

GURPS[®]

Fourth Edition

DUNGEON FANTASY TREASURESTM 3

ARTIFACTS OF FELLTOWERTM



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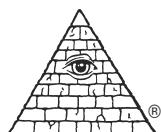
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ABOUT GURPS

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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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INTRODUCTION

GURPS Dungeon Fantasy is about monsters – and treasure. Delvers slay, trick, intimidate, or negotiate with the monsters to get the treasure. The most prized treasures are magic items. And the most prized magical items are the legendary artifacts and unique items that make a campaign special.

This supplement is a collection of unique and rare items that make one particular campaign – Felltower – special. Many of these items include standard spells from **GURPS Magic**. All of them include powers that are unique or that defy easy association with existing spells or abilities.

WHAT IS FELLTOWER?

Felltower is the nickname for a long-running **GURPS Dungeon Fantasy** campaign overseen by the author, Peter Dell'Orto. It's a pick-up game that has been going since 2011, has seen over a dozen players and multiple dozens of delvers and henchmen, and has been played for well over 100 sessions to date. It's centered on a city – Stericksburg, named for its founder – and a nearby megadungeon known by various names but most commonly as "Felltower." It's packed with lethal monsters, treacherous traps, and staggering treasure hoards. Plus magic items – a lot of magic items.

Felltower megadungeon is deep – at least seven levels and sublevels have been explored, more are known, and many more are rumored. It's also wide – levels sprawl across hundreds of yards and some feature 100+ rooms. It's also limitless – it is a nexus of gates to many different worlds, locations, and dimensions, each of which connects to more worlds, locations, and dimensions. Because of this, the campaign features a variety of magical items with different cultural themes. It also includes a number of magical items that featured in a previous campaign, which in turn contained items from even earlier **GURPS** campaigns. Many of these items have seen use by multiple adventurers over multiple campaigns! There is no guarantee that they are balanced, fair, reasonable, or appropriate for all games. But they all spring from actual play, and they all fit well within the niche of dungeon bashing that is **GURPS Dungeon Fantasy**. And all of them are somewhere in Felltower . . . somewhere. Now, if you so choose, they can be found in your dungeons as well.

A MATTER OF COST

For most items in this book, no cost or value is listed because the majority of them are unique, or at best rare. They aren't up for sale. What delvers can get for them in town is largely based on what those delvers can get away with asking for. Their mundane values are used to calculate power-item capacity, but even this may be modified up or down because of the supernatural effects of the items themselves. In short,

these items aren't found up for sale, and if sold, sale price will involve negotiation.

Some consumables *do* have costs listed. The GM may wish to make such items available for purchase, and the merchants and purchasers of the world know the value of such items.

RECOMMENDED BOOKS

The items in this supplement are presented in the style of **GURPS Dungeon Fantasy 6: 40 Artifacts**. Readers will need that book in order to understand the origins of the items in this book. Additionally, **GURPS Magic** is required for the spells used in the artifacts. For more items in this vein, see **GURPS Dungeon Fantasy 2: Epic Treasures**.

There were rings of power and amulets of protection the like of which had not been seen since the Golden Age of Anderle. They had recovered bows that could speed soul-devouring shafts the length of a kingdom. And swords against which little could stand.

– Glen Cook, *The Swordbearer*

ABOUT THE AUTHOR

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

CHAPTER ONE

WEAPONS

The depths of Felltower hold a number of powerful magical weapons. All of the weapons listed in this chapter have standard stats for their type unless listed otherwise. They are also all *unique* unless noted otherwise. All of these weapons are sized for SM 0, although the Universal Sword (p. 9) is ideally suited for larger or smaller hands.

Agar's Wand

Power Item: 40 FP

Suggested Origins: Cosmic.

Agar's Wand is misnamed. It's actually a shortsword, not a wand, but gained the name because of its wand-like powers. It is a single-cast piece of orichalcum, and its hilt is wrapped in aurochs-bull-hide leather gone nearly black and smooth with age. It is *ancient* – possibly one of the first enchanted weapons, if not the first, made in some long-lost age of forgotten gods. It's not clear what being or beings made it, but "Agar" was an ancient wizard who was the first known wielder.

Agar's Wand is intelligent and proud. Although its indestructible nature can be abused, the weapon can and will use its ability to move on its own to insist on its use as a weapon only. It has been known to leave of its own volition owners who abuse it.

Properties

- *Blade Quality:* Agar's Wand is a shortsword of very fine quality (+2 to damage). In addition, it is balanced (+1 to skill), orichalcum (will not break on a parry), and ornate (+1 to reactions). It is indestructible by any known means, including physical or magical attack, acid, and disintegration. It remains unharmed by any attack against it from a non-cosmic source (and from many cosmic attacks as well).

- *Enchantment:* Agar's Wand is enchanted with Accuracy 1, Puissance 1, Dancing Weapon (ST 20, Skill 20), and Loyal Sword, all at Power 20. While Dancing, it gains +3 to parry, and will parry for its bearer if it can do so. It sometimes uses its Loyal Sword and Dancing abilities on its own, without the command of its owner.

- *Final Slayer:* Anything slain by Agar's Wand cannot be animated with Zombie or brought back as undead.

- *Mage's Tool:* Agar's Wand can be used as a one-hex Staff (at Power 20) while held. Additionally, its owner can cast Regular or Melee spells *on the sword itself* at any range as if the owner were touching it. The sword must be the subject of the spell, or carry the spell (in case of a Melee spell), for this effect. Icy Weapon or Burning Touch will work, for example,

*They are old
swords, very old
swords of the High
Elves of the West . . .*
– J.R.R. Tolkein,
The Hobbit

but a Create Fire spell centered on the sword or a Sleep spell on a target near (or touching) the sword won't.

- *Sapient:* Agar's Wand has IQ 12, Stubbornness, Unfazeable, and Vow (Do only good). It cannot or will not directly communicate, but it clearly can sense its surroundings and make decisions. It does its best to use its abilities to sow good in the world – or deny those abilities to those would commit evil acts. Some unknown force motivates it.

- *Weirdness Magnet:* The owner of Agar's Wand has Weirdness Magnet, even when not holding or wielding it.

Weight: 2 lbs.

Atrege's Arrows

Suggested Origins: Magical.

The great hero Atrege used two famous types of arrows from his bow, both confusingly referred to as "Atrege's Arrows." Here are both types.

The secret to crafting such arrows is known only to Atrege; it's possible that the hero would share them with a sufficiently macho warrior, if Atrege's soul could be contacted. Atrege was known to despise "civilized" wizardry and those that have truck with it, which makes contacting his soul via magic a bit of a tricky prospect. Perhaps a gate to the dimension his soul resides on exists somewhere within Felltower.

Horizon Arrows

These are extra-long arrows designed to fit the large frame of Atrege's Bow (p. 5). Shot from a normal bow, they have +20% extra range. Used with Atrege's Bow, they remove the Half-Damage Range from the bow and do full damage out to any range.

Slayer Arrows

These arrows were designed by Atrege to slay his enemies – permanently. Each was crafted from a Horizon Arrow (above), but with the head consecrated with the blood, hair, or another part of the body of the race of the creature to be slain. Loosed from any bow other than Atrege's Bow, they are Puissance 3 vs. members of the race the arrow is designed to slay. Loosed from Atrege's Bow, they are Puissance 3, Penetrating Weapon (2), and can slay a target outright with sufficient injury; if the arrow inflicts at least 1xHP injury to the foe, the foe must make an *immediate* HT roll or die. Foes killed with such arrows cannot be resurrected or brought back as undead – they are slain *permanently*. The GM may wish to be careful using such arrows against PCs (or remove the permanence of death from the arrows altogether).

A select few Slayer Arrows are created to kill specific individuals. They function as “normal” Slayer Arrows vs. members of the same race. Against that specific individual, they automatically inflict maximum damage when they strike, in addition to the above effects.

Slayer Arrows are single use. The actual arrow may survive being shot, but the enchantment is consumed upon impact.

Atregex's Bow

Power Item: 20 FP

Suggested Origins: Cosmic and Magical.

Atregex's Bow is also known as the Horizon Bow. The body of the bow is made of lightly ribbed horn – one of the two horns of a great dragon. Its string is supposedly made of an alloy of several metals – including silver, gold, and several unidentifiable ones – held together with moonlight given physical form. Legend says a saint, great artificer, or a god spun the bowstring out of the molten heart of a fallen star. Whatever its origins, it's named after a great hero who wielded it along with his spear (p. 6) and special arrows (pp. 4-5).

Properties

- *Bow Quality:* Atregex's bow is a balanced (+1 to Acc), fine (+20% to range), ST 20 composite bow of ornate (+1 to reactions) quality.

- *Handy and Hardy:* Despite being a full-sized bow, Atregex's Bow is unusually handy – it has only Bulk -2. It also has HT 15, DR 6, and HP 20.

- *Horizon Shooting:* Atregex's bow has a Half-Damage Range of 960 yards, and *unlimited* Maximum Range. An archer using the bow can shoot at any target within line of sight. Normal penalties to hit apply due to range. If used with Horizon Arrows (p. 4), the bow does normal damage at *any* range!

- *Painful:* The bowstring causes 1d-3 crushing damage to the left arm of the wielder on every shot; wearing armor normally mitigates this. Atregex is said to have been so tough he didn't need any armor!

- *Zen Enhancer:* Gives +3 to Zen Archery (p. B228) if the wielder possesses that trait.

Weight: 2 lbs.

MAGICAL ITEM SETS

Some magical items work better in combination with certain other items. These collections of gear are item sets. A set is a specific combination of items that, when all possessed by the same bearer, have additional effects beyond their normal, listed powers. Sets such as Atregex's Armaments or the combination of Frenzy and Grimslaughter can add a lot of fun to the game. They encourage delvers to search for specific objects, to find the “right” magic items to complete a set instead of whatever are muckinly the best individual pieces, and provide a feeling of game history.

Items sets have three aspects in common.

A Theme: A set of items that were all possessed by the same legendary bearer, or that all function on a theme (three fire-based magical items), or that typically are found together (a robe, a staff, and an amulet for a wizard) make the most sense. “Sets” can be as few as two or can consist of six or more pieces; generally, a group of three or four items is reasonable.

New and Better Powers: A set provides some additional powers. This can be in the form of improved effectiveness of the individual items (such as better damage for weapons, or DR for armor) or additional effects (such as adding a specific resistance or additional advantage to the possessor). Although a set might reduce any of the negative effects of individual items (especially if doing so would fit the theme or the set gives few other benefits), more commonly, the combination *increases* such effects – see *Bad Influences* (p. 6).

A Story: Part of the fun of assembling a set is emulating a legendary wearer or *becoming* legendary by putting

together the set. Don't neglect even a small backstory, like the description of Atregex, below.

Example Item Set: Atregex's Armaments

Atregex was a typical hero worthy of sagas and stories – a bare-chested bear of a man, corded with huge muscles and capable of slaying dragons with ease and shrugging off pain without a grimace. He was said to be a barbarian-scout and possibly a martial artist as well. His armaments are individually powerful, but together, they help the bearer evoke some of the spirit of their namesake.

Someone who carries Atregex's Bow (above), Atregex's Spear (p. 6), and at least one of Atregex's arrows (of either type; pp. 4-5) gains the following additional powers:

- Acute Vision 3.
- Charisma 1 (Only while shirtless – delver's webbing is okay).
- DR 3 (Tough Skin) on the arm holding the bow.
- High Pain Threshold.
- Overconfidence (6) – Atregex laughed at danger, and now the wielder does, too.
- The Acc of Atregex's Bow rises from 3 to 5, and the bow gains an additional +1 to damage.
- Atregex's Spear gains the special ability *Retribution:* Against a foe who has successfully struck the bearer (either hitting, or parried by Atregex's Spear), the spear's throwing range is unlimited with *no* Half-Damage Range. If the bearer takes the Aim maneuver before throwing at that foe, divide the range by 3 to determine the “to hit” penalties on the *Size and Speed/Range Table* (p. B550).

Atregex's Spear

Power Item: 8 FP

Suggested Origins: Cosmic and Magical.

Atregex's Spear is also known as Longslayer. It has a long, narrow spearhead mounted on a shaft of old oak. The wood is carved with images of horses, buffalo, deer, bears, and wolves among trees and vines. Legend has it that Atregex himself forged the head from the broken pieces of an ancient magical blade shattered by the forces of Evil. The base of the spear is a round stone ball carved from fallen star-stone.

Properties

- *Weapon Properties:* The spearhead of Atregex's Spear is hard and keen enough to gain +2 damage, and the shaft will not break on a parry. By design and because of the materials of the spearhead, it has an armor divisor of (2). The spear is also ornate (+2 to reactions).

- *Blood Sacrifice:* By sacrificing 1 HP, the bearer can reroll results on the critical hit table or reroll damage. The bearer can continue to sacrifice 1 HP for a reroll an unlimited number of times until satisfied with the result (or the damage, or both!). This *can* kill or knock out the bearer if the sacrifice takes the bearer to 0 HP or to the threshold to check for death – resolve the critical hit or damage before rolling for consciousness or death.

- *Daredevil:* The wielder gains the Daredevil advantage while holding the spear in hand.

- *Enchantments:* Atregex's Spear is enchanted with Accuracy 2, Graceful Weapon, Loyal Weapon, and Puissance 3, all at Power 20.

- *Longslayer:* Atregex's Spear has double the usual range – it can be thrown at ranges of ST×2/ST×3.

Weight: 4 lbs.

BAD INFLUENCES

Identical, positive effects of magical items don't always stack – adventurers are limited to the best level of Fortify on their armor, they can't wear multiple Protective Rings (p. 15), and so on. This is generally the case with disadvantages as well. If two magical items cause disadvantages, use the worst of the two – for example, Bad Temper (9) replaces Bad Temper (15).

However, the GM may want the negative effects of items to stack. To do so, start with the instance of the disadvantage – bearer's or item's – with the lowest self-control number. Each additional instance (again, native or on an item) lowers the self-control number by 3, to a minimum of 6.

For example, Frenzy (below) and Grimslaughter (p. 7) are a known, negative influence on each other. Each gives the bearer Bloodlust or worsens the self-control number if the owner already has it; if both are carried, together they worsen Bloodlust to (9), or (6) if the wielder also has Bloodlust!

We forged ice and death and storm into it, mighty runes and spells, a living will to do harm.

– Poul Anderson, *The Broken Sword*

Frenzy

Power Item: 11 FP

Suggested Origins: Cosmic.

Frenzy is a single-edged axe, well-decorated in northern barbaric style, with etchings showing scenes of longships on one side of its head and entwined dragons on the other. The handle is old, hard oak. It is not balanced for throwing, but is extremely handy when used either one- or two-handed.

Frenzy's main benefit is its Great Haste option, which turns the wielder into a virtual whirlwind of destruction. The bearer cannot defend, but few foes can stand long enough before its terrible fury to take advantage. Bearers have been known to exhaust themselves using the weapon, making their lifespan rather short and blood-splattered.

Properties

- *Blade Quality:* Frenzy is an axe of exceptional quality, getting +2 to damage and -2 to rolls for breakage. The blade isn't dwarf-made, but is treated as dwarven for all practical purposes (remove the U from Frenzy's Parry statistic). Frenzy is also balanced (+1 to skill) and ornate (+2 to reactions).

- *Enchantment:* Frenzy is enchanted with Accuracy 1, Graceful Weapon, and Puissance 1, all at Power 20.

- *Battle Frenzy:* The bearer gains the disadvantage Berserk (15) with Battle Rage. The bearer goes berserk *immediately* when in combat. However, while the bearer is berserk, Frenzy's enchantments become Accuracy 3 and Puissance 3. In addition, the bearer can cast Great Haste-20 on himself. This takes one second of concentration, and it costs 5 FP and lasts 10 seconds. Unusually, the spell can be maintained – the bearer pays 5 FP to gain another 10 seconds of Great Haste. This does not require concentration or another roll to cast the spell. If the bearer snaps out of battle frenzy, or becomes unconscious, the Great Haste effect immediately ends.

- *Bloodlust:* The bearer gains Bloodlust (12) while holding the axe. If the bearer has Bloodlust from any other source, reduce the self-control number by 3 for each additional source. For example, a bearer who personally has Bloodlust (15) and carries Grimslaughter (p. 7) would have Bloodlust (6) while wielding Frenzy.

- *Reputation:* Because of Frenzy's infamy, the bearer gains Reputation -2 (as a foul-tempered killer) when carrying the weapon. Although the blade itself doesn't give anyone a bad temper per se, enough ill-tempered bearers have carried it that everyone *believes* it does. Its most famous wielder, Asif Kinslayer, murdered her entire family in a cold killing rage over an imagined slight while using Frenzy and Grimslaughter together. This hasn't done anything good for the reputation of subsequent bearers.

Weight: 4 lbs.

WEAPONS

Grimslaughter

Power Item: 6 FP

Suggested Origins: Magical.

Grimslaughter (pronounced “grim slaughter”) is a broadsword, plain and undecorated. Its hilt has been frequently replaced, occasionally with a fancy one. Its blade, though, is unchanging – straight, double-edged, of unremarkable-looking steel with a bright finish. Grimslaughter’s wielder becomes cool, reserved, and calm but prone to casual killing. Even the most ferocious fighters grow calmer holding the blade – if anything, they become more distant and detached. Grimslaughter is a tool of destruction, guiding its bearer’s strikes home and shearing easily through most armor.

Grimslaughter doesn’t appear to have any intelligence, but it does seem to have a personality. It makes a surprisingly poor power item, little better than an ordinary broadsword. It’s been conjectured that Grimslaughter doesn’t *like* the idea of being a repository of magical power.

Properties

- *Blade Quality:* Grimslaughter is a thrusting broadsword of beyond very fine quality – its edge gives not +2 but +3 to damage, and it is indestructible for breakage purposes, except vs. a cosmic artifact.

- *Cold Killer:* The owner gains the advantage Unfazeable and the disadvantages Bloodlust (12) and Callous. If the user already has Bloodlust, reduce the self-control number by one step – (15) becomes (12), (12) becomes (9), etc. If the wielder is already Callous, add Low Empathy instead.

- *Enchantment:* Grimslaughter is enchanted with Accuracy 3, Graceful Weapon, Penetrating Blade (2), and Puissance 1, all at Power 20.

- *Reduced Critical Failures:* Grimslaughter will not strike its own bearer; reroll any 5 or 6 results on a critical miss. If Frenzy is carried along with a ready Grimslaughter, this effect applies to Frenzy as well!

Weight: 3 lbs.

Malice

Power Item: 40 FP

Suggested Origins: Magical.

A red-handled edged rapier with a blade of exceptional quality. Malice is well-decorated, with a bright blade, silver-wrapped crosspiece, and jewels in its hilt.

The rapier has a low but hateful intelligence. Its powers match its name; it’s a dangerous weapon, and those it slays

stay dead. It’s a very effective weapon, but its wielders aren’t always so lucky. And the blade seems jealous, somehow . . . Malice isn’t a weapon to trifle with, but for a swashbuckler, the risk might be worth the reward.

Properties

- *Blade Quality:* Malice is an edged rapier, ornate (+3 to reactions) and of very fine quality (+2 to damage, -2 to breakage). Unlike most magical weapons, Malice can survive breakage – it has been broken up in the past, only to be reforged anew from the pieces by adventurers seeking its power.

- *Bless Eater:* If Malice is handled in a martial way (drawn, readied, or otherwise in one or both hands by the hilt), the bearer loses any Bless instantly and automatically – including any provided by magical items. Malice has no effect on Bless on those it strikes.

- *Enchantments:* Malice is enchanted with Graceful Weapon and Puissance 3, both at Power 20.

- *Extended Criticals:* Malice critically hits on rolls of 3-5. On an effective skill of 15+, Malice critically hits on 3-6. On an effective skill of 16+, Malice critically hits on 3-7. If the wielder has Every One’s A Critical (**GURPS Dungeon Fantasy Denizens: Swashbucklers**, p. 26), Malice critically hits on 3-6 effective skill of less than 15, and critically hits on 3-7 with effective skill 15+!

- *Final Slayer:* Any living thing slain by Malice cannot be brought back to life by Resurrection.

- *Malicious Intent:* Malice is semi-sentient (IQ 5). It seems to have a low-level sense of ill-will to all beings other than its current bearer . . . and sometimes to that person as well. Malice seems to remember past slights, real or imagined. Wielders cannot pull their punches or strike with the flat of the blade – Malice always strikes hard and turns to present its edge.

- *Undroppable:* Malice will never be dropped accidentally. Even so, it can pull its wielder off-balance as it corrects for a near-drop. Treat any critical failure result of “dropped weapon” or “weapon flies from hand” on the *Critical Miss Table* (p. B556) as 7, “You lose your balance.”

- *Unlucky:* Critical misses – or critical failures on attempted parries – using Malice cannot be rerolled by the wielder (neither the original failure, nor the results on the table) using Luck or any supernatural means such as Wishes. However, Luck, Wishes, and the like can be used normally *against* Malice’s attacks.

- *Vitals Seeker:* Strikes to the eyes are at only -4, to the neck -2, and vitals -1. Combined with the appropriate Slayer Training specialty, these penalties are reduced to zero!

Weight: 3 lbs.

Many untouched places remain – crypts laden with gold, chests filled with pearls and gemstones, even magical stuff suited for swordsman or thief!

*– Gary Gygax, *The Heart of Darkness**

Shieldslayer

Power Item: 8 FP

Suggested Origins: Magical.

Shieldslayer is one of armaments of the notorious Baron Sterick the Red, briefly overlord of (at least the upper parts of) Felltower. This finely crafted dwarven throwing axe gets its name from its primary power – it shatters (almost) any shield it hits. Shieldslayer has famously broken several unique shields, including a cosmic artifact.

Properties

- *Blade Quality:* Shieldslayer is a throwing axe of balanced (+1 to skill), dwarven (remove the U from the Parry statistic), and fine (+1 to damage, -1 to breakage) quality.

- *Enchantment:* "Shieldslayer carries the Accuracy 1, Puissance 2, and Quick-Draw enchantments, all at Power 20.

- *Shieldslaying:* Any shield used to block Shieldslayer successfully is immediately reduced to -5xHP and destroyed. A shield providing DB to another defense is automatically destroyed if the DB of the shield is what causes the defense roll to succeed. Orichalcum and meteoric shields are immune; all others, even cosmic artifacts, can be (and have been) destroyed.

Weight: 4 lbs.

Variations

There is only one Shieldslayer. However, the description and properties above are for the weapon as carried by Baron Sterick the Red. Hjalmar Holgerson, who took it from Baron Sterick, also briefly owned the axe. Hjalmar bathed it in the heart's blood of a Colchis bull slain during a foray into a world of mythic legend. This rendered the axe invulnerable to fire and corrosion.

- *Hjalmar's Shieldslayer:* As above, but add *Resistance:* Shieldslayer is resistant to acid and fire; treat these as continuous Resist Acid and Resist Fire. These effects are cosmic, not magical, in origin.

Sigurd's Sword

Power Item: 19 FP

Suggested Origins: Magical.

A legendary dragon-slayer, Sigurd, originally owned this sword. Its most recent bearer, Vryce, dropped it when he fell in battle with a giant troll. While Vryce's body was recovered and resurrected, the sword was lost in the depths of Felltower. It is a plain but sturdy double-edged bastard sword with a name carved in runes on the blade, which can be read either "Balmung" or "Gram," depending on how (and in which direction) the characters are interpreted. The sheath has the name Sigurd burned into the leather.

Properties

- *Blade Quality:* Sigurd's Sword is a thrusting bastard sword that is both balanced (+1 to skill) and fine (+1 to damage, -1 to

breakage). Although it's only of fine quality, it cannot be damaged by any attack from a dragon, either directly (bite, breath, claw, etc.) or by spells.

- *Enchantment:* Sigurd's Sword is enchanted with Accuracy 1 and Puissance 1, both at Power 20.

- *Intelligence:* Sigurd's Sword is intelligent. It has IQ 8 and Will 12. It communicates with its owner by projecting its feelings.

- *Seeker of Dragons:* Sigurd's Sword has Detect Dragons and Dragon-Kin (Vague). Dragon-kin includes any sufficiently dragon-like creature, subject to the GM's decision. Using this power takes one second and a Concentrate maneuver.

- *Slayer of Dragons:* Against a true dragon – not dragon-like creatures – Sigurd's Sword has Accuracy 3 and Puissance 3. In addition, any critical hit on a dragon does maximum damage, or uses the result on the *Critical Hit Table* (p. B556), whichever is better – wielder's choice. The bearer of the sword also gains Obsession (Slay Dragons) (9); confronted with a chance to fight a dragon, or to seek one out, the bearer *must* take it. This has resulted in the death of a number of owners in the past.

Weight: 5 lbs.

Variations

While in the possession of the knight Vryce, an Undead Bane amulet was attached to the sword. This is identical in function to Demonhunter Tassels (*GURPS Dungeon Fantasy 6: 40 Artifacts*, p. 12) except it gives +3 damage vs. undead instead of vs. demons; this also raises its value as a power item to 29 FP.

*"Human wizardry is of no use here,"
the dwarf said, shaking his head.*

*"There is other magic besides human
wizardry," the man said with a smile.*

– Alexey Pehov, Shadow Prowler

The Razor

Power Item: 25 FP

Suggested Origins: Magical.

This appears to be simply a very-well-made, single-edged shortsword, decorated with nautical-themed engravings on its hilt. It was first discovered in the hands of a captain of the Southern Pirates, a collection of semi-organized pirates in the Six Seas of the South. The Razor possesses a unique "slicing" enchantment that makes it especially useful against limbs. It shines the most against the neck.

Properties

- *Blade Quality:* The Razor is a balanced (+1 to skill), very fine (+2 to damage, -2 to breakage) shortsword.

- *Enchantments:* The Razor is enchanted with Accuracy 2 and Puissance 1, both at Power 20.



- *Slicer*: Any crippling injury inflicted by the Razor – for a typical human, a single wound of over HP/2 in one blow – automatically dismembers the limb and causes 1 HP of bleeding injury per turn for 20 - HT turns afterward (minimum 1). A blow to the neck that penetrates DR has a wounding modifier of 2.5x instead of the usual 2x. In addition, neck blows that inflict at least 1 HP of injury cause the same bleeding effect.

Weight: 2 lbs.

Variations

The Razor could be any size of cutting blade, from a small knife to a greatsword. Its theme fits better with smaller weapons – larger ones already tend to cripple limbs and decapitate victims.

Universal Sword

Power Item: 14 FP

Suggested Origins: Magical and Materials.

To all appearances, this is simply a well-made broadsword. It is decorated with gems and silver around its hilt and crosspiece.

Properties

- *Blade Quality*: The Universal Sword is a fine (+1 to damage, -1 to breakage), ornate (+1 to reactions) thrusting broadsword.

- *Enchantments*: The Universal Sword is enchanted with Puissance 1 at Power 15.

- *Multiform*: The Universal Sword can become any blade from the size of a dagger to that of a two-handed sword. It can also change grip or balance to adjust to Size Modifiers from SM -1 to SM +1. Effecting a change takes a Concentrate maneuver, and the item must be held in hand while changing – it can't, for example, be thrown in large knife form and changed to two-handed-sword form in flight. Whatever form or size the Universal Sword takes, it keeps the same basic appearance; the shifting ability cannot be used to disguise the blade. Mana level doesn't affect the size-changing power but does affect Puissance.

Weight: 3 lbs.

Variations

It's possible to have the base form of a Universal Sword be a different blade – by default a large knife, or a greatsword, or a rapier, or some other blade entirely. Different swords may be more or less decorated, enchanted to a higher degree, or otherwise unique.

Vampiric Thorns

Power Item: N/A

Suggested Origins: Alchemical, or Magical and Materials.

These wooden arrows are carved of red-tinged wood, each ending in a vampire's fang carved into a barbed tip. The materials alone make it an effective armor penetrator and barbed, while its enchantments make it far more special.

Properties

- *Arrow Quality*: Vampiric Thorns are barbed arrows that inflict +1 damage and have an armor divisor of (2).

- *Blood Draining*: If the arrow penetrates DR and inflicts any injury, it begins to leech out the blood of the target. This causes 1 HP of injury to the target per second. Pulling out a Vampiric Thorn is not so simple. When the arrow is pulled out, the barb causes additional injury equal to half of the injury inflicted going in. Also, the arrows seem to refuse to budge easily. The target must roll a Quick Contest of ST vs. the ST of the bow that launched the arrow. On a victory, the arrow is pulled out (inflicting injury as above). On a tie or failure, the arrow remains. On a critical failure, it cannot be removed without Surgery – which takes long enough to be fatal in most cases! Targets with No Blood suffer no additional injury from blood loss, but are still subject to the difficulty (and injury) from pulling out a Vampiric Thorn. The enchantment works only once, but the base arrow can be surgically removed and reused.

Suggested cost: \$100.

Weight: 0.1 lb.

Variations

Rumors persist of Vampiric Thorns that transfer drained blood to the archer who shoots the arrow – a great arrow for an actual vampire! Such an arrow would heal injury up to the full, normal HP of the archer; beyond that point, the victim would still lose HP but the archer would no longer gain them. A faint trail of red would connect the archer and the target while blood transfer is going on – which can help locate the attacker, but also help the archer track a fleeing victim!

“All enchantment is an anomaly,” said Miphon.
– Hugh Cook, Wizard War

CHAPTER TWO

ARMOR

The Felltower megadungeon contains many protective items. All of these are sized for SM 0 unless noted otherwise; the GM may wish to provide larger or smaller versions of these items – especially the non-unique ones, such as the Buckler of Warding or Executioner's Hood (both below). Gorilla Gloves (p. 11) automatically resize, no new version needed!

*... the snarling Theocrat met
Stormbringer's swing with a flame-red buckler
which successfully protected him – proving the
shield to be treated against sorcerous weapons.*

– Michael Moorcock, *Stormbringer*

Buckler of Warding

Power Item: 1 FP

Suggested Origins: Magical.

This is a plain-looking but well-made iron-rimmed wooden shield. Several of these exist, having been made by a wizard-prince of Cashamash for his personal guard. Many were sold after the wizard was forced to disband his guardsmen and sell much of their magical gear to pay off a bet with another wizard-prince.

Its main drawback is that it's relatively fragile. Shatter-proof makes an excellent upgrade if a trustworthy enchanter can be found.

Properties

- *Block Mastery:* The buckler has DB 2, and gives +1 to Block.
- *Magical Defense:* When ready, the bearer gains +1 to all rolls to resist spells.
- *Missile Defense:* The buckler gives +3 to Block against thrown weapons, missile weapons, and Missile spells.
- *Perfect Blocking:* Once per second, the Buckler of Warding can automatically block a missile attack; this is a free action but costs the user 1 FP. The attack must be one that could possibly be blocked – the defender must be aware of it, it must be blockable with a shield, and it must come within the front or shield-side arc.

Weight: 4 lbs.

Variations

The Buckler of Warding could be a larger shield. The larger the shield, the less handy it is, but it also dramatically increases the effective defense it provides. A Medium Shield of Warding

would have DB 3, while a Large Shield of Warding would have DB 4. Coupled with its bonus to Block, this effectively raises defenses against a missile weapon to +7 and removes its biggest vulnerability – its low HP.

Executioner's Hood

Power Item: 2 FP

Suggested Origins: Magical.

These deeply black hoods are actually misnamed; they were made for the torturers of the Black Brotherhood. The Black Brotherhood was a cult of evil that dominated what became known as Felltower before the time of Baron Sterick the Red, Stericksburg, and the ruined castle now perched above the megadungeon. Although the cult was put down, some of their artifacts survive.

Properties

- *Armor Properties:* The hood provides DR 2 to the entire head (except for the eyes) and the neck. It layers without penalty over any neck armor. Worn under armor, normal layering rules apply.
- *Uncaring Soul:* The user gains Fearlessness 5 and the Indomitable trait, but also gains the disadvantages Callous and Sadism (15).
- *Intimidating Appearance:* The hood gives +5 to Intimidation and Interrogation rolls by the wearer.
- *Malign Stare:* With concentration, the hood's user can cast Fear-20 on a subject; the usual rules for spellcasting apply. This cannot affect the same victim more than once per 24-hour period, unless the victim loses the Quick Contest by 5+.

Weight: 1 lb.

Variations

Greater and lesser versions of such a hood may well exist.

- *Apprentice Torturer's Hood:* As above, but reduce Fearlessness to 2, lower the bonus to Intimidation and Interrogation rolls to +2, and remove Malign Stare.
- *Master Torturer's Hood:* As above, but the wearer can also cast Death Vision-20.

Fountain Shield

Power Item: N/A

Suggested Origins: Material.

This is an especially thick, orichalcum medium shield (DB 2) with a dragon's face carved on the center. A genius inventor called Aemistokles created it centuries ago.

From the front, it appears to be a normal kite shield with a pair of small vents, one in each nostril of the dragon's nose. A Vision-2 roll can spot these at a distance, but they are obvious upon close inspection.

The Fountain Shield is so called because it can spray liquids from a reservoir in the back of the shield. There are twin reservoirs, each capable of holding up to three doses of a single liquid – acids, poisons, and hostile elixirs are popular choices. The twin triggers are on the handgrip of the shield, and firing either one counts as an attack. Roll against Shield at -2 plus normal range modifiers. This can be done as part of a Dual-Weapon Attack, and often is! Only one trigger can be used at a time. Pressing both jams the mechanism, sprays nothing, and requires an Armoury (Melee Weapons) roll, two hands, and 1d seconds to unjam it!

Reloading each reservoir takes one minute, two free hands, and the proper number of doses. Each reservoir should only hold one type of liquid at a time; *mixing* different liquids isn't advised, but the effect of such mixes is up to the GM (generally, they won't be as effective as each of the component parts individually). The reservoirs contain a clever self-inflating bladder that both pumps out the liquid and keeps it from sloshing around.

The shield is enchanted with Magic Resistance 7. This limits its use as a power item but doesn't interfere with its ability to store and launch magical liquids.

Weight: 20 lbs. empty; 23 lbs. full.

Variations

The Fountain Shield is unique, but it doesn't have to be. Small fountain shields would be DB 1, 11 lbs. empty, and 12 lbs. full; they hold one dose of liquid in each reservoir. Large fountain shields would be DB 3, 33.5 lbs. empty, and 38.5 lbs. full; they hold five doses of liquid in each reservoir. Filling reservoirs on either version still takes one minute, because the time is mostly dealing with the vents and pumping mechanism, not the time to pour.

Gorilla Gloves

Power Item: 3 FP

Suggested Origins: Druidic.

These dark-black leather gloves have ape-like hair on the back of the hands and fingers. It's unclear what skin the leather is made from. It's conjectured these were made by druids in a gorilla-filled region, the creation of priests of an ape god, or even made by (or from!) unusually magical dungeon apes from the depths of Felltower.

Properties

- *Armor:* The gloves provide DR 2.
- *One Size Fits Most:* The gloves resize to fit a user ranging from SM -1 to SM +1; they resize as they are put on.

When removed, they retain the size of the previous wearer's hands. The weight does not change, making these especially valuable for larger adventurers, but less so for smaller ones.

• *Strength of the Ape:* The user gains Arm ST 3 and the Brachiator advantage. This provides +2 to Climbing, and the wearer can brachiate at Move \times 0.5, given otherwise empty hands and appropriate places to swing from.

• *We Accept You, One of Us:* Apes (but not monkeys!) react at +3 to the wearer and generally regard the user as another ape. On a "Good" or better reaction, apes help the bearer, with the aid based on the quality of the reaction – from providing the supplicant with food or shelter to raising that person as one of them – if the need can be conveyed to the apes (Druid spells help here). A sufficiently bad reaction could cause the apes to flee or a bull ape to challenge the gloves' user.

Weight: 0.5 lbs.

Magescale

Power Item: 20 FP

Suggested Origins: Magical.

A suit of golden-colored ornate scale armor, made of some unidentifiable ultra-light metal and decorated with gold and silver inlays and semi-precious stones. The suit features a cone-topped helm with a featureless face mask (all one piece), and covers the body, arms, and legs.

Magescale is the principal armor of presumably more senior, more powerful, or more magically inclined members of the six-fingered elf-like race that dwells deep within Felltower's dungeons. While the pieces are separable, the six-fingered types always wear it as a complete suit.

Properties

• *Armor Properties:* Provides DR 4 to the skull, face, torso, groin, arms, and legs. The armor fits any reasonably slender SM 0 wearer (that is, not dwarves).

• *Corrosion Resistance:* Magescale loses only 1 DR per 10 points of corrosion damage inflicted on it. It will not rust, nor is it affected by magnetism. It is not metal armor for purposes of Lightning and other electrical spells.

• *Wizardly Armor:* Worn by someone with Magery, the suit gains levels of the Fortify enchantment equal to the wearer's Magery (to a maximum of 5 levels). This gives the armor from DR 4 (for Magery 0) to DR 9 (for Magery 5+).

Weight: Entire suit, 25.5 lbs. As individual pieces, the helmet/mask is 2.5 lbs., the torso/groin armor is 11.5 lbs., arms are 4.5 lbs., and the legs are 7 lbs. It's rarely found except as a complete suit.



CHAPTER THREE

OTHER

TREASURES

Weapons and armor aren't the only extraordinary treasures found in Felltower. The shadowy (and hunted) Black Brotherhood, cone-hatted six-fingered ones, visiting wizards and clerics and warriors of all stripes, and even stranger denizens have left behind items of special interest to delvers. These include unusual elixirs, holy relics, powerful wands,

cursed rings, and statuettes of unknown origin. Some are hidden in the alchemy labs, storerooms, and treasure rooms of the upper levels. Others remain in the depths – guarded by the strange creatures who slew their bearers or were placed to protect the secrets of Felltower.

ELIXIRS

Delvers really seek permanent boosts to power, but few turn up their noses at the temporary buffs that powerful elixirs provide. Several unusual elixirs have been found in Felltower's maze of corridors and rooms. It's rumored that an alchemist's lab of unusual potency exists somewhere within the megadungeon. And it is certain that books containing formulas for lost potions are in libraries that once belonged to the Black Brotherhood (see *Executioner's Hood*, p. 10) but remain intact within the dungeon.

DEHYDRATED ELIXIRS

Drinkable potions (but not oils, grenades, etc.) are sometimes found in a dehydrated version. They are smaller – thumbnail-sized pills that weigh effectively nothing. If a GM chooses to make them available for sale, cost is at least *double* list cost. It may be even higher for especially valuable or rare potions.

Dehydrated potions can be eaten as-is, but the effect is delayed for 3d seconds as it reconstitutes in the imbiber. This can also be fairly tough on the stomach if consumed without water. If the user swallows one dry, make a HT roll. On a failure, the pill gets stuck in the throat for one minute per point the roll is failed by; after that, the potion takes effect as above.

While dehydrated elixirs are very handy, they are also vulnerable. Water reconstitutes them, making immersion wasteful and potentially risky. Fire doing 1+ points of damage can scorch them – either ruining them outright (50%) or forcing a roll on the *Expired Potion Table* (p. 13) (50%). Acid and physical attacks that can crumble them (which takes just a firm squeeze) reduce them to inert dust.

Giant Strength (Potion)

Power Item: N/A

Suggested Origins: Alchemical.

This purple liquid is found in a double-sized potion vial. The entire contents have to be quaffed to provide an effect. Suggested cost is \$2,500.

Properties

Like a strength potion (*GURPS Dungeon Fantasy 1: Adventurers*, p. 29), but this *doubles* ST (but not HP), up to a maximum bonus of +20! Take careful note of the ST statistic of weaponry, as such great ST often exceeds useful limits (3 × ST stat) for normal-sized weapons. Lasts one hour.

Weight: 1 lb. (including the vial).

Hero's Brew (Potion)

Power Item: N/A

Suggested Origins: Alchemical.

This brew is a designed to combine the best effects of a number of beneficial potions, while making the drinker much braver and willing to take risks. Suggested cost is \$2,000.

Properties

Drinking this potion gives +3 ST (including HP!), +3 DX, +2.00 Basic Speed (DX bonus already included), and +3 Will. The consumer is affected as if under a Bravery spell (*Magic*, p. 134). The imbiber also gains Overconfidence (9) or lowers the self-control number by one step. Lasts one hour; temporary HP disappears when the duration is up. In addition, the drinker loses 5 FP due to exhaustion. Multiple doses don't "stack."

Weight: 0.5 lbs. (including the vial).

Mana Gout (Potion)

Power Item: N/A

Suggested Origins: Magical.

This appears to be a clear crystal vial full of black liquid. When swirled around, flickers of colors can be seen within. When held in the hand and opened, this potion creates a 6"-long fountain of multi-colored, pout-like magical energy. The effect is purely magical – and it's not clear how pure mana was crammed into a bottle. Suggested cost is \$1,000.

Properties

The gout provides four energy per second for 3d seconds. The GM should roll secretly – mana gouts are notorious for cutting off just when a wizard expected a bit more energy for a battle. The mana cannot be saved; it must be used to cast a spell immediately or it is lost.

Weight: 0.5 lbs. (including the vial).

Super-Hero's Brew (Potion)

Power Item: N/A

Suggested Origins: Alchemical.

Sometimes the hero's brew (p. 12) isn't enough for the job. More than just a variation of the aforementioned potion, it also limits the subject's ability to use some elementary tactics! Suggested cost is \$6,000.

Properties

As the hero's brew, but the bonuses are +6 ST (including HP!), +6 DX, +6 Will, and +3.00 Speed (DX bonus already included). Overconfidence becomes (6). The imbibing cannot retreat when defending and must make a successful Tactics roll to take a step *away* from the enemy. Other bonuses, effects (positive and negative), and time limits are the same.

Weight: 0.5 lbs. (including the vial).

EXPIRED POTIONS

Some potions are so old that they no longer work as advertised. Or as intended. This kind of deterioration can take decades, even centuries, but some caches of loot in a megadungeon have *been* sitting for centuries.

When consumed – quaffed, spread on a subject, tossed at a monster, etc. roll on the *Expired Potion Table* (below) to determine the exact effects. Expired potions can be tested for quality with **Alchemy**. A success reveals the type of potion and that it's expired. A critical success *also* uncovers the true effects of being past the expiration date. Failure does nothing, and a critical failure identifies the potion as a different sort *and* fails to detect it is expired.

The GM may wish to make expired potions available for sale, either from alchemists seeking to clear old stock or from shady dealers who fold up their blanket and disappear as soon as the delvers turn their backs. A recommended price is 40% of list price: "Over half off!" says the signage, as well as "Sold as-is!" and "No refunds!" Not all of them are old – some are just poorly made!

Expired Potion Table

Roll 1d. Healing potions add +1 to the roll.

- 1 – Potion is spoiled and is dangerous to the subject! Treat it as poison. Roll against HT: Failure results in 1d HP of injury; success reduces this to 1 HP. If the potion is *supposed* to be harmful, it inflicts this damage instead of its usual effects.
- 2 – Potion is inert and doesn't work at all.
- 3 – Potion has half effect. If effect can't reasonably be halved, treat as 4.
- 4 – Potion has half duration. If it has no duration, treat as 3.
- 5+ – Potion works normally.

ITEMS

Not everything in Felltower's depths is a weapon, armor, or an elixir. Some of the most powerful items defy easy categorization. This is a catchall category of gear that offers a primary benefit somewhat different from that of armor, weapons, or potions.

Antimagical Bracelet

Power Item: N/A

Suggested Origins: Magical.

This unique copper bracelet appears to be of middling value (about \$100). It is decorated with runes, symbols, and words from many languages – extant and ancient – that carry the meaning of negating magic. It provides Improved Magic Resistance and therefore is greatly sought after by wizards. Due to the nature of its enchantments, it cannot

be used as a power item. Sadly, it was lost in the depths of Felltower centuries ago, and there it remains to this day.

Properties

- *Magic Dispelling:* The wearer can cast Counterspell-20 by touch at a cost of 2 FP; treat the wearer as knowing *all* spells for purposes of this effect.

• *Magic Resistance:* The wearer is protected by Improved Magic Resistance 10.

- *Unaffected by Mana Level:* The antimagical bracelet functions normally at any level of mana; ignore the -5 to cast in low-mana zones, and the extreme effects of failures and critical failures in very-high-mana zones. It does not function at all in no-mana zones, however.

Weight: 1 lb.

OTHER TREASURES

Variations

Lesser varieties of the Antimagical Bracelet exist, and are the more common versions found. These are identical except that they provide only Counterspell-15 and Improved Magic Resistance 5. Truly cheap copies may also exist . . . and offer *normal* Magic Resistance 5; these aren't quite so prized by magic-users, but barbarians, assassins, and other types that fight wizards may have much less of an issue with that drawback.

CURSES!

Some of the items within these pages are cursed – either they're wholly bad for the user, or they have hidden downsides that outweigh the upsides. This is different from magical items that have downsides that stem from the nature of their construction (such as the Wand of Electricity, p. 16) or their enchantment (such as Grimslaughter, p. 7).

Why curses?

Magical Traps: Some items are portable, magical traps made to punish would-be looters, much like a fixed trap. The Deadly Ring (below) is one of these – it's intended to get incautious delvers to kill themselves.

Tricks on Other Wizards: Wizards covet magical power, and often have enemies (or just friends with the identical goal of becoming the most powerful wizard of all). Magic items with hidden downsides can trick unfriendly wizards into using them themselves or on henchmen, thus weakening them.

Magic Mistakes: Some cursed items were well intended, but misenchanted or contain design flaws. The Stubborn Ring (p. 16) is a good candidate for such an item – it has great upsides, but may have brought downsides with it due to poor enchantment.

Bishop's Cross

Power Item: 20 FP

Suggested Origins: Divine.

A jeweled cross of silver, gold, and iron. The bottom of the cross is wrapped in leather, much like a weapon grip. It was lost in Felltower during a church expedition to try to expunge a great evil from the depths.

Properties

- *High Holy Symbol:* The Bishop's Cross is a high holy symbol (*GURPS Dungeon Fantasy 1: Adventurers*, p. 26) and gives +2 to Exorcism, Turning, and any other clerical actions that get a bonus from holy symbols.

- *Resistant to Evil Supernatural Powers:* The cross itself is immune to evil supernatural powers. When held in the hand, the bearer gains Resistant to Supernatural Powers +5. This is addition to any resistance the bearer already has!

- *Undead Destruction:* The Cross is a weapon against the undead; roll against Brawling, DX, or Knife to hit. A touch inflicts 4d HP of injury, ignoring all DR. It affects insubstantial undead as well. If the injury inflicted exceeds the undead's HP, the target must make an immediate roll against HT or be

destroyed. The Cross can be used to parry with DX or Knife, either at -1 (it's small). Undead who touch the Cross – accidentally or when a barehanded attack is parried with it – take the same damage.

Weight: 0.5 lbs.

Variations

Lesser or greater versions of this item may exist.

- The Priest's Cross gives only Resistant to Evil Supernatural Powers (+3), and inflicts 2d injury on undead.
- The Savior's Cross is lavishly decorated with jewels, making it worth 30 FP as a power item. It gives Resistant to Evil Supernatural Powers (+8), and inflicts 6d on undead.

Similar items may exist in different religious traditions. The Ankh of Light and the Divine Prayer Wheel are two of many possible variations.

Deadly Ring

Power Item: Varies

Suggested Origins: Magical.

Generally a valuable piece of jewelry, it's often further disguised as a beneficial sort of magical ring.

Properties

Analyze Magic reveals this ring to be a Potion Ring (p. 15) or a Protective Ring (p. 15). However, it's actually a deadly, cursed ring. A critical success on Analyze Magic gives a hint of its nature; Danger Sense warns a delver who makes the roll.

It instantly kills the wearer, no resistance possible. The curse is so deadly it works on the undead as well, but not on magically animated beings such as golems and other constructs. Makes a great gag gift to the lich in your life! The ring is also cursed – it takes Remove Curse to take it off, and even then, the item resists at 20.

The single best way found to remove such a ring is to hack off the finger wearing it, resurrect the bearer sans digit, and regenerate the missing part later.

Graceful Gloves

Power Item: N/A

Suggested Origins: Magical.

These light leather gloves are made of soft and delicate-looking, but strong, kid leather. They're not unique but extremely uncommon. Tales say that they were made by ancient enchanters jealous of the dwarves' mastery of balancing axes and maces in their particular way.

Properties

- *Armor:* The gloves provide DR 2, including Fortify 1 (Power 15).

- *One Size Fits Most:* The gloves resize to fit a wearer ranging from SM -1 to SM +1; they resize as they are put on. They stay that size once they are taken off. The weight does not change, making these especially valuable for larger adventurers, but less so for smaller ones.

- *Graceful Weapon Handling*: When worn as a pair, any weapons wielded by the user do not become unready after attacking or parrying, even on a critical miss. In addition, the gloves remove the U from the Parry statistic of any weapon held by the wearer. The weapons themselves are not enchanted; this is an effect of the gloves.

- *Nimble Fingers*: The user gains High Manual Dexterity 3.

- *Solid Grip*: The wearer gains +3 to any rolls to avoid fumbling, dropping, or otherwise losing the weapon (including resisting disarms). If a critical miss results in “dropped weapon” on the *Critical Miss Table* (p. B556), the wearer merely mishandles it instead, giving -2 to defenses until the beginning of their next turn.

Weight: 3 lbs.

Potion Ring

Power Item: 2 FP

Suggested Origins: Magical.

These rings are a plain brass bands set with a piece of irregular crystal, colorless or red, depending on whether an elixir is stored within. They seem like cheap costume jewelry (at best) but are especially prized by adventurers.

Properties

Swirl this ring in a potion or other magical liquid, and it drains the effects of the potion into itself. The wearer may instantly trigger the elixir’s effect at a later time with a Concentrate maneuver. The ring may store only one elixir at a time. If the user does not know what the elixir is, an Identify Spell or Analyze Magic spell cast on the ring can reveal it. The bearer cannot cast the elixir on anyone else. The ring must touch skin by being worn in an ear or the nose or on a finger, but not on a neck chain, kept in a pocket, etc. The ring’s crystal turns dark red when an elixir is stored and returns to colorless once it has been discharged.

Variations

The wizard Black Jans of Cashamash (and occasionally of Stericksburg) originally developed the ring for his duels with his rival, Levan. Other people soon made copies. Originally meant to hold a dose of universal antidote elixir to counter hostile elixirs, its usefulness in holding beneficial elixirs has made that usage more common. Therefore, versions that *only* hold beneficial elixirs – or hostile ones, or only a specific elixir – might also exist.

Weight: neg.

Protective Ring

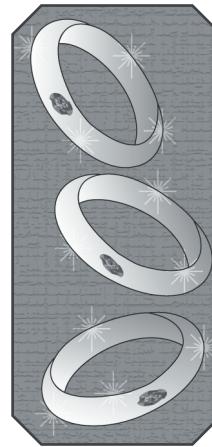
Power Item: 7 FP

Suggested Origins: Divine or Magical.

This silver ring (worth \$750) is carved with runes from many different languages denoting protection.

Properties

The wearer gains +2 to resistance rolls of all kinds – against magic, poison, disease, supernatural powers, etc. The user



also gets +2 to rolls to avoid death and to resist death effects or to recover from mortal wounds (not cumulative with the above – the net bonus is +2). Someone can only benefit from one such ring.

Variants

Multiple variations of the Protective Ring may exist.

- *Generous Protective Ring*: Unproven rumors claim a variation exists that provides the same benefits as the Protective Ring to the user – and everything the wearer is touching or who is touching the wearer – including foes!

- *Most Splendid Protective Ring*: The normal version is a copy of the unique (and long-lost) Most Splendid Protective Ring. As above, but it gives +4 to resistance and death-related rolls, and +2 to any rolls to revive the wearer (Awaken spells, Resurrection, Esoteric Medicine rolls to recover from mortal wounds, etc.).

Weight: neg.

Rune of Impact

Power Item: N/A

Suggested Origins: Magical.

This one-shot consumable weapon enhancement is more properly a runestone than a rune. It is a 1"-diameter, 1/4"-thick disc of stone. It is marked with the dwarven word for “destruction.” Many copies of this item exist.

Properties

A rune is attached to a weapon (including a throwing weapon or sufficiently large missile) – hold it to the hilt, handle, or head, take a Concentrate maneuver, and will it to attach. Removal is just as easy, taking a Ready maneuver. Using a rune doubles the ST of the bearer for attack purposes, for *one* attack. However, it’s very strenuous on the weapon. The weapon takes the same amount of damage inflicted by the attack, possibly breaking or destroying the item. The rune disintegrates into dust after the weapon hits something solid (regardless of whether any damage is done).

Weight: neg.

Statuette of the Death Goddess

Power Item: N/A

Suggested Origins: Cosmic or Divine.

A 6" statuette of some strange black stone shaped in the form of a woman carrying two shields and four swords. It’s not clear if it is, in fact, an image of a death goddess, but the name has stuck based on what it does.

Properties

When held in the hand and given a command, it comes to life as a six-foot tall version of itself – a death goddess (p. 16). The statue obeys the commands of the person who activates it, and no other. It lasts for 24 hours, or until destroyed, whichever comes first. After that time, it crumbles into dust.

Weight: 1 lb.

DEATH GODDESS

The death goddess is a golem-like construct in the form of a 6'-tall, six-armed woman armed with four curved swords and two shields. It is made of some unknown black stone. It projects a magical field around its swords that allows them to shear through armor with ease. The swords, however, are usually mundane.

Death goddesses can be found outside of statuette form as well – usually guarding dark temples or in the ruins of ancient cities overgrown with jungle and plagued with evil. They aren't themselves evil, however; rather, they are constructs who simply follow orders. The name is merely evocative – they are neither aspected to death, particularly, nor are they goddesses.

ST: 20	HP: 20	Speed: 7.50
DX: 15	Will: 12	Move: 8
IQ: 8	Per: 12	
HT: 15	FP: N/A	SM: 0
Dodge: 11	Parry (x4): 14	DR: 5
	Block (x2): 14	

Scimitar (20): Four attacks for 3d+3(2) cutting *or* 2d(2) impaling; Reach 1. Usually launched as a Deceptive Attack -2 (4 in 6, effective skill 16) or Deceptive Attack -4 (2 in 6, effective skill 12).

Traits: Automaton; Cannot Learn; Combat Reflexes; Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Arms 4; Extra Attack 3; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous; No Blood); Pressure Support 3; Reprogrammable; Temperature Tolerance 10; Unfazeable; Unhealing (Total); Vacuum Support.

Skills: Broadsword-20; Shield-20.

Class: Construct.

Notes: Cannot negotiate. Carries four steel scimitars and two medium shields (DB 2) made of the same mysterious material as the statue. Dull-witted but fights intelligently. While it can engage multiple foes, it generally tries to attack one target as much as possible. Disintegrates into dust when destroyed, leaving only four normal-quality scimitars (\$600, 3 lbs.); its shields are part of the statue and disintegrate with it.

duplicates were deliberately made as “cursed items” – see *Curses!*, p. 14.

Properties

- **Stubborn Will:** The wearer gains +3 Will and the Immovable Stance skill at DX (if they already know that skill, they get +2 to it).

- **Stubbornness:** The wearer also gets Stubbornness. If forced (magically, physically, or through trickery) to go along with another's plan, the bearer is at -3 for all voluntary actions while doing so. The ring can be removed with Remove Curse, which the user does their utmost to resist. Remove Curse also suspends all of its effects (positive and negative) for all wearers for 1d days.

Weight: neg.

Wand of Electricity

Power Item: See below

Suggested Origins: Magical.

This is a thin, 8"-long wand of nickel and iron, decorated with tiny runes, pictographs, and letters associated with electricity and lightning. It's hefty, but is too short and thin to make an effective weapon.

Properties

- **Conductor:** When held in the hand (or carried in a case, holster, or webbing without insulation), the bearer takes +1 damage per die from electrical attacks. The bearer also resists any electrical-based effect at -1.

- **Electrical Magic:** The wand allows the caster to use the following spells at skill 20: Lightning, Explosive Lightning, Spark Cloud, and Shocking Touch.

- **Power Item:** The wand acts as a 20-FP power item, but only for its own spells *or* for identical spells cast directly by the caster.

Weight: 1 lb.

Variations

Statues that transform into a creature to fight on behalf of the user need not be limited to Harryhausen-inspired six-armed killers. Animals (giant and otherwise), golems, ogres, simulacra of gods or godlings (of much reduced power), ancient warriors, etc. are all appropriate choices. Statuette versions use the same statistics as the base creature, but possibly with additional DR (if they're stone or metal instead of flesh), increased ST, or special powers such as resistances and extra attacks.

Stubborn Ring

Power Item: 8 FP

Suggested Origins: Magical.

These magical gold rings are not unique, though they are uncommon. The original might have been accidentally warped through misenchantment, but it is clear that several

Variations

Although the Wand of Electricity is the only version found so far in Felltower, similar wands might exist for other elements.

- The Wand of Cold is made of a permanently frozen icicle. Replace the spells with Frostbite, Ice Dagger, Ice Sphere, and Rain of Ice Daggers. The bearer takes +1 damage per die from cold attacks and resists cold-based effects at -1.

- The Wand of Fire is made of hardened coal. Replace the spells with Burning Touch, Explosive Fireball, Fireball, and Rain of Fire. The bearer takes +1 damage per die from fire attacks and resists fire-based effects at -1.

- The Wand of Stone is made of a sliver of stone. Replace the spells with Flesh to Stone, Sand Jet, Stone Missile, and Rain of Stones. The bearer doesn't take extra damage from earth-based attacks but resists Earth spells or petrification attacks at -2.

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