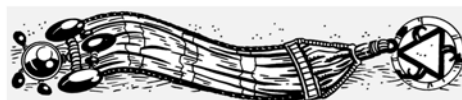
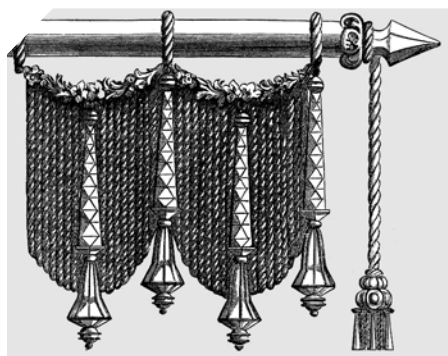


GURPS®

Fourth Edition

DUNGEON FANTASY™ TREASURE TABLES™



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Playtesters: Peter Dell'Orto, S. A. Fisher, and Phil Masters

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INTRODUCTION

Adventurers may come into possession of valuable objects during their adventures.

– **GURPS Fantasy**

Reduced to its essentials, the dungeon fantasy genre consists of sword-and-sorcery heroes with cool powers killing things and taking their stuff. Most of the **GURPS Dungeon Fantasy** volumes up to this point have provided the heroes, the cool powers and, to some extent, the things to kill, particularly when character templates, allies, and familiars are used to create opposition. This volume, along with **GURPS Dungeon Fantasy 6**, addresses that last slot: stuff.

Treasure is, of course, a major motivator for fantasy adventurers, a vital source of improved gear, and a way of keeping score. However, it's more than just piles of coin in a chest and a +n Sword of Thwacking. It's also a very immediate, tangible way of creating a look and feel for adventures or even a whole campaign. Many of the great works of fantasy literature and

film (for example, Jack Vance's *Dying Earth* stories and the *Lord of the Rings* films) are particularly memorable for the way they present material items. Even the most mundane items have not just functions, but distinctive forms. Gear is likewise a tool for establishing character. What self-respecting swash-buckler would defend himself with a plain old cloak when he could have a crimson velvet cape embroidered with nymphs and fringed with ermine?

Moreover, treasure can not just the goal of an adventure, but an influence on how heroes achieve their goals and what they do when all the bodies have been buried. A bag full of gemstones can be pocketed on the fly and evenly divided when things calm down, but what if delvers come across a treasure in the form of an elegantly gilded and bejeweled throne, which must be dragged back through levels of a dungeon? Or bundled tapestries, which must be protected from the elements? Who carries them, how, and can you divide them up fairly without hauling them all back to town?

GURPS Dungeon Fantasy 8: Treasure Tables is a construction kit for rich treasures and mighty artifacts. Not only can it help generate a nigh-infinite range of valuable enchanted and mundane items, it can be used as a shopping list by PCs flush with cash. Like the other **Dungeon Fantasy** volumes, this is not a standalone book. In addition to requiring the **GURPS Basic Set**, this book has extensive references to **GURPS Magic** and the first four **GURPS Dungeon Fantasy** volumes. **GURPS Martial Arts**, which is also useful in the "kill things" arena, is recommended but not required. Likewise, **GURPS Dungeon Fantasy 6: 40 Artifacts** and **GURPS Dungeon Fantasy 7: Clerics** are helpful but not absolutely necessary.

ABOUT THE AUTHOR

Matt Riggsby has been playing RPGs since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice that slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for artificers of engines of great healing. The marching order for the rest of his party includes a sorceress, a first-level rogue, and a pack of dogs.

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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

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

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

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CHAPTER ONE

AWARDING TREASURE

Before getting to the treasure itself, the GM has to decide how much to hand out. To do that, he may want to consider how the treasure he awards is likely to be used.

This chapter also provides the master *Treasure Type Table*, details on how to use it to generate random loot, and guidelines for determining typical market value.

EXPENSES

When they emerge from the dungeon and head back to town, delvers have a number of ways that they can spend their loot. Whatever they may *want* to do with it, the top priority is most likely spending some of it just to keep up. Necessary maintenance costs include the following.

Living Expenses. One nagging sink for loot is day-to-day expenses. Room and board in town costs \$150 per person per week. Food away from civilization (\$6 per person per day for three meals of regular rations) and light while underground, in exceptionally dark and dense forest, or adventuring at night (\$3 per hour for torches; candles and lanterns bring lighting costs down to \$1-\$5 per day but shed less light) are the most obvious and the bare minimum. Assuming a week's travel to and from the location of the adventure, a single day in the dungeon, and a week afterward to rest up in town, each delver needs to make over \$250 just to break even on an expedition.

Recharging Power Items. Starting spellcasters are unlikely to have to spend more than \$50 to get their power item completely recharged.

More experienced delvers, who have acquired more valuable items to imbue with mystic power, must spend correspondingly more to be topped off after an adventure.



Replacing Consumables. Food and power points aren't the only expendable resources delvers are likely to use. Nageteppos, Alchemist's Fire, Oozing Doom, and low-cost potions for restoring HP or FP are inexpensive enough to have on hand routinely, but must be replaced after use at \$40 to more than \$100 a pop.

Less expensive items, such as ropes and 10-foot poles, may likewise be lost or abandoned during the course of adventuring.

Training. If using the *Training Expenses* rules (*Dungeon Fantasy 3: The Next Level*, p. 43), modest improvements to existing abilities are fairly inexpensive, but picking up a new skill or improving one bought from off-template is likely to cost hundreds at the very least.

Of course, adventuring parties with the right traits can minimize their expenses. Food-creating wizards don't need rations, and cat-folk who can see in the dark (as well as anyone who can cast a Light spell) rarely need torches. Likewise, gamblers and scroungers can reduce their living expenses while out of the dungeon, and clerics and alchemists can reduce the costs of some consumables.

Claim to Hospitality

Adventurers may take Claim to Hospitality (p. B41) to represent membership in a holy brotherhood, a mercenaries', thieves', or wizards' guild, or simply a network of friends the adventurer can stay with; this is a change from *Dungeon Fantasy 1: Adventurers*. An adventurer may roll to search for members of his group while in town. If a delver does so successfully, he can stay with his colleague for up to a week, saving the \$150 cost of living for that time (this also provides a source of advice, small loans, etc.). After the week is up, if he continues to stay in town, his host moves on, and the traveler must look for someone else to stay with. On a critical failure on the search roll, the adventurer locates another member of his group in even greater need than himself. He must cover that person's cost of living for the week as well as his own. This advantage only aids the delver who has it. (See also *Dungeon Fantasy 7: Clerics*, pp. 11-12, for a discussion of an urban priest's Claim to Hospitality.)

UPGRADING GEAR

Only when immediate needs are filled can delvers think about turning any extra bags full of gold into better gear. They often want to buy enhanced items such as meteoric iron armor, fine-quality swords, and elven bows to replace mundane gear. Assuming starting adventurers with Average wealth and an unexceptional ability to convert equipment into ready money, price ranges (and therefore treasure awards) for gear upgrades fall into several distinct stages.

The first level is *around \$500*. Starting PCs are likely to have good armor or a good weapon, but not both, though high-quality axes, spears, and other inexpensive weapons are certainly possible from the outset. With an additional \$500 or so, they can upgrade a less-sturdy weapon (say, a cheap sword to an average-quality one) or piece of armor (putting a mail shirt or steel corselet over a suit of leather armor), or replace a naturally low-cost weapon with something of much higher quality, such as a fine-quality or dwarven one. A few lightweight enchantments are available at this level, such as a handful of arrows with Icy Weapon, Flaming Weapon, or Accuracy, or armor with Fortify +1. Adventurers, particularly starting ones, may also want to augment their mundane adventuring gear, such as rope, tents, webbing, digging tools, and long poles. That \$500 will pay for a wide assortment of such gear, or two or three specialized items such as battering rams, shackles, and books.

The next step up is *around \$2,000*. At this level, delvers can upgrade to a broad range of typical-quality equipment, such as a good-quality sword and several pieces of plate armor. They can start investing in weapons of exceptional quality, such as a fine or balanced sword, or a fully loaded (fine, balanced, dwarven, *and* made from silver, meteoric iron, or orichalcum) axe or mace. It's around this range that full suits of improved armor become an option as well, such as fine cloth armor (for those who travel light) and some mail variants. Adventurers may also want to invest in horses, which start in this price range.

The next *\$4,000-\$5,000* allows delvers to upgrade to heavily loaded swords (for example, at least two of fine, balanced, and silver-coated) or some of the lighter combat enchantments for melee weapons. Substantial pieces of armor can be purchased at fine quality or made from meteoric iron or orichalcum, though not yet in entire suits.

After that, improvement comes in *increments of about \$5,000*. For example, with about \$10,000, an adventurer can consider buying a meteoric or silver sword, orichalcum or

meteoric iron scale armor, or strongly enchanted armor (with Deflect at +2, Lighten at -50%, or a Defending shield). At around \$15,000, orichalcum swords, weapons with the best commercially available enchantments, and most of the more expensive armor variants (dragonskin, dwarven armor) become available in full suits. Almost every weapon or armor variant, with the exception of the most expensive plate armor treatments, is available at \$20,000, with each \$5,000 beyond that allowing one or two additional equipment upgrades.

Delayed Gratification

One of the classic dilemmas of dungeon delving is whether to get slightly better stuff *now* or save and purchase much better stuff *later*. This resembles the question of whether to spend earned character points as they come in on skills or to save up to acquire big-ticket advantages or buy off disadvantages down the road. However, an additional element of risk and "economic friction" occurs when it comes to gear. Treasure hunters can buy incrementally better equipment if they don't save up across adventures, selling an old item and using the money from that to help pay for a new one. However, unlike spending character points (where an earned CP is always worth a CP), the process is inefficient. While adventurers can trade in previously purchased gear, they don't get a full return on their investment. Furthermore, it can be challenging to find – and accumulate – enough to buy a highly desired item. The fighter might decide that a good broadsword with +1 Puissance in the hand is better than a fine-quality Shatterproof Flaming Broadsword of Dismemberment with +3 Puissance on layaway.

Finally, delvers can shop for *luxuries*. Barbarians may buy helmets with pointier horns, wizards can purchase robes with shinier stars, and swashbucklers can acquire bigger hats with even bigger feathers. After all, if treasure can be inspirational and evocative of its source (armor from the kingdom of the insect-men has many segmented joints, loot is kept in congealed resinous cases in the stronghold of the Extradimensional Things, etc.; see *Social Studies*, pp. 57-59, for more ideas), it can also express something about the hero himself – like how good he is at killing things and taking their stuff. How else could he afford that outfit?

Thus, if a GM hands out an average of \$500 worth of treasure per PC after regular expenses and discounts for selling gear in *Dungeon Fantasy 1* (p. 23), PCs can expect to buy one small gear upgrade after each adventure. *Or* they can get a significant gear upgrade after every four adventures. *Or* they can go for a major upgrade after 10, occasionally punctuated by adventures where treasure has to go toward exceptional expenses such as removing curses and extraordinary healing. Similarly, the possibility always exists of losing gear. Depending on how tough a campaign is, swords and armor may be dissolved by acid slimes, enchanted items drained by magic-eaters, and so on, requiring PCs to buy new gear outright.

*Your lovin' gives me a thrill,
But your lovin' don't pay my bills
Now give me money!
(That's what I want!)*

– Barrett Strong

USING THE TABLES

Players and GM alike can refer to the tables in the following chapters as shopping lists or construction kits. The tables list just about every useful mundane item from the *Basic Set* and the *Dungeon Fantasy* series to date. Unique and higher-quality gear can be created by picking a basic item, such as a sword or wooden chest, and selecting embellishments as desired (and, for players, as allowed by the GM). Decorative embellishments are generally freely available for purchase, but most enchantments, quality improvements, and special mundane items are not; what's the point of exploring dangerous catacombs and forests if everything you want is available down at the shops?

The tables may also help with designing individual treasures and entire hoards randomly. If a table uses the "Nd" notation (for example, "roll 2d"), roll the dice and add them together. If a table says to roll a series of dice separated by commas (for example, "roll 1d, 1d, 1d"), roll the dice but do not add them together. Before rolling, designate one as the first die, one as the second, and so on; using different colors or sizes of dice makes this easier. The "Roll" column indicates a value or range for each die. For example, "2, 4-5, 1" means a roll of 2 on the first die, 4 or 5 on the second die, and 1 on the third die.

A kiss on the hand may be quite continental, but diamonds are a girl's best friend.

– Jule Styne

To randomly select an item, roll on the *Treasure Type Table* (pp. 7-10) to determine what kind of item the adventurers find. The table also indicates special properties the item may have; a dash ("–") in a column means that the object does not have that feature.

Quality. This is the number of functional enhancements combat equipment has, such as high-quality material or fine balance. Weapons, armor, and shields each have their own quality enhancement tables (*Weapon Quality Table*, p. 29; *Armor Quality Table*, pp. 30-31; or *Shield Quality Table*, p. 31).

Enchantments. This is the number of enchantments the item has on it; see *Enchantments* (pp. 44-49). If an item has enchantments on it, roll 2d. On a 10-12, the item *also* has a curse on it (see *Curses Table*, pp. 51-52).

Decorative Embellishments. This is the number of mundane adornments the item has, such as painted figures or fur trim. Roll on the appropriate table for the item type; see *Decorative Embellishments*, pp. 53-55.

Supernatural Embellishments. This is the number of usually cosmetic supernatural features an item has. For each, roll on the *Supernatural Embellishments Table* (pp. 56-57).

If applying an embellishment or enchantment to the selected item would be absurd, pick a container (p. 20) for the item that is thusly enhanced instead. Almost every mundane item generated with this table should have at least one decorative embellishment – if it's not fancy, it's not worth call-

ing treasure! Obviously, the GM may use the table whenever he desires, picking deliberately here and throwing dice at the problem there.

To figure out the final cost of an item, multiply the base list value by (1 + total CF), then add the cost of embellishments which have a flat cost rather than CFs, such as gems, and the total cost of enchantments. See the first example below for an illustration of this formula.

Example 1 (Shopping List): A player wants a distinctive weapon for his knight. It has to be not just high quality but attractive as well. He starts with a thrusting bastard sword (p. 30 and B271), with a base cost of \$750. Looking over the *Weapon Quality Table* (p. 29), fine quality (+3 CF) is an obvious embellishment, and he wants it silver plated as well (+2 CF). He also decides (using pp. 54-55 of the *Decorative Embellishments* section) to have his family crest inlaid on the center of the blade (minimal expensive inlay, +6 CF), some attractive silk tassels dangling from the hilt (expensive fringe, +0.5 CF), and a large (five-carat) sard in the hilt (\$1,125). Finally, after examining the *Weapon Enchantments Table* (pp. 42-43), he gets it enchanted with Puissance +1 (\$5,000). The total CF modifier is 11.5, for a final cost of $(\$750 \times 12.5) + \$1,125 + \$5,000$, or \$15,500. Since the decorative embellishments are a bit over 10 times the sword's base price, the sword provides +3 to reaction rolls from potential buyers.

Example 2 (Semi-Random Generation): The GM decides that the leader of a group of orcs wears a distinctive garment, so he consults the *Garments Table* (p. 17). Rolling three dice, he gets 3, 1, 2: a hooded tunic (\$35.60, 0.66 lb.). To make it a really impressive tunic, he rolls twice on the *Soft Items Table* in *Decorative Embellishments* (pp. 53-54). He gets 3, 3 (expensive fringe, +6 CF) and 1, 5 (cheap dye, +1.5 CF). The tunic is a muddy yellow, with a luxurious fur fringe, and it costs \$296.60.

Example 3 (Random Generation): The GM wants to award some treasure and he hasn't the slightest idea what it should be. He rolls three dice, getting 1, 5, 6 and consults the *Treasure Type Table*, which indicates *Other Materials Table* (p. 13) with a decorative embellishment. Rolling two dice, he gets 4 and 6, which is flower water. Rolling 1d+1, he determines that it's four ounces, or \$20 worth. Obviously, the flower water has to be in a container (p. 20), so he selects a crystal vial (\$5, 0.25 lbs.) and decides to apply the embellishment to it rather than the material contains. Rolling 3, 4 on the *Hard Items* embellishment table (pp. 54-55), he gets "minimal relief" (+1.5 CF), for a total value of \$20 for the flower water + \$5 × 2.5 for the vial = \$32.50.

Negative CFs

Some item options have *negative* Cost Factors, representing shoddy or easily manufactured goods. Add negative CFs along with positive CFs. An item may have a final CF no lower than -0.8. Treat lower CF totals as -0.8. For example, a Shortsword (base cost \$400) which is cheap (-0.6 CF) but gilded (+19 CF) costs $\$400 \times (1 + -0.6 + 19)$, or \$7,760.

TREASURE TYPE TABLE

Roll 1d, 1d, 1d.

Roll	Table	Quality	Enchantments	Embellishments		Pages	Notes
				Decorative	Supernatural		
1, 1, 1	Spices	—	—	—	—	11	
1, 1, 2	Spices	—	—	—	—	11	
1, 1, 3	Spices	—	—	—	—	11	
1, 1, 4	Spices	—	—	—	—	11	
1, 1, 5	Spices	—	—	—	—	11	
1, 1, 6	Spices	—	—	1	—	11	
1, 2, 1	Spices	—	—	—	—	11	[1]
1, 2, 2	Spices	—	—	—	—	11	[1]
1, 2, 3	Spices	—	—	1	—	11	[1]
1, 2, 4	Spices	—	—	—	—	11	[2]
1, 2, 5	Spices	—	—	—	—	11	[2]
1, 2, 6	Spices	—	—	1	—	11	[2]
1, 3, 1	Fibers and Fabrics	—	—	—	—	12-13	
1, 3, 2	Fibers and Fabrics	—	—	—	—	12-13	
1, 3, 3	Fibers and Fabrics	—	—	—	—	12-13	
1, 3, 4	Fibers and Fabrics	—	—	—	—	12-13	
1, 3, 5	Fibers and Fabrics	—	—	—	—	12-13	
1, 3, 6	Fibers and Fabrics	—	—	—	—	12-13	
1, 4, 1	Fibers and Fabrics	—	—	—	—	12-13	[1]
1, 4, 2	Fibers and Fabrics	—	—	—	—	12-13	[1]
1, 4, 3	Fibers and Fabrics	—	—	—	—	12-13	[1]
1, 4, 4	Fibers and Fabrics	—	—	—	—	12-13	[2]
1, 4, 5	Fibers and Fabrics	—	—	—	—	12-13	[2]
1, 4, 6	Fibers and Fabrics	—	—	—	—	12-13	[2]
1, 5, 1	Other Materials	—	—	—	—	13	
1, 5, 2	Other Materials	—	—	—	—	13	
1, 5, 3	Other Materials	—	—	—	—	13	
1, 5, 4	Other Materials	—	—	—	—	13	
1, 5, 5	Other Materials	—	—	—	—	13	
1, 5, 6	Other Materials	—	—	1	—	13	
1, 6, 1	Other Materials	—	—	—	—	13	[1]
1, 6, 2	Other Materials	—	—	—	—	13	[1]
1, 6, 3	Other Materials	—	—	1	—	13	[1]
1, 6, 4	Other Materials	—	—	—	—	13	[2]
1, 6, 5	Other Materials	—	—	—	—	13	[2]
1, 6, 6	Other Materials	—	—	1	—	13	[2]
2, 1, 1	Household Items	—	—	1	—	14-16	
2, 1, 2	Household Items	—	—	1	—	14-16	
2, 1, 3	Household Items	—	—	1	—	14-16	
2, 1, 4	Household Items	—	1	—	—	14-16	
2, 1, 5	Household Items	—	1	1	—	14-16	
2, 1, 6	Household Items	—	1	2	—	14-16	
2, 2, 1	Household Items	—	1	2	1	14-16	
2, 2, 2	Household Items	—	2	2	—	14-16	
2, 2, 3	Household Items	—	2	2	1	14-16	
2, 2, 4	Household Items	—	—	3	—	14-16	
2, 2, 5	Household Items	—	1	3	—	14-16	
2, 2, 6	Household Items	—	2	2	—	14-16	
2, 3, 1	Garments	—	—	1	—	17	
2, 3, 2	Garments	—	—	1	—	17	
2, 3, 3	Garments	—	1	—	—	17	
2, 3, 4	Garments	—	1	—	—	17	
2, 3, 5	Garments	—	1	1	—	17	
2, 3, 6	Garments	—	1	2	—	17	
2, 4, 1	Garments	—	1	2	1	17	
2, 4, 2	Garments	—	2	2	—	17	

Treasure Type Table (Continued)

Roll	Table	Quality	Enchantments	Embellishments		Pages	Notes
				Decorative	Supernatural		
2, 4, 3	Garments	–	2	2	1	17	
2, 4, 4	Garments	–	–	3	–	17	
2, 4, 5	Garments	–	1	3	–	17	
2, 4, 6	Garments	–	2	2	–	17	
2, 5, 1	Jewelry	–	–	–	–	18-19	
2, 5, 2	Jewelry	–	1	–	–	18-19	
2, 5, 3	Jewelry	–	2	–	–	18-19	
2, 5, 4	Jewelry	–	–	–	–	18-19	[1]
2, 5, 5	Jewelry	–	1	–	–	18-19	[1]
2, 5, 6	Jewelry	–	2	–	–	18-19	[1]
2, 6, 1	Jewelry	–	–	–	–	18-19	[1]
2, 6, 2	Jewelry	–	1	–	1	18-19	[1]
2, 6, 3	Jewelry	–	2	–	1	18-19	[1]
2, 6, 4	Gems	–	–	–	–	19-20	
2, 6, 5	Gems	–	–	–	–	19-20	
2, 6, 6	Gems	–	1	–	–	19-20	
3, 1, 1	Gems	–	2	–	–	19-20	
3, 1, 2	Gems	–	–	–	–	19-20	[1]
3, 1, 3	Gems	–	1	–	–	19-20	[1]
3, 1, 4	Gems	–	2	–	–	19-20	[1]
3, 1, 5	Gems	–	–	–	–	19-20	[1]
3, 1, 6	Gems	–	1	–	1	19-20	[1]
3, 2, 1	Gems	–	2	–	1	19-20	[1]
3, 2, 2	Containers	–	–	1	–	20	
3, 2, 3	Containers	–	–	1	–	20	
3, 2, 4	Containers	–	1	1	–	20	
3, 2, 5	Containers	–	1	1	–	20	
3, 2, 6	Containers	–	1	2	–	20	
3, 3, 1	Containers	–	1	2	1	20	
3, 3, 2	Containers	–	2	2	–	20	
3, 3, 3	Containers	–	2	2	1	20	
3, 3, 4	Containers	–	–	3	–	20	
3, 3, 5	Containers	–	1	3	–	20	
3, 3, 6	Containers	–	2	2	–	20	
3, 4, 1	Accoutrements	–	–	–	–	20-27	
3, 4, 2	Accoutrements	–	–	–	–	20-27	
3, 4, 3	Accoutrements	–	–	1	–	20-27	
3, 4, 4	Accoutrements	–	–	1	–	20-27	
3, 4, 5	Accoutrements	–	–	1	–	20-27	
3, 4, 6	Accoutrements	–	1	1	–	20-27	
3, 5, 1	Accoutrements	–	1	1	–	20-27	
3, 5, 2	Accoutrements	–	1	2	–	20-27	
3, 5, 3	Accoutrements	–	1	2	1	20-27	
3, 5, 4	Accoutrements	–	2	2	–	20-27	
3, 5, 5	Accoutrements	–	2	2	1	20-27	
3, 5, 6	Accoutrements	–	2	2	–	20-27	
3, 6, 1	Books and Maps	–	–	1	–	27-28	
3, 6, 2	Books and Maps	–	1	1	–	27-28	
3, 6, 3	Books and Maps	–	1	2	–	27-28	
3, 6, 4	Books and Maps	–	1	2	1	27-28	
3, 6, 5	Books and Maps	–	2	2	–	27-28	
3, 6, 6	Books and Maps	–	2	2	1	27-28	
4, 1, 1	Books and Maps	–	–	3	–	27-28	
4, 1, 2	Books and Maps	–	1	3	–	27-28	
4, 1, 3	Books and Maps	–	2	2	–	27-28	
4, 1, 4	Scrolls	–	–	–	–	29	
4, 1, 5	Scrolls	–	–	–	–	29	
4, 1, 6	Scrolls	–	–	–	–	29	

Treasure Type Table (Continued)

Roll	Table	Quality	Enchantments	Embellishments		Pages	Notes
				Decorative	Supernatural		
4, 2, 1	Scrolls	–	–	–	–	29	
4, 2, 2	Scrolls	–	–	–	–	29	
4, 2, 3	Scrolls	–	–	–	–	29	
4, 2, 4	Scrolls	–	–	–	–	29	
4, 2, 5	Scrolls	–	–	–	–	29	
4, 2, 6	Scrolls	–	–	–	–	29	
4, 3, 1	Basic Set Melee Weapons	–	–	1	–	29-30	
4, 3, 2	Basic Set Melee Weapons	1	–	–	–	29-30	
4, 3, 3	Basic Set Melee Weapons	1	–	1	–	29-30	
4, 3, 4	Basic Set Melee Weapons	–	1	1	–	29-30	
4, 3, 5	Basic Set Melee Weapons	1	1	1	–	29-30	
4, 3, 6	Basic Set Melee Weapons	–	1	2	–	29-30	
4, 4, 1	Basic Set Melee Weapons	1	1	2	1	29-30	
4, 4, 2	Basic Set Melee Weapons	–	2	2	–	29-30	
4, 4, 3	Basic Set Melee Weapons	1	2	2	1	29-30	
4, 4, 4	Basic Set Melee Weapons	2	–	2	–	29-30	
4, 4, 5	Basic Set Melee Weapons	2	1	2	–	29-30	
4, 4, 6	Basic Set Melee Weapons	1	2	2	1	29-30	
4, 5, 1	Martial Arts Melee Weapons	–	–	1	–	30	[3]
4, 5, 2	Martial Arts Melee Weapons	1	–	–	–	30	[3]
4, 5, 3	Martial Arts Melee Weapons	1	–	1	–	30	[3]
4, 5, 4	Martial Arts Melee Weapons	–	1	1	–	30	[3]
4, 5, 5	Martial Arts Melee Weapons	1	1	1	–	30	[3]
4, 5, 6	Martial Arts Melee Weapons	–	1	2	–	30	[3]
4, 6, 1	Martial Arts Melee Weapons	1	1	2	1	30	[3]
4, 6, 2	Martial Arts Melee Weapons	–	2	2	–	30	[3]
4, 6, 3	Martial Arts Melee Weapons	1	2	2	1	30	[3]
4, 6, 4	Martial Arts Melee Weapons	2	–	2	–	30	[3]
4, 6, 5	Martial Arts Melee Weapons	2	1	2	–	30	[3]
4, 6, 6	Martial Arts Melee Weapons	1	2	2	1	30	[3]
5, 1, 1	Basic Set Missile Weapons	–	–	1	–	31	
5, 1, 2	Basic Set Missile Weapons	1	–	–	–	31	
5, 1, 3	Basic Set Missile Weapons	1	–	1	–	31	
5, 1, 4	Basic Set Missile Weapons	–	1	1	–	31	
5, 1, 5	Basic Set Missile Weapons	1	1	1	–	31	
5, 1, 6	Basic Set Missile Weapons	–	1	2	–	31	
5, 2, 1	Basic Set Missile Weapons	1	1	2	1	31	
5, 2, 2	Basic Set Missile Weapons	–	2	2	–	31	
5, 2, 3	Basic Set Missile Weapons	1	2	2	1	31	
5, 2, 4	Basic Set Missile Weapons	2	–	2	–	31	
5, 2, 5	Basic Set Missile Weapons	2	1	2	–	31	
5, 2, 6	Basic Set Missile Weapons	1	2	2	1	31	
5, 3, 1	Martial Arts Missile Weapons	–	–	1	–	31	[3]
5, 3, 2	Martial Arts Missile Weapons	1	–	–	–	31	[3]
5, 3, 3	Martial Arts Missile Weapons	1	–	1	–	31	[3]
5, 3, 4	Martial Arts Missile Weapons	–	1	1	–	31	[3]
5, 3, 5	Martial Arts Missile Weapons	1	1	1	–	31	[3]
5, 3, 6	Martial Arts Missile Weapons	–	1	2	–	31	[3]
5, 4, 1	Martial Arts Missile Weapons	1	1	2	1	31	[3]
5, 4, 2	Martial Arts Missile Weapons	–	2	2	–	31	[3]
5, 4, 3	Martial Arts Missile Weapons	1	2	2	1	31	[3]
5, 4, 4	Martial Arts Missile Weapons	2	–	2	–	31	[3]
5, 4, 5	Martial Arts Missile Weapons	2	1	2	–	31	[3]
5, 4, 6	Martial Arts Missile Weapons	1	2	2	1	31	[3]
5, 5, 1	Armor	–	–	1	–	34	
5, 5, 2	Armor	1	–	–	–	34	
5, 5, 3	Armor	1	–	1	–	34	
5, 5, 4	Armor	–	1	1	–	34	

Treasure Type Table (Continued)

Roll	Table	Quality	Enchantments	Embellishments		Pages	Notes
				Decorative	Supernatural		
5, 5, 5	Armor	1	1	1	–	34	
5, 5, 6	Armor	–	1	2	–	34	
5, 6, 1	Armor	1	1	2	1	34	
5, 6, 2	Armor	–	2	2	–	34	
5, 6, 3	Armor	1	2	2	1	34	
5, 6, 4	Armor	2	–	2	–	34	
5, 6, 5	Armor	2	1	2	–	34	
5, 6, 6	Armor	1	2	2	1	34	
6, 1, 1	Shields	–	–	1	–	35	
6, 1, 2	Shields	1	–	–	–	35	
6, 1, 3	Shields	1	–	1	–	35	
6, 1, 4	Shields	–	1	1	–	35	
6, 1, 5	Shields	1	1	1	–	35	
6, 1, 6	Shields	–	1	2	–	35	
6, 2, 1	Shields	1	1	2	1	35	
6, 2, 2	Shields	–	2	2	–	35	
6, 2, 3	Shields	1	2	2	1	35	
6, 2, 4	Shields	2	–	2	–	35	
6, 2, 5	Shields	2	1	2	–	35	
6, 2, 6	Shields	1	2	2	1	35	
6, 3, 1	Concoctions	–	–	–	–	36-38	
6, 3, 2	Concoctions	–	–	–	–	36-38	
6, 3, 3	Concoctions	–	–	–	–	36-38	
6, 3, 4	Concoctions	–	–	–	–	36-38	
6, 3, 5	Concoctions	–	–	–	–	36-38	
6, 3, 6	Concoctions	–	–	–	–	36-38	
6, 4, 1	Concoctions	–	–	–	–	36-38	
6, 4, 2	Concoctions	–	–	–	–	36-38	
6, 4, 3	Concoctions	–	–	–	–	36-38	
6, 4, 4	Concoctions	–	–	–	–	36-38	
6, 4, 5	Concoctions	–	–	–	–	36-38	
6, 4, 6	Concoctions	–	–	–	–	36-38	
6, 5, 1	Unusual Items	–	–	–	–	38-42	
6, 5, 2	Unusual Items	–	–	–	–	38-42	
6, 5, 3	Unusual Items	–	–	–	–	38-42	
6, 5, 4	Unusual Items	–	–	–	–	38-42	
6, 5, 5	Unusual Items	–	–	–	–	38-42	
6, 5, 6	Unusual Items	–	–	–	–	38-42	
6, 6, 1	Unusual Items	–	–	–	–	38-42	
6, 6, 2	Unusual Items	–	–	–	–	38-42	
6, 6, 3	Rare Artifacts	–	–	–	–	42-43	[4]
6, 6, 4	Rare Artifacts	–	–	–	–	42-43	[4]
6, 6, 5	Rare Artifacts	–	–	–	–	42-43	[4]
6, 6, 6	Rare Artifacts	–	–	–	–	42-43	[4]

Notes

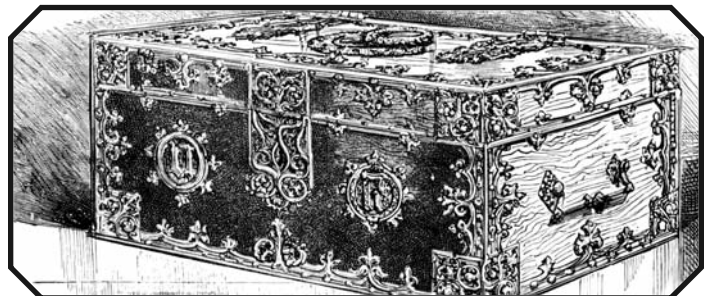
[1] If the item has an amount or size determined by die roll, double it.

[2] If the item has an amount or size determined by die roll, triple it.

[3] This table contains weapons from *GURPS Martial Arts*. If that book is not available, see *Furious Fists to the Rescue* (p. 31), which uses *GURPS Action 3: Furious Fists*, for melee weapons, or roll on the corresponding *Basic Set* weapons table instead.

[4] This table contains items from *Dungeon Fantasy 6: 40 Artifacts* and *Dungeon Fantasy 7: Clerics*. If a roll on

that table produces an item that is unavailable, roll on the *Unusual Items Table* (pp. 34-42) instead.



CHAPTER TWO

MUNDANE ITEMS

Although many of the items in this chapter might be useful under some circumstances, they're mostly just valuable and perhaps glamorous. A bundle of captured swords might be

worth a lot of money now, but future generations of bards will be more interested in the adventurer who comes back with bales of silk and cases of exotic perfumes.

VALUABLE MATERIALS

Unlike most other items, these materials aren't decorated or enchanted; just roll the material and the amount. Even so, valuable materials, particularly those that take up little space such as spices and incense, are often stored in elaborately decorated containers. If the *Treasure Type Table* indicated that an item has an embellishment or enchantment, that feature may be on the object's container instead of the object itself. The GM may decide to select a storage unit from the *Containers Table* (p. 20).

SPICES TABLE

Roll 1d, 1d to pick a spice, and 1d/2 (do not round) to determine the amount in ounces. In addition to providing flavor, spices are components in perfumes and potions. Alchemists who are short on cash but have spices can use their value to offset up to half of the cost of raw materials when making their own potions.

Roll	Spice	\$/oz.	Notes
1, 1	Allspice	\$150	
1, 2	Anise	\$150	
1, 3	Annatto	\$113	
1, 4	Asafetida	\$75	
1, 5	Cardamom	\$150	
1, 6	Cassia	\$75	
2, 1	Chiles	\$38	[1]
2, 2	Cinnamon	\$150	[2]
2, 3	Clove	\$150	
2, 4	Coriander	\$150	[3]
2, 5	Cumin	\$150	
2, 6	Dwarven Savory Fungus	\$75	[4]
3, 1	Elven Pepperbark	\$38	
3, 2	Faerie Glimmerseed	\$270	[5]
3, 3	Fennel	\$75	
3, 4	Fenugreek	\$150	
3, 5	Ginger	\$38	[6]
3, 6	Halfling Savory	\$150	[4]
4, 1	Huajiao (Szechuan Pepper)	\$150	[1]
4, 2	Mace	\$225	
4, 3	Mustard	\$38	
4, 4	Nigella	\$75	[7]
4, 5	Nutmeg	\$150	
4, 6	Onion Seed	\$38	
5, 1	Orcish Firegrain	\$150	[8]

Roll	Spice	\$/oz.	Notes
5, 2	Pepper, Black	\$150	[1]
5, 3	Pepper, White	\$188	[1]
5, 4	Poppy Seed	\$38	
5, 5	Saffron	\$300	
5, 6	Salt	\$15	[9]
6, 1	Salt, Black	\$38	[9]
6, 2	Salt, Red	\$38	[9]
6, 3	Sumac	\$38	
6, 4	Tamarind	\$15	
6, 5	Turmeric	\$38	[10]
6, 6	Zeodary	\$150	

Notes

[1] An ounce of this, ground to a powder and scattered in the user's path, will make anyone tracking him by scent have a fit of sneezing (see p. B428). Afterward, the tracker must make a HT roll at -3 or have to stop tracking for an hour while his sense of smell recovers from overload.

[2] This spice is a well-known aphrodisiac. Consuming an ounce imposes -1 on any rolls to resist Lecherousness and seduction attempts for the next hour.

[3] If an ounce of this is consumed within an hour before ingesting a poison, the user is at +1 to HT rolls to resist.

[4] This spice is useful for strengthening the blood and speeding healing. Consuming an ounce a day gives +1 to daily HT rolls to recover lost HP.

[5] This spice is highly prized, but the consumer of an ounce or more is at -1 to resist any mind-reading or mind-control attempts made in the next hour.

[6] This spice aids digestion; an ounce acts as a treatment to resist nausea (see p. B428) for an hour.

[7] This spice balances humors and helps stabilize mood. Consuming an ounce gives +1 to resist sudden bursts of anger and rage, including the Berserk and Bloodlust disadvantages, for an hour.

[8] This is a very mild stimulant. Anyone who ingests an ounce is at +1 to HT to resist poisons that cause unconsciousness or fatigue damage for the next hour.

[9] Tossing an ounce of salt gives clerics +1 to cast Turn Zombie and to Will rolls for True Faith to turn zombies.

[10] This spice has antiseptic properties. Using an ounce of it while dressing wounds gives +1 to First Aid.

FIBERS AND FABRICS TABLE

Roll 1d, 1d.

1, 1 – Cloth, Otherworldly. \$200, 7.5 lbs.

Per 100-square-foot bolt. Made from unusual materials that are either inherently magical or turned into fabric through a magical process: spun moonbeams, stabilized seafoam, felted tears, etc. The material has no immediate effect, but it can be very valuable in complex magical work; it gives +2 to Merchant skill if sold or traded to an enchanter or other dealer in magical items.

1, 2 – Cloth, Giant-Spider Silk. \$565, 1 lb.

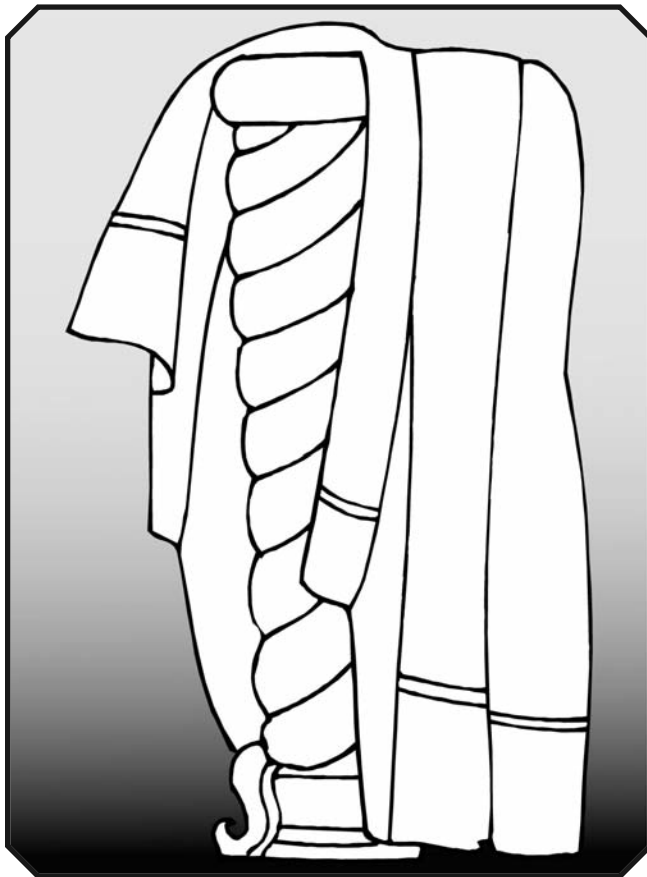
Per 100-square-foot bolt. A very durable fabric, suitable for armor use.

1, 3-4 – Cloth, Gauze. \$5, 1.5 lbs.

Per 100-square-foot bolt. This is extremely delicate cloth, much beloved of pixies (+1 to Merchant skill if selling them gauze) but generally suitable only for decorative use.

1, 5-6 – Cloth, Linen. \$14, 2.5 lbs.

Per 100-square-foot bolt. A pure, fine, white cloth, often used in priestly garments.



2, 1-2 – Cloth, Pashmina Wool. \$45, 4 lbs.

Per 100-square-foot bolt. This kind of wool is rather expensive but makes particularly pleasant, warm garments with a light weight.

2, 3-4 – Cloth, Plain Silk. \$17, 2 lbs.

Per 100-square-foot bolt. Has a fairly coarse weave, but using a fine fiber.

2, 5-6 – Cloth, Samite. \$42.50, 3 lbs.

Per 100-square-foot bolt. A finer, slightly shiny cloth made from silk fibers.

3, 1-2 – Cloth, Satin. \$75, 2 lbs.

Per 100-square-foot bolt. An extremely fine, smooth silk fabric.

3, 3-4 – Cloth, Velvet. \$18, 5 lbs.

Per 100-square-foot bolt.

3, 5 – Cloth, Wool. \$15, 6 lbs.

Per 100-square-foot bolt. Utility-grade woolen fabric, warm and sturdy but heavy.

3, 6 – Fur, Common. \$200, 75 lbs.

Per 100-square-foot bundle. Pelts of common animals. If desired, roll 1d, 1d on this table to determine the specific animal.

Roll	Pelt	Roll	Pelt
1-3, 1	Seal	4-6, 1	Ox
1-3, 2	Monkey	4-6, 2	Deer
1-3, 3	Rabbit	4-6, 3	Elk
1-3, 4	Fox	4-6, 4	Reindeer
1-3, 5	Goat	4-6, 5	Antelope
1-3, 6	Horse	4-6, 6	Ibex

4, 1-2 – Fur, Exotic. \$500, 75 lbs.

Per 100-square-foot bundle. Finer and usually small pelts from animals such as minks and foxes. If desired, roll 1d, 1d on this table to determine the specific animal.

Roll	Pelt	Roll	Pelt
1-3, 1	Sable	4-6, 1	Bear
1-3, 2	Ermine	4-6, 2	Wyvern
1-3, 3	Jaguar	4-6, 3	Dire Wolf
1-3, 4	Lion	4-6, 4	Cave Bear
1-3, 5	Tiger	4-6, 5	Giant Ape
1-3, 6	Wolf	4-6, 6	Frost Snake

4, 3-4 – Leather, Common. \$150, 50 lbs.

Per 100-square-foot bundle. If desired, roll on the table for common fur (above) to determine the animal.

4, 5-6 – Leather, Exotic. \$250, 50 lbs.

Per 100-square-foot bundle. Made from a monster or other unusual animal. If desired, roll on the table for exotic fur (above) to determine the animal.

5, 1-2 – Scale-Hide. \$275, 50 lbs.

Per 100-square-foot bundle. Leather made from fish or reptiles.

5, 3-4 – Leather, Contraband. \$500, 25 lbs.

Per 100-square-foot bundle. The leather is made from a hide likely to offend some intelligent creature. This is often the skin of a sapient being (human, elf, etc.); if desired, roll on the *Race Table* (p. 59). Necromancers aside, any member of the offended race reacts to the owner at -4.

5, 5 – Leather, Otherworldly. \$1,000, 50 lbs.

Per 100-square-foot bundle. Pelts from supernatural entities: angelic horses, astral tigers, demon skin, etc. Like otherworldly fabric, it has no immediate effect but is extremely valuable to the right people and gives +2 to Merchant skill if sold or traded to an enchanter or other dealer in magical items.

5, 6 – Fiber, Linen. \$0.25.

Per pound. Roll 2d×3 to determine the weight of bales of fibers in pounds.

6, 1 – Fiber, Silk. \$0.75.

Per pound. Roll 2d×3 to determine the weight of bales of fibers in pounds.

6, 2 – Fiber, Wild Silk. \$0.65.

Per pound. Roll 2d×3 to determine the weight of bales of fibers in pounds.

6, 3 – Fiber, Wool. \$0.20.

Per pound. Roll 2d×3 to determine the weight of bales of fibers in pounds.

6, 4 – Fiber, Pashmina Wool. \$0.60.

Per pound. Roll 2d×3 to determine the weight of bales of fibers in pounds.

6, 5 – Fiber, Giant-Spider Silk. \$10.

Per pound. Roll 2d×3 to determine the weight of bales of fibers in pounds.

6, 6 – Fiber, Otherworldly. \$7.

Per pound. Roll 2d×3 to determine the weight of bales of fibers in pounds. Gives +2 to Merchant skill if sold or traded to an enchanter or other dealer in magical items.

Looting the Bodies

Dungeon delvers may be able to make their own valuable materials as they go. In the right hands, demon ichor, giant ant carapaces, and Spleens Man Was Not Meant To Know may be immensely valuable as aids to enchantment, dyeing, or perfumery.

Dungeon Fantasy 2 (p. 13) notes the skills necessary to remove possibly valuable organs and other parts from dead monsters. An attempt at harvesting potentially valuable organs takes 30 minutes; rolls against Surgery are at -1 for every multiple of its full Hit Points worth of damage the dead monster took and an additional -3 if it took any hits to the vitals. A success yields pounds of potentially valuable body parts equal to the margin of success, doubled for each SM over 0 or halved for each SM under 0, though the GM may assume that undead have already spoiled or been stripped for parts.

Left to themselves, valuable body parts spoil quickly, with one pound going bad per hour. Preserving parts requires a daily roll against Housekeeping or Alchemy skill at a cumulative -1 per day beyond the first.

The price per pound of salvaged parts is equal to the number of dice of damage in its most powerful attack (ignoring pluses and minuses) plus its DR, plus one for each advantage listed in the monster's traits. For example, peshkali parts are worth 3 (3d+3 is their strongest attack) + 4 (DR) + 14 (advantages under traits) = \$21 per pound. Price is halved for animals, constructs, and mundane monsters, who are made out of relatively common, unremarkable substances.

OTHER MATERIALS TABLE

Roll 1d, 1d for the material and 1d+1 for the quantity in the units given for the material.

Roll	Material	Cost	Notes
1, 1	Ale	\$5/gallon	
1, 2	Distilled Liquor	\$16/pint	
1, 3	Flavored Ale	\$7.5/gallon	
1, 4	Flavored Brandy	\$20/pint	
1, 5	Kumiz	\$15/gallon	[1]
1, 6	Mead	\$11/gallon	
2, 1	Opium	\$20/oz.	
2, 2	Tea, Black	\$2.25/oz.	
2, 3	Tea, Green	\$2.25/oz.	
2, 4	Wine, Date	\$9/gallon	
2, 5	Wine, Grape	\$9/gallon	
2, 6	Wine, Rice	\$8/gallon	
3, 1	Wine, Otherworldly	\$20/gallon	[2]
3, 2	Sealing Wax	\$1.25/oz.	
3, 3	Ambergris	\$35/oz.	
3, 4	Cedar Resin	\$10/oz.	
3, 5	Copal	\$11/oz.	
3, 6	Frankincense	\$16/oz.	
4, 1	Musk	\$28/oz.	
4, 2	Myrrh	\$15/oz.	
4, 3	Onycha	\$20/oz.	
4, 4	Patchouli	\$9/oz.	
4, 5	Sandalwood Gum	\$8.5/oz.	
4, 6	Flower Water	\$5/oz.	[3]
5, 1	Perfumed Essence	\$12/oz.	[4]
5, 2	Perfumed Oil	\$8/oz.	[5]
5, 3	Pomander	\$9/oz.	[6]
5, 4	Carmine	\$40/oz.	[7]
5, 5	Cinnabar	\$18/oz.	[8]
5, 6	Ochre	\$0.75/oz.	
6, 1	Henna	\$1/oz.	
6, 2	Indigo	\$32/oz.	[9]
6, 3	Madder	\$2/oz.	[10]
6, 4	Murex	\$29/oz.	[11]
6, 5	Orpiment	\$22/oz.	[12]
6, 6	Woad	\$2.75/oz.	[13]

Notes

[1] Fermented alcoholic milk.

[2] Produced from an unusual substance: dissolved star-dust, lotus nectar, fermented demon's blood. The wine has no immediate supernatural properties like a potion, but might be a valuable alchemical ingredient or a treatment for specific magical afflictions.

[3] Water lightly scented with flowers.

[4] An alcohol solution scented with flowers, spices, and/or resins.

[5] A perfumed vegetable oil or animal fat.

[6] An object coated with or containing perfume elements.

[7] A very expensive insect-derived red.

[8] A vivid-red mineral pigment.

[9] A deep-blue vegetable dye.

[10] A relatively inexpensive red vegetable dye.

[11] A rare purple-red derived from mollusks.

[12] A yellow mineral pigment.

[13] A pale-blue vegetable dye related to indigo.

HOUSEHOLD ITEMS TABLE

Having chests of gold and caskets of precious balms and spices in the treasury is all well and good, but anyone with wealth in just about any society is going to put a lot of those riches to work in his home. Well-off people have expensive tableware, furniture, and amusements, so adventurers will end up hauling a lot of treasure home in the form of thick rugs, crystal carafes, silk parasols, and other finely decorated everyday items.

Roll 1d, 1d, 1d.

Cooking

1-2, 1, 1 – Basin. \$3, 4 lbs.

A wide, open bowl (two gallons), appropriate for large quantities of soup, washing up, or draining the blood of sacrificial victims.

1-2, 1, 2 – Bowl. \$1, 0.3 lb.

A small ceramic bowl suitable for individual meals.

1-2, 1, 3 – Bucket. \$15, 4 lbs.

See *Dungeon Fantasy 1*, p. 24.

1-2, 1, 4 – Cauldron. \$180, 20 lbs.

A blackened iron cooking pot with a capacity of about four gallons.

1-2, 1, 5 – Chopsticks. \$1, neg.

1-2, 1, 6 – Cup. \$0.50, 0.15 lbs.

1-2, 2, 1 – Dinner Plate. \$2, 0.5 lb.

1-2, 2, 2 – Drinking Set. \$7, 3 lbs.

A set of drinking paraphernalia for four, such as snifters and a decanter for brandy or a strainer and wide, shallow cups for unfiltered wine.

1-2, 2, 3 – Fork, Cooking. \$10, 2 lbs.

A heavy fork, about a foot long, good for holding roasts during carving, or piercing and lifting large vegetables. If used as a weapon, does thr-1 imp; use Knife skill at -2.

1-2, 2, 4 – Fork, Table. \$3, 0.4 lb.

If used as a weapon, does thr-3 imp; use Knife skill at -2.

1-2, 2, 5 – Goblet. \$5, 0.5 lb.

A large (at least one-pint capacity), footed cup

1-2, 2, 6 – Knife, Table. \$2.50, 0.4 lb.

A dull knife, not sharp enough for cutting damage or pointed enough for impaling.

1-2, 3, 1 – Ladle. \$9, 2 lbs.

1-2, 3, 2 – Mortar and Pestle. \$20, 6 lbs.

Stone, about a pint capacity.

1-2, 3, 3 – Pitcher. \$2.50, 3 lbs.

Ceramic, half-gallon.

1-2, 3, 4 – Place Setting. \$5, 2 lbs.

A set of dishes and eating utensils. Roll 1d for the number of settings found.

1-2, 3, 5 – Platter. \$0.75, 1 lb.

1-2, 3, 6 – Pot. \$30, 2 lbs.

A lightweight cooking pot, holding about two quarts.

1-2, 4, 1 – Skillet. \$50, 8 lbs.

A 12-inch pan for cooking.

1-2, 4, 2 – Spit, Cooking. \$100, 15 lbs.

A pointed metal bar large enough to cook a whole goat or sheep. Does not include posts to set it up on.

1-2, 4, 3 – Tea Set. \$6, 4.5 lbs.

A pot for brewing and four small cups.

1-2, 4, 4 – Teapot, Iron. \$45, 7 lbs.

1-2, 4, 5 – Wine Glass. \$10, 0.5 lb.

Décor

1-2, 4, 6 – Banner. \$5, 0.5 lb.

A flag large enough to cover a person or table.

1-2, 5, 1 – Brazier. \$65, 3 lbs.

An open metal dish on a pedestal or short legs, for heating or cooking.

1-2, 5, 2 – Candlesticks. \$4, 1 lb.

1-2, 5, 3 – Censer/Incense Burner. \$60, 2 lbs.

A small, enclosed brazier used for incense, often on a chain so that it can be hung or carried around.

1-2, 5, 4 – Clock, Complex. \$1,000, 25 lbs.

Like the simple clock (below), but with an elaborate display that may involve multiple hands, moving displays of celestial bodies, ringing bells, etc. The clock becomes very inaccurate quickly if moved while it is functioning.

1-2, 5, 5 – Clock, Simple. \$400, 15 lbs.

An unremarkable timepiece driven by water or a pendulum. Keeps time for eight hours before it requires resetting the pendulum or refilling the tank. This clock doesn't keep time well when it is moved.

1-2, 5, 6 – Music Box. \$120, 2 lbs.

Plays a tune with small chimes when the crank is turned.

Certainly we have bad paintings. We have only the "greatest" bad paintings.

– Françoise Cachin

Paintings

A portable painted surface, usually on smooth canvas or very thin, wooden slats. Costs and weights for the painting types below are per square foot. Roll 1d/2 for height and 1d/2 for width in feet. Cost can be modified enormously by the artist's reputation, subject matter, and skill with which the specific work was executed. Paintings generally don't have embellishments; they *are* embellishments.

1-2, 6, 1 – Painting, Encaustic. \$700, 0.75 lb.

Pigments are mixed with hot wax for vibrant color and interesting texture.

1-2, 6, 2 – Painting, Oil. \$600, 0.75 lb.

1-2, 6, 3 – Painting, Tempera/Watercolor. \$400, 0.75 lb.

1-2, 6, 4 – Pennant. \$1, 0.1 lb.

A colored strip of cloth, appropriate for tying to the end of a lance or spear.

Sculptures/Figurines

A figure or scene made from a solid material. Costs and weights are per cubic foot. Roll 2d divided by 1d for volume in cubic feet. Unlike paintings, the surfaces of sculptures (and their smaller versions, figurines) may well be embellished.

1-2, 6, 5-6 – Sculpture, Clay. \$200, 95 lbs.

3-4, 1, 1 – Sculpture, Bone. \$240, 38 lbs.

3-4, 1, 2 – Sculpture, Porcelain/Faience. \$380, 100 lbs.

3-4, 1, 3-4 – Sculpture, Stone. \$430, 165 lbs.

3-4, 1, 5-6 – Sculpture, Wood. \$175, 32 lbs.

3-4, 2, 1 – Sculpture, Ivory. \$460, 45 lbs.

Furniture

3-4, 2, 2 – Bench. \$160, 25 lbs.

Simple seating for two or three people, with no arms, back, or padding.

3-4, 2, 3 – Chair. \$90, 12 lbs.

A solid wooden chair with a back and possibly arms.

3-4, 2, 4 – Chair, Folding. \$75, 8 lbs.

A chair that collapses for transport, much like a modern director's chair.

3-4, 2, 5 – Couch. \$600, 140 lbs.

Well-padded seating for two or three, with arms and a back.

3-4, 2, 6 – Footstool. \$30, 3 lbs.

Better versions are cushioned.

3-4, 3, 1 – Headrest. \$8, 3 lbs.

Carved wooden headrest used by some societies instead of a pillow.

3-4, 3, 2 – Mattress. \$850, 30 lbs.

A thick cloth sack filled with feathers. Since it is closer to a quilt than a modern rigid mattress, it can be rolled up for transport. Cost and weight are for a single-person bed.

3-4, 3, 3 – Pillow. \$70, 2 lbs.

3-4, 3, 4-5 – Rug/Carpet. \$45, 1 lb.

A piece of fabric heavy enough to stand up to foot traffic. Cost and weight are per square foot; roll 2d+2 for area in square feet.

3-4, 3, 6 – Sheets. \$35, 2 lbs.

3-4, 4, 1 – Table. \$120, 18 lbs.

A small (two to three square feet) wooden table.

3-4, 4, 2 – Table, Folding. \$90, 15 lbs.

Folds up like a director's chair for easy transport.

3-4, 4, 3-4 – Tapestry. \$40, 0.75 lb.

A decorative wall hanging. Cost and weight are per square foot. Roll 3d+10 for area in square feet.

3-4, 4, 5 – Tub. \$300, 100 lbs.

A portable, thin-sided metal tub, large enough for one person.

Grooming

3-4, 4, 6 – Brush. \$6, 0.5 lb.

3-4, 5, 1 – Comb. \$3, 0.2 lb.

A comb for grooming, not a decorative comb left in the hair.

3-4, 5, 2 – Cosmetics. \$40

Pigments, often in a fatty base. Cost is per ounce; roll 1d/2 for amount.

3-4, 5, 3 – Grooming Kit. \$80, 3 lbs.

Brush, comb, razor or small scissors, and a few small pots of soaps, cosmetics, and/or perfumes.

3-4, 5, 4 – Razor. \$30, 0.1 lb.

Can be used in close combat with Knife skill, but cannot parry; does thr-2 cut.

3-4, 5, 5 – Scissors. \$35, 0.3 lb.

Small (2-3" blades) scissors for grooming or light cloth work.

3-4, 5, 6 – Strigil. \$6, 0.5 lb.

A dull, hooked blade for scraping dirt and oil off the skin.

Personal Items

3-4, 6, 1 – Fan. \$10, 0.25 lb.

Thin wooden slats or cloth or paper glued to a wooden skeleton.

3-4, 6, 2 – Mask. \$25, 0.25 lb.

A cloth domino or similarly shaped papier-mâché mask covering the area around the eyes. In *Dungeon Fantasy* worlds, it may be enough to protect the identity of masked avengers.

3-4, 6, 3 – Parasol. \$12, 3 lbs.

Protection from the sun and rain for one person.

3-4, 6, 4 – Parasol, Canopy. \$108, 27 lbs.

A large (three-yard diameter) parasol, typically carried by one person to shelter another.

3-4, 6, 5 – Pipe. \$1, 0.25 lb.

For smoking tobacco or medicinal herbs.

3-4, 6, 6 – Seal. \$55, 1.5 lbs.

An elaborate pattern carved into a solid object to press on sealing wax.

5-6, 1, 1 – Staff. \$7, 5 lbs.

A long stick for walking. It isn't balanced for combat but could be used as a quarterstaff at -2.

5-6, 1, 2 – Tinderbox. \$2, neg.

Fire-starting equipment, such as a flint and steel, and finely divided tinder to get small flames going.

5-6, 1, 3 – Walking Stick. \$4, 2 lbs.

A short walking stick. If used in combat, treat as a cheap baton.

5-6, 1, 4 – Wand. \$3, 1 lb.

Used for pointing or as a status symbol. This version is *not* inherently magical.

5-6, 1, 5 – Water Pipe. \$35, 4 lbs.

A large, freestanding pipe with two mouthpieces on the end of flexible tubes.

5-6, 1, 6 – Wig, Large. \$500, 6 lbs.

An enormous hairpiece, extending well down the back or piled up several inches over the wearer's head. Additional decorations (flowers, figurative displays, etc.) may be handled with embellishments.

5-6, 2, 1 – Wig, Small. \$75, 1 lb.

A hairpiece that simply covers the head, perhaps with a few decorative curls or braids.

Scientific Instruments

5-6, 2, 2 – Abacus. \$50, 2 lbs.

5-6, 2, 3 – Armillary Sphere. \$200, 4 lbs.

A model of a planet and its surrounding heavenly bodies, constructed as a series of concentric openwork spheres.

5-6, 2, 4 – Astrolabe. \$250, 5 lbs.

A complex navigational instrument made from stacks of thin, inscribed plates indicating angles, paths of stars, and mathematical calculations. Gives +2 to Cartography and Navigation skills.

5-6, 2, 5 – Globe. \$25, 2 lbs.

A world map on a sphere. It needn't be a map of the world the delvers are on. The GM may wish to treat particularly high-quality and accurate globes as maps (*Dungeon Fantasy 1: Adventurers*, p. 26; and *Dungeon Fantasy 4: Sages*, p. 14) with a base weight of 2 lbs.

5-6, 2, 6 – Orrery. \$750, 12 lbs.

A model of a solar system with planets rotating around a central body. It is geared like a clock so that the planets retain the proper spatial relationships to one another.

5-6, 3, 1 – Quadrant. \$35, 3 lbs.

A quarter-circle-shaped navigational device. By sighting through a low-power spyglass along one side and consulting an attached plumb bob, the user can determine visual angles. Gives +1 to Cartography and Navigation skills (may not be combined with an astrolabe).

Sewing and Fiber Tools

5-6, 3, 2 – Knitting Needles. \$5, *neg.*

5-6, 3, 3 – Loom. \$36, 5 lbs.

A portable backstrap loom rather than a rigid frame loom.

5-6, 3, 4 – Sewing Needles. \$15, *neg.*

Four needles in a card or pincushion.

5-6, 3, 5 – Spindle. \$4, 0.5 lb.

5-6, 3, 6 – Spinning Wheel. \$100, 40 lbs.

Toys and Amusements

5-6, 4, 1 – Ball. \$3, 0.25 lb.

5-6, 4, 2 – Dice. \$6, *neg.*

Common low-tech randomizers include dice with two sides, four sides, and six sides, though 20-sided dice existed as well.

5-6, 4, 3 – Game Board and Pieces. \$40, 3 lbs.

Chess, checkers, backgammon, jackals-and-hounds, go, or another game with a playing board and pieces.

5-6, 4, 4 – Game Tiles. \$22, 1.5 lbs.

Complex pieces for games that don't require boards, such as dominoes and mah-jongg.

5-6, 4, 5 – Kite. \$33, 2 lbs.

5-6, 4, 6 – Playing Cards. \$50, 0.25 lb.

Nonmagical (unless enhancements are added) but used for divination as well as gambling.

5-6, 5, 1 – Top. \$3, 0.1 lb.

Toy Figures

The items below are stuffed cloth figurines or simple wooden or clay models.

5-6, 5, 2 – Boat. \$4, 0.5 lb.

5-6, 5, 3 – Castle. \$4, 0.5 lb.

5-6, 5, 4 – Chariot/Wagon. \$4, 0.5 lb.

5-6, 5, 5 – House. \$4, 0.5 lb.

5-6, 5, 6 – Monster. \$4, 0.5 lb.

A toy dragon, demon, Elder Thing, or other extremely dangerous creature.

5-6, 6, 1 – Mundane Animal. \$4, 0.5 lb.

A dog, bird, fish, barnyard animal, or other beast one might see in everyday life.

5-6, 6, 2 – Person. \$4, 0.5 lb.

A baby, identifiable craftsman, priest, or warrior, or simply a generic humanoid doll.

5-6, 6, 3 – Soldier. \$4, 0.5 lb.

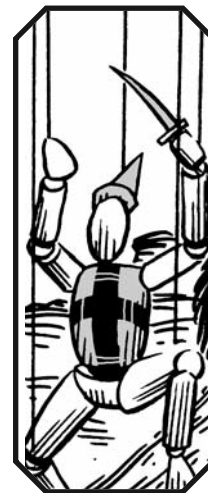
5-6, 6, 4 – Unusual Animal. \$4, 0.5 lb.

A lion, giraffe, or other rare but mundane animal.

5-6, 6, 5 – Weapon. \$4, 0.5 lb.

5-6, 6, 6 – Toy, Mechanical. +8 CF

Select another toy figure. It has an internal mechanism that makes it move (nodding its head, walking, jumping, etc.)



It is the eye of other people that ruin us. If I were blind I would want neither fine clothes, fine houses or fine furniture.

– Benjamin Franklin

GARMENTS AND JEWELRY

Little shows off personal wealth and status as much as fancy clothing and jewelry.

GARMENTS TABLE

Roll 1d, 1d, 1d. Light, regular, and winter garments are progressively heavier and typically longer. For example, light trousers are made from lightweight fabric and don't reach the knees, while winter trousers are made from heavy fabric and reach the ankles.

Roll	Garment	Cost	Wt.	Notes
1, 1-2, 1-2	Belt	\$15	0.25	[1]
1, 1-2, 3-4	Cap	\$6	0.1	[2]
1, 1-2, 5-6	Cape	\$20	2	
1, 3-4, 1-2	Cloak	\$50	5	
1, 3-4, 3-4	Gloves	\$15	0.5	
1, 3-4, 5-6	Gown, Light	\$40	0.6	
1, 5-6, 1-2	Gown, Regular	\$75	1.2	
1, 5-6, 3-4	Gown, Winter	\$112	3	
1, 5-6, 5	Hat, Small	\$12	0.2	[3]
1, 5-6, 6	Hat, Small, Winter	\$24	0.4	[3]
2, 1-2, 1	Hat, Tall	\$18	0.3	[3]
2, 1-2, 2	Hat, Tall, Winter	\$36	0.6	[3]
2, 1-2, 3	Hat, Wide	\$18	0.3	[3]
2, 1-2, 4	Hat, Wide, Winter	\$36	0.6	[3]
2, 1-2, 5	Hat, Wide and Tall	\$28	0.35	[3]
2, 1-2, 6	Hat, Wide and Tall, Winter	\$56	0.7	[3]
2, 3-4, 1-2	Hooded Cape	\$22	2.2	
2, 3-4, 3-4	Hooded Cloak	\$55	5.5	
2, 3-4, 5-6	Hooded Shirt, Light	\$26.40	0.44	
2, 5-6, 1-2	Hooded Shirt, Regular	\$52.80	0.88	
2, 5-6, 3-4	Hooded Shirt, Winter	\$79.20	2.2	
2, 5-6, 5-6	Hooded Tunic, Light	\$20	0.33	
3, 1-2, 1-2	Hooded Tunic, Regular	\$39.60	0.66	
3, 1-2, 3-4	Hooded Tunic, Winter	\$59.40	1.65	
3, 1-2, 5-6	Hose, Light	\$18	0.3	[4]
3, 3-4, 1-2	Hose, Regular	\$36	0.6	[4]
3, 3-4, 3	Hose, Winter	\$54	1.5	[4]
3, 3-4, 4	Keffiyeh/Yashmak	\$16	0.5	[5]
3, 3-4, 5	Long Coat	\$50	5	
3, 3-4, 6	Poncho	\$25	3	
3, 5-6, 1-2	Robe, Light	\$36	0.6	
3, 5-6, 3-4	Robe, Regular	\$72	1.2	
3, 5-6, 5-6	Robe, Winter	\$108	3	
4, 1-2, 1-2	Ruff	\$8	0.1	[6]
4, 1-2, 3-4	Sandals	\$24	0.5	
4, 1-2, 5-6	Sash	\$12	0.2	
4, 3-4, 1-2	Scarf	\$6	0.1	
4, 3-4, 3-4	Shawl	\$24	0.4	
4, 3-4, 5-6	Shirt, Light	\$24	0.4	
4, 5-6, 1-2	Shirt, Regular	\$48	0.8	
4, 5-6, 3-4	Shirt, Winter	\$72	2	
4, 5-6, 5-6	Shoes	\$40	2	
5, 1-2, 1-2	Short Boots	\$80	3	
5, 1-2, 3-4	Skirt, Light	\$15	0.3	

Roll	Garment	Cost	Wt.	Notes
5, 1-2, 5-6	Skirt, Regular	\$30	0.6	
5, 3-4, 1-2	Skirt, Winter	\$50	1.5	
5, 3-4, 3-4	Sleeves, Light	\$6	0.1	[7]
5, 3-4, 5-6	Sleeves, Heavy	\$18	0.5	[7]
5, 5-6, 1-2	Sleeves, Regular	\$12	0.2	[7]
5, 5-6, 3	Slippers	\$35	1	[8]
5, 5-6, 4	Surcoat	\$35	0.5	[9]
5, 5-6, 5-6	Trousers, Light	\$36	0.6	
6, 1-2, 1-2	Trousers, Regular	\$72	1.2	
6, 1-2, 3-4	Trousers, Winter	\$108	3	
6, 1-2, 5-6	Tunic, Light	\$18	0.3	[10]
6, 3-4, 1-2	Tunic, Regular	\$36	0.6	[10]
6, 3-4, 3-4	Tunic, Winter	\$56	1.5	[10]
6, 3-4, 5-6	Turban	\$24	0.4	
6, 5-6, 1-2	Wrap, Light	\$48	0.8	[11]
6, 5-6, 3-4	Wrap, Regular	\$96	1.6	[11]
6, 5-6, 5-6	Wrap, Winter	\$144	4	[11]

Notes

[1] Leather or sturdy cloth, strong enough to support scabbards and other gear.

[2] A small, brimless, usually form-fitting head cover, like a yarmulke or beret.

[3] A hat has a brim and usually a crown that rises above the top of the head. A tall hat has a very high crown, like a wizard's cap or fez. A wide hat has a very broad brim, like a musketeer's hat or a conical Asian peasant's hat (bicorn and tricorn hats are typically wide hats worn with the brim folded up and pinned to the crown). Winter hats are made from fur or thick cloth.

[4] Tight-fitting, usually knit, coverings for the entire leg.

[5] A large cloth, worn by many desert-dwellers as headgear. It wraps around the entire head and neck, and can be pulled up over the face as well.

[6] A wide, detachable collar.

[7] Many shirts and jackets before the modern era have detachable sleeves, which tie on to a main tunic or jacket. This makes them both easier to manufacture and slightly more comfortable, since air circulates better.

[8] Soft soles provide +1 against penalties to Stealth.

[9] A surcoat is a strip of cloth with a hole in the middle for the head to fit through. It is worn like a narrow poncho, over other clothing and armor.

[10] A tunic is a square, sleeveless top like a large vest; a shirt has sleeves.

[11] A large, wrap-around garment like a toga or sari.



JEWELRY TABLE

For a piece of jewelry, roll 2d to determine the material. Then roll 1d, 1d on the appropriate *Jewelry Shape Table* to figure out the basic appearance. Jewelry may have decorative embellishments as well.

Jewelry Materials Table

Roll 2d.

Roll	Material
2-4	Bronze
5	Billon (an alloy of copper and silver)
6-8	Silver
9	Electrum (an alloy of silver and gold)
10-11	Gold
12	Platinum

Jewelry Shape Tables

Roll 1d, 1d on the relevant material table.

Bronze Table

Roll	Shape	Cost	Wt.	Notes
1, 1-6	Piercing	\$0.65	0.01	[1]
2, 1-6	Chain	\$2.50	0.04	[2]
3, 1	Plug	\$3.13	0.05	[3]
3, 2	Nasal	\$3.75	0.06	[4]
3, 3-6	Button	\$5.00	0.08	
4, 1-3	Ring	\$6.25	0.1	
4, 4	Comb	\$6.25	0.1	
4, 5-6	Buckle	\$12.50	0.2	[5]
5, 1-3	Bracelet	\$18.75	0.3	
5, 4-5	Crown	\$31.25	0.5	
5, 6	Torc	\$46.75	0.75	[6]
6, 1-3	Bigger	–	–	[7]
6, 4-6	Gem	–	–	[8]

Billon Tables

Roll	Shape	Cost	Wt.	Notes
1, 1-6	Piercing	\$5.75	0.01	[1]
2, 1-6	Chain	\$22.75	0.05	[2]
3, 1	Plug	\$29.00	0.05	[3]
3, 2	Nasal	\$34.25	0.05	[4]
3, 3-6	Button	\$45.75	0.1	
4, 1-3	Ring	\$57.00	0.15	
4, 4	Comb	\$57.00	0.15	
4, 5-6	Buckle	\$114.00	0.25	[5]
5, 1-3	Bracelet	\$171.00	0.25	
5, 4-5	Crown	\$286.00	0.5	
5, 6	Torc	\$428.00	0.75	[6]
6, 1-3	Bigger	–	–	[7]
6, 4-6	Gem	–	–	[8]

Silver Tables

Roll	Shape	Cost	Wt.	Notes
1, 1-6	Piercing	\$12	0.01	[1]
2, 1-6	Chain	\$45	0.05	[2]
3, 1	Plug	\$60	0.05	[3]
3, 2	Nasal	\$70	0.05	[4]
3, 3-6	Button	\$95	0.1	
4, 1-3	Ring	\$115	0.15	
4, 4	Comb	\$115	0.15	

Roll	Shape	Cost	Wt.	Notes
4, 5-6	Buckle	\$230	0.25	[5]
5, 1-3	Bracelet	\$345	0.25	
5, 4-5	Crown	\$575	0.5	
5, 6	Torc	\$865	0.75	[6]
6, 1-3	Bigger	–	–	[7]
6, 4-6	Gem	–	–	[8]

Electrum Table

Roll	Shape	Cost	Wt.	Notes
1, 1-6	Piercing	\$170	0.05	[1]
2, 1-6	Chain	\$685	0.05	[2]
3, 1	Plug	\$855	0.05	[3]
3, 2	Nasal	\$1,025	0.1	[4]
3, 3-6	Button	\$1,365	0.15	
4, 1-3	Ring	\$1,705	0.15	
4, 4	Comb	\$1,705	0.15	
4, 5-6	Buckle	\$3,415	0.25	[5]
5, 1-3	Bracelet	\$5,120	0.5	
5, 4-5	Crown	\$8,530	0.75	
5, 6	Torc	\$12,800	1.25	[6]
6, 1-3	Bigger	–	–	[7]
6, 4-6	Gem	–	–	[8]

Gold Table

Roll	Shape	Cost	Wt.	Notes
1, 1-6	Piercing	\$420	0.02	[1]
2, 1-6	Chain	\$1,680	0.1	[2]
3, 1	Plug	\$2,100	0.1	[3]
3, 2	Nasal	\$2,520	0.15	[4]
3, 3-6	Button	\$3,360	0.15	
4, 1-3	Ring	\$4,200	0.25	
4, 4	Comb	\$4,200	0.25	
4, 5-6	Buckle	\$8,400	0.5	[5]
5, 1-3	Bracelet	\$12,600	0.75	
5, 4-5	Crown	\$21,000	1	
5, 6	Torc	\$31,500	1.5	[6]
6, 1-3	Bigger	–	–	[7]
6, 4-6	Gem	–	–	[8]

Platinum

Roll	Shape	Cost	Wt.	Notes
1, 1-6	Piercing	\$960	0.02	[1]
2, 1-6	Chain	\$3,840	0.1	[2]
3, 1	Plug	\$4,800	0.15	[3]
3, 2	Nasal	\$5,760	0.15	[4]
3, 3-6	Button	\$7,680	0.25	
4, 1-3	Ring	\$9,600	0.25	
4, 4	Comb	\$9,600	0.25	
4, 5-6	Buckle	\$19,200	0.5	[5]
5, 1-3	Bracelet	\$28,800	0.75	
5, 4-5	Crown	\$48,000	1.25	
5, 6	Torc	\$72,000	1.75	[6]
6, 1-3	Bigger	–	–	[7]
6, 4-6	Gem	–	–	[8]

Notes

[1] A thin hook or ring, made to be worn in a tiny hole pierced in the skin.

[2] A chain made from thin links, about a foot long. Jewelry chains are suitable for decoration (for example, as a necklace) or securing very light clothing, but can't take any serious weight.

[3] Like a piercing, but thicker, meant to stretch a pierced hole to a larger diameter.

[4] A small plate with inward-pointing prongs or a ring at the top, meant to be worn in a pierced septum.

[5] A small buckle is suitable for securing knee-britches and shirt cuffs; larger buckles (at least twice the basic size) might be used for belts and cloaks.

[6] A solid, crescent-shaped piece of jewelry, fitting around the neck.

[7] Roll again and add 100% to the item's cost and weight. If "Bigger" comes up again, the effect is cumulative, adding another 100% to cost and weight (that is, double cost and weight the first time, triple basic weight the second, quadruple basic weight the third, etc.).

[8] The item is jeweled. Add a gem (see *Gem Table*, below) to the item and roll again. Add more gems to the item if the "Gem" result comes up multiple times.

GEMS TABLE

Roll 1d, 1d to determine material and 2d/4 for the gem's weight in carats; do not round weight. The value of a gem is $(\$1 \times C^2 + \$4 \times C) \times V$, where C is the weight of the gem in carats and V is the Value modifier for the gemstone. The number next to the name of the gem is its value modifier. Since there are 2,488 carats to the pound, the weight of gems is essentially negligible.

1, 1-2 – Bigger.

Roll again and add 1d carats to the size of the gem. Further results of "Bigger" are cumulative.

1, 3 – Agate. 5.

A smooth, banded mineral. The changing colors highlight depth when the gem is carved, so it's often used for tiny reliefs.

1, 4 – Azurite. 10.

A blue ore of copper.

1, 5 – Chalcedony. 10.

A milky, usually white stone.

1, 6 – Hematite. 5.

A silvery iron ore.

2, 1 – Jade. 20.

Usually green, though sometimes shading into white (and, very rarely, other colors), high-quality jade is somewhat translucent. Jade is an extremely tough mineral that can, in large enough chunks, be used for high-quality stone axes.



2, 2 – Jet. 10.

A black stone that takes a polish, though it's essentially just an exceptionally dense form of coal.

2, 3 – Magnetite. 5.

A silvery iron ore.

2, 4 – Malachite. 15.

A deep-green copper ore, often streaked with swirls of lighter green.

2, 5 – Obsidian. 2.

Volcanic glass, usually black or very dark green. Like jade, it is slightly translucent and can be sharpened.

2, 6 – Quartz. 15.

Clear quartz is relatively common, so quartz crystals and carvings have often been used as magical adjuncts.

3, 1 – Amber. 25.

A yellow-orange material, sometimes with long-dead insects and other very tiny organisms trapped in it.

3, 2 – Amethyst. 30.

Transparent, purple quartz.

3, 3 – Calcite. 20.

Gem-quality calcite is a cloudy white stone, but it may be transparent from some angles and can be carved into lenses.

3, 4 – Sard. 25.

An opaque, red quartz, often carved into seals.

3, 5 – Coral. 20.

Opaque remains of live coral, polished and often carved into shapes.

3, 6 – Lapis Lazuli. 25.

A soft, dark-blue stone, often streaked with gold pyrites.

4, 1 – Onyx. 20.

Black, opaque quartz.

4, 2 – Tourmaline. 25.

A translucent stone usually found in long, narrow crystals made of multicolored bands.

4, 3 – Turquoise. 20.

A pale blue-green, opaque mineral, sometimes mottled with darker colors.

4, 4 – Aquamarine. 30.

Transparent and pale blue, aquamarine is naturally associated with water.

4, 5 – Beryl. 30.

A hard, transparent gem, colorless or yellow, similar to emerald and aquamarine.

4, 6 – Bloodstone. 30.

A dark, opaque stone with red streaks.

5, 1 – Cat's Eye. 30.

A form of beryl that focuses light in a distinctive streak down the center.

5, 2 – Emerald. 35.

A brilliant-green stone.

5, 3 – Garnet. 35.

Usually red, but rare green and other colors of garnets exist.

5, 4 – Iolite. 30.

A thin piece of this sapphire-like mineral polarizes light, so it can be used to reduce glare.

5, 5 – Moonstone. 30.

A very pearlescent stone appearing in several colors. Some have tiger-eye or star-like appearance.

5, 6 – Opal. 35.

Opal comes in a variety of shades and levels of opacity, but its most notable attribute is that it diffracts light internally, giving it deep, rainbow-colored overtones.



6, 1 – Pearl. 35.

Pearls are typically white with a faint rainbow sheen, but they can be tinged pink or purple as well.

6, 2 – Peridot. 30.

A pale, transparent, green stone, sometimes found in meteors.

6, 3 – Ruby. 35.

A very hard, transparent, red stone.

6, 4 – Sapphire. 35.

Often blue, but can be any color except red. It is the same stone as ruby, only with different trace elements providing color.

6, 5 – Topaz. 35.

Usually earth-toned, but blue, green, and multi-colored topazes exist.

6, 6 – Diamond. 40.

Diamond is so hard that it is often, at low TLs, not worked. It is polished but left in an uncut natural cube.

CONTAINERS TABLE

These are long-term storage containers not intended to be kept on a belt or in a pouch; for an alternative, see *Load-Bearing Gear* (p. 22).

Roll 1d, 1d.

1, 1-2 – Amphora. \$60, 40 lbs.

A large (six-gallon or 2.75-cubic-foot) earthenware container with handles and a pointed bottom, excellent for planting in the ground. DR 1, 12 HP.

1, 3-4 – Barrel. \$65, 20 lbs.

See *Dungeon Fantasy 1*, p. 24.

1, 5-6 – Basket. \$1.75, 1.5 lbs.

A wicker basket (one-cubic-foot capacity) with a lid and carrying handle, good for carrying treats to Grandma. DR 0, 4 HP.

2, 1-2 – Bottle/Jar. \$3, 1 lb.

See *Dungeon Fantasy 1*, p. 24.

2, 3-4 – Bottle/Jar, Small. \$2, 0.5 lb.

See *Dungeon Fantasy 1*, p. 24.

2, 5 – Box, Stone, Large. \$1,000, 220 lbs.

A box the size of a wooden chest but carved from soapstone. Attractive and durable, but extremely heavy. DR 4, 24 HP.

2, 6 – Box, Stone, Small. \$50, 6 lbs.

A soapstone box the size of a large book. DR 4, 7 HP.

3, 1 – Box, Wooden, Large. \$15, 2 lbs.

A wooden box size of a large book. DR 1, 5 HP.

3, 2 – Box, Wooden, Small. \$2, 0.25 lbs.

A box small enough to fit in the palm. DR 1, 2 HP.

3, 3 – Cabinet. \$150, 30 lbs.

An upright chest with a capacity of eight cubic feet (700 lbs.) and doors opening in front. DR 1, 12 HP.

3, 4 – Cabinet, Compartmentalized. \$200, 32 lbs.

As above, but with many small drawers or shelves. The one who packed the chest can find things in it in half the usual time.

3, 5 – Cabinet, Small. \$75, 15 lbs.

A smaller version of the cabinet, with a capacity of about five cubic feet (400 lbs.). DR 1, 9 HP.

3, 6 – Cabinet, Small, Compartmentalized. \$100, 16 lbs.

As above, but with drawers and shelves.



4, 1 – Cage, Large. \$120, 7 lbs.

A cage made from thin iron bars (DR 5, 6 HP each) spaced at one-inch intervals. The cage is about two cubic feet, big enough for a mid-sized dog. The cage has a latch, but no lock, so an intelligent creature can release itself.

4, 2 – Cage, Small. \$40, 3 lbs.

A smaller cage, about 200 cubic inches, suitable for birds, rats, and other small animals.

4, 3 – Cage, Small, Wooden. \$20, 2 lbs.

Similar to the small cage, but made of wood (bars have DR 1, 4 HP). Suitable for small birds and other animals that won't try hard to escape.

4, 4 – Canteen, Wooden, 1 Quart. \$10, 3 lbs.

4, 5 – Chest. \$200, 40 lbs.

See *Dungeon Fantasy 1*, p. 24.

5, 1 – Chest, Compartmentalized. \$300, 45 lbs.

As above, but divided into compartments and cubbyholes.

5, 2-3 – Chest, Small. \$100, 18 lbs.

A smaller chest, about two cubic feet or 100 lbs. capacity. DR 1, 10 HP.

5, 4-5 – Chest, Small, Compartmentalized. \$120, 20 lbs.

As above, but divided into compartments and cubbyholes.

5, 6 – Strongbox, Iron. \$250, 15 lbs.

See *Dungeon Fantasy 1*, p. 24.

6, 1 – Strongbox, Iron, Compartmentalized. \$300, 18 lbs.

As above, but divided into small compartments.

6, 2 – Vial, Crystal. \$5, 0.25 lb.

See *Dungeon Fantasy 1*, p. 24.

6, 3 – Vial, Iron. \$15, 0.5 lb.

DR 3, 3 HP.

6, 4 – Wineskin, 1 Gallon. \$10, 0.25 lb.

6, 5 – Cushioned. +1 CF.

The container is lined with padding, giving an additional DR 4 against crushing and collision damage. Roll again to find the vessel's form, ignoring further rolls of Cushioned.

6, 6 – Secret Compartment. +2 CF.

The vessel has a secret compartment that accounts for 10% of its capacity; make a Search roll to find it. Roll again to find the vessel's form, ignoring further rolls of Secret Compartment.

CHAPTER THREE

DUNGEONEERING

GEAR

The gear in this chapter isn't just valuable – it's useful as well. What better to find in a dungeon than the equipment used

by its inhabitants or left behind by previous explorers who have come to a bad end?

ACCOUTREMENTS TABLE

Some of these items are readily available in towns, but new items presented here should be regarded as special custom orders at best and often simply unavailable for purchase.

Roll 1d, 1d, 1d.

Climbing and Lifting

1, 1, 1 – Block and Tackle. \$200, 10 lbs.

An arrangement of pulleys allowing users to lift very heavy loads. Using a block and tackle permits someone to lift up to BLx32 one foot per second. Multiple adventures and even draft animals can pull on the rope; total the BL of everyone involved.

1, 1, 2 – Climbing Spikes. \$400, 4 lbs.

See *Dungeon Fantasy 1*, p. 25.

1, 1, 3 – Climbing Spikes, Improved. \$4,000, 8 lbs.

Instead of just having claws at the hands and feet, the improved spikes put additional claws around the knees and elbows for greater traction. In addition to granting +3 to Climbing skill, the claws allow the user to stay attached to a vertical climbing surface by the legs but freely use both hands (or, if necessary, hang on by the arms but use the legs freely). They also give +1 to damage with unarmed strikes.

1, 1, 4 – Crossbow Grapnel. \$300, 9 lbs.

A crossbow with a special harpoon-shaped bolt and a spool of strong cord secured to a pulley at the end of the bolt. The extra weight of the line-bolt gives it range and damage as a crossbow with 2/3 the user's ST (round up). However, it can fire the grapnel much farther than someone could throw it. The double thickness of cord supports 180 lbs., or a sturdier rope can be pulled through at a rate of ST feet per second. Additional spools are \$50, 2.5 lbs.

1, 1, 5 – Giant-Spider Silk Cord. \$100, 0.5 lb.

Per 10 yards. See *Dungeon Fantasy 1*, p. 25.

1, 1, 6 – Grapnel. \$80, 2 lbs.

See *Dungeon Fantasy 1*, p. 25.

1, 2, 1 – Ladder, 10'. \$25, 15 lbs.

See *Dungeon Fantasy 1*, p. 24.

1, 2, 2 – Orichalcum Climbing Chain. \$150, 0.5 lb.

A strong but lightweight chain with larger rings set every foot for grabbing. The chain cannot be broken, cut, or burned (though repeated heat-based attacks can make it too hot to hold on to). Cost and weight are per foot; roll 2d+4 for length.

1, 2, 3 – Portable Ladder, 30'. \$200, 10 lbs.

See *Dungeon Fantasy 1*, p. 26.

1, 2, 4 – Rope, 3/4". \$25, 5 lbs.

Per 10 yards. See *Dungeon Fantasy 1*, p. 24.

1, 2, 5 – Rope, 3/8". \$5, 1.5 lbs.

Per 10 yards. See *Dungeon Fantasy 1*, p. 24.

1, 2, 6 – Dragonhide Rope, 3/4". \$250, 5 lbs.

Rope made from braided strips of treated dragon hide is resistant to fire (DR 10 against heat and flame attacks). Supports 1,100 lbs. Per 10 yards.

1, 3, 1 – Dragonhide Rope, 3/8". \$50, 1.5 lbs.

As above, but supports 300 lbs. Per 10 yards.

1, 3, 2 – Elven Rope, 3/4". \$75, 5 lbs.

Supports 2,200 lbs. Per 10 yards.

1, 3, 3 – Elven Rope, 3/8". \$15, 1.5 lbs.

Supports 600 lbs. Per 10 yards.

1, 3, 4 – Lifting Sling. \$20, 2.5 lbs.

A comfortable leather seat capable of lifting or lowering an occupant up to SM +1. Includes ties so the user doesn't fall out if killed or rendered unconscious.

Healing

1, 3, 5 – Bandages. \$10, 1 lb.

See *Dungeon Fantasy 1*, p. 24.

1, 3, 6 – Healer's Kit. \$200, 10 lbs.

See *Dungeon Fantasy 1*, p. 26. Designed for one specific Esoteric Medicine specialty.



1, 4, 1-2 – First Aid Kit. \$50, 2 lbs.

See *Dungeon Fantasy 1*, p. 24.

1, 4, 3 – Prosthetic. \$400, 1 lb.

A false limb or other body part. This is a mundane replacement like a peg leg or a hook hand, not a mystically powered cybernetic part, but it can partially replace the function of a lost limb. Roll 2d to determine the part.

Roll	Limb	Roll	Limb
2	Tail	7-8	Arm
3	Nose	9-10	Hand
4	Foot	11	Eye
5-6	Leg	12	Ear

1, 4, 4 – Elven Limb Brace. \$2,500, 2 lbs.

If applied quickly after combat, this lightweight but sturdy exoskeleton gives +3 to the HT roll to determine the duration of crippling injuries. Roll 1d to determine the limb the brace is designed for.

Roll	Limb	Roll	Limb
1	Foot	3-4	Leg
2	Hand	5-6	Arm

1, 4, 5 – Spider-Silk Bandages. \$80, neg.

Six patches of giant-spider silk, excellent for patching wounds. Gives +1 to First Aid skill; can be combined with bonuses from other medical gear.

1, 4, 6 – Surgical Instruments. \$300, 15 lbs.

See *Dungeon Fantasy 1*, p. 24.

Load-Bearing Gear

1, 5, 1 – Backboard. \$60, 7 lbs.

A broad board with shoulder straps and cords with which to tie equipment. It takes half as much time to locate and retrieve gear as from a backpack. Holds 70 lbs. of gear.

1, 5, 2 – Backpack, Frame. \$100, 10 lbs.

See *Dungeon Fantasy 1*, p. 23.

1, 5, 3 – Backpack, Small. \$60, 3 lbs.

See *Dungeon Fantasy 1*, p. 23.

1, 5, 4 – Bandoleer. \$60, 1 lb.

See *Dungeon Fantasy 1*, p. 25.

1, 5, 5 – Carrying Yoke. \$70, 3 lbs.

A W-shaped frame that rests on the shoulder. A hand on the front balances the load in the back. It can be dropped as a free action, but it requires a hand to keep it steady while it is being used. Holds up to 100 lbs. of gear.

1, 5, 6 – Crossbow Sling. \$200, 2 lbs.

See *Dungeon Fantasy 1*, p. 25.

1, 6, 1 – Delver's Webbing. \$160, 3 lbs.

See *Dungeon Fantasy 1*, p. 25.

1, 6, 2 – Hip Quiver. \$15, 1 lb.

See *Dungeon Fantasy 1*, p. 24.

1, 6, 3 – Hip Quiver, Large. \$30, 2 lbs.

See *Dungeon Fantasy 1*, p. 24.

1, 6, 4 – Potion Belt. \$60, 1 lb.

See *Dungeon Fantasy 1*, p. 25.

1, 6, 5 – Pouch/Purse. \$10, 0.2 lb.

See *Dungeon Fantasy 1*, p. 23.

1, 6, 6 – Quick-Release Backpack. \$300, 3 lbs.

See *Dungeon Fantasy 1*, p. 25.

2, 1, 1 – Sack. \$30, 3 lbs.

See *Dungeon Fantasy 1*, p. 24.

2, 1, 2 – Scroll Belt. \$60, 1 lb.

See *Dungeon Fantasy 4*, p. 12.

2, 1, 3 – Scroll Case. \$75, 1 lb.

See *Dungeon Fantasy 4*, p. 12.

2, 1, 4 – Shoulder Quiver. \$10, 0.5 lb.

See *Dungeon Fantasy 1*, p. 24.

2, 1, 5 – Wheelbarrow. \$60, 18 lbs.

See *Dungeon Fantasy 1*, p. 24.

Musical Instruments

2, 1, 6 – Bagpipe. \$270, 3 lbs.

An exceptionally loud instrument – so loud, in fact, that other bards within 10 yards have trouble hearing themselves and are at -2 to their own Bard-Song rolls.

2, 2, 1 – Drum. \$40, 2 lbs.

See *Dungeon Fantasy 1*, p. 24.

2, 2, 2 – Glass Harmonica. \$500, 10 lbs.

A series of glass disks on an axle inside a box, spun with a crank, and played with a wet fingertip touched to the rims; the principle is the same as running a finger around the rim of a wineglass to produce a tone. The instrument's supernatural tone quality gives +3 to any Bard-Song rolls, but it has a number of drawbacks. First, it is not a particularly mobile instrument. It takes three seconds to set up on its stand or put away, and it must be stationary while it is played. Second, it is very fragile. The casing has DR 2, but any attack that does damage to it destroys the instrument. Third, because of its weird resonances, a critical failure while using it attracts the attention of Elder Things, who can be expected to appear before the end of the current adventure.

2, 2, 3 – Harp/Zither. \$250, 3 lbs.

See *Dungeon Fantasy 1*, p. 24.

2, 2, 4 – Horn. \$100, 2 lbs.

See *Dungeon Fantasy 1*, p. 24.

2, 2, 5 – One-Handed Concertina. \$200, 0.5 lb.

A tiny accordion that can be squeezed with the thumb and played with fingers on a small set of keys. Gives -1 to Bard-Song rolls, but it can be played with one hand. The other can be holding a weapon, hanging on to a rope, etc.

2, 2, 6 – Stringed. \$150, 5 lbs.

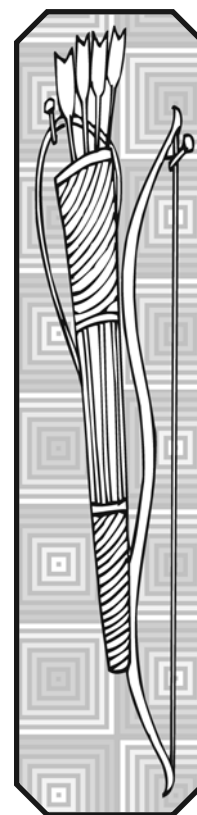
See *Dungeon Fantasy 1*, p. 24.

2, 3, 1 – Whistle. \$5, 0.1 lb.

See *Dungeon Fantasy 1*, p. 24.

2, 3, 2 – Woodwind. \$40, 1 lb.

See *Dungeon Fantasy 1*, p. 24.



Protection

2, 3, 3 – Alchemist's Garb. \$225, 5 lbs.

See *Dungeon Fantasy 4*, p. 12.

2, 3, 4 – Anti-Garrote Collar. \$35, 1 lb.

See *Dungeon Fantasy 1*, p. 25.

2, 3, 5 – Float Coat. \$100, 6 lbs.

See *Dungeon Fantasy 4*, p. 12.

2, 3, 6 – Tinted Goggles. \$150, 0.5 lb.

See *Dungeon Fantasy 1*, p. 26.

2, 4, 1 – Wet Cloak. \$200, 12 lbs.

A long, hooded cloak with thin tubes of water running through it. Provides DR 3 against fire and burning damage for five seconds.

2, 4, 2 – Pixie Stained-Glass Spectacles. \$600, 0.5 lb.

These colored glass spectacles are superior eye protection for dungeon delvers. Like tinted goggles, they provide Protected Vision. However, they give only a -1 to Vision rolls. They provide no more physical protection than an ordinary pair of spectacles.

2, 4, 3 – Slippery Oil. \$80, 1 lb.

A pint of this oil, applied to the body or noncloth armor, provides +5 to any attempts to resist grappling or to escape sticky webs and surfaces. However, it also gives -5 to any grappling attempts the wearer makes, and the inevitable bit of spillage and running get the oil on hands and feet, giving -1 to any rolls to retain footing or hold on to items. Slippery oil wears off after about an hour.

Religious

2, 4, 4 – Holy Symbol. \$50, 1 lb.

See *Dungeon Fantasy 1*, p. 26.

2, 4, 5 – Holy Symbol, Blessed. \$250, 1 lb.

See *Dungeon Fantasy 1*, p. 26.

2, 4, 6 – Holy Symbol, High. \$1,000, 1 lb.

See *Dungeon Fantasy 1*, p. 26.

2, 5, 1 – Portable Shrine. \$400, 8 lbs.

A small set of religious images and paraphernalia in a folding case. Once set up by a cleric (takes a minute of ritual), it temporarily raises the sanctity of the surrounding area by a level for a radius equal to the cleric's Power Investiture. The bonus lasts until the shrine is removed or destroyed.

2, 5, 2 – Portable Shrine, Blessed. \$2,000, 8 lbs.

As portable shrine (above), except expands radius of increased sanctity by 50%.

2, 5, 3 – Portable Shrine, High. \$8,000, 8 lbs.

As portable shrine (above), except doubles radius of increased sanctity.

2, 5, 4 – Holy Water. \$15, 1 lb.

See *Dungeon Fantasy 1*, p. 26.

Riding

2, 5, 5 – Barding, Flying Animal. \$500, 30 lbs.

A full set of leather and cloth barding (DR 2) for a griffin, giant eagle, or other winged mount. Wings are not covered, but they aren't encumbered, either.

2, 5, 6 – Barding, Giant Carnivore. \$400, 30 lbs.

A full set of leather and cloth barding (DR 2) for a giant cat, riding wolf, or other large, predatory animal used as a mount.

2, 6, 1 – Barding, Horse. \$345, 30 lbs.

A full set of leather and cloth barding (DR 2) for a horse or horse-like animal.

2, 6, 2 – Bit and Bridle. \$35, 3 lbs.

See p. B289.

2, 6, 3 – Saddle and Tack. \$150, 15 lbs.

See p. B289.

2, 6, 4 – Saddle with Stirrups. \$125, 20 lbs.

See p. B289.

2, 6, 5 – Saddle, Flying. \$300, 20 lbs.

A saddle with additional straps to keep a rider secure at extreme angles. It takes two minutes to secure, but the user will not fall out, nor can he be pulled out without undoing the straps. If the rider doesn't take the time to strap in, treat it as a regular saddle.

2, 6, 6 – Saddle, War. \$250, 35 lbs.

See p. B289.

3, 1, 1 – Saddlebags. \$100, 3 lbs.

See p. B289.

Light and Optics

3, 1, 2-3 – Alchemist's Matches.

\$15, 0.25 lb.

See *Dungeon Fantasy 1*, p. 25.

3, 1, 4 – Bull's-Eye Lantern. \$100, 2 lbs.

See *Dungeon Fantasy 1*, p. 26.

3, 1, 5 – Burning Glass. \$40, 0.25 lb.

See *Dungeon Fantasy 1*, p. 26.

3, 1, 6 – Burning Stone. \$250, 1 lb.

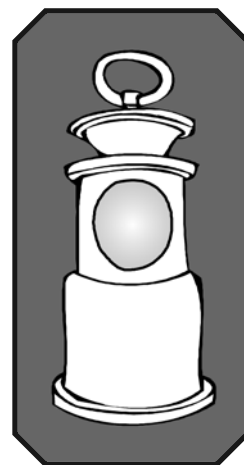
A burning stone is about the size and color of a charcoal briquette, but when lit, it becomes something quite different. It burns with tremendous heat, glowing with a bright, white light for an hour. If used as a light source, it sheds a light equal to daylight at its source, with Vision penalties for darkness increasing by one for every two yards of distance. It can also burn through just about anything short of stone. If held against a target, it does 4d burning damage (cyclic, per second). That kind of prolonged contact is essentially impossible in combat; treat being struck with a burning stone as equivalent to being struck with a torch. The main drawback of the burning stone is that it makes a loud hissing, sizzling sound when lit, about the same volume as a normal conversation, making stealth nearly impossible even if the light is covered. The heat with which it burns can also be an issue, since it will eventually melt metal and can even damage ceramics. It is usually carried in a mug-like stone holder (\$6, 4 lbs.) and cannot be contained in a helmet lamp or shield lamp.

3, 2, 1 – Candle, Beeswax. \$5, 1 lb.

See *Dungeon Fantasy 1*, p. 24.

3, 2, 2 – Candle, Tallow. \$0.5, 1 lb.

See *Dungeon Fantasy 1*, p. 24.



3, 2, 3 – Corrective Spectacles. \$150, 0.5 lb.

See *Dungeon Fantasy 1*, p. 26.

3, 2, 4 – Delver's Periscope. \$50, 4 lbs.

A simple arrangement of angle mirrors in a collapsible tube (three feet fully extended), allowing the user to look over walls and around corners without being seen. The end of the periscope is SM -6 and commensurately hard to spot.

3, 2, 5 – Dwarven Theodolite. \$4,000, 15 lbs.

A set of sights and tiny spirit levels attached to a stable platform, allowing the user to quickly take rough readings of distances and visual angles. Accuracy isn't great (distances can be measured in, at best, 10-foot increments and angles in five-degree increments), but it's good enough for rough dungeon mapping or precisely placing the effects of area spells. Furthermore, it can be done quickly (10 seconds to set up plus 10 seconds each to measure any one distance or angle).

3, 2, 6 – Faerie Mirror Cloth. \$200, neg.

A costly reflective fabric produced by secretive leprechauns, equivalent to a hand mirror, but lightweight and won't break if dropped.

3, 3, 1 – Helmet Lamp. \$100, 2 lbs.

See *Dungeon Fantasy 1*, p. 25.

3, 3, 2 – Lantern. \$20, 2 lbs.

See *Dungeon Fantasy 1*, p. 24.

3, 3, 3 – Mirror, Hand. \$15, 1 lb.

See *Dungeon Fantasy 1*, p. 26.

3, 3, 4 – Mirror, Tall. \$125, 10 lbs.

See *Dungeon Fantasy 1*, p. 26.

3, 3, 5-6 – Oil, Lantern. \$2, 1 lb.

See *Dungeon Fantasy 1*, p. 24.

3, 4, 1 – Reflector. \$75, 1 lb.

See *Dungeon Fantasy 4*, p. 12.

3, 4, 2 – Safety Matches. \$30, 0.25 lb.

As alchemist's matches (*Dungeon Fantasy 1*, p. 25), but using a two-part formula. The matches must be struck on a treated pad kept in a separate part of a small box. They will not ignite accidentally.

3, 4, 3 – Shield Lamp. \$200, 4 lbs.

See *Dungeon Fantasy 4*, p. 12.

3, 4, 4 – Telescope. \$500, 6 lbs.

See *Dungeon Fantasy 1*, p. 26.

3, 4, 5-6 – Torch. \$3, 1 lb.

See *Dungeon Fantasy 1*, p. 24.

Survival

3, 5, 1-2 – Blanket. \$20, 4 lbs.

See *Dungeon Fantasy 1*, p. 23.

3, 5, 3-4 – Chain, Steel. \$5, 2 lbs.

Supports up to 2,000 lbs. Cost and weight are per foot. Roll 2d+4 for length.

3, 5, 5 – Cobweb Kite. \$16,000, 8 lbs.

See *Dungeon Fantasy 4*, p. 12.

3, 5, 6 – Fishhooks and Line. \$50, 0.1 lb.

See *Dungeon Fantasy 1*, p. 23. Requires pole.

3, 6, 1 – Group Basics. \$50, 20 lbs.

See *Dungeon Fantasy 1*, p. 23.

3, 6, 2 – Halfling Disinfectant. \$20, 0.1 lb.

A small vial of this powerful mixture of herbal extracts and special vinegars destroys microorganisms and neutralizes small quantities of toxins on rotten food, essentially granting Cast-Iron Stomach (p. B80) for a single meal. It doesn't improve flavor, so it's probably just as well that it has a slight numbing effect on the tongue.

3, 6, 3 – Necromantic Preservative. \$110, 1 lb.

A single bottle of this foul-smelling liquid can completely preserve up to 20 lbs. of dead body parts for a week. Repeated treatments can extend preservation indefinitely.

3, 6, 4 – Pole, 10'. \$8, 5 lbs.

See *Dungeon Fantasy 1*, p. 24.

3, 6, 5 – Pole, 6'. \$5, 3 lbs.

See *Dungeon Fantasy 1*, p. 24.

3, 6, 6 – Pole, Collapsible. \$2, 1 lb.

A two-foot section of pole with threaded ends. Multiple sections may be connected (five seconds per section) to form longer poles for any use, although very long constructions are difficult to handle. Any action with a longer pole is at -1 to DX for every additional section beyond 10 feet.

4, 1, 1 – Pole, Spring-Loaded. \$75, 7 lbs.

A two-foot metal tube that springs into a six-foot pole for use with tents, fishing gear, and poking at dubious spots on the floor. Requires a Ready maneuver.

4, 1, 2 – Dwarven Rations. \$5, 1 lb.

See *Dungeon Fantasy 1*, p. 25.

4, 1, 3 – Elven Rations. \$15, 0.5 lb.

See *Dungeon Fantasy 1*, p. 25.

4, 1, 4 – Sleeping Fur. \$50, 8 lbs.

See *Dungeon Fantasy 1*, p. 23.

4, 1, 5 – Snorkel, 6'. \$30, 1 lb.

See *Dungeon Fantasy 1*, p. 26.

4, 1, 6 – Soap. \$5, 0.5 lb.

Used by exceptionally careful thieves, a minute of work with a pint of soap and a cloth clears 10 square feet of just about any surface of contact agents. However, it can damage texts and decorated fabrics. Daily washing with soap also imposes a -2 on anyone trying to track the user by scent.

4, 2, 1 – Tent, 1-Man. \$50, 5 lbs.

See *Dungeon Fantasy 1*, p. 23.

4, 2, 2 – Tent, 2-Man. \$80, 12 lbs.

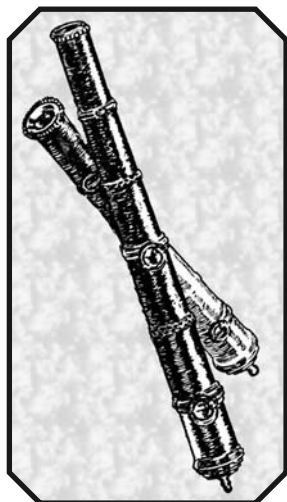
See *Dungeon Fantasy 1*, p. 23. Requires a pole.

4, 2, 3 – Tent, 4-Man. \$150, 30 lbs.

See *Dungeon Fantasy 1*, p. 23. Requires two poles.

4, 2, 4 – Tent, 20-Man. \$300, 100 lbs.

See *Dungeon Fantasy 1*, p. 23. Requires 16 poles.



4, 2, 5 – Tent, Insulated. +1 CF, ×2 weight.

Select a tent (p. 24). It is made from double-thick fabric. Provides +1 to Survival rolls in cold conditions.

4, 2, 6 – Tent, Waterproof. +1 CF, ×1.5 weight.

Select a tent (p. 24). It is made from oiled cloth or leather. Provides +1 to Survival rolls in damp conditions.

Thief/Spy

4, 3, 1 – Adamant Drill. \$800, 5 lbs.

Like the brace and bit (*Dungeon Fantasy 1*, p. 25), but a tip of exceptionally hard material for the bit increases the armor divisor to (5).

4, 3, 2 – Brace and Bit. \$120, 5 lbs.

See *Dungeon Fantasy 1*, p. 25.

4, 3, 3 – Bow Drill. \$8, 1 lb.

A cheaper, more compact drill than the brace and bit (*Dungeon Fantasy 1*, p. 25). Does th-1(2) pi+ damage per second.

4, 3, 4 – Burglar Bar. \$20, 2 lbs.

A thin piece of metal, about 18 inches long. Gives +1 to Traps skill for springing small triggers. Can be used as a crude (-2 to skill) lockpick.

4, 3, 5 – Caltrops. \$5, 0.5 lb.

See *Dungeon Fantasy 1*, p. 25.

4, 3, 6 – Disguise Kit. \$800, 10 lbs.

See *Dungeon Fantasy 1*, p. 25.

4, 4, 1 – Door Needle. \$4, neg.

A tiny spike on an adhesive base, resembling a thumbtack with a sticky head. The tip is treated with strong poison (purchased separately), and the base is stuck in a concealed location on a doorknob or handle. Unwary users opening the door are stuck by the poisoned pin.

4, 4, 2 – Felonious Extensors. \$2,000, 2 lbs.

A set of lockpicks set on the ends of long, articulated rods, allowing the user to attempt to pick a lock from three feet away. Though somewhat clumsy (-3 to Lockpicking skill), it can be much safer (+5 to Traps skill for the purpose of avoiding traps).

4, 4, 3 – Lockpicks, Basic. \$50, 0.1 lb.

See *Dungeon Fantasy 1*, p. 25.

4, 4, 4 – Lockpicks, Good. \$250, 0.5 lb.

See *Dungeon Fantasy 1*, p. 25.

4, 4, 5 – Lockpicks, Fine. \$1,000, 2 lbs.

See *Dungeon Fantasy 1*, p. 25.

4, 4, 6 – Lockpicks, Dwarven. \$3,000, 3 lbs.

A complex set of lockpicks that adapt themselves to the lock they are being used on. If an attempt to pick a lock fails, subsequent attempts at the same lock are at a cumulative +1 to a maximum bonus of +5.

4, 5, 1 – Nightingale Carpet. \$35, 5 lbs.

When staked down and properly set (roll against Traps at +2), taut cords embedded in these long strips of cloth will ring small bells at the end when the cloth is stepped on. This provides a portable and easy-to-set-up alarm system. Most are a dull-colored canvas that blends in well with many kinds of terrain, and

they may be covered with dust and leaves for improved camouflage. Cost and weight are for a nine-foot strip.

4, 5, 2 – Portable Ram. \$150, 35 lbs.

See *Dungeon Fantasy 1*, p. 26.

4, 5, 3-4 – Shackles. \$200, 2 lbs.

See *Dungeon Fantasy 1*, p. 26.

4, 5, 5 – Spy's Horn. \$100, 2 lbs.

See *Dungeon Fantasy 1*, p. 26.

4, 5, 6 – Trap, Man Trap. \$180, 6 lbs.

See *Dungeon Fantasy 1*, p. 26.

4, 6, 1 – Trap, Man Trap, Fine. \$360, 6 lbs.

Like a standard man trap (*Dungeon Fantasy 1*, p. 26) but does +1 damage and has +1 ST.

4, 6, 2 – Trap, Mini-Trap. \$80, 2.5 lbs.

See *Dungeon Fantasy 1*, p. 26.

4, 6, 3 – Trap, Mini-Trap, Fine. \$160, 2.5 lbs.

A mini-trap (*Dungeon Fantasy 1*, p. 26) with +1 damage and +1 ST.

4, 6, 4 – Trap, Monster Trap. \$320, 11 lbs.

See *Dungeon Fantasy 1*, p. 26.

4, 6, 5 – Trap, Monster Trap, Fine. \$640, 11 lbs.

A monster trap (*Dungeon Fantasy 1*, p. 26) with +2 damage and +2 ST.

4, 6, 6 – Trap-Finder's Kit, Fine. \$1,250, 10 lbs.

See *Dungeon Fantasy 4*, p. 12.

5, 1, 1-2 – Trap-Finder's Kit. \$250, 2 lbs.

See *Dungeon Fantasy 4*, p. 12.

Timekeeping

5, 1, 3-4 – Self-Righting Hourglass. \$160, 4 lbs.

See *Dungeon Fantasy 4*, p. 12.

5, 1, 5-6 – Sundial, Miniature. \$40, 1 lb.

See *Dungeon Fantasy 1*, p. 23.

5, 2, 1-2 – Timed Candle. \$5, 1 lb.

See *Dungeon Fantasy 1*, p. 25.

Tools

5, 2, 3-4 – Balance and Weights. \$35, 3 lbs.

See *Dungeon Fantasy 1*, p. 24.

5, 2, 5 – Compass. \$50, 5 lbs.

See *Dungeon Fantasy 1*, p. 25.

5, 2, 6 – Crowbar, 3'. \$20, 3 lbs.

See *Dungeon Fantasy 1*, p. 24.

5, 3, 1 – Crowbar, 5'. \$60, 6 lbs.

5, 3, 2 – Endless Chain. \$350, 140 lbs.

A loop of chain (20 yards total, effectively 10 yards of hauling) going around two pulleys on posts. When anchored, the chain can be used to continuously haul loads up and down or across gaps rather than letting a rope down and pulling it up again.

5, 3, 3 – File. \$40, 1 lb.

See *Dungeon Fantasy 1*, p. 24.



5, 3, 4 – Hatchet. \$15, 2 lbs.
See *Dungeon Fantasy 1*, p. 24.

5, 3, 5-6 – Iron Spike. \$1, 0.5 lb.
See *Dungeon Fantasy 1*, p. 24.

5, 4, 1-2 – Mallet. \$15, 3 lbs.
See *Dungeon Fantasy 1*, p. 24.

5, 4, 3-4 – Padlock, Cheap. \$20, 1 lb.
See *Dungeon Fantasy 1*, p. 26.

5, 4, 5-6 – Padlock, Fine. \$8,000, 2 lbs.
See *Dungeon Fantasy 1*, p. 26.

5, 5, 1-2 – Padlock, Good. \$400, 2 lbs.
See *Dungeon Fantasy 1*, p. 26.

5, 5, 3-4 – Pickaxe. \$15, 8 lbs.
See *Dungeon Fantasy 1*, p. 24.

5, 5, 5-6 – Saw. \$150, 3 lbs.
See *Dungeon Fantasy 1*, p. 24.

5, 6, 1 – Shovel. \$12, 6 lbs.
See *Dungeon Fantasy 1*, p. 24.

5, 6, 2 – Steelyard. \$100, 20 lbs.
A heavy-duty scale, which uses a weight slid along a beam like a doctor's office scale. It isn't as fine-tuned as the small balance scale (*Dungeon Fantasy 1*, p. 24), but it can weigh objects up to 300 lbs.

5, 6, 3-4 – Tongs. \$40, 3 lbs.
Heavy blacksmith's tongs, good for picking up hot coals and other items a delver doesn't want to touch.

5, 6, 5 – Universal Tool Kit. \$12,000, 20 lbs.
See *Dungeon Fantasy 4*, p. 12.

5, 6, 6 – Backpack Alchemy Lab. \$1,000, 10 lbs.
See *Dungeon Fantasy 1*, p. 26.

6, 1, 1 – Backpack Tool Kit, Artificer. \$600, 20 lbs.
See *Dungeon Fantasy 4*, p. 12.

6, 1, 2 – Backpack Tool Kit, Blacksmith. \$600, 20 lbs.
Hammers, bellows, tongs, and chisels.

6, 1, 3 – Backpack Tool Kit, Carpenter. \$600, 20 lbs.
Saws, level, planes, and hammers.

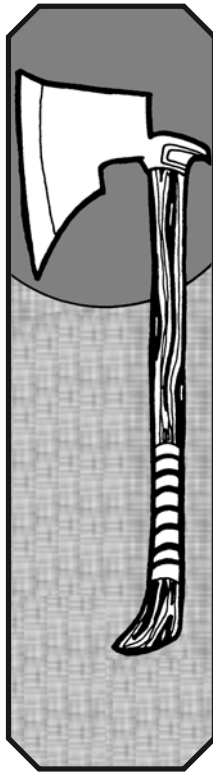
6, 1, 4 – Backpack Tool Kit, Cobbler/Leatherworker. \$200, 7 lbs.
Large needles, shears, punches, and small hammers.

6, 1, 5 – Backpack Tool Kit, Gardener. \$200, 7 lbs.
A small saw and a variety of trowels, shears, and small rakes.

6, 1, 6 – Backpack Tool Kit, Glassblower. \$600, 20 lbs.
A crucible, pipes, blades, and smoothing tools.

6, 2, 1 – Backpack Tool Kit, Jeweler. \$700, 5 lbs.
Essentially a blacksmith's kit, but in miniature and of high quality.

6, 2, 2 – Backpack Tool Kit, Mason. \$600, 20 lbs.
Hammers, chisels, levels, and grinding and polishing equipment.



6, 2, 3 – Backpack Tool Kit, Surveyor. \$600, 20 lbs.
Levels, chains, poles, and sighting equipment. Basic equipment for mapping dungeons.

Weapon/Combat Accessories

6, 2, 4 – Dwarven Accurizer. \$1,200, 14 lbs.
See *Dungeon Fantasy 4*, p. 12.

6, 2, 5-6 – Crossbow Rest. \$40, 2 lbs.
See *Dungeon Fantasy 1*, p. 25.

6, 3, 1-2 – Crossbow Sight. \$100, 1 lb.
See *Dungeon Fantasy 1*, p. 25.

6, 3, 3 – Goat's Foot. \$50, 2 lbs.
See p. B276.

6, 3, 4 – Lanyard, Chain. \$15, 0.5 lb.
See *Dungeon Fantasy 1*, p. 24.

6, 3, 5 – Lanyard, Leather. \$1, 0.1 lb.
See *Dungeon Fantasy 1*, p. 24.

6, 3, 6 – Nagetteppo, Complex. \$100, 0.3 lb.
Acts as both a flash and smoke nagetteppo (*Dungeon Fantasy 1*, p. 25).

6, 4, 1 – Nagetteppo, Flash. \$40, 0.2 lb.
See *Dungeon Fantasy 1*, p. 25.

6, 4, 2 – Nagetteppo, Smoke. \$40, 0.2 lb.
See *Dungeon Fantasy 1*, p. 25.

The bad workman blames his tools.

– American proverb

6, 4, 3 – Sprayer. \$80, 4 lbs.

A bellows and short tube, allowing the user to spray a liquid, such as holy water or flammable oil (unlit!) a short distance. Treat as a jet with Range 3. A sprayer holds up to three shots and requires a Ready maneuver before firing each shot.

6, 4, 4-5 – Whetstone. \$5, 1 lb.
See *Dungeon Fantasy 1*, p. 24.

6, 4, 6 – Whetstone, Dwarven. \$500, 1 lb.
See *Dungeon Fantasy 1*, p. 25.

Writing

6, 5, 1 – Chalk. \$1, 0.25 lb.

For marking caves, walls, and other hard objects. A quarter pound is enough to mark a single typical dungeon level or to silently sketch out a single complex plan.

6, 5, 2 – Coleopteran Glowing Fluid. \$65, 0.5 lb.

When exposed to light, this rare ink glows faintly for an extended period: one hour if exposed to a torch, a whole day if exposed to daylight or equivalent. This allows scribes to write texts or for adventurers to make markings that can be read in the dark. One bottle is enough to mark a single typical dungeon level.

6, 5, 3 – Etching Kit. \$2,600, 18 lbs.

For making durable notes in the field. A stylus, acids, and portable treatment tanks to produced etched sheets of metal, as in dwarven books. Set of 20 pages is \$100, 2 lbs.

6, 5, 4 – Faerie Ink. \$75, 0.5 lb.

See *Dungeon Fantasy 4*, p. 12.

6, 5, 5 – Faerie Ink Developer. \$75, 0.5 lb.

See *Dungeon Fantasy 4*, p. 12.

6, 5, 6 – Paper, 20 Sheets. \$20, 1 lb.

See *Dungeon Fantasy 1*, p. 24.



6, 6, 1 – Paper, Rice, 20 Sheets. \$40, 0.25 lb.

A thinner, lighter-weight paper.

6, 6, 2 – Portable Scribe. \$400, 15 lbs.

See *Dungeon Fantasy 4*, p. 12.

6, 6, 3 – Rubbing Wax. \$12, 1 lb.

A block of dark-colored wax, like a huge crayon. A piece of thin paper is placed over an inscription or relief painting and the wax rubbed over it to make a copy in negative. Can copy just about any inscription (including dwarven engraved books) in five seconds per square foot, but, unlike a portable scribe, will not transfer magic from scrolls. A pound of wax is good for 100 square feet of rubbings.

6, 6, 4 – Scribe's Kit. \$50, 2 lbs.

See *Dungeon Fantasy 1*, p. 24.

6, 6, 5 – Shield Lectern. \$50, 2 lbs.

See *Dungeon Fantasy 4*, p. 12.

6, 6, 6 – Wax Tablet. \$10, 2 lbs.

See *Dungeon Fantasy 4*, p. 12.

BOOKS AND MAPS TABLE

Information can be immensely valuable, which means that books and papers are excellent treasure. See *GURPS Dungeon Fantasy 4: Sages* for details on scrolls and other useful texts.

Roll 1d, 1d to determine the rough form and contents of a text. Then roll on the *Text Properties Table* and, optionally, on the *Bookbinding Table* and the *Text Language Table*.

Roll	Type/Contents	Cost	Wt.	Notes.
	Primer	\$25	3	[1]
1-2, 1-2	Common Knowledge	–		
1-2, 3-4	Obscure Knowledge	+1 CF		
1-2, 5	Esoteric Knowledge	+2 CF		
1-2, 6	Spells	+3 CF		
	Textbook	\$50	6	[1]
3-4, 1-2	Common Knowledge	–		
3-4, 3-4	Obscure Knowledge	+1 CF		
3-4, 5	Esoteric Knowledge	+2 CF		
3-4, 6	Spells	+3 CF		
	Thesis	\$25 × points	12	[1, 2]
5, 1-2	Common Knowledge	–		
5, 3-4	Obscure Knowledge	+1 CF		
5, 5	Esoteric Knowledge	+2 CF		
5, 6	Spells	+3 CF		
	Map			[3]
6, 1-3	Sketchy	\$25	0.1	
6, 4-5	Average	\$50	0.1	
6, 6	Annotated	\$50 × points	0.1	[2]

Notes

[1] Optionally, roll on the *Bookbinding* table.

[2] Roll 1d+2 for the number of character points in skills, languages, etc. the book grants for the purpose of the rules in *Dungeon Fantasy 4*, p. 13.

[3] Optionally, roll on the *Map Properties* table.

TEXT PROPERTIES TABLE

Roll 1d, 1d to determine the physical properties of any text. The cover or carrying case of a text may *also* be decorated, using the *Embellishments* tables (pp. 53-57).

Roll	Material/Treatment	CF	Wt.	Notes
1, 1-3	Paper	–	–	
1, 4-6	Rice Paper	+0.25	×4/5	
2, 1-3	Parchment	+0.25	×6/5	
2, 4-5	Papyrus	-0.1	×9/10	
2, 6	Bark Cloth	-0.15	×11/10	
3, 1-2	Common Leather	+1	×2	
3, 3-4	Cloth	+0.5	–	
3, 5	Fur	+3	×5	[1]
3, 6	Plumed Bird	+1.5	×4	[1]
4, 1	Fish or Reptile Scale-Hide	+2	×2	[1]
4, 2	Exotic Leather	+3	×2	[1]
4, 3	Contraband Leather	+4	×2	[1]
4, 4	Wood	+3	×2	
4, 5	Durable Writing	+4.5	–	[2]
4, 6	Lacquer	+4	×2	[3]
5, 1	Etched Glass	+25	×4	[4]
5, 2	Stained Glass	+50	×4	[4]
5, 3	Tempered Glass	+200	×4	[5]
5, 4	Engraved Metal	+14	×6	[6]
5, 5	Decorated Metal	+35	×6	[7]
5, 6	Clay Tablet	-0.2	×10	[8]
6, 1	Stone Tablet	+25	×200	[9]
6, 2	Dwarven	+4	×2	
6, 3	Faerie	+14	×1/6	
6, 4-5	Fine	+8	×2	[10]
6, 6	Very Fine	+17	×2	[10]

Notes

[1] See the *Fibers and Fabrics Table* (pp. 12-13) for a description of materials. Texts on furs, feathered, and scaled hides are written on one side only.

[2] By default, writing on tougher materials above this entry is with ink or paint. Such writing is particularly vulnerable to water, rot, and other damage. "Durable" writing is essentially impossible to erase without destroying the book

itself. It includes embroidery for cloth and hide texts, stamping and tattooing for hides, and carving for wood. Roll again to determine an underlying material or quality, ignoring further results of "Durable Writing."

[3] Sheets of paper, cloth, or leather stiffened with resins, forming a thin but rigid writing surface, held together with a cord or metal ring.

[4] Panes of glass, etched with writing and held together in metal frames. Very attractive and capable of remarkable 3D displays, but heavy and extremely fragile; glass "books" are Fragile (Brittle).

[5] As glass books, but made with tempered glass (see p. 34). Will not break if dropped.

[6] Heavy slabs of metal, similar to dwarven books, but without the artistry that allows them to be lightweight but durable.

[7] As engraved metal, but with gilding, enamel, or other decorative inlay forming the text.

[8] Slabs of clay, with the text scratched or pressed into them and allowed to dry. Cheap, but difficult to move.

[9] Thin slabs of stone with text carved into them.

[10] Apply the improved quality and roll again, to determine any other special properties the text may have.

BOOKBINDING TABLE

Roll 1d to determine how the pages of a primer, thesis, or textbook made of paper (or other flexible material) are attached to one another.

Roll	Form	CF	Wt.	Notes
1-3	Codex	–	–	[1]
4	Accordion-Fold	–	–	[2]
5	Rolls	-0.15	×11/10	[3]
6	Loose Sheets	-0.2	×9/10	[4]

Notes

[1] A standard bound book, usually with wooden or leather covers.

[2] Like a codex, but the pages are formed by an accordion-like folding of a single, very long sheet. The user can read the book half-way by going through pages in one direction, flip it



over, and finish reading the text going the other way, reading what's written on the "insides" of the folded pages he'd previously read. Reading an accordion-fold book increases the time to use a text by 50% until the reader gains familiarity.

[3] The "book" is written on a series of long rolls of paper. This makes them both heavy (the increased weight reflects the shafts around which the sheets are wrapped) and inconvenient to use. Increase time to use rolls by 25%.

[4] Unbound sheets of paper, perhaps secured in a bundle by a cord. Loose sheets are lightweight, but become difficult to handle as the pages are used and fall out of place. After looking through loose sheets, time to read the book again doubles until the user spends as much time to rearrange the sheets to their original order.

MAP PROPERTIES TABLE

Roll 1d.

Roll	Map Of	CF
1-4	Unremarkable Area	–
5	Obscure Area	+1
6	Remarkable Location	+3

TEXT LANGUAGE TABLE

Optionally, roll 1d, 1d to determine the language or other unusual properties of how the book was written.

Roll	Language	CF	Notes
1-3, 1-6	Common	0	[1]
4, 1-6	Rare	-0.2	[2]
5, 1-6	Obscure	-0.4	[3]
6, 1-3	Code	-0.5	[4]
6, 4-6	Hidden Text	Variable	[5]

Notes

[1] A common language is one the delvers know or can find a speaker of in any reasonably sized town.

[2] A rare language is one delvers are unlikely to know and will have a difficult time finding in a town.

[3] An obscure language likely has no living speakers; the text may have to be translated by a demon, intelligent undead, or representative of a god.

[4] Books in code are essentially unreadable to anyone but their author. The search for someone who can read a coded book can be an adventure in itself.

[5] The text has a second text of the same or a shorter kind hidden inside it: a document that has been erased and written over (palimpsest), a textbook written on thick pages that are actually two thin pages glued together with another text inside, a scroll with a separate spell written in invisible ink, different text when every other letter is read bottom-to-top and right-to-left, etc. When a hidden text has been discovered and decoded, the cost of the text is the full cost of the more expensive text, including all CFs for materials, plus half the cost of the less expensive text, not including material-related CFs.

SCROLLS TABLE

Roll 1d to determine the skill at which the scroll casts the spell, roll as for an enchantment for the spell contained by the scroll (see *Enchantments*, pp. 44-50), and roll on the *Scroll Properties Table* (below) to determine any unusual properties the scroll might have. Scrolls have a base weight of 0.05 lb.

Roll	Skill	Cost/Energy Point
1	15	\$20
2	6	\$24
3	17	\$28
4	18	\$32
5	19	\$40
6	20	\$60

SCROLL PROPERTIES TABLE

Roll 1d, 1d. See *Dungeon Fantasy 4* (pp. 15-16) for explanations of these properties. Weights are absolute, not additions.

Roll	Property	Cost	Weight	Notes
1-2, 1-2	No Remarkable Properties	–	–	
1-2, 3-4	Charged	×2.5	–	[1]
1-2, 5-6	Universal	×2	–	
3-4, 1-2	Embroidered Cloth	+\$5	–	
3-4, 3-4	Engraved Metal	+\$30	0.25 lb.	
3-4, 4-6	Stone Tablets	+\$20	2 lbs.	
5-6, 1-2	Tattooed Leather	+\$10	0.1 lb.	
5-6, 3-4	Clay Slab	-\$2	1 lb.	[2]
5-6, 5-6	Two Properties	–	–	[3]

Notes

[1] For a maintainable spell, roll 1d-1 for the number of cycles for which the spell is maintained.

[2] Clay slabs are heavy but slightly more durable than paper. They've been baked for better preservation, so water and fire don't damage them. However, they shatter if they take 2 HP of damage. They crumble into dust when read. Clay is incompatible with the other material options (cloth, metal, stone, and leather).

[3] The scroll has two unusual properties. Roll 1d: On 1-3, the scroll is charged; on 4-6, it's universal. Then reroll on the table until a different result comes up, ignoring "Nothing Remarkable" and "Two Properties." Cost additions for materials apply after multiplying cost for charged or universal.

*The pen a formidable weapon,
but a man can kill himself with it
a great deal more easily than he
can other people.*

– George Dennison Prentice

ARMS AND ARMOR

For many delvers, these are the real tools of the trade. Many spellcasters keep a weapon on hand in case their magic temporarily stops working, and even thieves and clerics, who mostly try to avoid combat, wear something to soak up a little damage. If arms and armor are part of a hoard kept by tool-using monsters, the GM may want to determine them in advance of combat. The best way for a monster to keep someone from taking his nice equipment away is to use it to defend himself.

BASIC SET MELEE WEAPONS TABLE

Roll 1d, 1d, 1d to determine weapon type. See pp. B271-B274 for stats.

Roll	Weapon	Cost	Weight
1-3, 1, 1-2	Axe	\$50	4
1-3, 1, 3-4	Bastard Sword	\$650	5
1-3, 1, 5	Baton	\$20	1
1-3, 1, 6	Blackjack	\$20	1
1-3, 2, 1	Brass Knuckles	\$10	0.25
1-3, 2, 2-3	Broadsword	\$500	3
1-3, 2, 4-5	Cavalry Saber	\$500	3

Roll	Weapon	Cost	Weight
1-3, 2, 6	Cutlass	\$300	2
1-3, 3, 1	Dagger	\$20	0.25
1-3, 3, 2	Flail	\$100	8
1-3, 3, 3	Garrote	\$2	Neg.
1-3, 3, 4	Glaive	\$100	8
1-3, 3, 5-6	Great Axe	\$100	8
1-3, 4, 1-2	Greatsword	\$800	7
1-3, 4, 3	Halberd	\$150	12
1-3, 4, 4	Harpoon	\$60	6
1-3, 4, 5	Hatchet	\$40	2
1-3, 4, 6	Javelin	\$30	2
1-3, 5, 1-2	Katana	\$650	5
1-3, 5, 3	Kusari	\$70	5
1-3, 5, 4	Lance	\$60	6
1-3, 5, 5	Large Knife	\$40	1
1-3, 5, 6	Large Net	\$40	20
1-3, 6, 1	Lariat	\$40	3
1-3, 6, 2	Light Club	\$5	3
1-3, 6, 3	Long Spear	\$60	5
1-3, 6, 4-5	Mace	\$50	5
1-3, 6, 6	Maul	\$80	12
4-6, 1, 1	Melee Net	\$20	5

Basic Set Melee Weapons

Table (Continued)

Roll	Weapon	Cost	Weight
4-6, 1, 2	Morningstar	\$80	6
4-6, 1, 3-4	Naginata	\$100	6
4-6, 1, 5	Nunchaku	\$20	2
4-6, 1, 6	Pick	\$70	3
4-6, 2, 1	Poleaxe	\$120	10
4-6, 2, 2-3	Quarterstaff	\$10	4
4-6, 2, 4-5	Rapier	\$500	2.75
4-6, 2, 6	Saber	\$700	2
4-6, 3, 1-2	Scythe	\$15	5
4-6, 3, 3	Short Staff	\$20	1
4-6, 3, 4-5	Shortsword	\$400	2
4-6, 3, 6	Small Knife	\$30	0.5
4-6, 4, 1	Small Mace	\$35	3
4-6, 4, 2-3	Smallsword	\$400	1.5
4-6, 4, 4-6	Spear	\$40	4
4-6, 5, 1	Throwing Axe	\$60	4
4-6, 5, 2-3	Thrusting Bastard Sword	\$750	5
4-6, 5, 4-5	Thrusting Broadsword	\$600	3
4-6, 5, 6	Thrusting Greatsword	\$900	7
4-6, 6, 1	Warhammer	\$100	7
4-6, 6, 2	Whip (2 Yards)	\$40	4
4-6, 6, 3	Whip (3 Yards)	\$60	6
4-6, 6, 4	Wooden Stake	\$4	0.5
4-6, 6, 5-6	Roll on <i>Bizarre Weapons Table</i> (pp. 32-33)		

Strange women lying around in ponds distributing swords is no basis for a system of government.

– Monty Python and the Holy Grail

MARTIAL ARTS

MELEE WEAPONS TABLE

Roll 1d, 1d, 1d to determine weapon type. See *GURPS Martial Arts*, pp. 212-231, for descriptions and stats.

Roll	Weapon	Cost	Weight
1-3, 1, 1	Backsword	\$550	3
1-3, 1, 2	Balisong	\$50	0.5
1-3, 1, 3	Bill	\$125	8
1-3, 1, 4	Bladed Hand	\$100	1
1-3, 1, 5	Bokken	\$40	3
1-3, 1, 6	Bola Perdida	\$10	1
1-3, 2, 1	Cestus	\$50	1
1-3, 2, 2	Chain Whip (2 Yards)	\$100	6
1-3, 2, 3	Chain Whip (3 Yards)	\$150	9
1-3, 2, 4	Combat Fan	\$40	1
1-3, 2, 5	Dao	\$700	5

Roll	Weapon	Cost	Weight
1-3, 2, 6	Deer Antlers	\$75	1.5
1-3, 3, 1	Dress Smallsword	\$300	1
1-3, 3, 2	Dueling Bill	\$100	6
1-3, 3, 3	Dueling Glaive	\$80	6
1-3, 3, 4	Dueling Halberd	\$120	10
1-3, 3, 5	Dueling Pollaxe	\$100	8
1-3, 3, 6	Dusack	\$30	1.5
1-3, 4, 1	Edged Rapier	\$1,000	3
1-3, 4, 2	Eku	\$40	8
1-3, 4, 3	Estoc	\$500	3
1-3, 4, 4	Falchion	\$400	3
1-3, 4, 5	Gada	\$100	15
1-3, 4, 6	Heavy Horse-Cutter	\$150	12
1-3, 5, 1	Heavy Spear	\$90	6
1-3, 5, 2	Hook Sword	\$200	3
1-3, 5, 3	Jian	\$700	3
1-3, 5, 4	Jo	\$10	2
1-3, 5, 5	Jutte	\$40	1
1-3, 5, 6	Kakute	\$10	0.1
1-3, 6, 1	Katar	\$50	1
1-3, 6, 2	Knife-Wheel	\$75	1.5
1-3, 6, 3	Knobbed Club	\$20	2
1-3, 6, 4	Kukri	\$50	1.5
1-3, 6, 5	Kusarigama	\$80	4.5
1-3, 6, 6	Kusarijutte	\$80	3.5
4-6, 1, 1	Lajatang	\$100	7
4-6, 1, 2	Large Falchion	\$625	4.5
4-6, 1, 3	Large Katar	\$400	2
4-6, 1, 4	Late Katana	\$550	3
4-6, 1, 5	Light Edged Rapier	\$700	2.25
4-6, 1, 6	Light Horse-Cutter	\$120	8
4-6, 2, 1	Light Rapier	\$400	2
4-6, 2, 2	Long Knife	\$120	1.5
4-6, 2, 3	Long Staff	\$15	5
4-6, 2, 4	Longsword	\$700	4
4-6, 2, 5	Main-Gauche	\$50	1.25
4-6, 2, 6	Monk's Spade	\$100	6
4-6, 3, 1	Myrmex	\$20	0.25
4-6, 3, 2	Qian Kun Ri Yue Dao	\$250	3
4-6, 3, 3	Rondel Dagger	\$40	1
4-6, 3, 4	Rope Dart	\$30	0.5
4-6, 3, 5	Round Mace	\$35	5
4-6, 3, 6	Sai	\$60	1.5
4-6, 4, 1	Short Baton	\$10	0.5
4-6, 4, 2	Short Spear	\$30	2
4-6, 4, 3	Sickle	\$40	2
4-6, 4, 4	Slashing Wheel	\$60	1
4-6, 4, 5	Small Axe	\$45	3
4-6, 4, 6	Small Falchion	\$200	2
4-6, 5, 1	Small Round Mace	\$25	3
4-6, 5, 2	Small Throwing Axe	\$50	3
4-6, 5, 3	Sodegarami	\$100	4
4-6, 5, 4	Stiletto	\$20	0.25
4-6, 5, 5	Tetsubo	\$100	10
4-6, 5, 6	Three-Part Staff	\$60	5
4-6, 6, 1	Tonfa	\$40	1.5
4-6, 6, 2	Trident	\$80	5
4-6, 6, 3	Urumi	\$400	4
4-6, 6, 4	Weighted Scarf	\$10	1
4-6, 6, 5-6	Roll on <i>Bizarre Weapons Table</i> (pp. 32-33)		

Furious Fists to the Rescue!

Don't have **GURPS Martial Arts**? There may be another **GURPS** book in your library that can help. **GURPS Action 3: Furious Fists** contains several "martial arts" weapons (pp. 20-22). If you've got that but not **Martial Arts** itself, you can roll on the table below when the "**Martial Arts** Melee Weapons" result comes up on the **Treasure Type Table**. Note that this will ultimately result in these weapons becoming far more common in the end than the **Basic Set** weapons. (While an equal chance exists for **Basic Set** and **Martial Arts** weapons to come up, this table is much, much shorter, making any one weapon on it more likely to come up.) If that could be an issue, roll 1d when "**Martial Arts** Melee Weapons" comes up: On a 1-5, roll on the **Basic Set** *Melee Weapons Table*. On a 6, roll on the table below. (For **Martial Arts** missile

weapons, use the **Basic Set** *Missile Weapons Table* instead.)

Roll	Weapon	Cost	Weight
1-3, 1	Bo	\$10	4
1-3, 2	Butterfly Sword	\$200	2
1-3, 3	Cane	\$10	2.5
1-3, 4	Escrima Stick	\$20	1
1-3, 5	Jo	\$10	2
1-3, 6	Kama	\$40	2
4-6, 1	Kukri	\$50	1.5
4-6, 2	Ninja-To	\$400	2
4-6, 3	Sai	\$60	1.5
4-6, 4	Three-Part Staff	\$60	5
4-6, 5	Tonfa	\$40	1.5
4-6, 6	Wakizashi	\$400	2

*I'm going to kill the wabbit
... with my spear and magic
helmet!*

– Elmer Fudd,
"What's Opera, Doc?"

BASIC SET MISSILE WEAPONS TABLE

Roll 1d, 1d to determine weapon type. For ammunition, roll 2d+4 for the number found. See pp. B275-B276 for stats.

Roll	Weapon	Cost	Weight
1-2, 1	Atlatl	\$20	1
1-2, 2	Blowpipe	\$30	1
1-2, 3	Bolas	\$20	2
1-2, 4	Composite Bow	\$900	4
1-2, 5	Crossbow	\$150	6
1-2, 6	Longbow	\$200	3
3-4, 1	Pistol Crossbow	\$150	4
3-4, 2	Prodd	\$150	6
3-4, 3	Regular Bow	\$100	2
3-4, 4	Staff Sling	\$20	2
3-4, 5	Short Bow	\$50	2
3-4, 6	Shuriken	\$3	0.1
5-6, 1	Sling	\$20	0.5
5-6, 2	Arrows*	\$2	0.1
5-6, 3	Atlatl Darts*	\$20	1
5-6, 4	Bullets	\$0.10	0.05
5-6, 5	Bolts, Crossbow*	\$2	0.06
5-6, 6	Blowpipe Darts*	\$0.10	0.05

* Roll on the *Projectile Type Table* (below).

MARTIAL ARTS MISSILE WEAPONS TABLE

Roll 1d, 1d to determine weapon type. See **Martial Arts**, pp. 212-231, for descriptions and stats.

Roll	Weapon	Cost	Weight
1-3, 1-2	Repeating Crossbow	\$500	10
1-3, 3-4	Composite Crossbow	\$950	7
1-3, 5	Large Hungamunga	\$60	4
1-3, 6	Plumbata	\$20	1
4-6, 1	Discus	\$40	2
4-6, 2	Chakram	\$50	1.5
4-6, 3	Hungamunga	\$40	1
4-6, 4	Boomerang	\$20	1
4-6, 5	Throwing Stick	\$10	1
4-6, 6	Bolts, Crossbow*	\$2	0.06

* Roll on the *Projectile Type Table* (below).

PROJECTILE TYPE TABLE

Roll 2d to determine special properties of arrows, bolts, and darts.

Roll	Projectile	Notes
2	Boffer	[1]
3	Barbed	[2]
4-5	Bodkin	[3]
6-8	No Special Type	
9	Bowel Raker	[2]
10	Frog Crotch	[2]
11	Willow Leaf	[2]
12	Humming Bulb	[2]

[1] See **Dungeon Fantasy 3: The Next Level**, p. 23.

[2] This is a special arrow described on **Martial Arts**, p. 232. If **Martial Arts** is unavailable, then the projectiles have no special properties.

[3] See p. B277.

BIZARRE WEAPON TABLE

These weapons are definitely *not* readily available. Roll 1d, 1d.

1-2, 1 – Bow Harp. +5 CF, +1.5 lbs.

A device that can be used as a bow *and* a musical instrument (see *Dungeon Fantasy 3: The Next Level*, p. 21). Roll 1d for bow type: 1-3 is a short bow, 4-5 is a regular bow, 6 is a longbow.

1-2, 2 – Small Knife, Disguised. \$60, 1 lb.

A small knife disguised as a pen, pendant, or other small object. Can be spotted with a Search roll.

1-2, 3 – Large Knife, Disguised. \$120, 1.5 lbs.

As a disguised small knife, but contains a large knife and can be spotted with a Search roll.

1-2, 4 – Blooming Knife. \$150, 1 lb.

The blade of this weapon, which is otherwise identical to a large knife, actually consists of four long, thin sub-blades pressed together along their long sides. When the hilt is squeezed, the blades open out like a flower, causing more damage as it is withdrawn from a target. After an impaling attack, the user can try to spring the knife open as he pulls it out of the wound. Roll against the wielder's ST. Success rips out the knife for damage equal to half the original wound. Failure means the knife has become stuck (see p. B405).

1-2, 5 – Sword Cane. \$600, 1.5 lbs.

A short thrusting sword (treat as a smallsword) concealed in a hollow cane. Can be spotted with a Search roll at +1.

1-2, 6 – Shuriken Spinner. \$15, 0.25 lb.

A small case for a shuriken, with a long cord attached. The case is wound up and used a bit like a yo-yo. The extra spin

from the case throws the shuriken harder without losing accuracy. The shuriken's damage is based on the user's swing rather than thrust damage. It takes 30 seconds to load a shuriken into the case and wind it up, but once loaded, it can be prepared for throwing in one Ready maneuver.

3-4, 1 – Spiked Staff. \$210, 9 lbs.

A sturdy quarterstaff with a retractable point in either end. The user may convert this weapon from a staff to a spear and vice versa instantly. This does not require a perk, technique, or Ready maneuver.

3-4, 2 – Edged Cape. \$60, 2.5 lbs.

The bottom edge of this light cloak has many tiny blades sewn into it. In addition to the usual maneuvers, it can be used to slash at an opponent, doing thr(0.5) cut damage. The edged cape has a reach of C, 1.

3-4, 3 – Warbeak. \$75, 2 lbs.

This prow-like visor can fit over just about any head or helmet. It allows the wearer to head-butt in close combat (roll against Brawling-1 or Karate-1) for thr-1 pi+ damage.

3-4, 4 – Battle Fangs. \$60, 1 lb.

A set of sharp metal false teeth, allowing the user to do thr-1 cut biting damage (roll against Brawling). They interfere significantly with the wearer's speech; he is at -5 to any skills that require speaking (including casting spells) or singing, and listeners must successfully roll against IQ to understand anything the wearer says.

3-4, 5 – Dwarven Crankbow. \$1,750, 12 lbs.

One of the most sophisticated weapons available, this crossbow variant is fired by turning a crank that draws back the string, drops a quarrel from a rotating drum magazine, and lets go. Though low-powered for its weight, it provides a vastly higher rate of fire than any other mundane missile weapon. See *Bizarre Weapons Stats* (p. 33) for game characteristics.

3-4, 6 – Spring Knife Bracer. \$60, 1 lb.

A spring-loaded mechanism strapped to the wrist, containing a blade equivalent to a large knife. Hidden under clothing, this gives +2 to Holdout skill. When triggered (roll against DX), the blade springs out over the back of the wearer's hand and may be used in melee combat at -1 to Knife skill. It cannot be dropped or thrown. It takes three seconds to push it back into its holder. Until it is reloaded or removed, the wearer is at -5 to perform any other fine motor tasks with that hand (picking locks, writing, giving a high-five . . .). On a critical failure, he stabs himself or slashes the object he is working with.

5-6, 1 – Spring Bolt Bracer. \$225, 4 lbs.

Like the spring knife bracer (above), but firing a small arrow instead of deploying a knife blade. For range and damage, treat as a pistol crossbow with an Acc of 0.

5-6, 2 – Prodd Canister. \$10, 0.2 lb.

A brittle papyrus envelope, suitable for loading into a prodd; the packet contains a number of tiny lead bullets. On firing, the envelope breaks apart, peppering the target with small projectiles. Prodd canister ammunition reduces the half-damage and maximum range of the prodd to one-fifth. It does thr-1 pi damage and has RoF 1x6. For these purposes, a prodd has Rcl. 1.

Size and Shape

Found equipment won't necessarily fit every deliver. Even pixies have their own legendary magic swords. For weapons, armor, clothing, and tools, the GM may roll on the table below to determine the SM and, if applicable, the race for which the equipment was built. For effects on stats, see *Dungeon Fantasy 3*, p. 8, for SM -6 to -1 and *Dungeon Fantasy 1*, pp. 27-28, for SM +1. Roll 1d, 1d.

Roll	SM	Race
1, 1	SM -6	Pixie
1, 2-3	SM -4	Leprechaun
1, 4-6	SM -2	Halfling
2, 1-3	SM -1	Gnome
2, 4-6	SM 0	Dwarf
3-5, 1-5	SM 0	Humanoid
3-5, 6	SM +1	Huge Humanoid (barbarian, ogre, etc.)
6, 1	SM 0	Dragon-Blooded
6, 2	SM 0	Faun
6, 3	SM 0	Gargoyle
6, 4	SM 0	Lizard Man
6, 5	SM 0	Minotaur
6, 6	SM 0	Winged Elf

Bizarre Weapons Stats

CROSSBOW (DX-4)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk	Rcl
Dwarven Crankbow	thr+2 imp	2	×15/×20	13.26/1.26	3	21(3i)	\$1,750	9†	-6	1

TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4)

Weapon	Damage	Reach	Parry	Cost	Weight	ST
Spinning Saw	sw+1d cut	1	0U	\$900	6	13‡

5-6, 3 – Impact Maul. \$240, 12 lbs.

The metal head of this maul is hollowed out and filled with metal pellets, making it more agile without reducing power. It does not become unready on a successful hit, though it does still become unready if used to parry, if it misses, or if it is blocked, parried, or dodged.

5-6, 4 – Impact Warhammer. \$400, 7 lbs.

A warhammer modified as an impact maul, with the same effect on readying.

5-6, 5 – Double-Sword. \$2,400, 5 lbs.

This remarkable (and entirely unrealistic) weapon has two parallel sword blades attached to the same hilt, piercing and cutting its target in two spots an inch apart for extra damage. Treat as a thrusting broadsword, but does +1 per die of damage on both cut and thrust.

5-6, 6 – Spinning Saw. \$900, 6 lbs.

This device, the nightmare offspring of an eggbeater and a saber saw, consists of a circular, toothed blade driven by a cranked handle. It does tremendous damage, but it is unbalanced, somewhat difficult to use (roll against Two-Handed Axe/Mace-1 to hit), and requires very tiring effort (takes 1 FP every other second). See *Bizarre Weapons Stats* (above) for game characteristics.

Roll	Quality	Applies To	CF	Notes
1-2, 1	Cheap	All weapons	-0.6	
1-2, 2-4	Fine	Crushing-only; impaling-only; projectiles	+2	
		Fencing weapons; swords; bows	+3	
		Cutting weapons besides fencing weapons/swords	+9	
1-2, 5-6	Silver-Coated	Any metal	+2	
3-4, 1-2	Balanced	Any but sticks	+4	
3-4, 3	Dwarven	Any unbalanced	+4	
3-4, 4	Poisonwood	Impaling wooden	+9	[1]
3-4, 5	Elven	Bows	+16	
3-4, 6	Very Fine	Fencing weapons, swords	+19	
		All other weapons	+49	
5-6, 1	Meteoric	Any metal	+19	
5-6, 2	Silver	Any metal	+19	
5-6, 3	Dragonbone	Any wooden	+24	[2]
5-6, 4	Tempered Glass	Any cutting	+29	[3]
5-6, 5	Orichalcum	Any metal	+29	
5-6, 6	Poison Metal	Any metal	+49	[4]

Notes

[1] Spears, arrows, and wooden stakes may be made from this toxic wood. It acts as a follow-up agent with a five-minute delay and a HT+2 roll to resist. It does one point of toxic damage and one point of fatigue damage for six hourly cycles.

[2] Instead of wood for shafts and handles, weapons may be made with hard, lightweight, alchemically treated dragon bone, which is as durable as orichalcum. Dragonbone weapons and projectiles have the same benefits as orichalcum: They don't break, and other weapons have a +2 chance of breaking when parrying a heavy dragonbone one. Dragon bone isn't flexible, so bows may not be made from it.

[3] An extremely durable glass-like material made by reclusive elven glaziers. It is exceptionally sharp; cutting or impaling weapons made from tempered glass get +1 damage per die. However, it is as durable as any metal weapon as well as being resistant to acid and electrical attacks.

[4] A dangerous, eldritch alloy, poison metal has the same effect as poisonwood on its targets, but it is also dangerous to its owner. For every week an adventurer has a poison metal in his possession (even if he doesn't actually use it), make a roll against HT-2. On a failed roll, he loses a point of HT. HT lost to possession of poison metal is recovered at one point per week after he has gotten rid of all of his poison-metal items.

Don't ever try to stop truth. It's the only thing that can go through 16-inch armor plate.

– L. Ron Hubbard

WEAPON QUALITY TABLE

Roll 1d, 1d. In case of an inapplicable result, apply the nearest lower entry on the table for which the weapon is eligible. For example, for a roll indicating a silver-coated quarterstaff, fine quality would be applied instead. If a "cheap" result comes up, the weapon must have at least one decorative embellishment; if it doesn't have one already, add one.

See *Dungeon Fantasy 1* (pp. 26-27) for explanations of most improvements. The GM may decide that the quality is somehow extraordinary; see *Supernatural Origins Table* (p. 50).

ARMOR TABLE

Roll 1d, 1d, 1d. See pp. B283-284 for stats.

Roll	Armor	Cost	Wt.	Notes
1-3, 1, 1	Barrel Helm	\$240	10	
1-3, 1, 2	Boots	\$80	3	
1-3, 1, 3	Bronze Armbands	\$180	9	
1-3, 1, 4	Bronze Breastplate	\$400	20	
1-3, 1, 5	Bronze Corselet	\$1,300	40	
1-3, 1, 6	Bronze Greaves	\$270	17	
1-3, 2, 1	Bronze Helmet	\$160	7.5	
1-3, 2, 2	Bronze Pot-Helm	\$60	5	
1-3, 2, 3-4	Bronze Suit	\$2,020	76.5	[1]
1-3, 2, 5	Buff Coat	\$210	16	
1-3, 2, 6	Cloth Armor	\$30	6	
1-3, 3, 1	Cloth Cap	\$5	Neg.	
1-3, 3, 2	Cloth Gloves	\$15	Neg.	
1-3, 3, 3	Cloth Sleeves	\$20	2	
1-3, 3, 4-5	Cloth Suit	\$150	13	[2]
1-3, 3, 6	Double Mail Hauberk	\$520	44	
1-3, 4, 1	Face Mask	\$100	2	
1-3, 4, 2	Fur Loincloth	\$10	Neg.	
1-3, 4, 3	Fur Tunic	\$25	2	
1-3, 4, 4	Gauntlets	\$100	2	
1-3, 4, 5	Greathelm	\$340	10	
1-3, 4, 6	Heavy Gauntlets	\$250	2.5	
1-3, 5, 1	Heavy Leather Leggings	\$60	4	
1-3, 5, 2	Heavy Leather Sleeves	\$50	2	
1-3, 5, 3	Heavy Plate Arms	\$1,500	20	
1-3, 5, 4	Heavy Plate Legs	\$1,600	25	
1-3, 5, 5-6	Heavy Plate Suit	\$6,140	109.5	[3]
1-3, 6, 1	Heavy Steel Corselet	\$2,300	45	
1-3, 6, 2	Leather Armor	\$100	10	
1-3, 6, 3	Leather Cap	\$10	Neg.	
1-3, 6, 4	Leather Gloves	\$30	Neg.	
1-3, 6, 5	Leather Helm	\$20	0.5	
1-3, 6, 6	Leather Jacket	\$50	4	
4-6, 1, 1	Leather Leggings	\$40	2	
4-6, 1, 2	Leather Pants	\$40	3	
4-6, 1, 3-5	Leather Suit	\$340	19.5	[4]
4-6, 1, 6	Legionary Helmet	\$150	6	
4-6, 2, 1	Light Scale Armor	\$150	15	
4-6, 2, 2	Lorica Segmentata	\$680	26	
4-6, 2, 3	Mail Coif	\$55	4	
4-6, 2, 4	Mail Hauberk	\$230	25	
4-6, 2, 5	Mail Leggings	\$110	15	
4-6, 2, 6	Mail Shirt	\$150	16	
4-6, 3, 1	Mail Sleeves	\$70	9	
4-6, 3, 2-4	Mail Suit	\$645	58	[5]
4-6, 3, 5	Plate Arms	\$1,000	15	
4-6, 3, 6	Plate Legs	\$1,100	20	
4-6, 4, 1-2	Plate Suit	\$3,890	89	[6]
4-6, 4, 3	Pot-Helm	\$100	5	
4-6, 4, 4	Sandals	\$25	0.5	
4-6, 4, 5	Scale Armor	\$420	35	
4-6, 4, 6	Scale Leggings	\$250	21	
4-6, 5, 1	Scale Sleeves	\$210	14	
4-6, 5, 2-4	Scale Suit	\$1,160	80	[7]
4-6, 5, 5-6	Legionary Suit	\$1,070	41	[8]
4-6, 6, 1	Shoes	\$40	2	
4-6, 6, 2	Sollerets	\$150	7	

Roll	Armor	Cost	Wt.	Notes
4-6, 6, 3	Steel Breastplate	\$500	18	
4-6, 6, 4	Steel Corselet	\$1,300	35	
4-6, 6, 5	Steel Laminate Plate	\$900	30	
4-6, 6, 6	Studded Leather Skirt	\$60	4	

Notes

[1] Bronze armbands, corselet, greaves, and helmet, plus boots and leather gloves.

[2] Cloth armor, cap, gloves, and sleeves, plus shoes and leather pants.

[3] Heavy plate corselet, arms, legs, and gauntlets, plus greathelm and sollerets.

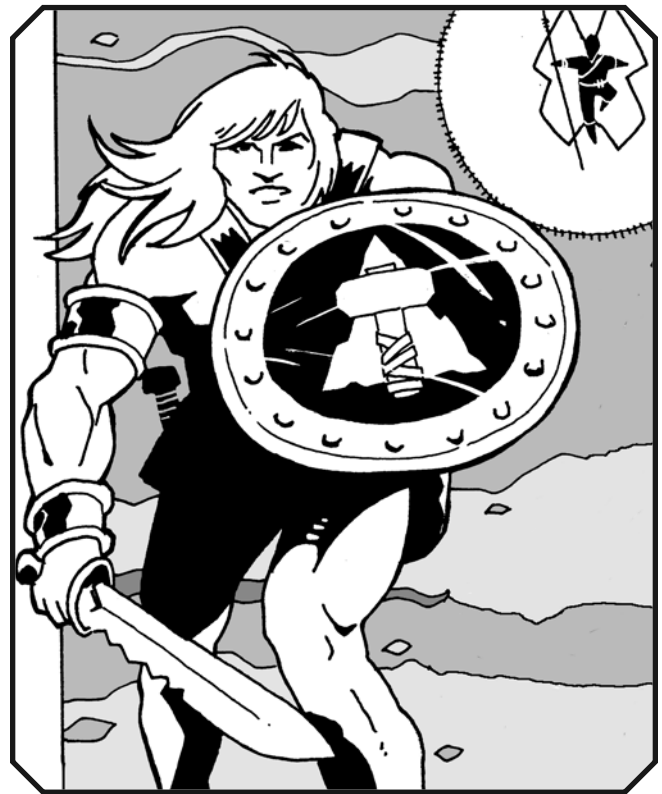
[4] Leather armor, gloves, helm, heavy leather leggings and sleeves, plus boots.

[5] Mail coif, hauberk, leggings, and sleeves, plus gauntlets and boots.

[6] Steel corselet, plate arms and legs, sollerets, gauntlets, and barrel helm.

[7] Scale armor, leggings, and sleeves, plus pot-helm, gauntlets, and boots.

[8] Lorica segmentata, legionary helmet, and studded leather skirt, plus boots and gauntlets.



ARMOR QUALITY TABLE

Roll 1d, 1d. In case of an inapplicable result, apply the nearest lower entry on the table for which the armor is eligible. For example, for a roll indicating “elven” quality for plate armor, “dwarven 3” would be applied instead. See *Dungeon Fantasy 1* (pp. 27-28) for explanations of most improvements.

The GM may decide that the quality comes from an extraordinary feature; see *Supernatural Origins Table* (p. 50).

Roll	Quality	Applies To	CF	Wt.	Notes
1-2, 1-2	Fine	Any	+9	×3/4	
1-2, 3	Dwarven 1	Plate	+1	×1.2	
1-2, 4	Dwarven 2	Plate	+2	×1.4	
1-2, 5	Spiked	Plate	+2	–	
1-2, 6	Dwarven 3	Plate	+3	×1.6	
3-4, 1	Elven	Mail	+3	–	
3-4, 2	Thieves' Mail	Mail	+3	–	
3-4, 3	Meteoric	Any metal	+19	–	
3-4, 4	Highly Articulated	Any	+19	–	[1]
3-4, 5	Dragonbone	Scale and steel laminate	+24	×1/3	[2]
3-4, 6	Orichalcum	Bronze plate	+29	×1/3	
5-6, 1	Dragonhide 1	Heavy leather	+37	×1.25	
5-6, 2	Dragonhide 2	Heavy leather	+44	×1.5	
5-6, 3	Dark One Living Armor	Leather and scale	+49	–	[3]
5-6, 4	Dragonhide 3	Heavy leather	+52	×1.75	
5-6, 5	Dragonhide 4	Heavy leather	+59	×2	
5-6, 6	Giant-Spider Silk	Cloth	+99	–	

The best armor is to keep out of range.

– Italian proverb

Notes

[1] Highly articulated armor is constructed with an extremely sophisticated set of overlapping layers or plates protecting joints and other vulnerable areas. Provides two-thirds rather than half DR against attacks to chinks in armor.

[2] Alchemically treated dragonbone slats are used in place of small pieces of steel. Provides the same DR for one-third of the usual weight, and has full DR against lightning and electrical attacks.

[3] The result of magically assisted “genetic engineering,” this armor is a living colony of remarkable lichens that works to treat the wearer's injuries. After any *cutting*, *impaling*, or *piercing* injury to a location protected by the armor, roll 3d.

Thrown Shields

THROWN WEAPON (DISC) (DX-4 or Throwing-2)

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk
Light Shield	thr+2 cr	2	×4/×6	1	T(1)	6	-3
Small Shield	thr+2 cr	2	×1/×3	1	T(1)	8	-4

On 15 or less, a sticky secretion covers the wound; when the battle ends, the wearer instantly enjoys the benefits of bandaging (*Dungeon Fantasy 2: Dungeons*, p. 13). If a limb protected by such armor takes crippling injury, the wearer has +1 on the HT roll to determine the crippling wound's duration.

SHIELDS TABLE

Roll 1d. See p. B287 for stats.

Roll	Type	Cost	Wt.
1	Light	\$25	2
2-3	Small	\$40	8
4-5	Medium	\$60	15
6	Large	\$90	25

SHIELD QUALITY TABLE

Roll 1d, 1d. In case of an inapplicable result, apply the next lower entry for which the shield is eligible. See *Dungeon Fantasy 1* (p. 27) for explanations of most improvements.

The GM may prefer to have the quality derive from an extraordinary feature; see *Supernatural Origins Table* (p. 50).

Roll	Quality	Applies To	Cost	Wt.	Notes
1-3, 1	Spiked	Any	+\$20	+5 lbs.	
1-3, 2	Buckler	Any but large	–	–	[1]
1-3, 3	Mirrored	Metallic	+2 CF	–	
	Mirrored	Nonmetallic	+6 CF	–	
1-3, 4	Throwing	Light or small	+3 CF	–	[2]
1-3, 5	Dwarven	Any	+4 CF	×2	
1-3, 6	Balanced	Any	+4 CF	–	
4-6, 1-2	Fine	Any	+9 CF	×3/4	
4-6, 3	Blade-Edged	Metallic	+14 CF	–	[3]
	Blade-Edged	Nonmetallic	+29 CF	–	[3]
4-6, 4	Meteoric	Any	+99 CF	×2	
4-6, 5	Orichalcum	Any	+149 CF	×2/3	
4-6, 6	Roll Twice	–	–	–	[4]

Notes

[1] See note [3] of the *Shield Table* on p. B287 for details of this feature.

[2] The round shape of the shield is carefully balanced for throwing. See *Thrown Shields* (below) for stats.

[3] The edge of the shield is sharpened, if metal, or has a sharpened band attached to it. The user can swing it (roll against Shield at -1) for sw-2 cut. If a throwing shield is also blade-edged, it does cut rather than cr damage.

[4] Roll twice and apply both results. If the second is not applicable or incompatible with the first (for example, meteoric and orichalcum), reroll until an applicable second result is obtained.

CHAPTER FOUR

MIRACLES AND WONDERS

Some items are pure mystical power. The items in this chapter include potions and brews (a few of them mostly

natural); the physical distillation of magic; and unique magical items with complex, powerful functions.

CONCOCTIONS TABLE

Roll 1d, 1d, 1d. Potions and other mixtures are assumed to come in sturdy vials or, for grenade potions, easily breakable jars, but the GM may apply decorative embellishments to their containers (see p. 20), if desired. Classes of concoctions are described in *Dungeon Fantasy 1* (p. 28).

Chemicals

1-2, 1-2, 1-2 – Acid. \$10, 1 lb.

See *Dungeon Fantasy 1*, p. 28.

1-2, 1-2, 3-4 – Alchemist's Fire. \$100, 1 lb.

See *Dungeon Fantasy 1*, p. 28.

1-2, 1-2, 5-6 – Glow Vial. \$30, 0.5 lb.

See *Dungeon Fantasy 1*, p. 28.

1-2, 3-4, 1 – Goblin Nerve Tonic. \$50, 1 lb.

Drinkable. This syrupy liquid, carefully derived from rare saps and berries, allows the user to move a bit faster, but it causes small twitches that interfere with fine motor skills. It provides +0.5 to Basic Speed (improving Move, combat sequence, etc.), gives +1 to initiative rolls, and reduces the penalty for Rapid Strike by one, but makes the user effectively Ham-Fisted. It lasts for one hour and costs 1 FP when it wears off.

1-2, 3-4, 2 – Orcish Energy Brew. \$45, 1 lb.

Drinkable. This vile mix of unsavory ingredients is foul, but it does work. It restores 1d/2 (round up) FP lost to exertion (but not spellcasting or other mystical uses) immediately. However, consumers without Cast-Iron Stomach (p. B80) become nauseated for 1d minutes if they fail a HT roll. Additional doses taken within eight hours cause a loss of 1 FP.

1-2, 3-4, 3 – Jamming Glue. \$60, 1 lb.

Grenade. Adhesives from a variety of creeping creatures are combined with sand, sawdust, and other thickeners to produce a sticky substance that gets into tight crevices and stiffens in place. Anyone hit with a glue grenade must roll against ST to get out any new piece of equipment from a belt or pouch. Adventurers wearing mail or plate armor are at -2 to DX as



joints stiffen and seize up. It takes about a half-hour to chip off enough glue to negate its effects.

Natural Preparations

1-2, 3-4, 4 – Anti-Toxin. \$20, 0.5 lb.

See *Dungeon Fantasy 1*, p. 28.

1-2, 3-4, 5 – Black Dust. \$50, 1 lb.

Grenade or utility. Made from fine soot derived from the ashes of certain undead, this dust has a mild and specific resistance to magic. Sprinkled over an invisible object, the dust remains visible, describing the outline of the object. Invisible entities caught in a cloud of black dust (one "grenade" fills a two-yard radius) become faintly visible, making them only -3 to hit. Black Dust washes off easily, so full invisibility can be regained by jumping into water.

1-2, 3-4, 6 – Druidic Fertilizer. \$60, 1 lb.

Utility. A smelly but powerful mixture, this concoction vastly speeds the growth of plants, giving a one-yard area the equivalent of a full year's growth in a single hour. This can be useful for anything from covering tracks (treated plants almost instantly recover from trampling) to actively blocking a path (vines and shrubs form a thick barrier).

1-2, 5-6, 1 – Foul Pepper. \$50, 1 lb.

Grenade. Not suitable for culinary use, ground foul pepper produces a noxious cloud of dust. A jarful creates a cloud with a two-yard diameter. Any breathing creature in the area of effect must roll against HT twice: once to avoid a sneezing fit lasting 30 seconds, and another to avoid retching for 10 seconds (see p. B428-429).

1-2, 5-6, 2 – Garlic. \$5, 0.25 lb.

See *Dungeon Fantasy 1*, p. 28.

1-2, 5-6, 3 – Halfling Joy Powder. \$55, 1 lb.

Grenade. This combination of euphoric substances produces a two-yard-radius cloud that puts its subjects in a remarkably good mood. Targets roll vs. HT; they become tipsy if they succeed or drunk if they fail (see p. B428 for both afflictions).

In addition to the usual “grenade” form, it can be purchased in a version where the powder is wrapped in fragile gauze. It must be removed from its carrying jar before it is thrown (takes two Ready maneuvers) but can be thrown silently, rather than shattering noisily like most grenades.

1-2, 5-6, 4 – Luminous Dust. \$20, 0.5 lb.

Utility. Luminous dust is made of a very finely ground mineral that glitters in any light and stays airborne for up to a minute when sprinkled from its packet. It is extremely visible and follows air currents, providing +1 to attempts to find hidden doors. One packet is good for up to a 20' by 20' room.

1-2, 5-6, 5 – Wolfsbane. \$5, 0.25 lb.

See *Dungeon Fantasy 1*, p. 28.

Poisons

1-2, 5-6, 6 – Bane. \$50, 0.5 lb.

Utility. Rather than a specific poison, this is actually a series of poisons, each of which targets a specific race or type of monster. Others suffer no ill effects (for example, elves are harmed by elfbane but take no damage from dwarfbane, while the opposite is true of dwarves). If desired, roll on the *Race Table* (p. 59) or *Class Table* (p. 59). If the target is of the appropriate type, roll vs. HT. Take 3d additional damage on a failed roll or 1d+1 on a successful roll.

3-4, 1-2, 1 – Bladeblack. \$1,000, 0.5 lb.

See *Dungeon Fantasy 1*, p. 28.

3-4, 1-2, 2 – Demon's Brew. \$500, 1 lb.

See *Dungeon Fantasy 1*, p. 28.

3-4, 1-2, 3 – Fire Toxin. \$250, 0.5 lb.

Utility. This poison does little actual damage but causes lasting pain. Roll vs. HT or suffer from severe pain (see p. B428) for a half-hour. On a critical failure, the poison does a point of damage and pain increases to terrible.

3-4, 1-2, 4 – Knockout Gas. \$300, 1 lb.

Grenade. A jar full of giant-lotus pollen, producing a cloud with a two-yard radius. Anyone inside it must roll against HT to avoid becoming drowsy (see p. B428) for a half-hour (roll vs. Will to remain conscious at the end of the period). On a critical failure, the target falls asleep. Additional doses require rolls at a cumulative -1 each.

3-4, 1-2, 5 – Monster Drool. \$20, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 1-2, 6 – Oozing Doom. \$100, 1 lb.

See *Dungeon Fantasy 1*, p. 29.

Potions

3-4, 3-4, 1 – Agility Potion. \$700, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 3-4, 2 – Alchemical Antidote. \$400, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 3-4, 3 – Alchemical Glue. \$1,000, 1 lb.

Grenade. This potion covers a one-yard area in a very sticky glue. Anyone stepping in it must win a Quick Contest against ST 20 to exit the area. The glue loses its strength after about an hour.

3-4, 3-4, 4 – Alkahest. \$1,650, 1 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 3-4, 5 – Balm of Regeneration. \$900, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 3-4, 6 – Death Potion. \$1,000, 1 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 5-6, 1 – Euphoria Potion. \$750, 1 lb.

Grenade. This potion produces a small cloud of euphoric gas that, if inhaled, can cause the target to “bliss out” under the most trying circumstances. Roll vs. HT or suffer from ecstasy (see p. B428) for five minutes.

3-4, 5-6, 2 – Fire Resistance Potion. \$500, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 5-6, 3 – Flight Potion. \$3,000, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 5-6, 4 – Great Healing Potion. \$1,000, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 5-6, 5 – Invisibility Potion. \$2,250, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

3-4, 5-6, 6 – Invulnerability Potion. \$2,100, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 1-2, 1 – Liquid Ice. \$250, 1 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 1-2, 2 – Magebane. \$1,400, 1 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 1-2, 3 – Magic Resistance Potion. \$1,600, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 1-2, 4 – Major Healing Potion. \$350, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 1-2, 5-6 – Minor Healing Potion. \$120, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 3-4, 1 – Paut. \$135, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 3-4, 2 – Perception Potion. \$700, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 3-4, 3 – Sleep Potion. \$500, 1 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 3-4, 4 – Speed Potion. \$550, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 3-4, 5 – Strength Potion. \$250, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 3-4, 6 – Super-Speed Potion. \$2,500, 0.5 lb.

Drinkable. Provides the benefits of the Speed potion (*Dungeon Fantasy 1*, p. 29), as well as a level of Altered Time Rate (p. B38). Two additional doses grant one additional level of Altered Time Rate.

5-6, 5-6, 1 – Thieves' Oil. \$700, 0.5 lb.

See *Dungeon Fantasy 1*, p. 29.

5-6, 5-6, 2 – Transparency Potion. \$450, 0.5 lb.

Utility. This potion is readily absorbed into any opaque, nonliving substance, making it temporarily light pervious.



One vial of potion renders a cubic foot of matter transparent for an hour. The user may spread it with a brush over a large area to create a broad window through a thin wall or work it into a smaller area to make a small viewing aperture in a thick one.

5-6, 5-6, 3 – True Water. \$750, 0.5 lb.
See *Dungeon Fantasy 1*, p. 29.

5-6, 5-6, 4 – Universal Antidote. \$750, 0.5 lb.
See *Dungeon Fantasy 1*, p. 29.

5-6, 5-6, 5 – Weakness Potion. \$800, 1 lb.
See *Dungeon Fantasy 1*, p. 29.

5-6, 5-6, 6 – Wisdom Potion. \$1,500, 0.5 lb.
See *Dungeon Fantasy 1*, p. 29.

UNUSUAL ITEMS TABLE

Roll 1d, 1d, 1d.

Bottomless Containers

Though not literally bottomless, these containers are bigger on the inside than the outside, carrying more than they might appear without adding weight.

1-3, 1, 1 – Jar. \$4,003, 1 lb.

Contains up to four pounds, two of which don't count as encumbrance.

1-3, 1, 2 – Purse. \$12,010, 0.2 lbs.

Contains up to nine pounds, six of which don't count as encumbrance.

1-3, 1, 3 – Potion Belt. \$8,060, 1 lb.

Contains up to eight grenade potions or 16 vial-sized potions. The first four pounds don't count as encumbrance.

1-3, 1, 4 – Backpack. \$20,010, 10 lbs.

Contains up to 200 lbs., 100 of which don't count as encumbrance.

1-3, 1, 5 – Chest. \$100,200, 40 lbs.

Contains up to 800 lbs., 500 of which don't count as encumbrance.

Dimensional Refuge

From the "outside," a dimensional refuge appears to be a door and attached doorframe, possibly incorporated into a building (though they are constructed as freestanding frames that can often be pried out of the surrounding wall). However, the doorway leads to a small, self-contained space in another dimension, like a huge item with the Hideaway spell. The nature of the places varies from door to door. Most are rooms or small caverns. A few are rumored to be large outdoor spaces with an area of an acre or more and even their own sunlight (or something very much like it), water, and wildlife.

Climate and air quality are stable, as though the refuge were part of a much larger open area. A cold refuge stays cold even if a fire is lit, though the fire still provides heat to those sitting around it, and the air remains fresh as if the fire weren't burning in an enclosed area. Likewise, noxious gases dissipate rapidly. The one serious vulnerability of the refuge is the door. If it is destroyed, the refuge still exists, but anyone still in it is trapped. Only exceptionally rare cross-dimensional transportation magic and divine intervention can provide escape.

1-3, 1, 6 – Closet. \$10,000, 70 lbs.

The refuge has an area of one square yard.

1-3, 2, 1 – Room. \$160,000, 70 lbs.

The refuge has an area of 16 square yards.

1-3, 2, 2 – House. \$1,000,000, 70 lbs.

The refuge has an area of 100 square yards.

1-3, 2, 3 – Palace. \$10,000,000, 70 lbs.

The refuge has an area of 1,000 square yards.

1-3, 2, 4 – Arena. \$200,000,000, 70 lbs.

The refuge has an area of 20,000 square yards.

Endurance Item

These items are similar to a magician's power item, with the same value-based limits on capacity and recharge costs. However, they act as a "battery" for physical exertion rather than spell energy. They may be used as a source of FP for any mundane use, such as extra effort or long-distance running, but not to power spells or psionics. As with a spellcaster's power item, a person may designate only one endurance item.

1-3, 2, 5-6 – Boots. \$1,080, 3 lbs.

Holds 2 FP.

1-3, 3, 1-2 – Bracers. \$1,360, 9 lbs.

Elaborately inscribed with scenes of battle. Holds 4 FP.

1-3, 3, 3 – Iron Ring. \$1,750, neg.

Set with quartz and amber. Holds 6 FP.

1-3, 3, 4 – Jade Pendant. \$2,500, neg.

Holds 8 FP.

Fabulous Animal

A figurine (or set of figurines) that, when invoked, becomes full-sized animal that perform a particular class of actions for the owner. Each follows the audible commands of its owner without hesitation. However, each has no more intelligence than the creature it represents, so complex instructions may not be carried out as desired. If an animal sustains enough damage that it is killed, it instead reverts to its figurine form and may not be used again for a month. However, if the figurine is destroyed, the enchantment is broken. Each animal has its own special functions.

1-3, 3, 5 – Giant Bear. \$75,000, 4 lbs.

One of the most versatile figurines, the bear will fight for its owner or carry him as a mount. However, its use is limited. If not actively fighting for its owner or carrying him to a destination, it will revert to a figurine and cannot be invoked again for a day.

ST 27; DX 10; IQ 4; HT 13.

Will 10; Per 10; Speed 5.75; Dodge 8; Move 7.

SM +1; weight 1,600 lbs.

Traits: Bad Sight (Nearsighted); Damage Resistance 2; No Fine Manipulators; Semi-Upright; Sharp Claws; Sharp Teeth; Temperature Tolerance 3.

Skills: Brawling-13; Mount-11.

1-3, 3, 6 – Giant Tiger. \$80,000, 3 lbs.

The tiger fights furiously for its owner but requires action. It reverts to its figurine form if not in combat or in active pursuit of visible quarry for more than a minute.

ST 19; DX 14; IQ 4; HT 11.

Will 11; Per 12; Speed 6.25; Dodge 9; Move 10.

SM +1; 600 lbs.

Traits: Combat Reflexes; Damage Resistance 1; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth.

Skills: Brawling-15; Stealth-13.

1-3, 4, 1 – Giant Eagle. \$70,000, 3 lbs.

When tossed into the air, the figurine becomes a huge eagle that will carry its owner anywhere it can go. Although it appears fearsome, it won't actually fight except to escape captivity or push past anyone between it and its destination if there's no feasible way around. It will revert to a figurine if it is not carrying its owner to a destination for more than a minute.

ST 22; DX 12; IQ 3; HT 13.

Will 10; Per 10; Speed 6.25; Dodge 9; Move 6; Aerial Move 24.

SM +1 at rest, +2 with wings extended; 500 lbs.

Traits: Acute Vision 3; Flight (Cannot Hover; Winged); No Fine Manipulators; Sharp Beak; Sharp Claws; Pacifism (Self-Defense Only).

Skills: Aerobatics-14; Brawling-12; Mount-14.

1-3, 4, 2 – Horse. \$55,000, 4 lbs.

The horse acts purely as a mount, but it's a very good one. It will not fight unless it cannot find another path to its destination, and even then, it will only attempt to slam opponents so that it may escape them. It will revert to being a figurine if it is not being ridden or actively prepared for travel (saddled or having other burdens loaded) for more than a minute.

ST 26; DX 9; IQ 3; HT 11.

Will 11; Per 12; Speed 5; Dodge 8; Move 16.
SM +1 (2 hexes); 2, 200 lbs.

Traits: Enhanced Move 1; Hooves; Peripheral Vision; Quadruped.

Skills: Mount-15.

1-3, 4, 3 – Wolfpack. \$95,000, 5 lbs.

The set of five figurines springs up to become a pack of wolves. Like the tiger, they will revert to figurines outside of combat or tracking. However, they remain active when tracking by scent as well as by vision.

ST 10; DX 12; IQ 4; HT 11.

Will 11; Per 14; Speed 6.00; Dodge 9; Move 9.

SM 0; 120 lbs.

Traits: Discriminatory Smell; Night Vision 2; Quadruped; Sharp Teeth; Temperature Tolerance 1

Skills: Brawling-12; Intimidation-12; Tracking-14.



Flying Objects

All of these items are enchanted with the Flying Carpet spell. Roll 1d+14 for maximum Move; increase cost by 10% per point of Move over 15.

1-3, 4, 4 – Broom. \$4,000, 2 lbs.

1-3, 4, 5 – Carpet, Small. \$72,400, 9 lbs.

The carpet has an area of two square yards.

1-3, 4, 6 – Carpet, Large. \$217,200, 27 lbs.

The carpet has an area of six square yards.

1-3, 5, 1 – Gazebo. \$646,000, 2,000 lbs.

A wooden deck with a railing, roof, and benches around the edges. It has an area of 18 square yards.

Spell Shield

Many containers can be protected with Spell Shield to provide comprehensive magical protection. These are just a few. The power of the underlying enchantment is 1d+14; increase cost by 10% per point of power over 15.

1-3, 5, 2-3 – Snuffbox. \$10,015, 0.5 lb.

A small, easily hidden, but durable metal box.

1-3, 5, 4-5 – Strongbox. \$10,375, 20 lbs.

Holds 40 lbs. of coins or other small items.

1-3, 5, 6 – Wooden Chest. \$52,200, 40 lbs.

Holds 400 lbs. or five cubic feet of loot.

1-3, 6, 1 – False-Bottom Chest. \$10,600, 40 lbs.

A wooden chest with a small, spell-shielded (and therefore nearly impossible to find with scrying magic) compartment at the bottom. Holds 400 lbs. or five cubic feet of loot (10% of it shielded).

Stone of Knowledge

These gemstones are imbued with arcane knowledge. They grant the user eight points in a given skill or native fluency, both spoken and written, in a language. They are used by pressing them to one's forehead, where they attach themselves semi-permanently (this counts as an Unnatural Feature). The user may remove them voluntarily, or they may be cut off for 1d damage if he's unwilling but held immobile. Although they can be terribly useful, the unnatural knowledge can give the user a touch of madness. Each time one is put on, the user must roll against Will or suffer from Phantom Voices (Annoying) while the stone is worn. If multiple stones are worn simultaneously, the roll is at a cumulative -1 per extra stone, and the level of Phantom Voices increases with each additional failure.

1-3, 6, 2 – One Dead Language. \$24,000, neg.

1-3, 6, 3 – Alchemy. \$24,000, neg.

1-3, 6, 4 – Occultism. \$24,000, neg.

1-3, 6, 5 – Hidden Lore (Demons). \$24,000, neg.

1-3, 6, 6 – Hidden Lore (Faeries). \$24,000, neg.

4-6, 1, 1 – Hidden Lore (Elder Things). \$24,000, neg.

4-6, 1, 2 – Hidden Lore (Undead).

Other Items

4-6, 1, 3 – Arms of Ekeshti. \$50,000, 4 lbs. if carried as equipment.

Constructed in emulation of a many-armed pantheon, these magical prosthetics allow the user to have extra arms.

The arms are attached simply pressing them to the user's side at or below the shoulder. In a moment, they implant themselves permanently (see *Curses Table*, pp. 50-52) and grant the user the Extra Arms advantage. At least four extra arms have been worn at once; more may be possible, but the arms are sufficiently rare that no one is known to have tried.

All known arms are extensively decorated with enamel, gems, and engravings of mythological scenes. A few variants are known to exist that are exceptionally long (giving them Reach 2), sturdy (Arm ST +2), or wickedly spiked (Sharp Claws).

4-6, 1, 4 – Boots of Balance. \$15,080, 3 lbs.

See *Dungeon Fantasy 1*, p. 30.

4-6, 1, 5 – Cursing Deck. \$80,000, 0.25 lb.

A versatile if limited and confusing weapon, the Cursing Deck is a pack of 52 standard Tarot or playing cards. However, when a card is hurled at a target, it releases the effect of a spell. Each card corresponds to a different spell (or a different level of power with a handful of spells), as indicated in the *Cursing Deck Contents* table (below). The numbers in parentheses are the amount of energy points the spell has; for example, the jack of clubs casts a 2d Explosive Fireball. Cards imbued with Missile spells act as that spell for range. Cards imbued with Area spells are thrown at a specific hex, which becomes the center of a circular effect. Spells cast with the Cursing Deck may not be maintained or improved. Ready a card pulled from the deck takes one second. The user may stack the deck in any way if he has time, but trying to find a specific card takes one second and an IQ roll.

4-6, 1, 6 – Djinn Bottle. \$150,000, 1 lb.

The bottle is activated by intentionally touching an elaborate seal on the neck. There is no roll to resist or activate, and the user doesn't have to know that touching the seal does anything, but the effect isn't activated if pressed against an unwilling target or blindly grabbed. The activator (along with any clothing and possessions he has on him) is magically drawn into the bottle, and the stopper leaps in and seals it. The bottle's inhabitant remains trapped in the bottle without need for food, drink, or air, until someone else pulls out the stopper or the bottle is broken. The inhabitant remains conscious and can see out of the bottle, but cannot cast spells or use other abilities that affect the outside world (if he shouts, he can be heard very faintly by someone with an ear to the bottle). The bottle holds only one occupant at a time; someone touching the seal is not drawn in if someone else is already inside.

4-6, 2, 1 – Dreadful Lash. \$35,000, 4 lbs.

Constructed for the vicious overseers of a magical empire, the Dreadful Lash was both a badge of office and a tool to compel obedience. The typical lash is a two-yard whip with multiple spiked strands. The slightly clumsy form gives it -2 to entangle, but gives +2 to damage. On a successful hit, it also casts a Terror spell over a two-yard radius. Some are believed to make their wielder Callous.

4-6, 2, 2 – Gate Scroll. \$25,000, 1 lb.

Instant, long-distance transportation is rare but sometimes available. When used, a gate scroll consumes itself as it produces a doorway-sized opening to a preset destination. Analyzing the scroll before casting can give an indication of the destination, but will not say anything about conditions there and may not be very useful if the reader's grasp of geography is poor ("17 degrees north, 83 degrees west, and somewhere above sea level. That could be on a hill, high over a deep pit, or in the middle of a volcano inhabited by fire demons . . . hey, the world is round, isn't it?"). Gates usually operate perfectly well across planes and alternate dimensions. The gate stays open for about a minute and, after flickering for a few moments near the end of its life, vanishes. Anyone or anything not completely through the gate is spit out on one side or the other, depending on whether it's more than halfway through.

4-6, 2, 3 – Gears of Time. \$50,000, 1.5 lbs.

This item resembles a large, golden stopwatch with numerous gears, concentric dials, and sets of hands visible inside the case. It must be fully wound before it is started (takes a full minute), but when activated, it gives its user one level of the Altered Time Rate advantage (p. B38) for up to 30 turns. A switch allows the adventurer to add a second level of ATR, reducing the time the gears run to 10 turns. However, the gears take a toll on the user, who must roll vs. HT after the ATR ends. Critical failure costs him 1 HT permanently – or any failure, if he used the second level of ATR.

4-6, 2, 4 – Gem of Healing. \$400, neg.

See *Dungeon Fantasy 1*, p. 30.

4-6, 2, 5 – Hellish Amulet. \$210,000, 0.5 lbs.

This heavy copper and bloodstone pendant grants the user considerable powers over heat and flame. The wearer and his possessions (up to 100 lbs. of gear) are immune to heat and flame attacks up to and including immersion in lava.

Cursing Deck Contents

Value/Face	Wands/Clubs	Cups/Hearts	Suits Swords/Spades	Coins/Diamonds
2	Ignite Fire (1)	Ice Sphere (1)	Stench (1)	Sand Jet (1)
3	Create Fire (2)	Ice Dagger (1)	Destroy Air (2)	Mud Jet (1)
4	Fireball (1)	Ice Slick (2)	Stench (2)	Sand Jet (2)
5	Fire Cloud (2)	Frostbite (1)	Destroy Air (4)	Mud Jet (2)
6	Rain of Fire (2)	Ice Sphere (2)	Lightning (1)	Stone Missile (1)
7	Fireball (3)	Ice Dagger (2)	Concussion (2)	Stone Missile (2)
8	Fire Cloud (6)	Ice Slick (4)	Lightning (2)	Rain of Stones (2)
9	Rain of Fire (4)	Ice Slick (6)	Concussion (4)	Stone Missile (4)
10	Rain of Fire (6)	Geyser (5)	Lightning (4)	Rain of Stones (4)
Jack	Explosive Fireball (4)	Ice Sphere (4)	Windstorm (4)	Entombment
Queen	Explosive Fireball (6)	Ice Dagger (4)	Explosive Lightning (6)	Partial Petrification
King	Explosive Fireball (8)	Geyser (10)	Windstorm (8)	Earthquake, severe (16)
Ace	Explosive Fireball (10)	Geyser (15)	Windstorm (12)	Earthquake, severe (32)

He can cast Shape Fire with an effective skill of 20. Any weapon he uses is treated as a flaming weapon (as per the spell). He is surrounded by an aura of flames (treat the hex the user occupies as being on fire). However, it is best worn only in areas without flammable materials, since the wearer will ignite anything he touches and even dry grass as he walks by. Likewise, he can't ride an animal or wooden vehicles. He also takes on a blackened appearance and a sulfurous smell, for -3 on reaction rolls, which last for an hour after the amulet is removed.

4-6, 2, 6 – Helvetian Pike. \$16,000, weight varies.

This long weapon can change size and shape at the wielder's command. With a Ready maneuver, the user can command the Helvetian Pike to become any wooden-shafted weapon with a Reach of at least 2 but no more than 5. For example, the adventurer might, depending on what he needed, make it change from a quarterstaff to a lance to a spear. In every form, it is fine quality and protected by Shatterproof.

4-6, 3, 1 – Ironskin Amulet. \$28,720, 0.25 lb.

See *Dungeon Fantasy 1*, p. 30.

4-6, 3, 2 – Levitating Platform. \$32,000, 100 lbs.

This immensely useful object is a round bronze plate resembling a coin scaled up to nearly a yard across, which hovers about a yard above the ground. It can carry equipment as though it had ST 18, Move 6. If loaded beyond extra-heavy encumbrance, it slowly sinks to the ground. It knows two commands ("follow" and "stop"), which are inscribed on the disc. It will respond to those commands from the last person to touch both of those inscriptions. If told to follow, it will follow its owner's path as closely as possible, veering around obstacles. It will stop and wait if its path is completely blocked (for example, by a closed door or a caved-in tunnel). If told to stop, it will wait until ordered to move again, or until someone else touches its command spots.

4-6, 3, 3 – Miraculous Toolbelt. \$18,500, 2 lbs.

A leather belt hung with a few pouches. A craftsman searching the pouches will always find exactly the right instruments for the job he is doing: awls and knives for leatherwork, hammers for carpentry and smithing, needles and scissors for sewing, and so on. It acts as a good-quality (+1 to skill) tool kit for any non-soteric skill requiring tools. If implements are destroyed in the process of working (for example, picking a lock protected by disintegration skills or dissecting a creature with acid blood), the user can always pull a new one out of the belt.

4-6, 3, 4-5 – Moly Amulet. \$23,600, 0.25 lb.

See *Dungeon Fantasy 1*, p. 30.

4-6, 3, 6 – Necklace of Fireballs. \$7,200, 0.25 lb.

See *Dungeon Fantasy 1*, p. 30.

4-6, 4, 2 – Never-Ending Scroll. \$55,000 plus cost of texts, 2 lbs.

This appears to be a normal scroll, but as long as it is not torn, it may be unrolled without end. The scroll's capacity is theoretically infinite. Indeed, some have entire libraries written on them. Roll 2d-5 for the number of texts it contains. Treat results of zero or less as zero; the scroll is blank.

However, they can be difficult to use. Usual practice with a scroll is to unroll a bit on one end while rolling up the other, leaving a foot or two of text exposed at a time. Scrolling through a scroll to find a desired text takes three minutes for each primer, six for each textbook, and at least nine minutes

for each thesis (three minutes for each point the book grants to the reader; see *Dungeon Fantasy 4*, p. 13).

4-6, 4, 2-3 – Power Bow. Cost and weight vary.

This item appears to be a finely made bow without a string. Roll 1d for the type of bow:

Roll	Type	Wt.
1-3	Short Bow	2
4-5	Regular Bow	2
6	Longbow	3

Instead of stringing the bow and firing arrows with it, the user mimes pulling back a bowstring and letting go. This creates a magical missile as though the weapon were enchanted with a missile spell; roll 1d for the spell and resulting cost of the item.

Roll	Spell	Price
1	Acid Ball	\$9,000
2	Fireball	\$24,000
3	Explosive Fireball	\$36,000
4	Ice Dagger	\$12,000
5	Lightning Bolt	\$24,000
6	Concussion	\$30,000

The spell behaves as written *except* that it uses the 1/2D and Max of the bow. Bow skill is used rather than Innate Attack to hit, and larger bows do more damage (+1 for the regular bow, +2 for the longbow).

4-6, 4, 4 – Power Bow, Versatile. \$150,000, weight varies.

As the Power Bow (above), but has the ability to cast all of the six missile spells. The bow is set with six stones (jade, rose quartz, ruby, diamond, aquamarine, and obsidian), each corresponding to a different spell. Touching a stone to change the spell the bow will cast takes a combat action.

4-6, 4, 5-6 – Salamander Amulet. \$4,920, 0.25 lb.

See *Dungeon Fantasy 1*, p. 30.

4-6, 5, 1 – Serpent's Amulet. \$9,590, 0.25 lb.

See *Dungeon Fantasy 1*, p. 30.

4-6, 5, 2 – Seven-Yard Boots. \$137,500, 3 lbs.

This remarkable footwear magnifies the wearer's movement sevenfold. This is excellent for long-distance travel, multiplying his ground Move by seven, and makes for devastating slam attacks. However, every one-yard move the wearer takes is increased to seven yards (including all "Step and . . ." combat maneuvers), and the movement must be in a straight line. The user must attempt to evade if he passes through an occupied hex, and must roll vs. DX to avoid falling down if he fails to evade or runs into a wall or other obstacle in his path.

4-6, 5, 3 – Shadow Cloak. \$750,000, neg.

This utterly black garment allows an adventurer to become, literally, one with the shadows. The wearer may rely on the Body of Shadow spell at will, without expending FP. Any clothing, armor, and equipment that can be covered by the cloak (up to 100 lbs.) comes along as well. If the wearer can make his way to an existing shadow, he may, on his next turn, move to *any* other shadow in sight, up to 50 yards away. That "jump" constitutes his entire movement.

4-6, 5, 4 – Siege Stone. \$550, neg.

See *Dungeon Fantasy 1*, p. 30.

4-6, 5, 5 – Stiffening Rope. \$10,525, 1.5 lbs.

A 10-yard length of 3/8" rope woven from multicolored metallic strands, with different command words appearing in threads plaited into either end. At a verbal command from anyone touching it, the rope becomes as hard as an iron bar, and the stiffened rope becomes flexible again when the other command word is spoken.

One of the more useful aspects of the Stiffening Rope is that, unlike most powerful artifacts, it retains its mystical properties even if it is cut. Command words magically appear on the cut ends of the rope so that each segment can be used separately.

4-6, 5, 6 – Three-Arrow Bow. \$29,000, weight varies.

Roll on the bow table under Power Bow (p. 41). The bow operates as a normal bow of its type. However, when fired, each nonmagical missile becomes three, giving the bow a 1x3 RoF. The additional missiles are identical to the original in every way except for any magical properties the original may have. They vanish if they miss or are removed from the target. It has Rcl. 1.

4-6, 6, 1 – Ultima Ratio Regnum. \$120,000, 30 lbs.

A potent but finicky engine of destruction. The Ratio is an elegantly designed magical cannon. To fire, it must be loaded with a stone (nominally 12 lbs., but any heavy object of about the right size, like a clay pot filled with dirt or the head of a gargoyle, will do) and the end touched with a flame while reciting the name of the weapon.

The most irksome aspect of the Ratio is that it is a snob. It performs better with more socially prominent users. The damage listed in the table below is for those with Average wealth. Add 1d to the damage *and* one to the armor divisor, as well as +2 to the fragmentation damage for every level of wealth above that. For example, in the hands of someone with Comfortable wealth, it does 4d(2) cr ex[1d+2], or 5d(3) cr ex[1d+4] for a Wealthy adventurer. Having a positive Reputation (any positive Reputation will do, regardless of level) or a Destiny is good for another damage increase. It does not function for those with Struggling wealth or below.

Furthermore, although the operation of the item would be familiar to gunpowder-era people, a lack of gunpowder weapons in *Dungeon Fantasy* worlds has some unpleasant implications for potential users. Notably, the Gunner (Cannon)

skill may not exist; if that's the case, adventurers are limited to default skill use until they can teach themselves the skill. Likewise, cannon mounts may not have been invented yet. People may improvise a static mount for the Ratio from piled dirt and rocks in five minutes, removing the penalty for shooting along a single line of fire.

4-6, 6, 2 – Unstoppable Armor. \$180,000, 109.5 lbs.

This suit of heavy plate armor (p. 34 and B283-284) makes its wearer a veritable juggernaut. It halves damage from falls and collisions (*before* DR!) and doubles the wearer's effective ST and HP when determining slam attacks and any collision damage he inflicts. These effects only apply when the full suit is worn.

4-6, 6, 3 – Wizard's Staff. \$40, 4 lbs.

See *Dungeon Fantasy 1*, p. 30.

4-6, 6, 4 – Wizard's Staff of Power. \$4,040 plus enchantments, 4 lbs.

As the Wizard's Staff (*Dungeon Fantasy 1*, p. 30), but it has three additional enchantments (roll for each under *Enchantments*, pp. 44-48). It is made from rare woods, elaborately carved, and set with precious stones and metals, so its high mundane value allows it to act as a magician's power item with a 15-point capacity.

In addition, in desperate circumstances, if it is being used as a power item, the wielder can *break* the item (roll vs. ST) for a sudden, final burst of energy. The staff is completely consumed, but it provides 30 points of energy that may be used for a single spell.

4-6, 6, 5 – Wizard's Wand. \$50, 1 lb.

See *Dungeon Fantasy 1*, p. 30.

4-6, 6, 6 – Wizard's Wand of Power. \$2,550 plus enchantments, 1 lb.

As the Wizard's Wand (*Dungeon Fantasy 1*, p. 30), but it also has two additional enchantments (roll for each under *Enchantments*, pp. 44-48). It is made from rare woods, elaborately carved, and set with precious stones and metals, so its high mundane value allows it to act as a magician's power item with a 12-point capacity. If being used as a power item, it may be broken as a Wizard's Staff of Power (above) for 24 points.

Ultima Ratio Regnum Stats

GUNNER (CANNON) (DX-4)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Ultima Ratio Regnum	3d cr ex[1d]	1	50/100	30/12	1	1(60)	\$120,000	14M†	-6

RARE ARTIFACTS TABLE

Roll 1d, 1d, 1d.

1-2, 1-2, 1 – Arrow-Stopping Shirt. 1.5 lbs.

See *Dungeon Fantasy 6*, p. 5.

1-2, 1-2, 2 – Bracers of Force. 6.75 lbs.

See *Dungeon Fantasy 6*, p. 5.

1-2, 1-2, 3 – Crazy Legs. 11 lbs.

See *Dungeon Fantasy 6*, p. 6.

1-2, 1-2, 4 – Demonhunter's Helm. 5.5 lbs.

See *Dungeon Fantasy 6*, p. 6.

1-2, 1-2, 5 – Golden Helmet Crest. Neg.

See *Dungeon Fantasy 6*, p. 6.

1-2, 1-2, 6 – Grandfather's Sash. 1 lb.

See *Dungeon Fantasy 6*, p. 7.

1-2, 3-4, 1 – Helm of the Rat. 5 lbs.

See *Dungeon Fantasy 6*, p. 7.

1-2, 3-4, 2 – Hooded Robe of Protection. 5 lbs.
See *Dungeon Fantasy* 6, p. 7.

1-2, 3-4, 3 – Maaukepu's Mask. 2.25 lbs.
See *Dungeon Fantasy* 6, p. 8.

1-2, 3-4, 4 – Master Thief's Mail. 21.5 lbs.
See *Dungeon Fantasy* 6, p. 8.

1-2, 3-4, 5 – Mythic Corselet. 30 lbs.
See *Dungeon Fantasy* 6, p. 8.

1-2, 3-4, 6 – Nightmantle. Neg.
See *Dungeon Fantasy* 6, p. 9.

1-2, 5-6, 1 – Peshkali Shield. 22.5 lbs.
See *Dungeon Fantasy* 6, p. 9.

1-2, 5-6, 2 – Sun Armor. 82.5 lbs.
See *Dungeon Fantasy* 6, p. 9.

1-2, 5-6, 3 – Visage of the God. 2 lbs.
See *Dungeon Fantasy* 6, p. 10.

1-2, 5-6, 4 – Ward of the Wolf. 11.25 lbs.
See *Dungeon Fantasy* 6, p. 10.

1-2, 5-6, 5 – Bow of Su. 6 lbs.
See *Dungeon Fantasy* 6, p. 11.

1-2, 5-6, 6 – Death's Reaper. 10.5 lbs.
See *Dungeon Fantasy* 6, p. 11.

3-4, 1-2, 1 – Demonhealer. 2 lbs.
See *Dungeon Fantasy* 6, p. 12.

3-4, 1-2, 2 – Demonhunter's Tassels. Neg.
See *Dungeon Fantasy* 6, p. 12.

3-4, 1-2, 3 – Flaming Blade. 3 lbs.
See *Dungeon Fantasy* 6, p. 13.

3-4, 1-2, 4 – Flashing Sunblade. 3 lbs.
See *Dungeon Fantasy* 6, p. 13.

3-4, 1-2, 5 – Nightwraith. 2 lbs.
See *Dungeon Fantasy* 6, p. 14.

3-4, 1-2, 6 – Orichalcum Spring Gun. 13 lbs.
See *Dungeon Fantasy* 6, p. 14. Roll 1d-3 for the number of extra loaded cylinders found with the weapon.

3-4, 3-4, 1 – Rapier of Ruinas. 2.75 lbs.
See *Dungeon Fantasy* 6, p. 14.

3-4, 3-4, 2 – Six-Sword Belt. 3 lbs.
See *Dungeon Fantasy* 6, p. 15.

3-4, 3-4, 3 – Spirit Knife. 1 lb.
See *Dungeon Fantasy* 6, p. 15.

3-4, 3-4, 4 – Instant Workshop. 20 lbs.
See *Dungeon Fantasy* 6, p. 16.

3-4, 3-4, 5 – Necros' Finger. 1 lb.
See *Dungeon Fantasy* 6, p. 16.

3-4, 3-4, 6 – Preta Whistle. 0.5 lb.
See *Dungeon Fantasy* 6, p. 17.

3-4, 5-6, 1 – Scarab of Sentchtemt. 0.1 lb.
See *Dungeon Fantasy* 6, p. 17.

3-4, 5-6, 2 – Arrow of Negation. 0.1 lb.
See *Dungeon Fantasy* 6, p. 18.

3-4, 5-6, 3 – Astonishing Wrestling Oil. 0.25 lb.
See *Dungeon Fantasy* 6, p. 18.

3-4, 5-6, 4 – Conjuring Candle. 0.5 lb.
See *Dungeon Fantasy* 6, p. 18.

3-4, 5-6, 5 – Jewels of Utshepit. Neg.
See *Dungeon Fantasy* 6, p. 19.

3-4, 5-6, 6 – Lucky Seven Necklace. 1 lb.
See *Dungeon Fantasy* 6, p. 19.

5-6, 1-2, 1 – Scroll of Arcane Defense. 0.5 lb.
See *Dungeon Fantasy* 6, p. 20.

5-6, 1-2, 2 – Scroll of Calling. 5 lbs.
See *Dungeon Fantasy* 6, p. 21.

5-6, 1-2, 3 – Purple or Yellow Sphere of Weirdness. 1 lb.
Roll 1d: On 1-5, the sphere is purple; on 6, it's yellow. See *Dungeon Fantasy* 6, p. 21.

5-6, 1-2, 4 – Red Sphere of Weirdness. 1 lb.
See *Dungeon Fantasy* 6, p. 21.

5-6, 1-2, 5 – Green Sphere of Weirdness. 1 lb.
See *Dungeon Fantasy* 6, p. 21.

5-6, 1-2, 6 – Blue Sphere of Weirdness. 1 lb.
See *Dungeon Fantasy* 6, p. 21.

5-6, 3-4, 1 – Orange Sphere of Weirdness. 1 lb.
See *Dungeon Fantasy* 6, p. 21.

5-6, 3-4, 2 – Crematory Urn. 4.5 lbs.
See *Dungeon Fantasy* 6, p. 22.

5-6, 3-4, 3 – Demon Vessel. 4.5 lbs.
See *Dungeon Fantasy* 6, p. 22.

5-6, 3-4, 4 – Elemental Jug. 4.5 lbs.
See *Dungeon Fantasy* 6, p. 22.

5-6, 3-4, 5 – Flamethrower. \$400, 15 lbs.
See *Dungeon Fantasy* 7, p. 34.

5-6, 3-4, 6 – Sexton's Special Shovel. \$100, 5 lbs.
See *Dungeon Fantasy* 7, p. 34.

5-6, 5-6, 1 – Sacred Scalpel. \$325, 0.25 lbs.
See *Dungeon Fantasy* 7, p. 34. Roll 1d: On a 5-6, it is very fine instead of merely fine and has a value of \$1,050.

5-6, 5-6, 2 – Apparel of the Adventuress. 2 lbs.
See *Dungeon Fantasy* 7, p. 35.

5-6, 5-6, 3 – Sacred Shovel of Zombie Beheading. 5 lbs.
See *Dungeon Fantasy* 7, p. 36.

5-6, 5-6, 4 – Aspergillum of High Power. 0.5 lb.
See *Dungeon Fantasy* 7, p. 36.

5-6, 5-6, 5 – Oil of Kingship. 0.5 lb.
See *Dungeon Fantasy* 7, p. 36.

5-6, 5-6, 6 – Staff of Earthquakes. 12 lbs.
See *Dungeon Fantasy* 7, p. 36.



CHAPTER FIVE

ENCHANTMENTS

With enough money, delvers can get their hands on just about any mundane object. Magical artifacts, though, often require long trips into the wilderness and underground to wrestle them away from ferocious monsters.

The enchantments listed in this chapter are based on spells in *GURPS Magic* and operate according to the rules for those spells unless otherwise noted or modified. Primarily, the rules here willfully break the specifications in *Magic* for the type of item an enchantment may be cast on. If an enchantment is “staff only” or “jewelry only” and ends up on a robe, a sword, or a chest of drawers, so be it; enchantment in the world of *Dungeon Fantasy* can be strange to the point of perversity. Likewise, an enchantment that’s traditionally for mages only might be usable by anyone or only be a different group, or it might have an unusual source for its power; see *Supernatural Origins Table* (p. 50) for ideas.

Most enchanted items were created with a skill of 15. However, roll 1d for the item. On a 5-6, all enchantments on the item were created with a skill of 20; they have +2 CF.

Where applicable (for example, figuring charging rates for missile spells), enchanted items cast spells as though enchanted by a wizard with Magery 3.

To pick an enchantment for weapons, armor, and shields, roll 1d. If the result is 1-4, roll on the *Weapon, Armor, or Shield Enchantment Table* as appropriate. If the result is 5-6, roll a second die and reference its result on the *Enchantment Type* table below.

For other objects, roll 1d and consult the *Enchantment Type Table*.

Items with enchantments may have drawbacks; roll 2d. On a 10-12, the item *also* has a curse on it (*Curses Table*, pp. 51-52).

Enchantment Type Table

Roll	Table	Roll	Table
1	Attack	4	Environmental
2	Bufs	5	Environmental
3	Defense	6	Influence

GENERAL ENCHANTMENTS

These enchantments might be found on any item. Some spells come in multiple versions of an enchantment. Entries marked with “(cast)” indicate enchantments that allow the user to cast the spell on others. Entries marked with “(always on)” are always active without energy cost to the user. The “Reserve” column indicates how many points of energy the item has if it has a *Power Reserve* (pp. 47-48); if it does not, ignore this information. Any reserve given for an “always on” enchantment can be used to power any *other* enchantments on the item, instead.

ATTACK TABLE

These enchantments are designed as attacks, doing damage or incapacitating opponents. Roll 1d, 1d, 1d.

Roll	Enchantment	Cost	Reserve	Notes
1-3, 1, 1	Acid Ball	\$6,000	6	
1-3, 1, 2	Acid Jet	\$8,000	6	
1-3, 1, 3	Air Jet	\$4,000	6	
1-3, 1, 4	Arboreal Immurement	\$20,000	48	
1-3, 1, 5	Ball of Lightning	\$12,000	12	
1-3, 1, 6	Breathe Fire	\$20,000	6	
1-3, 2, 1	Breathe Steam	\$20,000	6	
1-3, 2, 2	Burning Death	\$14,000	18	
1-3, 2, 3	Burning Touch	\$6,000	6	

Roll	Enchantment	Cost	Reserve	Notes
1-3, 2, 4	Clumsiness	\$16,000	6	
1-3, 2, 5	Concussion	\$20,000	12	
1-3, 2, 6	Debility	\$18,000	6	
1-3, 3, 1	Dehydrate	\$14,000	6	
1-3, 3, 2-3	Explosive Fireball	\$24,000	12	
1-3, 3, 4-5	Explosive Lightning	\$24,000	12	
1-3, 3, 6	Fire Cloud	\$3,500	6	
1-3, 4, 1-2	Fireball	\$16,000	6	
1-3, 4, 3-4	Flame Jet	\$16,000	6	
1-3, 4, 5-6	Flash	\$4,000	24	
1-3, 5, 1	Flesh to Ice	\$24,000	72	
1-3, 5, 2	Frailty	\$20,000	12	
1-3, 5, 3	Frostbite	\$14,000	6	
1-3, 5, 4	Hinder	\$12,000	6	
1-3, 5, 5-6	Ice Dagger	\$8,000	6	
1-3, 6, 1	Ice Sphere	\$8,000	6	
1-3, 6, 2	Icy Breath	\$8,000	6	
1-3, 6, 3	Icy Missiles	\$20,000	24	
1-3, 6, 4	Icy Touch	\$16,000	12	
1-3, 6, 5-6	Lightning	\$16,000	6	
4-6, 1, 1	Lightning Stare	\$20,000	6	
4-6, 1, 2	Lightning Whip	\$7,000	6	
4-6, 1, 3	Mud Jet	\$12,000	6	
4-6, 1, 4-5	Pain	\$8,000	12	
4-6, 1, 6	Pestilence	\$20,000	36	

Attack Table (Continued)

Roll	Enchantment	Cost	Reserve	Notes
4-6, 2, 1	Rain of Acid	\$24,000	18	
4-6, 2, 2	Rain of Fire	\$12,000	6	
4-6, 2, 3	Rain of Ice Daggers	\$16,000	12	
4-6, 2, 4	Rain of Nuts	\$10,000	3	
4-6, 2, 5	Rain of Stones	\$10,000	6	
4-6, 2, 6	Rooted Feet	\$8,000	18	
4-6, 3, 1	Rotting Death	\$14,000	18	
4-6, 3, 2	Sand Jet	\$12,000	6	
4-6, 3, 3-4	Shocking Touch	\$30,000	6	
4-6, 3, 5	Sickness (cast)	\$30,000	18	
4-6, 3, 6	Snow Jet	\$12,000	6	
4-6, 4, 1	Sound Jet	\$8,000	6	
4-6, 4, 2	Spider Silk	\$8,000	6	
4-6, 4, 3	Spit Acid	\$8,000	6	
4-6, 4, 4	Steal Energy	\$16,000	3	
4-6, 4, 5	Steal Vitality (cast)	\$30,000	3	
4-6, 4, 6	Steam Jet	\$14,000	6	
4-6, 5, 1	Steelwraith	\$5,000	42	[1]
4-6, 5, 2	Stone Missile	\$8,000	6	
4-6, 5, 3	Stun	\$10,000	12	
4-6, 5, 4	Sunbolt	\$16,000	6	
4-6, 5, 5-6	Power	—	—	[2]
4-6, 6, 1-2	Dedicated Reserve	\$40/point	—	[3]
4-6, 6, 3-4	Regenerating Reserve	\$80/point	—	[3]
4-6, 6, 5-6	Rechargeable Reserve	\$100/point	—	[3]

Notes

[1] This enchantment *resists* Steelwraith. Cost is per pound.

[2] The item is at least partly self-powered by the Power enchantment. Roll again on this table to determine the underlying spell. Then, roll on the *Power Table* (p. 47) to see how much energy it provides for its own operation.

[3] The object has a power reserve of the indicated type; roll again on the table to determine the underlying enchantment and the size of the reserve, ignoring further power or energy reserve results. The GM decides whether the item is fully charged when it is found. See *Power Reserves* (pp. 47-48) for details.

BUFFS TABLE

These enchantments make the user better, stronger, and/or faster. Roll 1d, 1d, 1d.

Roll	Enchantment	Cost	Reserve	Notes
1-3, 1, 1-2	Alertness 1	\$6,000	12	
1-3, 1, 3	Alertness 2	\$12,000	24	
1-3, 1, 4	Alertness 3	\$18,000	36	
1-3, 1, 5	Alertness 4	\$24,000	48	
1-3, 1, 6	Alertness 5	\$30,000	60	
1-3, 2, 1	Balance (cast)	\$15,000	30	
1-3, 2, 2	Bravery (always on)	\$10,000	6	
1-3, 2, 3	Bravery (cast)	\$10,000	12	
1-3, 2, 4	Breathe Water	\$8,000	24	
1-3, 2, 5	Climbing +1	\$5,000	3	
1-3, 2, 6	Climbing +2	\$10,000	6	
1-3, 3, 1	Climbing +3	\$15,000	9	
1-3, 3, 2	Climbing +4	\$20,000	12	
1-3, 3, 3	Freedom 1	\$10,000	12	
1-3, 3, 4	Freedom 2	\$20,000	24	
1-3, 3, 5	Freedom 3	\$30,000	36	

Roll	Enchantment	Cost	Reserve	Notes
1-3, 3, 6	Freedom 4	\$40,000	48	
1-3, 4, 1	Freedom 5	\$50,000	60	
1-3, 4, 2	Grace (cast)	\$40,000	24	
1-3, 4, 3-4	Grace 1	\$40,000	24	
1-3, 4, 5	Grace 2	\$80,000	48	
1-3, 4, 6	Grace 3	\$120,000	72	
1-3, 5, 1	Grace 4	\$160,000	96	
1-3, 5, 2	Grace 5	\$200,000	120	
1-3, 5, 3	Haste 1	\$5,000	12	
1-3, 5, 4	Haste 2	\$10,000	24	
1-3, 5, 5	Haste 3	\$15,000	36	
1-3, 5, 6	Hold Breath	\$18,000	24	
1-3, 6, 1	Jump 1	\$5,000	3	
1-3, 6, 2	Jump 2	\$10,000	6	
1-3, 6, 3	Jump 3	\$15,000	9	
1-3, 6, 4	Jump 4	\$20,000	12	
1-3, 6, 5	Jump 5	\$25,000	15	
1-3, 6, 6	Jump 6	\$30,000	18	
4-6, 1, 1-2	Keen Sense 1	\$3,000	6	[1]
4-6, 1, 3	Keen Sense 2	\$6,000	12	[1]
4-6, 1, 4	Keen Sense 3	\$9,000	18	[1]
4-6, 1, 5	Keen Sense 4	\$12,000	24	[1]
4-6, 1, 6	Keen Sense 5	\$15,000	30	[1]
4-6, 2, 1	Might (cast)	\$20,000	12	
4-6, 2, 2-3	Might 1	\$30,000	12	
4-6, 2, 4	Might 2	\$60,000	24	
4-6, 2, 5	Might 3	\$90,000	36	
4-6, 2, 6	Might 4	\$120,000	48	
4-6, 3, 1	Might 5	\$150,000	60	
4-6, 3, 2	Reflexes (cast)	\$24,000	30	
4-6, 3, 3	Resist Pain	\$16,000	24	
4-6, 3, 4-5	Strengthen Will (cast)	\$14,000	6	
4-6, 3, 6	Strengthen Will 1	\$20,000	6	
4-6, 4, 1	Strengthen Will 2	\$40,000	12	
4-6, 4, 2	Strengthen Will 3	\$60,000	18	
4-6, 4, 3	Strengthen Will 4	\$80,000	24	
4-6, 4, 4	Strengthen Will 5	\$100,000	30	
4-6, 4, 5	Vigor (cast)	\$20,000	12	
4-6, 4, 6	Vigor 1	\$30,000	12	
4-6, 5, 1	Vigor 2	\$60,000	24	
4-6, 5, 2	Vigor 3	\$90,000	36	
4-6, 5, 3	Vigor 4	\$120,000	48	
4-6, 5, 4	Vigor 5	\$150,000	60	
4-6, 5, 5-6	Power	—	—	[2]
4-6, 6, 1-2	Dedicated Reserve	\$40/point	—	[3]
4-6, 6, 3-4	Regenerating Reserve	\$80/point	—	[3]
4-6, 6, 5-6	Rechargeable Reserve	\$100/point	—	[3]

Notes

[1] Roll 1d to determine the sense affected by the enchantment: On 1-2, it's hearing; on 3-5, it's vision; and on 6, it's taste/smell.

[2] The item is at least partly self-powered by the Power enchantment. Roll again on this table to determine the underlying spell. Then, roll on the *Power Table* (p. 47) to see how much energy it provides for its own operation.

[3] The object has a power reserve of the indicated type; roll again on the table to determine the underlying enchantment and the size of the reserve, ignoring further power or energy reserve results. The GM decides whether the item is fully charged when it is found. See *Power Reserves* (pp. 47-48) for details.

DEFENSE TABLE

These enchantments protect the user from damage or detection. Roll 1d, 1d, 1d.

Roll	Enchantment	Cost	Reserve	Notes
1-3, 1, 1	Bladeturning	\$6,000	12	
1-3, 1, 2	Blink	\$16,000	12	
1-3, 1, 3-4	Blur 1	\$2,000	6	
1-3, 1, 5-6	Blur 2	\$4,000	12	
1-3, 2, 1-2	Blur 3	\$6,000	18	
1-3, 2, 3	Blur 4	\$8,000	24	
1-3, 2, 4	Blur 5	\$10,000	30	
1-3, 2, 5	Catch Missile	\$6,000	12	
1-3, 2, 6	Catch Spell	\$24,000	18	[1]
1-3, 3, 1	Force Wall	\$6,000	12	
1-3, 3, 2-3	Hide (cast)	\$20,000	6	
1-3, 3, 4	Invisibility (cast)	\$24,000	30	
1-3, 3, 5	Iron Arm	\$12,000	6	
1-3, 3, 6	Mage-Stealth	\$10,000	18	
1-3, 4, 1-2	Magic Resistance 1	\$4,000	6	
1-3, 4, 3-4	Magic Resistance 2	\$8,000	12	
1-3, 4, 5-6	Magic Resistance 3	\$12,000	18	
1-3, 5, 1	Magic Resistance 4	\$16,000	24	
1-3, 5, 2	Magic Resistance 5	\$20,000	30	
1-3, 5, 3-4	Mirror	\$7,000	12	
1-3, 5, 5	Missile Shield	\$8,000	30	
1-3, 5, 6	Reflect Gaze	\$12,000	12	
1-3, 6, 3-4	Resist Acid (always on)	\$16,000	12	
1-3, 6, 1-2	Resist Acid (cast)	\$24,000	12	
1-3, 6, 5-6	Resist Cold	\$16,000	12	
4-6, 1, 1-2	Resist Fire	\$16,000	12	
4-6, 1, 5-6	Resist Lightning			
	(always on)	\$20,000	12	
4-6, 1, 3-4	Resist Lightning (cast)	\$30,000	12	
4-6, 2, 1-2	Resist Sound			
	(always on)	\$16,000	12	
4-6, 2, 3-4	Resist Sound (cast)	\$24,000	12	
4-6, 2, 5	Resist Water			
	(always on)	\$4,000	12	
4-6, 2, 6	Resist Water (cast)	\$8,000	12	
4-6, 3, 1	Return Missile	\$8,000	12	
4-6, 3, 2	Reverse Missiles	\$12,000	42	
4-6, 3, 3	Scryguard	\$10,000	18	
4-6, 3, 4	Steelwraith	\$24,000	42	
4-6, 3, 5-6	Talisman 1	\$15	6	[1]
4-6, 4, 1-2	Talisman 2	\$45	12	[1]
4-6, 4, 3-4	Talisman 3	\$90	18	[1]
4-6, 4, 5	Talisman 4	\$3,000	24	[1]
4-6, 4, 6	Turn Blade	\$6,000	6	
4-6, 5, 1	Utter Wall	\$20,000	24	
4-6, 5, 2	Wall of Light	\$4,000	6	
4-6, 5, 3	Wall of Lightning	\$10,000	12	
4-6, 5, 4	Wall of Wind	\$8,000	12	
4-6, 5, 5-6	Power	—	—	[2]
4-6, 6, 1-2	Dedicated Reserve	\$40/point	—	[3]
4-6, 6, 3-4	Regenerating Reserve	\$80/point	—	[3]
4-6, 6, 5-6	Rechargeable Reserve	\$100/point	—	[3]

Notes

[1] This version of the enchantment is effective against all spells.

[2] The item is at least partly self-powered by the Power enchantment. Roll again on this table to determine the underlying spell. Then, roll on the *Power Table* (p. 47) to see how much energy it provides for its own operation.

[3] The object has a power reserve of the indicated type; roll again on the table to determine the underlying enchantment and the size of the reserve, ignoring further power or energy reserve results. The GM decides whether the item is fully charged when it is found. See *Power Reserves* (pp. 47-48) for details.

ENVIRONMENTAL TABLE

These enchantments effect the user's surroundings. Roll 1d, 1d, 1d.

Roll	Enchantment	Cost	Reserve	Notes
1-3, 1, 1	Air Vortex	\$24,000	48	
1-3, 1, 2	Boil Water	\$4,000	12	
1-3, 1, 3-4	Clouds	\$6,000	3	
1-3, 1, 5	Cold	\$8,000	6	
1-3, 1, 6	Cool	\$3,000	3	
1-3, 2, 1	Coolness	\$4,000	12	
1-3, 2, 2	Create Acid	\$6,000	24	
1-3, 2, 3	Create Air	\$4,000	6	
1-3, 2, 4-5	Create Fire	\$6,000	12	
1-3, 2, 6	Create Ice	\$4,000	12	
1-3, 3, 1	Create Steam	\$8,000	12	
1-3, 3, 2-3	Create Water	\$4,000	12	
1-3, 3, 4	Destroy Water	\$6,000	18	
1-3, 3, 5	Extinguish Fire	\$8,000	18	
1-3, 3, 6	False Tracks	\$6,000	12	
1-3, 4, 1	Fast Fire	\$7,500	12	
1-3, 4, 2	Fog	\$6,000	12	
1-3, 4, 3	Foul Water	\$2,000	18	
1-3, 4, 4	Freeze	\$4,000	12	
1-3, 4, 5	Frost	\$4,000	6	
1-3, 4, 6	Garble	\$20,000	24	
1-3, 5, 1	Gloom	\$5,000	3	
1-3, 5, 2	Glue	\$18,000	18	
1-3, 5, 3	Grease	\$14,000	18	
1-3, 5, 4	Hail	\$10,000	3	
1-3, 5, 5	Heal Plant	\$8,000	18	
1-3, 5, 6	Heat	\$8,000	6	
1-3, 6, 1	Hide Path	\$6,000	12	
1-3, 6, 2	Hold Fast	\$6,000	6	
1-3, 6, 3	Hush	\$4,000	12	
1-3, 6, 4	Ice Slick	\$5,000	18	
1-3, 6, 5	Ignite Fire	\$2,000	6	
1-3, 6, 6	Melt Ice	\$6,000	12	
4-6, 1, 1	Mystic Mist	\$8,000	6	
4-6, 1, 2	Noise	\$2,000	24	[1]
4-6, 1, 3	Pollen Cloud	\$2,000	6	
4-6, 1, 4	Pull	\$5,000	6	
4-6, 1, 5	Purify Air	\$50	6	
4-6, 1, 6	Purify Water	\$50	6	
4-6, 2, 1	Rain	\$12,000	3	
4-6, 2, 2	Repel	\$5,000	6	
4-6, 2, 3	Sandstorm	\$20,000	18	
4-6, 2, 4	Seek Water	\$340	12	
4-6, 2, 5	Shade	\$2,000	6	
4-6, 2, 6	Shape Fire	\$8,000	12	
4-6, 3, 1	Shape Plant	\$10,000	18	
4-6, 3, 2	Shape Water	\$8,000	6	

Environmental (Continued)

Roll	Enchantment	Cost	Reserve	Notes
4-6, 3, 3	Silence	\$80 × Radius	12	[1]
4-6, 3, 4	Slow Fire	\$7,000	12	
4-6, 3, 5	Smoke	\$10	6	
4-6, 3, 6	Snow	\$9,000	3	
4-6, 4, 1	Spark Cloud	\$3,000	6	
4-6, 4, 2	Spark Storm	\$6,000	12	
4-6, 4, 3	Stench	\$60	6	
4-6, 4, 4	Storm	\$20,000	3	
4-6, 4, 5	Thunderclap	\$6,000	12	
4-6, 4, 6	Umbrella	\$2,000	6	
4-6, 5, 1	Warm	\$3,000	3	
4-6, 5, 2	Waves	\$6,000	3	
4-6, 5, 3	Whirlpool	\$4,000	12	
4-6, 5, 4	Wind	\$6,000	3	
4-6, 5, 5	Wither Plant	\$4,000	12	
4-6, 5, 6	Power	–	–	[2]
4-6, 6, 1-2	Dedicated Reserve	\$40/point	–	[3]
4-6, 6, 3-4	Regenerating Reserve	\$80/point	–	[3]
4-6, 6, 5-6	Rechargeable Reserve	\$100/point	–	[3]

Notes

[1] Roll 1d to determine the maximum radius in yards the item can cover.

[2] The item is at least partly self-powered by the Power enchantment. Roll again on this table to determine the underlying spell. Then, roll on the *Power Table* (below) to see how much energy it provides for its own operation.

[3] The object has a power reserve of the indicated type; roll again on the table to determine the underlying enchantment and the size of the reserve, ignoring further power or energy reserve results. The GM decides whether the item is fully charged when it is found. See *Power Reserves* (below) for details.

INFLUENCE TABLE

These enchantments let the caster influence the thinking or actions of others. Roll 1d, 1d.

Roll	Enchantment	Cost	Reserve	Notes
1, 1	Animal Control	\$4,000	6 × IQ	[1]
1, 2	Beast Summoning	\$8,000	18	[2]
1, 3	Charm	\$60,000	36	
1, 4	Command	\$10,000	12	
1, 5	Control Elemental	\$20,000	6	[3]
1, 6	Drunkenness (cast)	\$16,000	6	
2, 1	Emotion Control			
	(cast, any emotion)	\$44,000	12	
2, 2	Emotion Control			
	(cast, single emotion)	\$20,000	12	
2, 3	Fear (cast)	\$6,000	6	
2, 4	Glib Tongue	\$13,000	12	
2, 5	Great Voice	\$4,000	18	
2, 6	Loyalty (cast)	\$40,000	12	
3, 1	Madness (cast)	\$20,000	24	
3, 2	Mass Suggestion	\$30,000	24	
3, 3	Nightmare (cast)	\$16,000	36	
3, 4	Panic	\$10,000	24	
3, 5	Plant Control	\$12,000	18	
3, 6	Plant Speech (all plants)	\$40,000	18	
4, 1	Plant Speech (one type)	\$15,000	18	

Roll	Enchantment	Cost	Reserve	Notes
4, 2	Repel Animal	\$2,000	6 × IQ	[1]
4, 3	Repel Spirits	\$2,000	24	
4, 5	Silver Tongue			
	(always on)	\$12,000	18	
4, 4	Silver Tongue (cast)	\$4,000	18	
4, 6	Suggestion	\$10,000	24	
5, 1	Summon Elemental (Air)	\$16,000	24	
5, 2	Summon Elemental (Earth)	\$16,000	24	
5, 3	Summon Elemental (Fire)	\$16,000	24	
5, 4	Summon Elemental (Water)	\$16,000	24	
5, 5	Summon Spirit	\$20,000	120	
5, 6	Terror	\$12,000	24	
6, 1	Turn Spirit	\$7,000	24	
6, 2	Weaken Will (cast)	\$14,000	12	
6, 3	Power	–	–	[4]
6, 4	Dedicated Reserve	\$40/point	–	[5]
6, 5	Regenerating Reserve	\$80/point	–	[5]
6, 6	Rechargeable Reserve	\$100/point	–	[5]

Notes

[1] Works on one type of animal. Cost is per point of IQ.

[2] Summons one type of animal.

[3] Roll 1d, 1d to see which elemental the +2 bonus applies to: (1-3, 1-3) Air; (1-3, 4-6) Earth; (4-6, 1-3) Fire; (4-6, 4-6) Water.

[4] The item is at least partly self-powered by the Power enchantment. Roll again on this table to determine the underlying spell. Then, roll on the *Power Table* (below) to see how much energy it provides for its own operation.

[5] The object has a power reserve of the indicated type; roll again on the table to determine the underlying enchantment and the size of the reserve, ignoring further power or energy reserve results. The GM decides whether the item is fully charged when it is found. See *Power Reserves* (below) for details.

POWER TABLE

The item is at least partly self-powered by the Power enchantment. Roll 1d and use the table below to figure out how much power it has. An object will not have more power than required to cast the spell.

Roll	Power	Cost
1-2	1	\$10,000
3-4	2	\$20,000
5	3	\$40,000
6	4	\$80,000

POWER RESERVES

These power reserves are not in *Magic*.

Dedicated Reserve. The object has an energy reserve that may be recharged as any other power item. However, the reserve may *only* be used to power the object's enchantments, and the user's own FP or power items may not power the object. Things with dedicated reserves do not prevent anyone from having a power item or other items with their own energy reserves.

Regenerating Reserve. As a dedicated reserve (p. 47), but the item refills its energy reserve automatically over time per the Powerstone enchantment (*Magic*, p. 69). It may *not* be recharged separately.

Rechargeable Reserve. As a dedicated reserve (p. 47), but rather than requiring recharging in a town, the user adds back power by exposing it to or immersing it in a particular substance or condition. It regains one point of power per minute of full exposure. Roll 1d, 1d on the table below.

Roll	Condition
1-3, 1	Blood
1-3, 2	Fire
1-3, 3	Gold
1-3, 4	Holiness (high sanctity or better)
1-3, 5	Magic (high mana or better)
1-3, 6	Moonlight
4-6, 1	Music
4-6, 2	Rain
4-6, 3	Seawater
4-6, 4	Silver
4-6, 5	Sunlight
4-6, 6	Tears

Enchantment and Power Items

Magicians may use enchanted items as power items. However, an enchanted object's value as a power item is based on its value as a mundane item, *not* including the cost of enchantments. A vastly expensive tool with a tiny enchantment on it can still be used as a good power item, while a ratty old hat with the power to destroy the world makes a very poor one. For example, a staff (\$7) is made from fine wood (+2 CF), extensively inlaid (+14 CF), and set with an eight-carat piece of jade (\$1,920). It is worth a total of \$2,039. Regardless of any enchantments it may have, it can act as a power item providing 12 FP. If it is enchanted with Fire Cloud and a regenerating reserve, the Fire Cloud spell is powered by a *separate* reserve of 6 FP.

ARMS AND ARMOR ENCHANTMENTS

These enchantments specifically enhance armor and weapons.

WEAPON ENCHANTMENTS TABLE

Roll 1d, 1d. Enchantments may have different prices depending on the kind of weapon they are cast on. A “–” result



indicates that the weapon type can't have that particular enchantment; reroll until an appropriate result comes up.

Roll	Enchantment	Melee Weapon	Missile Weapon	Projectile	Notes
1, 1-3	Accuracy +1	\$5,000	\$5,000	\$25	
1, 4	Accuracy +2	\$20,000	\$20,000	\$100	
1, 5	Accuracy +3	\$100,000	\$100,000	\$10,000	
1, 6	Blood Drinker	\$50,000	–	–	[1]
2, 1	Defending Weapon +1	\$10,000	–	–	
2, 2	Defending Weapon +2	\$20,000	–	–	
2, 3	Defending Weapon +3	\$40,000	–	–	
2, 4	Dismemberment	\$25,000	–	–	[1]
2, 5	Flaming Weapon	\$15,400	\$15,400	\$75	
2, 6	Graceful Weapon	\$3,000	\$3,000	–	[2]
3, 1	Icy Weapon	\$17,000	\$17,000	\$75	
3, 2	Lightning Weapon	\$15,300	\$15,300	\$75	
3, 3	Loyal Sword	\$15,000	\$15,000	\$15,000	[2]
3, 4	Ghost Weapon	\$5,000	\$5,000	\$5,000	[2]
3, 5-6	Penetrating Weapon (2)	\$5,000	\$10,000	\$25	
4, 1	Penetrating Weapon (3)	\$15,000	\$30,000	\$75	
4, 2	Penetrating Weapon (5)	\$50,000	\$100,000	\$5,000	
4, 3	Penetrating Weapon (10)	\$150,000	\$300,000	\$15,000	
4, 4	Penetrating Weapon (Ignores Armor)	\$500,000	\$1,000,000	\$50,000	
4, 5-6	Puissance +1	\$5,000	\$10,000	\$25	
5, 1	Puissance +2	\$20,000	\$40,000	\$100	

Weapon Enchantments (Continued)

Roll	Enchantment	Melee Weapon	Missile Weapon	Projectile	Notes
5, 2	Puissance +3	\$100,000	\$200,000	\$10,000	
5, 3-4	Quick-Aim (1 turn)	\$50	\$100	–	[3]
5, 5	Quick-Aim (2 turns)	\$100	\$4,000	–	[3]
5, 6	Quick-Draw	\$6,000	\$6,000	\$4,000	[2, 4]
6, 1-2	Shatterproof	\$8,000	\$8,000	\$8,000	
6, 3-4	Vital Seeker +1	\$100	\$100	\$10	[1]
6, 5	Vital Seeker +2	\$8,000	\$8,000	\$40	[1]
6, 6	Vital Seeker +3	\$40,000	\$40,000	\$4,000	[1]

Notes

[1] See *New Weapon Enchantments* (below).

[2] Cost is per pound of weapon.

[3] Treat “Melee Weapon” as “Thrown Weapon,” applicable only to throwable weapons such as knives and axes.

[4] If the weapon is projectiles, the enchantment is on a quiver holding appropriate ammunition; cost is *not* per pound.

New Weapon Enchantments

These weapon enchantments are not in *Magic*.

Blood Drinker. The weapon draws life energy from the damage it does. For every attack that penetrates DR and does damage, the weapon gains a point in an energy reserve. The maximum capacity is calculated from the weapon’s value as a magician’s power item. However, the energy can only be used for mundane physical exertion such as extra effort, long-distance running, and making up for lost sleep – not for spellcasting, chimerel efforts, or other more-or-less supernatural efforts.

Dismemberment. The weapon cuts through targets with remarkable power. Any limb that takes crippling damage from a cutting attack from a weapon enchanted with Dismemberment is immediately and automatically cut off. This bypasses any HT rolls for duration of crippling injuries. It may only be cast on weapons that do cutting damage; reroll result for weapons that only do impaling or crushing damage.

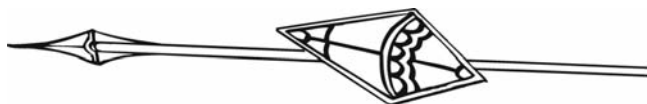
Vital Seeker. The weapon is enchanted to seek out important targets. The bonus offsets hit location penalties for targeting vitals (including through chinks in armor). For example, a sword with Vital Seeker +2 would only suffer a -1 penalty to hit the target’s vitals.

ARMOR

ENCHANTMENTS TABLE

Roll 1d, 1d. For partial pieces of armor, reduce the cost of the enchantment proportionately using the table on *Magic*, p. 66.

Roll	Enchantment	Cost
1-2, 1-3	Fortify +1	\$50
1-2, 4-6	Lighten (25%)	\$100
3-4, 1-4	Deflect +1	\$2,000
3-4, 5-6	Lighten (50%)	\$10,000
5, 1-3	Fortify +2	\$4,000
5, 4-6	Deflect +2	\$10,000
6, 1	Fortify +3	\$16,000
6, 2	Deflect +3	\$40,000
6, 3	Fortify +4	\$75,000
6, 4	Deflect +4	\$160,000
6, 5	Fortify +5	\$160,000
6, 6	Deflect +5	\$400,000



SHIELD ENCHANTMENTS TABLE

Roll 1d, 1d.

Roll	Enchantment	Cost
1-2, 1-2	Lighten (25%)	\$100
1-2, 3-4	Lighten (50%)	\$10,000
1-2, 5-6	Deflect +1	\$2,000
3-4, 1-2	Deflect +2	\$10,000
3-4, 3	Deflect +3	\$40,000
3-4, 4	Deflect +4	\$160,000
3-4, 5	Deflect +5	\$400,000
3-4, 6	Dancing Shield	\$5,000
5-6, 1	Dancing Shield (Speed 6)	\$10,000
5-6, 2	Dancing Shield (Skill 18)	\$10,000
5-6, 3	Dancing Shield (Speed 6 and Skill 18)	\$20,000
5-6, 4	Defending Shield +1	\$10,000
5-6, 5	Defending Shield +2	\$20,000
5-6, 6	Defending Shield +3	\$40,000

“Wine!” gasped the king from the couch where they had laid him . . . “Slaying is cursed dry work.”

– Robert E. Howard, “The Phoenix on the Sword”

SUPERNATURAL ORIGINS TABLE

Although many enchantments correspond to spells in *GURPS Magic*, they don't necessarily have to be magical. The powers listed on pp. 44-50 are ultimately just effects. Their fundamental *causes* can come from anywhere. The GM should feel free to apply one of the origins below to any item with unusual properties. For example, a divine enchantment might put what is usually a mages-only spell into the hands of a cleric or druid, or an object that focuses chi might grant a similar ability to a martial artist. Some of these origins are already implicit in equipment quality or embellishments (orichalcum, dragonhide, dwarven arms and armor, etc.), but the GM should feel free to replace the origins even for those: unbreakable weapons granted by gods rather than made from orichalcum, an enchantment that leaves a blade as sharp as tempered glass, and so on.

If applied to enchanted items, origins marked with an * are limited to enchantments that are always on or otherwise don't require FP.

If a peculiar origin is desired, roll 1d, 1d to find out what it is.

1-2, 1 – Alchemical*.

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

1-2, 2 – Artistic.

An item of such aesthetic fineness that it can exert power over its surroundings. This origin is best limited to musical instruments, although it could conceivably be applied to other items that can be put to artistic use, such as brushes or sculptors' chisels. If Artistic power underlies a "mage only" enchanted object, it can only be used by adventurers with Bardic Talent.

1-2, 3-4 – Chi.

The yin and the yang are perfectly balanced, and the lines of the item are ideal for the focus of internal strength. If chi power underlies a "mage only" enchanted object, it can only be used by those with Chi Talent.

1-2, 5-6 – Cosmic.

A godly artifact granted to mere mortals. Neither sanctity nor mana affects it. In fact, nothing affects it except *other* cosmic stuff.

3-4, 1-2 – Divine.

An article "enchanted" by mortals through prayer or clerical magic. Sanctity (*Dungeon Fantasy 1*, p. 19) affects it exactly as mana affects ordinary magic items. If Divine power underlies a "mage only" enchanted object, it can only be used by those with Holiness or regular (holy) Power Investiture – or, in appropriate cases, by people with Power Investiture (Unholy).

3-4, 3 – Druidic.

An object "enchanted" via druidic magic and affected by nature's strength just like druidic spells and powers are (*Dungeon Fantasy 1*, p. 19). If druidic power underlies a "mage only" enchanted object, it can only be used by someone with Power Investiture (Druidic).

3-4, 4 – Emotion.

An item that unlocks the power of a particular emotional state chosen by the GM: anger, fear, love, etc. To use the object's powers, the user must be in the grip of that emotion. He may have succumbed to an appropriate disadvantage or act as though he has it, electing to give in to any Will or self-control rolls as long as he wants the item to operate. For example, an item that embodies greed only operates when the user is acting to get as much material gain for himself as possible. There may be circumstances under which an item simply won't operate: An item powered by fear, for example, will have little use in a sunny meadow full of puppies (unless, perhaps, the user is a vampire or dangerously allergic to dogs).

3-4, 5-6 – Magical.

An item powered by conventional enchantment or by mana-driven accidents and variant enchantments. Mana levels affect it as usual; see p. B235.

5-6, 1 – Materials*.

The item has extraordinary properties by dint of being made of something amazing rather than enchanted or wished into existence.

5-6, 2 – Moral Force.

Similar to the Cosmic origin (above), but with the additional limitation that the item's exceptional abilities only work when used in direct and immediate support of a Good or Evil end, as appropriate to the item. For example, a compass empowered by the forces of Good that always points to the adventurer's desired destination will work if the user is actively in the process of leading a party of refugees to a temple where they can find safety. It won't work if the user tries to sell directions to a group of morally questionable merchants as part of a fundraising scheme.

5-6, 3 – Psionic.

The item is an aid to directing psychic power. Only those with Unusual Background (Psionic) can use it.

5-6, 4 – Racial*.

An item built by a race whose nature and inclinations lets them turn out the equivalent of high-tech gear that's "indistinguishable from magic." The GM picks the race; roll on the *Race Table* (p. 59) if desired.

5-6, 5 – Spirit.

The home of a bound spirit – angel, demon, elemental, totem, or anything else the GM likes. This is affected by whatever affects the spirit. Nothing hinders genuinely cosmic spirits, while mana level limits lowly magical ones.

5-6, 6 – Will.

An item that channels sheer force of will into power. It is not affected by sanctity or mana level. However, it is affected by the user's state of mind. A user must make a successful Will roll to activate the item's unusual properties the first time he relies on it, and he must make another roll to do so if he fails *any* other subsequent Will roll.



CURSES TABLE

Curses, for these purposes, are properties that restrict the functioning of the item, either directly or by imposing unpleasant consequences on its possession or use. However, they are not completely debilitating; an object that destroys its owner without providing him with some benefit is a trap, not treasure.

Unless otherwise noted, curses are in effect as long as the owner has the item on or about his person. An adventurer is no longer subject to the curse if he discards the item or hands it to someone else (who then becomes subject to the curse).

Curses have a negative CF value. However, CFs for curses are applied to the value of enchantments *separately* from the value of the underlying item and its embellishments. Calculate the value of the physical item along with its embellishments, separately calculate the value of the enchantment as modified by curses, and add those values together for the total value of the item.

Example: A long coat (\$50) is colored an unremarkable purple (average dye, +4 CF) and has elegant ermine around the hood (expensive fur trim, +8 CF). It is enchanted with Blade-turning (\$6,000) and Blur 2 (\$4,000). The user will need the protection, because it sometimes attracts undead (haunted, -0.5 CF). The value of the underlying item is $\$50 \times (1 + 4 + 8) = \650 . The value of the enchantments is $(\$6,000 + \$4,000) \times (1 - 0.5) = \$5,000$. The total value of the cloak is \$5,650.

*I can believe anything provided
it is incredible.*

– Oscar Wilde

Roll 1d, 1d.

1, 1 – Accelerated Aging. -0.5 CF.

Every day the item is used, roll vs. HT. Critical failure costs the owner 1 HT permanently. This potent curse can cause even immortals to fade!

1, 2-3 – Backlash, Mystical. -0.2 CF.

Typically, use of enchanted items is safe, requiring no rolls. However, this item is subject to side effects. Roll 3d every time its powers are used. On a 17+, the user suffers the effects of a magical critical failure; see p. B236. Reroll the curse if the item only has “always on” enchantments.

1, 4-5 – Backlash, Physical. -0.2 CF.

Every time the item’s mystical powers are used, roll against HT or be afflicted with an irritating condition for 10 seconds. Roll 1d on the table below to determine the condition inflicted

Roll	Affliction	Roll	Affliction
1-2	Coughing	4-5	Nauseated
3	Euphoria	6	Moderate Pain

by the item; see p. B428 for effects. Reroll the curse if the item only has “always on” enchantments.

1, 6 – Burden. -0.3 CF.

The item is a greater existential burden than its weight suggests. When carried, the item counts as twice its actual weight when figuring encumbrance (minimum effective weight five pounds), *and* the user loses a level of fitness: Very Fit becomes Fit, those without a fitness advantage or disadvantage become Unfit, and so on.

2, 1-2 – Bad Luck. -0.5 CF.

The owner is afflicted with Unluckiness by merely possessing the item.

2, 3-4 – Class Restriction. -0.75 CF.

Mystical properties only work on targets in a single class. Roll on the *Class Table* (p. 59).

2, 5 – Corrupting. -0.5 CF.

Every day the owner relies on the item (“always on” items are considered to be constantly in use), he must roll successfully against Will or gain 1 point toward a particular disadvantage. The disadvantage appears when the owner accumulates enough points to have it with a self-control roll of 15 or less ($0.5 \times$ listed cost, see p. B120 for details; the “Minimum Points” column indicates how many points to accumulate before the disadvantage kicks in). The disadvantage increases in severity until it reaches a self-control roll of 6 or less ($2 \times$ listed cost). For example, a barbarian finds a magic axe that causes the Bully disadvantage (-10 points). After failing a total of five Will rolls over the course of several days, accumulating 5 points toward the disadvantage, he gains Bully with a self-control roll of 15. After failing five more Will rolls, the severity increases to a self-control roll of 12, and so on until he has lost a total of 20 Will rolls. The disadvantage disappears when the item is dropped or given away.

Roll	Disadvantage	Minimum Points
1-3, 1	Bad Temper	-5
1-3, 2	Berserk	-5
1-3, 3	Bloodlust	-5
1-3, 4	Bully	-5
1-3, 5	Cowardice	-5
1-3, 6	Gluttony	-2
4-6, 1	Greed	-7
4-6, 2	Lecherousness	-7
4-6, 3	Loner	-2
4-6, 4	Obsession*	-5
4-6, 5	On the Edge	-7
4-6, 6	Selfish	-2

* The GM chooses a suitable obsession.

2, 6 – Distracting. -0.5 CF.

The user becomes slightly obsessed with the item. While he possesses it, he is tempted to spend his spare moments looking at and thinking about it, making him effectively suffer from Absent-Mindedness.

3, 1 – Eats Other Items. -0.5 CF.

Every day the owner possesses the item, it consumes a randomly selected item he owns when no one is looking. It starts with objects worth \$1 or less, but the value of the objects it may potentially destroy increases by \$1 per day. It only absorbs items the user has on him if carried (including, if the owner has nothing else, clothing), but will consume any nearby object if stored. It will stop consuming items if discarded, and will not consume itself.

3, 2 – Haunted. -0.5 CF

The item attracts the attentions of unnatural things, who become overwhelmed with a desire to possess it. Every time its mystical powers are used, or once a day if the item has “always on” powers, roll 3d. On a 15+, it attracts a monster of the appropriate class, who will appear in the next four hours and

Roll	Class	Roll	Class
1-2	Demons	5	Elementals
3-4	Elder Things	6	Undead

try to take the item. Monsters of the affected class encountered normally can sense the item and will make a point of attacking its owner in order to get it. Roll 1d to determine the class of monster that the item attracts.

3, 3 – Jinx. -0.25 CF

The user is unaffected, but anyone within one yard who isn’t hostile to him is at -1 to all DX-based rolls.

3, 4-5 – Lifebane. -0.25 CF

The *item* has the Lifebane disadvantage (p. B142). Others, who are rarely in a position to appreciate the difference between the item and the person carrying it, react to the user as though he had Lifebane.

3, 6 – Permanent Implant. -0.25 CF

Only applies to jewelry, armor, garments, and suitable tools; for other items, reroll the result. The item must be permanently implanted before it can be used. If put into place (ring on a finger, tool held in hand, etc.) and willed by the user, the item attaches itself as though it were part of the user’s body. At the very least, this acts as Distinctive Features and may be



Unnatural Features (“Can’t miss him. He’s the guy with the swirling green jewel in the middle of his head.”). It can be removed painlessly with a Remove Curse spell, or with Surgery skill, but a surgery attempt does 1d damage.

4, 1-2 – Race Restriction, Target. -0.75 CF

Mystical properties only effect members of a particular race. Roll on the *Race Table* (p. 59).

4, 3-4 – Race Restriction, Use. -0.75 CF

Only members of a particular race can use the mystical properties. Roll on the *Race Table* (p. 59).

4, 5 – Self-Consuming. -0.5 CF

Every time the item’s mystical properties are used, roll against its HT; most items start with a HT of 12. On a failure, it permanently loses one point of HT. The item breaks when it reaches 0 HT or on a critical failure on the HT roll.

4, 6 – Signature, Strong. -0.25 CF

Magically, the item is practically screaming for attention. Attempts to find it with supernatural abilities are at +5, rising to +10 if attempts are made in places where the item was used.

5, 1-2 – Signature, Faint. -0.1 CF

The item has a very detectable aura. Attempts to find it with supernatural abilities are at +3.

5, 3 – Spirit Trap. -0.5 CF

The item contains an exceptionally powerful but malevolent entity, such as a trapped demon or Elder Thing, who can converse telepathically with anyone holding the item. It wants out, very badly, and it can get out if the item containing it is destroyed. It is knowledgeable (at least one kind of esoteric knowledge and at least two of obscure knowledge, as described on *Dungeon Fantasy 4*, p. 13; skills are at 18), but persuasive (Diplomacy or Fast-Talk at 18). It will offer to aid its owner with its wealth of knowledge, but ultimately, it wants to be freed from

Roll	Useful Time	Roll	Useful Time
1-2	Night	5	Waning Moon
3-4	Day	6	Waxing Moon

its prison and lay waste to whatever happens to be around at the time, including its erstwhile owner; so it is not to be trusted.

5, 4-5 – Time Restrictions. -0.25 CF

The mystical properties only operate during a particular period. Roll 1d and consult the following table.

5, 6 – Toxic Aura. -0.5 CF

For every day of exposure to the item, everyone within four yards of the item must roll against HT or suffer 1 HP of injury. This injury may only be healed after spending a full day away from the item.

6, 1 – Troubled Sleep. -0.1 CF

The item has supernatural emanations that disturb the owner’s sleep. After any day an adventurer has used or carried the item, he must make a Will roll. On a failure, roll 1d and refer to the table below to determine what effects he suffers that night.

Roll	Effect
1-2	Insomniac, Severe (p. B140)
3-4	Nightmares (p. B144)
5-6	Sleepwalker (p. B154)

6, 2 – Use Limit. -0.25 CF

The item can only be used a few (1d) times a day.

6, 3 – Voices. -0.25 CF

The owner suffers from Phantom Voices (Disturbing) (see p. B148) by merely possessing the item.

6, 4 – Weirdness Magnet. -0.25 CF

The item attracts unusual events and individuals. The owner of the item is victim to the Weirdness Magnet disadvantage (p. B161) while he possesses it.

6, 5 – Willful Device. -0.25 CF

CHAPTER SIX

EMBELLISHMENTS

Most valuable items aren't necessarily bigger, more powerful, or more durable. They're *prettier*. They're functionally the same as any other box, shirt, or saddle, but they're engraved with a mythological scene, embroidered in bright colors, or

decorated with silver studs. Moreover, magical items are sometimes much more impressive because they *look* magical.

The GM may also decide to adjust the size of items at this juncture. See *Size and Shape* (p. 32) for some ideas.

DECORATIVE EMBELLISHMENTS

Decorative embellishments are the kinds of things that can make an item qualify as ornate. Additionally, embellishments grant a bonus to reaction rolls from potential buyers, and to Merchant skill rolls made as Influence rolls (p. B359) on such people. If the total cost of embellishments comes to $\times 2$ the item's base cost, they give +1, $\times 5$ cost gives +2, and $\times 10$ cost gives +3. These modifiers *replace* the rules for ornate weapons and armor in *Dungeon Fantasy 1* (p. 27).

Different kinds of objects take different kinds of embellishments. Roll on the *Soft Items Table* (pp. 53-54) for items made from cloth, leather, paper, and other soft, flexible materials. Roll on the *Hard Items Table* (pp. 54-55) for items made from metal, wood, pottery, and other rigid materials. For each embellishment, if desired, roll on the *Decorative Motif Table* (pp. 55) to determine what the decoration looks like.

SOFT ITEMS TABLE

Roll 1d, 1d.

1, 1-2 – Fine Material. +2 CF

The item is made from a high-quality material, such as silk or velvet instead of common cloth, or common fur instead of leather. For weapons and armor, ignore this result and roll on the appropriate quality table (pp. 33-35) instead.

1, 3-4 – Exceptional Material. +19 CF

As above, but with considerably more valuable material: pashmina-spider silk blend instead of common cloth, cave-bear fur instead of leather, etc. For weapons and armor, ignore this result and roll on the appropriate quality table (pp. 33-35) instead.

1, 5 – Dyed, Cheap. +1.5 CF

The item is dyed with a lasting black or brown or a dull red or yellow.

1, 6 – Dyed, Average. +4 CF

The item is dyed with a more vivid color (such as red, green, blue, or purple), though the dye may fade with extended wear.

2, 1 – Dyed, Expensive. +8 CF

The item is dyed with colors that are both vivid and long-lasting.

2, 2 – Block Printing. +0.5 CF

A carved block was used to make patterns of ink or paint on the item.

2, 3 – Resist Dyed. +2.5 CF

The item is dyed with a technique such as batik or shabon that results in dramatic, complex patterns of contrasting dyed and undyed surfaces.

2, 4 – Branding. +0.5 CF

A pattern is burned into the item with a hot iron.

2, 5 – Patchwork, Cheap. +2 CF

The item is composed of large patches of different colors or patterns of material sewn together.

2, 6 – Patchwork, Expensive. +5 CF

As with cheap patchwork, but the item is composed of many small patches, painstakingly sewn in elaborate patterns.

3, 1-2 – Fringe, Cheap. +1 CF

The item has edging of dull-colored string or strips of hide.

3, 3 – Fringe, Expensive. +6 CF

As above, but with elaborately woven and colored tassels.

3, 4-5 – Lace, Minimal. +3.5 CF

The edges of the item are trimmed with a small amount of lace, or the item has one large, prominent lace decoration.

3, 6 – Lace, Extensive. +9 CF

The item is extensively decorated with lace, possibly entirely covered in it.

4, 1 – Feathers, Simple. +0.5 CF

The item is decorated with a few small and probably dull-colored feathers.

4, 2 – Feathers, Elaborate. +4 CF

The item is extensively decorated with feathers or has a few large, colorful feathers as a particularly visible accent.

4, 3 – Fur Trim, Cheap. +3 CF

The item is strategically trimmed with a comfortable but inexpensive and dull-colored fur, such as rabbit or deer.



4, 4 – Fur Trim, Expensive. +8 CF.

The item is trimmed with an expensive fur, such as ermine or sable.

4, 5-6 – Beading, Cheap, Minimal. +1.5 CF.

Decoration with a few colored beads made from clay, common shells, or colored glass, perhaps along the edges or corners of the item.

5, 1 – Beading, Cheap, Extensive. +4 CF.

As above, but covering most of the item.

5, 2 – Beading, Expensive, Minimal. +3 CF.

Decoration with a few beads made from semi-precious stones such as jet, coral, or turquoise, or attractive shells.

5, 3 – Beading, Expensive, Extensive. +7 CF.

As above, but covering most of the item.

5, 4 – Bells, Cheap. +3 CF.

The item is decorated with small, tinkling brass bells that jingle as the item is moved. Gives -1 to attempts at Stealth if worn or carried openly.

5, 5 – Bells, Expensive. +10 CF.

As above, but the bells are plated with or made from a more valuable material, such as gold or silver.

5, 6 – Embroidery, Minimal. +2 CF.

A small pattern of colored threads is sewn into the item.

6, 1 – Embroidery, Extensive. +5 CF.

As above, but the design covers most of the item.

6, 2 – Tattooed, Minimal. +2 CF.

A small design is inked directly into the material (leather only; for other soft items, treat as minimal embroidery).

6, 3 – Tattooed, Extensive. +6 CF.

As above, but the design covers the entire item (leather only; for other soft items, treat as extensive embroidery).

6, 4 – Tapestry Weaving. +6 CF.

Colored threads are woven into the body of a fabric in a figurative or elaborate geometric pattern such as a tartan (cloth only; for leather, treat as minimal tattooing).

6, 5 – Quilting. +4 CF.

The item is decorated with a pattern of stitches holding together thin layers of material.

6, 6 – Patchwork Quilt. +8 CF.

Combines patchwork materials with quilt stitching.

HARD ITEMS TABLE

Roll 1d, 1d.

1-2, 1 – Fine Material. +2 CF.

The item is made from a high-quality material, such as teak, ebony, or ivory instead of common wood, or deeply colored glass instead of common ceramic. For most metal items, treat as silver plating (p. 55). For weapons and armor, ignore this result and roll on the appropriate quality table (pp. 33-35) instead.

1-2, 2 – Exceptional Material. +19 CF.

As “Fine Material” (above), but with considerably more valuable material: dragonbone instead of wood or porcelain instead of common ceramic. For most metal items, treat as gilding (p. 55). For weapons and armor, ignore this result and roll on the appropriate quality table (pp. 33-35) instead.

1-2, 3 – Fringe, Cheap. +0.25 CF.

The item has an edging of feathers or fur from common animals or dull-colored string, either tied on or sewn on through holes drilled in the item.

1-2, 4 – Fringe, Expensive. +0.5 CF.

The item has edging of costly feathers or fur or brightly colored tassels, either tied on or sewn on through holes drilled in the item.

1-2, 5 – Beads/Nails, Minimal. +0.75 CF.

A pattern of metal beads driven into or soldered onto a small part of the item.

1-2, 6 – Beads/Nails, Extensive. +2 CF.

As above, but covering most of the item.

3-4, 1 – Branding. +1 CF.

A pattern was burned into the item (nonmetal items only; for metal items, treat as minimal beads/nails, above).

3-4, 2 – Painting/Enamel, Minimal. +2 CF.

The item has a small design painted on it; for metal items, the paint is a baked-on enamel.

3-4, 3 – Painting/Enamel, Extensive. +5 CF.

As above, but covering most of the item.

3-4, 4 – Relief, Minimal. +1.5 CF.

A small design is carved, etched, or stamped into the item's surface.

3-4, 5 – Relief, Extensive. +4 CF.

As above, but covering most of the item.

3-4, 6 – Inlay, Cheap, Minimal. +2.5 CF.

Like minimal relief, but the carved portions are filled in with differently colored materials, such as dark wood in a pale wooden panel or dark granite in pale marble.

5-6, 1 – Inlay, Cheap, Extensive. +7 CF.

As above, but covering most of the item.

Cosmetic Damage

All CFs and the derived prices assume that the object is found in near original condition. However, damage to an item has a disproportionate effect on its value as an attractive object. The GM may decide that items found in dungeons are somewhat damaged (a very logical assumption for items discovered lying around in old caves, though not necessarily the kind of logic that applies in a *Dungeon Fantasy* setting). Moreover, even if items turn up in pristine condition, they may not be that way by the time they get to merchants in town. Decorated items lose 20% of the value they get from decorative embellishments per 10% of Hit Points lost. Even scratches that don't do any structural damage can be a problem. If an item is attacked and the damage done *exactly* matches DR, roll against the item's HT. If the roll fails, the surface of the item is still marred, losing 10% of the value of the decorative embellishments.

5-6, 2 – Inlay, Expensive, Minimal. +6 CF.

As cheap minimal inlay, but using costly items: ebony and similar woods, mother of pearl, and tiny semiprecious stones.

5-6, 3 – Inlay, Expensive, Extensive. +14 CF.

As above, but covering most of the item.

5-6, 4 – Silver Plating. +2 CF.

The item is decorated with a thin layer of silver.

5-6, 5 – Gilding. +19 CF.

The item is decorated with a thin layer of gold.

5-6, 6 – Jeweled. Varies.

The item is set with 1d/3 precious stones of considerable size. Roll on the *Gems Table* (pp. 19-20) for each.

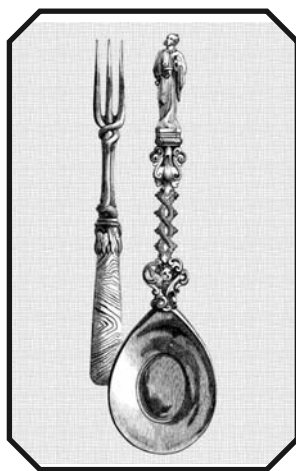
DECORATIVE MOTIF TABLE

This table may be used to determine general style (not the physical technique for decorating an item). Roll 1d, 1d, 1d.

<i>Roll</i>	<i>Motif</i>	<i>Notes</i>
Animals and Monsters		
1-2, 1, 1	Alligator/Crocodile	
1-2, 1, 2	Ape	
1-2, 1, 3	Bear	
1-2, 1, 4	Bird of Prey	
1-2, 1, 5	Cat	
1-2, 1, 6	Cattle	
1-2, 2, 1	Deer/Elk	
1-2, 2, 2	Demon	
1-2, 2, 3	Dog	
1-2, 2, 4	Dragon	
1-2, 2, 5	Elephant/Mammoth	
1-2, 2, 6	Exotic Bird (peacock or other elaborately plumed bird)	
1-2, 3, 1	Fish	
1-2, 3, 2	Horse	
1-2, 3, 3	Hybrid (pick two animals)	
1-2, 3, 4	Insect	
1-2, 3, 5	Leopard	
1-2, 3, 6	Lion	
1-2, 4, 1	Other Domestic Animal (sheep, poultry, etc.)	
1-2, 4, 2	Shark	
1-2, 4, 3	Small Hunting Animal (quail, rabbits, etc.)	
1-2, 4, 4	Snake	
1-2, 4, 5	Squid/Octopus	
1-2, 4, 6	Tiger	
1-2, 5, 1	Wolf	

Humanoid Figures

1-2, 5, 2	Builder
1-2, 5, 3	Child
1-2, 5, 4	Cook
1-2, 5, 5	Craftsman
1-2, 5, 6	Dancer
1-2, 6, 1	Herdsman
1-2, 6, 2	Hunter
1-2, 6, 3	Laborer
1-2, 6, 4	Magician
1-2, 6, 5	Musician
1-2, 6, 6	Priest
3-4, 1, 1	Ruler

**Roll Motif**

3-4, 1, 2	Sage
3-4, 1, 3	Seamstress/Tailor
3-4, 1, 4	Skeleton
3-4, 1, 5	Warrior

Landscapes

3-4, 1, 6	Castle/Palace
3-4, 2, 1	City
3-4, 2, 2	Desert
3-4, 2, 3	Fields
3-4, 2, 4	Forest/Jungle
3-4, 2, 5	Meadow
3-4, 2, 6	Mountains
3-4, 3, 1	Ocean/Lake
3-4, 3, 2	River
3-4, 3, 3	Tavern/Inn
3-4, 3, 4	Temple
3-4, 3, 5	Village

Objects

3-4, 3, 6	Armor/Shield
3-4, 4, 1	Boat
3-4, 4, 2	Carriage
3-4, 4, 3	Chariot
3-4, 4, 4	Craft Tool (spinning wheel, anvil, etc.)
3-4, 4, 5	Farming Tool (plow, yoke, etc.)
3-4, 4, 6	Garment
3-4, 5, 1	Ship
3-4, 5, 2	Wagon
3-4, 5, 3	Weapon

Abstract Decoration

3-4, 5, 4-6	Arabesques	[1]
3-4, 6, 1-6	Simple Geometric	[2]
5-6, 1, 1-6	Symbol	[3]
5-6, 2, 1-4	Flowers/Vines	
5-6, 2, 5-6	Emulation	[4]
5-6, 3, 1-6	Complex Geometric	[5]
5-6, 4, 1-6	Calligraphy	
5-6, 5, 1-6	Scene	[6]
5-6, 6, 1-6	Narrative	[7]

Notes

[1] A flowing design inspired by calligraphy but not actual writing; illiterate dungeon delvers could easily mistake it for text.

[2] A simple pattern of straight lines or identical shapes (such as stripes, concentric circles, checkerboard, or tartan).

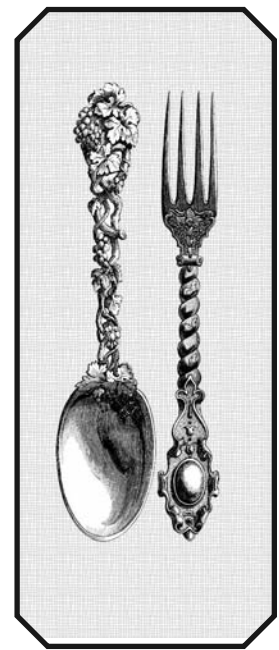
[3] Signs with a particular religious or philosophical meaning; emblems of priestly orders or alchemical signs representing planets or substances.

[4] The object is not just decorated with an image, but made to resemble an object or body part. For example, a wooden chest might be decorated to resemble a tree stump, a wooden map case might be carved to look like a dragon's limb, or a helmet might have a full face sculpted into the visor.

[5] Multiple shapes forming complex patterns or complex, interlocking shapes (Celtic knotwork, Moroccan tile patterns, or Escher-style optical illusions).

[6] Several figures depicted in action together, such as a scene from a popular myth or a notable person's life.

[7] A series of scenes telling a story.



SUPERNATURAL EMBELLISHMENTS TABLE

Not all supernatural trimmings grant remarkable powers to or impose hideous consequences on the user. Some are simply cosmetic, giving the item a clearly magical air. These should be applied to items that have other exceptional abilities, so that even people without six or more senses can recognize them as powerful objects. Nonetheless, delvers might stumble across a decoy created to distract thieves from more powerful items, or they might find someone's failed attempt at a grander plan.

For unenchanted objects, the GM should decide whether the supernatural cosmetic feature is continuous or only occurs with someone uses the item.

Roll 1d, 1d, 1d.

Aura of Sensation

When the object passes by, everyone in a three-yard radius feels a vague sensation. This is an indistinct, hair-on-the-back-of-the-neck feeling that doesn't interfere with concentration or otherwise actually alter the physical environment.

1-2, 1-2, 1 – **Cold.** *-.0.1 CF.*

1-2, 1-2, 2 – **Sorrow.** *-.0.1 CF.*

1-2, 1-2, 3 – **Joy.** *+0.1 CF.*

1-2, 1-2, 4 – **Fear.** *-.0.1 CF.*

1-2, 1-2, 5 – **Confusion.** *-.0.1 CF.*

Animate Features

The surface of the item appears to move or have moving images on it.

1-2, 1-2, 6 – **Rolling Clouds.** *+1 CF.*

1-2, 3-4, 1 – **Running Water.** *+1 CF.*

1-2, 3-4, 2 – **Moving Stars.** *+1 CF.*

1-2, 3-4, 3 – **Shifting Colors/Textures.** *+1 CF.*

For example, the item is tinted with the colors of the sky (blue at noon, black at night, yellow and orange at sunrise or sunset), or it appears to shift from being made of iron to bronze to silver and back.

1-2, 3-4, 4 – **Moving Figures.** *+1 CF.*

Figurative decoration on the object moves. Animals run and pounce, trees sway in a nonexistent breeze, and faces show changing expressions.

Noisy Operation

The object always makes a sound when its magical properties are used. Reroll effect if the item only has "always on" enchantments.

1-2, 3-4, 5 – **Musical Chiming.** *+1 CF.*

1-2, 3-4, 6 – **Wordless Singing.** *+1 CF.*

1-2, 5-6, 1 – **Pained Screaming.** *+1 CF.*

1-2, 5-6, 2 – **Thunderclap.** *+1 CF.*

Scent

The object always has a faint odor.

1-2, 5-6, 3 – **Flowers.** *+1 CF.*

1-2, 5-6, 4 – **Spices.** *+1 CF.*

1-2, 5-6, 5 – **Blood.** *-.0.1 CF.*

1-2, 5-6, 6 – **Decay.** *-.0.25 CF.*

3-4, 1-2, 1 – **Brimstone.** *-.0.1 CF.*

3-4, 1-2, 2 – **Smoke.** *+0.1 CF.*

Visible Trail

When moved, the object leaves a faint trail following its path over the past second.

3-4, 1-2, 3 – **Sparkling Motes.** *+1 CF.*

3-4, 1-2, 4 – **Faint Glow.** *+1 CF.*

3-4, 1-2, 5 – **Pale Mist.** *+1 CF.*

3-4, 1-2, 6 – **Black Mist.** *+1 CF.*

Implausible Material

The object appears to be made from a material not suiting its physical properties, though it performs as though it were ordinary iron, fabric, pottery, etc., as appropriate to the item.

3-4, 3-4, 1 – **Basalt.** *+2 CF.*

3-4, 3-4, 2 – **Bone/Teeth.** *+1 CF.*

3-4, 3-4, 3 – **Darkness.** *+2 CF.*

3-4, 3-4, 4 – **Ebony.** *+2 CF.*

3-4, 3-4, 5 – **Flame.** *+4 CF.*

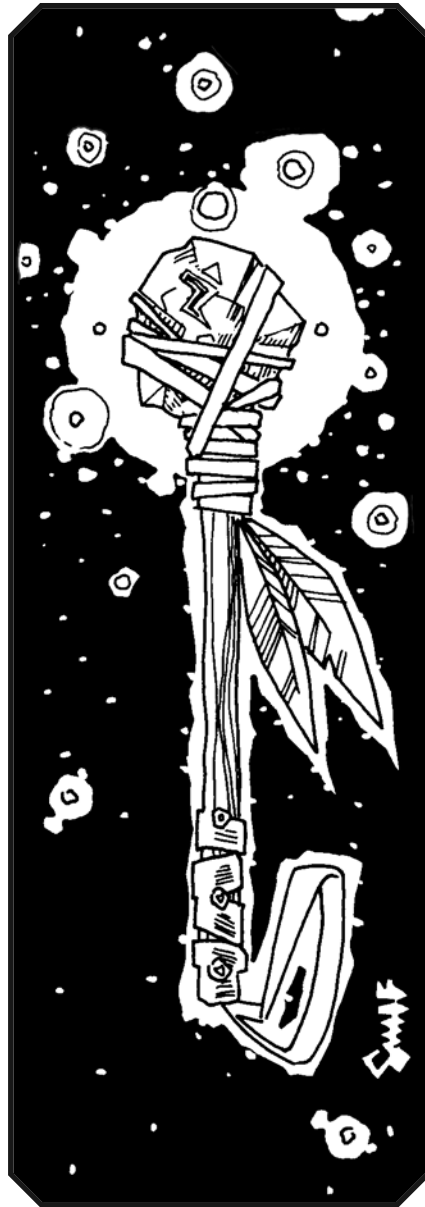
The item sheds light as a torch.

3-4, 3-4, 6 – **Flower Petals.** *+2 CF.*

3-4, 5-6, 1 – **Ice.** *+4 CF.*

3-4, 5-6, 2 – **Sandstone.** *+2 CF.*

3-4, 5-6, 3 – **Seashell.** *+4 CF.*



Other Embellishments

3-4, 5-6, 4 – Faint Glow. +2 CF

Not enough light to see by, but darkness penalties against seeing the item (and its user) are reduced by 1.

3-4, 5-6, 5 – Glowing Parts/Design. +4 CF

As faint glow (above), but the glow is limited to a small part of the item: illuminated capitals in a book, a gemstone in a ring, or inlaid parts of a sculpture.

3-4, 5-6, 6 – Spectral. +1 CF

The item has a ghostly, semi-translucent appearance.

5-6, 1-2, 1 – Spirit Aura. +1 CF

The item has an aura that has a shape suggesting its function or origin. For example, a cloak protected by Fortify might have an outline faintly resembling a suit of armor.

5-6, 1-2, 2 – Blurry. +0.1 CF

The object always appears slightly out of focus.

5-6, 1-2, 3 – Altered Reflection. +0.25 CF

The object is shiny enough to reflect images, but they are slightly skewed, discolored, or a fraction of a second behind the action. The item may even “reflect” items that aren’t there.

5-6, 1-2, 4 – Casts no shadow. +0.5 CF

5-6, 1-2, 5 – Casts a shadow, but always at the wrong angle. +0.1 CF

5-6, 1-2, 6 – Flashes brightly when its magical properties are used. +1.5 CF

Reroll effect if item only has “always on” enchantments.

5-6, 3-4, 1 – Always makes a faint humming or ringing noise. +0.5 CF

5-6, 3-4, 2 – Vibrates faintly when its magical abilities are used. +0.1 CF

If the item has “always on” enchantments, it vibrates constantly.

5-6, 3-4, 3 – Always warm to the touch. +0.1 CF

The item is always at about body temperature.

5-6, 3-4, 4 – Always cool to the touch. +0.1 CF

5-6, 3-4, 5 – Always orients itself to a point of the compass. +1 CF

If dropped, dangled from a rope or string, or left alone for a while, the object shifts itself to point in a specific direction. For example, a sword or arrow points the appropriate direction, or the front of a cabinet or statue turns to face that way.

5-6, 3-4, 6 – When left alone, the object is always level. +0.5 CF

If dropped or placed on a sloping surface, the object may tumble to the bottom, but it will always stop in a position where it is level, even if its final position leaves part of the item hovering in mid-air. The slightest pressure will disturb its balance, however.

5-6, 5-6, 1 – Clean. +2 CF

Dirt, dust, even sticky substances like blood and tar don’t cling to the item, and it can be cleaned off with a quick shake or dusting.

5-6, 5-6, 2 – Dirty. -0.25 CF

The item always has a patina of dust or mud no matter how much it is cleaned.

5-6, 5-6, 3 – Damp. -0.1 CF

Though it does not provide enough moisture to drink, the item is always slightly wet.

5-6, 5-6, 4 – Dry. +0.25 CF

The object immediately becomes bone-dry if not immersed in liquid.

5-6, 5-6, 5 – Bloody. -0.5 CF

The item slowly drips blood. Tracking rolls to follow the user are at +2.

5-6, 5-6, 6 – Empathic. +1 CF

The item subtly changes to reflect the user’s emotions. For example, it may growl when the user is angry, or figures on the item may smile when the user is happy. An observer who notices this property is at +1 to any influence skill rolls against the user.

SOCIAL STUDIES

Although it may not have a direct impact on what an item can do and how much it costs, where an item comes from and what it has been through can provide considerable color to the item itself and the campaign as a whole.

COORDINATING APPEARANCES

The GM and even players can come up with an overall appearance for the societies and creatures that manufactured objects found by delvers. Real-world societies produce distinctively designed goods and decorative styles, so why not the made-up creators of mystical wonders? For example, the GM could decide that items with blocky, nested decoration and a lack of the unlucky color yellow were produced in a vast, orderly empire, while objects decorated with stylized silver wings or feathers came from a brotherhood of enchanters.

Barbarians of various kinds may have valuable objects, but the stereotype is that they make items with a rough, unfinished look. Wooden objects have adze marks. Cloth is made from coarse thread (though it may be much more soft and comfortable than it looks). Woodwork is held together with thick cords rather than elegant dovetails. Paint is a bit rough and lumpy (closer to watercolors and tempera than the smooth shine of oil paints). Metal tools may be unpolished.

Several historical empires with a strong interest in *law and order* were very fond of straight lines and right angles, imposing rectangular grids over everything they could get their hands on. Relics of fantasy empires and supernatural agencies with similar philosophies may very well do the same. They’ll make heavy use of repetitive geometric motifs like Greek keys and herringbone-like chevron patterns. Curves will be rare, and probably limited to circles.

Exuberant, romantic societies can be well-served by bright color and dense decoration. Several historical cultures are worth emulating. Medieval Islam produced items and architecture where every surface was covered with elaborate geometric motifs and calligraphic styles that packed multiple interlocking words into a very small space. The wealthy of Renaissance and Baroque Europe covered walls, ceilings, and decorated goods with cherubs and the occasional grotesque, animals, and more or less stylized patterns of vegetation. Many fictional faerie races take this to an extreme, with garments consisting of multiple layers of brightly colored gauze and equipment decorated with fanciful curlicues and vivid ribbons and banners.

Hybrid looks are another possibility. Items from the early Middle Ages can often be taken as a transitional style between rough, “barbaric” design and the studied complexity of the later Middle Ages and Renaissance.

Human civilizations prefer straight lines, right angles, squares, and rectangles, so one way of expressing an alien, or at least unfamiliar, society is to base the form of manufactured goods around different geometrical shapes. Triangles and hexagons, which pack together well, are the best unusual options for orderly and authoritarian societies. Beehives, for example, are based on hexagons. A race of hierarchical insects may do something similar, producing hexagonal containers and buildings.

Other civilizations and races may instead prefer *curved, organic* shapes and textures, drawing their design philosophies from the shapes of plants, bones, and rivers. Containers may be oval or teardrop, and handles of tools have at least a slight recurve. Wooden inlay may be a popular decorative style. Simple organic styles based on the shapes of trees are good for elves and other nature-loving societies.

Elder Things may have equipment with an organic appearance as well, but instead of resembling the gentle curves and dry textures of trees, it may look like the complex branchings and damp surfaces of internal organs. Armor may appear segmented like a worm or scaled like a reptile, even if some of the segments are purely cosmetic. Picking up an item created by Elder Things may be uncomfortably like handling dismembered organs.

With a near-universal tendency, humans find symmetry attractive, so *lopsidedness* and *asymmetry* can be quite striking and can be used to represent unfamiliar societies. Beauty spots (artificial cosmetic patches meant to draw attention to a particular feature) work on this principle. Asymmetrical designs may include D-shaped (rather than oval or rectangular) shields, armor with some parts of a contrasting material (for example, a suit of chainmail with one arm made of scale armor or simply with rings plated with a different metal), or other items with decoration placed off-center (a cloak with colored braid on just one shoulder, a cabinet with painted figures clustered in one corner).

Evil societies and others intent on intimidation often go with skeletal motifs: skull-faces on helmet visors; table legs and pillars shaped like long bones; and ribcage designs on wide items like cabinets and suits of armor. Anything that can be used in an aggressive manner could also be used as a decorative motif for bad guys, such as flames, lightning bolts, weapons, and predators such as wolves and lions. Nonetheless, good and morally neutral groups often use such symbols to represent courage.

PREVIOUS OWNER TABLE

Another way of adding glamour to an item, particularly a powerful or expensive one, is to give it a history. An adventure might find, for example, not just a valuable silver pitcher with the image of a warrior stamped on it, but a valuable *antique* silver pitcher with the image of the legendary warrior Buffules, known for leading the barbarian hordes who overran the Strawman Empire a millennium years ago.

To flesh out an item’s history, roll on the table below as many times as desired to come up with elements of its past. Each entry is an event, group, or notable person with which the item has been in some way associated. It may require an expert or someone with a History spell to figure out some of those associations, which the GM (or interested players) may use to cobble together a specific history or significance. These associations don’t necessarily have any impact on the sale price of an item, but the GM may rule that certain collectors seek items made by a particular group, good for +1 CF. Roll 1d, 1d, 1d as many times as desired.

Events

1-3, 1-3, 1 – Conquest.

1-3, 1-3, 2 – Disaster.

For example, a large earthquake, a hurricane, or a city-destroying fire.

1-3, 1-3, 3 – Crime/Atrocity.

For example, the item belonged to a famous murderer; was on the site of an infamous massacre, or was spectacularly stolen.

1-3, 1-3, 4 – Death.

1-3, 1-3, 5 – Heroism.

This can be related to an act of physical heroism (a notable duel or a last stand on a battlefield) or a courageous moral act (religious martyrdom or protest against an oppressive ruler).

1-3, 1-3, 6 – Legislation.

1-3, 4-6, 1 – Revolt.

1-3, 4-6, 2 – Rise to Power.

The only words that ever satisfied me as describing Nature are the terms used in fairy books, charm, spell, enchantment.

– G. K. Chesterton

Societies

1-3, 4-6, 3 – “Alien” Society.

Not from outer space – simply a society with particularly unusual ideas.

1-3, 4-6, 4 – Artistic/Creative Society.

For example, a workshop of notable artists, or a country going through a creative renaissance.

1-3, 4-6, 5 – Barbarians.

1-3, 4-6, 6 – Benevolent Society.

That is, a society known for constructive ideas, positive outlook, or generally helpful nature.

4-6, 1-3, 1 – Criminal Group.

4-6, 1-3, 2 – Evil Society.

4-6, 1-3, 3 – Noble Family.

4-6, 1-3, 4 – Philosophical/Religious Group.

4-6, 1-3, 5 – Race.

Roll on the *Race Table* (below). The resulting race does not necessarily imply a particular quality. For example, a suit of armor associated with dwarves may be human-made armor made in imitation of a dwarven style, or it could just be low-quality dwarf-made armor that doesn't qualify for any particular benefits. Ignore this result if the item is already associated with a particular race (for example, dwarven axes or elven armor).

4-6, 1-3, 6 – Royal Family.

4-6, 4-6, 1 – Warrior Society.

Individuals

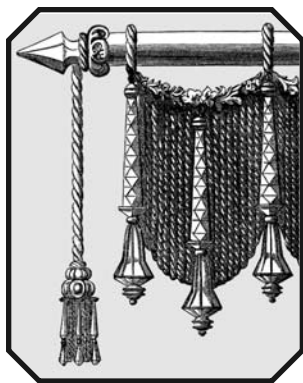
4-6, 4-6, 2 – Artist.

4-6, 4-6, 3 – Holy Man.

4-6, 4-6, 4 – Magician/Sage.

4-6, 4-6, 5 – Ruler.

4-6, 4-6, 6 – Warrior.



RACE TABLE

Roll 1d, 1d, 1d. For discussions of nonhuman races, see *Dungeon Fantasy 3* (pp. 4-16).

Roll	Race
1-2, 1-2, 1	Cat-Folk
1-2, 1-2, 2	Coleopteran
1-2, 1-2, 3	Corpse-Eater
1-2, 1-2, 4	Dark One
1-2, 1-2, 5-6	Dwarf
1-2, 3-4, 1-2	All Elves
1-2, 3-4, 3	Half-Elf
1-2, 3-4, 4	High Elf
1-2, 3-4, 5	Mountain Elf
1-2, 3-4, 6	Sea Elf
1-2, 5-6, 1	Shadow Elf
1-2, 5-6, 2	Winged Elf

Roll

1-2, 5-6, 3
1-2, 5-6, 4-5
1-2, 5-6, 6
3-4, 1-2, 1
3-4, 1-2, 2
3-4, 1-2, 3
3-4, 1-2, 4
3-4, 1-2, 5-6
3-4, 3-4, 1-3
3-4, 3-4, 4
3-4, 3-4, 5
3-4, 3-4, 6
3-4, 5-6, 1
3-4, 5-6, 2
3-4, 5-6, 3-4
3-4, 5-6, 5
3-4, 5-6, 6
5-6, 1-2, 1
5-6, 1-2, 2-5
5-6, 1-2, 6
5-6, 3-4, 1
5-6, 3-4, 2
5-6, 3-4, 3
5-6, 3-4, 4
5-6, 3-4, 5
5-6, 3-4, 6
5-6, 5-6, 1
5-6, 5-6, 2
5-6, 5-6, 3
5-6, 5-6, 4
5-6, 5-6, 5
5-6, 5-6, 6

Race

Wood Elf
All Faerie Folk
Faun
Leprechaun
Nymph
Pixie
Gargoyle
Gnome
All Goblin-Kin
Goblin
Half-Orc
Hobgoblin
Orc
Halfling
All Half-Spirits
Celestial
Elder-Spawn
Infernal
Human
All Infused
Air-Infused
Earth-Infused
Fire-Infused
Water-Infused
Minotaur
Half-Ogre
Ogre
All Reptilians
Dragon-Blooded
Lizard Man
Troll
Wildman

Part of the giants' builders union scale consists of this magic ring . . .

– Anna Russell, “Analysis of Wagner’s Ring der Nibelungen”

CLASS TABLE

Roll 1d, 1d. For an explanation of these classes, see *Creating Monsters* on p. 21 of *Dungeon Fantasy 2*.

Roll	Class
1, 1-3	Animal
1, 4-6	Construct
2, 1-3	Demon
2, 4-6	Elder Thing
3, 1-3	Elemental
3, 4-6	Faerie
4, 1-3	Hybrid
4, 4-6; 5, 1-3	Mundane
5, 4-6	Plant
6, 1-3	Slime
6, 4-6	Undead

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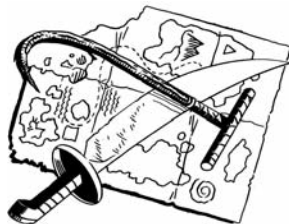
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