

DUNGEON FANTASY™

POWERED BY GURPS®

MAGIC ITEMS™



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CONTENTS

INTRODUCTION	3	3. LIMITED-USE ITEMS	15
About the Author	3	CHARGED ITEMS	15
<i>About the Dungeon Fantasy Roleplaying Game</i>	3	Types of Charged Items	15
1. ALWAYS-ON ITEMS	4	<i>Curse Items</i>	15
<i>What's in a Name?</i>	4	Charged Item Table	15
COMBAT GEAR	4	Wands and Staffs	16
Armor	4	Cursing Wands	16
Armor Enchantment Table	4	Jet Wands	16
Layered Armor and Enchantments	5	Striking Wands	17
<i>Other Armor Enchantments</i>	5	Wands of Missiles	17
<i>Invisibility</i>	5	Necklaces	17
<i>Resist Acid</i>	5	ONE-OFFS	18
Weapons	5	Boon Items	18
Weapon Enchantment Table	5	Stones of Power	18
Special Weapon Enchantments	6	Projectiles	18
Corrosive Weapon	6	Throwables	19
Dancing Weapon	7	Impact Items	19
Holy Weapon	7	Area-Effect Items	19
Invisibility	7	4. POTIONS	20
Steelwraith	7	Potion Classes	20
<i>Permanent or Expendable?</i>	7	Drinkable and Utility Potions	20
Stacking Missile Weapon and Projectile Effects	7	Grenades	21
OTHER ENHANCED GEAR	7	Fountains	21
Common Item Enchantments	7	5. RARE ARTIFACTS	22
<i>Better Cornucopias</i>	8	Amulet of the Healer	22
Miscellaneous Gear	8	<i>Not Sold in Stores</i>	22
JEWELRY	8	Extraordinary Power Item	22
Magical Amulets	8	Helm of Command	22
Alchemical Charms	9	Hero's Mask	22
Miscellaneous Jewelry	9	Heroic Ketoh	23
<i>Item Value</i>	9	Holy Sword	23
2. CASTING ITEMS	10	Legendary Instrument	23
Using Casting Items	10	Oyama's Obi	24
User-Powered Items	10	Pelt of the Bear	24
Uses Per Day	11	Power Item Booster	24
Time Between Uses	11	Staff of Nature	24
Casting Item Table	11	Thieves' Garb	24
<i>Bonus Items</i>	13		



The mere thought of magical treasure makes the dourest delver grin! Warriors love enchanted arms and armor, magic-workers value scrolls of forgotten spells, and everyone enjoys the coin such artifacts fetch in town. Just be certain you know what you are trying to use – or sell. No one likes being cursed, merchants least of all.

– Uncle Seamus, Wizard

INTRODUCTION

GM: "In the chest you see a pile of silver, a scattering of gold, and . . ."

Players, in unison: "Any magic items?"

Dungeons contain everything delvers want, especially monsters to fight and of course *loot*. The treasures that attract the most attention and kindle the greatest desire are *magic items*: swords that flame, wands that spew enchanted doom, throwing axes that return after being hurled, potions that enhance the drinker's abilities, rings of power, amulets of protection, bottomless backpacks, quivers of endless arrows . . .

Adventurers describes basic magic items, *Exploits* tackles loot, including *magical* loot, and *Spells* adds further possibilities. To properly stock a dungeon, though, you need even more goodies. *Magic Items* starts with every magic item from those core books and adds tons more – many of them in whole new categories.

Here you'll find items that *just work* when worn. Ones that boost the user's skill when casting known spells, and others that empower the wielder to cast spells – sometimes with the owner's energy, sometimes using internal charges. More potions – including ones that kill and that resurrect, plus innovations such as elixirs you can shake for extra oomph and "fountains" that spray jets. All-new enchanted armor and weapons, whether that means a corrosive sword or a corrosion-resistant breastplate. Rare artifacts that bring *real* power

to their possessors. And even a few *cursed* items . . . or at least, ones with powers of dubious value.

These are the things delvers' dreams (and occasionally nightmares) are made of!

ABOUT THE AUTHOR

Peter V. Dell'Orto was raised in New Jersey. He started roleplaying in 1981, with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. He has been active as a *GURPS* playtester, editor, and contributing author since 1996. Peter is the author of numerous *GURPS* articles for *Pyramid* magazine; author of *GURPS Dungeon Fantasy 12: Ninja*, *GURPS Dungeon Fantasy Denizens: Barbarians*, and *GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic*; and coauthor of *GURPS Dungeon Fantasy 15: Henchmen*, *GURPS Dungeon Fantasy Monsters 1*, *GURPS Low-Tech*, *GURPS Low-Tech Companion 2: Weapons and Warriors*, *GURPS Martial Arts*, and *GURPS Martial Arts: Gladiators*. He also writes the blog *Dungeon Fantastic* at dungeonfantastic.blogspot.com. Outside of gaming, his hobbies include martial arts (he has fought amateur MMA in the SHOOTO organization in Japan, submission grappling in the U.S., and holds *shodan* rank in kendo), fitness, studying Japanese, and painting miniatures.

ABOUT THE *DUNGEON FANTASY* ROLEPLAYING GAME

The *Dungeon Fantasy Roleplaying Game* is compatible with *GURPS*. Steve Jackson Games is committed to full support of players of these and all its games. We can be reached by email at info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources that we provide include:

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CHAPTER ONE

ALWAYS-ON ITEMS

Always-on items provide their benefits whenever they're in use – they neither use charges nor need activation. They obey the rules under *Always-On Items* (**Exploits**, p. 78). Unless specified otherwise:

- *Casting time and energy cost are irrelevant.* The item doesn't let the user cast the spell – it puts the spell on itself or the user, at no cost, as soon as it's worn or wielded.
- *The effects last as long as the item is worn or carried.*

- *If the spell comes from **Spells**, all other effects are as described there.*

What's in a Name?

Adventurers suggests prefixes and suffixes for enchanted weapons and armor. Higher-level items are rare enough that they get lower-level affixes with intensifiers. Traditional qualifiers are, in order: *superior*, *masterful*, *peerless*, and *ultimate*. Thus, a Puissance +3 mace is a “mace of masterful smiting,” while Deflect +5, Fortify +1 scale armor is “unyielding scale of peerless deflection.”

COMBAT GEAR

A wide range of enchanted items are intended mainly for combat.

not worn – or worn on the wrong location – provides no magical benefits.

ARMOR

These enchantments are intended for armor and/or shields. Add their cost, given on the *Armor Enchantment Table* (below), to that of the base item. Only the *highest* level of a given enchantment matters; to upgrade, replace the existing level with a higher one.

This kind of magic works only when the armor is worn properly on the appropriate location. Armor carried but

Armor Enchantment Table

Spell: The enchantment's formal name.

Effects: What the enchantment does in practical terms.

Base Item: What the enchantment can go on – *Armor* or *Shield*.

Cost: The *enchantment's* cost. Remember to add *item* cost!

Prefix/Suffix: A suggested name for the item; e.g., “dwarven defending medium shield of lightness.”

Spell	Effects	Base Item	Cost	Prefix	Suffix	Notes
Continual Light	light equal to torch	Armor/Shield	\$8,000	Glowing	of Light	
Defending Shield	+1 to Block	Shield	\$10,000	Defending	of Defense	
Defending Shield	+2 to Block	Shield	\$20,000	Interposing	of Interposing	
Defending Shield	+3 to Block	Shield	\$40,000	Interposing	of Interposing	
Deflect	+1 Defense Bonus	Armor/Shield	\$2,000	Warding	of Warding	[1, 2]
Deflect	+2 Defense Bonus	Armor/Shield	\$10,000	Deflecting	of Deflection	[1, 2]
Deflect	+3 Defense Bonus	Armor/Shield	\$40,000	Deflecting	of Deflection	[1, 2]
Deflect	+4 Defense Bonus	Armor/Shield	\$160,000	Deflecting	of Deflection	[1, 2]
Deflect	+5 Defense Bonus	Armor/Shield	\$400,000	Deflecting	of Deflection	[1, 2]
Fortify	+1 Damage Resistance	Armor	\$1,000	Unyielding	of Solidity	[1]
Fortify	+2 Damage Resistance	Armor	\$4,000	Impenetrable	of Invulnerability	[1]
Fortify	+3 Damage Resistance	Armor	\$16,000	Impenetrable	of Invulnerability	[1]
Fortify	+4 Damage Resistance	Armor	\$60,000	Impenetrable	of Invulnerability	[1]
Fortify	+5 Damage Resistance	Armor	\$160,000	Impenetrable	of Invulnerability	[1]
Lighten	-25% from weight	Armor/Shield	\$2,000	Light	of Lightness	[1]
Lighten	-50% from weight	Armor/Shield	\$10,000	Weightless	of Weightlessness	[1]

Notes

[1] Cost is for a *suit* of armor. Piecewise armor can have Deflect or Fortify that adds Defense Bonus or Damage Resistance only vs. attacks on that location, or Lighten for just the weight of that piece. Use 10% of cost for head, 35% for body, 15% for arms, 5% for hands, 25% for legs, or 10% for feet. Further halve cost for a breastplate or just one limb or extremity.

[2] Defense Bonus adds to that of any mundane shield. If both shield *and* armor have Deflect, only the *highest* magical DB applies. See *Defense Bonus (Exploits, p. 47)*.

Layered Armor and Enchantments

When layering magical armor – or when your armor and shield are *both* enchanted – some additional rules apply:

Deflect: Use the bonus on the *outermost* layer of armor or the *shield*, whichever is higher. Deflect on inner layers doesn't count. Multiple Deflect enchantments never add.

Fortify: When magical armor is layered, use the *highest* Fortify bonus – the order of layering isn't important. Multiple Fortify enchantments never add.

Lighten: This enchantment changes the actual weight of the item it's on. Each shield or piece of armor benefits separately. Multiple pieces of armor with Lighten enjoy their respective Lighten enchantments even when layered.

WEAPONS

There's no limit to the number of *different* enchantments a weapon can bear. Some enchantments don't make much sense together (e.g., Icy Weapon and Flaming Weapon), but this is magic – if the GM feels an unusual combination fits a specific item, go for it! No weapon can have multiple instances of the *same* enchantment, however, and higher levels replace lower ones.

The *Weapon Enchantment Table* (below) lists typical weapon enchantments. *Special Weapon Enchantments* (pp. 6-7) describes the new additions. For even more possibilities, see *Common Enchantments (Exploits, pp. 78-79)* and *Spells*.

Weapon Enchantment Table

Spell: The enchantment's formal name.

Effects: What the enchantment does in practical terms.

Spell	Effects	Base Item	Cost	Prefix	Suffix	Notes
Accuracy	+1 to hit	Weapon	\$5,000	Accurate	of Seeking	
Accuracy	+1 to hit	Projectile	\$25	True	of True Flight	
Accuracy	+2 to hit	Weapon	\$20,000	Accurate	of Seeking	
Accuracy	+2 to hit	Projectile	\$100	True	of True Flight	
Accuracy	+3 to hit	Weapon	\$100,000	Accurate	of Seeking	
Accuracy	+3 to hit	Projectile	\$10,000	True	of True Flight	[1]
Continual Light	light equal to torch	Weapon	\$8,000	Glowing	of Light	
Corrosive Weapon	+2 acid	Melee Weapon	\$18,000	Corrosive	of Corroding	[2, 3]
Corrosive Weapon	+2 acid	Missile Weapon	\$22,000	Corrosive	of Corroding	[2, 3]

OTHER ARMOR ENCHANTMENTS

Two other enchantments are useful on armor.

Invisibility

Armor/Shield; see *Spells, p. 47*

This enchantment affects the *armor* – not the *wearer*. The armor functions normally except that an invisible full-face helmet doesn't block the wearer's view of side hexes and needn't have eye-slits (this doesn't change cost), preventing attacks on the eyes through chinks in armor (*Exploits, p. 37*). There are two ways to enchant armor:

By the piece: The enchantment affects the individual piece (helmet, single glove, breastplate, etc.), making it invisible *at all times*.

By the set: The enchantment affects a predetermined set of pieces – anything from a pair of gloves or leggings on up to a full suit of armor. If *any* piece isn't worn, *none* of the pieces are invisible.

Cost: Divide the weight of the piece, set, or suit of armor by 50, round up to a whole number, and then multiply by \$10,000.

Resist Acid

Armor/Shield; see *Spells, p. 70*

The *armor* is immune to acid; acid-based corrosion attacks won't reduce its DR. The *wearer* is still affected normally by corrosion attacks that penetrate DR.

Cost: \$1,000 per pound of armor weight (minimum 1 lb.). Triple cost to resist alkahest!

Base Item: What the enchantment can go on: *Melee Weapon* (includes thrown weapons), *Missile Weapon* (e.g., bow or crossbow), *Projectile* (arrow, bolt, etc.), or *Weapon* (melee or missile). Shields can be enchanted as melee weapons; the magic affects shield bashes and slams, but provides no *defensive* benefits. If a weapon falls into more than one category, use the more expensive cost.

Cost: The *enchantment's* cost. Remember to add *item* cost!

Prefix/Suffix: A suggested name for the item; e.g., "fine icy broadsword of seeking."

Spell	Effects	Base Item	Cost	Prefix	Suffix	Notes
Corrosive Weapon	+2 acid	Projectile	\$75	Corrosive	of Corroding	[2, 3]
Dancing Weapon	dances	Melee Weapon	see p. 7	Dancing	of Dancing	
Defending Weapon	+1 to Parry	Melee Weapon	\$10,000	Defending	of Defense	
Defending Weapon	+2 to Parry	Melee Weapon	\$20,000	Interposing	of Interposing	
Defending Weapon	+3 to Parry	Melee Weapon	\$40,000	Interposing	of Interposing	
Flaming Weapon	+2 fire	Melee Weapon	\$15,400	Flaming	of Flame	[3]
Flaming Weapon	+2 fire	Missile Weapon	\$20,400	Flaming	of Flame	[3]
Flaming Weapon	+2 fire	Projectile	\$75	Fire	of Burning	[3]
Holy Weapon	+2 holy	Melee Weapon	\$15,000	Consecrated	of Cleansing	[3]
Holy Weapon	+2 holy	Missile Weapon	\$20,000	Consecrated	of Cleansing	[3]
Holy Weapon	+2 holy	Projectile	\$75	Consecrated	of Cleansing	[3]
Icy Weapon	+2 cold	Melee Weapon	\$17,000	Icy	of Ice	[3]
Icy Weapon	+2 cold	Missile Weapon	\$20,500	Icy	of Ice	[3]
Icy Weapon	+2 cold	Projectile	\$75	Cold	of Freezing	[3]
Lightning Weapon	+2 electrical	Melee Weapon	\$15,300	Crackling	of Shocking	[3]
Lightning Weapon	+2 electrical	Missile Weapon	\$20,400	Lightning	of Lightning	[3]
Lightning Weapon	+2 electrical	Projectile	\$75	Lightning	of Lightning	[3]
Loyal Weapon	returns to hand	Weapon	\$15,000/lb.	Returning	of Returning	[4]
Penetrating Weapon	armor divisor (2)	Melee Weapon	\$5,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (2)	Missile Weapon	\$10,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (2)	Projectile	\$25	Burrowing	of Piercing	[5]
Penetrating Weapon	armor divisor (3)	Melee Weapon	\$15,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (3)	Missile Weapon	\$30,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (3)	Projectile	\$75	Burrowing	of Piercing	[5]
Penetrating Weapon	armor divisor (5)	Melee Weapon	\$50,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (5)	Missile Weapon	\$100,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (5)	Projectile	\$5,000	Burrowing	of Piercing	[5]
Penetrating Weapon	armor divisor (10)	Melee Weapon	\$150,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (10)	Missile Weapon	\$300,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (10)	Projectile	\$15,000	Burrowing	of Piercing	[5]
Penetrating Weapon	ignores DR	Melee Weapon	\$500,000	Penetrating	of Penetration	[6]
Penetrating Weapon	ignores DR	Missile Weapon	\$1,000,000	Penetrating	of Penetration	[6]
Penetrating Weapon	ignores DR	Projectile	\$50,000	Burrowing	of Piercing	[6]
Puissance	+1 damage	Melee Weapon	\$5,000	Mighty	of Smiting	
Puissance	+1 damage	Missile Weapon	\$10,000	Strongarm	of Striking	
Puissance	+1 damage	Projectile	\$25	Swift	of Impact	
Puissance	+2 damage	Melee Weapon	\$20,000	Mighty	of Smiting	
Puissance	+2 damage	Missile Weapon	\$40,000	Strongarm	of Striking	
Puissance	+2 damage	Projectile	\$100	Swift	of Impact	
Puissance	+3 damage	Melee Weapon	\$100,000	Mighty	of Smiting	
Puissance	+3 damage	Missile Weapon	\$200,000	Strongarm	of Striking	
Puissance	+3 damage	Projectile	\$10,000	Swift	of Impact	[1]
Shatterproof	unbreakable	Weapon	\$8,000	Eternal	of Durability	
Steelwraith	see p. 7	Weapon/Projectile	\$5,000/lb.	Steelwraith	of Steelwraith	

Notes

[1] Available in a one-use version for \$500; see *Permanent or Expendable?* (p. 7).

[2] Keep track of added corrosion damage even if it fails to penetrate armor. Every five points removes one point of DR from the target location.

[3] Follow-up. Adds *injury* of listed type if attack pierces DR. Doesn't add *basic damage*.

[4] See *Loyal Weapon (Exploits, p. 79)*.

[5] Divides target's DR by 2, 3, 5, or 10. See *Armor Divisors (Exploits, pp. 52-53)*.

[6] Ignores target's DR!



Special Weapon Enchantments

Some enchantments warrant additional explanation.

Corrosive Weapon

Weapon/Projectile

Wooden or corrosion-proof weapons only! Adds +2 corrosion injury; see *Corrosion (Exploits, p. 53)*.

Projectiles disintegrate after impact or 10 seconds, whichever comes first, unless made wholly of wood.

Cost: \$18,000 on a melee weapon, \$22,000 on a missile weapon, or \$75 on a projectile.

Dancing Weapon

Melee Weapon

At its owner's command, the weapon will fight on its own as if held by an invisible warrior, following intelligent strategy (chosen by the GM) or its owner's orders (spoken or mental). It can be attacked normally (*Attacking Weapons*, **Exploits**, p. 37), and will defend itself with Parry 11 or Dodge 8; the enchantment ends if the weapon is broken. If the weapon rolls a critical miss or is struck with a critical hit, it ceases to function until its owner picks it up (a Ready maneuver) and then releases it (a free action). Otherwise, it keeps fighting until its owner dies!

Cost: \$20,000 per pound of weight (minimum 1 lb.) buys skill 16, Basic Speed 5.00, Move 5, and ST 15. *Double* cost for skill 18 (and Parry 12), or for Basic Speed 6.00 and Move 6 (and Dodge 9); *quadruple* cost for both; and triple *final* cost for ST 20.

Holy Weapon

Weapon/Projectile

Adds +2 holy injury – or +3 vs. demons, undead, and anything else the GM deems to be capital-E Evil. This *definitely* includes evil clerics and unholy warriors serving The Devil. The gods themselves allow this enchantment on meteoric weapons!

Cost: \$15,000 on a melee weapon, \$20,000 on a missile weapon, or \$75 on a projectile.

Invisibility

Weapon/Projectile; see *Spells*, p. 47

The first attack with an invisible weapon gives the target -2 to defend. After that, the defender is on guard. This is *per foe*, not *per battle*. Ignore this for fist loads – the enemy can still see the *hand* coming.

Cost: \$10,000 per 50 lbs. of weight or fraction thereof.

PERMANENT OR EXPENDABLE?

Most weapon enchantments are permanent – they last as long as the underlying weapon does, and are destroyed if the weapon is destroyed. Some are more ephemeral:

Corrosive Weapon: Any projectile enchanted with this spell or fired from a missile weapon enchanted with this spell disintegrates after it hits or 10 seconds after being shot – whichever comes first – unless it's made wholly of wood.

Flaming Weapon and Lightning Weapon: Any projectile enchanted with one of these spells or fired from a missile weapon enchanted with one of them burns up after it hits or 10 seconds after being shot – whichever comes first – unless it's made of metal or stone.

Icy Weapon: Any projectile enchanted with this spell or fired from a missile weapon enchanted with this spell shatters after it hits or 10 seconds after being shot, whichever comes first.

Projectile Enchantments: These are one-shot; even if the projectile survives, the enchantment works just once, whether it hits or misses. However, Accuracy +3, Penetrating Weapon (5) and better, and Puissance +3 are usually *permanent* on projectiles – they'll last as long as the projectile survives! The costs on the *Weapon Enchantment Table* (pp. 5-6) reflect this, and expendable Accuracy and Puissance +3 are significantly cheaper. See also *Projectiles* (pp. 18-19).

Steelwraith

Weapon/Projectile; see *Spells*, p. 28

The weapon – which must be metallic – can be carried through objects by a wielder using Steelwraith and can harm subjects of the Steelwraith spell.

Cost: \$5,000 per pound of weight (minimum 1 lb.).

Stacking Missile Weapon and Projectile Effects

If a missile weapon enchanted with Accuracy or Puissance shoots a projectile that has the same enchantment, the effects *are* additive; e.g., if a longbow with Accuracy +2 fires an arrow with Accuracy +1 and Puissance +1, the attack gets +3 to hit and +1 to damage.

Enchantments that add follow-up injury *aren't* cumulative, though. Only one instance of a given effect counts; e.g., an icy bow firing an arrow of freezing does +2 injury, not +4.

OTHER ENHANCED GEAR

Always-on enchantments that enhance gear aren't limited to armor and weapons!

COMMON ITEM ENCHANTMENTS

The table below lists several enchantments applicable to broad classes of items.

Spell: The enchantment's formal name.

Base Item: The kinds of objects that can carry the enchantment.

Cost: The *enchantment's* cost. Where this is per unit weight, round fractions of that weight *up*; e.g., treat 2.75 lbs. as 3 lbs. for a cost per pound, 50 lbs. for a cost per 50 lbs. Remember to add *item* cost!

Page: Page number in *Spells*.

Spell	Base Item	Cost	Page	Notes
Create Food	Container	\$8,000 per meal/day	32	
Fireproof	Any	\$3,000/lb.	30	[1]
Invisibility	Any	\$10,000/50 lbs.	47	[1]
Magic	Any	\$4,000/level	51	[1, 2]
Resistance				
Magic Staff	Stick	\$30	9	[3]
Resist Acid	Any	\$1,000/lb.	70	[1, 4]
Scryguard	Any	\$1,000/lb.	52	[1, 5]
Steelwraith	Any Metallic	\$5,000/lb.	28	[1]

Notes

[1] Affects *item*, not *user*.

[2] Maximum 10 levels; penalty affects spells cast *on* or *from* item.

BETTER CORNUCOPIAS

Extraordinary cornucopia pouches and quivers exist. These function exactly as regular cornucopias, except as noted:

Cornucopia of Burrowing. Creates Penetrating Missile (2) ammunition. Adds \$25,000 to cost.

Cornucopia of Elemental Ammunition: Available in Corrosive, Flaming, Holy, Icy, or Lightning varieties. Adds \$75,000 to cost.

Cornucopia of Impact. Creates Puissance +1 ammunition. Adds \$25,000 to cost.

Cornucopia of True Flight. Creates Accuracy +1 ammunition. Adds \$25,000 to cost.

Fine Cornucopia Quiver. Creates *fine* arrows or bolts. Not available for other ammunition. Adds \$4,000 to cost.

[3] Cost is per type of magic: clerical, druidic, or wizardly. Typical lengths are *wand* (baton, \$50, 1 lb.), *rod* (jo, \$40, 2 lbs.), and *staff* (quarterstaff, \$40, 4 lbs.). When casting, extends caster's reach by one (wand or rod) or two (staff) yards.

[4] Triple cost to resist alkahest!

[5] Item resists Information spells with Power 15. On a container, this also benefits anything *inside* while it's closed.

MISCELLANEOUS GEAR

Many useful adventuring tools are always-on items. Some common examples are:

Backpack of Lightening. Holds 40 lbs. Contents are 25% lighter as encumbrance. Has no extra weight capacity or space. \$6,060, 3 lbs.

Backpack of Weightlessness. Holds 40 lbs. Contents are 50% lighter as encumbrance. Has no extra weight capacity or space. \$12,060, 3 lbs.

Bottomless Backpack. Holds 80 lbs. instead of 40 lbs. Extra 40 lbs. don't count as encumbrance. \$80,060, 3 lbs.

Bottomless Purse. Holds 9 lbs. instead of 3 lbs. Extra 6 lbs. don't count as encumbrance! \$12,010, 0.2 lb.

Cornucopia Pouch. Creates endless *ordinary* ammunition, but only one projectile exists at a time – drawing one makes the previous one vanish. Comes in several varieties: blowpipe darts, heavy sling rocks, lead prodd pellets, or lead sling bullets. \$2,010, 0.2 lb.

Cornucopia Quiver. Creates endless *ordinary* arrows or crossbow bolts, but only one projectile exists at a time – drawing one makes the previous one vanish. Available for arrows or bolts, with regular, bodkin, or cutting points; each quiver makes just one type. \$2,010, 0.5 lb.

Five-Gallon Canteen. Pours out five gallons of pure water per day before temporarily running dry. Never needs refilling, and the water doesn't increase its weight. \$4,810, 1 lb.

JEWELRY

Magical jewelry comes in many forms: rings, amulets, circlets, bracelets, and more. The examples described here carry permanent enchantments that affect the *wearer*, not the item.

MAGICAL AMULETS

These put (mostly!) beneficial enchantments on the wearer and *only* the wearer. All work *automatically* – no charges, energy cost, casting time, or skill roll needed – but only when actually worn. They're generally wizardly (*Supernatural Origins*, *Exploits*, p. 77), and won't function in no-mana areas (*Spells*, p. 8).

Prices given here *don't* include the underlying item. That's customarily an amulet (0.25 lb.) suitable for hanging from a

necklace – but whatever it is, it's subject to *Item Value* (p. 9). The GM may restrict certain enchantments to specific types of gear; e.g., *Might* could be exclusive to belts and gloves, *Wisdom* to headgear, and *Balance* to boots.

An item that bestows an advantage has no effect on a wearer who already has that trait. Multiple amulets of the same type aren't additive – only the most powerful one counts!

Amulet of Ambidexterity. Wearer gains Ambidexterity (*Adventurers*, p. 47). \$30,000.

Amulet of Balance. Wearer gains Perfect Balance (*Adventurers*, p. 52). \$15,000.

Amulet of Bravery. Wearer gains Unfazeable (*Adventurers*, p. 53) but must make an IQ roll *not* to be brave in a dangerous situation! \$10,000.

Amulet of Disease Resistance. A clerical item that grants the wearer immunity to disease. For one specific disease: \$20,000; for all diseases: \$50,000.

Amulet of Grace. Increases wearer's DX. \$60,000 per +1 to DX, maximum +5.

Amulet of Might. Increases wearer's ST. \$30,000 per +1 to ST, maximum +5.

Amulet of Reflexes. Wearer gains Combat Reflexes (*Adventurers*, p. 48). \$40,000.

Amulet of Strengthening Will. Increases wearer's Will. \$20,000 per +1 to Will, maximum +5.

Amulet of the Silver Tongue. Wearer gains the Voice advantage (*Adventurers*, p. 54). \$25,000.

Amulet of Truth. Wearer must resist Power 15 with Will or be unable to lie! Roll for *each* lie. \$12,000.

Amulet of Vigor. Increases wearer's HT. \$30,000 per +1 to HT, maximum +5.

Amulet of Wisdom. Increases wearer's IQ for *all* purposes, including spellcasting. \$60,000 per +1 to IQ, maximum +5.

ALCHEMICAL CHARMS

These always-on items are alchemical trade secrets. They're unaffected by mana level (*Spells*, pp. 7-8) unless there's *no* mana, in which case they don't work.

Such charms can take the form of any item. The examples below are amulets (0.25 lb.) suitable for hanging from a necklace. Costs include the magic *and* the object itself – these cannot be separated, as the materials *are* the magic! *Item Value* (above) doesn't apply.

A charm that bestows an advantage has no effect on a wearer who already has that trait. Multiple charms of the same type aren't additive.

Attractiveness Amulet. Wearer becomes Attractive (*Appearance*, *Adventurers*, p. 47). \$14,100.

Flight Amulet. Wearer has Air Move 10, reduced normally by encumbrance. \$47,200.

Ironskin Amulet. Gives +3 DR. \$28,720.

Luck Amulet. Grants Luck (*Adventurers*, p. 51). \$28,200.

Memory Amulet. Grants Eidetic Memory (*Adventurers*, p. 48). \$28,400.

Moly Amulet. Grants +5 Magic Resistance (and -5 to spells). \$23,600.

Pain Resistance Amulet. Grants High Pain Threshold (*Adventurers*, p. 50). \$9,600.

ITEM VALUE

Enchantments on *clothing* and *jewelry* require the underlying item to have a minimum *mundane* value – the price of other enchantments doesn't count! Such goods are usually bejeweled, gilded, wrought from precious metals, woven from spider silk, or similarly costly.

The examples in this book suggest typical forms for enchantments, but the specific item doesn't matter – what's important is that *mundane* value is at least 1/40 of enchantment cost. This expense *isn't* included in listed enchantment costs. For example, Grace +1 DX costs \$60,000, so the enchantment requires an article worth at least \$1,500, making minimum total cost \$61,500. If the object also carried Ambidexterity (\$30,000), minimum total cost would be \$92,250.

Alchemical charms (below) aren't subject to this rule. The special ingredients needed to make them are already included in their prices.

Pendant of Long Slumber. Wearer must roll vs. HT to resist falling asleep *indefinitely*. Roll vs. HT *yearly* to awaken. A sleeping subject requires no food and is unaffected by age or disease; wounds neither heal nor worsen, but bleeding continues unless stanching. Removing the amulet awakens the subject. Useful for badly injured friends! \$23,600.

Salamander Amulet. Bestows immunity to normal fire and Fire spells. \$4,920.

Serpent's Amulet. Gives immunity to poison. \$9,590.

Speed Amulet. Increases the wearer's Basic Speed, Dodge, and Move. \$30,000 for +1, \$60,000 for +2, \$90,000 for +3.

Tranquility Amulet. Grants +3 to resist spells that affect the emotions (e.g., Bravery, Fear, Panic, and Terror), and to self-control rolls for Bad Temper and Berserk. \$9,500.

Warlord's Amulet. Grants +4 to Leadership, and +2 to Strategy and Tactics. \$33,100.

Water-Breathing Amulet. Wearer can breathe water. \$23,400.

Water-Walking Amulet. Wearer can walk on any liquid at normal ground Move; doesn't protect from harmful liquids (e.g., lava or boiling water). \$14,150.

MISCELLANEOUS JEWELRY

A few items defy easy characterization. These are typically tiny pieces of jewelry, but gemstones (negligible weight) and chunky amulets (0.25 lb.) also turn up. *Item Value* (above) applies in all cases.

Lenses of Dark Vision. Wearer gains Dark Vision (*Spells*, p. 46). Too soft to provide eye protection. \$60,500, neg.

Lenses of Night Vision. Wearer gains Night Vision 9 (*Adventurers*, p. 51). Too soft to provide eye protection. \$30,500, neg.

Ring of Mystic Mist. Wearer is immune to the negative effects of Mystic Mist (*Spells*, p. 64). Wearer still benefits from the *positive* effects if native to the mist! \$8,200, neg.

Spirit Bone. Bone necklace which vibrates when spirits are within five yards of it. \$10,250, neg.



Jewelry? It's portable wealth, not finery. I prefer the magical kind: useful if you keep it, easy to sell if you don't.

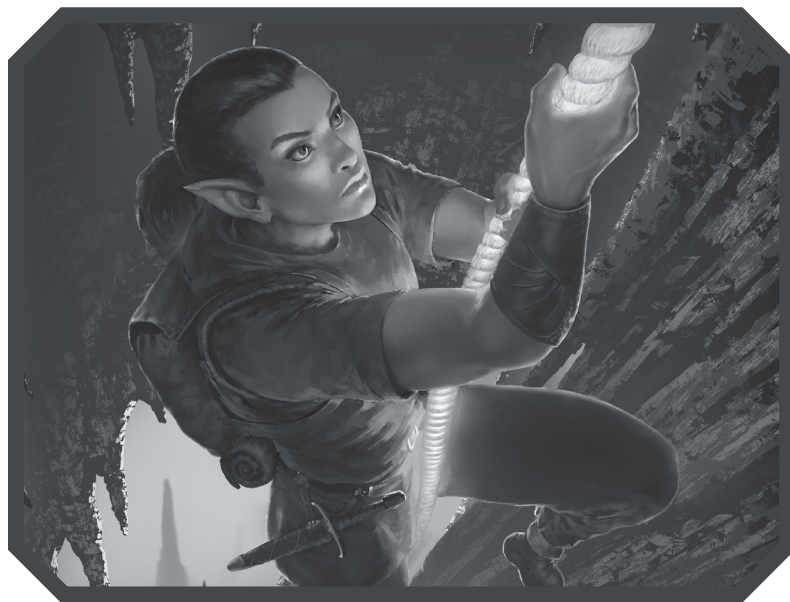
– Puddin' Noddington, Thief

CHAPTER TWO

CASTING ITEMS

Casting items enable wielders to cast spells – on themselves or on other subjects, depending on the spell.

All enchantments on a given item must have the same Power rating – typically 15 (see *Enchanted Items*, **Exploits**, pp. 77-79). Individual spells may use any of *User-Powered Items* (below), *Uses Per Day* (p. 11), and *Time Between Uses* (p. 11), though, and have different costs to cast. Total all enchantment prices to find item value.



USING CASTING ITEMS

Unless specified otherwise, casting items obey these rules:

- *Items are “universal,” but work better for talented magic-users.* Except as noted, anyone can use a casting item, but a wielder with matching spellcasting talent – Power Investiture if the item is clerical, Power Investiture (Druidic) if druidic, or Bardic Talent or Magery if wizardly – gets to add that talent’s level to rolls to cast, where required. (*Exception:* For an item that requires an Innate Attack skill roll to hit, add talent to *that* roll instead.) A wielder with Magic Resistance subtracts its level from rolls to cast.

- *Casting time is as described for the spell.* There’s no ritual, but the user must will the item to work for the same length of time. The item’s Power doesn’t affect this.

- *Energy cost is the same as for a normal casting of the spell.* The item’s Power doesn’t affect this, either. See *User-Powered Items* (below), *Uses Per Day* (p. 11), and *Time Between Uses* (p. 11) for alternatives to paying FP.

- *Determine success normally.* Use the item’s Power as the caster’s base skill. Apply all the usual modifiers for the kind of spell being cast. A Resisted spell allows a normal resistance roll – use modified Power as the caster’s skill in the Quick Contest.

- *Only one person at a time can use the item.*

If two people attempt to use it, only the first to touch it can do so. If one *can’t* use it – e.g., it’s an unusual item that works only for wizards, and one of those people lacks Magery – that touch doesn’t count. This also affects keeping spells active: Only one person at a time can ever have spells “on” via a given casting item. If the item leaves the user’s possession – it’s handed to someone else, set down, dropped, destroyed, etc. – all spells that person cast using it end instantly. If this worries you, use a charged item (pp. 15-17)!

- *Items that cast Healing spells keep their own casting counts.* Keep separate track of castings per day per subject for Major Healing and Minor Healing. A spell allowed once per day per subject, such as Great Healing, can be tried once per day per subject *per item that can cast it*. “One try” spells like Restoration and Regeneration are likewise *per item*, making them valuable even to wielders who know the spell! If the item is passed to a new caster, these “counts” follow the *item*.

- *All other effects are as usual for that spell.*

User-Powered Items

Most casting items are powered by the wielder’s own energy sources: FP, power item, Energy Reserve, or HP. If HP are spent to fuel the spell, the roll to cast it is at -1 per HP expended. In addition, these rules apply:

Spell Parameters: If the spell has variable parameters – e.g., radius for Area spells, or energy put into Missile or Melee spells – the *user* determines these at the time of casting.

Cost to Cast: The spell costs the usual amount of energy listed in **Spells** for that spell cast with the wielder’s chosen parameters. For a spell that costs *half* as much to cast and maintain, *double* the enchantment’s cash price. For a spell that costs *1/4* as much to cast and maintain, *quadruple* price.

Round all energy costs *up*. A spell can never cost less than 1 to cast, 1 to maintain. Blocking spells cannot have energy cost reduced.

Time to Cast: For a spell that takes *half* as long to cast, *double* the enchantment's cash price. For a spell that takes *1/4* as long to cast, *quadruple* price. Round casting time *up*. A spell can never take less than one second to cast. Blocking and Missile spells cannot have casting time reduced.

Uses Per Day

A casting item might instead enable the wielder to cast a spell with preset parameters and only a limited number of times per day, but *at no energy cost*. All of these "uses" recharge automatically at a specific, predetermined time – usually one of "sunrise the next day," "noon," or "midnight," though other times are possible (e.g., "3:57 a.m."). Uses aren't permanently depleted over the item's lifetime but cannot be replenished sooner.

Spell Parameters: The user *cannot* determine the spell's variable parameters: radius of an Area spell, damage dice of a Missile spell, etc. These are predetermined when the item is created. The spell's duration is likewise preset – any maintenance cost for that duration adds to casting cost in the next step.

Cost to Cast: Total the energy needed to cast the spell with the selected parameters and to maintain it for the chosen duration. Find this energy cost in the "Energy" column of the *Charged Item Table* (pp. 15-16) and read cash price per use from the "Rechargeable" column. Multiply this price by the number of uses per day and add it to the cash price in the *Casting Item Table* (below) to get final item value. Apply any doubling or quadrupling of price for casting in 1/2 or 1/4

Spell	Cost	Type	Page	Notes
Agonize	\$16,000	Wizardly	20	[1]
Air Jet	\$4,000	Wizardly	15	
Alertness	\$15,000	Wizardly*	53	[2]
Analyze Magic	\$24,000	Wizardly*	42	
Animal Control	\$4,000†	Druidic	17	[3, 4]
Apportation	\$18,000	Wizardly	56	
Arboreal	\$20,000	Druidic	61	[1]
Immurement				
Astral Block	\$12,000	Clerical, Wizardly	59	
Astral Vision	\$18,000	Clerical, Wizardly*	42	[2]
Awaken	\$6,000	Clerical	36	[5]
Beast Link	\$10,000	Druidic	18	[3, 6]
Beast Possession	\$30,400	Druidic	18	[3, 6]
Beast-Rouser	\$10,000	Druidic	18	[3]
Beast Seeker	\$10,000	Druidic	18	[3]
Beast-Soother	\$12,000	Druidic	18	[3]
Beast Speech	\$20,000†	Druidic	18	[3, 7]
Beast	\$8,000†	Druidic	18	[3, 8]
Summoning				

of the usual time – or tripling for Power 20 (see *Enchanted Treasures, Exploits*, p. 79) – to this final value.

Time to Cast: As for *User-Powered Items* (pp. 10-11).

Time Between Uses

Some casting items have neither an energy cost nor a fixed number of uses per day, but require a minimum interval of game time – or **cooldown** – between castings. The clock on this interval starts when the item was last used; you can't "save up" uses for later. Such items use the rules under *Uses Per Day* (above) with one twist: Divide 12 hours by the cooldown in hours, round *up*, and price the item as one with that many uses per day. For example, price a half-hour cooldown as 24 uses/day, a six-hour cooldown as two uses/day.

Casting Item Table

Spell: The spell's name.

Cost: Cost for the enchantment and a suitable generic item – typically an amulet (0.25 lb.) or ring (negligible weight). If enchanted into a weapon, armor, or anything else more useful than cheap jewelry, add the cost of the underlying item as you would when adding a weapon enchantment to a weapon. A dagger (†) means the listed cost is for the least-expensive version of the spell; see the notes for details.

Type: Clerical items are affected by sanctity (*Spells*, p. 5) and gain a bonus from Power Investiture. Druidic items are affected by Nature's strength (*Spells*, pp. 6-7) and gain a bonus from Power Investiture (Druidic). Wizardly items are affected by mana (*Spells*, pp. 7-8) and gain a bonus from Magery. Any means the spell is available in any of the above types. A * means Bardic Talent also provides a bonus if the item is wizardly.

Page: Page number in *Spells*.

Spell	Cost	Type	Page	Notes
Bladeturning	\$6,000	Wizardly	63	[2]
Blink	\$16,000	Wizardly	56	[2]
Blink Other	\$32,000	Wizardly	56	
Blur	\$5,000	Wizardly	46	[2]
Bravery	\$10,000	Clerical, Wizardly*	53	
Breathe Water	\$8,000	Any	68	
Bright Vision	\$4,000	Wizardly	46	[2]
Burning Touch	\$6,000	Wizardly	29	[1]
Charm	\$60,000	Wizardly*	53	[1]
Cleansing	\$5,000	Clerical	36	
Climbing	\$12,500	Wizardly	20	[2]
Clumsiness	\$16,000	Wizardly	20	[1]
Cold	\$8,600	Wizardly	29	
Command	\$10,000	Clerical, Wizardly*	53	
Conceal	\$5,000	Druidic	61	[3]
Concussion	\$20,400	Wizardly*	15	[9]
Control Gate	\$6,000	Wizardly	34	
Control Illusion	\$6,000	Wizardly	40	[1]
Control Person	\$30,000	Wizardly*	24	

<i>Spell</i>	<i>Cost</i>	<i>Type</i>	<i>Page</i>	<i>Notes</i>
Coolness	\$4,000	Any	68	[2]
Create Air	\$4,000	Wizardly	16	
Create Earth	\$10,000	Wizardly	27	
Create Fire	\$6,200	Wizardly	29	
Create Food	\$12,000	Clerical, Wizardly	32	[1]
Create Plant	\$20,000	Druidic	61	[3]
Create Water	\$4,000	Clerical, Wizardly	68	
Cure Disease	\$30,000	Clerical, Druidic	36	[1; 3 or 5]
Dark Vision	\$10,000	Wizardly	46	[2]
Daze	\$20,000	Wizardly*	54	[1]
Death Vision	\$12,000	Wizardly	60	[1]
Deathtouch	\$50,000	Wizardly	20	[1]
Debility	\$18,000	Wizardly	20	[1]
Decay	\$2,000	Wizardly	32	
Dehydrate	\$15,000	Wizardly	68	[1]
Destroy Water	\$6,000	Wizardly	68	
Detect Magic	\$2,000	Any*	43	
Detect Poison	\$5,000	Clerical, Druidic	36	
Dispel Illusion	\$8,000	Wizardly	40	
Dispel Possession	\$6,000	Clerical	24	[1]
Drunkenness	\$16,000	Wizardly*	54	[1]
Dull Sense	\$10,000	Wizardly*	54	
Dullness	\$25,000	Wizardly*	54	
Earth to Air	\$16,000	Wizardly	16	
Earth to Stone	\$6,000	Wizardly	27	
Earth Vision	\$8,000	Druidic, Wizardly*	27	[2]
Entombment	\$24,000	Druidic, Wizardly	27	[1]
Ethereal Body	\$160,000	Wizardly	57	[2]
Explosive Fireball	\$24,500	Wizardly	29	[9]
Explosive Lightning	\$24,500	Wizardly	71	[9]
Extinguish Fire	\$8,400	Druidic, Wizardly	30	
Far-Feeling	\$4,000	Wizardly*	43	[2]
Far-Hearing	\$8,000	Wizardly*	66	[2]
Far-Tasting	\$4,000	Wizardly*	33	[2]
Fear	\$6,000	Wizardly*	54	
Final Rest	\$24,000	Clerical	36	[5]
Find Direction	\$5,000	Druidic, Wizardly*	43	
Find Weakness	\$2,000	Wizardly	49	
Fire Cloud	\$4,000	Wizardly	30	
Fireball	\$16,400	Wizardly	30	[9]
Flame Jet	\$16,800	Wizardly	30	
Flesh to Stone	\$20,000	Wizardly	27	[1]
Flight	\$50,000	Wizardly	57	[2]
Fog	\$6,000	Druidic	71	[3]
Foolishness	\$16,000	Wizardly*	54	[1]
Frailty	\$20,000	Wizardly	21	[1]

<i>Spell</i>	<i>Cost</i>	<i>Type</i>	<i>Page</i>	<i>Notes</i>
Freeze	\$4,100	Druidic, Wizardly	68	
Frostbite	\$15,000	Druidic, Wizardly	69	[1]
Garble	\$20,000	Wizardly*	66	
Glass Wall	\$12,000	Wizardly*	43	
Glue	\$18,000	Wizardly	57	
Grease	\$14,000	Wizardly	57	
Great Haste	\$80,000	Wizardly	57	[2, 10]
Great Healing	\$80,000	Clerical	37	[5]
Great Voice	\$4,000	Clerical, Wizardly*	66	
Hail	\$10,000	Druidic	71	[3]
Hawk Vision	\$8,000	Druidic, Wizardly	47	[2]
Healing Slumber	\$20,000	Clerical	37	[5]
Heat	\$8,300	Wizardly	31	
Hide	\$20,000	Wizardly	47	
Hide Emotion	\$4,000	Wizardly*	24	
Hide Path	\$6,000	Druidic	62	
Hide Thoughts	\$20,000	Clerical, Wizardly*	25	
Hinder	\$12,000	Wizardly	21	
Hold Breath	\$18,000	Wizardly	21	
Hush	\$4,000	Wizardly*	66	[2]
Hybrid Control	\$16,000	Druidic	19	[3]
Ice Dagger	\$8,000	Wizardly	69	[9]
Ice Sphere	\$8,500	Wizardly	69	[9]
Identify Plant	\$4,000	Druidic	62	
Identify Spell	\$22,000	Wizardly*	43	
Ignite Fire	\$2,050	Wizardly	31	
Illusion Disguise	\$3,000†	Wizardly	40	[11]
Infravision	\$2,000	Wizardly	47	[2]
Instant Neutralize Poison	\$60,000	Clerical, Druidic	37	[3 or 5]
Invisibility	\$24,000	Wizardly	47	[2]
Iron Arm	\$12,000	Wizardly	64	[2]
Itch	\$2,000	Wizardly	21	[1]
Levitation	\$30,000	Wizardly	57	
Light	\$2,000	Clerical, Wizardly	47	
Light Jet	\$4,000	Clerical, Wizardly	47	
Light Tread	\$8,000	Druidic, Wizardly	57	[2]
Lightning	\$17,200	Druidic, Wizardly	71	[9]
Lockmaster	\$40,800	Wizardly	58	
Locksmith	\$20,300	Wizardly	58	
Loyalty	\$40,000	Wizardly*	55	
Mage Sight	\$16,000	Wizardly*	44	[2]
Mage-Stealth	\$10,000	Wizardly*	66	[2]
Magelock	\$4,300	Wizardly	64	
Magic Resistance	\$30,000	Clerical, Wizardly	51	[2]
Major Healing	\$30,000	Clerical	37	[5]
Manipulate	\$12,000	Wizardly	58	

Spell	Cost	Type	Page	Notes
Master	\$16,000	Druidic	19	[3]
Measurement	\$1,000†	Wizardly*	44	[12]
Message	\$20,000	Wizardly*	67	
Mind-Reading	\$20,000	Wizardly*	25	
Mind-Search	\$30,000	Wizardly*	25	
Mind-Sending	\$30,000	Wizardly*	25	
Minor Healing	\$12,000	Clerical	37	[5]
Mirror	\$7,000	Wizardly	47	
Missile Shield	\$15,000	Wizardly	64	
Monk's Banquet	\$20,000	Clerical	33	[2, 5]
Nauseate	\$2,000	Wizardly	21	[1]
Neutralize	\$30,000	Clerical,	37	[3 or 5]
		Poison		
		Druidic		
Night Vision	\$4,000	Wizardly	47	[2]
No-Smell	\$3,300	Druidic,	16	[2]
		Wizardly		
Pain	\$8,000	Wizardly	21	[1]
Panic	\$10,000	Wizardly*	55	
Paralyze Limb	\$20,000	Wizardly	21	[1]
Pathfinder	\$20,000	Druidic,	44	
		Wizardly*		
Phantom	\$6,000	Wizardly	41	
Phase	\$20,000	Wizardly	34	[2]
Phase Other	\$40,000	Wizardly	34	
Plant Control	\$12,000	Druidic	62	[3]
Plant Sense	\$10,000	Druidic	62	[3]
Plant Speech	\$15,000†	Druidic	62	[3, 13]
Plant Vision	\$6,000	Druidic	62	[2, 3]
Poison Food	\$12,000	Wizardly	33	
Pollen Cloud	\$2,000	Druidic	62	[3]
Possession	\$50,000	Wizardly*	25	
Prepare Game	\$6,000	Wizardly	33	
Projection	\$10,000	Wizardly*	44	
Purify Air	\$1,000	Any	16	
Purify Earth	\$8,000	Druidic,	28	
		Wizardly		
Purify Food	\$8,000	Any	33	
Purify Water	\$4,000	Any	70	
Quick March	\$8,000	Druidic,	58	[2]
		Wizardly		
Reflect Gaze	\$12,000	Wizardly	65	
Regeneration	\$60,000	Clerical	38	[5]
Relieve Sickness	\$5,000	Clerical	38	[5]
Remember Path	\$12,000	Druidic	44	
Repel Spirits	\$2,000	Clerical,	60	
		Wizardly		
Resist Acid	\$16,000	Clerical	70	[2]
Resist Cold	\$16,700	Any	31	[2]
Resist Fire	\$16,700	Clerical,	31	[2]
		Wizardly		
Resist Lightning	\$21,000	Any	72	[2]
Resist Pain	\$16,000	Clerical,	22	[2]
		Wizardly		
Resist Sound	\$16,000	Wizardly*	67	[2]
Resist Water	\$4,200	Wizardly	70	[2]
Restoration	\$60,000	Clerical	38	[5]

Spell	Cost	Type	Page	Notes
Restore Memory	\$12,000	Clerical	39	[5]
Retch	\$2,000	Wizardly	22	[1]
Rider	\$16,000†	Druidic	19	[14]
Rider Within	\$20,100	Druidic	20	[3]
Rive	\$20,000	Wizardly	49	[1]
Rooted Feet	\$8,000	Wizardly	22	[1]
Sanctuary	\$40,000	Clerical	35	[5]
Sandstorm	\$20,000	Druidic,	16	
		Wizardly		
Scry Gate	\$4,000	Wizardly	35	
See Invisible	\$8,000	Wizardly	48	[2]
See Secrets	\$8,000	Clerical,	44	[2]
		Wizardly*		
Seek Earth	\$1,000†	Druidic,	28	[15]
		Wizardly		
Seek Fire	\$1,100	Wizardly	31	
Seek Food	\$6,000	Druidic,	33	
		Wizardly		
Seek Gate	\$2,000	Wizardly	35	
Seek Magic	\$24,000	Wizardly*	45	
Seek Plant	\$1,000	Druidic	62	
Seek Water	\$1,100	Druidic,	70	
		Wizardly		
Sense Danger	\$8,000	Wizardly	65	
Sense Emotion	\$6,000	Wizardly*	26	
Sense Evil	\$4,000	Any*	26	
Sense Foes	\$4,000	Wizardly*	26	
Sense Life	\$1,600	Any*	26	
Sense Spirit	\$2,000	Clerical,	60	
		Wizardly		
Sensitize	\$8,000	Wizardly	22	[1]
Shape Air	\$4,000	Druidic,	17	
		Wizardly		
Shape Earth	\$10,000	Druidic,	28	
		Wizardly		
Shape Fire	\$8,300	Wizardly	31	
Shape Plant	\$10,000	Druidic	63	
Shape Water	\$8,000	Druidic,	70	
		Wizardly		

Bonus Items

Some magic items grant the wielder a bonus when casting one particular spell – if known – rather than the ability to cast the spell in the first place. These cost 10% of the price of that spell's casting item per +1 to effective skill. While there's no upper limit, bonuses past +5 are rare and bonuses past +10 (100% of casting item cost) are *vanishingly* rare. Such bonuses don't change *base* skill – that is, there's no effect on energy cost or casting time. An item may aid multiple spells; calculate the cost of each bonus separately and add them together to find the final cost. No object can be both a casting item and a bonus item for the same spell, however.

Spell	Cost	Type	Page	Notes
Shatter	\$10,000	Wizardly	50	
Shocking Touch	\$30,000	Wizardly	72	[1]
Sickness	\$30,000	Wizardly*	55	[1]
Sleep	\$24,000	Wizardly*	55	
Slow	\$20,000	Wizardly	58	
Slow Fall	\$20,000	Wizardly	58	
Smoke	\$1,000	Wizardly	32	
Soul Rider	\$21,000	Wizardly*	26	[6]
Sound Jet	\$8,000	Wizardly*	67	
Spark Cloud	\$4,000	Wizardly	72	
Spark Storm	\$15,000	Druidic, Wizardly	72	
Spasm	\$6,000	Wizardly	22	[1]
Steelwraith	\$24,000	Wizardly	28	[2]
Stench	\$6,000	Wizardly	17	
Stone Missile	\$8,000	Wizardly	28	[9]
Stone to Earth	\$8,000	Wizardly	28	
Stone to Flesh	\$20,000	Clerical, Wizardly	29	[1]
Stop Paralysis	\$4,000	Clerical	40	[5]
Stop Spasm	\$8,000	Clerical	40	[5]
Strengthen Will	\$30,000	Clerical, Wizardly*	55	[2]
Strike Blind	\$40,000	Wizardly	22	[1]
Strike Deaf	\$20,000	Wizardly	22	[1]
Strike Dumb	\$50,000	Wizardly	23	[1]
Stun	\$22,000	Wizardly	23	[1]
Sunbolt	\$17,000	Clerical, Wizardly	48	[9]
Sunlight	\$3,000	Any	48	
Swim	\$20,000	Druidic, Wizardly	70	
Tanglefoot	\$12,000	Wizardly	23	[1]
Telepathy	\$40,000	Wizardly*	26	
Tell Position	\$3,000	Druidic, Wizardly*	45	
Terror	\$12,000	Wizardly*	55	
Test Food	\$2,000	Clerical, Wizardly	33	
Test Load	\$1,600	Wizardly*	45	
Thunderclap	\$6,000	Any*	67	
Tickle	\$12,000	Wizardly	23	[1]
Total Paralysis	\$40,000	Wizardly	23	[1]
Truthsayer	\$10,000	Clerical, Wizardly*	26	
Turn Spirit	\$7,000	Clerical, Wizardly	61	
Turn Zombie	\$12,000	Clerical	61	[5]
Undo	\$10,000	Wizardly	59	[1]

Spell	Cost	Type	Page	Notes
Vigil	\$20,000	Clerical	56	[5]
Walk on Air	\$25,000	Wizardly	17	[2]
Walk on Water	\$10,000	Wizardly	71	[2]
Walk Through Earth	\$24,000	Wizardly	29	[2]
Walk Through Plants	\$8,000	Druidic	63	[2, 3]
Walk Through Wood	\$10,000	Druidic	63	[2, 3]
Wall of Lightning	\$10,500	Wizardly	72	
Wallwalker	\$20,000	Wizardly	59	[2]
Warmth	\$4,000	Any	32	[2]
Water Jet	\$12,000	Wizardly	71	
Water Vision	\$4,000	Druidic, Wizardly*	71	[2]
Weaken	\$4,000	Wizardly	50	[1]
Weaken Will	\$14,000	Wizardly*	56	[1]
Windstorm	\$15,000	Druidic, Wizardly	17	
Wither Limb	\$40,000	Wizardly	23	[1]
Wither Plant	\$4,000	Druidic	63	
Wizard Eye	\$23,600	Wizardly*	45	[16]

Notes

- [1] Must touch subject.
 [2] Wielder only.
 [3] Requires Power Investiture (Druidic) to use!
 [4] Cost depends on animal type. *Vermin Control*: \$4,000. *Fish Control*: \$8,000. *Reptile Control*: \$8,000. *Bird Control*: \$12,000. *Mammal Control*: \$20,000. Total costs of all versions the item can cast.
 [5] Requires Power Investiture or Holiness to use! Only Power Investiture provides a bonus.
 [6] A pair of objects: one for the caster, one for the subject. Works only between the pair, with *no* range penalty. Items must be of identical value (matched amulets, earrings, etc.).
 [7] Costs \$20,000 to communicate with one specific animal species, \$80,000 for any animal species.
 [8] Costs \$8,000 to summon one specific animal species, \$16,000 for any type of animal.
 [9] Requires relevant spellcasting talent to use!
 [10] Cost to cast cannot be reduced.
 [11] Cost depends on the illusion. *Simple Illusion*: \$3,000. *Complex Illusion*: \$6,000. *Perfect Illusion*: \$10,000.
 [12] Cost is per measurement: weight, size in all dimensions, area, or volume.
 [13] Costs \$15,000 to talk to one specific plant species, \$40,000 for any plant.
 [14] Costs \$16,000 for one specific animal species, \$60,000 for any animal.
 [15] Costs \$1,000 per mineral detected.
 [16] Always takes the form of a human-sized eyeball of ivory, set with a gem, worth \$1,600 (included in cost).



Artifacts that provide their own magical energy are worthwhile even for magic you know.

– Zephyra, Wizard

CHAPTER THREE

LIMITED-USE ITEMS

Not all magic items last forever. Projectiles, stones of power, enchanted gemstones, and iconic wizards' tools such as wands and staves often work only a limited number of

times – perhaps just once! Though a few can be recharged, most lose their enchantment once the final use is expended.

CHARGED ITEMS

The most important class of limited-use magic items is *charged items*. Each lets the user cast one particular spell at *no energy cost*. Such items obey these rules:

- *Items are “universal,” but work better for talented magic-users.* Anyone can use a charged item, but the spells they cast remain clerical, druidic, or wizardly, and a wielder with matching spellcasting talent – Power Investiture if clerical, Power Investiture (Druidic) if druidic, or Bardic Talent or Magery if wizardly – may add that talent's level to rolls to cast, where required. (*Exception:* If the item requires an Innate Attack skill roll to hit, add talent to *that* roll instead.) See *Spells* for the possible realms for each spell. Always specify which version the item casts.

- *Use requires gestures and speech.* The user must wield the item, point it at the subject, and speak a command word. Being restrained or silenced prevents activation. If the item isn't in hand, pulling it out requires a Ready maneuver.

- *Ignore casting time.* Activation requires *one* Concentrate maneuver. (*Exception:* A Missile or jet spell takes *one* Attack, All-Out Attack, or Move and Attack maneuver.)

- *Only some spells require rolls to cast.* If the spell is cast at a distance rather than by touch, or is Resisted, roll against the item's Power – normally 15 (see *Enchanted Items, Exploits*, pp. 77-79) – minus applicable distance penalties (-1 per yard, for Regular and Area spells). If the spell is Resisted, use modified Power in the resistance roll. For a Missile or jet spell, there's no roll to cast, but roll against Innate Attack to hit the target.

- *Ignore energy cost.* Each use – successful or not – consumes one charge instead.

- *Charges are independent.* Each charge's magic persists for the indicated duration regardless of what happens to the user or item after casting. The item's castings, whether by

the same or a different user, neither affect nor are affected by each other in any way.

- *All other effects are as usual for that spell.*

Types of Charged Items

Charged items come in two varieties:

Non-rechargeable items disintegrate when the final charge is spent. There's no way to prevent this – or to restore charges.

Rechargeable items merely cease to function when the final charge is spent. They can be recharged in town by visiting the Wizards' Guild (temple, for a clerical or druidic item) and paying a cost per charge.

Curse Items

Anything wearable might afflict the wearer with a Curse spell (*Spells*, p. 51), losing its power after it delivers its whammy. Once donned, it cannot be removed until it discharges or Remove Curse is used (this ends the enchantment). Curse items are similar to *Boon Items* (p. 18) but definitely *not* beneficial – they're more like traps for the unwary! \$600 for -1, \$2,000 for -2, or \$4,000 for -3.

Charged Item Table

This table gives a charged item's price *per charge*, which is based on the energy cost of the spell it casts and whether the item is rechargeable.

Energy Cost: The energy cost per casting, provided by one charge. For spells with variable parameters, the item (*not* the user) sets these; e.g., a wand that shoots Fireballs for 3d damage has an energy cost of three energy points, and the wielder cannot use it to shoot 1d or 2d Fireballs, or spend multiple charges for larger Fireballs. Spells have their usual duration; if they last longer, add the energy cost to maintain for the additional time to the cost to cast before consulting the table. The user cannot alter duration. Maximum total energy cost per casting for a charged item is 10 energy points.

Non-Rechargeable: The cash price *per charge* for a non-rechargeable item. This *includes* the cost of the underlying object, which is normally a fancy-looking wand or staff of average quality that looks more and more beaten up as its charges are depleted – or a piece of jewelry with gems or charms that disappear one at a time when used.

Rechargeable: The cash price *per charge* for a rechargeable item. This usually includes item cost. However, if the object is a weapon, armor, or something else useful, add its cost to that of the magic, just as you would when adding a weapon enchantment to a weapon.

Recharge: The cost *per charge* to replenish a rechargeable item in town.

Energy

Cost	Non-Rechargeable	Rechargeable	Recharge
1	\$70	\$140	\$20
2	\$160	\$320	\$40
3	\$270	\$540	\$60
4	\$400	\$800	\$80
5	\$550	\$1,100	\$100
6	\$720	\$1,440	\$120
7	\$910	\$1,820	\$140
8	\$1,120	\$2,240	\$160
9	\$1,350	\$2,700	\$180
10	\$1,600	\$3,200	\$200

WANDS AND STAFFS

The most familiar charged items are sticks. These double as good-quality weapons while they last: a *staff* is a quarter-staff (4 lbs.); a *rod*, a jo (2 lbs.); and a *wand*, a baton (1 lb.), short staff (1 lb.), or short baton (0.5 lb.).

Below are some common examples. Most hold a number of charges equal to however many castings 120 energy points would provide. Specimens containing other numbers of charges or creating different levels of effect exist, and the customary form (staff, rod, or wand) is just a suggestion.

Cursing Wands

These items cast baneful Resisted spells. Most are true wands, not rods or staffs. All require a roll to affect the target, at Power 15, -1 per yard of distance, plus the wielder's spell-casting talent, if any – Power Investiture (Druidic) if the item is labeled “druidic,” Magery if “wizardly,” or Magery or Bardic Talent if “wizardly/bardic.” The subject resists normally.

Common varieties are:

Wand of Blindness. 30 charges. Victim must resist with HT or suffer Blindness for 10 seconds. Wizardly. \$12,000 non-rechargeable; \$24,000 rechargeable (at \$80/charge).

Wand of Clumsiness. 24 charges. Victim must resist with HT or suffer -5 to DX for one minute. Wizardly. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wand of Debility. 24 charges. Victim must resist with HT or suffer -5 to ST for one minute. Wizardly. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wand of Dehydration. 40 charges. Victim must resist with HT or suffer 3d-3 HP of injury *if* living or made of water. Wizardly. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Domination. 20 charges. Victim must resist with Will or be enslaved as per the Charm spell for one minute. Wizardly/bardic. \$14,400 non-rechargeable; \$28,800 rechargeable (at \$120/charge).

Wand of Entombment. 12 charges. Victim must resist with HT or be buried as per the Entombment spell. Druidic or wizardly. \$19,200 non-rechargeable; \$38,400 rechargeable (at \$200/charge).

Wand of Foolishness. 24 charges. Victim must resist with Will or suffer -5 to IQ (but *not* Will or Per) for one minute. Wizardly/bardic. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wand of Frailty. 12 charges. Victim must resist with HT or suffer -5 to HT for one minute. Wizardly. \$19,200 non-rechargeable; \$38,400 rechargeable (at \$200/charge).

Wand of Freezing. 40 charges. Victim must resist with HT or suffer 3d HP of injury *if* living or susceptible to cold. Druidic or wizardly. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Holding. 40 charges. Victim must resist with ST or suffer the Rooted Feet spell for one minute. Wizardly. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Immurement. 15 charges. Victim must resist with HT or be imprisoned as per the Arboreal Immurement spell. Druidic. \$16,800 non-rechargeable; \$33,600 rechargeable (at \$160/charge).

Wand of Mental Debility. 12 charges. Victim must resist with Will or suffer -5 to Will for one minute. Wizardly/bardic. \$19,200 non-rechargeable; \$38,400 rechargeable (at \$200/charge).

Wand of Petrification. 12 charges. Victim must resist with HT or be petrified as per the Flesh to Stone spell. Wizardly. \$19,200 non-rechargeable; \$38,400 rechargeable (at \$200/charge).

Wand of Sleep. 30 charges. Victim must resist with HT or fall asleep for eight hours, unless awakened sooner. Wizardly/bardic. \$12,000 non-rechargeable; \$24,000 rechargeable (at \$80/charge).

Wand of Slowing. 24 charges. Victim must resist with HT or suffer from the Slow spell for 10 seconds. Wizardly. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Jet Wands

These wizardly items emit one specific jet spell from their end. The user can cast one spell per *wand*, maximum one wand per hand. Hitting the target requires an Innate Attack (Beam) roll, modified for the wielder's Magery (Magery or Bardic Talent, for Sound Jet).

A jet wand remains active for as long as the wielder takes Attack, All-Out Attack, or Move and Attack maneuvers *and* spends a charge per turn. While active, its jet can parry other jets of its type; see *Jet Spells (Spells, p. 12)*.

Standard examples are actual wands – not rods or staffs – and hold 40 charges. Each charge creates a three-energy-point effect:

Wand of Air Jet. 6d knockback-only crushing, reach 6.

Wand of Flame Jet. 3d burning, reach 3.

Wand of Sound Jet. HT-3 to resist stun, reach 3.

Wand of Water Jet. 3d knockback-only crushing, reach 3.

All are \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).



Striking Wands

These wizardly items cast Melee spells. Most are sturdy rods or staffs. The wielder must take an Attack, All-Out Attack, or Move and Attack maneuver *and* successfully hit the target with the wand in order to expend a charge. The blow inflicts its usual damage in addition to magical effects.

Some striking wands cause magical damage or injury. They require only a roll to hit. Magery provides no benefit.

Other striking wands cast Resisted spells. They require an additional roll to affect the subject, at Power 15 plus the wielder's Magery (if any). The subject may resist using HT.

Wand of Burning. 40 charges. Victim suffers 3d burning damage if hit. *Armor DR* doesn't protect! Treat as *Flame (Exploits, p. 68)*. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Paralysis. 24 charges. Living victim hit anywhere but on the torso must resist with HT or suffer one minute of paralysis of that body part: limb, extremity, or the *entire body* if the head is struck. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wand of Shocking. 40 charges. Victim suffers 3d+3 burning damage if hit. *Armor DR* doesn't protect! *Not* considered flame. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Smiting. 40 charges. Living or undead victim suffers 3d HP of injury if hit. *No DR* protects! \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Withering. 24 charges. Living victim hit on limb or extremity must resist with HT or suffer permanent crippling of that part *and* 1d HP of injury. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wands of Missiles

These items fire one specific Missile spell (Fireball, Ice Dagger, Ice Sphere, Lightning, Stone Missile, or Sunbolt) or explosive Missile spell (Concussion, Explosive Fireball, or Explosive Lightning). Make an Innate Attack (Projectile) roll to hit. Most are wizardly, so Magery gives a bonus; for Concussion, Bardic Talent also helps. Lightning and Sunbolt wands are sometimes druidic and clerical, respectively; these benefit from appropriate Power Investiture instead.

Wand of Missiles, Lesser. 60 charges. Each creates a 2d* missile or 1d* explosive missile. Customarily a wand. \$9,600 non-rechargeable; \$19,200 rechargeable (at \$40/charge).

Wand of Missiles. 30 charges. Each charge creates a 4d* missile or 2d* explosive missile. Customarily a rod. \$12,000 non-rechargeable; \$24,000 rechargeable (at \$80/charge).

Wand of Missiles, Greater. 20 charges. Each charge creates a 6d* missile or 3d* explosive missile. Customarily a staff. \$14,400 non-rechargeable; \$28,800 rechargeable (at \$120/charge).

* At +1 per die for Stone Missile or -1 per die for Ice Dagger, Lightning, or Explosive Lightning.

NECKLACES

Necklaces are also common charged items. They bear one gemstone per charge and disintegrate when the last stone is used – they're never rechargeable.

Most necklaces require an attack to use, meaning an Attack, All-Out Attack, or Move and Attack maneuver. Hurled attacks use DX, Throwing, or Throwing Art. Spellcasting talent has no effect.

Necklace of Banishment. 10 charges. Black opals let wearer attempt Banish (*Spells, pp. 59-60*) – at Power 15 plus any Power Investiture – by *touching* a target (an attack). Each attempt consumes one charge. Clerical. \$16,000.

Necklace of Concussion. 10 charges. Pearls can be removed (Ready) and hurled (an attack) as Concussion spells that cause 3d crushing explosions. Wizardly. \$7,200.

Necklace of Fireballs. 10 charges. Rubies can be removed (Ready) and hurled (an attack) as Explosive Fireballs that cause 3d burning explosions. Wizardly. \$7,200.

Necklace of Lightning. 10 charges. Sapphires can be removed (Ready) and hurled (an attack) as Explosive Lightning bolts that cause 3d-3 burning explosions. Metal armor provides only DR 1, and anyone wounded must roll vs. HT at -1 per 2 HP of injury or be physically stunned (roll vs. HT each turn to recover). Wizardly. \$7,200.

Necklace of Turning. 10 charges. Salt crystals can be crushed (Ready) to activate a two-yard radius Turn Zombie spell (*Spells, p. 61*). Clerical. \$4,000.

ONE-OFFS

Some magic items provide a benefit just *once* and are consumed in doing so.



*Mortals were made
self-reliant because the gods
have a universe to run,
wherefore many blessed
relics work but once.*

– Francesco Zombani, Cleric

BOON ITEMS

These one-offs benefit the *wearer*. Costs are for the enchantment only; the underlying item's value and type don't matter.

Only one Bless, amulet of resistance against a given substance, or talisman against a particular spell – that with the highest bonus, where applicable – can benefit the wearer at a time. *All* items of that specific type lose their power when they activate, but only the most powerful one has any effect. Veteran Delver Tip: Don't carry your spares on your person!

Amulet of Resistance. Provides a one-time, one-second-duration resistance to a specific substance and then loses its power. Activates automatically when the wearer comes into contact with a potentially damaging amount of the substance. Available for Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Poison, and Resist Sound. All provide the maximum possible resistance available for that spell – but only for one second! If the source is persistent (e.g., diseased air, cyclic poison, or swimming in a vat of acid), it affects the wearer normally after the amulet expires. \$270.

Bless. Acts as Bless (**Spells**, pp. 50-51) *while worn*, losing its power upon averting danger. \$3,300 for +1 or \$16,500 for +2.

Lesser Wish. Grants the wearer one Lesser Wish (**Exploits**, p. 78), losing its power once used. \$6,000.

Talisman. Provides a one-time bonus to the resistance roll against a specific, predetermined spell. Available for any Resisted spell. Activates automatically the first time the spell is successfully cast on the wearer. \$300 for +1, \$900 for +2, \$1,800 for +3, or \$3,000 for +4.

Wish. Grants the wearer one Wish (**Exploits**, p. 78), losing its power once used. \$8,250.

STONES OF POWER

Stones of power are one-use items activated by being crushed either *by* or *against* the subject, as noted for the particular stone. Crushing requires one turn – normally a Ready maneuver. Some stones specify further details.

For all items below, cost includes the stone. Weight is negligible.

Gem of Awakening. Agate stone *instantly* awakens whoever it's crushed against. \$160.

Gem of Healing. Jasper stone heals 8 HP to the user when crushed in hand – or to someone it's crushed against. \$400.

Rune of Impact. Crushed against a melee weapon or projectile, this rune-carved stone oval *doubles* basic damage for the next strike – but a melee weapon breaks on 1-4 on 1d, modified for weapon quality (see *Parrying Heavy Weapons, Exploits*, p. 49), while a projectile breaks automatically. *Exception:* Orichalcum weapons won't break. \$750.

Siege Stone. Struck by a hammer, ram, etc. (an attack), this flint stone adds 5d damage to that one blow vs. an *inanimate* object. \$550.

Stone of Death. Onyx stone charges the hand it's crushed in with Deathtouch 3d. \$270.

Stone of Fire. Carnelian stone charges the hand it's crushed in with Burning Touch 3d. \$270.

Stone of Paralysis. Ivory charm charges the hand it's crushed in with Paralyze Limb. \$270.

Stone of Shock. Chalcedony stone charges the hand it's crushed in with Shocking Touch 3d+3. \$270.

Unpetrification Stone. Crushed against a petrification victim, this moonstone *instantly* restores the subject to flesh (but stunned). \$1,600.

PROJECTILES

Besides the standard options under *Weapons* (pp. 5-7), several specialty enchantments exist for arrows, pellets, and other ammunition. Such projectiles discharge their magic the first time they're shot, regardless of whether they hit the intended target. Unless noted otherwise:

- *Projectile's range, damage, and other combat statistics are unchanged.*

- *Projectile inflicts its usual damage in addition to magical effects.*

- *Cost is for the enchantment.* Don't forget to add the projectile's cost!

- *If the effect is resisted, roll against the projectile's Power 15.* Power 20 projectiles are available for *triple* enchantment cost. The shooter's spellcasting talent never affects this roll (or the roll to hit).

Below are some common examples. Except as noted, all are suitable for any projectile in *Pass the Ammunition* (**Adventurers**, p. 104).

Burning Projectile. Victim suffers 3d burning damage if hit. No resistance roll, and *armor* DR doesn't protect! Treat as *Flame* (**Exploits**, p. 68). \$540.

Curse Missile. Anyone hit is afflicted with a Curse (**Spells**, p. 51) giving -1 to rolls, even if damage fails to penetrate DR. \$1,200.

Long Flier. Doubles projectile's range. \$25.

Panic Projectile. Victim must resist with Will if hit or flee the shooter (in a random direction, if target doesn't know where the projectile came from) for one minute. \$800.

Paralysis Projectile. Victim hit anywhere but on the torso must resist with HT or suffer one minute of paralysis of that body part: limb, extremity, or the *entire body* if the head is struck. \$1,100.

Shocking Projectile. Victim suffers 3d+3 burning damage if hit. No resistance roll, and *armor* DR doesn't protect! *Not* considered flame. \$540.

Sleep Dart. Victim must resist with HT if hit or fall asleep for eight hours, unless awakened sooner. Blowpipe darts only. \$800.

Slow Missile. Victim must resist with HT if hit or be affected by Slow (**Spells**, p. 58) for 10 seconds. \$1,100.

Tunneling Projectile. Inflicts normal damage, but if it penetrates DR, the head breaks off and slowly burrows around inside the target's body, inflicting 1d HP of injury – *bypassing* all DR – once per hour until it's dug out (*Patching Up*, **Exploits**, p. 63) or 1d+1 hours have passed. Any impaling or piercing projectile. \$500.

Withering Projectile. Victim hit on limb or extremity must resist with HT or suffer permanent crippling of that part *and* 1d HP of injury. \$1,100.

THROWABLES

These items are hurled to produce magical effects on individuals or areas. They're thrown using DX, Throwing, or Throwing Art. Basic DX has an extra -3 to hit against a specific target rather than a general area. Combat stats are Accuracy 0, Maximum Range ST×2.5, and Bulk -2. All can be used only once.

Impact Items

An impact item is thrown directly at an *individual* and casts a spell on whatever it hits – even if that wasn't the intended target! Roll a Quick Contest between the item's Power 15 (versions with Power 20 cost *triple*) and the target's Will or HT, as noted. *The Rule of 16* (**Exploits**, p. 8) applies. If the item *wins*, the subject is affected; otherwise the magic fails. Either way, the item loses its power.

Agony Stone. Target must resist with HT or be rendered helpless with agony for one minute; see *Incapacitating Conditions* (**Exploits**, p. 66). High/Low Pain Threshold has its usual effect. \$1,120, 0.25 lb.

Ball of Muting. Target must resist with HT or be unable to speak for 10 seconds. \$270, 0.25 lb.

Bottle of Imprisonment. Target must resist with Will or be miniaturized, placed in Suspended Animation, and imprisoned within the bottle, which falls to the ground (this won't break it). To release the victim, crack the seal (Ready) or hurl

the bottle as a grenade (an attack). Great for taking prisoners or kidnapping monsters for later use! To learn what's trapped inside a used bottle, cast Analyze Magic. \$3,200, 0.5 lb.

Deafness Wax. Target must resist with HT or be deafened for 10 seconds. \$270, 0.25 lb.

Debility Stone. Target must resist with HT or suffer -5 to ST for one minute. \$550, 0.25 lb.

Fragility Stone. Target must resist with HT or suffer -5 to HT for one minute. \$1,600, 0.25 lb.

Hindering Clay. Target must resist with HT or suffer -4 to Move and Dodge for one minute. \$400, 0.25 lb.

Hood of Blindness. Target must resist with HT or suffer Blindness for 10 seconds, after which the hood dissolves into smoke. \$400, 0.25 lb.

Nausea Stone. Target must resist with HT or suffer nausea for one minute; see *Irritating Conditions* (**Exploits**, pp. 65-66). \$160, 0.25 lb.

Retch Stone. Target must resist with HT or retch for (25 - HT) seconds; see *Incapacitating Conditions* (**Exploits**, p. 66). \$270, 0.25 lb.

Slow Stone. Target must resist with HT or be affected by the Slow spell (**Spells**, p. 58) for 10 seconds. \$550, 0.25 lb.

Soil of Entombment. A clod of dirt; usually in a pouch. Briefly buries the target under soil before sucking the victim into the ground per Entombment (**Spells**, p. 27). Resisted by HT. \$1,600, 0.25 lb.

Area-Effect Items

This kind of item is thrown at an area. It creates a two-yard-radius spell effect at Power 15 upon impact, unless noted otherwise. On a miss, see *Scatter* (**Exploits**, p. 45).

Bottle of Darkness. Creates darkness impenetrable except to Dark Vision, as per the Blackout spell (**Spells**, p. 46), for one minute. \$400, 0.5 lb.

Bottle of Sunlight. Fills the area with sunlight, extending skyward (to the ceiling, if indoors or underground), for one minute. \$400, 0.5 lb.

Bottled Fire Extinguisher. Puts out any normal or magical fire within the area. \$720, 0.5 lb.

Cloud of Fire. Bottle of mist creates a cloud of fire that inflicts 3 points of burning damage per second to all targets in the area for 10 seconds. \$720, 0.5 lb.

Cloud of Frost. Bottle of mist creates a cloud of frost that inflicts 3 points of burning damage (from severe *cold*) per second to all targets in the area for 10 seconds. \$720, 0.5 lb.

Cloud of Sparks. Bottle of mist creates a cloud of electrically charged air that inflicts 3 points of burning damage per second to all targets in the area for 10 seconds. Metal armor provides only DR 1. \$720, 0.5 lb.

Dispel Magic Stone. Casts Dispel Magic (**Spells**, p. 51) in the affected area. \$720, 0.25 lb.

Thunderstone. Creates a loud noise on impact. Anyone within three yards (six yards, in an area less than 10 yards in any dimension) must make a HT roll or be deafened. Roll vs. HT every hour to recover. \$160, 0.25 lb.

CHAPTER FOUR

POTIONS

Potions are *single-use* alchemical items. A wizard gets a Perception + Magery roll to sense that one is magical.

A potion must be ready to be used. If it's carried in delver's webbing (*Adventurers*, p. 112) or a potion belt (*Adventurers*, p. 112), this requires a Ready maneuver or Fast-Draw (Potion) roll. If it's in a pouch, digging it out takes 1d seconds.

Subjects with Magic Resistance must *fail* a HT + MR roll for drinkables or fumes to affect them. Magic Resistance has no effect on direct-damage potions such as fountains, bottled explosions, and alkahest. If a potion has persistent effects, Dispel Magic can end them by beating the creator's Alchemy skill: 15 for potions bought in town, often higher or lower for *found* potions.

Potion Classes

Potions come in these forms (weights include containers):

Drinkable: A vial holding one dose. Requires a Ready maneuver to open and another to drink. Takes effect the turn after that. Draining it leaves a crystal vial (*Adventurers*, p. 111). Carried for combat and not packed, it can be targeted at -7 and breaks on 1-4 on 1d on a fall. 0.5 lb.

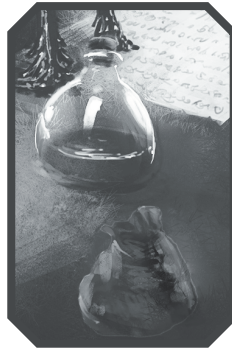
Fountain: A bottle for opening (Ready) and *spraying* at enemies (an attack); roll against DX-4 or Innate Attack (Beam) to hit. Once opened, it *must* be used – it cannot be disarmed! Usually shakable; see below. Emptying it leaves a small bottle (*Adventurers*, p. 111). Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. 1 lb.

Grenade: A bottle for *hurling* at enemies (an attack). Takes effect on impact; see *Grenades (Exploits)*, p. 44) for details. Dumping it out leaves a small bottle. Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. 1 lb.

Utility: A vial of something useful – but *not* for drinking. Treat as a drinkable in most respects, but using it requires a long action and is impractical in combat. 0.5 lb.

Some potions have an additional property:

Shakable: The potion can be shaken for extra effect! Ready it normally – but instead of taking a Ready to *unstopper*, it requires a Ready to *twist* the stopper, which activates the potion by admitting air or grinding a powder into the vial. After activation, later turns spent shaking it – maximum two additional turns – increase the effects as explained for the potion. Shaken or not, an activated shakable must be used within three seconds (i.e., on the turn after two turns of shaking) or it's spoiled.



DRINKABLE AND UTILITY POTIONS

Different potions can affect a subject simultaneously – but unless noted otherwise, multiple doses of the *same* potion aren't cumulative. (*Exception:* Potions that list no duration, like healing potions, can be used in rapid succession!)

Agility Potion (Drinkable). +1d DX for one hour. \$700, 0.5 lb.

Alchemical Antidote (Drinkable). Instantly negates all potions currently affecting the drinker. \$400, 0.5 lb.

Balm of Regeneration (Drinkable). Salve, not a potion. Heals 2 HP at the cost of 1 FP, once per second, until the user reaches either full HP or 0 FP. \$900, 0.5 lb.

Beast-Speech Potion (Drinkable). Speak with animals per Beast Speech (*Spells*, p. 18) for 2d minutes. \$850, 0.5 lb.

Charisma Potion (Drinkable). Subject rolls *4d* instead of 3d for reaction rolls, and has a +1d bonus to Influence rolls, for one hour. \$350, 0.5 lb.

Dark Vision Potion (Drinkable). Salve, not a potion. Rubbed on the eyes, lets user see in the dark without any light source for one hour. \$700, 0.5 lb.

Endurance Potion (Drinkable). User loses no FP to *normal* exertion – combat, hiking, etc., but *not* extra effort or spells – for 1d hours, and then drops to 0 FP and falls unconscious. \$1,400, 0.5 lb.

Fire Resistance Potion (Drinkable). Immunity to fire damage for 1d hours. \$500, 0.5 lb.

Flight Potion (Drinkable). Flight at Move 10 for one hour. \$3,000, 0.5 lb.

Healing Potion, Greater (Drinkable). Heals 4d HP. \$1,000, 0.5 lb.

Healing Potion, Major (Drinkable). Heals 2d HP. \$350, 0.5 lb.

Healing Potion, Minor (Drinkable). Heals 1d HP. \$120, 0.5 lb.

Invisibility Potion (Drinkable). Grants invisibility for 1d×10 minutes, or until user takes offensive action (e.g., attacks) or casts a spell. \$2,250, 0.5 lb.

Invulnerability Potion (Drinkable). +3 DR, cumulative with other DR, for 1d+1 hours. \$2,100, 0.5 lb.

Levitation Potion (Drinkable). Levitate at Move 3 for one hour. \$1,000, 0.5 lb.

Magic Resistance Potion (Drinkable). +5 Magic Resistance (and -5 to spells) for one hour. \$1,600, 0.5 lb.

Oil of Penetration (Utility). Gives a cutting or impaling weapon armor divisor (2) for one hour. \$1,000, 0.5 lb.

Oil of Sharpness (Utility). Adds +1 to a weapon's basic cutting and impaling damage. Two doses give +2; three (the maximum), +3. On a weapon with Puissance, use only the higher bonus. Treat weapon as a magical weapon for all purposes. Lasts one hour. \$500, 0.5 lb.

Oil of Shatterproofing (Utility). Rubbed into most objects, this doubles DR and HP. Rubbed into a weapon, this temporarily turns it into a fine weapon – very fine, if fine to begin with – for breakage purposes only. Lasts one hour. \$300, 0.5 lb.

Paut (Drinkable). Restores 4 FP depleted for *magic*. \$135, 0.5 lb.

Perception Potion (Drinkable). +6 to Sense rolls for 3d×5 minutes. \$700, 0.5 lb.

Resurrection Oil (Drinkable). Poured into or onto a corpse, restores it to life with 0 FP, and heals 2d HP. Doesn't work if corpse is at -10×HP or lower or missing its head! \$60,000, 0.5 lb.

Salve of Regrowth (Utility). Salve, not a potion. Rubbed onto a crippled eye, limb, or extremity, instantly heals it – or if dismembered, regrows it. \$6,400, 0.5 lb.

Speed Potion (Drinkable). +1 Basic Speed and Move per dose (up to +3), for 3d×4 minutes. \$550, 0.5 lb.

Strength Potion (Drinkable). +1d ST (but no extra HP!) for one hour. \$250, 0.5 lb.

Thieves' Oil (Utility). Rubbed on the body, gives +5 to all rolls to escape bonds, squeeze through openings, and break free. Lasts 1d hours. \$700, 0.5 lb.

True Water (Utility). Purifies up to 100 gallons of water in a barrel, pot, vat, or other container. \$750, 0.5 lb.

Universal Antidote (Drinkable). Instantly cures all poisons affecting the drinker. \$750, 0.5 lb.

Wisdom Potion (Drinkable). +1 IQ for all purposes (including spellcasting) for one hour. \$1,500, 0.5 lb.

GRENADES

Alkahest (Grenade). "Universal solvent" inflicts 1d corrosion injury on any tangible foe, bypassing DR. Alternatively, dissolves a lock made from any metal in 1d minutes. \$1,650, 1 lb.

Bottled Explosion (Grenade, Shakable). Comes in Concussion (*Spells*, pp. 15-16), Explosive Fireball (*Spells*, p. 29), and Explosive Lightning (*Spells*, p. 71) versions. Unshaken, can be thrown for a 2d explosion. Shaken for one turn, damage is 4d. Shaken for two turns, damage becomes 8d. \$1,120, 1 lb.

Bottled Windstorm (Grenade, Shakable). Unshaken, can be thrown to create an instant two-yard-radius Windstorm (*Spells*, p. 17) with no eye. Shaken for two turns, Windstorm uses the rules for a double-cost casting. Lasts 5d seconds, moving two yards in a random direction each second! \$400, 1 lb.

Death Potion (Grenade). Fumes affect a two-yard radius. Targets that breathe take 4d injury, or only 2d with a HT roll. \$1,000, 1 lb.

Eternal Rest Potion (Grenade). Fumes affect a two-yard radius. Against the undead only, causes 2d injury (DR doesn't protect!) and -4 DX for four days. Multiple doses inflict injury

but no additional DX penalty. Poured on a single corpse, prevents it from coming back as undead (won't interfere with Resurrection). \$1,000, 1 lb.

Liquid Ice (Grenade). Target takes 2d burning damage on contact due to extreme cold – not fire. Armor DR protects at 1/5 normal. \$250, 1 lb.

Magebane (Grenade). Fumes affect a two-yard radius. Those who breathe them can't cast wizardly spells for one hour. \$1,400, 1 lb.

Panic Fumes (Grenade). Fumes affect a two-yard radius. Living beings that breathe them must roll Will or flee in a random direction for one minute! \$500, 1 lb.

Sleep Potion (Grenade). Fumes affect a two-yard radius. Living beings who breathe them must roll HT-4 or sleep for (16 - HT) hours. \$500, 1 lb.

Weakness Potion (Grenade). Fumes affect a two-yard radius. Living beings who breathe them have -3 ST/dose (up to -12 ST) for 1d minutes. \$800, 1 lb.

FOUNTAINS

Acid Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard acid jet doing 2d corrosion damage. Shaken for two turns, damage is 3d. Jet lasts two seconds. \$550, 1 lb.

Fire Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard flame jet doing 2d burning damage. Shaken for two turns, damage is 3d. Jet lasts two seconds. \$550, 1 lb.

Holy Water Fountain (Fountain). Supernaturally pressurized holy water! Uncorked (an attack), shoots a two-yard jet of holy water doing 2d damage for *knockback purposes only*. Inflicts actual crushing damage on swarms and creatures of flame. Beings vulnerable to holy water suffer the usual effects. Jet lasts one second. \$250, 1 lb.

Light Fountain (Fountain). Uncorked (an attack), releases a bright beam of light 10 yards long and one yard wide, eliminating all darkness penalties in that area. Can be used to blind an enemy within 10 yards per Light Jet (*Spells*, p. 47). Beam lasts one minute. \$160, 1 lb.

Lightning Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard jet of electricity doing 2d-2 burning damage. Shaken for two seconds, damage is 3d-3. Metal armor provides only DR 1. Anyone wounded must roll vs. HT at -1 per 2 HP of injury or be stunned; roll vs. HT each turn to recover. Jet lasts two seconds. \$550, 1 lb.

Water Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard water jet doing 2d damage for *knockback purposes only*. Inflicts actual crushing damage on swarms and beings of flame. Shaken for two seconds, damage is 3d. Jet lasts two seconds. \$550, 1 lb.

Wind Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard wind jet doing 2d damage for *knockback purposes only*. Inflicts actual crushing damage on vaporous beings or swarms. Shaken for two seconds, damage is 3d. Jet lasts two seconds. \$550, 1 lb.

CHAPTER FIVE

RARE ARTIFACTS

Some items are especially powerful – and very rare!

Amulet of the Healer

An amulet depicting a snake-wrapped staff. A wearer with Clerical Investiture and Power Investiture can use it as a power item capable of holding FP equal to 3× Power Investiture level. Worn by a cleric or holy warrior, it also acts as a high holy symbol: +2 to rolls for Exorcism, Turning, and similar tests of faith.

This item greatly enhances magical healing abilities! Each level of Power Investiture *or* Healer possessed enables the wearer to cast Minor Healing and Major Healing one additional time per day per subject before encountering penalties for repeated castings; e.g., Power Investiture 3 allows a cleric to cast Major Healing *four* times on someone, suffer only -3 for the fifth casting, -6 for the sixth, and so on. Moreover, a wearer with Healer 3+ may attempt “one try” Healing spells *twice*.

Finally, *any* reasonable facsimile of surgical tools counts as real instruments for the wearer, negating up to -5 for missing equipment. This never provides a bonus.

Worth \$50,000 if sold to a church or hospital. 0.25 lb.

NOT SOLD IN STORES

Magic Items is a list of goodies for the GM to place in dungeons as loot – not the inventory of Ye Olde Magick Shoppe, much less a shopping list. Still, the GM *might* make items available on a case-by-case basis to delvers with too much money or a desperate need. In those situations, all prices are *floors*, not ceilings!

The items in *this* chapter are almost never found for sale. They’re rarities of extraordinary power. Prices reflect their basic resale value, subject to the rules for selling items in town (*Getting a Good Price*, **Exploits**, pp. 15-16).

Extraordinary Power Item

This piece of jewelry – usually a gem-encrusted silver crown (1 lb.) or pendant (0.1 lb.) – can act as a 25-point power item (**Adventurers**, p. 115) for anyone. For someone with Magery or Bardic Talent, it serves as an *additional* power item, giving a wizardly caster the ability to carry and use two power items. In the unlikely case where someone has *two* extraordinary power items, only one functions!

An extraordinary power item is worth \$12,000 as jewelry but *sells* for \$100,000 to the Wizards’ Guild in town.

Helm of Command

This can be any kind of headgear but is usually a heavy plate full-face helmet (DR 7, 8.4 lbs.). It grants a wearer with Born War-Leader the Penetrating Voice advantage *and* one level of Fearlessness per Born War-Leader level, cumulative with any Fearlessness already possessed.

All allies within a radius in yards equal to the wearer’s Born War-Leader level gain levels of Fearlessness, and bonuses to Loyalty (**Exploits**, p. 90) and to self-control rolls for Bad Temper and Cowardice. The size of these benefits depends on the user’s Born War-Leader level:

Born War-Leader Level:	1	2	3	4	5	6
Fearlessness/Loyalty Bonus:	+1	+1	+2	+2	+3	+3
Self-Control Roll Bonus:	+1	+2	+3	+4	+5	+6

Finally, the helm allows the wearer to give either *Advice* or *Encouragement* (**Exploits**, p. 57) once per turn as a *free action*. Spending a turn on these tasks instead of just taking a free action lets the roll benefit *all* allies within a radius in yards equal to Born War-Leader level.

All benefits are cumulative! For a wearer without Born War-Leader, *none* of these special powers work.

Sold to a military force or local ruler, the helm is worth \$25,000.

Hero’s Mask

The supernatural properties of this soft leather domino mask flow from the spiritual energy of its legendary owner. Wearers with any of Impulsiveness, Overconfidence, or Trickster grow foolishly carefree in their anonymity: -3 on self-control rolls for those disadvantages – and also for Compulsive Gambling, Greed, or any similar problem when rolling to avoid accepting a bet, fee, or dare to do something outrageous. However, they also gain the benefits of Daredevil (**Adventurers**, p. 37), and those who *already* have Daredevil are at +2 on all skill rolls when taking unnecessary risks!

Wearers who lack all of Impulsiveness, Overconfidence, and Trickster experience no special effects, good or bad.

The mask also works as a mundane disguise, offering no DR but obscuring the user’s identity *completely* if glimpsed in battle or while climbing, swinging, etc., and giving -1 to rolls made to recognize or recall meeting the wearer if met when not in action.

Such masks get their wearers killed and thus show up at magic shops at low prices. Each is named for its original owner. Holds 4 FP if used as a power item. \$7,500, 0.25 lb.

Heroic Ketoh

A *ketoh* is an ornate bracer intended to protect an archer's bow-arm while shooting. When the wearer is using a bow, treat any *Critical Miss Table* (**Exploits**, p. 101) result that leads to an unready or dropped weapon as an ordinary miss.

For a wearer with Heroic Archer, the bracer does much more, making a bow effective in the tightest of quarters. In close combat, the archer may ignore the bow's Bulk *and* add its Accuracy! Moreover, while it grants no DR, the *ketoh* renders the forearm as hard as iron when parrying or striking, meaning attacks and parries with it are considered armed: *Hurting Yourself* (**Exploits**, p. 40) doesn't apply; punches get +1 damage (as if wearing a cestus); and there's no -3 to parry weapons. All benefits are lost while wielding a melee weapon – but a bow grasped in hand won't interfere with “unarmed” combat, or vice versa.

A wearer with Animal Friend, Forest Guardian, Green Thumb, or Outdoorsman is attuned to nature spirits; e.g., “wild” elementals and wilderness guardian spirits. The GM will always make the reaction roll under *Negotiation* (**Monsters**, p. 5) for such entities, adding those advantage levels as bonuses. A result of 10+ means negotiation is possible. In *outdoor* environments, rolls for *Praying* (**Exploits**, p. 90) receive the same bonuses.

A heroic *ketoh* holds 6 FP if used as a power item. \$17,000, 0.5 lb.

Holy Sword

Wielded by a cleric or holy warrior, this blade counts as a high holy symbol: +2 to rolls for Exorcism, Turning, and similar tests of faith. Holy warriors *also* enjoy skill and damage bonuses when using it, based on personal Holiness level:

Holiness Level:	1	2	3	4	5	6
Skill Bonus:	+1	+1	+2	+2	+3	+3
Damage Bonus:	0	+1	+1	+2	+2	+3

Any sword or fencing weapon might be a holy sword. Most such weapons are fine or very fine, for *another* +1 or +2 to damage. Many are also silver-coated (not solid silver).

Some holy swords are meteoric – valuable against unholy foes that wield magic. This doesn't change the special benefits above! Only a complete lack of sanctity (or an unholy wielder) can suspend those.

Holy swords of all varieties commonly carry the Holy Weapon enchantment (p. 7). Those that *aren't* meteoric often bear weapon enchantments such as Puissance and Ghost Weapon. Such magic is always clerical, requires sanctity, and functions only in the hands of clerics and holy warriors.

To price a holy sword, start with an ordinary blade, adjust cost for weapon modifiers (fine, silver, meteoric, etc.), add the price of any weapon enchantments, and add *another* \$45,000 at the end.



Legendary Instrument

A musical instrument used by a bard throughout a colorful career sometimes absorbs some of its owner's power, which lesser bards may be able to exploit.

Used with the Song of Command, Echoes, Sending, or the Wild, such an instrument grants a bonus (+1 to +3) cumulative with that from Bardic Talent. A bard who plays the instrument while singing may add this bonus to Singing rolls for the Song of Humiliation, too. The bonus also benefits Musical Instrument rolls made for busking, distracting enemies, or soothing beasts – and reaction rolls toward music performed for a willing audience.

There's no bonus to spellcasting rolls. However, any such instrument enables casting by playing *instead of* singing, and makes an excellent power item. Power item capacity and cash value depend on the instrument and its bonus:

Instrument and Bonus	Power Item FP	Cost
Drum or Woodwind, +1	4	\$5,400
Drum or Woodwind, +2	8	\$12,000
Drum or Woodwind, +3	16	\$20,000
Horn, +1	6	\$5,700
Horn, +2	12	\$13,000
Horn, +3	24	\$26,000
Stringed, +1	7	\$5,900
Stringed, +2	14	\$14,000
Stringed, +3	28	\$31,000
Bagpipes or Harp/Zither, +1	9	\$6,400
Bagpipes or Harp/Zither, +2	18	\$16,000
Bagpipes or Harp/Zither, +3	36	\$42,000

Weight is unaffected: 1 lb. for woodwinds; 2 lbs. for drums and horns; 3 lbs. for bagpipes, harps, and zithers; and 5 lbs. for other stringed instruments.

A bard needs at least as much Bardic Talent as the artifact's bonus to enjoy benefits. Otherwise, it acts as an ordinary instrument of its type. For example, a bard with Bardic Talent 2 could use a +1 or +2 horn; a +3 horn would work as a generic \$100 horn, giving *no* bonus and holding 2 FP as a power item.



Matching artifacts to wielders makes good tactical sense – “holy swords for holy warriors,” for instance.

– Samar Alqatil, *Holy Warrior*

Oyama's Obi

Worn by a martial artist, this dirt-blackened cloth belt is a power item for powering chi skills; it can hold FP equal to 3x the wearer's Chi Talent level. Charging it costs twice as much as usual (\$10/point) and is done at martial-arts monasteries or schools. The owner can also use this reserve to pay any FP cost mentioned under *Extra Effort* (**Exploits**, p. 20), *Dungeon Parkour* (**Exploits**, pp. 20-21), *Lifting and Shifting* (**Exploits**, p. 22), *Running Away!* (**Exploits**, p. 22), *Forcing* (**Exploits**, p. 22), or *Fighting a Battle* (**Exploits**, p. 64) – but these must still be recharged, and aren't recovered like FP.

The belt adds the wearer's Chi Talent level to Karate, Judo, and – if worn outside all other clothing – Intimidation. Finally, a user with *any* Chi Talent takes *no* damage from striking DR 3+ objects (*Hurting Yourself*, **Exploits**, p. 40).

This item is chi-powered, not magical, and functions anywhere. Sold to a martial-arts monastery, it's worth \$30,000. 0.5 lb.

Pelt of the Bear

A bear's pelt, including the head and upper jaw. This cape-and-helm combo gives DR 2 on the skull and the *back* of the torso.

A wearer with ST 17+ and Outdoorsman 1+ can grapple and squeeze opponents as described for Constriction Attack (**Monsters**, p. 10). Worn by a barbarian or scout, the pelt also grants ST and Acute Taste and Smell bonuses based on Outdoorsman level:

Outdoorsman Level:	1	2	3	4	5	6
ST Bonus:	0	+1	+1	+2	+2	+3
Acute Taste and Smell Bonus:	+1	+2	+3	+4	+5	+6

Bears – including werebears, weird bird-bear hybrids, etc. – react to the wearer at +1 per level of Outdoorsman; the wearer looks and smells ursine to them. Intelligent beings react as if the wearer had Social Stigma (Minority Group) even when that isn't the case (“Dirty, smelly barbarian!”), unless *they* have Social Stigma (Minority Group or Savage) (“One of us!”).

The pelt holds 5 FP as a power item. Sold to a barbarian tribe, it's worth \$40,000. 8 lbs.

Power Item Booster

This is a coin-sized amulet of unidentifiable metal. It cannot act as a power item in its own right, but affixed to any object, it *doubles* that article's effective cash value for the sole purpose of serving as a power item of any kind. Once attached, it's there for good – even the Remove Curse spell cannot detach it! The artifact *might* survive if the object to which it's attached is completely destroyed, however. Roll 1d: On 1-3, it's recoverable and can be reused; on 4-6, it shatters along with whatever it was attached to.

Worth \$25,000 if sold to the Wizards' Guild or temple.

Staff of Nature

This is a quarterstaff of *still-living* wood. Held by a druid, it reduces the penalty from unnatural environments on the wielder's powers; see *Druidic Arts* (**Adventurers**, pp. 23-24). For every level of Green Thumb or Animal Friend the druid has, reduce the penalty by -1. If the druid possesses both traits, use the higher of the two. This never gives a *bonus*.

The staff has DR 4, HP 12, and HT 12, and heals 1 HP/day if damaged – 1 HP/hour in an environment that gives no penalty to druidic powers. It takes *no* damage from attacks based on lightning or fire, or from living plants.

A bearer with Green Thumb grows even more attuned to plants. The GM will always make the reaction roll under *Negotiation* (**Monsters**, p. 5) for plant monsters, including slimes and fungi, adding Green Thumb level as a bonus. A result of 10+ means such entities won't fight (or attempt to eat) the druid except in self-defense. In plant-heavy *outdoor* environments, rolls for *Praying* (**Exploits**, p. 90) receive the same bonus.

A staff of nature can act as a 20-point power item for a user with Power Investiture (Druidic). Worth \$50,000 if sold to a druid's coven. 4 lbs.

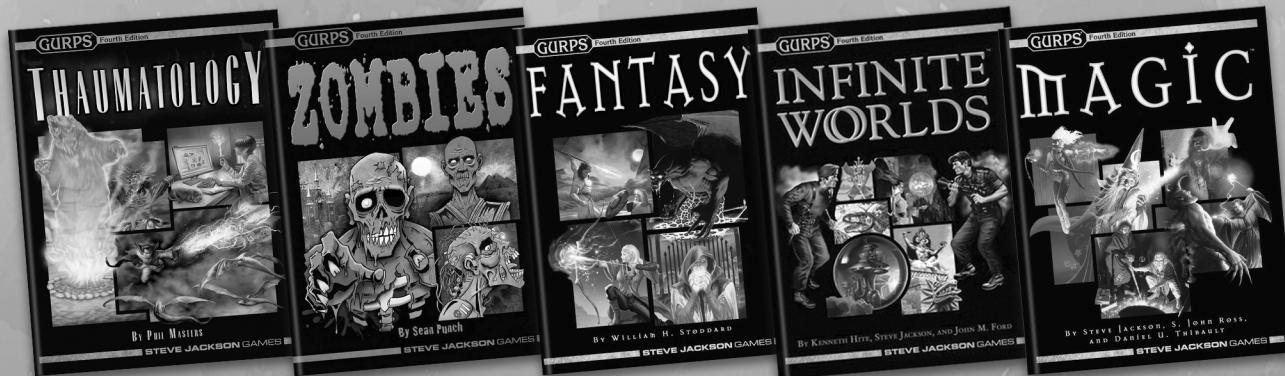
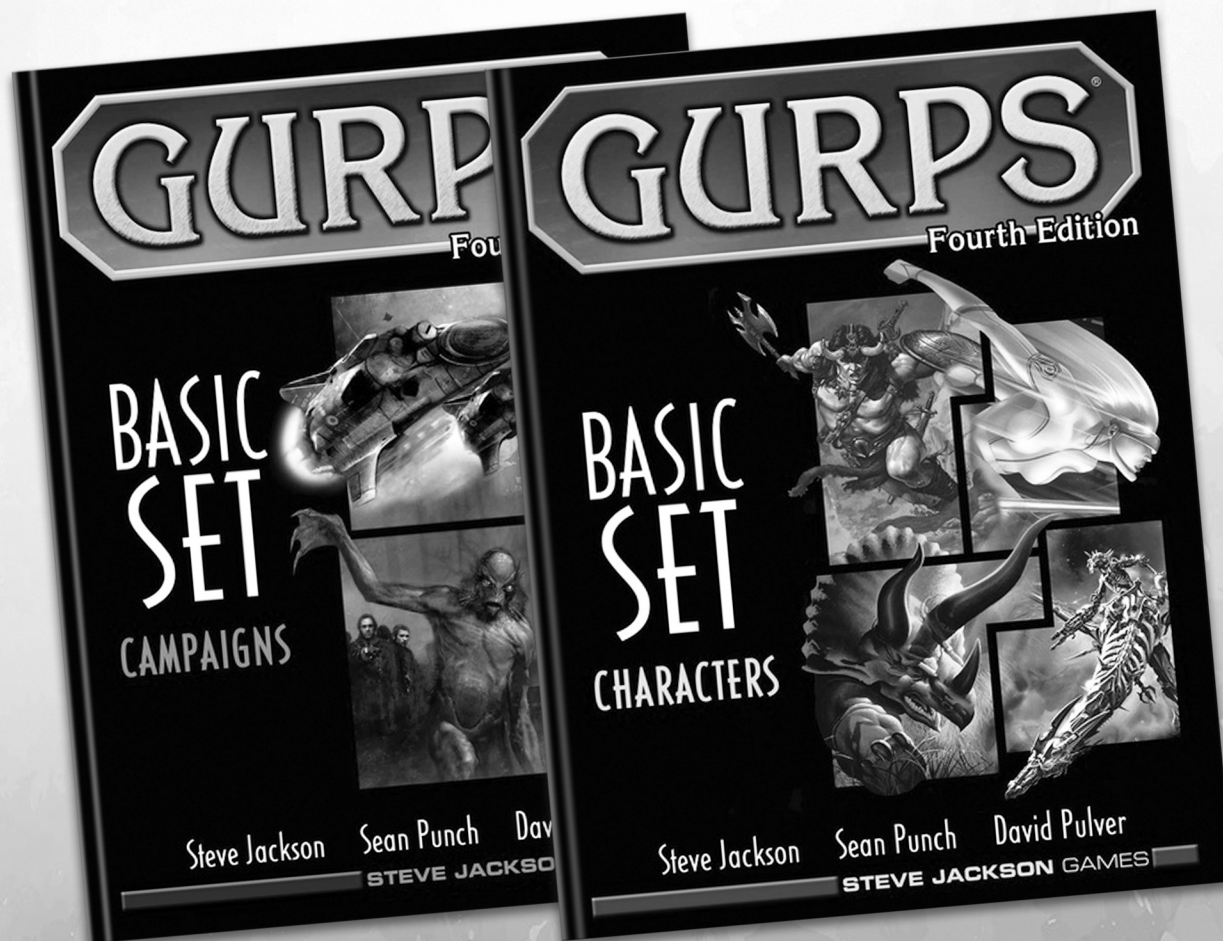
Thieves' Garb

This suit consists of a hooded cape (5 lbs.), with a mask that can be drawn across the face (negligible weight), and a pair of soft leather boots (DR 1, 2.1 lbs.). For wearers with Stealth at 14+, the cape acts as dungeon camouflage (**Adventurers**, p. 113) and the boots as ninja slippers (**Adventurers**, p. 113).

If *both* cape and boots are worn by someone with Stealth at 18+, they provide even more benefits. The wearer gains Silence 5, giving +5 to Stealth rolls vs. Hearing when moving, +10 when stationary. In addition, the cape's supernaturally effective camouflage and scent-reducing nature provides +5 to Stealth vs. Vision or Smell. The wearer is also difficult to find magically. Attempts to divine that person's presence, actions, or motives with Information-class or Knowledge spells – or similar innate superhuman senses – are at -5. Monsters that target by supernatural detection abilities have -5 to detect the user! This doesn't interfere with the *wearer's* abilities or items.

As a power item, the garb can hold 2 FP as a set, 1 FP for either the cape or the pair of boots. \$75,000.

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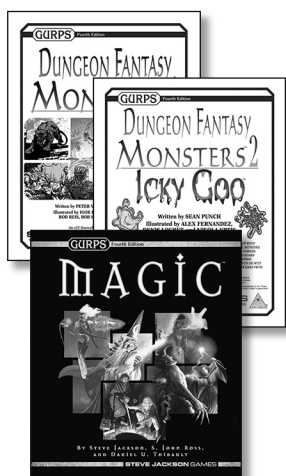
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