colors, metal sheaths, and symbols. Then it's vital to know whether one has a "general" Candle (like the basic model) or a specialized one, and whether it calls Hell or actually brings The Devil.

Jewels of Utshepit

Power Item: 17 FP

Suggested Origins: Alchemical, Cosmic, Divine, Magical, or Materials.

Every adventurer knows about Gems of Healing (*Dungeon Fantasy 1*, p. 30), but the Jewels of Utshepit are the Platonic ideal of healing gems. They glow from within with trapped sunlight. Crushing one in hand heals almost any injury, but turns the Jewel to worthless, inert sand.

Properties

- *Brilliance:* Until crushed, the Jewel's glow counts as sunlight in a 10' radius (treat this as a three-yard-radius Sunlight spell), with the natural sun's effects on trolls' vision, vampires' health, etc.
- *Healing:* Crushing the Jewel by hand (a Ready maneuver) casts the equivalent of Great Healing on the one doing the crushing, restoring all lost HP. Even if he has enough Jewels for more than one healing, he cannot benefit from another until the sun has set and risen again.

Weight: Negligible, but if the GM gives them out by the box, assume that 20 weigh 1 lb.

Variations

Any major curative spell (Instant Regeneration, Remove Curse, Stone to Flesh, etc.) might lurk in a single-use gemstone that offers a handy persistent effect until crumbled: warmth

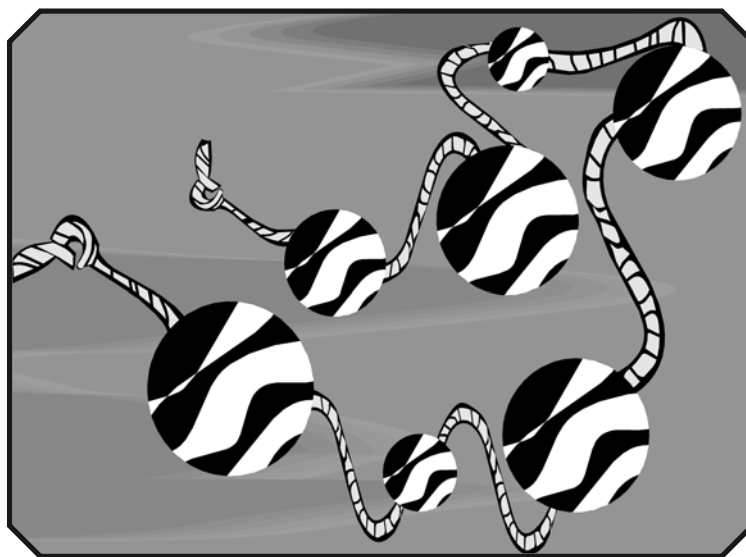
equal to a campfire, repelling biting insects, and so on. The delvers must decide whether a sure-fire cure now is worth giving up a handy low-key effect – and a decent power item – forever!

Lucky Seven Necklace

Power Item: 7 FP

Suggested Origins: Alchemical, Cosmic, Divine, Druidic, Magical, or Spirit.

A common theme among powerful necklaces is the number seven: seven chunky bone charms hanging from a thong, seven base-metal amulets fastened to a chain, prayer beads with seven large baubles, and so on. This is because seven is *lucky*. And as every delver knows, few things are as lucky as not getting hurt!



Properties

Each charm on a Lucky Seven Necklace has the power to avert *one* blow or damaging effect that would, if the wearer knew about it, admit an active defense. It works against a strike from any side – even a surprise attack. A single charm can deflect *all* shots fired as a rapid-fire ranged attack, but each hit in melee combat requires its own charm. As well, the Necklace has no effect on area, cone, or explosion attacks, or spells other than Melee and Missile spells.

When an attack that qualifies would hit the wearer, roll against the Necklace's "active defense" of 15. Success means the blow is averted as if the user had blocked, dodged, or parried, whichever would be most favorable. Failure means nothing happens; the owner may still defend normally if the attack would allow that. Critical failure means the strike is *almost* warded, and the user learns this too late to defend (if he gets tricky and always defends just in case, he ducks into the path of the blow).

Any result but a critical success *vaporizes* one charm; critical success prevents a hit without expending a charm. After all seven charms are used up, the Necklace isn't just useless but worthless. The user cannot prevent the charms from triggering! To save his lucky charms, he must remove the necklace.

Weight: 1 lb.

Variations

- Other lucky numbers are possible! *Large* numbers tend to rob a dungeon crawl of its risks, however.
- The GM can tweak the power level up or down by altering the target number (even a defense of 8 or 10 is valuable against surprise attacks don't usually allow *any* defense) or what the Necklace deflects (one that only stops arrows will last longer but be less useful; one that casts Ward against spells would be *very* powerful).

Scroll of Arcane Defense

Power Item: N/A

Suggested Origins: Cosmic.

This item looks a lot like any other creepy supernatural writing – a scroll of preserved skin in a bone tube. It's inscribed with an incantation, usually in a lost language. Reading this invokes effects that *aren't* ascribable to any known spell . . .

Properties

To activate the Scroll, the user must read it aloud, taking six Concentrate maneuvers. At the end of the sixth second, the scroll dissolves and a visible ward of force two yards in radius surrounds the reader – large enough to hold him and six companions with room to maneuver. This costs him 1 FP and lasts for a minute, plus one additional minute per FP spent, until the user terminates the effect or runs out of FP. The ward moves

with the reader, and vanishes if he does anything but step and Concentrate (Move 1).

While active, the shield interferes with *any* supernatural effect or being, whatever its origin, that tries to cross it either way. Spells, spell-like effects, and powers – and items bearing equivalent effects – must *win* a Quick Contest of effective skill (or item power) vs. a resistance of 20 to pass through. Beings that aren't entirely mundane (constructs, demons, Elder Things, elementals, faerie folk, hybrids, and undead) have to *win* a Quick Contest of Will vs. this resistance to move across, or they hit a solid wall.

Be warned: The ward doesn't block *mundane* beings, objects, or forces at all. Thus, even the weirdest foe can strike across the edge with ordinary Reach 1+ melee weapons or ranged weapons, poison the air in the area with gas bombs, etc.

Weight: 0.5 lb. (including case).

Variations

The Scroll is another example of an “ultimate” artifact for a party of delvers to hoard and save for a deadly encounter. To make it less-than-ultimate, the GM could:

- Reduce the resistance. At 15, it's good against lesser spirits, orc shamans, etc., but not against archmages and powerful demons.
- Narrow the scope. If it only resists spells, then it amounts to a modified Spell Shield or Pentagram spell. If it repels strictly demons, or elementals, or undead, then it's a lot like the “protection scrolls” found in old-school fantasy RPGs.

The Problem of Price

Lack of prices for these artifacts may seem like a glaring omission. The trouble is that except for a few items – like the Bracers of Force (p. 5) and Hooded Robe of Protection (p. 7), which are nods to the “wizardly armor” found everywhere in dungeon-crawl games – these things are meant to be *unique*, or nearly so. For instance, Death's Reaper (pp. 11-12) might be the weapon of a god! The expendables in Chapter 4 could believably be mass-produced, but occur in a bewildering variety, with no two alike. Thus, few things here are common enough to have a fair market value.

This makes it impossible to assess point values for items as Signature Gear. That's probably for the best. A hero should have to *search* for legendary relics. “Finders, keepers” is dungeon-crawl custom.

If the GM insists, he can adapt *Gadgets Require an Unusual Background* (p. B477) to let adventurers start with unique artifacts. An item's *best* property determines the base point cost of Unusual Background (Artifact) – equivalent to Unusual Background (Invention) – as follows:

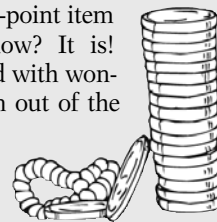
- *Property no better than that of mundane gear (ordinary armor, weapon, lantern, etc.):* 5 points.
- *Property no better than that of exceptional nonmagical gear (fine-quality item, high holy symbol, meteoric iron or orichalcum armor or weapon, etc.):* 15 points.

- *Property no better than that of enchanted item from **Dungeon Fantasy 1**:* 30 points.
- *Property well beyond anything in **Dungeon Fantasy 1**, or cosmic:* 50 points.

If the item has several distinct properties, start with the best and add 1/5 the value of the others. For instance, a cosmic item (50 points) with three 15-point properties would cost $50 + (3 \times 15/5) = 59$ points. Final cost shouldn't exceed that to buy equivalent benefits as innate abilities, however.

This *demand*s GM judgment. If the GM plants swords that give +2 to hit and to damage everywhere, such weapons might cost 5 points. If the GM doesn't let heroes pay cash for magic swords at all, such blades would be worth 30 points.

If the GM wishes, he can calculate “sell value” from points. Use the \$500/point on p. 23 of *Dungeon Fantasy 1*; e.g., that 59-point item would garner \$29,500. Seem low? It is! Dungeon fantasy worlds are filled with wonders, and this knocks the bottom out of the market. The GM can boost the price for delvers who complete an adventure to establish an artifact's pedigree.



Scroll of Calling

Power Item: N/A

Suggested Origins: Cosmic, Divine, Druidic, Magical, or Spirit, depending on what's called.

A Scroll of Calling is no mere magic scroll. It's a great, huge length of parchment – or faerie gauze, or even human skin – on a pair of solid wooden spindles. Most often given to mortals as a reward by beings of great power, reading it aloud calls up an entity that's beyond such simple magic as Summon Demon and Summon Elemental.

With my luck, it will probably trigger some terrible trap . . . Or summon sand-monsters . . . Or bring about the end of the world!

*– The Prince,
Prince of Persia:
The Two Thrones*

Properties

To invoke the Scroll's power, the user *must* be able to read and speak its language but need not have Magery, Power Investiture, or any other special advantage. Reading takes 10 minutes. At the end of that time, the reader must roll vs. Will. If the GM feels it suits the entity being conjured, he might allow a Will-based Hidden Lore, Occultism, Religious Ritual, or Thaumatology roll, if better. Regardless, the activation roll is at -1 for Accented comprehension of the Scroll's language, or -3 for Broken.

Failure has no effect, but doesn't waste the Scroll. Critical failure *does* burn the Scroll without benefit. If the GM is feeling mean, it may also summon Something Bad.

Any success calls a being of *great* power. This is no mere 200-point demon, but the likes of a demigod, demon prince, elemental sovereign, king of beasts, etc. This power will grant *one* favor – as if it were a Patron – and then vanish. The GM should roleplay this, bearing in mind that a Scroll of Calling is intended as a "Get Out Of Trouble Free" card, comparable to the effects of prayer described on p. 15 of *Dungeon Fantasy 2, for the whole party!* The entity might join the heroes for a battle, heal them all, and so on.

Of course, demons are still prone to being Evil ("There you go – all healed up. Sorry about the horns."). And Elder Things are just *wrong* ("Ftagn! Tentacles.").

Weight: 5 lbs.

Variations

A Scroll of Calling might call any of an endless variety of beings. It takes a suitable skill from among those listed above to identify what the Scroll calls.

Spheres of Weirdness

Power Item: N/A

Suggested Origins: Alchemical, Cosmic, or Materials.

The Spheres of Weirdness are glowing crystal globes filled with what appears to be a roiling mass of brightly colored smoke. Pre-scored and conveniently hand-sized, they're obviously some sort of grenade. Tossing one without knowing the details is unwise.

Properties

A Sphere works like any other grenade (*Dungeon Fantasy 1*, p. 28) but is somewhat more resistant to breakage, shattering only on 1-3 on 1d on a fall, or against DR 4+ (the ground always qualifies) on a throw. When it cracks, it produces a two-yard-radius area effect; on a map, this covers the target hex and all adjacent hexes. Would-be victims may dive for cover (p. B377). Further details depend on the Sphere:

- *Banishment Sphere (Purple):* Generates an instantaneous effect that sends everyone in the area *away*. This works like an Entombment spell (p. B246), except that the effect is irresistible and blankets an area – oh, and the prison is *in another dimension*. To free the victims, use a Yellow Sphere.

- *Improbability Sphere (Red):* Produces an area of warped probability. For the next minute, anyone standing in the area must roll all success rolls three times. Then roll 1d: 1-3 means he gets the *best* result, as for Luck; 4-6 means he's stuck with the *worst* result. Nobody knows *why* this Sphere was invented.

- *Normalization Sphere (Green):* Creates a "mundane zone" that endures for a minute. Within it, supernatural gifts *don't work*. This includes all bardic, chi, druidic, holy, and magical powers, skills, and spells detailed on pp. 19-22 of *Dungeon Fantasy 1*. Ongoing effects are merely suspended, and resume if the removed from the area or after a minute.

- *Release Sphere (Yellow):* Frees the victim(s) of all Purple Spheres that previously went off in the target area. Whether used for this purpose or hurled at random, also roll 3d. A roll of 17-18 means a random NPC – anything from a hapless adventurer to a god – is set free.

- *Teleportation Sphere (Blue):* Produces a momentary burst that teleports everyone in the area. Using the diagram on p. B414, roll 1d for each person's direction. Roll another 1d for the distance in yards he's teleported. On a 6, roll 1d and add, and so on (e.g., 6, 6, and 4 is 16 yards). Those sent into an occupied space are affected as by a Purple Sphere.

- *Topsy-Turvy Sphere (Orange):* Badly warps space in the area. For the next minute, anyone moving in the area must roll 1d per one-yard step. Using the diagram on p. B414, the victim is in the hex marked "Target" and "1" is where he wants to go, but the die roll decides where he *actually* goes. Roll 1d again for his facing when he gets there!

Weight: 1 lb. per sphere.

Variations

Any number of other Spheres might exist. The only rule is that the effects should be odd, perhaps scary, but never instantly lethal. If there are dozens or hundreds of Spheres, and some interact (like Purple and Yellow Spheres), they may justify a new Hidden Lore specialty! ("Sorry, that's a Blue-Mottled Cream Sphere, not a Marbled Blue Sphere.")

Spirit Flasks

Power Item: Equal to spirit's FP, until released

Suggested Origins: Cosmic, Divine, Druidic, Magical, or Spirit, depending on what they contain.

Spellcasters often conjure spirit assistance. Many get the bright idea of imprisoning the entities they call in specially made holding vessels to carry around for instant use later on. These containers take many forms: earthen urns, lamps, flasks cast from base metals, etc. Some are rune-inscribed or painted with hieroglyphs, and bear elaborate seals; others are unadorned. If the summoner dies and leaves the jar behind – or loses the darn thing – then a delver might just find it.

Properties

It takes a single Ready maneuver to unseal a Spirit Flask. A *fragile* one can instead be smashed; hurling it is a sure way to accomplish this. The spirit appears instantly and may act, exactly as if it had a Wait maneuver. It may be happy to be released – or enraged! Abilities vary greatly.

On releasing a would-be *servitor* spirit, the person doing so must roll a Quick Contest of Will with it. At the GM's option, he may add his Magery, Power Investiture (Druidic), Power Investiture (Unholy), or similar, as fits the entity and/or the spell normally used to summon it. Victory secures its service – which might be for a minute, an hour, or a year and a day, or consist of a fixed number of favors. Any other result means the spirit attacks if hostile or flees otherwise.

Greater spirits *can't* be controlled. Hostile ones always attack. Others might negotiate like any other NPC. Grateful beings may grant a boon or even wishes. Whether attacks and favors are directed at the person opening the Flask or nearest target is yet another variable!

Weight: 4-5 lbs.

Variations

Some examples:

- *Crematory Urn:* An unmarked urn of corpse ash. Opening it causes dust to billow forth and coalesce into a swirling undead vortex; for stats, see *Ash Spirit* (see boxed text). The spirit immediately moves into close combat with the nearest target – attempting to blind him – while smiting the next-closest person with a mighty “fist.” The spirit has no concept of friend or foe, so this item is a risky grenade . . . or a potentially lethal trap, when opened unknowingly.

- *Demon Vessel:* An iron flask plugged with a glyph-inscribed stopper. A successful Thaumatology roll reveals that the runes warn of evil spirits. Unsealing the flask releases a demon. The opener must roll an immediate Quick Contest of Will with the monster; he may add Power Investiture (Unholy) or Unholiness. Victory means the spirit will serve him for a minute. Any other result means it attacks him until one of the two is dead. For stats, see *Demonic Cloud* (see boxed text).

- *Elemental Jug:* This strange copper cylinder has a symbol-covered lead seal on one end. A successful Hidden Lore (Elementals) roll reveals that these sigils are

associated with air elementals. Cracking the seal releases a minor god of air elementals. On being released, he'll thank his liberators profusely and offer them three services. These can be anything within the realm of potent Air magic: bind an air elemental as a servitor (it still costs points as an Ally), conjure a sandstorm to cover an escape, whisk the party almost any distance by air (a one-way trip without stops), etc. To claim a service, the rescuers need only holler the elemental prince's name to the winds. Should they attack him, he'll vanish and leave each attacker with a three-point Curse (*Magic*, p. 129).

Spirits

These spirits are sample residents for Spirit Flasks (above), but might also be summoned by a lesser Scroll of Calling (p. 21) or released by a Yellow Sphere (p. 21). For more such beings, see *Dungeon Fantasy 5*.

Ash Spirit

This entity is a smudgy, diffuse vortex of swirling crematorium dust.

ST: 20	HP: 20	Speed: 7.00
DX: 14	Will: 10	Move: 14 (Air)
IQ: 8	Per: 8	
HT: 14	FP: N/A	SM: 0
Dodge: 10	Parry: 11 (Brawling)	DR: 4

Blinding Cloud (Resisted by HT): Anybody in close combat with the spirit must roll against HT each turn. Those who fail are *blind* (p. B394) while they remain in close combat and for seconds equal to margin of failure after they leave.
Fist (16): 2d-1 crushing. Reach C, 1.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Diffuse); No Legs (Aerial); Unfazeable.

Skills: Brawling-16.

Class: Undead.

Notes: Unwilling to negotiate. Truly evil.

Demonic Cloud

This demon takes the form of a vaguely humanoid shadow.

ST: 0	HP: 20	Speed: 6.00
DX: 14	Will: 14	Move: 12 (Air)
IQ: 10	Per: 10	
HT: 10	FP: N/A	SM: 0
Dodge: 9	Parry: N/A	DR: 0

Chilling Touch (14): Drains 2 HP (toxic) and 2 FP (fatigue) per touch. This is cosmic damage that ignores *all* DR!

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Diffuse); No Legs (Aerial); Unfazeable.

Class: Demon.

Notes: Unwilling to negotiate. Truly evil.

INDEX

- Alchemical artifact origin, 3.
Anointing Oil, 18.
Arctic Blade, 13.
Armor, 5-10.
Arrow of Negation, 18.
Arrow-Stopping Shirt, 5.
Ash spirit, 22.
Astonishing Wrestling Oil, 18.
Astounding Alchemy Apron, 5.
Banishment Spheres, 21.
Barrier of the Boar, 10.
Beast Slayer's Tassels, 13.
Belts, 15.
Blade-Blunting Blouse, 5.
Blades, 11-15.
Blue Spheres, 21.
Bow of Su, 11.
Bracers of Force, 5.
Breeches, 6.
Candles, 18-19.
Cloaks, 9.
Clothing, 5-9.
Conjuring Candle, 18-19.
Corselets, 7.
Cosmic artifact origin, 3.
Crazy Anti-Garrote Collar, 6.
Crazy Arms, 6.
Crazy Legs, 6.
Crematory Urn, 22.
Crests for helmet, 6.
Curiously Cushioned Chemise, 5.
Death's Reaper, 11-12.
Demon Vessel, 22.
Demonhealer, 12.
Demonhunter's Gem, 13.
Demonhunter's Helm, 6.
Demonhunter's Tassels, 12.
Demonic cloud, 22.
Demons, 4, 6, 10, 12-14, 16, 19-22; *see also* *Spirits*.
Discotechnic Trousers, 6.
Divine artifact origin, 3.
Druidic artifact origin, 4.
Eight-Sword Belt, 15.
Elemental Jug, 22.
Elven cloak, 9.
Expendables, 18-22.
Fire Fife, 17.
Flaming Blade, 13.
Flashing Sunblade, 13-14.
Flasks, 22.
Golden, *Epaulets*, 6; *Helmet Crest*, 6; *Spurs*, 6.
Grandfather's Sash, 7.
Green Spheres, 21.
Guns, 14.
GURPS Basic Set, 3; **Dungeon Fantasy 1: Adventurers**, 3, 5, 6, 8, 9, 10, 12, 18-21; **Dungeon Fantasy 2: Dungeons**, 3, 6, 7, 9, 10, 13, 14; **Dungeon Fantasy 3: The Next Level**, 3, 8; **Dungeon Fantasy 4: Sages**, 16; **Dungeon Fantasy 5: Allies**, 4, 22; **Magic**, 3, 22.
Headgear, 6-8.
Helm of the Rat, 7.
Helm of Vipers, 7.
Hooded Robe of Protection, 7.
Hunter's Helms, 6.
Improbability Spheres, 21.
Instant Workshop, 16.
Jewels of Utshepit, 19.
Knives, 15.
Less-than-ultimate items, 17.
Limits on artifacts, 17.
Lucky Seven Necklace, 19-20.
Maaukepu's Mask, 8.
Magical artifact origin, 4.
Masks, 8, 10.
Master Thief's Mail, 8.
Materials artifact origin, 5.
Maul of Minos, 15.
Mythic Corselet, 8.
Naming items, 4.
Necklaces, 19-20.
Necros' Finger, 16.
Nightfang, 14.
Nightmantle, 9.
Nightwraith, 14.
Normalization Spheres, 21.
Nymph's Oil, 18.
Oils, 18.
One-Sword Belt, 15.
Orange Spheres, 21.
Orichalcum Spring Gun, 14.
Pants, 6.
Peshkali Shield, 9.
Preta Whistle, 17.
Price, problems, 20.
Purple Spheres, 21.
Racial artifact origin, 5.
Rapier of Ruinas, 14-15.
Reading item entries, 3-4.
Red Spheres, 21.
Redoubt of the Ram, 10.
Release Spheres, 21.
Robes, 7.
Sashes, 7.
Scarab of Sentchtemt, 17.
Scroll of Arcane Defense, 20.
Scroll of Calling, 21.
Scrolls, 20-21.
Seven-Sword Belt, 15.
Shadowblade, 14.
Shields, 8-10.
Shirts, 5.
Six-Sword Belt, 15.
Sling of Su, 11.
Spatial limits on artifacts, 17.
Spheres of Weirdness, 21.
Spirit artifact origin, 5.
Spirit Flasks, 22.
Spirit Knife, 15.
Spirits, 4, 10, 13-17, 19, 20, 22; *see also* *Demons*.
Spring guns, 14.
Staff Sling of Su, 11.
Storm Blade, 13.
Suggested origins, 3-4.
Sun Armor, 9-10.
Sunblade, 13.
Swords, 11-15.
Tassels, 12-13.
Teleportation Spheres, 21.
Temporal limits on artifacts, 17.
Thieves' Oil, 18.
Topsy-Turvey Spheres, 21.
Trousers, 6.
Two-Sword Belt, 15.
Visage of the God, 10.
Wand of the Summoner, 16.
Ward of the Wolf, 10.
Weapons, 11-15.
Wood Whistle, 17.
Workshops, 16.
Yellow Spheres, 21.

We must remain here and guard the artifact. Dark things will come to claim it, and you must be strong to keep it from them. Without your sacrifice, the world will fall into eternal darkness!

– Chandra, Eternal Darkness: Sanity's Requiem

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