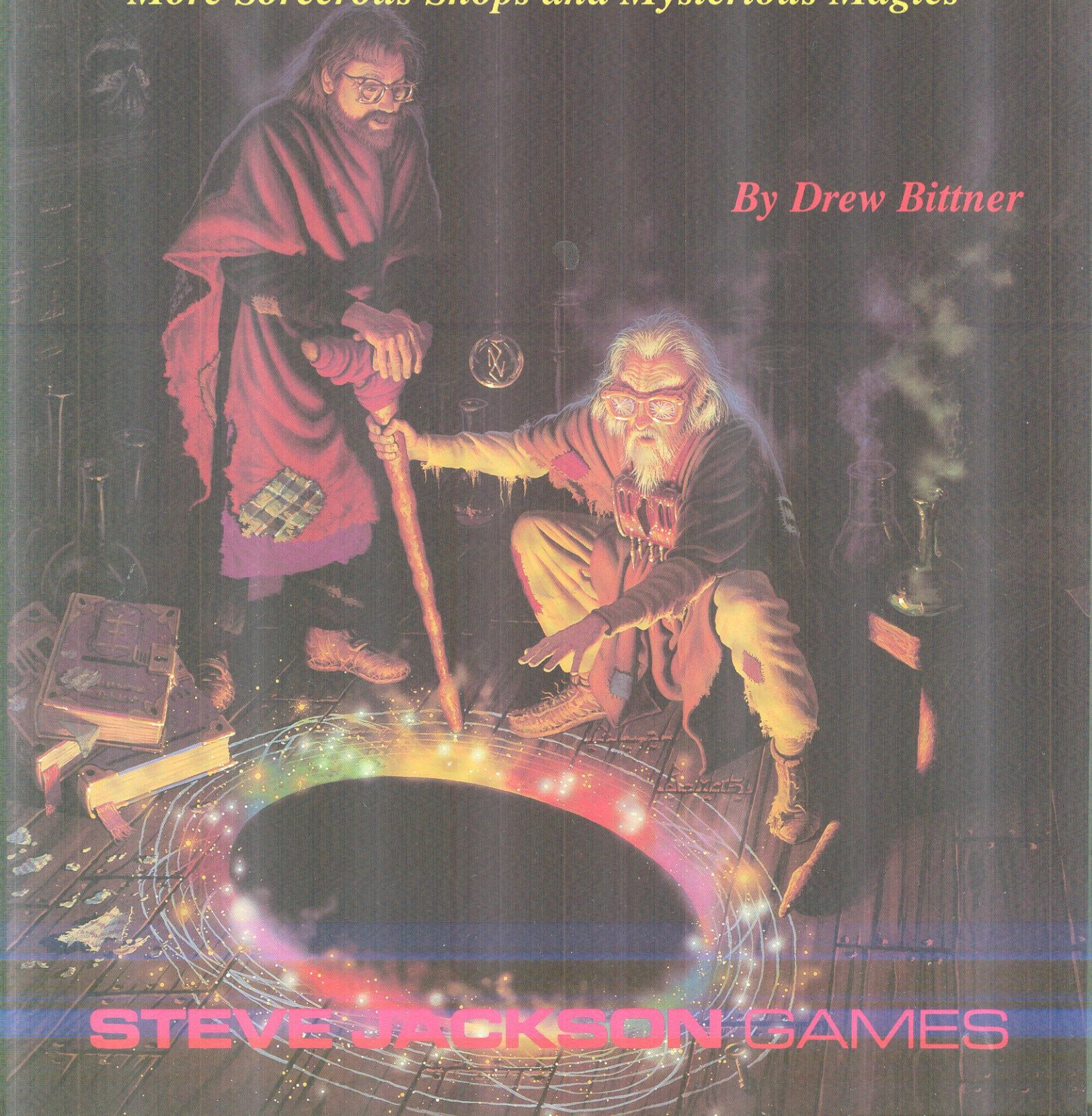


GURPS®

MAGIC ITEMS 2

More Sorcerous Shops and Mysterious Magics

By Drew Bittner



STEVE JACKSON GAMES

GURPS[®]

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More Sorcerous Shops and Mystical Magics

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Special thanks to Glenn Evans for technical support.

Dedicated to my family and friends, who made it all possible.

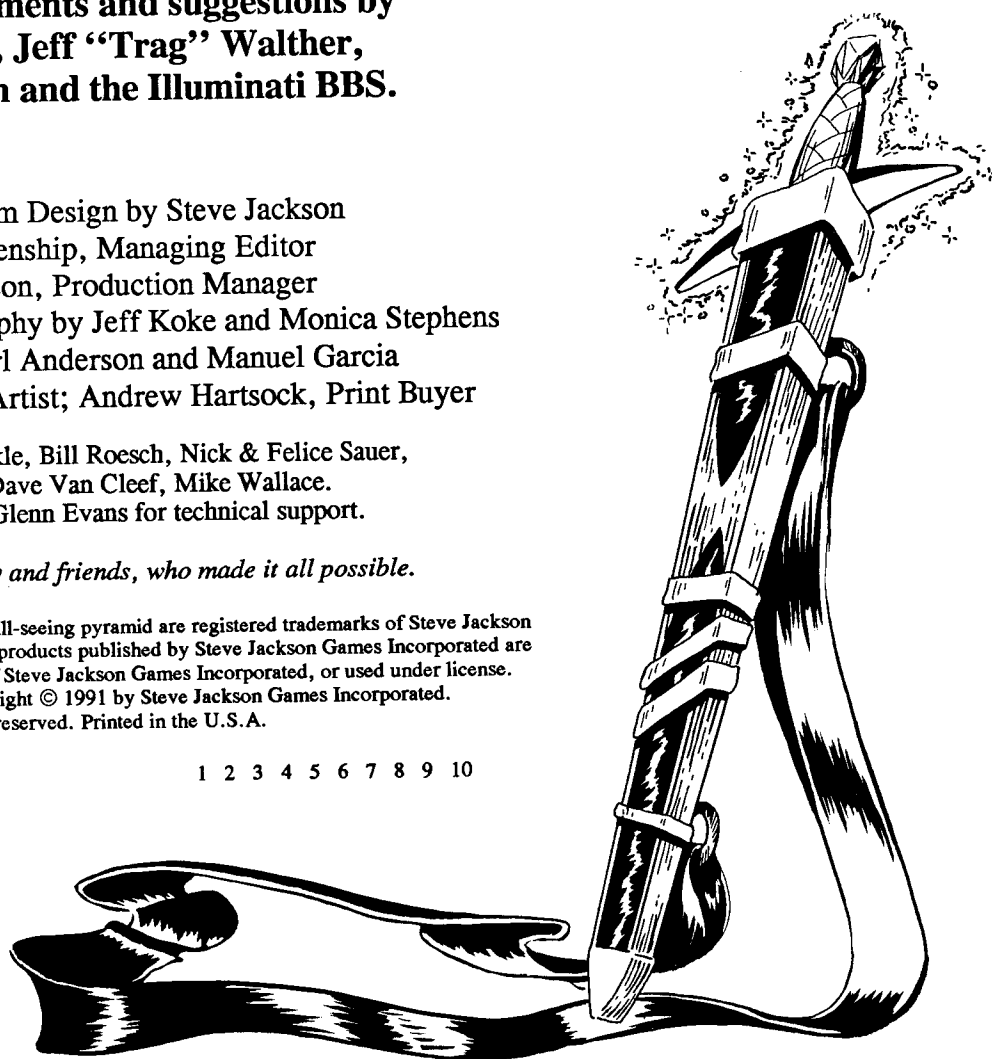
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ISBN 1-55634-207-1

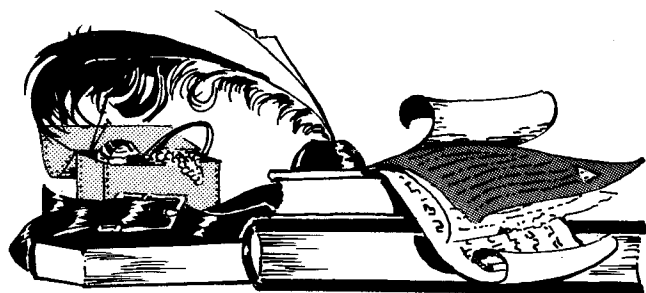
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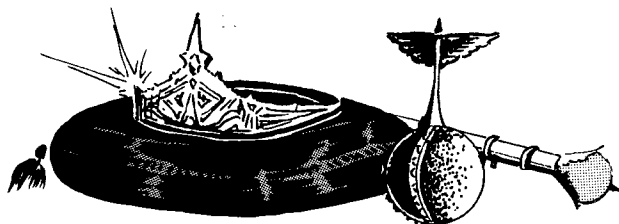
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INTRODUCTION

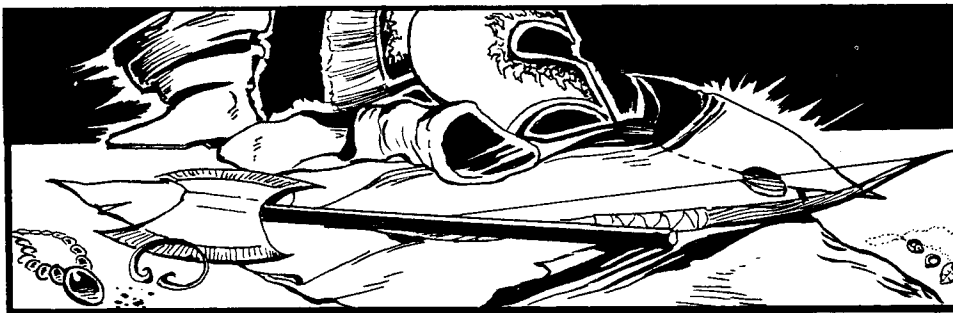
"You find a sword that seems to be glowing . . ."

Music to the ears of the fantasy adventurer! Glowing swords, animated armor, gems that feel warm to the touch — both the novice and the veteran quester get chills when they find items like these. Magic throws a dash of spice into the bubbling broth of fantasy gaming.

GURPS Magic Items 2 is the second collection of magical devices, implements, artifacts and wonderments for the **GURPS** system. This book provides GMs with new goodies to give players, restocking the shelves plundered after **Magic Items** was published.

Use of this book requires the **GURPS Basic Set** and **GURPS Magic**. These items assume a standard fantasy campaign, but they will work in any **GURPS** setting. Although **GURPS Fantasy** and **Magic Items** are referenced, they are not required.

This book includes several shops that didn't fit into the first volume, along with more of the old favorites. Here you'll find swords and armor, bardic, political and religious magic, along with magic for pets, domestic items, enchantment for travel and adventure and much more.



Magic Items 2 also includes additional guidelines on enchanting objects, using some of the alternate magic systems offered in **GURPS Magic**, and 17 new magic vendors for bizarre and exciting encounters. Some of the secrets and mysteries behind magic shops themselves are also explored.

As with **Magic Items**, this book is meant as a springboard for GMs looking for new ideas. Nothing presented herein is set down as law, and the GM is free to alter, add on to or ignore anything in this book.

Thanks to all who submitted item designs or ideas for this book. Many were superb and showed tremendous creativity, but space considerations limited the number we could include. Underwater and High-Tech Magic had to be cut, as did many items considered for the existing shops. Subterranean and Spaceborne Magic never even made it to the rough draft stage.

In choosing what to include, I stuck with the best-written and best-developed entries; when ideas were duplicated, the best features of each were included. As promised in **Magic Items**, any ties were decided by postmark. The early birds got the worm.

Don't lose hope. We've still got the submissions on hand. Should another volume of magic items see print, we're sure to need your ideas more than ever. Do you want to see more? If so, let us know! There could be a **Magic Items 3** in the next mystical bookshop you visit . . .

— Drew Bittner

About GURPS

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

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those who have computers, SJ Games operates a multiline BBS with discussion areas for several games, including **GURPS**. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the **GURPS Basic Set**, Third Edition. Any page reference that begins with a B refers to a page in the **Basic Set** — e.g., p. B102 means p. 102 of the **Basic Set**. A reference that begins with M refers to **GURPS Magic**, and MI refers to **Magic Items**. An F refers to **GURPS Fantasy**.

About the Author

Drew Bittner is a graduate of Rutgers College and has been a freelance magazine writer and book reviewer for the past few years. He is an old hand at roleplaying, which he began in 1977 — about the same time he started reading Tolkien.

His hobbies include reading (his collection of fantasy and science fiction literature has inspired amazement in visitors), writing fiction (he vows to complete a fantasy novel by the end of 1992) and acting in local theater, which provides an additional outlet for his roleplaying skills.

Following a brief stay in Los Angeles, he has returned to New Jersey where he lives near the shore and writes two newsletters for a living.

Magic Shops

New Spells and Research

Many of the items in this book use spells that are not described in *GURPS Magic*. The ambitious PC mage may wish to research such spells — see p. M15. Some are easier than others:

Unknown

This indicates that scholars have no idea how the item was made. It could even be extraplanar or divine in origin. Research could be at -10, or simply doomed to failure.

Hypothetical

Some spells are not publicly known — but scholars infer their existence from the existence of several magic items with common principles. Such a spell might be researched at -2. This depends on whether the GM wants the spell to exist, how useful and/or expensive he decides it will be, and whether the spell's likely prerequisites can be deduced.

Unique

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

Variant

This refers to an item that is made with a slightly unusual version of a known spell. The GM may rule that variants are also known; in this case, any enchanter who knows the spell can use the variant. Usually, variants are harder to cast than the base version. Some variants are *easier* to cast, but limited in their effects.

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

Lost or Secret

This spell exists — no doubt about it — but it's not in common grimoires. Secret spells are secret because the creators aren't sharing their information. A lost spell was usually the secret of a small group, who died without passing it on. Research such a spell with no special bonuses or penalties except those the GM assesses based on the value of the spell itself.

Holy

Some holy items cannot be duplicated because they do not contain spells in the normal sense of the word. Most items that have holy enchantments were created spontaneously by deities or have been infused with a diety's essence through religious rituals. Items that have only holy spells do not radiate magic, but can be detected by someone who is Blessed (see p. M85) or has the Clerical Investment advantage.

Magic is bought and sold in the most unlikely places. Some shops are famous for their wares . . . even the employees would be shocked to find out that their boss deals in magic. If magic is abundant, shops are likely to be open, easily-accessible places where plenty of merchandise is available. If magic is scarce, PCs may have to search years to find a poorly-enchanted sword. Most campaigns fall somewhere in between.

Where magic shops are abundant, they'll be easiest to find in large cities and especially in places that have "Wizard's Quarters," Mages' Guilds or something similar. Well-known shops will have magical security, in the form of Teleport Shields, Scrywalls, Magelocks and so on, not to mention fine locks, alarms, dogs, guards and so on. Less famous shops may not be as elaborately protected, but a shop without any kind of security won't stay in business very long.

This book revisits the 10 types of magic described in *Magic Items*, giving new examples of each, and describes seven new ones. Each chapter gives a brief overview of the way that particular type of item is commonly created and traded. Also included is a list of spells useful in creating magic items for that particular shop; Movement spells for Travel Magic, Animal spells for Pet Items, and so on. The sidebars introduce new non-player characters as "color" to liven up a city or town environment.



The bulk of each chapter is the catalog of magical items that would be found in that particular type of shop . . . as well as a few that fall under its category, but wouldn't be for sale. Each item includes a list of *Components*, or the spells used to enchant those items. Sometimes the list will include "unknown" or "secret," meaning that most enchanters do not have access to those spells, and the item may actually be unique. An *Asking Price* is suggested for each item, but it is only a *suggestion*; raising or lowering the prices, within reason, may be necessary to balance magic against fighting prowess and street-smart adventurers. Each description includes a sentence or two about appearance and origin. These can be used as is or changed entirely; it's up to the GM. If a magical device is (or becomes) important in the campaign, the GM will want to develop its background in detail, but this doesn't all have to be done at once!

Some of the descriptions include references to cultures and races from *GURPS Fantasy's* world of Yrth. This is not to imply that these items must come from Yrth, nor is *Fantasy* required to use this book. The GM can adapt any magical items to match the style and power level of his campaign.

1

ENCHANTMENT

Fantasy fiction includes a vast array of different magical systems; there are as many ways of creating magic items as there are authors. The basic *GURPS* rules are deliberately “generic,” drawn from the mainstream of fantasy. They work well for some backgrounds, less well for others. This chapter offers several alternate systems for enchanting magical items, expanding on some rules and adding others.



Holy magic, for instance, receives much attention from some fantasy authors (most notably in Katherine Kurtz's *Deryni* books and David Edding's *Elenium* series) but many GMs neglect it, beyond the occasional relic or healing item.

Churches that scorn magic as the work of the Devil may nevertheless employ it themselves, indulging in delusions about their "blessed" witchfinders — or the witchfinders may really *be* blessed, or at least have supernatural aid that doesn't fit the normal pattern of magic. It is even possible to run a campaign in which a wizard must make a demonic pact to gain power, implying that all magic is evil . . . and anyone owning a magic item is tainted. Or magic can come in very different varieties, perhaps created in wholly different ways by the opposing sources — Universal Good and Evil, or just competing enchanters.

Likewise, primitive man has had many beliefs about the gods

and their role in the world. Shamans make magic items from symbolic elements, using the magical principle that "like affects like." Primitive tribesmen might be very reluctant to sell their prized magic items, whether or not they really work — money can't buy their gods. They might barter for obviously superior magic or for tangible merchandise they desperately needed.

Primitive magic relates directly to survival: hunting, finding food and keeping it edible, and so on. Other types of magic items are uncommon. Primitive folk rarely have time or energy to spare on luxuries.

Items can also be enchanted by improvised means. This offers many possibilities to GM and player alike, especially since such items may spontaneously develop interesting quirks (see *quirking*, p. 9).

Holy Enchantment

Although fantasy fiction often depicts religion as a relentless enemy of wizards, churches can also have their own magic items. These could be holy relics, hidden and guarded, or items for everyday use. Of course, some "holy" items are not really magical; their powers are all in the mind of the believer. But a fantasy religion might possess real, potent magic, either created by magic-using priests (as described below) or directly granted by a higher power. An item that is a literal gift of the gods can be unique and need not follow the rules that apply to mortal creations — but such a holy treasure isn't likely to become a permanent possession of a player character.

Many "holy" items can only be used by (or on) someone with the appropriate Clerical Investment, and some require the user to be Blessed. Some may even destroy themselves, or their users, if they fall into the wrong hands or are used in improper ways. In game terms, this is accomplished by a Limit spell.

Over the ages, many holy quests have been declared to retrieve lost magic items from infidels or enemy sects, to keep them from destruction or defilement by enemy faiths. And some of these quests have led to large-scale wars!

A militant holy order might even mount a strategic "first

strike" to destroy or disrupt an enemy sect's enchantments. Entire armies have fought and died over scrolls or talismans that are more symbolically important than magically powerful.

Some religions do not oppose secular magic but actively embrace it. The Manites of Yrth, for one, believe that a talent for magic is a sign of divine favor. They grant Clerical Investment to practicing wizards, whether they want it or not (GMs should not make players pay the cost for this advantage unless they intend to become full-fledged Manite priests). Manite congregations eagerly help enchanters — to benefit from the magic and to further their beliefs. This religion makes an excellent Patron for an enchanter PC, though the advantages are balanced by drawbacks; the Manites have many ecclesiastical enemies and are considered a heretical cult. (For more information on the Manites, see p. F25.)

Many fantasy worlds have several religions, each with a different attitude toward magic, whether they use it or not. The most magic-intolerant religions believe their spell-casting priests are blessed with divine guidance — but they would execute an old woman who was even *suspected* of using witchcraft. And magic-embracing religions may endorse frauds because they want magic so badly they delude themselves. A significant part of any campaign is learning how magic and religion mix.

Enchanting Holy Items

The procedure for creating holy magic items differs from that for "ordinary" ones. One major difference is the enchanter. A clerical enchanter must have the 15-point Clerical Investment advantage, and be Blessed (see p. M85) to start. He must know Enchant and at least one spell from 11 different colleges. He doesn't need Magery to use these spells, however. Divine favor gives him the ability to channel his deity's power, which is his "magic." These requirements can, of course, be adjusted for a particular campaign. (Note that, unlike Magery, both Clerical Investment and Blessed advantages may be gained during play.)

A clerical enchanter must be purified in body and spirit before he may begin enchanting an item. Any curse or malign magic must be negated and the enchanter must fast, pray and perform a vigil over the item. The length of the vigil is equal to 10% of the time the enchantment itself will take — a minimum of one day.

A clerical enchanter can only make items that fit his deity's personality and sphere of influence. Arrylis the Healer's priests can't make a Death-Spear, nor can Tvark the Lord of Insanity sponsor a Ring of Plant Influence . . . unless it is limited to making the plants behave insanely!



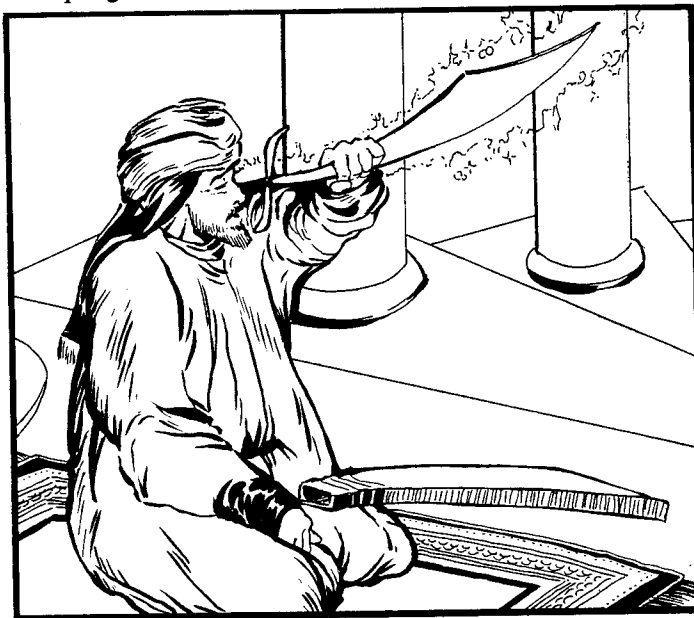
The enchanter must know all the spells he wants to invest in his item. GMs can make an exception if they choose to allow divine intervention, although this should be extraordinarily rare; deities don't normally get involved in mundane matters. An appeal made when creating an item of special importance might be considered by the deity, who can charge the maker with making suitable recompense after the item is completed, perhaps even wielding the item on the deity's behalf.

Unlike standard magic items, holy items must be high-quality — fine or very fine — and must have been crafted by one who shares the enchanter's faith. A lengthy enchantment may involve great ritual . . . altar boys lighting candles, deacons reading passages from holy books, prayers sung and spoken, incense-burning censers perfuming the air while holy water is splashed on everything within reach. At the end, the final skill rolls are made as for a regular enchantment.

Of course, the specifics of the ceremonies differ from faith to faith. In some cases, it would be a private, monastic process. Primitive or pagan religions may require sacrifices, blood rituals or rhythmic dances. And the "holy" items from evil faiths are enchanted though consecration rites too ghastly to mention.

If the consecration of the item is a failure, this is taken as a sign of divine displeasure. The failed item is ritually destroyed

and the enchanter must meditate on his failure. If the failure was extreme, he may volunteer to redeem himself with a quest before attempting another enchantment.



Cantrip Enchantment

Cantrips are spells in verse. Mages create magical effects by composing rhymes. A good example of cantrip enchantment can be found in Piers Anthony's *Apprentice Adept* series.

In cantrip enchantment, the enchanter creates unique rhymes and speaks them over the object being enchanted. The longer and more specific a rhyme is, the better the enchantment is likely to be. For protective spells, like Deflect or Fortify, GMs can require a minimum of four lines per spell (each +1 to the protection counting as a separate spell). Any spell to be cast through the item, such as Fireball or Lightning, requires four lines for every point of power that can be applied to it. In other words, if the enchanter wants to be able to cast a 3-point Fireball with an item, he has to come up with 12 lines of rhyme about fireballs. This does *not* mean the Fireball will have 3 points of Power; Power is a separate enchantment.

Cantrip enchantment's biggest drawback is that items enchanted through this method always develop at least one quirk. The GM can use the optional quirking rules on p. 9 or develop his own method for determining quirks. Cantrip enchantment's major advantage is that it is fast. Even in combat, new weapons or protections can be made. The spellcaster only has to find the necessary power, recite a rhyme and make a roll against his IQ + Magery for the enchantment to take effect. The GM should give bonuses or penalties based on what he deems to be the quality of the poetry. This is purely subjective, but some consid-

eration should be given to rhyme, meter, metaphor and other poetic devices.

If players are good with poetry and able to abuse the "rhyme = spell" nature of cantrip magic, then GMs can limit items' power or duration. Otherwise, a good cantrip enchanter could make a dozen items by writing a dozen rhymes.

Another way to control this technique is to limit the items' usefulness to the cantrip wizard himself. If the item is given to someone else, the enchantment dies and the item becomes ordinary. This prevents the cantrip wizard from making thousands of dollars quickly by hacking out a poem or three. Additionally, the GM can require that the user of the item recite *another* poem each time the item is used.

The greatest limitation is energy cost. Cantrip-created items don't cost the wizard any less energy to enchant than their counterparts.

GMs should also remember that cantrip poems only work once; after that, the Powers That Be no longer respond to those words. To enforce this, the GM or the player should write down each poem used in cantrip enchantment. That should make most players leery of running through lots of poems quickly — they might be stuck for a rhyme when they really need one!

For more information on Cantrip Magic, see the sidebar on p. M86.

Primitive Enchantment

If mana had been around in prehistoric times, humans would have discovered it. Not only that, but shamans would have found ways to appeal to the Great Dog Spirit or the Wolf-Mother to strengthen their magic, using totems, fetishes or weapons. So . . . in a world with magic, even the primitives will know spells. For a *GURPS Ice Age* game, being able to enchant items can become a matter of survival when facing saber-toothed tigers and woolly mammoths.

Primitive magic is highly symbolic. The enchanter must gather objects that are directly related to the magical effect he

desires. An arrow for slaying deer could require an antler from a living stag, for example.

Native Americans pursued Vision Quests (see *GURPS Old West*) to gain material and spiritual elements for their "medicine," while the cave paintings of primitive *Homo sapiens* may have been ritual preparation for the hunt. Shaman PCs should create an appropriate ritual, while the GM decides what things must be collected to create the desired item.

A good way for the shaman to discover which items must be collected is to have it come to him in a dream. This way, the GM

can convey the exact requirements and limitations of the necessary items.

Example: Brak of the Dog Tribe wants a spear that will slay saber-toothed tigers. He consults Nogu, his tribe's shaman. Nogu tells Brak he must gather the following things: a tooth from a living saber-toothed tiger, a handful of feathers from a great eagle, a staff of wood from an oak tree in the middle of a haunted forest and the blood of an enemy from the Bear Tribe, slain in single combat without spilling blood. It's a demanding list, but after many adventures, Brak gains these items. He returns and Nogu crafts the spear with them, binding the tooth to the wood, tying the feathers below the tooth with a leather cord

Improvised Enchantment

Improvised Magic offers GMs and players ultimate flexibility in creating spells spontaneously (see p. M80). In the same vein, Improvised Enchantment is also spur-of-the-moment. An enchanter procures an object to be enchanted, determines which words are required, puts the appropriate amount of power into the object and rolls his skill vs. the required nouns and verbs.

The GM and the player should consult and decide which nouns and which verbs are required for the enchantment. One of the words must be the noun Magic, which is cast at a -2 to the enchanter's skill with that word.

If the Improvised Enchantment is a Quick-and-Dirty enchantment, the enchanter's modified skill with each of the words must be at least 15, and all the power must be gathered at once. The mage can do this by using a powerstone, or he can have helpers (who can each have one powerstone). Each assistant gives the mage a -1 penalty to his skill roll for the noun Magic. If this skill level drops below 15, he cannot perform the enchantment. The assistants do not need to have magery or know any words; they are just lending energy.

If the object is enchanted by the Slow-and-Sure method, it is done exactly as presented on p. M18. The words are cast over the object on the last day, and if all of them succeed, the object is enchanted. For either enchantment method, the GM may give a slight positive modifier to the skill rolls (+1 or +2) if the enchanter made the item himself.

Example: Hinkum the Enchanter wants to make a sword doing above-average damage. He has the Verbs Create-17 and Strengthen/Repair-17 and the Nouns Earth-17 and Magic-20. He can only use three assistants (or his skill goes too low to succeed in the enchantment), so he opts for the Slow-and-Sure method. He and his assistants work on the enchantment for 84

boiled in the Bear Tribesman's blood. These elements provide magical power to the spear, making its touch baneful to the great cat. The GM decides that Brak suffered much travail to get this item, so he bestows Accuracy +1, Puissance +5 and Bane versus saber-toothed tigers (but only Puissance +1 against any other creature) on the spear.

Other deities may impose much harsher requirements, such as the killing of a major demon, or even the removal of a pernicious tribe from the deity's sacred land. War and hunting gods demand the most, while fertility or healing deities may request only token payment.

days (250 points of energy for +1 Puissance divided by three enchanters), and he strings the words together and casts them (Magic at -2). Succeeding on each, Hinkum the Enchanter has just made a magic sword.

If Hinkum had wanted to enchant an arrow, rather than a sword, he could have done it using the Quick-and-Dirty method. The 25 required points of energy could easily be divided among him and his three assistants, and the enchantment would only take an hour instead of three months!

Although the flexibility of Improvised Magic makes it attractive to enchanters, who can "customize" objects, there are drawbacks. Improvised items are more susceptible to Quirks than ordinary items (see p. 10).



Runic Enchantment

Rune-users have the same flexibility as Improvised enchanters, but the process is different, requiring more intensive work with an object to create a permanent effect.

The rune-mage must first create the item personally. Purchases cannot be enchanted. Runes are chosen and combined to achieve specific effects. GMs and players discuss the item's powers and study the list to find the appropriate runes, which the mage then inscribes on an item he wants to enchant. An enchanter rolls against his skill in the rune being inscribed and against his skill in working with the object (Armourer or Blacksmith for a weapon, Sculpting for stone, and so on). If both rolls succeed for each rune inscribed, the object is successfully enchanted.

Using a Runic item costs the user normal fatigue for the spell. Time to enchant an item is based on the energy cost. Each re-

quired energy point adds one day to the enchantment (or half a day if Activate Runes must be used to trigger the item). For instance, an object with the Swim spell would cost 1,000 energy points to enchant. A rune-mage, using the Move/Travel and Water runes, would need 1,000 days (nearly 17 months) to create the item if he doesn't want to cast Activate Runes to use it. If he doesn't mind casting Activate Runes, it only takes half as long to make.

None of this time takes into consideration the time required to construct the item. That is a separate task (see sidebar, p. M82, for an example).

Whenever a critical failure is rolled when attempting to use a Runic Item, the enchanted object takes 5d of damage, possibly destroying it.

Aspected Mana and Enchantment

Aspected mana can become a tool for balancing the power of magic use in a campaign. If aspected mana is intrinsic to the magic of a campaign, it plays a significant role in the enchantment process.

Aspected mana is more conducive to some kinds of magic than to others. Battlefields acquire death-aspected mana, active volcanoes are fire-aspected, and so on. For a more comprehensive description of aspected mana, see p. M84.

In terms of enchantment, the enchanter would receive a +1 or +2 to his skill when creating an item compatible with local aspected mana. Energy costs could be decreased, especially if

the mana level is High or Very High, but should never be less than 75 % of the normal cost.

Likewise, creating a contrary item, opposed to the ambient mana, would be at -1 or more, with increased energy cost as well. Inscribing a Spellbook (see p. 40) is more difficult near a live volcano than in a library, just as crafting a fire-elemental-controlling ring would be nearly impossible on a raft in mid-ocean.

Aspected mana can also improve or reduce the effectiveness of magic items, changing the amount of Fatigue an item costs to use or modifying the target's resistance to a spell. The benefits should not be more than +2.

Quirking (Optional Rules)

Magic can be unpredictable. In some worlds, it is beginning to be understood scientifically (Rick Cook's *Wizard's Bane* and *Wizardry Compiled* are both recommended), but wizards still prefer tried-and-true spells handed down across generations. And even so, unpredictable side-effects — quirks — can occur when a magic item is created.

Quirks occur when enchanting an item is a borderline success. If the enchanter succeeds exactly or by only 1 point, the item is quirked. If the spell is experimental or the caster has never used it before, a quirk will appear on a success by 2 points. The more spells an object has on it, the more likely it is to be quirked, since each enchantment brings a separate chance of quirked the item. Items with multiple enchantments can have multiple quirks.

Powerstones are the best examples of quirky magic items, often having individual peculiarities. But any sort of item can have peculiar features, some of which may be actual drawbacks. Items may instill disadvantages or require an elaborate activation process; these are all quirks.

An item may appear "cursed" by a quirk, but truly cursed items are *deliberately* designed to have drawbacks. If a cursed item has quirks, they might even be minor benefits. (Not that it matters to the victim, as he hops about and croaks, whether that ring was *supposed* to do what it did.)

The GM controls when quirks are first noticed. They can appear as soon as the item is purchased . . . or they can remain concealed, to "go off" in the middle of combat, during a tense negotiation or while the party is attempting to rob a rich noble's mansion. The user may never know what quirks his item has, just that it often refuses to work, or worse, works when he doesn't want it to.

The following tables are useful in determining what quirks an item manifests. They are by no means comprehensive — in fact, they barely scrape the surface of the thousands of different quirks that are possible. These effects should be taken as examples, and the GM should feel free to individualize them or make up completely new tables. The spirit of quirks, and the reason they are fun, is that the possibilities are endless.

Quirk Type (roll 3d)

3	Object's powers slightly enhanced or additional minor power manifests — don't roll for severity.
4-7	Limit on who can use item (or who it will affect)
8-9	Limit on how item can be used
10-11	Effect on item itself, all the time
12-14	Effect on item itself, only when used
15-16	Effect on user, only when item is used
17-18	Effect on holder of item, all the time

Quirk Severity (roll 3d)

3-8	Minor
9-11	Moderate
12-14	Major
15-17	Severe
18	Catastrophic



Limit on who can use item:

Note that, for items which are used on people, these categories can also be used for "Limits on who item will affect."

Minor: Almost everyone (e.g., "no redheads").

Moderate: Half the population (e.g., "men only").

Major: Under 10% of the population (e.g., "only Elves").

Severe: Far less than 1% of the population (e.g., "men over 90").

Catastrophic: Almost nobody (e.g., "bald virgins only").

Limit on how item can be used:

Minor: Some trivial ritual or condition is required (e.g., "Say 'Fly!' to make the amulet lift you").

Moderate: Some non-trivial but easy condition is required (e.g., "User must not be wearing any green," or the item will only work about half the time, in some predictable way (e.g., "Won't work after dark").

Major: Some difficult condition is required (e.g., "User must sit in a tub of bat blood to invoke item"), or the item will work only about 10% of the time (e.g., "Only within an hour of midnight").

Severe: Some very difficult condition is required (e.g., "User must hop on one foot for six hours before invoking item") or works less than 1% of the time (e.g., "Only within ten minutes of midnight during June").

Catastrophic: Item will only work under certain ridiculous circumstances (e.g., "User must walk 5 miles down a city street, backwards, naked and painted blue, before invoking item"), or only a tiny percentage of the time (e.g., "Only during an eclipse of the sun").

Effect on item itself, only when used:

Minor: Item hums gently, buzzes, glows, sparkles, etc.

Moderate: Item glows or flashes very brightly, makes a sound that can be heard easily from 10 feet away, attracts trivial wildlife.

Major: Item creates a loud and offensive sound or an unpleasant and persistent odor, attracts dangerous wildlife.

Severe: Item angers bystanders severely (in any of dozens of ways, mundane or magical).

Catastrophic: Item becomes red-hot, screams or flashes intensely enough to cause harm, flies off at the speed of sound, etc.

Effect on item itself, all the time:

Minor: Item has a very quiet hum, very dim glow, etc.

Moderate to Catastrophic: Any of the above effects becomes one level more severe if it applies to the item all the time. An effect which is "catastrophic" when it happens only upon use would be unbearable if it continued constantly.

Effect on user, only when used:

Any of these is one level less severe if it affects less than half of all possible users. Any of these is 1 level more severe if the effects last for 10d minutes afterward rather than 1d minutes.

Minor: User feels some specific emotion; user's hair and fingernails grow by an inch; user loses train of thought; user becomes voraciously hungry.

Moderate: User takes 1 (extra) point of fatigue; user feels some very strong emotion toward a nearby person; user performs some irrational action on activating item (e.g., shouts "Bazooka! Bazooka!", or throws the item as far as he can).

Major: User takes 1 point of injury; user takes 1d or less of (extra) fatigue; user behaves in some irrational but harmless fashion while using item and for 1d minutes afterward; user loses 1 point from a basic attribute while using item and for 1d minutes afterward.

Severe: User takes 1d or less of injury; user suffers a disadvantage worth -10 points or less for 1d minutes while using item and for 1d minutes afterward; user is followed for 1d minutes by a small raincloud, complete with rain.

Catastrophic: User takes more than 1d of injury; user suffers a disadvantage worth more than -10 points while using item and for 1d minutes afterward.

Effect on holder of item, all the time:

Note that any of these effects becomes a level more severe if it lasts for 1d days after the item is dropped, or two levels more severe if it is *permanent*.

Minor: Holder gains a personality quirk, possibly related to the item.

Moderate: Holder undergoes minor change in appearance (e.g., hair color, height, eye color); some small class of people react to holder at -2.

Major: Holder gains a disadvantage (or loses appearance) worth -5 points; holder cannot heal while item is held; holder becomes attractive to some fairly harmless type of wildlife.

Severe: Holder behaves in some foolish way; holder loses 1 level from a basic attribute, gains a disadvantage (or loses appearance) worth -10 points; holder has -3 to HT to resist disease; holder becomes attractive to some potentially harmful wildlife.

Catastrophic: Holder changes sex, species, etc.; holder gains 1d years of age; holder gains a disadvantage (or loses appearance) worth -15 points or more; holder behaves in some dangerously irrational way; holder becomes Cursed; all holder's spells fail on any roll of 14 or more.

Getting Rid Of Quirks

Getting rid of a magical item's quirks is up to the GM. In game terms, it means suspending or dispelling parts of the item's enchantment without ruining its other magical powers. The GM

may decide that magic items are more interesting if quirks are forever.

If a quirk *can* be gotten rid of, it should be difficult and expensive to do so. Some high-priced enchanters specialize in "de-bugging" magic items, but they charge exorbitant fees — and usually require arcane and peculiar spell components which must be provided by the customer. This can trigger an entire adventure.

Quirks for Other Types of Enchantment

Runic and Improvised items that succeed within 1 or 2 of the effective skill number are quirked.

Cantrip items succeeding by 4 or less are quirked — it's very hard to create an item by cantrip without some side effect. The GM should let the actual cantrip suggest the quirk, where possible. Puns are evil.

Primitive items are no more susceptible to quirked than standard enchanted items.

When a truly holy magical item has a quirk, it is probably deliberate, placed there by the enchanter's deity. In game terms, a GM can install quirks in a holy item or relic as he wishes, but should make them have something to do with the deity's purposes — which may or may not be known to the PCs. Perhaps that stupid quirk is really the magic function that will save the heroes in their final battle. Holy items are by definition subject to the whims of their dieties.

Spontaneous Quirking

Items can acquire quirks after creation, picking up their owner's character traits by long association or "catching" another minor spell that is "contagious."

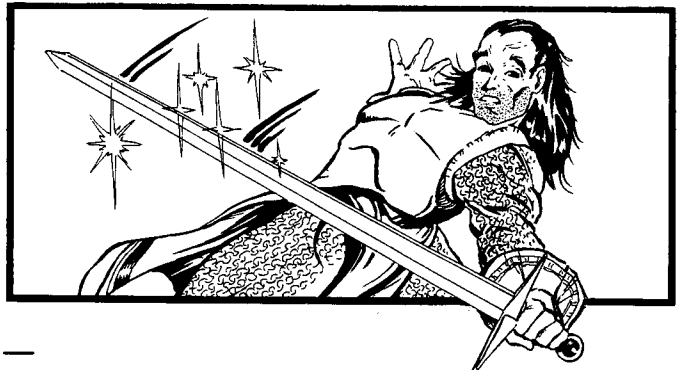
Characters with unusually strong Wills (14+) often instill their possessions with their personalities. An item can gain the owner's mental disadvantages by failing a Will roll (base Will of 8, +1 per spell it carries), made once every 3 months. Each failure gives the item a single quirk; no more than three quirks can be gained this way. The new trait manifests within a few months.

Items that are left in areas of high or very high mana can also spontaneously gain quirks. If the area is also strongly aspected, the item may develop quirks that reflect that region.

Example: A magical sword is left in a vampire's crypt for 602 years, until an adventurer recovers it. One corner of the crypt (where the sword lay) is a very high mana area. Over the centuries, the sword "catches" an Undead aspect and a special quirk — anyone it kills with a critical hit will rise as a vampire!

Example: A Truthwand lies in a cask sunk in a healing spring. Although its magic is informative, long exposure makes the spring's magic "contagious" to the Truthwand. It gradually acquires a positive quirk, giving its holder 2 extra HT for all healing and disease-resisting rolls.

Spontaneous quirking may explain why some items' enchantments cannot be duplicated; time and environment may play as great a part in their abilities as their creator.



ADVENTURING MAGIC

2

Sometimes it's not monsters that kill a party — it's Mother Nature. Rock slides, lightning storms, flash floods and blizzards all reap adventurers' lives. Thankfully, there are items designed specifically for adventurers. Maybe with some of these, the party might live long enough to face the monsters.



Wat Oakenson's Shop

Wat Oakenson is a veteran ranger whose small shop could easily be overlooked by a busy passerby. It lies on the edge of town, within sight of the wilderness Wat called home for many years. His was a spectacular career, spent protecting the people of the valleys from the mountain-dwelling Ogres and Trolls, not to mention wolves and Hobgoblin bandits. He earned great distinction as a scout for the local duke, spying upon the vanguard of an Orc invasion-force. Wat's clever thinking and excellent fieldwork led to the ambush of the Orcs and the destruction of their raiding horde, a loss from which they are still recovering.

However, age finally did what no enemy could do, and Wat realized his time as a guardian of the wild had passed. He gathered his few possessions, contacted a handful of friends and got the money to open his store. With his fame as a worldly-wise ranger, he quickly had as many clients as he could handle, and still does today.

His shop is crammed from ceiling to floor with all manner of adventuring equipment. Ropes, spikes, mallets and other tools of the trade fill every available niche; every item seems to be of superb workmanship and many bear a small "WO" etched or dyed on their surface. Wat doesn't sell weapons, but virtually anything else designed to help survival in the wilds can be found within his store.

As for magical items, Wat stocks several. They are never kept in plain sight, nor does he brag about them to people he doesn't know. He feels the best protection is keeping their presence secret from potential thieves. Wat must react positively to any would-be buyer; if he has a bad reaction, he will amiably sell any mundane gear the buyer wants, yet will deny owning any magic items for sale.

If someone wants to sell Wat a magical item, he offers a fair price, trading merchandise and a bit of hard currency if that arrangement is acceptable. A good or bad reaction in this case is unimportant; word on the street (obtained via successful Streetwise roll) will make it clear that Wat buys adventuring magic items.

Despite his advanced years, Wat is no pushover. He keeps his combat skills honed and can hit a bullseye at 50 yards with his longbow. Nor is he alone in the store, since his two sturdy nephews came to work for him less than three summers ago. The three Oakensons have a reputation among thieves for being able to handle themselves; it's not worth the trouble of robbing their store . . .

Adventuring Magic seems very mundane, but its usefulness is undeniable. No one gets excited over finding a Tent Pack or an Obedient Rope in a Troll's lair, but they'll use those items as often as flashier magic like swords or staves. At the very least, the PCs can travel in comfort; it's miserable to spend the night under a leaky tent in the rain.

Enchanters and dealers of adventuring items tend to be outdoors types. They know the wild from experience and make items to withstand its punishment, proving their value repeatedly. Enchanters often field-test each item themselves. Some are retired adventurers like Wat Oakenson (see sidebar).

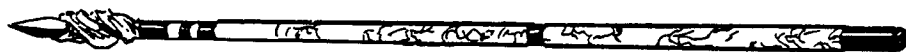
Each race constructs adventuring magic to fit its native terrain. Fancy, decorative woodland items are made by Elves, while Dwarves create cavern delving and exploring magic. Centaur items are portable (if one has a Centaur's strength) and Ellylon magic is much sturdier than its gossamer appearance would indicate.

Humans have developed many adventuring magic items, mostly because humans have less natural ability to survive in the wild than other races. Many druidic sects and forester-mages are supported by the sale of items they create.

Many items have been developed for scouts and other military personnel. The Stealthy Greens and Always-Full Bottle were first used by military groups, until copies of these items got into private hands. Now their usefulness has put them in high demand.

Those who seek this kind of magic need look no further than the nearest "fringe of civilization." Few large cities have shops trading in adventuring magic. These shops are usually close to the frontier, where questers "jump off" into the unknown. A town bordering the Wildwood would have an adventuring-magic vendor or two, just as a stockade in Orc territory would keep those items handy for a quick evacuation.

It may not be glamorous, but adventuring magic has a special place in the hearts of adventurers. When it's raining and the ground has turned to mud, a little magic is mighty welcome.



Common Adventuring Magic Spells

Adventuring Magic relies heavily on the Earth, Protection and Warning and Water schools of magic. Umbrella and Weather Dome are popular components of many weather-resistant tents; Seek Water, cast on a compass, can save lives in a desert.

Some items confer wilderness survival skills, helping a traveler hunt, trap or fish for food, know edible berries from poisonous, or avoid the lairs of predatory animals. These items are much in demand by "green" hunters and trackers. They are also very ordinary in appearance; they don't advertise their magic.

Items of Food magic are included in this section. Test Food, Preserve and Seek Food, Purify Food, Cook and Create Food are all superb spells to incorporate into adventuring items, especially if the party has little or no outdoors experience. And if there's nothing available to eat, Monk's Banquet can be very handy.

Light- and fire-producing items are also very popular. Ignite and Create Fire are foremost, as are Light and Continual Light. Magical fire and light work wonders when one is surrounded by a wolf pack or when the only logs available for a fire are soaked through.

The Animal Magic school contributes Beast Calls to this category. Spells like Beast Summoning, Beast Seeker or any Animal Control spell can likewise be incorporated into adventuring items. Other Animal spells are listed under *Pet and Animal Magic*, p. 81.

Camping Items

Akkanha's Superb Lighting Rod

Appearing to be an innocuous metal tube, this magic item is quite popular among dungeon-delvers because its open end gives out a bright light that illuminates the way for 20 hexes. It is activated by twisting a narrow band of metal set near the open end; this apparently brings the Powerstone inside into contact with a pair of magical tines that generate the light. The light produced is as bright as normal daylight and spreads out in a 60-degree fan in front of the tube.

The tube is enchanted with a Continual Light spell and has a fish-eye lens just inside the open end. The lens acts as a magnifier, intensifying it to a narrow beam. It costs the holder no Fatigue to use it and weighs half a pound.

The rod can be used as a baton, doing normal damage. It has PD 1, DR 2 and 5 HT.

Component Spells: Continual Light variant, includes dedicated 2-point Powerstone.

Asking Price: \$13,955.

Always-Full Bottle

Although it looks like a regular, army-issue canteen, this bottle never runs dry. It conjures up to 2 gallons of fresh, cool water at a time; it cannot fill a pond or even a horse trough with water, but provides abundantly for one or two users.

Once capped, it takes an hour to refill its presumably extradimensional storage capacity (it must be capped to recharge).

Each time the bottle is opened, the GM should roll 3d. On a 17 or 18, the water produced is brackish and murky, which if drunk, causes -2 to HT for 1d hours. The user can pour some water out first to check it without suffering these effects.

Component Spells: Slow Create Water variant, Hideaway.

Asking Price: \$30,000.

Beast Calls

Beast Calls are a category of magic items that summon animals. The range is usually remarkable, being measured in miles. Any animals of the affected species are drawn to the caller's location, moving toward the caller at their best speed. Once they arrive, the caller is on his own. Very few Beast Calls also charm the animals they summon. A normal Beast Call costs 2 fatigue per use.

Beast Calls come in all different shapes, but a Call must have an icon or symbol representing the summoned animal. Often, this is a silhouette or pictogram of the animal, done in very general detail; the more specific the image, the more specific the beast summoned. Most are made of wood, since the foremost enchanters of Calls are primitives using natural materials.

Beast Calls include duck calls, moose calls and dog whistles, though they exist for creatures like bats and snakes also.

Component Spells: Beast Summoning.

Asking Price: \$20,000.

Deep Satchel

This large green-gray bag seems to be made of felt, carpet or some other inexpensive material with handles of an odd, dark wood polished to a high shine. A bright gold clasp holds the satchel closed and must be turned correctly to activate the item's magic.

When the clasp is turned clockwise, the satchel is entirely ordinary. Turned counter-clockwise, the satchel will hold up to its owner's Heavy Encumbrance weight limit, but only weighs Light Encumbrance when filled. It can be filled with anything;

it might hold only 20 gold bars, but 1,000 feathers. Space is relative in the satchel — it's the weight that matters.

For example, Gorgo the Barbarian has ST 15. His Heavy Encumbrance level is 300 lbs. Thus when Gorgo carries the satchel, it can hold up to 300 lbs. of stuff and only weigh 30 lbs. Nothing more will fit in the satchel unless Gorgo gives it to someone stronger than him. If he gives it to someone weaker than him, it will spontaneously spit the excess out (maybe even causing damage — GM's choice).

The carrier can set down the bag without worry; nothing will happen unless someone weaker than him touches it. Attaching the satchel to a horse would allow it to carry much more than a man, but if a man tried to remove it from the horse, the bag would disgorge its excess contents.

The satchel's contents weigh their normal amount until their total weight equals or surpasses the carrier's Light Encumbrance. Then the satchel weighs that amount until it is full.

The Deep Satchel has been around for many years. They're used mostly by people who want to move lots of things quickly and easily (like gamblers, cardsharps, runaway spouses, etc.).

Component Spells: Hideaway variant, Lighten Burden variant, Power (2 points).

Asking Price: \$75,000.



Dome Bag

This normal-looking, leather sleeping bag casts Weather Dome when spread on the ground and entered, protecting the user from all natural bad weather as long as he is inside the bag. The user can still be attacked by magical lightning, blasts of cold or water, but gets a +2 to resist any weather-related magic.

The bag has DR 2 and HT 10. Once reduced to 0 HT, the bag is ruined and provides no magical protection.

Component Spells: Weather Dome, Power (3 points).

Asking Price: \$172,500.

Dry-Ground Stone

This dry, sandy rock is the opposite of an Irrigator Stone (p. 64). It appears to be sandstone and weighs less than a pound, giving off a faint magical aura should anyone check it.

When set on wet ground, it draws water into itself, completely drying out the terrain within a 3-hex radius, up to 3 inches deep, taking 30 seconds. If this creates an empty space, more water will, of course, move in to fill the gap. It won't drain

a lake, but could be useful in swampy areas. Once the rock has soaked up 3 gallons of water, it will not absorb any more for 6 hours. If it has not absorbed its entire capacity, the rock recharges at a half-gallon per hour. The water "inside" the rock simply vanishes.

This item is always on while it is touching the ground. Once the rock is removed, the ground's natural moisture gradually returns.

Component Spells: Destroy Water variant.

Asking Price: \$40,000.

Elfleaf

This item is a dried leaf from a venerable tree deep in an Elven forest. When asked politely, it shows the user the absolute direction toward his destination.

The leaf is placed in the user's hands while he visualizes his destination (be it a person, place or object). A slight breeze blows the leaf about 10 feet away. If the user turns to face the leaf, he's facing his objective.

The Elfleaf must be used on firm ground; it doesn't have a good sense of direction underground or aboard a ship. Elfleaves also get confused around strong mana sources. In a high-mana area, roll 3d; on a 12 or more, the leaf blows in a random direction. A 17 or 18 sends it in the opposite direction from the one requested.

Elfleaves do not take natural hazards or obstacles into account, either. If the straightest path crosses a wereboar's den, a mile-deep chasm and the entire Screaming Death tribe of Hobgoblins, the Elfleaf would still blow in that direction. Therefore, caution is best when following an Elfleaf's directions.

Component Spells: Pathfinder, natural magic.

Asking Price: \$59,020.

Hunter's Horn

When blown, this horn attracts deer, elk, moose or other large game from the wilds. The summoned animal will approach to a distance of 10 hexes (close enough for an easy bow shot), where it becomes free of the horn's spell; it will probably flee if it senses any danger. The animal shows up within 3d minutes, so hunters had best keep a sharp lookout. The horn costs 3 fatigue to use.

The Hunter's Horn can also summon any nasty creatures lurking nearby. If he so desires, the GM can throw any beast native to that terrain against the hunters.

Component Spells: Beast Summoning variant.

Asking Price: \$30,000.

Instant Oasis

Casual handlers think this object is an ordinary coconut. But when thrown into a clear area, outdoors, the coconut explodes into a full-sized oasis, 12 hexes across, including a sizable pond of fresh water, four or five palm trees and a spacious four-person tent. Each oasis is different, but all have the same basic components. The effect lasts for 8 hours, at which point the oasis reverts to a coconut. It must rest for 72 hours before "unfolding" again.

If anyone is still in the oasis when time runs out, he will be trapped until someone from the outside opens it again. From the inside, when the coconut closes, the sky turns black and there is an unearthly silence until it is reopened.

Some Oases have been known to contain unwilling passengers, who are bound to the oasis until some particular event or occurrence grants them liberty. They either will not or cannot leave. The details of these passengers' circumstances are left

completely up to the GM. The following table is provided for convenience (roll 1d).

- 1) Merchant
- 2) 2-3 stray camels (loaded with cargo on 1-2 on 1d)
- 3) Reptile Man
- 4) Dancing girl/houri
- 5) Djinn
- 6) 3-4 desert tribesmen

Component Spells: unknown but powerful.

Asking Price: \$5,500,000.

Mountaineer's Pole

Appearing to be a metal baton, this climbing pole telescopes up to 10 hexes in length when the user touches a concealed switch. Releasing another catch extends a grapple from one end and a grounding spike from the other, allowing a user to anchor the pole at the top and bottom with ease.

The Mountaineer's Pole weighs 20 lbs. and can be used as a tent pole or brace, supporting up to 3,000 lbs. of compression before snapping. If used as a bridge, lever or other horizontal supporting device, it can carry 500 lbs. maximum when extended. If it breaks, its magic is gone and it is useless.

The Mountaineer's Pole can be used as a weapon, though it is not balanced as such. It does Swing +1 impaling with the grappling end and Thrust +2 impaling from the spike end. It can be used with Halberd-3, or Polearm-2 skill.

Component Spells: hypothetical "Mountaineer's Pole" spell.

Asking Price: \$55,000.

Obedient Rope

This length of rope, usually 50' long, knots and unknots on verbal command and crawls slowly (even up walls) should the user so order. The user must hold one end of the rope to command it. If more than one person is holding the rope when it is commanded, it becomes confused and will not respond.

For some reason, it will not tie a knot around a living being; the Rope is able to sense life in some basic way, and it will not act to kill or even harm any living thing.

Component Spells: Animation, Sense Life, Knots.

Asking Price: \$66,000.

Pocket Tarp

Pocket Tarps were invented to hide military constructions during wartime. Smugglers and other criminals discovered their own uses for this item. Looking like a square piece of canvas 6' × 6', the Pocket Tarp has a steady magical glow around it. When invoked, it grows to cover anything it's placed over, be it a piece of fruit, a dead body or a Sopwith Camel. The tarps are waterproof and resistant to tearing (PD 1, DR 1).

One in 6 Pocket Tarps can magically camouflage itself (-3 Vision to detect the camouflage).

Component Spells: hypothetical "Shrinking/Growing" spell, 2 points of Power.

Asking Price: \$460,000 (+\$92,500 with camouflage).

Revealing Lantern

This lantern was developed to ward off a band of criminals who had invisibility magic. It proved highly successful and several copies were made and sold. When its powers are invoked, the Lantern glows with a 4-point Continual Light spell. The light of the Lantern is highly charged with magic, revealing illusions, invisible creatures and concealed objects on com-

mand. The lantern is "always on," but can be hooded if darkness is needed.

The Lantern can only reveal the concealed creatures in the path of its light; it will not "flush out" an invisible character behind the Lantern's holder.

Component Spells: Continual Light, Know Illusion, See Invisible, See Secrets.

Asking Price: \$600,000.

Self-Driving Piton

Merely setting this piton's point against a stone surface causes it to dig into the rock, driving itself into place securely (and noiselessly) in five seconds. It cannot be shaken or jarred loose, but a person's touch can pull it out easily.

The Self-Driving Piton doesn't protect against unstable surfaces. If set into a crumbly stone-face, the entire side of rock could shift and fall, carrying the firmly-driven piton (and hapless climber) with it.

Component Spells: Unknown.

Asking Price: \$5,000.

Stalker's Hat

The Stalker's Hat was invented by druidic mages to confer skills on a nobleman who wanted to become a superior hunter. The hat worked as the druids planned; its ridiculous appearance was their revenge for the nobleman's unreasonable demands and overbearing personality.

A rather silly-looking little green plaid hat, this headgear confers Tracking skill of 15, or +3 if the wearer already has Tracking. The bonus is only acquired while the hat is worn on the head. This item is always on.

Component Spells: Lend Skills.

Asking Price: \$100,000.

Stealthy Greens

The Stealthy Greens were made for a royal scout whose woodcraft was far from expert. He became famous, penetrating enemy camps that experienced rangers could not reach, but was mysteriously killed and the Stealthy Greens stolen. They've periodically resurfaced since then.

This dark green suit of breeches and hooded tunic fits any humanoid wearer. They grant +5 to Stealth as long as they are worn and the wearer is in woodlands, swamp or brushlands. Note that if the wearer does not have the Stealth skill, the greens will give it to him at DX level (default +5). The greens are always on.

Component Spells: Lend Skills.

Asking Price: \$150,000.

Stonesmasher

This small rock-hammer does tremendous damage to any stone it strikes, multiplying the user's Swing damage by 5. Any earth elemental or other mineral life takes 3d crushing damage automatically when hit with a Stonesmasher. Each swing costs the user one point of fatigue in addition to the normal fatigue caused from swing a large hammer repeatedly.

Stonesmashers also magically protect the holder (but not bystanders) from any fragmentation produced by the forceful hammer blows.

These were originally developed by Dwarves as a mining tool, but quickly gained favor with siege engineers who found them useful for sapping and wall-breaking. A number of them have been used to slay earth elementals as well.

Component Spells: Hypothetical Weaken Stone spell, Shield, Power (3 points).

Asking Price: \$182,500.

Sturdyfoot Ring

This ring vibrates violently if the wearer touches any protrusion or indentation in a climbing surface that won't hold his weight. The ring also reveals whether any plant life (such as a cliffside-rooted tree) will support the wearer's weight. This adds +2 to all of the wearer's Climbing rolls. This item is always on.

As an additional feature, it buzzes softly if an avalanche is imminent, allowing the wearer a few turns to move or seek cover. This power, however, won't be obvious until an avalanche occurs.

Component Spells: Sense Danger variant.

Asking Price: \$30,000.

Super-Machete

Super-Machetes were created when explorers discovered the Impassable Jungles on a far southern continent and needed specialized magical tools to explore them. They got their money's worth from these blades, which chewed through the heaviest vines and hanging plants easily and swiftly.

This machete allows the user to move at normal speed through any jungle-type plant growth. It won't chop down large trees, but will clear paths between them. This movement requires no more fatigue than walking through tall grass or other minor impediments, as the machete does leave small amounts of ravaged foliage in its path. This power costs 3 fatigue per use and lasts for 10 minutes.

A user need only command the machete to "start cutting," and it will move of its own volition into the vegetation, following short, direct verbal commands. The machete won't attack people or animals, but will attack any plant creatures if so directed.

Component Spells: Dancing Weapon variant, Sharpen (self only).

Asking Price: \$85,000.

Tent-Pack

Although it appears as a large, unremarkable, wood-frame backpack, this object becomes a spacious three-person tent when it is inverted and placed on the ground. The frame becomes the stakes, poles and other internal supports, while the canvas stretches and covers the framework.

Changing the tent back into a pack is done by folding up the tent and turning it over.

As a tent, the Tent-Pack has DR 3 and HT 14. If reduced to 0 HT, the Tent-Pack is ruined and unusable. However, if the Tent-Pack has any HT left when converted back into a pack, it will "heal" all the damage suffered at 1 point per hour.

Component Spells: Hypothetical "Tent-Pack" spell, 2 points of Power.

Asking Price: \$110,000.

Tree House Latch

When set against a tree, this small silver latch opens a door in the tree's trunk. This door leads into a 10'×10'×10' room where the user can take refuge from pursuers or enemies. Shutting the door causes the latch outside to vanish; it reappears when the door is opened by turning a handle on the inside.

The room inside the tree is an extradimensional space; it is the same room, no matter what tree is used to access the latch's powers. The only difference is the size of the door, which depends on the size of the tree.

There is no furniture inside, nor does the room contain food or water. However, a user can stock the room with supplies if he wishes; the supplies remain undisturbed until the user visits again.

Component Spells: Hideaway variant.

Asking Price: \$2,000,000.

Treespeech Talisman

This is a carved amulet of unpolished wood which allows its wearer to talk to trees. The talisman can, once per day, awaken one tree or bush of any sort to speech (GM's option whether to extend the talisman's power to, for example, cacti, bamboo, seaweed or similar exotica).

Trees awakened by this spell have an IQ of 9 and 30-point Eidetic Memory. A tree can tell everything it's heard or seen

since it sprouted — and will! Anyone wishing to ask a tree if the bandits passed by carrying the king's sword can expect to first hear hundreds of details about their mounts, headgear, conversation, mannerisms and what the local squirrels thought of the whole affair before the tree ever gets around to mentioning the sword (or its absence). Think of an octogenarian asked to recall a childhood Christmas — trees talk like that about *everything*. A completely clear, straightforward and simple question might be answered in 10 to 60 minutes. Anybody foolish enough to ask a tree "Have you seen anybody?" or some similar generality might just as well go home, unless they have a century or two to spare. There's no stopping them once they get started, either. A tree will *completely* answer the first question put to it before moving on to the next, and will ignore any attempts to correct or clarify the question.

Once the talisman is taken more than 100 yards from the tree, the tree will fall silent and cannot be reawakened for one year.

The Treespeech Talisman is an Elven enchantment, and a very ancient one. The Elves still own most of these items, but a few wizards of other races have been said to have reproduced the effect. The user of the talisman must be a mage, and each use drains 5 points of Fatigue.

Component Spells: Hypothetical Elven "Treespeech" spell.

Asking Price: \$60,000.

Woodland Guide

This evergreen twig turns into a Brownie scout upon command. The Brownie always knows the local terrain, if not the local critters, and guides the party along the safest paths it knows. The Brownie only knows woodland paths, however, and won't appear in a city (unless it's in a large park).

The Brownie has ST 2, DX 12, IQ 9, HT 12/4, Move 1.5 (reduced because of size — 6"), PD 1, DR 0, Skills: Area Knowledge (local)-16, Naturalist-12, Survival (woodlands)-13.

Although it is a useful guide, the Brownie won't be quiet. It jabbars while the travelers are walking, sitting, eating — anytime the twig is activated.

Component Spells: Unknown.

Asking Price: \$65,500.



Food Items

Bacchus's Grapevine Staff

This tall wooden staff is twined around with leafy grapevines. When tapped on the ground, the staff produces one pound of delicious grapes which have a highly intoxicating effect, whether squeezed or not. Merely downing a handful of the grapes will act as two glasses of wine. If squeezed, the juice from the grapes is wine, always of the finest quality with minimal dregs.

While on the staff, the grapes remain fresh indefinitely. But after they are removed, if not consumed or made into wine, the grapes go sour in one hour. The staff will not generate any more grapes until all the grapes from the previous batch have been removed.

Component Spells: Unknown.

Asking Price: \$75,000.

Birdsfoot Talisman

A bronzed bird's foot attached to a short chain, this talisman allows the holder to cast Monk's Banquet on himself whenever necessary.

When used, the bird's foot will clench and unclench, a ball of pale light forming between its talons. The light drifts up into the holder's body, sating the holder's appetite. The talisman also

makes a faint "caw!" sound when used. The talisman draws 2 fatigue from the user for each use.

The talisman's origin is mysterious, but it supposedly came from an abbey far in the mountains where food was often scarce, especially in winter.

Component Spells: Monk's Banquet, Power (4 points).

Asking Price: \$150,000.

Bottle of Secrets

Whenever anybody drinks from this bottle, he hears in a quiet whisper a private fact about whoever drank from the bottle before him. It could be a stranger or a close friend, but the drinker will never have known this secret before drinking from the bottle.

However, once he drinks, he *leaves* a secret as well — some hidden and possibly significant fact about himself. When the next person drinks he learns the secret and leaves one of his own, and so on.

The bottle is not selective about what secret it takes; it could be something as innocuous as what color underwear the drinker prefers, or something as sensitive as the fact that he is an evil psi, plotting to take over the world! The following table is provided

as a convenient method for determining the sensitivity of the secret learned (roll 3d).

- 3-7: Insignificant (favorite after-shave; exact weight)
- 8-12: Interesting (a harmless hidden desire; net worth)
- 13-14: Useful (safe combination; secret entrance to home)
- 15-16: Blackmail material (secret affair; double-agent status)
- 17: Socially damning (unpopular sexual preference; sadist, murderer or other unsavory criminal)
- 18: Astonishing (werewolf, alien, vampire; actually is the opposite sex)

Component Spells: Mind Search variant, Voices.
Asking Price: \$105,000.

Carbonator

This small white stone, resembling a chalky coin, causes any beverage it's placed in to fizz. The Carbonator enhances the taste of nearly any beverage it's placed in, with the possible exception of milk and mead. Champagne and wine benefit especially from its effects, and beer develops an excellent head.

Thrown into water, the Carbonator bubbles and fizzes more strongly, making up to 6 hexes of water froth like a hot tub. This confuses any sea creatures entering the frothy waters, and might throw off aquatic pursuit (aquatic creatures are -6 to see or hear through the bubbles).

The Carbonator never wears away, no matter how many beverages it enhances, but it can be easily shattered into dust, having only 1 DR and 1 HT.

Component Spells: Create Air variant.
Asking Price: \$900.

Cattle Cleaver

Striking this cleaver against a solid surface causes a whole beef to fall from the sky. The meat's condition is unpredictable, ranging from a stunned cow to a prepared side of beef to a decayed hunk of inedible meat. The cleaver can only be used once per day.

When used, the GM rolls 1d:

- 1) Stunned but living steer
- 2) Just-slaughtered steer
- 3) Butchered meat
- 4) Fresh, prime-cut steaks
- 5) Old but still edible meat
- 6) Spoiled, rancid meat (requires Purify Food to eat).

Component Spells: Teleport Other variant, unknown.
Asking Price: \$135,000.

Convenient Coffee Grinder

When coffee beans are placed in this metal box and the handle one side is turned, steaming hot liquid coffee pours from a spout on the side. The coffee is superb. A few varieties of this device will produce espresso when fresh cream is added to the beans.

Water need not be added, but coffee beans must be provided for the device to operate.

Component Spells: Create Food variant.
Asking Price: \$10,000, \$15,000 for espresso variety.

Cookie Jar

This big ceramic cookie jar (with the word "COOKIES" glazed on the side) produces warm, tasty cookies, of the sort most favored by the cookie-taker: chocolate chip, oatmeal and raisin, butterscotch — anything. The cookies always taste fresh-baked.

Closing the ceramic lid and humming "mmmm" triggers the magic, but only 2 lbs. of cookies will be produced per day. Using the jar costs 2 fatigue.

Component Spells: Create Food variant.
Asking Price: \$17,500.



Correcting Cookbook

If propped open in a kitchen or near a cooking fire, this book will watch the cook preparing the recipe and verbally correct any mistakes. It has Cooking-25 and little compunction about interrupting a cook with "Zut alors! Ze roast, she is a mess! You swine, you would not know ze way to cook if you practiced a t'ousand years!"

Many Correcting Cookbooks have odd, phony French or prissy British accents. They are uniformly very supercilious and condescending to the "amateur" using the book.

Component Spells: Voices, unknown.
Asking Price: \$80,000.

Hunter's Stewpot

This small tin pot seems unappealing, with old food crusted and burned onto the sides, but it has a strangely appealing and appetizing smell. This pot is a superior cooking tool, and most holder's will intuitively realize that when touching it. When any animal or vegetable matter is placed in this pot, no matter how foul or decayed it may be, the Stewpot will change it into a delicious hot broth. This costs 1 fatigue per use.

The Stewpot was developed for trappers who, when food was scarce, sometimes had to survive on carrion.

Component Spells: Purify Food, Create Food variant.
Asking Price: \$50,000.

Productive Ice Pick

This blue handle, with a chill metal spike jutting from one end, will conjure ice when struck against a solid surface.

One blow conjures 5d ice cubes (about one gallon), which fall from just overhead. There is no limit to the number of cubes that can be made by successive blows; entire rooms could be filled with ice, if the user were persistent enough. Generating the ice costs 1 fatigue per use.

As a weapon, the pick can be quite formidable. It does normal physical damage to a living target (Swing + 1 impaling), and if any damage gets through armor, the pick does 3d cold damage. Each attack costs 3 fatigue, regardless of whether the pick penetrates the opponent's armor.

Component Spells: Hail variant, Ice Dagger variant.
Asking Price: \$29,300.

Rendering Room

This large wooden booth will slaughter and prepare anything from a large oxen to a whole flock of chickens. The booth can be "programmed" to do different jobs; for instance, a certain part of a cow could be designated for steaks or ground beef.

The booth will save or dispose of given parts according to the programming — it could be made to dispose of a goose's feathers or save them for pillow making.

The animal is driven into a large door on the end of the renderer, and the rendered meat is removed from various bins and doors on the sides.

Rendering Rooms are programmed by making diagrams of the animal to be butchered on a copper plate with a silver stylus, but the programmer must make a roll vs. either IQ-3, Veterinarian-1, or Professional Skill/Butcher to get the program right. However, the booth does have a "default setting" for most creatures which it will use in the absence of other commands. Meat can be cut or ground, hides will be cleaned and ready for tanning. Rendering takes 1 minute per 5 lbs. of meat to be processed. Complete instructions for the use of the booth are inscribed on the side, but in a dead language.

The booth will process any human that happens to be caught inside when it's activated; the victim can only be rescued if a Suspend Enchantment spell is cast within the first minute.

Component Spells: Unknown.

Asking Price: \$268,000.

Rockeater

This talisman, attached to an iron chain, is also known as a "Hard Luck Stone" or "Destitution Rock." It allows the holder to derive nourishment from rocks. Rocks can be ground up by the bearer's teeth as if they were no harder than cooked meat, and they will be digestible by and nutritious for the wearer of the Rockeater. This item is always on.

Unfortunately, the Rockeater doesn't affect the flavor. They still taste like rocks.

Component Spells: Stone to Flesh variant.

Asking Price: \$58,500.

Self-Frying Fish

This fish is unidentifiable to aquatic naturalists, but will be recognized by alchemists and enchanter on a IQ-2 roll. It is big enough to feed six people easily. When a person guts the fish, a delectable frying smell begins to emerge — the fish is frying itself!

The fish will fry completely in 5 minutes and stops when it is cooked to perfection. The outside of the fish only gets hot in the last minute of frying.

This species of fish was invented by an alchemist, who bred and treated them with a potion of his own devising. Some people believe he also invented Self-Frying Chicken, Self-Roasting Beef and Self-Barbecuing Pork. These experiments were less successful when used on higher life forms. Rumors of spontaneously exploding chickens persist to this day.

Component Spells: Unknown alchemical.

Asking Price: \$1,000.

Soupstone

Soupstones are among the very few magic items developed by Halflings. They were first created almost two centuries ago by a Halfling chef and mage.

The Soupstone is an advanced variant of the Create Food enchantment. It's usually a smooth stone about the size of a fist. When thrown into a pot of boiling water, it will, in 10 minutes, turn the water into a rich, nourishing broth. Most stones can transform up to a gallon of water with each use, but there are a few very large stones that can be placed into a kettle to make tens or even hundreds of gallons at one time. The stone can produce another gallon of soup after drying for 20 minutes.

A person can live indefinitely on a pint of Soupstone soup three times a day, and the soup will keep very well in any stoppered container. Most people find that a diet consisting entirely of Soupstone soup becomes intolerable after about a week.

The stone does not purify the water it's thrown into. If used on brackish or poisoned water, it produces brackish or poisoned soup.

Component Spells: Create Food variant.

Asking Price: \$60,000.



Talented Mug of Many Beverages

This heavy ceramic mug was supposedly made by Swale the Drunkard, who was a talented enchanter before succumbing to his alcoholism.

On command, the mug fills itself with ale, coffee, tea, hot chocolate or whatever the owner prefers. The beverages are fresh, properly chilled or heated and top quality. The liquid in the mug won't spill. In fact, it won't even pour unless it's over the holder's mouth, and once the mouth is full, it stops pouring. Thus, the owner can't use the mug to generate barrels of wine or ale.

Component Spells: Hypothetical "Create Beverage" spell.

Asking Price: \$35,000.

Worthy Teapot

This average-looking teapot fills itself with hot tea on command, flavored to the user's preference (milk, honey, sugar, cinnamon and so on). It brews the tea in an instant, requiring no time at all.

The teapot can be used to make coffee or other beverages in the mundane manner, but won't produce these beverages magically, nor will it add milk, sugar or other flavorings.

The first Worthy Teapot was supposedly the possession of Major-General Willis K. Tremorden-Smythe, brought to Yrth through the Banestorm from somewhere called "India." His teapot was apparently spontaneously enchanted by the transition. Copies have since been made; the original was lost when Tremorden-Smythe went traveling into Orc territory to "teach the demmed savages some proper manners, eh what?"

Component Spells: Hypothetical "Create Tea" spell.

Asking Price: \$10,000.

ARMOR AND PROTECTION

3

In “traditional” fantasy, women wear the briefest of chainmail bikinis, while barbarians disdain any protection heavier than a bear-skin jockstrap. Unfortunately, this approach to battle is likely to result in a scantily-clad corpse. Battle is *not* the place for recreational nudity!

Even normal armor may not offer protection from some attacks — the breath of a dragon or the razor-honed edge of a magical sword. This is where magical armor is needed most — from suits of bulky Dwarven plate to the literally weightless Dancing Shield. Some enchantments add to the protection of existing armor, while others create protection where none existed before.



Nangres Thornbeard the Half-Dwarf's Shop

Nangres Thornbeard has a reputation as one of the finest armorers this side of the Great River. Many suspect he is an enchanter of some skill, as his armor seems to need less maintenance than other suits. There is no doubt that his work is in great demand, and armor made by him is worth many times the going rate. Even Dwarven masters grudgingly acknowledge his skill, though they are quick to dissociate themselves with him otherwise; it galls them that a half-Dwarf excels in spite of their shunning him from their community.

Nangres has a short, heavy build and a long, thick beard (which he keeps plaited and thrust inside his apron); few people know he is the son of a Dwarven merchant and a human maiden, disowned by both races from birth. His success is entirely his own doing; Nangres is literally a self-made man. His long, arduous apprenticeship in the Sulfur Pits of Hurgan hardened him, even as he honed the blacksmithing skills that made him wealthy.

Nangres is found in his forge almost constantly. When he is particularly interested in a project, he will sleep in his small, cramped office, amid scraps of metal and mountains of paperwork that he never seems to finish. Or he might sleep there if he's done too much celebrating and ale-quaffing at the tavern down the street.

When Nangres has time on his hands, a rare event in itself, he will spend it in the taverns, often surrounded by his apprentices and a journeyman or two, telling tales of his childhood in the Sulfur Pits and how "today's apprentices have it so soft, I'd be surprised if'n any'a you made master a'fore ye're sixty-three!" He drinks dark ale, a trait inherited from his Dwarven father, and gazes at Taisha, the pretty serving girl. Although he is wealthy and known by all to be a good-hearted person, he knows he is not handsome or dashing. Nangres is also too shy to express his feelings to Taisha.

Nangres deals rather openly in magical armor. His reputation as an enchanter is partly true and partly false, though he'll never clarify that for a buyer. He will quote large prices up front and allow himself to be bargained down if he likes the potential customer. He'll justify his sentimental price-slashing to incredulous employees by saying, "I just got me a good gut instinct 'bout that young'n."

Nangres has three apprentices, two journeymen and two large, mean guard dogs. He also has an "understanding" with a local Ogre. A foolish thief once tried to burgle Nangres' shop; he still talks about it, whenever he can hobble down to the tavern on his crutches.

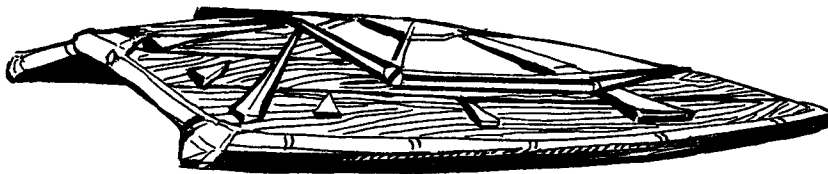
Armor enchanters are often craftsmen as well. Blacksmiths who create and broker magic armor can be found nearly anywhere — cities, fortresses, towns — anywhere large enough to need their services. Seekers after magical armor should inquire among smiths, or among nobles if they move in those circles! Both groups will know where to look.

Seeking to commission magical armor can be a challenge. Many enchanter-smiths have high public profiles or are under retainer for a king or duke. Locating such an artisan might be easy, but speaking to him isn't! Very important royal retainers have middlemen who field offers from interested parties. When they have time, they work on other projects. One can acquire enchanted armor this way, but it may take years to get a suit made.

Magical armor is costly, if not hard to locate. Dwarves offer their wares for sale, although they rarely work for commoners, preferring to create items for the nobility. Human enchanter-smiths have no such compunction, however, and produce armor only marginally inferior to Dwarf-mail. None of the other races produce magical armor available for sale to humans.

Nonhumans have different aesthetics regarding armor. Elves make very light but tough woven-armor, created to be as attractive and flexible as protective. Dwarves craft bulky, heavy and nearly impenetrable shells. Their tremendous physical stamina makes such armor practical. Fortunately, Dwarf smiths make armor for humans a bit lighter than their own suits.

Second-hand magic equipment is always available; many pieces of "used" armor are scavenged from battlefields and sold at a discount. But remember . . . these were the pieces whose owners *lost* the battle!



Common Armor Spells

Armor is commonly enchanted with one or more of the basic Armor enchantments: Deflect, Fortify and Lighten. Many suits have several layers of these spells cast on them, to provide maximum protection. Most often, the heaviest possible armor is used as a base for enchantment, since the armor's natural protection is high to begin with — enhancing durable armor only makes sense.

Other popular armor-magic includes Missile Shield and Reverse Missile to protect from ranged weapons and Might and Vigor to enhance the wearer's ability to move and fight in heavy armor.

Foot soldiers and unmounted adventurers sometimes have Quick March on their armor, to give with extra marching speed. One troop was outfitted with "Fast Mail," allowing them to march double-time for an entire summer of campaigning. This idea has since been used elsewhere. One suit had Create Object, allowing the wearer to conjure a sword or shield at will — fatiguing, but worth it. Shields usually are enchanted with Deflect, but many also have Lighten and Shatterproof.

Helmets frequently have Great Voice or sense-augmenting spells, such as Keen Eyes, Night Vision, Keen Ears or Far-Hearing. Rear Vision is also sometimes included. Other sensing spells, such as Sense Danger, are occasionally incorporated into helms, especially for guards and sentries.

Armor

Amazon's Corselet

This bronze breastplate will only confer its powers to women. It can accommodate any female, from Halfling to Giant. When the buckles are tightened, the wearer gains PD 4, DR 9. The wearer can also use a bow without any difficulty (no Encumbrance or DX penalty from the armor). In fact, the wearer gains +4 to Bow and Throwing skills.

The downside is that the wearer develops Intolerance toward men. This attitude is acquired over the course of a few weeks.

Amazons did not create this item. It was fashioned by a female enchanter jilted one too many times. The enchantress gave the item to a lady knight, who defeated her opposition with her surprising savagery. She took to fighting men at every opportunity.

Component Spells: Fortify, Lend Skills, extra-powerful Suggestion ("You hate men").

Asking Price: \$878,000.

Armor of the Grand Caliph

This huge suit of gilded mail was made for the Grand Caliph of the Hundred Oases, who ruled the desert tribes with wisdom and strength several generations ago. His name is still said with great pride among the nomads, who keep his original suit of armor as one of their most precious artifacts. However, several copies have since been enchanted, based upon the primary designs.

A gold-overlaid bronze breastplate provides a wearer (who must be at least 6' 5") with PD 4, DR 9, 5 extra points of fatigue and protection from ordinary fire and heat; a wearer need never fear the possibility of sunstroke.

The helm, which is a steel cap topped by a turban, provides the wearer with Polarized Vision, a modified Shield spell against blowing sand/windburn and the ability to cast Seek Water twice per day (at IQ level). The turban holds a dedicated 5-point Powerstone to power the helm's magic.

A crimson sash around the middle holds a scabbard which fits any scimitar and casts Sharpen on any non-magical blade (at the wearer's IQ level and normal energy costs).

The boots are enchanted to prevent a wearer from sinking into drifting sand dunes or other soft earth; they also tingle if the wearer is near any poisonous insects or reptiles. A flowing robe of white samite comes with the armor, but the robe is not magical.

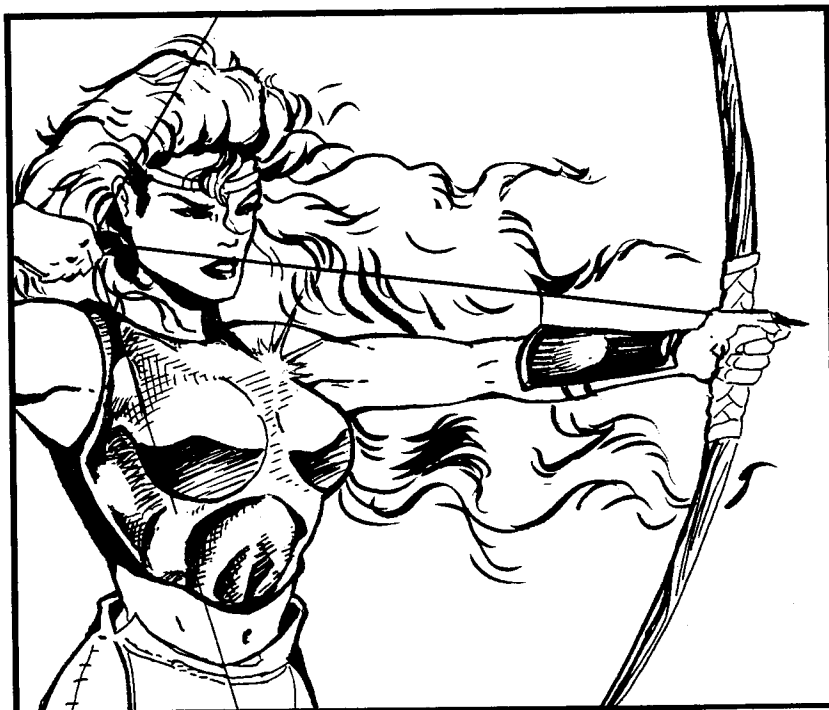
Component Spells: Deflect, Fortify, Resist Fire variant, hypothetical "Polarized Vision" spell, Shield variant, Might variant, Seek Water, Sharpen, Levitation variant, Sense Danger variant.

Asking Price: \$30,000,000.

Chainmail Bikini

A favorite item among body-proud barbarianettes, this armor is not a true bikini, but is enchanted to be invisible apart from its halter top and snug-fitting bottom skirt. It provides full chainmail protection to the wearer's torso, arms and legs. It weighs the same as any normal suit of chain, but it doesn't look, sound or even feel like it.

This outfit is often enchanted with Fortify +2 or more, to provide greater protection, or Lighten, to decrease the weight of the mail. Rumors persist of a true bikini, enchanted to provide



full protection in spite of its incomplete coverage, but such rumors have yet to be proven.

Due to its minimal visible coverage, a wearer gets +1 Reaction from members of the opposite sex.

Component Spells: Illusion Shell; sometimes Fortify or Lighten; true Bikini — multiple Shield & Armor spells.

Asking Price: \$30,500 for ordinary Bikini; \$61,200 for true Bikini (this price is for non-Fortified suits).

Fishscale Mail

This scaly suit is said to have been made from the hide of monstrous shark-demons slain in the depths of the ocean by intrepid Merfolk. It is made of translucent, almost iridescent metal. It was designed to be used underwater. It's very light, unencumbering and provides excellent protection. While similar to Mariner's Mail, the two have very different abilities.

This scaly suit has PD 3, DR 8 and weighs only 6 lbs.; it also confers a temporary ability to breathe water on its wearer. The one drawback is that the suit must be kept wet; if not, it will quickly begin to smell like dead fish and lose 1 point of DR permanently for every hour out of saltwater.

If the suit rots completely, it is ruined.

Component Spells: Deflect, Fortify, Lighten, Breathe Water, Power, unknown.

Asking Price: \$150,000.

Fragmentation Suit

This shirt of chainmail offers no extra magical protection, but sprays fragmentation at anyone who breaks its links. Broken links hurtle outward while new links instantly fill in the gaps.

Fragment-links do *fragmentation damage* (see pp. B121-122), causing 1d of cutting damage total to each person hit. The links spray out in a 60°-fan for 5 hexes.

The Fragmentation Suit was designed by Lord Maldric, who commissioned a well-known armor-enchanter to create it for him. It made a stir when it was first used in a combat; unfortu-

nately for Maldric, one of the links hit and killed his own king. Maldric was tried and executed for treason; the Suit has been sold and resold ever since then.

Component Spells: unknown (possibly Stone Missile variant); apparently includes variant metal Regeneration and self-powering spells.

Asking Price: \$785,000.

Ghostmail

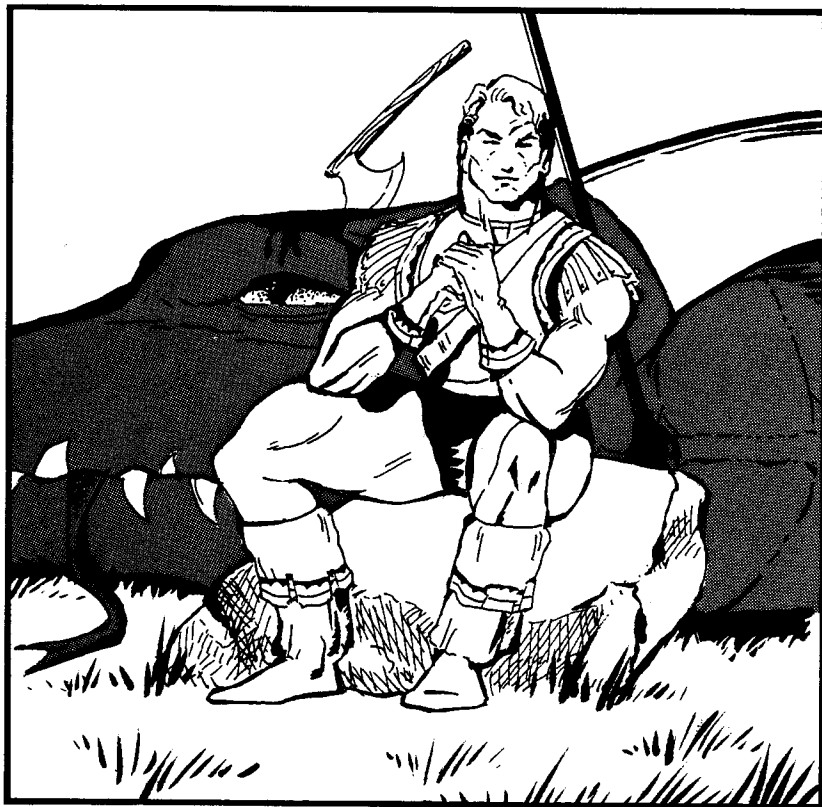
This arcane suit appears to be chainmail made of an unreflecting, light gray metal. Those touching it feel that their fingers might go right through it if they pushed a bit, and they are right. When worn, Ghostmail provides no mundane protection. It is a tool for becoming ethereal and provides protection in that plane.

The protection this armor provides is not physical since ethereal bodies have no physical essence. Instead, the armor gives the wearer a +4 bonus to resist any spell cast upon him. The wearer also gains all the benefits of being ethereal: he is able to walk through solid objects, buildings and people. If the owner is carrying anything when the armor is donned, it drops to the ground — only the wearer and the armor become insubstantial. The armor becomes solid if the wearer is slain.

The GM should remember that all spells are at -5 on the ethereal plane.

Component Spells: variant Ethereal Body, Power, unknown.

Asking Price: \$580,000.



Macho Leathers

The masculine equivalent of the Chainmail Bikini, these leather straps would seem to provide very little protection, but they do. When worn, any attack goes against the equivalent of half-plate, surprising most aggressors. The protection from this item is always on.

Armor and Protection

The wearer has PD 4, DR 5 against attacks to his torso, legs and arms. The armor also allows the wearer to cast Resist Pain at no energy cost once per day. He also gains +1 on Reaction Rolls from members of the opposite sex.

A quirk of this armor is that after one month of ownership, the wearer must roll vs. Will or develop the Overconfidence disadvantage.

Component Spells: Armor, Shield, Resist Pain variant.

Asking Price: \$300,000.

Mariner's Mail

Mariner's Mail was created by a Merman mage working with a human enchanter with some skill in aquatic magic. Together, they crafted a number of these suits to preserve the lives of deserving sailors.

This suit of scale mail provides a wearer with PD 3, DR 6, but also confers magical buoyancy; the wearer floats indefinitely. The armor also summons dolphins and gives the wearer temporary Animal Empathy (aquatic mammals) on command and costing 3 fatigue. The dolphins will assist the wearer to the best of their ability, though they cannot understand human language. The wearer must be in the water to use this ability.

If the wearer abuses the powers of this suit to capture or kill dolphins, the summoning and empathy powers wane and only the buoyancy and defensive powers remain active.

Mariner's Mail requires complete immersion in saltwater once a day to maintain itself. If it isn't immersed on time, it begins to smell like rotten fish and look tarnished, having no magic until it is soaked in saltwater for four times as many days as it was neglected.

Component Spells: Lighten variant, Beast Summoning (dolphins), unknown.

Asking Price: \$150,000.

Nimble Plate

Bards say this armor was made for Nimble Jack, a dashing roguish knight who fought against a cruel tyrant. In this mail, Nimble Jack fought ogres and trolls hired by the tyrant, climbed a castle wall to rescue his true love, and performed astounding acrobatics and fencing maneuvers worthy of a true swashbuckler. Nobody knows if this tale is true, but it makes for a good story.

This suit of light plate armor offers an owner no additional protection, having only PD 4, DR 6, but the wearer gains +4 to Dexterity (including all Dodges) while wearing this armor. Additionally, the armor weighs only 45 lbs. — half the weight of an ordinary suit. The item's powers are always on.

Although it seems bulky and cumbersome, its wearer is surprisingly agile and can perform even complicated acrobatics while wearing the suit, assisted by the armor's extraordinary lightness and flexibility.

Component Spells: Lighten, Dexterity.

Asking Price: \$425,000.

Rainbow Chainmail

An unusually shiny coat of chainmail, this shirt displays a dazzling rainbow of colors whenever the wearer enters combat. The wearer can use any Light-based spell at level 15, simply by willing it.

The wearer can cast Light, Continual Light, Light Jet, Col-

ors, Flash, Blur, Hide, Invisibility, Infravision, Night Vision, Dark Vision, Hawk Vision and See Invisible.

All spells cost the wearer Fatigue just as if cast normally. Physically, the armor is equal to regular chainmail (PD 3, DR 4; PD 1, DR 2 vs. Impaling).

Component Spells: as above, including Illusion Shell (over armor).

Asking Price: \$500,000.

Rubber Armor

This suit of plate mail seems to be made from some strange, glossy black metal that has a surprising amount of flexibility. It weighs about as much as chainmail.

When worn, any swinging attack made against the wearer is rebounded against the attacker, striking at the attacker's skill level -2. Against all other attacks, including thrusting/impaling, the Rubber Armor provides PD 4, DR 9, and DR 15 against electrical attacks. A failed thrusting attack means the point bounces off the armor and gives the attacker a -2 penalty to his next attack.

Judging by its obscurity, it's easy to believe it is a new development, but the Rubber Armor was actually devised over 170 years ago. Its obscurity is due mostly to the cautious nature of its first owner, who was a rather cowardly knight.

Component Spells: Hypothetical "Rubber Armor" enchantment.

Asking Price: \$575,000.

Shabby Armor

Although this ensemble of half-plate armor looks like junk, being rusted and splintered, it is actually in perfect condition, comfortable to any wearer and will not suffer from the effects of rain or exposure.

It confers PD 4, DR 7 on a wearer, as well as having only half the normal weight of such a suit.

This suit was once owned by a feudal lord who liked to travel incognito; he wore armor that made him appear to be a poor knight-errant so that he would attract less attention. Legend has it this lord was thrown off his own estates by his guards. He wasn't able to enter until he returned with a family friend who vouched for his identity.

Component Spells: Fortify, Lighten, Illusion Shell, Clean and Repair variants, Power.

Asking Price: \$190,000.

Stoneblend Armor

Made for Dwarven scouts and trackers, this light plate armor is made of dull gray metal that magically blends in with any surrounding rock or stone, making the wearer hard to see (-3 to Vision rolls).

Stoneblend Armor also negates the usefulness of Infravision, as the armor takes on the same temperature as nearby rocks, and is magically silent (the wearer cannot speak or even shout for help while the Armor's enchantments are active). All of these enchantments can be suspended at the user's unspoken com-

mand; the exact trigger mechanism is unknown but may involve dedicated Powerstones.

Stoneblend Armor can only be worn by Dwarves and Dwarf-sized humanoids. They do not make these items in sizes usable by other races and keep careful track of most suits, as they are highly-prized military armor. The existence of this armor is a Dwarvish secret and tales of it are considered unfounded rumors. Even Dwarves who've used the gear deny its existence.

Component Spells: Secret Dwarven enchantments.

Asking Price: Not for sale.



Strombolt's Armor

Commissioned and worn long ago by a Halfling warlord (the first and only of his kind), this suit of heavy plate armor confers Might +4, Vigor +3, PD 5, DR 12 and magic resistance. The helm is specially enchanted so that, with a single word, the user's visual perspective changes to that of a Colossal Giant (30'), giving the helm-wearer a strategically-useful view of his surroundings.

The armor can only be worn by Halflings or Halfling-sized humanoids; even Dwarves and Gnomes are too large for this particular outfit.

Strombolt, the warlord who first wore this armor, conquered three human counties before a human army was raised against him. His ferocious Halfling battalions fought pitched battles with the humans for almost two weeks before retreating to their original territory. Strombolt was forced to pay such massive reparations he had to sell his armor to raise the money.

Component Spells: Might, Vigor, Deflect, Fortify, hypothetical "Crow's Perch" spell, unknown.

Asking Price: \$1,250,000.

Shields

Chainlash Shield

This medium shield's insignia is a tangle of chains, dull gray on a green field. It was made in honor of Sir Abecathius, who used a long chain instead of a shield and won many battles against invading barbarians.

The shield provides PD 3 and has strong defensive magic. When the holder makes a successful block against a sword, axe, polearm or other melee weapon, chains whip from the shield's face and attempt to entangle the opponent's weapon. This is determined by a Contest of Skills between the shield's DX of 13

and the opponent's weapon skill. The shield merely entangles the weapon, making it unusable until it is freed with a Contest of ST. If the opponent loses the Contest, the weapon is held tightly against the shield by the chains. Another Contest of DX is required for the opponent to grasp the weapon from the shield and another Contest of ST to remove it. The shield user can attack normally while this is taking place.

The shield can only ensnare one weapon at a time. Additional opponents face only the shield's mundane PD 3 protection.

Component Spells: Unknown.

Asking Price: \$80,000.

Dancing Shield

With a variation of the Dancing Weapon spell, shields can be enchanted to protect their owner as if wielded by an invisible shield bearer. The shield has skill 15, speed 5 (this can be improved to skill 18, Speed 6 by quadrupling the energy cost — double once to improve skill, again to improve Speed), and a ST (for bashing purposes) equal to the power of the spell.

It will follow its owner's mental or spoken instructions as to which side to guard (right, left, rear, front or above). If the owner is knocked out, the shield will continue protecting him to the best of its abilities. If the owner dies, the shield falls to the ground.

The shield can attempt to Block *two* attacks per turn, regardless of its owner's actions. The owner can attempt to parry or dodge any blow that gets past the shield. It can be instructed to bash (B123), in which case the owner forfeits the shield's protection for that turn.

An attack directly at the shield is at the shield's PD-4 (so a small shield is attacked at -2, a medium at -1 and a large at no penalty). Note that the shield will try to Dodge an attack aimed at itself, with the same skill as its Block. The shield could also be netted or bagged (standard to-hit roll). If the shield gets a critical miss, or is struck by a critical hit, it is *stunned* and out of the fight until its owner grasps it and "wakes it up" (treat as a Ready maneuver). The shield loses its magic if destroyed (see sidebar, p. B120). If penetrated by an impaling weapon, it loses one point each of skill and Speed.

Shatterproofing the shield prevents it from being penetrated. Deflect, Fortify and Lighten are also good enchantments to add to a Dancing Shield.

Component Spells: Dancing Weapon.

Asking Price: \$75,000 per pound of shield's weight.

Diamond Shield

Harbas the Armorer was said to have made a few of these shields over 1,000 years ago for the mysterious Knights of Phaeri, a group of Elven cavaliers. Over the ages, some of them have been lost, to be recovered ages later by adventurers. A number of the original Knights still live, however; rumor has it they seek the shields of their fallen brethren.

The Diamond Shield is a large shield seemingly made of clear glass. It is scratch-proof, repairing itself whenever it is cut or notched. The item's magic prevents any heraldic device or coat-of-arms from being painted on its face. The Diamond Shield gives a user PD 5 and +2 to his Shield skill. The user must have the Shield skill to use the Diamond Shield effectively and reap its benefits.

Components: Glass Wall variant, Deflect, Lend Skills.

Asking Price: \$90,000.

Salamander Shield

The original Salamander Shield was made for Sir Fortunos, the Snow Knight, whose skills in magic rivalled his skills with weaponry. He and his sword, Colddrake, were famous in their day, with the shield getting scant attention, mostly to preserve its value as a surprise to foes. It was only long after Fortunos's death that the secret of the Shield came out, making it a much-prized item.

A small shield, providing PD 2, the Salamander Shield feels hot to the touch but it is usually surrounded by a faint haze of frosty air. Although the chill is palpable within 2 hexes, the user doesn't suffer any harmful effects from the cold.

The shield may feel hot but it actually freezes weapons and makes them brittle. Each time a weapon strikes the shield (when-ever a successful Block roll is made), the weapon's user must roll against to see if the weapon shatters; for most weapons, this is a 12 or less on 3d, with -2 to the roll per additional blow against the Salamander Shield. Shatterproof provides +3 against this effect, while flaming and cold weapons both are immune.

This shield's face has an image of an orange lizard, pulling yellow fire into itself, against a pure white field.

Component Spells: Weaken variant, Power, unknown.

Asking Price: \$140,000.

Helmets and Headgear

Cowardly Helmet

This large, battered greathelm provides PD 4, DR 10 to the wearer, but whenever he goes into combat, a small, whiny voice from inside the helm begs him not to fight. This voice is very distracting (-2 to all combat skills) and aggravating; worse, it can't be silenced! Even though most may think the helmet is cursed, it isn't; it can be removed normally. But many warriors crave the high protection the magic helm provides.

A Cowardly Helmet was made for Thriven the Great, a mighty conqueror, by one of his fearful neighbors. It proved so effective that Thriven's empire crumbled as his war-making abilities eroded. Scholars are amazed that one well-placed magic item could lead to an empire's dissolution.

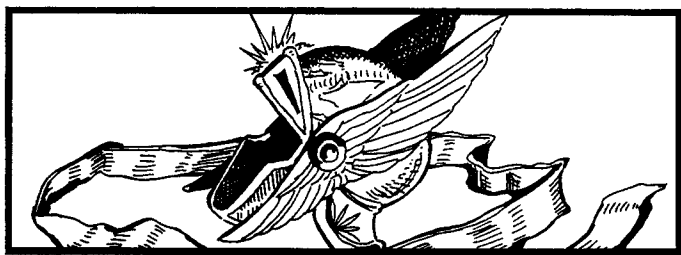
Component Spells: Voices variant, Fortify.

Asking Price: \$100,000.

Helm of Awareness

Originally, a Helm of Awareness was made for a prison guard who couldn't be fired: he was the King's cousin. So the warden commissioned this item privately and was delighted to find how effective it was. The king was likewise delighted and hired the enchanter to create similar items for the night detail of the City Guard.

Physically, the Helm provides PD 1, DR 4 (it's made of steel ribbons under leather). When first buckled on, the helm makes the wearer's eyes tingle. The feeling quickly passes, but the



wearer finds his peripheral vision greatly enhanced (as per the Peripheral Vision advantage).

The wearer will also notice that he is much more alert to small sounds and sights (Alertness +3), improving his sensitivity to things around him.

Component Spells: Rear Vision variant, Alertness, Power.

Asking Price: \$210,000.

Helm of Command

This magical headgear was made for King Jyniarz, a very meek and unprepossessing ruler who needed some magic to appear more commanding. The Helm worked like a charm and he met his kingdom's invaders bravely, until he passed the Helm to his oldest son, who was killed battling Orcs. The Helm was lost, only to be reclaimed and sold many times since then.

An elaborate greathelm, it protects with PD 4 and DR 12. It also provides the wearer with Charisma +3, High Pain Threshold and the ability to use the Great Voice spell at will. The helmet glows with its own luster, notable at high noon or twilight, and all who see it react at +1.

Component Spells: Mass Suggestion ("Follow Me"), Resist Pain, Great Voice, Light, Fortify, unknown.

Asking Price: \$900,000.

Helm of Fortitude

Appearing as nothing more than an old veteran's battered pot-helm, the Helm of Fortitude is nonetheless a significant piece of magical armor.

When worn, the Helm imbues the wearer with Fearlessness +6 and 8 Extra Hit Points. However, the Helm's attitude becomes infectious with prolonged contact. A long-time owner develops both Stubbornness and Overconfidence, believing he cannot be overcome in battle by normal human beings.

In terms of mundane protection, it gives PD 3, DR 7 to the wearer's head. Nobody knows who made the Helm, but it's been around for a very long time, and may be one of the oldest magical helms in existence.

Component Spells: Bravery variant, Vigor variant, Suggestion ("You're tougher than anybody else").

Asking Price: \$695,000.

Other Protection

Cloud Cloak

This cloak was invented by a pacifistic Water-magus who was fond of traveling, yet fearful of attack. He made this cloak to keep himself magically hidden from any would-be enemies and spent years wandering before returning home and selling the Cloak to a good friend, from whom it passed into general commerce.

Technically not armor, this magical garment nevertheless provides protection to a wearer. Anyone who drapes it around his shoulders and fastens the cloud-shaped clasp is surrounded with a thick fog filling his hex and all adjacent hexes. The character is able to see clearly through the fog but anyone attacking the wearer is at -4. Any Dodge made by the wearer is +2, but the Cloak does not add to Block or Parry attempts. These powers are always on. The only way to get rid of the fog is to remove the cloak, at which point the fog begins to disperse, taking a total of 20 seconds.

Component Spells: Fog variant, Water Vision variant.

Asking Price: \$100,000.

Medusa Helm

Appearing as a normal greathelm and granting PD 3, DR 10 to a wearer, the Medusa Helm is justly feared by those who know of its existence.

The faceplate, normally hidden when up, is worked into the shape of a hideous visage, and the helm is covered with sculpted metal snakes. The item's magic is activated by lowering its enchanted visor into place. The snakes begin to take on life and writhe, and any who look directly at the faceplate must roll vs. HT or be Stunned for 1d rounds. Also, the animated snakes on the helmet can attack in close combat (skill roll 12) by bite, inflicting 1 point of damage each and injecting poison type F (roll vs. HT-6 immediately. Success means the victim is sick and dizzy [-3 to all rolls] for 3d minutes; failure means the victim is dizzy as above and the poison does 1d-1 damage; critical failure means death).

There are six snakes on the helm; three can attack in any given round.

Component Spells: Unknown but must include Fortify, Animation and probably Panic, unknown toxin-replenishing spell.

Asking Price: \$817,500.

Wondrous Waterhelm

Adventurers attempting to buy this helmet may wonder at its low price, especially when its abilities are explained. If the vendor neglects to mention its drawbacks, the purchaser is in for a surprise.

This blue leather headgear provides definite advantages to anyone who works on or near water. Ducking underwater activates its powers, which include bestowing the spells Breathe Water, Water Vision and Fish Control on the wearer at IQ level (user must pay energy costs).

The Waterhelm, unfortunately, has a devastating quirk that makes it a challenge to use. It attracts and enrages sharks, barracuda and other marine predators. The helm gives off the scent of fresh blood, which will reach any predacious sea animals within 50 hexes.

The Waterhelm provides PD 2, DR 6 to any wearer.

Component Spells: Deflect, Fortify, Breathe Water, Water Vision, Fish Control, Power, unknown.

Asking Price: \$70,000.



Shimmering Surcoat

Lady Nerephane had this surcoat made for her lord, Eulorus, who was a superior ruler but not the greatest of fighting men. With the surcoat's help, however, he bested many foes in tournaments. Unfortunately, these easy victories went to his head and he began to war with his larger neighbors. Despite Nerephane's best efforts to dissuade him, he pushed ahead and was slain during the siege of an enemy castle. The surcoat was stolen by a scavenger and has been bought and sold many times since Eulorus's death.

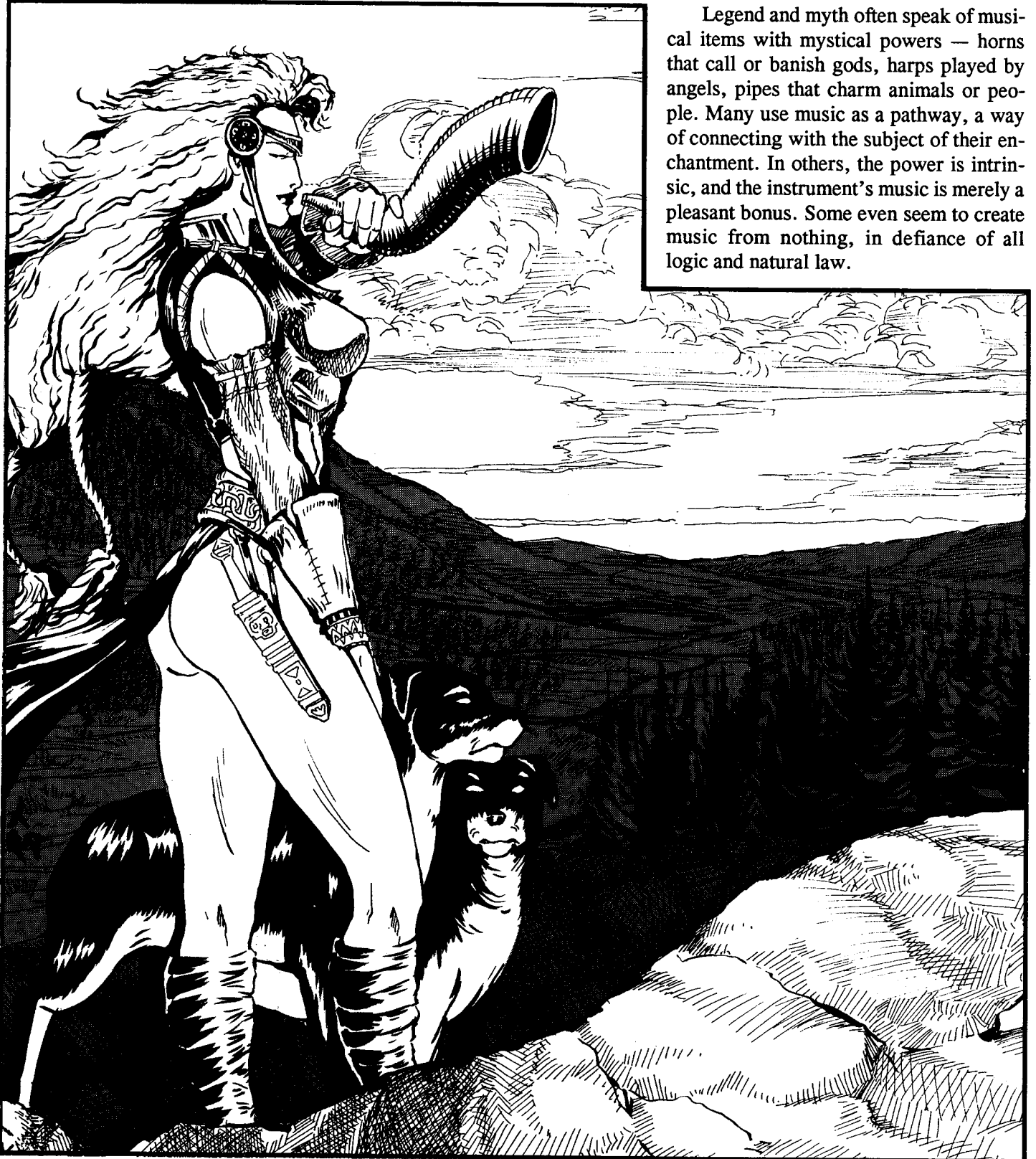
This leather garment will fit over chain or smaller armor, adding +4 to its DR. The wearer is also able to cast the Blur spell at level 15, costing the user normal energy for the spell.

Component Spells: Fortify, Blur.

Asking Price: \$75,000.

4 MUSICAL AND BARDIC MAGIC

Legend and myth often speak of musical items with mystical powers — horns that call or banish gods, harps played by angels, pipes that charm animals or people. Many use music as a pathway, a way of connecting with the subject of their enchantment. In others, the power is intrinsic, and the instrument's music is merely a pleasant bonus. Some even seem to create music from nothing, in defiance of all logic and natural law.



Minstrels and troubadours benefit the most from musical enchantment, but often can't afford them. Wealthy and unskilled lords and ladies, on the other hand, crave self-playing or skill-bestowing instruments, and they'll pay well for them. In the spirit of compromise, however, rich magic owners will sometimes sponsor a minstrel, giving him a charmed lyre or enchanted pipe.

Finding enchanted bardic items is not hard. Up-and-coming enchanters hold contests during festivals and fairs, displaying new creations in an attempt to gain patrons. More established music-mages compete merely for sport and the glory of overcoming rivals. These contests are the best place to see the newest musical magic; vendors attend as well, always willing to buy and sell instruments.

Away from these festivals, musical magic seekers are best off haunting the largest cities. Especially rare or hard-to-locate items require some effort, but obtaining blank Sorcerous Sheet Music or used Silver Strings is usually possible.

Another excellent source of information about the location of musical items is the bardic community. Most bards have a professional interest in musical magic and keep track of where important items are. Their information, however, isn't always reliable . . . or cheap. Investigating a minstrel's rumor can be an adventure in itself.



Common Bardic Spells

Most bardic enchantment is done with Sound and Mind Control spells. Voices is the most common bardic spell, though Charm and Mass Suggestion are also frequently used. Emotion Control, Sleep, Fear and Sound are very common as well.

Spells that summon or control animals are often found in bardic items, especially things like the Ratpipes of Hamelin and the Serpent Flute. These items use variants of Beast Summoning, Mammal Control and Reptile Control.

Illusion and Knowledge spells are occasionally enchanted into instruments. Talespinning is greatly enhanced when accompanied by illusions, creating a magical version of motion pictures for low-tech audiences.

Bards often carry items that include Communication spells, especially those like Gift of Tongues, Mind-Reading and Persuasion. These help a performer survive nearly anything he meets in his travels. Some of these spells are incorporated into instruments, so they are always close at hand.

Tuneful Loquinson's Shop

Housed in a huge, ramshackle five-story building, Loquinson's shop emits more sounds, musical and otherwise, than any other ten businesses in the city, blacksmiths included. The open windows vent music of every variety during business hours, ceasing only when Loquinson rings his huge gong to announce the day's closing. Passers-by have grown accustomed to the sound, however; once, when Loquinson was sick and didn't open his store, several neighbors thought they had gone deaf overnight.

Inside the front door is a music-lover's paradise. Musical instruments of every conceivable variety line the walls, the floors, the shelves and every space in between. The few places not occupied by instruments are filled with sheet music (a relatively modern invention, which Loquinson personally scoffs at but, as a merchant, cannot ignore), strings, drum heads, sticks and other miscellaneous items.

Almost as remarkable as the shop is Loquinson himself. An Elf, he decks himself in gaudy colors and outlandish styles, most of the clothing obtained during or inspired by his many long travels as a minstrel. He is often found playing his 13-string lute (a bizarre instrument he created himself) or chatting with other musicians toward the back of the shop, while his assistants busily assist customers. Loquinson personally handles all transactions of magic items; simply hearing the word "magic" will cause him to break off any conversation and hasten over to the customer, a wide smile on his youthful face.

Loquinson's sole bad habit is his willingness to talk for hours. He indulges this Elven characteristic, feeling that ten hours' of conversation is really just "getting started."

He isn't boring — his many stories are interesting and he's an excellent listener — but he doesn't stop. Many customers have to turn and walk away to end a discussion.

Loquinson is stingy with his items. He prefers to own or buy them, not sell them; his attitude is that magical items that create beautiful music are rare and should be protected and cherished. He gladly buys them, often at a generous price, yet he demands fortune for any item he sells.

The shop doesn't have much obvious security, yet theft is rare. Loud bells have rung in the middle of the night at the shop, but this could as easily be an bell-choir in rehearsal as a security alert.

Loquinson occasionally hires promising composers to create music for his many students. He pays well, awarding a bonus for especially good work. A musically-inclined character might find Loquinson an excellent, if loquacious, patron.

Bardic Items

Calliope of Merriment

This circus organ, bolted to a brightly-painted one-horse wagon, cheers up any who hear its music, making them uncontrollably happy. Anyone within its 20-hex range also gets a temporary +1 bonus to HT, which lasts as long as the music is playing and they are within range.

Playing the calliope is a Mental/Hard musical skill. Only happy songs can be played, however. Any attempt to play something sad or melancholy requires a Will roll at -10!

The Calliope's range will usually cover an entire carnival midway if placed near the center.

Component Spells: Vigor variant, Mass suggestion variant.
Asking Price: \$150,000.

Charmers and Soothers

Several items have been crafted to summon and pacify animals over the ages, many of them made for beast-catchers of zoos and carnivals. These Charmers and Soothers usually incorporate the Animal Summoning and Beast-Soother spells, activated by the instrument's music.

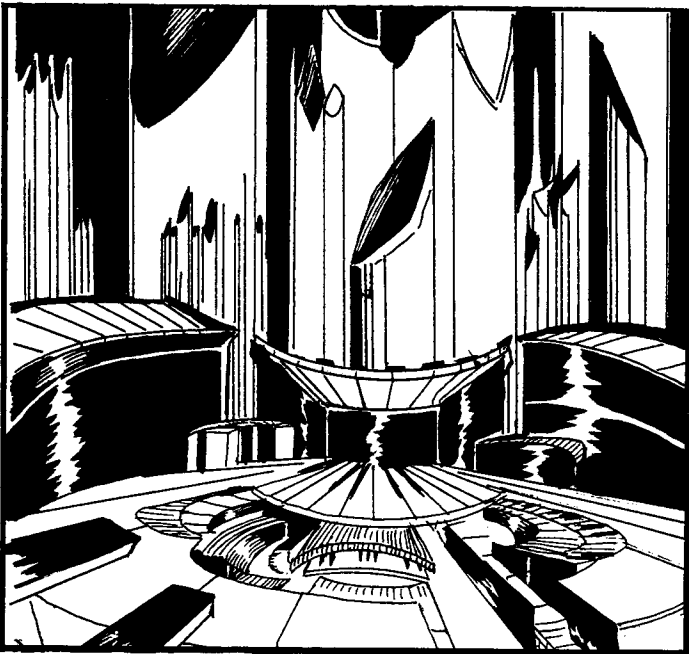
Because the magic is music-dependent, these items fail if the musician plays the instrument incorrectly. Summoning and Soothing each require a separate roll against the pertinent musical skill; failing to Summon produces no negative results, though a critical failure may summon every animal in the area! A Soothing failure enrages the animal if it is a predatory creature, or causes it to flee otherwise. A critical failure causes the animal, even a rabbit, to attack in a berserk rage.

Here are two examples of Charmers and Soothers:

Serpent Flute. The Serpent Flute resembles the old Middle-Eastern snake-charmer's pipe, allowing the player to charm snakes with his music. It casts a limited version of Reptile Control (snakes only), keeping a serpent under control as long as the music plays. Using this flute costs 2 fatigue per minute.

Unlike the normal Reptile Control spell, the music will enchant any size snake that can hear it, even giant sea serpents (if they exist).

Component Spells: Reptile Control variant.
Asking Price: \$30,000.



Bullroarer of Kangaroo Calling. This device is a flat wooden rectangle or oval attached to a length of plaited hemp. It makes a bizarre roaring noise when twirled, which summons and charms kangaroos, if those animals exist in the GM's world. A simple DX roll at +2 is required to twirl it correctly. Kangaroos will obey all the caster's spoken commands as long as the device is spinning (the Bullroarer's magic grants them temporary understanding of human speech). Spinning this device costs 2 energy points per minute.

Component Spells: Beast Summoning, Mammal Control variant.

Asking Price: \$60,000.

Conductor's Baton

This long white stick is found mostly in the hinterlands, where it is difficult for large orchestras to travel, to bring culture to the rural areas. When waved in the air, the Baton creates the sound of an entire orchestra playing whatever music the conductor is looking at or reading. The tempo is faster if the stick moves more quickly, or slower if the stick goes more slowly. Using the baton costs 3 fatigue to cast initially, then 1 point of energy each minute to maintain.

Component Spells: Voices variant.

Asking Price: \$165,000.

Dancing Pipes

These pipes are silver and decorated with icons of dancing shoes. Whenever the pipes' magic is used, the icons glow with pale silver-white light.

When these are played, all listeners except the player within 10 hexes are compelled to dance energetically. While dancing, actions that require fine manipulation are impossible (lock picking, glass blowing, etc.). Combat is possible, but all attack and defense rolls are at -3. Whether spells can be cast depends on the dancer's skill with the spell — usually not, however.

The pipes' music determines what kind of dance is done, whether a sprightly jig or a mourning shuffle. A successful roll against Musical Instrument (Flute or Pipes) is required to activate the pipes' magic. The player expends 5 points of energy to cast the spell, and 2 points to maintain every minute.

Those within range can resist by making a successful Will roll at -3.

Component Spells: Mass Suggestion variant.

Asking Price: \$500,000.

Demon of One Thousand Keys

At bardic competitions held in far off lands, dreadful rumors are told of the Demon of One Thousand Keys. This terrible creature, unleashed by a bard-hating wizard, was ultimately confined inside the largest organ ever constructed. The maze of tubing and pumps, stops and valves confused the demon long enough for the bards who made it to seal the organ forever . . . or so they thought.

The Demon of One Thousand Keys is a monstrous organ, with pipes like silver tree-trunks and pipes like needles, pedals so large a Giant would have to operate them (or so it seems) and entire keyboards so minute an Ellyllon would have to pick at them carefully to avoid a mistake. Most of the works are suitable for human operation, however, though a human would have to be truly agile to manage such a feat of musicianship.

It is possible to learn to play this organ, as a Mental/Very Hard skill (Defaults to Organ-4). This skill would allow one to use the

Demon as an instrument — but the magical effects described below can never be mastered, even by a dedicated student.

Anyone who plays the vast instrument may trigger a spell at random. The various chambers of the music trap different parts of the demon's essence, making it impossible to know beforehand which effects will be produced by a player. To complicate matters further, opening the stops and pumping the bellows makes the works shift and alter configuration within the organ; no combination will work the same way twice.

Savants believe a catastrophically bad player (such as one who rolls a critical failure) may release enough of the demon to cause unholy havoc all across the world. Whether this is true or not is in the hands of the gods.

The Demon of One Thousand Keys is lost — somewhere. It may be deep below the shifting sands of the Unpassable Desert or sunk beneath the brackish waters of the Murkenmire. Wherever it is, the bards who speak of it end their tale with one piece of advice: Do not seek it out.

Component Spells: Unknown.

Asking Price: Not for sale; unique item.

Diseased Lute

A cursed instrument that never sounds quite right, the Diseased Lute is an infectious magic item. Anyone who plays even one note on the lute must make a Will roll or be at -10 on all musical skills until the curse is negated with a Remove Curse or similar curse-breaking magic.

Someone with Musical Ability or Magery gets a bonus to resist equal to his combined levels in those advantages (for example, someone with 2 level of Magery and 1 level of Musical Ability would get a +3 to his Will roll).

The Diseased Lute is the only (known) surviving article from the Orchestra of the Damned. This band of demons played infernally horrific music with cursed instruments. It is told that internal conflict caused the group to disband and that their instruments were scattered across the world. Most of them were found and destroyed, but the flute (and perhaps a few others) remains to torment the souls of unwary musicians.

At the GM's discretion, a PC may roll vs. Occultism-3 to identify the flute before playing it.

Component Spells: Unknown.

Asking Price: \$150,000.

Guitar of Aleric Avery the Songster

This guitar is obviously very expensive and radiates magic. Each time the guitar is played, it produces a random song, regardless of the player's intention. The player cannot stop until the song is completed. Each song has an effect on whomever is listening within 10 hexes. All affected can make Will rolls at -2 to resist the guitar's spell. If anyone under the guitar's spell is physically or magically attacked, he breaks out of the spell immediately. Each song lasts 4 minutes. Roll 1d to determine which song is produced.

1. *Calm.* When this song plays, all who listen and fail to resist become completely engrossed in the music, unable to do anything while the song is playing.

2. *Party.* This song causes all who listen to compulsively carouse, and magically creates a keg full of ale. Inhibitions will drop, and even mortal enemies will share drink and conversation. The keg remains for 1d minutes after the song ends. After that, it and any ale that remains unconsumed vanishes.

3. *Rain.* Playing this tune creates a 10-hex storm cloud centered over the player (even indoors), which rains heavily for the duration of the song. This is sufficient to put out a 5-hex fire.

4. *Love.* This song causes all members of the opposite sex, to instantly re-roll a Reaction at +6 (which supplants any previous reaction to the player).

5. *Anger.* This song is nearly *Love's* opposite. Everyone in range who fails his Will roll, re-rolls a Reaction to the player at -6! In potential combat situations, this could be very dangerous.

6. *Quiet.* When this tune is played, no sound other than the song can be heard or made within the guitar's range. This power is not resisted.

Components: Unknown, but powerful.

Asking Price: \$800,000.

Harp of Discord and Harp of Accord

This shining silver harp with golden strings creates ill feelings among all who hear it (10-hex range). Anyone affected reacts to everyone at -2 for the duration, and all Will rolls are at -2. This anger and resentment gradually develop over 1d hours and persist for 1d+3 hours total — the magical effect wears off at that point, though the feelings may have taken on a life of their own by then.

The uncursed version of this instrument is the Harp of Accord, which produces strong positive feelings among those listening. Effects manifest exactly as with the Harp of Discord, with everyone reacting at +2. The magic is not strong enough to halt a combat halfway through, but might prevent one from occurring.

Component Spells: Emotion Control variant.

Asking Price: \$400,000.

Horns of the Hunting Pack

These horns have a special power over dogs, giving them a +3 on all perception rolls, and not allowing them to lose any fatigue for the horn-magic's duration (5 minutes).

Any hounds within sound of the horn (80 hexes in open air) gain these benefits. The horn's user pays 1 energy point per call.

Component Spells: Keen Nose variant, Lend ST variant.

Asking Price: \$60,000.

Jericho Trumpet

This dazzling golden horn with hanging black and silver pennants normally sounds louder than other similar horns. When a player wills, however, the sound becomes devastating and does 6d damage to any inanimate objects toward which it's aimed. Any living creatures within a 90° fan-shaped area, 30 hexes long are deafened for 2d hours if they fail a HT-4 roll.

Component Spells: unknown.

Asking Price: \$1,300,000.

Lizard King's Pipe

This recorder appears normal in that it's made of wood, but it has snake scales carefully etched into its surface, so that the wearer seems to be holding a foot-long, rigid snake.

The pipe will charm reptiles or put them to sleep, depending on what the user wants to accomplish, at a cost of 2 energy points per attempt to do either. The music's effects are resisted by IQ, making it possible, if highly unlikely, to charm a dragon.

Component Spells: Reptile Control, Beast-Soother variant, 1 point of Power.

Asking Price: \$83,000.

Lullaby Lyre

The Lullaby Lyre was invented by Ariosti the Troubadour, a dedicated pacifist. His invention allowed him to pass through hostile territories without harm to himself or to others. There

have been several copies of the Lyre made since Ariosti invented it.

When this small silver harp is strummed, even by an unskilled player, all creatures within a 5-hex radius must roll vs. HT or fall into a deep sleep, lasting 8 hours if not awakened. The user spends 5 fatigue to cast this spell, and is not affected by it.

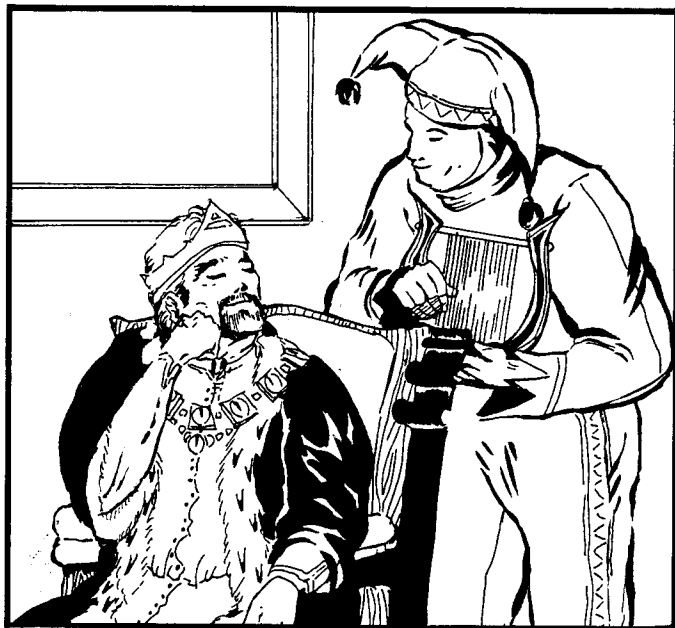
Certain disadvantages are helpful in resisting the Lyre. Hard of Hearing characters get +2 to resist, while Deaf characters get +6.

Anyone with Acute Hearing is at -1 for every 2 levels they have. Wizards casting Keen Ears resist at -2.

Musical Aptitude or Musical Instrument/Lyre skill do not enhance the Lyre's abilities, though the song it plays will sound more pleasant. However, a trained musician can choose not to activate the Lyre's powers, while an unskilled player triggers the enchantment automatically.

Component Spells: Mass Sleep variant.

Asking Price: \$1,000,000.



Lute of Renown

This lute plays skillfully in any user's hands, even those with tin ears and no sense of rhythm. Anyone who strums the strings has an effective skill of 20 in Musical Instrument (Lute) with the charmed instrument.

The downside of this item is that crowds will gather around its owner wherever he appears, demanding that he perform for them. Such performances may be pleasant at first, and even lucrative, but the owner will soon find himself harassed by admiring "fans," who will quickly drive him crazy with their adoration.

Even if the lute's owner enjoys it, his companions will likely tire of it very quickly. Even egomaniacs are not going to enjoy being awakened up in the middle of the night, each and every night for weeks on end.

The only way to end this "bard-mania" is to get rid of the lute. The fans will gradually drift away and the former owner will be left in obscurity once more.

Component Spells: Unknown, but may include Lend Skill and Mass Suggestion variants.

Asking Price: \$550,000.

Marching Drums

These drums are large and produce a tremendous sound when hit with a mallet. They can be used to keep time for marching

troops. When used, the drum's sound magically diminishes the weariness of those around the drummer; every soldier within a 60-hex radius spends only one-quarter normal fatigue to march under this magical instrument's influence.

For armies that can afford the drums, they can be quite useful. Usually, the drummer will rotate among the troops, lending the drum's magic to those who need it most.

Component Spells: secret.

Asking Price: \$870,000.

Martial Bagpipes

Some will not recognize this plaid bag with its profusion of wooden pipes as a musical instrument. Others might not believe it's one when they hear it. However, there is no denying the Martial Bagpipes have a dramatic effect on whomever hears them. When played successfully, all allies within 10 hexes get a temporary +2 to ST, DX and HT. Neutrals (those not involved in the battle or uncommitted to either side) are not affected.

No ally who can hear the Martial Bagpipes will flee from a fight. All are enchanted to attack every round as long as there are still enemies present.

The bagpipe player has no magical protection and cannot take any Active Defenses while he plays the bagpipes. If he is attacked and hurt or killed, those affected lose all of the advantages previously gained, and are -1 to the affected attributes for 1d hours (a backlash effect of being enhanced). The pipe player can, however, voluntarily quit playing at any time without conferring this disadvantage.

As soon as they hear the music, PCs may roll vs. Will to resist the Bagpipe's battle-driving effects, if they so desire. PCs cannot choose to resist later if they change their minds; once the music begins and they go with it, they're stuck until the bagpipes fall silent.

These bagpipes require Musical Instrument/Bagpipes skill to play effectively (it is Mental/Hard). A critical success while playing doubles the enchantment's range, a critical failure still forces everyone to fight, but gives a -1 to ST, DX and HT.

Component Spells: Unknown.

Asking Price: \$2,500,000.

Military Trumpet

This silver horn is one of the long, impressive horns used by heralds and military trumpeters for combat-signaling. Being magical, this horn requires no musical skill to play; the player simply wills whatever song he wishes played — as long as he can remember how it goes, he can play it. Any disputes should be settled with IQ rolls.

These trumpets affect every ally within 20 hexes, in a 60°-fan-shaped wedge in front of the trumpeter. When these horns sound any military battle calls, hearers within range are magically compelled to obey, unless they resist with a Will-1 roll. The call to charge means everyone within range charges, always moving forward and attacking every round until there is no more enemy to attack. Retreat causes everyone to flee combat and, if attacked, take All-Out Defenses. Taps puts everyone to sleep (as the Mass Sleep spell, p. M57) and Reveille wakes them up (per the Awaken spell, p. M44).

Allies of the trumpeter are the only ones affected by the horn's magic; a player cannot put his foes to sleep by playing taps, nor can he cause them to retreat. The trumpeter cannot use any Active Defenses while playing the trumpet.

Component Spells: unknown.

Asking Price: \$1,000,000.

Orchestral Kazoo

It looks like a cheap trinket, but this kazoo has extraordinary abilities. When played by someone with any level of Musical Aptitude, it can be made to sound like any instrument that the player has heard (clarinet, saxophone, xylophone, etc.). This costs no energy.

Additionally, by expending 2 energy points every 5 minutes, the player can make the kazoo sound like a full orchestra. This requires total concentration to achieve: any distraction necessitates a Will-4 roll to continue.

Component Spells: Voices variant.

Asking Price: \$25,000.

Piteous Violin

The Piteous Violin is a powerful instrument for those who can master its abilities. It can produce select emotions in whoever hears it within a certain range. Its base range is 5 hexes, but the player may extend that by adding energy — 1 point for 6 hexes, 2 for 7 hexes, 4 for 8, 8 for 9, etc. A Powerstone may be used for this purpose.

The variety of the emotions produced depends on the skill of the player. The audience will react to the “feel” of the music. This is an amorphous thing, and it can only be controlled well by masters. The higher the player’s skill, the more specific and precise an emotion can be created. The following table illustrates the degrees of emotions that can be generated based on the player’s skill in Musical Instrument/Violin.

Under 9	Happiness, sadness
10-15	Anger, calm, love, hate
16-19	Fear, despair, ecstasy, pride
20-24	Jealousy, resentment, apathy, gnawing doubt, concern
Over 25	Suicidal depression, simmering rage, cautious optimism, amused contempt

Of course, a player with a high skill can induce those emotions available to those of lower skill if he chooses.

Component Spells: hypothetical Mass Emotion Control, 4 points of Power.

Asking Price: \$550,000.

Ratpipes of Hamelin

This enchanted silver flute summons rats whenever it is played, but the player must keep moving while playing. The number of rats appearing depends on the location — 5d rats per minute in a standard medieval city, or 1d per minute in the country. The rats will follow the player as long as he keeps making music and keeps moving; if the player walks into a lake or river, the rats will drown themselves. The length of time the player can continue is determined by how much energy he can spend supporting the Beast Summoning spell the flute creates. It costs 1 per minute. If the player falters, the rats will attack him on a 9 or less on 3d (as a Horde — see *GURPS Bestiary*). If he tries to re-enchant an angry Horde, they resist on a 12 or less, +3 for every subsequent attempt. If they do not attack, they will disperse normally.

Components: Beast Summoning variant.

Asking Price: \$35,000.

Silver Strings

Silver Strings were created by Allevanian, the half-Elven bard and enchanter who lived by the Singing River in Dimmishire. He made hundreds of sets before dying less than 120 years ago; others have since duplicated his magic, though the original sets produce the best tones.

Silver Strings fit any lute or harp and are always perfectly in pitch, even if the keys are adjusted incorrectly. These silver threads add +3 to a user’s effective Instrument skill. The strings are always in perfect condition and never break. Many magical stringed instruments must be strung with Silver Strings to function.

Component Spells: Hypothetical “Enhance Sound and Skill” spell.

Asking Price: \$275,000.

Silvertongue

A Necromantic/Bardic crossover; this is the preserved, silvered tongue of a master bard which, when placed in the mouth of a user, provides the user with the Voice advantage. The user also has the skills Singing at HT+3, Bard at IQ+3 and Hypnosis at IQ+3.

As the tongue is highly magical and partially sentient, it roots itself in the user’s mouth if left in place longer than one hour at a time, replacing the user’s original tongue; if it does so, the tongue manifests its own personality, which might be at odds with the owner’s! The GM is free to devise any sort of personality for the tongue, but it should be glib and smooth-talking. The tongue can force the user to say anything it wants by winning a Contest of Wills; its Will is 13.

The tongue can be removed physically (cut out), but the original tongue does not return, and the former owner is left mute. This process does not remove the Silvertongue’s magic powers. Alternately, a successful Remove Curse (resisted by the tongue’s Will) restores the owner’s tongue and causes the Silvertongue to leap out of his mouth, still functional.

Component Spells: Lend Skills, unknown.

Asking Price: \$250,000.

Singing Sledgehammer

This Dwarven mining hammer is a two-handed digging tool with little ornamentation and a bit of carving along the handle. When swung by someone with ST 15 or greater against stone, the Sledgehammer sings a melody. The song lasts as long as the hammer’s user keeps swinging. The Sledgehammer’s music can clearly be heard over the hammer’s work, and up to 100 hexes away if the mines are quiet except for the swinger.

The song’s rhythm is set by how fast the hammer swings. A fast worker creates a driving and energetic song, while a slow worker’s tune may resemble a dirge. If the user gets tired of hearing one song, he can “re-train” the hammer by whistling another tune. The hammer will sing that new song until reset by the user. If not specified, the hammer will sing a song from its catalog of about 100 songs.

A Dwarven miner made this item hundreds of years past, to relieve the tedium of crushing rocks deep underground. His fellow miners adopted the item enthusiastically and formed the Singing Smashers crew. Each miner had a Singing Sledgehammer. The group still exists, though the original members are all long dead.

Component Spells: Voice, unknown others.

Asking Price: \$200,000.

Siryn Harp

A simple wooden harp with fine golden strings, this instrument’s music summons members of the opposite sex to the player. Any humanoid of the opposite gender within 60 hexes who fails a Will roll will be lured to the user, the equivalent of a Geas spell. Additionally, the harp’s magic adds +2 to any Reaction roll made by the summoned toward the player.

When those summoned come within 5 hexes of the harp, they are free of the harp's spell and will not be forced to respond to the harp's summons for 24 hours.

Component Spells: Hypothetical "Summon Opposite Sex" spell, Emotion Control variant

Asking Price: \$650,000.

Sorcerous Sheet Music

A large parchment scroll, this page is covered with musical notation that will give any reader +2 to all his present musical skills when he reads the scroll. This assumes that the user can read music, which is true of anyone with skill better than 10 in an orchestral instrument. The sheet's bonus only affects those skills the reader presently has, not future ones (unless, of course, he re-reads the Sheet Music after learning more skills).

There are 12 sheets of Sorcerous Sheet Music in existence, all containing different songs, written for ten-piece orchestras. Each song is beautiful and lasts 12 minutes. If such an orchestra learns and plays one of the songs, it generates a very powerful enchantment. All humanoids within 60 hexes who listen to the entire song become blessed (1-point, as per the Bless spell, p. M54). This effect is not cumulative. For this enchantment to work, however, the conductor of the orchestra must be reading from the Sorcerous Sheet Music during the performance, and the players must know the song by heart (which takes several weeks to learn)

Component Spells: Secret and powerful.

Asking Price: \$1,000,000.

Soundtrack Box

This device is a small metal box with a tiny hand-crank on one side, just large enough to be turned by a thumb and forefinger. When the crank is turned, a tinny-sounding melody emerges, audible up to 3 hexes away. Playing this one tune is the box's mundane function. Until the owner winds the box for an entire minute, it will do nothing. But once he does, he will soon notice its magical properties.

It operates magically and automatically whenever the owner enters a dangerous situation (an "Always On" Sense Danger spell). Even if packed away, the owner will be able to hear the ominous music start thrumming. Since "theme music" isn't an everyday occurrence, it may take the owner a short while to deduce what is happening.

The owner can also request that the Soundtrack play music appropriate to his situation. Battle-chants and other war music will sound during a combat, while peaceful, pastoral sounds will greet him during a ride through the countryside.

The box must be recharged by winding the hand-crank for 1 minute every day. This means the owner must suffer through hearing the same inane tune at least once a day (crafty GMs will procure an old jack-in-the-box and crank it whenever the owner says he's winding it). For the advantage of owning this item, it's usually worth it. If the Soundtrack Box is not recharged, on the first day, the tune it sounds around danger will be notably less menacing, on the second and later days, it will not produce any sound until wound.

Component Spells: Unknown.

Asking Price: \$200,000.

Sylvan Harp

Playing this gold-and-wood harp with silver strings gives the player +3 to any Reaction rolls from Elves and animals. If a Reaction roll has already been made before the owner plays the harp, it is re-rolled with the bonus. Thus a Very Bad reaction could turn into an Excellent one, just by playing the harp.



With long-term ownership (several years), the character gradually acquires somewhat Elven features, such as slightly-pointed ears, arched eyebrows and higher cheekbones.

Component Spells: Mass Suggestion variant.

Asking Price: \$550,000.

Panpipes

The Panpipes are an ancient invention, and possibly the one musical invention the Fauns ever developed on their own. A set of reeds lashed together, they look crude but play very sweetly for those with talent.

The user can create lullabies or eerie fear-causing wails. If he has no skill with pipes (or less than 9), which effect occurs will be uncontrollable and completely random. If he has skill between 9 and 15, the effect will be dependent on some uncontrollable, but eventually predictable, condition — the phase of the moon, the direction of the wind, the temperature, etc. With skill better than 15, he can choose which effect to produce.

The lullaby causes sleep to all creatures within a 2-hex radius (as per the Mass Sleep spell, p. M57) and costs 2 energy. The wails necessitate a Fright Check for all within 10 hexes and cost nothing.

Component Spells: Sleep, Fear variant, 4 points of Power.

Asking Price: \$200,000.

Tuneless Tankard

Technically not a musical instrument, this tankard nonetheless has a musical nature. It looks ordinary, perhaps even a little scuffed and nicked with use, but anyone who quaffs even one gulp of ale from it must sing loudly and off-key all night. They will also want to drink more and stay up late. They can resist either of these compulsions with a Will-3 roll, but as long as they stay awake, they will sing.

(GMs should make players act out the tankard's effects, belching any drinking songs, school fight songs or even pop music they happen to know. The louder and more off-key, the better!)

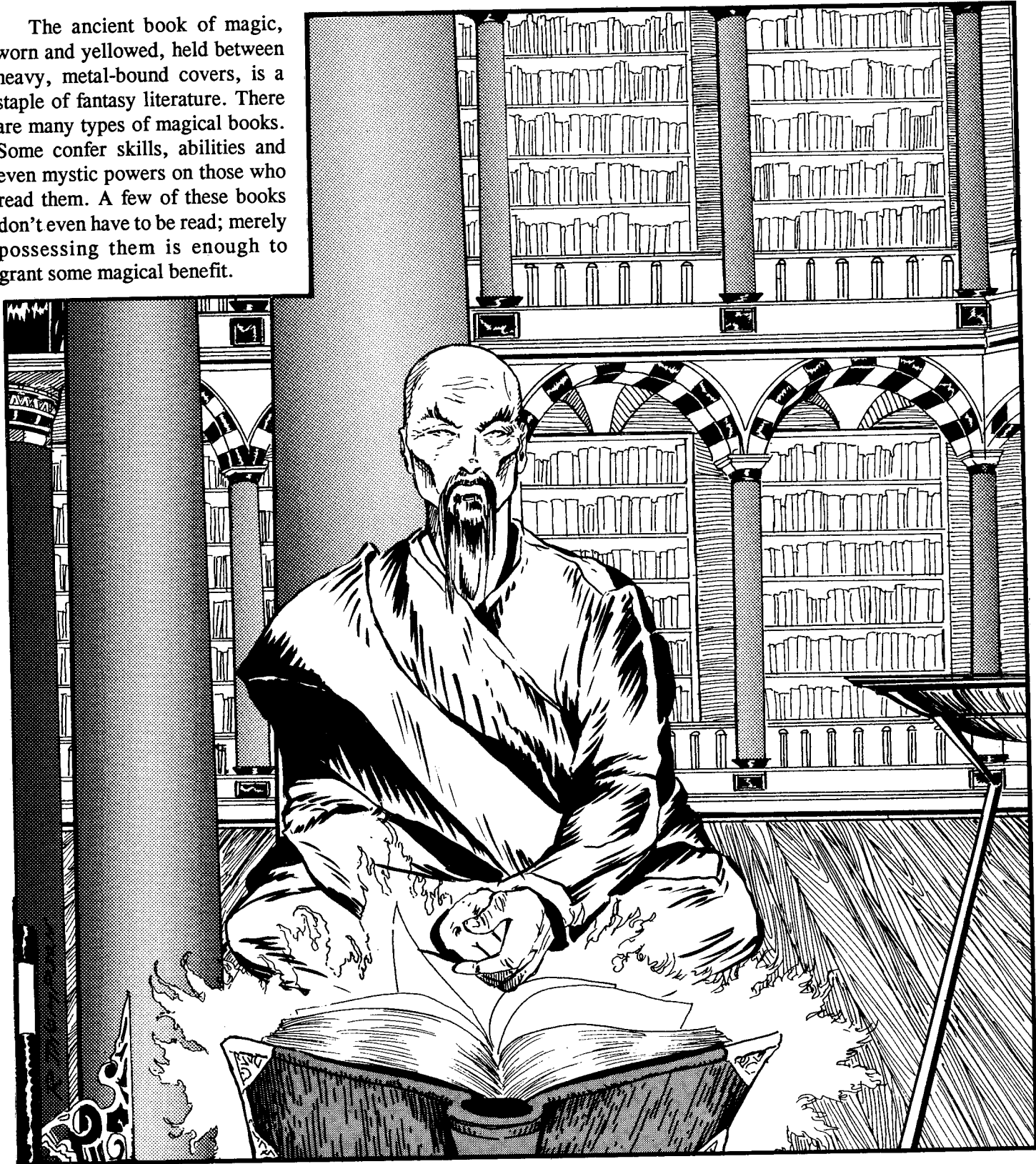
Component Spells: Lesser Geas (holder only), Power.

Asking Price: \$125,000.

MAGICAL TOMES

5

The ancient book of magic, worn and yellowed, held between heavy, metal-bound covers, is a staple of fantasy literature. There are many types of magical books. Some confer skills, abilities and even mystic powers on those who read them. A few of these books don't even have to be read; merely possessing them is enough to grant some magical benefit.



Hieronymous Bibliophilus and his Humble Abode

Just inside a dark and forbidding alley in the heart of the city stands a doorway. The sign hanging above is worn, but seems to depict an unrolled scroll, while the single pane of glass on the door is too soiled to see through clearly.

Once inside, a visitor will see enormous shelves full of paper. Bound, rolled, stacked haphazardly — this shop is a major-league fire hazard. The tables carry writing implements of all sorts, all neatly arranged, next to little capped vials of ink, labeled with foreign scripts.

The proprietor is Hieronymous Bibliophilus, a tottering old man who argues with himself incessantly. He will peer at customers and seem to recognize them as somebody else entirely, refusing to address them by any other name — ever. If the customer leaves and returns a year later, Hieronymous still calls that person by his new alias.

Despite his foibles, Hieronymous knows his business. He is a great student of literature, quoting from esoteric sources and relating anecdotes about writers long dead and forgotten. The odds are he could identify nearly any book he is shown, magical or not. He would offer to buy it or broker a sale if it is valuable, rare or both.

Against cliché, Hieronymous is not an archmage in disguise. He has a spell that extended his life prodigiously — a payment from a grateful wizard over 100 years ago — but he practices no magic. His greatest joy is seeing a manuscript thought lost forever or recopying an unreadable book with the beautiful calligraphy his liver-spotted hands produce. No magic except that of words is done within his store, which is as it should be.

If the visitors can make their desire for magic understood, Hieronymous will be able to get produce a magical text or two. He will go out of his way to caution buyers about the fickle, dangerous nature of magic even as he takes their money; he's public-spirited but not stupid.

Hieronymous lives above his shop, innocently enjoying the protection of the local street gangs. To them, he's a neighborhood landmark, someone whom they've known since birth. In repayment, he gives primers to them and their parents, helping them learn to read and write. Literacy, he believes, may be the only way for them to pull themselves out of their poverty.

The librarian's manner is friendly, overly curious and somewhat pedantic, but amiable, and he is always glad to see a customer return to his shop.

There are books that are mere collections of ragged pages, stuffed haphazardly into a leather binder. Each leaf is different . . . some might hold magical maps, powerful spells — or recipes! There are simple scrolls that give one-shot enchantments, and complex, costly ones that work many times.

And there are the mystical Spellbooks, the experienced wizard's repository of his accumulated knowledge. These are perhaps the most useful to the adventurer, as they can teach new spells to a mage who has no other way to learn. Most Spellbooks are well-guarded, with magical traps and defenses to protect them from would-be thieves.

The best way to buy magical books is from private collectors. Aged librarians or research-mages often open shops in their later years, to work among the books they love. Most large cities have at least one magical book shop, though in less-civilized lands, they will be rare.

Mages and sages of every race and culture have left books of their wisdom. Often the best way to learn some secret spell or technique will be from the pages of an ancient tome. Perhaps the Dwarves won't teach their tricks of mining, and the Elves refuse to take human apprentices for their nature magic . . . but someplace, there may be a book that will help the student.

Also included in this chapter are listings of scrolls, maps and scribing tools. These involve many of the same enchantments and are often used in conjunction with magical tomes. Finally, the construction and protection of Spellbooks is discussed at the end of the chapter.



Common Book Spells

Many of the spells that go into book enchantments are secret or unknown, but they often include Lend Skill or Lend Language, and Voices is sometimes used for those who can't read — or choose not to. Some of the more powerful texts use Complex Illusion and Create Object to illustrate their contents.

Spellbooks may employ any number of defensive spells, the most common including Password, Name and Limit. And offensive spells, ranging from Fireball to Deathtouch, can be used against anyone who tries to use the book without permission.

Books

Several of the following books confer advantages, skills or other useful powers to a reader. As a general rule, a book takes 4d hours of constant reading to complete. The book does not have to be read straight through, and a PC may designate a certain amount of time per day to be devoted to reading. The book's powers manifest once the book has been completely read.

With almost all of these books, the components are unknown or highly secret, with the exception of a Scroll variant. Components will not be listed for most of the books below.

Ambric's Most Useful Compendium of Natural Lore

The long-gone wizard/sage Ambric's book is a massive, almost cubical book bound in a slick green material akin to leather. Some pages have been torn out, while others have been smeared with a blue-green ichor, but most of the book is legible. In all, the book has over 1,000 pages.

Ambric's work is a long-winded encyclopedia of trivia about fantasy creatures, their environments, magical phenomena, natural phenomena, weather (both natural and manmade), history and so on.

Virtually any TL3 naturalist lore can be found by making a successful Research or IQ roll (this includes Biology, Survival, Naturalist, Poison, Zoology, Veterinary, etc). Although the book is comprehensive and factually accurate, the index is missing and it has no logical order; finding useful information requires 30-IQ minutes.

Of course, the longer the book is owned, the easier it becomes to locate certain information. For each 5 times the book is used for research, subtract 1 minute from the time (e.g., after 5 uses, the time goes down to 29-IQ minutes to locate a pertinent fact). The time can never go below 2 minutes, however. Eidetic memory is useful as well. After the first five uses, it adds +3 (1st level) or +6 (2nd level) to the Research or IQ roll to find certain facts.

It is up to the GM to determine exactly how useful the information found is, but it should loosely correspond to the amount the Research roll was made by.

Asking Price: \$340,000.

Book of Dreams

This book will record the dreams of any sleeper it lies near, printing them in very neat cursive for review the next morning. The book records the dreams in the sleeper's native language. If the dream includes music, the music will be scored; if it includes vivid images, the images will be sketched (though not in color). A user must discover his own meanings for these dreams, as the book does not offer any interpretations.

The book will store up to seven day's worth of dreams before recording over the first one. There is no way to blank the pages. Thus, whenever the book is obtained, it will contain a week's worth of someone's dreams, which could easily spark an adventure, depending on the subject.

Asking Price: \$80,000.

The Book of Love

This handy reference work teaches all would-be romancers the art of seduction. Anyone who reads this book will gain the Sex Appeal skill at HT+2 level, plus Charisma +1 toward all members of the opposite sex. These additions are permanent. Re-reading the book provides no extra benefit.

This smallish book has a red satin heart stitched onto the black leather cover, with gold-edged pages and red ink on white paper.

Asking Price: \$760,000.

Coloring Book

This large, soft-cover book contains many simple line drawings which can be filled in by paint, colored chalk or crayon (not included with the book). Once colored and torn out, the object depicted becomes real, expanding from the page and remaining real for 24 hours. After the time is up, the objects simply vanish.

Some of the items that can be found inside include:

A magical sword (+2 Accuracy, +2 Puissance)

A chest of gold (\$5,000 worth; every piece vanishes after 24 hours!)

A suit of armor (full field plate)

A warhorse (with full tack)

A sturdy, if rather humble, cottage (sleeps eight)

A tower (sleeps eight also)

A wooden bridge (spanning 10 hexes)

A cart and mule (loaded with a day's food and drink for eight).

Many Coloring Books will have several of their illustrations torn out (i.e., used up) or only partially colored and thus worthless; a picture must be completely colored once started or the magic dissipates uselessly. A Coloring Book with all of its pages whole and unmarked is a rare and almost priceless find.

It is believed this item was originally created as a toy, and in fact, many variants of this item exist that create elaborate illustrations as part of a story told through pictures in such a book. However, the item-creating books are far too powerful to have been made merely as toys; more likely, they were created to be innocuous repositories of useful things a mage-enchanter might need in case of hurried flight.

Note that if a page containing a tower or anything prohibitively large were colored inside of a room, it would expand beyond the room's dimensions, and crash through the ceiling, causing much destruction. The exact details of this carnage are left as an exercise for the GM.

Asking Price: \$800,000.



A Guide to Proper Behavior for Gentlefolk

A small but comprehensive book, this guide instructs a reader in correct etiquette and good manners. Any who read its magical pages develop Savoir-Faire at IQ+2 (or raise it to that level),

and know how to dress, speak and socialize as if born to high society (able to pass for Status 2 or 3, clothes and wealth permitting). The book will add +1 to a reader's Diplomacy skill, if this skill is already possessed when the book is read, but does not confer the skill otherwise. These additions are permanent.

Some readers are overwhelmed by this guide and become pretentious, pompous boors. After the book is completely read, the reader must make a Will-2 roll to avoid picking up the Odious Personal Habit: Arrogant Twit.

Asking Price: \$750,000.

How-To Book

This book answers any "how to" question the reader might ask, clearly, completely and concisely. It is not a substitute for actual skill, but allows a character to self-train as though tutored. To use the book, the owner must close the book, ask his question in plain, unequivocal terms and re-open the book to the first page. The answer takes up the entire book and remains until a new question is asked.

The book's advice is general, not specific. Thus, asking "how can we eliminate Duke Richard?" would produce a treatise on practical political assassination with historical citations, not a specific plan of action.

Concerning really *big* issues, the book may provide several replies. A question like "how can I get to heaven?" asked by a Yttarian would produce Christian, Jewish and Moslem replies, for example. "What is the meaning of life?" would produce a summary of major philosophical theories.

The book does not reveal secrets, though a careful study of its reply can reveal some illuminating facts through deduction (GM's discretion).

Asking Price: \$867,500.

The Lawbook of Great Atragus

This heavy tome magically describes all of the laws for whatever land (or geographic territory) the owner is in. Sometimes this is as simple as "there are no laws in this vicinity," while at other times, the book's writing is in extremely tiny print covering several hundred pages. If the owner asks any specific legal question about local laws in a clear voice and opens to a random page, the text on that page will address that issue.

The book does not confer any authority to practice law in any area, but will make studying for certification exams much easier.

Asking Price: \$985,000.

The Physician's Book of Remedies Most Arcane

This bulky volume contains detailed information on anatomy, medical procedure and surgical techniques. Any who read the book gain the medical skills First Aid, Physician, Diagnosis and Surgery, all at IQ+2, for Tech Level 4. If a reader already has these skills, he gains a +2 bonus to them (once only). These additions are permanent.

The book is bound in reddish leather, with a caduceus imprinted on the cover.

Asking Price: \$855,500.

The Primer of Apprenticeship in Arts Mystic

This book will get a reader started in casting spells. Once this book has been read and while it remains in a reader's possession, that person has the first-level Magical Aptitude advantage and can cast any spells from the *Basic Set* that only require Magery or have no prerequisites; these spells are cast at IQ level. These

spells do not count as prerequisites for other spells unless the owner spends character points to buy them. If this is done, the book also allows spells that use the newly bought spells as prerequisites.

The reader can spend points to retain the Magery advantage and any spells gained through the book. However, once the reader spends a total of 30 character points on magical advantages or spells, the book vanishes. The former owner is now a low-level mage.

The book is completely useless to an established mage; anyone who already has Magery will only see blank pages when he opens the book.

Asking Price: \$2,585,000.



The Riddlebook

Held within this unassuming reddish-brown binder are pages full of riddles and philosophical questions.

Everything from Zen koans to Socratic dialectic is contained within the book. When a reader reads the book and works to answer the questions posed, he gains Philosophy skill at IQ+2. Because the book contains logical problems and philosophical riddles to solve, reading it takes twice as long as a normal book.

Asking Price: \$125,000.

The Sorcerous Cookbook of Tacia the Renowned

A handy little text, this coaches a reader in how to make virtually any edible substance into a world-class meal. While owning the book, the possessor has the Cooking skill at level 18, with full knowledge of how to dress game, how to judge the edibility of any vegetables or meat acquired, etc. The owner does not actually have to read the book to gain this knowledge, but he must carry the book in his hand or on his body. If more

than one person attempts to hold the book at once, it provides neither of them with the skills.

The text will magically provide recipes for whatever the cook has handy, suggesting whatever spices and other items can be easily obtained in the cook's vicinity; it even has diagrams on how to arrange the food for maximum aesthetic effect.

If the reader has literally nothing to work with, the book allows the user to Create Food (at IQ level). This power should be used with caution as it can only be used 5 times before the book's magic is exhausted, at which point it dissolves into dust.

Asking Price: \$475,000.

The Superlative Street Directory

This is indeed a rare and treasured item. Appearing to be a map of an inner city, this scroll is actually far more useful. It effectively confers Area Knowledge on its possessor, giving him insight into whatever city he is in that only a long-term resident would have. On command, it highlights locations and addresses the possessor wants to find, providing short descriptions of those places (one or two sentences).

The Directory will not reveal any secret or hidden locations, but does give information that effectively gives the user Street-

wise at 15 (or +2 to an existing skill, whichever is higher). For example, the directory won't give the location of Duchess Madrigal's missing fortune in diamonds, but it might suggest contacting street informant LeWyrd the Crafty.

These skills are only in effect as long as the possessor is actually using the map. But long-term use of the map allows a PC to spend character points on these skills.

Asking Price: \$1,600,000.

The Trailbook of Forpheryn the Wanderer

This book is a combination journal, diary and encyclopedia on survival in the wilderness, written by a famous woodsman and scout. It includes many beautiful line-drawings in the margins and holds pressed leaves and flowers between some of the pages.

Anyone who reads it gains the Survival (forest & mountains) and Naturalist skills at IQ level, plus Area Knowledge (local continent) at IQ+1. These skills are permanent additions. Forpheryn was said to have written a Bestiary as well, but nobody has ever claimed to own such a book.

Asking Price: \$500,000.

Maps and Atlases

Arreniken's Arcane Atlas

This heavy tome is full of musty, dusty maps, most of them covered with scrawls and stains. However, it has a unique virtue: the Atlas gives +3 to skill with the spells Seeker, Trace and Pathfinder, and cancels all distance modifiers. This bonus is automatically conferred to whoever is holding the book.

Additionally, if the holder concentrates and opens the atlas to a random page, it may provide a map of the local area (be it a county, castle or city). This is completely random, however, and as often as not, the book provides a useless map or one that contains many factual errors.

Asking Price: \$662,800.

Mariner's Chart

When this blue-tinged scroll is unrolled, it always shows a detailed ocean map of the local area (20 miles square). It does not detail land masses, showing their outlines and nothing more.

What the chart does show are depths, currents, submerged shoals, dangerous coasts and other non-living natural hazards. The viewer's location is always in the center of the map, shown with an "X." The map will not change or provide any new information while the scroll is open.

It is useless more than 20 miles inland, however, as it will not give details about inland territories, topographical features or

anything similar. These land masses are irrelevant to maritime navigation.

Asking Price: \$100,000.

Tactician's Fieldscroll

Appearing as a huge piece of parchment, taking up a full hex when completely unrolled, this map displays a flawless, 3-D topographical image of the surrounding area, in a radius of 4 miles from the map's location.

Because of the precise detail, including the exact locations of any sentient creatures at that moment, the Fieldscroll adds +2 to the owner's Tactics and Strategy rolls.

The map was made for a young prince going off to war for the first time. His use of the map guaranteed his success — yet fate defeated him. His tactics succeeded flawlessly, but a tremendous thunderstorm raised by enemy wizards struck, made the fieldscroll unreadable and scattered his troops, who were then destroyed. The young prince fled, leading the rearguard and leaving the map for the enemy to discover and use. The map soon passed into the shadows, acquired by one leader and then another but rarely staying with one ruler for long. Whether this strange wanderlust is a property of the fieldscroll or just the natural effect of many thieves' work is unknown.

Asking Price: \$1,300,000.

Scribing Tools and Useful Extras

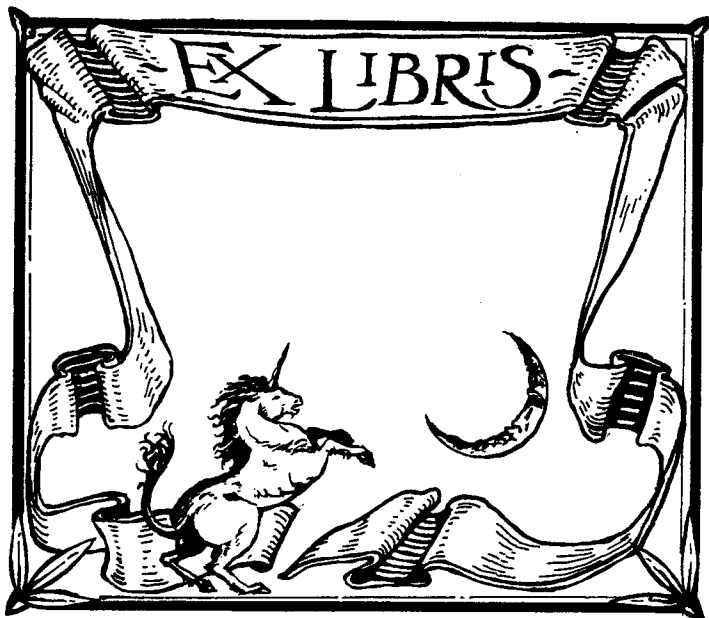
Adamant Bookplates

These plates bear their owner's name and an illustration (likeness, crest, monogram, etc.) and attach themselves to any paper or binding the owner bids. When the owner loans the book he touches the plate. If the plate is not touched again by the owner within his specified duration, the bookplate will begin to complain loudly.

If the book is open, the complaint comes in a strong, strident voice: "Hey! Take me home! Where's my shelf? What's the matter with you?" and so on. When the book is shut and shelved

the complaint can only be heard as a penetrating and annoying buzzing sound, like a gnat in the ear, audible to anyone within 3 hexes.

A plate cannot be removed from the book without removing the page that it is attached to (or the cover, as the case may be). However, if this is done, within 1d hours, the borrower (or thief) will find that the page and the plates have magically reappeared with the book and begun complaining again. This occurs regardless of what the vandal does to the plates. Even if destroyed, they will find their way back to the book.



There are rumors of high-powered versions of this item that will physically return the volume to its owner.

Component Spells: Unknown.

Asking Price: \$218,580.

Instant Library

This ornately-crafted, shoebox-sized mahogany box becomes a full-sized bookcase, 6'x4'x1½', simply by undoing a few latches. Among the many books and sheaves of papers, most bearing strange script and ludicrous titles ("Six Weeks to Slimmer Thighs," "I Married A Werewolf," or "Lust in the Dunes"), an owner will discover 2d useful texts and manuscripts.

The Library rarely contains anything useful to wizards (roll 3d: on a 3 or 4, a Spellbook with 1d spells is found). However, it might include nearly any other book listed in this section (6 or less on 3d), and any other magical tomes of the GM's design.

Closing the library causes any books borrowed from inside to vanish, regardless of enchantments set to keep them. In no case will a book stay longer than one week; it dematerializes at midnight of the seventh day and the library, if still open, snaps shut.

Every time the library is opened, the titles change; no selection is constant.

Component Spells: unknown "Instant Library" enchantment.

Asking Price: \$695,000.

Reading Idol

The first Reading Idol was seen in the court of Emperor Virgilius Maximus of Megalos nearly 420 years ago. It was used because the emperor was too lazy to read for himself (or was illiterate, as some historians have suggested). Since then, many idols have been fashioned, all differently shaped, but with the same basic function.

When a book is placed in the hands of this small jade statuette, it will begin to read from it in a clear, pleasant voice. The

statuette can hold almost any size of book, from a tiny diary to a massive tome, and will quote in the language of the book. The idol remembers the place and page of the last person who touched the book and will begin where it left off. The owner can give the idol short, simple verbal commands to change places (e.g., "go to the next chapter," "skip this page.>").

By touching the idol's head and making a Will-2 roll, the owner can compel the idol to translate while reading. The idol translates from the book's language to the native tongue of the owner. The idol has skill 15 with most languages, but if the language is particularly obscure or a dead tongue, it may be lower.

Component Spells: Unknown, but probably includes Gift of Tongues.

Asking Price: \$1,360,000.

Sage's Oculars

Sage's Oculars have been used by many older scholars, but are also popular among nobles with failing eyesight or generals whose bad vision threaten their command. Though not particularly expensive, they are difficult to come by, as few enchanters specialize in ocular magic.

These rimless spectacles correct any visual defects, including total blindness. Any wearer gains 20/20 vision as long as they are worn. The Oculars also grant the wearer Acute Vision +2 and Night Vision on command; the user need only concentrate for one round to use these Advantages. Of course, PCs with debilitating visual disadvantages still have to pay character points to buy them off.

It is said that a few of these Oculars have additional visual powers, such as telescopic or microscopic vision, but these have never been verified.

Component Spells: Wizard's Eye variant, Night Vision, Keen Eyes +2.

Asking Price: \$500,000.

Scholar's Friend

A reading desk, with a comfortably-tilted top, this magical desk will hold a book or stack of papers firmly in place, so that they won't slip off. Books and papers are likewise protected from dust and ambient moisture by the desk's sorcerous aura. The desk will not protect from moisture heavier than a fine mist (i.e., rain) or from deliberate attack. Accidental damage is, however, prevented; it is impossible to spill a drink on the desk, or drop a slice of toast jelly side down.

The desk also magically provides a strong but gentle light for reading purposes. This light is just strong enough to read a book or scroll at the desk, but doesn't light up much of the surrounding area.

At the owner's command, the desk magically turns the pages of a book or sheaf of papers, with no chance of them tearing or crumbling. Regardless of age or fragility, these papers will never fall apart from the desk's ministrations.

Component Spells: Air-Golem, Shield variant, Light, Power.

Asking Price: \$550,000.

Pens

Accountant's Pen

When the user of the pen writes down a column of figures, the pen prompts the user to write the correct total (running or final). This works regardless of how many figures there are to be

added, as long as the pen wrote them. Use of this item requires either Accounting at 12 or better, or Mathematical ability. If none of these skills is known to the user, it merely acts as a normal pen.

The pen will not prevent the writer from incorrectly writing a number, as it does not know the "right" numbers to be written by the user. It will merely work with what it has written, correct or not, delivering an accurate total.

The Accountant's Pen is a small, neat fountain pen and comes with a vial of green ink (not necessary to the pen's enchantment).

Component Spells: Hypothetical "Add Numbers" spell, Power (1 point).

Asking Price: \$55,000.

Flawless Quill

A monastery in Far Chlوريا was said to have made the first Flawless Quill. Though many other monasteries and abbeys have claimed this distinction, the Chlorian Quill is generally regarded as the true prototype of this item.

An elaborate plume, this large golden feather allows the writer to express himself in the most eloquent terms, with witty turns of phrase and poetic allusions, all written in elegant calligraphy.

The Quill bestows the Calligraphy and Writing skills at level 20 (or improves current skills to that level). However, it provides no magical benefits for making maps or artwork of any kind.

Component Spells: Lend Skills variant.

Asking Price: \$250,000.

Spellbooks

In *GURPS*, there are only a few ways for mages to learn new spells. They can be taught by someone, they can find spells inscribed on a scroll or other parchment, or they can learn them from another mage's Spellbook.

A Spellbook is not the same as a Grimoire. The Grimoire is merely a list of known spells attached to a mage's character sheet, intended as a useful reference for the player and the GM.

Nor should a Spellbook be confused with a workbook, which is a non-magical tome (though it might carry one or more protective enchantments) where a mage keeps more-or-less systematic notes on the spells he knows, in order to assist in his magical researches, as a useful reference for his pupils, or merely for posterity.

The Spellbook spell is used by enchanters, and actually allows the mage to channel some of his personal power through a book, improving his performance with the spells inscribed therein, as long as the book remains in his possession. Mages in *GURPS* are *not* normally required to record their spells in either a Spellbook or a workbook, though the GM can design a campaign requiring that some or all mages be required to write down their spells. He may design appropriate disadvantages, modeled on those found on p. M93, basing the cost on how much the spellbooks restrict the mage's actions.

Creating an enchanted Spellbook is not a casual task, but the first part is easy. The mage must simply make or acquire a book. This needn't be a bound book. It can take almost any form — loose pages rolled into a scroll, hinged plates of precious metal, even nice flat slabs of marble or granite. In general, however, mages strongly prefer bound Spellbooks, as separating one page of the Spellbook can have dramatic and unfortunate consequences (see below). Other than that important consideration, the mage is only constrained by how portable he wants the tome to be, and how he plans to guard his spells.

The mage must then cast the Spellbook spell (see below), sealing the enchantment by inscribing his name on the first page

Pen of Translation

This particular pen is a quill with silver vanes and a black stripe running down the middle. It grows pleasantly warm when used.

If the holder of this pen attempts to copy a document written in an unfamiliar language, the pen writes it in the copier's native tongue. Use of this instrument costs 1 fatigue per 100 words.

Component Spells: Gift of Letters variant.

Asking Price: \$500,000.

Truthful Pen

This quill is colored a flat, dull white with gray edges. It has turned up in many courts of law and can be found in the hands of certain biographers.

Its magical function is that can only write the truth, making it useful for making contracts, taking depositions, confessions, etc. Actually, the pen writes what the writer believes to be the truth (if there's some doubt, the pen will stop writing of its own accord, and no amount of re-inking will get it to work again until the ambiguity is resolved in the writer's mind). The pen does not compel the writer to write anything; it simply will not write anything that the writer believes to be false.

Component Spells: Compel Truth variant.

Asking Price: \$85,000.

of the book, using ink mixed with a drop of his own blood. Finally, the wizard must inscribe each spell individually, using the Scroll spell (p. M38). This can take from a few days to several years, depending on the spells to be written. The Fireball spell would only take three days to inscribe (for full power), while Resurrection would take 10 months (or longer, depending on the obscurity, see below). Of course, the sorcerer does not have to write all the spells at once; he can add new spells to the book as often as he likes, provided there is space. Once a Spellbook is full, no more spells can be added.

Spellbook

This spell lets a mage enchant what would be a book of scrolls into his personal Spellbook. Wizards are free to simply write down their spells anywhere at any time in any form, but this is a workbook, *not* a Spellbook. A Spellbook is a magical construct with special advantages and disadvantages. Spellbooks can be of any size, shape or style, but once created, any more pages added will not have any magical benefit. The number of pages must be specified and is an important consideration as it determines how much energy is required to cast the spell. A mage can, however, cast Spellbook more than once on different sets of pages, then bind the new Spellbook together with his old one(s). A mage may not, however, inscribe any single spell more than once in any of his spellbooks. If he tries, the page will magically remain blank, no matter how he tries to inscribe it.

Once Spellbook is cast, a mage gets a +1 bonus to skill on each spell he takes the time to inscribe into the book (using the Scroll spell — see above). But the book *must remain in the mage's possession* to gain this advantage; if he loses it or it is stolen, he not only loses the +1 bonus, but also gets a -1 penalty to those spells until the book is retrieved. The book is considered to be "in the mage's possession" if it's either physically with him at all times, or if it remains undisturbed, somewhere where

Enchantment

the mage has put it. Obviously, most mages prefer to either keep their Spellbooks with them, or keep them in a *very* secure or well-hidden place, since even so small a disturbance as a maid's shifting of the book to dust beneath it, can abrogate the books' benefits, until its master returns to re-establish contact.

The pages of the Spellbook are actual scrolls, allowing magically-gifted second parties to cast the spell at the skill level of the inscribing mage (assuming that the caster can read and understand the spell — see *Obscurity* below). The caster must be a mage, and the spell costs normal fatigue (see p. M38). Once read aloud from the book by a mage other than its rightful owner, the page goes blank, and the owner is at -3 to cast the spell until it is reinscribed in the book. A blanked page can be re-used to inscribe the same, or a different spell.

If a page is physically removed from the book, it can still be cast as a scroll, but once it is removed from the book, the mage loses it *completely*! He can no longer remember it, and must re-learn the spell from scratch. This is a mage's greatest fear, and is the reason they guard their Spellbooks with nearly paranoid caution. A page is considered permanently removed if it is physically separated from its fellows for more than one minute. This is why most spell books are bound, not loose-leaf.

If the mage subsequently recovers a lost page, and the spell has not yet been cast, he can either use it as a spell, or study it to re-learn the spell. If a spell is lost, the mage does not forget any spells he may already know that require it as a prerequisite, but may not learn any new spells that require it as a prerequisite until the lost spell is regained.

Energy cost to cast: 15 + 1 per page

Prerequisite: Scroll.

Protection

Many Spellbooks begin with elaborate mundane protection: thick binding and heavy-stock parchment to protect from everyday hazards like spilled drinks and dust, locks and ties to keep prying eyes away, etc. A typical large, well-made book at TL3 to 5 will have 2 to 4 points of physical DR. These measures won't protect against a determined thief, but they do keep servants and children from accidentally soiling a spell, or worse, reading a page aloud and casting a dangerous spell.

After mundane protection comes magical protection: a few levels of Fortify and Deflect. A typical magically-protected Spellbook might have PD 2, DR 6 against physical harm, and twice that against magic and fire damage. Legend speaks of Spellbooks enchanted with repair spells, so physical damage is regenerated. No examples of this technique are reliably reported, but the rumors persist.

More elaborate spells can also be cast on a Spellbook to keep it safe. The commonly used spells of bibliographic protection can be generally classified as "active" and "passive" spells. Active spells directly attack a would-be thief or destroy the book itself; passive spells are non-aggressive.

Protective spells are placed on Spellbooks according to the enchantment rules in *GURPS Magic*. They are often creative as well as destructive; some even incorporate dedicated Powerstones to provide energy for the protective spells.

Spellbook Obscurity

Spellbooks, in order for the magic to work, must describe each spell completely, but not necessarily plainly. The wizard can inscribe the spells in his Spellbook in any language or code he wants, as long as he can understand them. The spell can be couched in strange allusions or complex poetic symbolism, or

require mirrors or code wheels to decipher. This can greatly affect the ease of learning to cast the spell for someone other than the inscribing mage.

Additionally, if someone wants to cast one of the pages of a Spellbook as a scroll, he must be able to read and understand the spell. If he unlocks the obscurity of that spell, he can cast it normally.

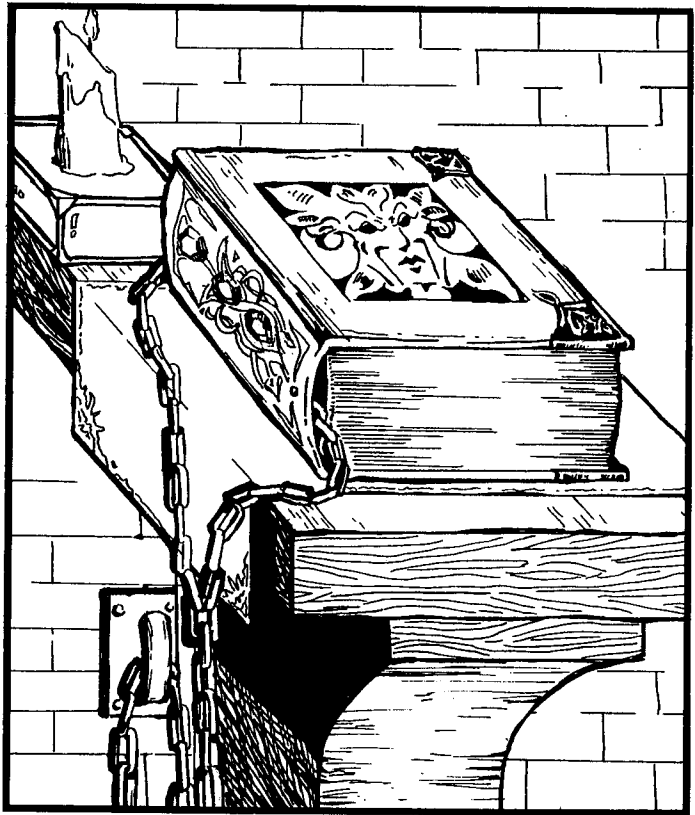
Literary Obscurity

One of the most effective ways to prevent others from learning a spell is to write it in difficult prose that draws on esoteric references and obscure literary sources. A Writing skill roll is required to do this effectively. A Theology skill roll may be added to successfully add abstruse religious allusions, and Literature and History skills can be used to provide arcane references.

When someone other than the inscribing mage tries to learn a spell written in this manner, he must roll a Contest of Skills vs. the appropriate skills (depending on which types of allusions the writer used — literary, historical, etc.). Of course, research will help in this aim. Thus, each time the learner spends at least 8 hours worth of research in the appropriate field and makes a successful Research roll, he can attempt another Contest of Skills. Eventually, if he works hard enough, he'll break the references down and learn the spell. This process must be done for *each* spell the user wishes to learn.

Language Obscurity

Writing a Spellbook in a language other than one's native tongue can be an avenue to obscurity, but it isn't very reliable. There are many magical items and a few spells that allow someone to translate from any tongue into his own. It may delay someone in his learning of the spells, but it isn't going to stop anyone with any determination.



Dead languages are more secure, since the GM may rule that access to that language is very limited and even magical devices can't translate it. Either way, however, a mage is better off using obscure writing or code to keep his spells safe.

Obscurity Through Encryption

Many spellbooks will be encrypted using codes or ciphers. Codes and ciphers are not quite the same thing; ciphers simply take one set of symbols — e.g. letters — and replace them with another set of symbols. Morse code is actually a cipher. Codes replace whole words and phrases with symbols, and are much harder to break. However, codes are impossible to memorize without Eidetic Memory or years of study, and the user will usually have to have a codebook hidden somewhere.

Cryptology — the skill needed to break codes and ciphers — is a Mental/Hard skill with no default. However, some simpler homemade codes need nothing more to break, except a couple of hours' time and a successful IQ roll. The GM must decide whether breaking a given code requires Cryptology skill or not, and what the appropriate penalties are to the skill or IQ roll. Even if Cryptology skill isn't required to break the code, Cryptology skill can always be substituted for IQ in any attempt. Ambitious GMs can also write out a message in code — a simple substitution cipher is probably best, unless the players are rabid puzzle geniuses — and hand it to the player to work on between sessions. When the player has unscrambled the message, his character has deciphered the Spellbook.

If skill rolls are used, a PC may roll once per day to break the code, provided he devotes at least two hours to studying the problem. If he spends an entire 8-hour workday on the problem, he'll get two rolls for the day. Some codes are effectively impossible to decrypt without a code book. If the penalties for difficulty give the codebreaker an effective roll of 0 or less, he will never be able to break that code, even on a critical success!

If a PC mage wishes to create a code to encrypt his own Spellbooks, he may do so. He does not need to possess the Cryptology skill to do so, however codes and ciphers prepared by a trained cryptographer will generally be much harder to break.

If the code-maker is not a cryptographer, he must make an successful IQ roll to make a good code. If he fails a roll it simply means that he wasted some time on a false start — just write off 4 hours of game time and roll again. Creating a successful code will require 8 hours of work, not counting any false starts. The success of the IQ roll determines the difficulty of the code — the maximum penalty to any roll to solve the code is equal to half the amount the roll to create the code was made by (round down). For example, if Magus Murphy makes his IQ roll by 5, he's created a code that will be at -2 to all attempts to solve it.

If the creator possess Cryptology skill, the process becomes a bit more advanced. First, the cryptographer must decide if he's going to create a cipher or a code. Either way, if the code is created by a cryptographer, Cryptology skill will be needed to break it — a simple IQ roll will not suffice.

In a cipher, the maximum skill penalty to solve it is equal to the amount by which the creator made his Cryptology roll. For example, a mage with Cryptology 17 creates a cipher, making a skill roll of 8. This means that all potential codebreakers will be at -9 to any attempt to solve the cipher. It takes 1d days to create a good cipher. Failed rolls waste 4 hours, as above.

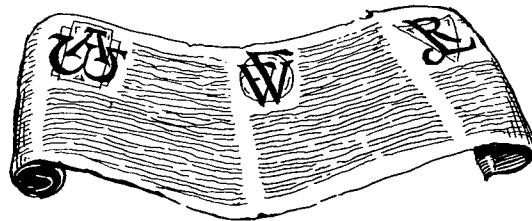
A cryptographer with the Mathematics skill can create a mathematical cipher. This is created as above, except the creator must succeed at both a Mathematics and a Cryptology roll to create the cipher, and the maximum skill penalty is equal to the amount by which the less successful roll was made. Of course,

the decrypter must also make both a Mathematics and a Cryptology roll at appropriate penalties to solve the cipher.

To create a code requires 3d days of work, plus an additional day for each failed roll. The maximum penalty to solve a code is equal to *twice* the amount by which the Cryptology roll was made. This means that a master Cryptographer (skill of 20-25) can easily create codes which can only be solved at -20 to -30! Remember that if the penalty to solve the code reduces the effective cryptology skill of the code-breaker below 0, that code is considered *completely unsolvable* by that character, even with a critical success.

Codes, however, must have a codebook to encrypt or decrypt. If the codemaker's enemies have his codebook, they don't need to make *any* skill rolls to decrypt his messages (unless the codebook is encrypted with a cipher!). The only exception to the codebook requirement is a code created by someone with Full Eidetic Memory, who wishes to create encrypted messages for personal reference only — i.e., he doesn't plan to use his code to communicate with anyone else. Of course, someone with Full Eidetic Memory doesn't really *need* to leave himself notes (unless he's encrypting his thoughts as a challenge to future generations), so any time a code is found, it's a virtual certainty that there is (or was) a codebook in existence somewhere.

Note that in all of the cases above, a codemaker is not required to give his code the full maximum penalty. He can voluntarily reduce the penalty as much as he wants, if for any reason he wants to make the code *easier* to solve.



Example: The Spellbook of Gervaise the Riddler

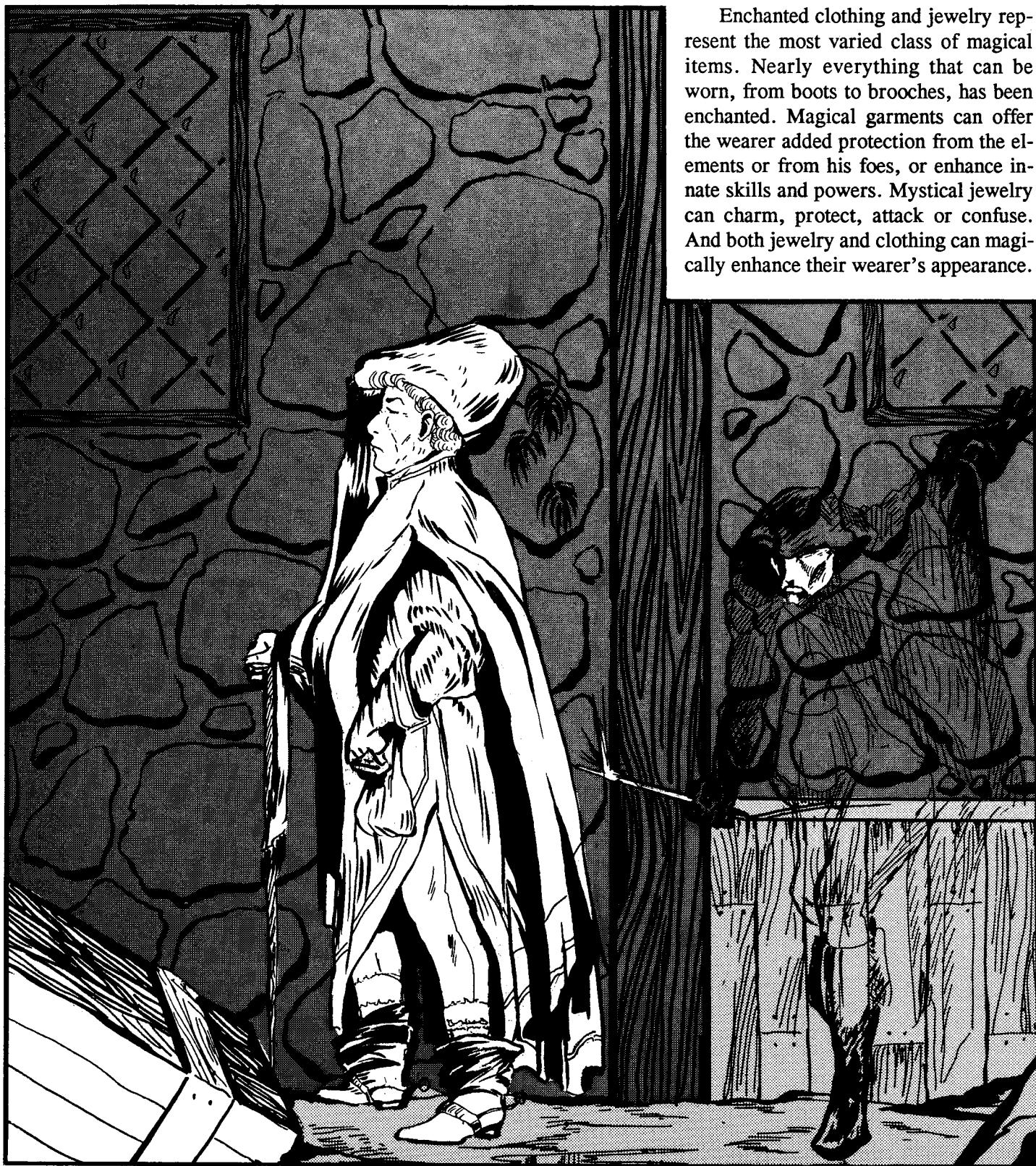
An extreme case of Spellbook obscurity is found in this tome. Gervaise wrote his entire Spellbook in a runic alphabet attached to a long dead language (requiring skill in that language to read). The letters were also mirror-reversed, and written in invisible ink (the formula to bring out the letters was a simple, but not obvious alchemical preparation, the formula for which was inscribed on the lid of Gervaise's coffin). The letters constituted a complex mathematical cipher, which required successful Mathematics and Cryptology rolls, both at -4, to break. Each of the spells in the book was encrypted with a slightly different version of the Cipher, so each one after the first required an additional Cryptology roll (unmodified) to solve — further Mathematics rolls weren't needed, because the mathematical component stayed constant. The cipher decrypted into yet another dead language, this one a Mental/Hard language. If the language could be read, the reader only discovered that the words formed a devilish code, which could only be solved with a successful Cryptology roll at -22! (Gervaise apparently arranged to have his codebook destroyed at his death.) Once *this* code was broken, the spells themselves were found to be couched in a complex theological allegory, requiring the reader to win a Contest of Skills vs. Gervaise's skills in Writing-18, Literature-16 and Theology-20.

A major magical university kept a rotating squad of its most promising students at work on Gervaise's tome for over 40 years (most of that time devoted to breaking the final code) before it was finally completely decrypted. Once finished, it was found to be a straightforward list of 33 commonly-available spells. Apparently Gervaise just liked to make up puzzles . . .

6

CLOTHING AND JEWELRY

Enchanted clothing and jewelry represent the most varied class of magical items. Nearly everything that can be worn, from boots to brooches, has been enchanted. Magical garments can offer the wearer added protection from the elements or from his foes, or enhance innate skills and powers. Mystical jewelry can charm, protect, attack or confuse. And both jewelry and clothing can magically enhance their wearer's appearance.



Clothiers and jewelers, of course, are the best sources of information for would-be buyers. Even those who don't stock enchanted items know what can be found locally. Nobles and other high-society folk will usually be able to point someone in the right direction, or may have a few magical items to sell themselves. These might be heirlooms that they have little use for, or items they have grown tired of. Even magical clothes go out of style.

Certain mages specialize in identifying the powers of magic items. These wizards are especially useful when clothing or jewelry is involved. Adventurers who find these items during their travels will be very tempted to discover their powers by wearing them. However, garments are popular for cursing, and it's nearly impossible for a non-mage to tell a Druid's Robe from a Judas Coat, until he's worn it for a while . . . but then it's usually too late.



Common Clothing and Jewelry Spells

The most common spells are from the Making & Breaking and Illusion schools. Clean, Dye and Repair are very common to clothing, while Flash and Simple Illusion are often used with jewelry.

Clothes and jewels may be enchanted to be inconspicuous armor, with Deflect and Fortify spells on the garments and Armor and Shield on the baubles.

Blur and Invisibility are excellent spells for clothes, especially those used by soldiers, spies and thieves, with Dark Vision or See Invisible to complement their anti-vision defenses.

Other spells for jewelry include Shatterproof, Sense Danger, Sense Emotion, Emotion Control (especially for sex-appeal items), Mind-Reading, Tell Time, Resist Fire and Alarm.

Madame Fleuria d'Estille & Her Exclusive Wares

The most fashionable boutique in town belongs to Madame Fleuria d'Estille. An invitation to her spring and autumn showings is social distinction; to be snubbed, a catastrophe. Noblewomen vie for her creations, instigating feuds that last for years over a fur coat or a piece of jewelry. Every year, rivalries ignite when her fall line of jewelry debuts.

Madame Fleuria is over 70, but doesn't look a day over 40. The source of her vigor is a close-kept secret, though she has many contacts among Elves and Ellyllon. These races produce many of her wares and could furnish age-negating magic. However, she discourages speculation about her private life, and if necessary, she will use her formidable social contacts to disgrace and humiliate the snooper.

Her wares are a major topic of speculation among noblewomen and upper-class merchants' wives. The clothing and jewelry she offers are miracles of craftsmanship. She openly trades in magic, though she will claim the magic is in the owner's beauty, not in her paltry baubles. She knows the value of well-placed flattery and artful humility.

Madame Fleuria won't buy second-hand magic items. She tells would-be sellers that hers is not a pawnshop. Her only exception are gems too famous to be brokered by anyone else. Should a character enter with the fabulous Lost Gems of Alvarak, he will be lucky to escape her shop with them if he chooses not to sell.

She is willing to sell magic to anyone at the right price. She prefers that her clientele have some level of Social Status; her mild Intolerance will be immediately apparent to lower-class buyers. Madame Fleuria knows "anyone who is anyone" (Status 2 or higher), needing only a successful IQ roll to check a person's standing.

Frankly, Madame Fleuria is a snob. Her shop is not for everyone, and she likes it that way. The more exclusive the patronage, the better. Woe betide the patron who's just gotten into town and hasn't cleaned off the trail dust before he tramps into her store . . .

Clothing Items

Many of the following items confer special skills, abilities or advantages upon the wearer. Unless otherwise specified, the item must be worn for these powers to manifest.

The Black Fedora

This black hat is fairly well known to folk on the street, having belonged to a succession of self-professed "private eyes" over the last 50 years. Its origin is unknown, but its powers are well documented.

While it is worn, it confers the Criminology, Streetwise and Shadowing skills at IQ+2. It fits human-sized heads and is otherwise a normal hat, vulnerable to being cut or burned, either of which will completely ruin its magic.

Strangely, the fedora also makes the wearer talk in film noir slang while worn. The wearer will refer to women as "skirts" or "dames," to money as "simoleons" or "dough," and to any weapon as a "heater" or "gat." (*GURPS Cliffhangers* has some excellent examples of noir-speak). The wearer will also begin to talk in long soliloquies, summarizing his thoughts and impressions of recent events.

The other Quirk the hat instills in a wearer is a preference for wearing long black coats or cloaks to match the fedora.

Component Spells: Lend Skills, Lesser Geas, unknown.

Asking Price: \$200,000.

Bounding Boots

A less-powerful version of Seven-League Boots, these enchanted boots allow the wearer to leap up to a mile at a bound. Unlike the Seven-League Boots, the wearer of these boots travels as if flying at Move 30, and can choose to leap any distance between 100 yards and 1 mile in one direction, landing within 3 hexes of the chosen distance. Traveling a mile in these boots takes exactly a minute. The wearer must make a DX roll to land on his feet, but will suffer no damage from the journey.

These boots were made by an enchanter who found traveling

21 miles at a bounce to be rather inexact; he preferred shorter hops.

Component Spells: Flight variant.

Asking Price: \$250,000.

Breathless Scarf

This blue-veined, dark gray scarf hangs about the wearer's neck normally, but constricts whenever the wearer enters combat. Usually, the scarf gives a gentle squeeze, warning the wearer of potential danger (as per the Sense Danger spell) — but sometimes it starts actively choking the wearer.

Roll 1d each time danger is near. On a 1 to 3, it harmlessly warns of an impending hazard; on 4, it does nothing; on 5 or 6, the Scarf tries to suffocate the wearer.

It has ST 17, DR 4 and HT 6. See *Holding Your Breath*, p. B91, for rules on constriction. A Contest of ST is required to pull it off; only one person may attempt to remove it at a time.

Nobody knows for certain why the scarf is so fickle, but the original is known to have killed over two dozen people in the 20 years it's been around; the first victim is believed to have been Sleinin the Crafty, a thief and enchanter who supposedly made the first Breathless Scarf only to have it turn on him.

Most magistrates would consider a Scarf to be a cursed item or an assassination tool. Indeed, killers have been known to give them to their intended victims, only to scare them later and let the scarf do its work.

Component Spells: Animation variant, Sense Danger, unknown.

Asking Price: \$150,000.

Bunny Slippers

Some enchanted footwear should not be worn by macho, adventurous fighting machines — these slippers, for instance. Made of real rabbit fur, they resemble small, cute rabbits with glass-bead eyes and a button nose. They're comfortable and durable, and can be used instead of normal shoes for outdoor wear.

Although they look silly, the slippers give the wearer an "always-on" Sense Danger spell and +2 to Hearing rolls while they're worn.

A cursed version of these cannot be removed and inflict Cowardice on the wearer, as well as a quirky addiction to carrots. If the wearer already has Cowardice, he will grow a cottontail instead.

Component Spells: Keen Ears, Sense Danger, Power (2 points).

Asking Price: \$85,000 (\$66,000 for cursed version).

Comfy Slippers

These slippers are made of soft leather lined with fur, making them extraordinarily comfortable. They restore any non-magical damage or injury to the wearer's feet at a rate of 1 HT per hour. They also heal any blisters or other mundane foot-problems overnight. Their powers are always on.



Component Spells: Minor Healing variant, Restoration variant.

Asking Price: \$100,000.

Debonair Cravat

Dashing and elegant, this piece of neckwear automatically changes color and pattern to fit with whatever the possessor is wearing, even ragged clothes.

The Cravat has a stronger magical power, however, as it grants a wearer +4 on Diplomacy and Savoir-Faire rolls while it is worn. But after 3 months of use, the Debonair Cravat turns the wearer into a dandyish fop. He becomes obsessive about his clothing, and his constant attention to his wardrobe will start to drive others crazy. This should be played as 10-point Odious Personal Habit. Even if he discards the cravat at this point, the disadvantage is permanent unless bought off.

Component Spells: Illusion Disguise variant, Lend Skills, unknown.

Asking Price: \$265,000.

Druid's Robe

The Druid's Robe is a well-made dark green garment with a vague tracery of leaves in the weave. It confers protection from various forces of nature, including dangerous plants and animals, as well as hazardous weather.

The wearer is comfortable in any temperature from tropical to sub-arctic and will not feel winds over 30 m.p.h. or suffer any ill effect from precipitation. Additionally, he has the ability to soothe wild beasts (as per the Beast-Soother spell, p. M21) and also has Naturalist skill at IQ+2, enabling him to identify most varieties of poisonous plant. All effects except the beast-soothing are always on.

Component Spells: Lend Skill, Beast-Soother, Weather Dome variant.

Asking Price: \$200,000.

Hiram's Hat

This shabby straw hat magically protects against the sun. Its wearer can cross the desert with no discomfort (and no more water than he'd need normally). Even a vampire can use it to go about in daylight, rolling only 10% as often for sun damage.

However, anyone who meets the wearer will call him Hiram. His friends will know who he is, but will be convinced that his (or her) name is Hiram. This effect persists for 1d hours after the hat is removed.

Component Spells: Weather Dome variant?

Asking Price: \$250,000.

Houri's Veil

This flimsy scarf adds +3 to a woman's Sex Appeal rolls when worn. It doesn't enhance or alter Appearance, but lends an air of romantic intrigue to the wearer. The Veil's silk exudes a delicate but exotic scent which may be part of the magic. The Veil only affects men, and only when actually worn by a woman. There are rumors of veils which include the Charm spell, too . . .

Component Spells: Unknown.

Asking Price: \$40,000.

Magical Masks

Each of these masks confers magical ability on the wearer. Each one has separate powers but all of them radiate very strong

magic. There are tales of many different masks; three are described below.

Dragon. Made of bright green sequins, with garnets for eyes, the mask takes on the semblance of a living dragon when worn. First-time viewers of a wearer of this mask must make a Fright Check, and everyone reacts to the wearer at -2.

This mask allows the wearer to breathe a 3d Flame Jet at a cost of 3 energy points. The face of the wearer is also immune to fire and all sense rolls are at +4. Dragons react at +2 to a wearer of this mask; Dwarves react at -3.

Components: Illusion Shell, Flame Jet, Resist Fire, unknown.

Asking Price: \$2,000,000.

Demon. When not worn, this looks like a simple black pull-over hood. Once donned, it changes the wearer's features into those of a beast from the deepest pits of Hell, with smoldering red eyes, sharp yellow teeth and swarthy gray-black hide. This mask requires all who see it to make a Fright Check at -1, as the visage is truly Hideous (and receives reaction penalties for appearance after Fright Checks are made).

The wearer has the spells Sense Aura and Deathtouch at his command while wearing the mask, both at skill 15, at normal energy costs. The wearer will begin to develop demonic traits, such as Bully, Sadism or Bloodlust, if he wears the mask too often or too long — the details should be up to the GM, to keep the wearer from having any clue about the risks.

Components: Illusion Shell, Sense Aura, Deathtouch.

Asking Price: \$3,000,000.

Stranger. When not worn, this is a gauzy gray hood. This mask makes the wearer's features blurry and difficult to see; gazing directly at the wearer is distinctly uncomfortable and few will wish to prolong eye contact (a Will roll must be made to look directly into the face of anyone wearing a Stranger mask). Anyone attempting to remember the wearer's features, draw them, describe them, etc., will be at -3 to all rolls.

The mask also muffles/distorts the wearer's voice so that his true voice is almost impossible to distinguish. Even those who know the wearer well must roll at IQ-3 to recognize him.

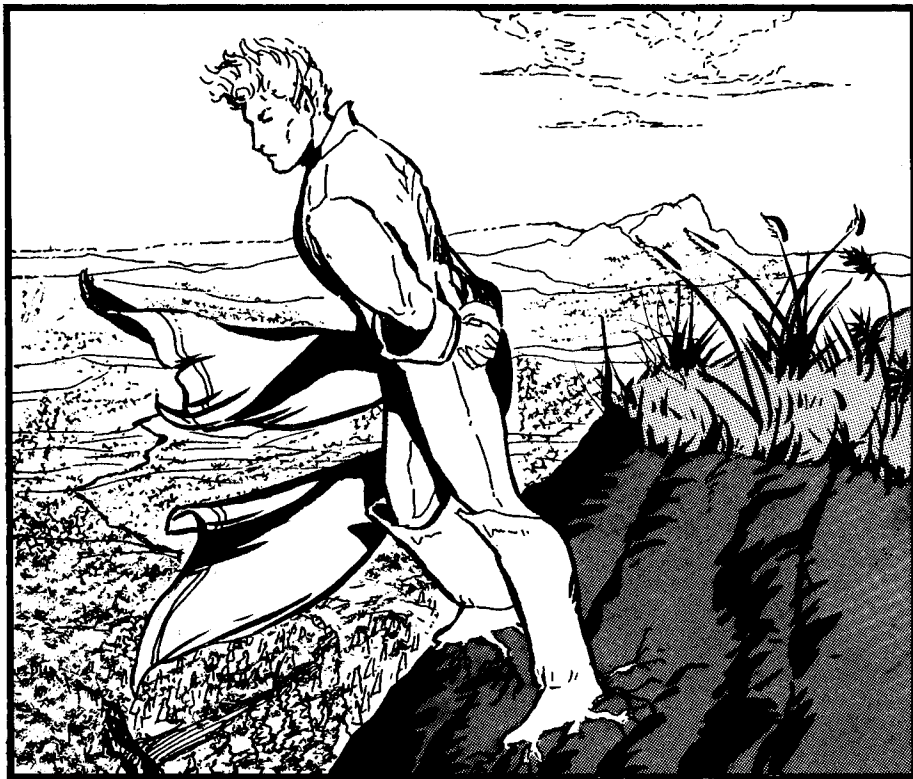
Components: unknown, possibly Blur.

Asking Price: \$500,000.

Death Mask. This mask is a piece of porcelain in the shape of a skull. When placed over the face, it fuses into the flesh and lends the face a deathly gray pallor. The wearer becomes nearly indistinguishable from a corpse — he has no pulse, no blood pressure and doesn't breathe. Any healer is at -10 to Physician skill to realize that the wearer is alive, and mages using Sense Life suffer a -5 penalty.

The condition of the corpse's appearance depends on the current state of the wearer's body. For example, if the wearer dons the mask while wounded, his wounds will always appear to have caused the death — a small scratch on the neck will look like a slit throat. Or if the wearer uses the mask underwater, he will look exactly like a drowned, bloated body.

Usually, the effect is more realistic if the owner stays still, but if he moves, he will be mistaken for a zombie or other undead creature. The mask need never be removed, but the longer it is worn, the worse his corpse-form becomes — it decomposes at the rate of a normal corpse.



The mask can be removed at any time. The wearer need only place his hand on his face and will it loose.

Components: Illusion Shell, unknown.

Asking Price: \$650,000.

Octopus Harness

This strange-looking harness has four artificial arms, made of braided, hardened leather which remains magically flexible. The wearer can use all four extra limbs, all of which have ST 12 and DX equal to his own.

The limbs are useful for manual tasks that do not require fine manipulation; they cannot do much that requires manual dexterity. They are mostly useful for lifting, throwing and prying things apart.

In combat, the arms can be used to flail at an enemy (reach C or 1, DX-2 to hit, 1d crushing damage), but cannot hold shields or other weapons effectively. However, the wearer gets +6 (!) to Grapple a foe. Each arm has DR 2; if it takes 6 hits of cutting damage at once, it will be severed, but other accumulated damage may be ignored.

The Harness was said to have been made by a wizard who was so busy, he decided he needed extra arms to get all of his work done. This was one of his early experiments.

Component Spells: Unknown — possibly a Golem variant.

Asking Price: \$525,000.

Ogre's Shoulders

This huge shoulder-girding harness looks like a medieval attempt to reproduce modern football shoulder pads. Despite their awkward appearance, these Shoulders provide +3 ST to the wearer, along with PD 2, DR 6 to shoulders and neck.

After a few months of ownership, the Shoulders will begin to confer the Impulsiveness and Overconfidence disadvantages on the wearer. He's strong and tough — he can handle anything!

Component Spells: Might, Deflect, Fortify.

Asking Price: \$450,000.

Rootboots

Brown and plain-looking, this magical footwear keeps the wearer firmly fixed in place and upright; the wearer cannot be knocked over and is immune to the effects of Knockback.

As a special effect, the boots literally grow temporary roots; any attempt to uproot the wearer against his will is made as a Contest of ST against the boots' ST of 30, and the boots themselves cannot be removed from a living user against his will.

Students of enchantment say the first Rootboots were made by Hlunach, an old druidic mage, who used them to stand outside and watch the raging storms!

Component Spells: Rooted Feet/Plant Growth variant, Power (2 points).

Asking Price: \$300,000.

Seven Veils

This dancing costume consists of nothing more than a few strips of material to which seven multi-colored silk veils are attached. With all seven veils in place, the outfit adds +1 to a female wearer's Dancing and Sex Appeal rolls.

If the wearer begins to remove veils during the dance, she gains an additional +1 for each two veils removed, with +4 being the maximum possible benefit. But should the dancer remove that last veil, all magical bonuses will vanish. The +1 bonus for removing veils will last 5 minutes after the dance is ended.

Note that the only way to get any reaction bonus is to start with all seven veils and to remove some of them during a dance. Just putting on three veils and dancing doesn't give the dancer +4; in fact, it confers no benefit.

Component Spells: Lend Skills, unknown.

Asking Price: \$100,000.

Shadow Gown

Made for dark Elven "nightmaids," this gauzy black dress billows even in still air. It fits virtually any female form. The wearer appears Very Beautiful (with distinctly Elven features) and gains Dark Vision. Exposure to sunlight, however, causes the wearer 1d damage per minute.

The personality of its first owner dwells inside it, however, and the wearer gradually develops a severe Intolerance toward humans and other non-Elves, whatever her race. Make a Will +4 roll each day it is worn; a failure indicates a beginning Intolerance, and after three failures the Intolerance is full-blown.

The Nightmaids were a vampiric order of female dark Elves. This gown was made for them to induct new members into their order. It has been destroyed, but seems to reconstitute himself . . . at least, that is the best explanation for why this supposedly-unique item keeps reappearing.

Component Spells: unknown.

Asking Price: \$420,000.

Stomping Boots

A brawler's delight, this studded leather footwear doubles kicking damage, while giving the wearer's legs DR 7. However, the Boots are very loud and give a -6 penalty to all Stealth rolls. Most people can hear Stomping Boots from a block away, giving

them an excellent chance to run away or hide before the wearer actually arrives.

Stories about the Boots vary. Some say they were originally created for city guardsmen, with the sound-effect feature added to make it easier to break up tavern brawls. Others say that they were a grateful mage's gift to a street-brawler who saved his life.

Component Spells: Might variant, Noise variant, Fortify.

Asking Price: \$174,500.

Swashbuckler's Boots

The Swashbuckler's Boots were devised by Pierre le Noir, a swordfighter, gambler and dashing rake, who was the terror of the Shimmering Sea. He wore them for years, only to lose them in a bad hand of poker.

These thigh-high boots, folded over at the knee, confer Jumping and Climbing skills at DX+3 (or +3 to existing skills). They give the wearer a +1 on kicking (both to hit and to damage) and do not encumber the feet when swimming.

Component Spells: Lend Skill, Accuracy, Puissance, Lighten variant.

Asking Price: \$150,000.

Swashbuckler's Cloak

Though not from the same source the Swashbuckler's Boots, this cloak would make the perfect complement. This long, dark blue garment, clasped by a silver rose, is animated and will help its wearer during fencing bouts or acrobatic maneuvers. The wearer is at +1 to all Acrobatic rolls (including Dodges) and +3 to any existing Fencing skill (though it will not confer this skill on an untrained wearer).

In a campaign using the Cloak skill (see *GURPS Swashbucklers*, pp. 12-13), the Swashbuckler's Cloak adds +3 to any use of the skill. The cloak cannot be torn or cut and always is a perfect, dashing fit on any wearer.

Component Spells: Dexterity variant, Lend Skill.

Asking Price: \$200,000.

Ultimate Costume

This pair of hooded gray coveralls can be worn by any humanoid creature and becomes any costume envisioned by the wearer. Anything from a fancy ball gown to a wizard's garb appears, complete with imitation accessories. If the costume is removed it reverts to its coverall form, and the accessories behave as objects created by the Create Object spell (p. M46).

The costume cannot be mundanely damaged, but Essential Flame incinerates the Costume forever. Creating or changing a costume costs the wearer 4 points of fatigue.

The Ultimate Costume's powers are inactive between mid-

night and 6 a.m. It reverts to its basic form and cannot be activated during this time.

The Costume's powers are not illusory; the costumes created are real, leading experts to believe the item is an example of strong Faerie enchantment.

Component Spells: Create Object variant.

Asking Price: \$100,000.

Winged Boots

Long ago, a simple cobbler dreamed of flying like a bird. The next morning, he found a pair of boots had appeared in his workshop — with feathery wings on the ankles! He tried them on and jumped up in the air, promptly flying off beyond the tree-tops.

When he returned to his village some days later, footsore and grimy, carrying the boots under his arms, he said only he had sworn never to go flying again and sold the boots for a few coins.

This magical footwear allows the wearer to fly just by jumping up and willing the boots to fly. The flight is low-altitude, going no higher than 120', and is of limited duration (1 point of Fatigue per 10 minutes aloft), but the boots can fly quickly. Without encumbrance, the user has a Move of 40 — each level of encumbrance halves this.

The only problem is that the boots like to take side-trips. Although they will take the wearer to his destination eventually, they are not very good at obeying instructions. Every 5 minutes, wearers must roll a Contest of Wills against the boots' Will of 14 to keep them in line and flying straight; otherwise, they will swoop off in a random direction, taking the hapless wearer with them!

Component Spells: Hawk Flight variant.

Asking Price: \$150,000.

Woods Hood

Many ages ago, a gentle and peaceful man left his village to live quietly in a distant forest. Unfortunately, he was ignorant of the ways of the woods; in fact, he was an utter idiot.

The local Elves took pity on him and devised this item, which conferred useful woodcraft on the man when he found their mysterious gift. He never discovered who his benefactors were, but was grateful to them for the rest of his days. He remained an idiot, but he was a much more comfortable one.

This green-brown knit cap gives the wearer several useful skills. Survival (Forest), Tracking, Stealth, Climbing and Bow are all given at skill 16. Further, it confers Danger Sense on the wearer as long as he is in a forest or woodlands.

Component Spells: Lend Skills, unknown Elven magic.

Asking Price: \$250,000.

Jewelry

Bugbanes

This is a category of special jewelry that keeps insects from the wearer. Usually a Bugbane is a brooch or pin in the shape of the insect it repels. Wearers will also find they are at -3 to cast any insect summoning or controlling magic, due to the Bugbane's interference.

Some examples of Bugbanes include:

Fly-in-Amber Brooch. This brooch protects the wearer against all flying insects, even those summoned magically. This

includes mosquitos, flies, butterflies, wasps, etc. The insects find it impossible to enter the wearer's hex.

Component Spells: Hypothetical "Insect Aversion" spell.

Asking Price: \$150,000.

Spider Pin. This pin protects the wearer from all spiders, even the giant variety. If the spider is a magical creation, it can resist the pin's effect by winning a Contest of Skills between the creator's spell skill and the pin-wearer's Will.

Component Spells: Hypothetical "Spider Aversion" spell.

Asking Price: \$200,000.

Ant Talisman. As above, but protects the wearer from ants, including giant ants . . . as long as the wearer stays out of the anthill! Should someone use this talisman to invade the ants' domain, he might find that they could overcome their aversion . . . A rare variant of this talisman seems to make the user smell like an ant . . . ants simply ignore him, and he can enter any chamber of an anthill except the Queen's own area in perfect safety.

Component Spells: Hypothetical "Ant Aversion" spell, or possibly Odor?

Asking Price: \$200,000 for aversion, \$300,000 for unconcern.

Come-Hither Bauble

This small gold-and-silver trinket is worn on a long silver necklace. When activated by the will of the wearer, it provides a +3 on all Sex Appeal rolls. The trinket's power is minor, little more than a "knowing wink" in magical terms.

Component Spells: Suggestion variant.

Asking Price: \$45,000.

Dazzling Tiara

The Tiara was made for Baroness Uliande, who was renowned as the "Radiant Beauty of Rohrenvaal" over 200 years ago. Her family sold the Tiara long ago to pay off debts and it has surfaced in various places ever since.

Although it appears to be a small tiara made of tiny diamonds in a silver circlet, the Dazzling Tiara has a significant magical power. It shines under even the dimmest light and will Flash when the wearer utters a triggering word. The wearer is immune to the Flash effect and to any negative effects from strong light.

Component Spells: Hypothetical "Protection From Light" spell, Flash, 4 points of Power.

Asking Price: \$415,000.

Diadem of Vagueness

The purpose of the lovely brooch is uncertain, though some believe a devious female secret agent used it to create a believable air-head persona. It works in that respect, but the wearer might forget to remove the brooch!

The brooch's wearer is absent-minded while wearing the bauble and for 1d hours afterward. This power is always on.

Component Spells: Forgetfulness variant.

Asking Price: \$25,000.

Diamond Nails

The evil Countess Moriana had the first pair of Diamond Nails made over 100 years ago, and used them in a bloody series of murders among the nobility. She was found still wearing them when one of her victims broke her neck with his dying effort. Many copies have been made since.

These false fingernails bond to the wearer's fingertips on command. Although they are beautiful, and assume any color or design desired by the wearer, they can also be used as short claws, doing swing+2 cutting damage from swinging hand-attacks. They also allow the wearer to cut glass.

Component Spells: Glue, Colors.

Asking Price: \$80,000.

Emperor's Clothes

This item comes in many forms, but is usually a small brooch, pin or bracelet. When put on or pinned into place, the

user's clothing changes into a specific outfit (chosen when the item is enchanted). This costs the user 1 point of energy.

Actually, the wearer's clothing doesn't actually change; it is covered by the illusion of another set of clothes. If the new outfit won't completely cover the old, the old clothes show through. For this reason, most of these objects are enchanted to provide fancy ball-gowns, caped emperor's uniforms or other such bulky ensembles. The object only changes the appearance of clothes, not facial features or any equipment that might be carried.

Clothes need not be worn to use this item. The outfit will cover a naked body just as easily as a clothed one. But if the user is hit by a Dispel Magic or walks into a no-mana zone, he will instantly be stark naked! Some eccentric nobles risk it, though, for the excitement of going naked to the king's ball.

Most of these items provide only one outfit. Some, however, have two or even three outfits to choose from, but these are much more expensive.

Component Spells: Illusion Shell variant.

Asking Price: \$30,000.

Feather Pin

Made from the feather of a giant eagle, this pin lets its wearer shapeshift into eagle form. The user can fly constantly for HT-8 hours, but then must rest for an equal length of time. He must make an IQ roll each hour that he stays in eagle-form; if he fails, he loses 1 point of IQ, continuing until he reaches the IQ of the eagle, which is 7. If this happens, he is trapped in eagle-form forever. Barring that, all lost IQ is regained when the wearer shifts back to human form.

The owner of the pin must spend 2 points on every transition from human to eagle, but the pin sustains the change once it's made. The Feather Pin also lets a wearer understand the speech of Great Eagles while shapeshifted, so that interaction with the intelligent birds is possible.

Component Spells: Shapeshift, Borrow Language variant, 4 points of Power.

Asking Price: \$500,000.

Flatterer's Foil

This silver pin, made in the shape of a fencer's rapier, gives the wearer a mental signal when he is being falsely flattered. Other lies, regardless of their magnitude, will not spark the foil's magic (thought they could be detected with other means). But superficial niceties and outright sycophancy are revealed for what they are.

For example, if someone tells the wearer that he looks nice, but doesn't really think so, the foil would alert the wearer. But if the same person commented on the nice weather, during a snowstorm, the foil would be silent.

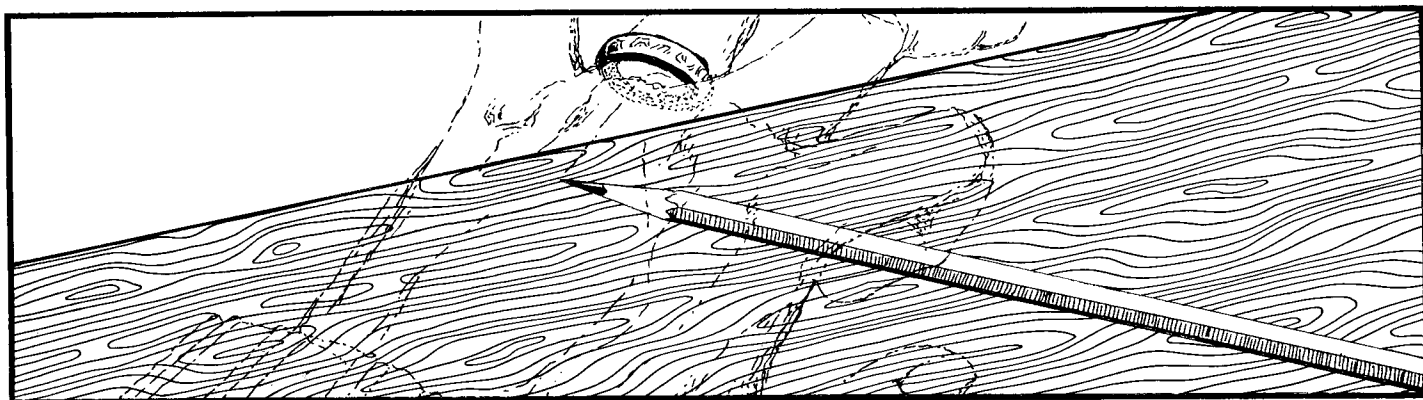
The foil can be incorporated into earrings or other innocuous jewelry, if the owner doesn't want to advertise its presence.

Component Spells: Truthsayer variant.

Asking Price: \$25,000.

Ghostly Band

The Ghostly Band was made around the same time as the first suit of Ghostmail, but for very different purposes. Lady Daphne of Genarius had been widowed and desperately sought the counsel of her departed husband, because she had never run an estate and there was nobody around whom she could trust. She used the Ghostly Band to visit and confer with her husband, until she developed the skills necessary to run her estates without his



guidance; she gave the Band away rather than torment herself with seeing but not touching her dead spouse.

This innocent-looking ring makes the wearer insubstantial when worn. The wearer can also clearly perceive, but not touch or be touched by, spirits or ghosts. The wearer retains all material possessions worn or held when the ring is put on (though they are useless since they cannot affect anything), but cannot pick up or manipulate “real” objects until the ring is taken off. A wearer spends 2 points of energy every time the Band is put on.

Component Spells: Ethereal Body variant.

Asking Price: \$620,000.

Lucky Gems

Some believe that these relatively common gems are not intentionally enchanted, but occur naturally when a gemstone lies in a very high mana area for a long period of time (many hundreds of years).

When worn, such a gem confers Extraordinary Luck on its owner (see p. B21), costing the wearer 3 Fatigue every time he draws on its powers. It is a second cousin to Luckpieces, but may also be related to Powerstones.

Component Spells: unknown.

Asking Price: \$800,000 plus the value of the gem.

Obedient Bauble

This glowing gem, a golden topaz with a magical gleam, normally rests in its setting on an attractive amulet. Anyone other than the wearer would need to use jeweler’s tools to remove the gem. However, it will leave the setting and move about freely at the owner’s mental command. It will not go further than 9 hexes from its owner. Its golden aura can only be seen clearly in dim light. But, if the user commands, the bauble will brighten to the intensity of a torch.

The bauble is fickle, however, and if the amulet is taken from the owner, the bauble will obey whoever holds its controlling necklace.

Component Spells: Apportation variant, Light.

Asking Price: \$250,000.

Presence Medallion

This golden medallion gives the wearer Charisma +2, as an “aura” of personal magnetism. People will suddenly find him interesting and compelling, even if he was a complete nobody before donning the medallion.

The Presence Medallion won’t work in conjunction with other Charisma-boosting items and must remain in plain sight in order to operate — it cannot be hidden in clothing.

The medallion won’t work on people who know it and understand its enchantment. Folk who are familiar with the enchant-

ment trade (GM’s choice, but includes enchanters, bards and merchant-wizards), can try to recognize the medallion with an IQ roll. Anyone who succeeds is immune to its effects.

Component Spells: Persuasion variant.

Asking Price: \$85,000.

Reflecting Ring

This ring is an elaborate piece of jewelry, featuring 25 tiny gemstones clustered around a larger emerald. Not only is it beautiful, but it is also an excellent magical defense.

The wearer can cast the Reflect spell (p. M53) with skill 15 at will and with no energy cost. The wearer does not have to know the spell he is reflecting. Each Reflect cast, however, burns out one of the tiny gemstones in the ring’s setting, making it useless. Each of these tiny gems is a 1-point dedicated Powerstone working in conjunction with the 3-point dedicated Powerstone emerald. Once all of the smaller stones are gone, the wearer can still cast Reflect, but must spend 1 fatigue per use.

If the ring is bought new, it will have all of the smaller stones intact, but if found or stolen, 1d+3 of them will be burnt out. An enchanter could replace them at \$10,000 apiece.

Component Spells: Reflect variant.

Asking Price: \$450,000.

Tortoise Shell

This object, a 3-inch-long tortoise-shell pendant hung from an ordinary necklace, provides the wearer with +3 to PD (to a maximum of 6) and +4 DR while worn.

If the shell itself is targeted and broken by an attack, the magic is lost; the shell has PD 1, DR 4 and 3 HT. The armor effect is continuous and requires no energy expenditure from the wearer.

These items are prone to “turtle” quirks. One turned its wearers into vegetarians; another made the wearer very shy, and there are rumors of one which created a craving for bugs and worms . . .

Component Spells: Shield, Armor.

Asking Price: \$150,000.

Venus Pendant

The Venus Pendant features a large amethyst engraved with mysterious runes. The amethyst glows softly when the sun goes down, becoming a purple flame under a full moon.

When worn, this lovely pendant adds one level to a female wearer’s Appearance, but only at night. Under a full moon, it adds two levels to Appearance.

The Venus Pendant must be worn in plain view to operate.

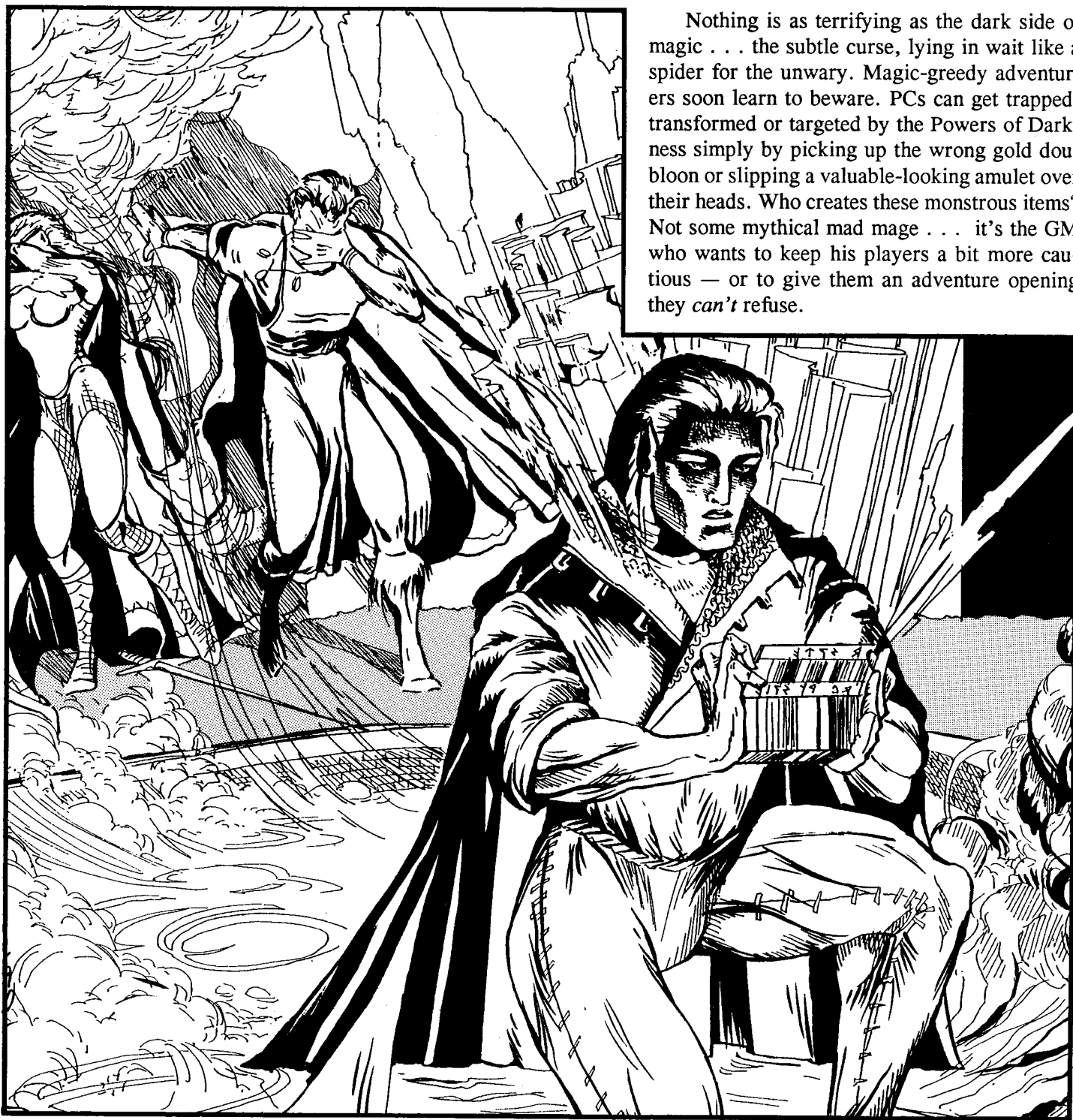
Component Spells: Perfect Illusion variant.

Asking Price: \$80,000.

7

CURSES, TRICKS AND TRAPS

Nothing is as terrifying as the dark side of magic . . . the subtle curse, lying in wait like a spider for the unwary. Magic-greedy adventurers soon learn to beware. PCs can get trapped, transformed or targeted by the Powers of Darkness simply by picking up the wrong gold doubloon or slipping a valuable-looking amulet over their heads. Who creates these monstrous items? Not some mythical mad mage . . . it's the GM who wants to keep his players a bit more cautious — or to give them an adventure opening they *can't* refuse.



Of course, even a cursed item can be useful if the PCs are clever enough. So you've got a hat that puts the wearer to sleep? No problem . . . just leave it where that troublesome guard will find it.

This chapter also includes a selection of items that undo, avert or deflect curses, giving PCs a chance against the most devilish item or spell. If the art of enchantment can cause pain and horror, enchanters can also discover ways to alleviate that misery.

Trade in cursed magic items is almost as risky as selling necromantic magic. Both are punished harshly in most lands — and those who buy and sell such things tend *not* to be peaceful, solid citizens. Dealers in curses are correspondingly hard to locate, as they're desperately security-conscious. Some of them travel (see sidebar), while others lead double lives. Many work hard to seem bland and ordinary, relying on camouflage and illusions of insignificance. Some, especially in out-of-the-way places, are deliberately flamboyant and try to intimidate their customers.

If trading in cursed items is dangerous, creating them is even more so. Genuine crusades have been mounted against suspected curse-creators. Many an innocent enchanter has been lynched during one of these witch hunts.

No race has a monopoly on the creation of cursed magics. Many are made by "evil" cults, or by schemers who want to use them as assassination weapons. Some are the product of decades-long feuds between wizards. Anti-curse magicks, on the other hand, are often created by powerful healing orders. These items are easy to find (if expensive), especially if one consults a professional cursebreaker.

Anything can be cursed, and sometimes the most effective curses are laid on everyday items. A hairbrush that causes baldness is a petty curse, but not likely to be suspected (or even checked for magic).

Magic items can be deadly without containing curses. An ordinary doorknob with *Deathtouch* can be a lethal trap, but it's not necessarily either evil or illegal — it just depends on the local laws. A device that kills instantly might be considered "cleaner" than something that gives a lingering death.

Common Curse Spells

Curses are built on harmful magic. Body and Mind Control spells are usually the best, offering terrible spells like *Itch*, *Spasm*, *Sickness*, *Terror*, *Madness*, *Forgetfulness* and *Permanent Forgetfulness*, *Nightmare*, *Greater or Lesser Geas*, *Paralyze* or *Wither Limb*, *Fatigue* and *Alter Body*.

Necromantic magic offers *Steal Youth*, *Age*, *Soul Jar*, *Steal ST* or *HT* and *Pestilence*. Other worthwhile spells include *Shapeshift* Other, *Exchange Bodies* and, of course, the *Meta-Spell*, *Curse*. Anything that harms the subject can be used — and has been.

The other hallmark of the curse is surprise and secrecy. Whether the curse is hidden by *Conceal* spells or just the enchanter's guile, the best cursed items are those that will be eagerly embraced by the victim!



Poponax the Vile Clown and the Carnival of Dread

In the autumn, just as the leaves finish falling from the trees and the last of the harvest is gathered, the sound of an out-of-tune calliope might be heard on the outskirts of a small village. Eager to enjoy the Harvestide, innocent villagers come out to see a troupe of traveling players parade into their midst. In the lead is a huge figure, a monstrosity fat clown in garish makeup and a shockingly bright red costume. Smiling broadly with his dark yellow teeth, he introduces himself as Poponax, master of the Wandering Carnival. A motley crew of freaks, as madly cheerful as their master, quickly sets up a carnival midway . . . but madness lies within.

Anyone who visits the carnival will win a prize — a toy, a bit of jewelry, a walking stick. But everything the clown gives away is cursed, turning on the hapless owners before a day passes. Poponax's gifts may destroy their victims physically, mentally or both. More than one village has been utterly destroyed by the carnival, every inhabitant left dead or insane — or pressed into mindless slavery with the carnival crew! All that is left is burned wreckage, corpses and madmen. A few of the cursed toys will be left to wreck havoc on would-be rescuers . . . but most leave with the carnival, to be used next time.

Although heroes frequently hunt Poponax, he has never been completely defeated. His carnival is often smashed, only to reappear the next year. The clown himself has been reported dead many times, but always reappears. And though tales of the Carnival of Dread are told everywhere, there always seems to be some little village that hasn't heard them, or doesn't recognize Poponax . . . until too late.

It's not easy to find the carnival on purpose. It only appears in the autumn, and always in an out-of-the-way place. Those looking for Poponax will need magical aid to locate him — possibly a *Divination*.

The clown is willing to do business with travelers, though he'll always try to entice them into his deadly midway. He is willing to barter cursed goods, and will offer to include little "gifts" to those he claims to like. Of course, these extras are as deadly as his other gifts. A curse deliberately bought from Poponax will deliver as advertised, though not necessarily in the way the buyer expects. Many customers are as victimized as their targets — and sometimes *instead* of their targets. Poponax will gladly buy any cursed items offered, but his money is worthless. He keeps a few anti-curse items, but only for emergencies.

If attacked, Poponax will defend himself with powerful magic. Not only is he an enchanter in his own right, but rumor says he is half-demon, which, if true, would account for many things.

Cursed Items

It is not easy to define “curse” exactly. There is no definitive list of spells that can be called curse spells, except the Meta-Spell Curse. Many spells can be parts of curses if used in the right (or wrong) way. It all depends on the context and the intent.

GMs should be especially sensitive to this context, especially when using any anti-curse items in their campaigns. The Fireball spell, when cast by a mage during a battle, is not a curse — merely hostile magic. Cast on a wardrobe, it might be a curse, or it might just be a powerful defense. But a lady’s mirror that casts a Fireball whenever it is opened is definitely a cursed item!

Generally, curse magic can be defined as any magic that is hostile in intent and harms its victims by stealth or surprise.

Many of the items below are *hexed*, meaning they cannot be removed by normal means; it will be necessary to use Remove Curse, Remove Enchantment or Suspend Enchantment. Unless otherwise noted, all cursed items resist Remove Curse at level 15.

Disease Potion

This potion inflicts a disease on the imbibor. The specific disease depends on the potion and can range from a common cold to malaria to the bubonic plague. Some bottles confer a random disease on the victim, and the same potion might give different diseases to different drinkers. One swallow is enough to produce the infection.

The liquid does not actually contain a disease agent; its effect ability is magical. Thus, touching the bottle or breathing the fumes is not dangerous.

The drinker of the potion will not notice any immediate effects, but will start to feel symptoms of the disease in 8d hours. Anyone with the Immunity to Disease advantage is unaffected, and Cure Disease works normally on the victim.

Component Spells: Alchemical enchantment.

Asking Price: \$75,000.

Character Assassin

This item, usually in the form of a headband or medallion, comes in two varieties. The first mentally influences those around the wearer, blackening his reputation and making people react to him at -3; any positive Reputation of the victim’s is negated while he is cursed. Much as with the sword Infamy (p. 115), they don’t know exactly what he did, but it must have been bad.



The second variety is more subtle. Nobody will remember the wearer! Very close friends and family members get an IQ-4 roll (roll once for each person; if the victim isn’t forgotten, roll again any time he’s unseen for a day), but almost everyone else will have total amnesia when it comes to the victim. If the victim presents documentary or physical evidence, it will be treated with the utmost skepticism. Even if the evidence is believed, it doesn’t generate memories in others’ minds. As far as they are concerned, they’ve never met the victim.

Furthermore, the amnesia effects are continuous, occurring whenever the victim is around others. So even if you convince Mom that you’re her son, she won’t remember it next time you meet her. Any Reputation, Status, Military Rank or Legal Enforcement Powers are completely nullified while the victim is cursed (nobody knows you, so how can you be associated with the nobility, the army or the police?). The victim cannot discard the item until a Remove Curse or other curse-breaking spell is applied.

Component Spells: Mass Suggestion variant, Hex.

Asking Price: First version \$350,000; second version \$485,000.

Conscience Cricket

This tiny golem-like object resembles a cricket, but has the ability to speak. Once a victim touches the cricket, they are bonded; it will know its victim’s every negative mental Disadvantage and harp on them, constantly urging him to change his ways. Negative mental disadvantages (Alcoholism, Gluttony, Sadism) should be distinguished from positive ones (Honesty, Truthfulness, Sense of Duty). The cricket doesn’t mind if you’re honest, but he will complain if you are a coward — or if you’re bloodthirsty, as the case may be.

The cricket takes a comfortable place on the victim’s shoulder and speaks into his ear. It is indestructible and cannot be discarded; its voice is audible at a range of 5 hexes.

To get rid of the cricket, the victim can have a Remove Curse cast on him, or he can use character points to buy off his disadvantages (only negative mental ones). If all are bought off, the cricket will leave the victim and find someone else to nag.

Component Spells: Golem variant, Voice, unknown.

Asking Price: \$45,000.

Cursestone

A rare kind of Powerstone, occurring naturally in dank, mana-high caverns, this dark-colored rock adds 10 points of energy to aid in the casting of the Curse spell. Additionally, any mage with a Cursestone will know and be able to cast Curse at 15. If he already knows the spell, he can cast it at whichever level is higher.

Cursestones will not lend their power to any other spells, but operate exactly like normal Powerstones in every other respect.

Component Spells: Natural magic.

Asking Price: \$30,000.

Damnable Dagger

Ordinarily a dagger with Puissance +2, this weapon houses an evil resident spirit. When the dagger is first used by someone to draw another person’s blood, the spirit awakens. Sometime, when the user is alone, the dagger-spirit attempts to possess the user (Contest of Wills vs. the spirit’s Will of 16). If it succeeds, it will make the owner go out and kill some random person

violently, messily and thoroughly. It has an IQ of 13 and access to all of the possessed person's skills and memories.

The possessee is unaware of this activity. However, if the GM wants to give clues (other than the trail of murdered bodies), the victim may have nightmares or daytime flashbacks, or wake up in bloody clothes, etc.

Discarding the dagger will end the possession, but it should not be obvious that the dagger is the cause of the possession.

Component Spells: Possession, unknown.

Asking Price: \$150,000.

Dissolving Dress

This lovely, full-length ball- or evening-gown includes full petticoats and undergarments. At the wearer's command, it will shift color or adjust its length slightly, making it a very comfortable garment to wear. However, 1d hours after being donned, the dress and its undergarments dissolve into a fine magical powder, leaving the wearer entirely naked.

The powder-residue causes the wearer to be violently allergic to any material touching her skin. Until the victim is uncursed, wearing cloth, leather or metal causes a painful, itchy rash which reduces IQ and DX by 2 and lasts while the clothing is touching the skin and for 1d hours afterward.

Component Spells: Disintegrate, unknown alchemical.

Asking Price: \$10,000.

Fumblefoot Boots

These black slippers look like ninja-style footwear, but they hinder any movement requiring stealth, balance or agility (DX at -4 for any skills using the feet or requiring balance).

The Fumblefoot Boots are Hexed as described on p. M38.

Component Spells: Clumsiness variant, Hex.

Asking Price: \$121,000.

Fumbling Pouch

This pouch holds far more than it seems, making it useful for carrying equipment. The pouch's opening is always misty and dark, and to pull anything out, the holder must reach in and grab something. The curse is that the wearer rarely pulls out what he wants! A DX-8 roll must be made to extract any particular item from the pouch; a failure means that some other item is pulled out — even if there is only one item in the pouch.

On any attempt to extract something, there is a 1 in 6 chance that the pouch will manufacture a random object. It can be anything — hairbrush, pajamas, maracas, etc. — but it will never be more than moderately useful in any situation.

The pouch will hold up to 20 cubic feet of material, as long as everything in it can fit through its mouth, which is a circle 4 inches in diameter.

Component Spells: Hideaway variant.

Asking Price: \$112,000.

Funhouse Mirror

This warped funhouse mirror distorts the viewer's image so he appears very tall or very short, skeletally gaunt or morbidly obese. Most of the time, the mirror just presents an image. However, every once in a while, the mirror transforms the viewer to match the image (giving him all the image's visible, physical disadvantages, including Appearance). Multiple viewings can lead to multiple distortions, though a changed viewer will never return to normal through additional viewings. None of the transformations will actually harm the viewer physically, even if his neck or waist is stretched to pencil-thin.

Whenever anyone looks into the mirror, the GM rolls 3d; on

a roll of 6 or less, the viewer is distorted by the mirror's magic. PCs may resist with a successful HT roll.

A Remove Curse can undo this transformation.

Component Spells: Shapeshift Other variant.

Asking Price: \$267,500.

Midas Glove

This gold-lamé glove fits any wearer, but once donned, it is not removable except as described under the Hex enchantment (p. M38). Anything (living or inanimate) touched by the wearer's gloved hand turns to fool's gold, without value. This effect is resisted by living beings as described under the Flesh to Stone spell on p. M29. The glove has a power of 16.

Items that are worn or carried by a living being cannot be transformed unless the carrier is transformed first. Whenever a living being is touched, the glove wearer spends 10 energy points to power its magic. This is not under the wearer's control. It may cost him HT or even knock him unconscious! However, the wearer must be conscious for the power to work; another person cannot operate the glove while the wearer lies unconscious.

All objects can be restored with a Remove Curse spell, and living beings can also be restored with Stone to Flesh. More powerful magic, such as Wish, can also reverse a change.

Component Spells: Earth to Stone variant, Flesh to Stone variant.

Asking Price: \$800,000.

Glutton's Girdle

A broad golden belt which laces up in front, this girdle induces Gluttony in anyone who wears it, stretching out to accommodate any additional girth the wearer develops. The wearer is oblivious to any weight gain; the power of the girdle makes him see a trim, svelte waistline. No one but the wearer is affected by this illusion.

If the wearer already has the Gluttony disadvantage, then the wearer's Will is at -4 to resist food and drink.

Component Spells: Lesser Geas, Simple Illusion.

Asking Price: \$215,000.



Judas Coat

The Judas Coat has been used to kill at least one King of Ylandrae within the last four years, and has a long, dark history of regicide before that. The first was said to have been created more than 620 years ago.

This golden coat is a beautiful garment and may be removed at will. Although it radiates strong magic, it has no obvious power. However, once it has been worn for 6 hours on each of 13 days (not necessarily consecutive), the wearer's enemies will

know exactly where he is at all times (they are gifted with magical awareness due to the curse). The wearer's Alertness and that of anyone within 10 hexes are at -3 while he wears the coat.

Component Spells: Secret.

Asking Price: \$300,000.

Lame Horseshoes

These plain black iron horseshoes cause a horse to go lame 2d days after being placed on its hooves. Although it will always appear to be an accident, no amount of treatment will affect the horse's infirmity until the shoes are removed. They are magically attached to the horse and cannot be removed except as described in the Hex enchantment, p. M38.

Component Spells: Unknown, Hex.

Asking Price: \$2,500.

Magical McGuffin

It may seem to be a valuable but harmless bauble — a golden egg set with many diamonds and rubies — but this thing is very bad news. It attracts trouble to the owner: enemies turn up unexpectedly, new enemies appear, demons mistake the owner for someone who attacked them.

Much of the trouble seems related to the golden egg. People show up who are very eager to get their hands on it — shady merchants, crime bosses, dark Elf-lords, etc. Their desire to acquire it at any cost should convince the owner it's tremendously valuable. Some may offer to purchase it. Others will try to steal it, possibly causing great damage or injury in the process. But attempts to steal it will always end in failure.

The only way to be rid of the McGuffin's effects is to get rid of it. To do this, the owner must make a Will-5 roll . . . then it can be sold or even given away, preferably to the most troublesome of those who have been trying to get it.

If the party has any shady members, the GM can introduce this item by having them mysteriously hear about it. The party then becomes part of the horde harassing the current owner of the McGuffin . . . maybe they'll get it!

Component Spells: Secret, unknown, bizarre.

Asking Price: \$500,000.

Madness Mirror

This mirror shows a degenerating image of the viewer, a reflection of the viewer as a psychopath, becoming more insane with each passing day. The mirror is, however, grotesquely alluring. The owner must make a Will roll every day to avoid looking at it, and a Will-6 roll to get rid of it.

The horrible image wears away at the viewer's psyche. After looking in the mirror 1d+6 times, the owner develops a severe and murderous psychosis.

Under the psychosis, the victim must roll vs. Will each day or attempt to kill someone. He does not have to succeed, but he must make a real effort. He doesn't have to be smart about it either; if he wants to do it in broad daylight, so he'll get caught, he can. The psychosis can only be removed with a Remove Curse spell or a Great Wish.

Component Spells: Simple Illusion, Madness variant, unknown.

Asking Price: \$350,000.

Mirror of the Evil Twin

This mirror produces a normal reflection, but after someone looks into it once, it begins to create an evil double of the viewer. This reflection comes to life exactly 1 month after the viewer first looks in the mirror and will seek to kill the viewer,

in an effort to take over the viewer's life. The mirror only creates one evil twin at a time, so while a double is alive, it acts as a normal mirror. (Should a double succeed in killing his original, the mirror is then free to create another twin.)

The twin is equal to the viewer in every respect, including magic. But there are some important differences. First, they will have different, often opposing mental disadvantages. The evil twin always has a Vow to seek out his double and kill him. The twin will never have Honesty, Truthfulness or Pacifism, but may have Bloodlust, Sadism or Berserk. Additionally, the twin can be discerned from the original if the viewer has distinguishing physical disadvantages. The double is always opposite-handed — a right-handed viewer produces a left-handed twin. Unless the viewer is ambidextrous, this is a tell-tale sign. Also, if the viewer is missing a hand, arm or leg, the double will be missing one on the opposite side. This can be rather disconcerting to long-time friends of the mirror's owner.

The mirror cannot be uncursed or broken by normal means. If the evil twin is killed, and the mirror is covered before anyone looks in it again, it can do no harm. But someone always finds it . . .

Component Spells: Unknown.

Asking Price: \$1,000,000.

Narcissus Window

This mirror's reflection utterly captivates the viewer, so that he is completely absorbed in studying his own reflection. The first viewing can be resisted by Will, but failing that, the viewer is caught by the mirror's magic. Until a Remove Curse is cast on him, the victim will spend every moment devouring his own image, so that dehydration will soon kill him. He will not perform any action while staring into the mirror. He can be forced, but will not take any self-preserving action — unless it's to keep the mirror from being taken away. If forcibly removed, he fights as hard as possible against his "kidnappers" and seeks to return.

Component Spells: Greater Geas, 30-point dedicated Powerstone.

Asking Price: \$280,000.

Potion of Pernicious Polka Dots

When consumed, this potion magically produces polka dots all over the imbiber's skin, in a bright blue, green or purple.

This potion can be slipped into most beverages — but its presence can be detected on a Vision-3 roll, as the fluid itself is polka-dotted. The dots wear off in 2d days.

The concentration of the potion must be at least 5% (round up), so 7 ounces of potion are required to taint 1 gallon of liquid. Less than that ratio produces no effect. Each vial of potion contains 16 ounces.

Component Spells: Dye variant.

Asking Price: \$10,000.

Shattermail

Years ago, a master enchanter came up with an enchantment for self-repairing armor. He made 20 or so sets before he died, and all sold quickly — they were in high demand. Unfortunately, unknown to him, he didn't get the enchantment formula quite right. The armor repairs itself, but once it has repaired 60 points of damage, it falls apart completely. The metal plates unrivet, the chain unravels and the wreckage tumbles to the ground, leaving the wearer in his underclothes.

The suits are half-plate, providing normal protection, and

repairing any damage at a rate of 1 point per minute. Damage to the armor is that which is absorbed by its DR.

Component Spells: Regeneration variant, unknown.

Asking Price: \$300,000.

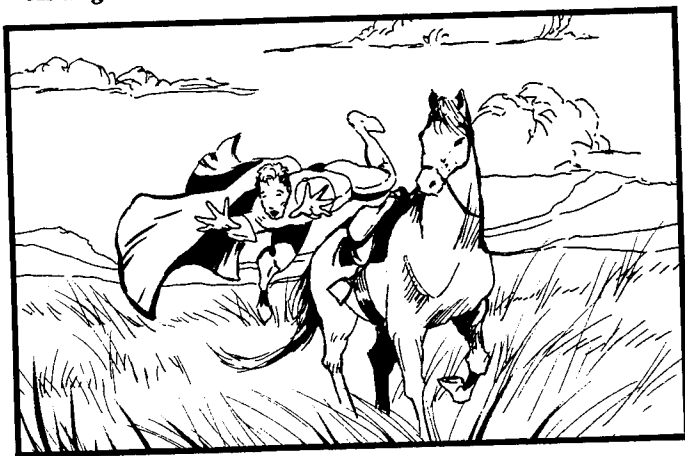
Skinflint's Coin

This enchanted golden coin always changes to appear like the other coins in the purse of its owner (who may be completely unaware that he has it). When the owner tries to spend the coin, it shrieks and complains bitterly. The coin also tells anyone within 5 hexes that the owner is a shady dealer and a thief and they shouldn't do business with him under any circumstances. The coin will demand to be put back into the purse with the other coins where he belongs. If this is done, the owner will not be able to distinguish it from the other coins until the next time he tries to spend it.

If the owner decides to spend the coin, he will regret it: he acquires the Unlucky disadvantage until he recovers the coin. Note that if he recovers it by *selling* something to the coin's new owner, the new owner has *also* acquired the curse (for the coin's purposes, selling includes trading it for another coin). The only way to avert the curse is to keep the coin or give it away to someone with less money. Of course, that person will probably try to spend it . . .

Component Spells: Voices, unknown.

Asking Price: Not for sale.



Slippery Saddle

It looks like a normal leather saddle, but it will take any opportunity to unhorse a rider: rough terrain, jousting, etc. The rider must make a Riding-6 roll to stay seated.

Although the saddle can be cast aside, it magically returns, replacing the saddle of whichever horse the owner is riding. A Remove Curse will break the bond between the saddle and owner, which is re-established when someone else sits on it.

Component Spells: Loyal Sword variant, reverse Glue.

Asking Price: \$215,000.

Spendthrift Purse

The Spendthrift Purse was used by Prince Telvalt to ruin his rival, Prince Octavio, a careful and somewhat stingy person. Within two months, Octavio became known as Octavio the Carefree, Octavio the Thoughtless, Octavio the Wasteful, and finally Octavio the Rag-Picker, formerly Prince.

This pouch holds up to 250 coins, and confers a Compulsive Behavior to throw away money foolishly. Once he has removed a coin from the purse, the owner must live up to the phrase "a fool and his money are soon parted" and will probably develop

the Poverty disadvantage rather quickly, though his Reputation might be enhanced among diehard carousers.

Should the nature of the purse be suspected, it can be disposed of in any manner; it is not hexed.

Component Spells: Lesser Geas, unknown.

Asking Price: \$275,000.

Staff of Cursing

This blackwood staff allows the user to bestow a Curse on anyone he touches, paying the appropriate cost in fatigue. The user can also dispel a Curse by spending fatigue equal to the cost of casting the Curse; the Curse resists at the skill level with which it was cast. The staff has a skill of 18. This is not the same as the Remove Curse spell, as it only removes the effects of the Curse spell.

Unlike most magical staves, a user need not have Magery to use this staff.

Component Spells: Curse, Remove Curse variant.

Asking Price: \$775,000.

Tap Shoes

These dark slippers look like high-quality dance shoes, but they have a curse; they make loud taps with every step (-6 to all Stealth or Shadowing rolls).

For a tap dancer, this isn't so bad, but most people are inconvenienced or embarrassed, especially since the shoes won't come off until the wearer does a fast tap-dance routine. The dance can be anything, but must be complex and danced well (success by 4 or more on Dancing skill).

Component Spells: Noise, unknown release spell.

Asking Price: \$95,000.

Target Vest

This leather vest has concentric black and white circles painted on the back as part of an elaborate pattern. It attracts missiles, including magical ones, fired from behind. Any missile attack from behind is at +2 to hit. If the enemy archer makes his roll without the bonus, the arrow hits the center of the "target" and does maximum damage.

If a missile is fired from the front, a miss by only 1 point will fly past the wearer, then boomerang around to attack him from behind, rolling again at the firer's normal skill (no +2 bonus this time).

The vest can be removed, and its effects cease when it is off the wearer's body.

Component Spells: Animation.

Asking Price: \$45,000.

Typhoid Mary

A Typhoid Mary is a cursed item of clothing, usually an accessory such as a scarf or hat. It renders the wearer immune to all sickness, but any who touch him must roll vs. HT-3 or become infected with a deadly disease.

The wearer can remove the object at any time, but must immediately roll vs. HT-6 or catch the disease himself. Note that since the wearer is temporarily immune to disease, he will probably be unaware of what his touch is doing.

People who catch diseases from a Typhoid Mary may pass them on normally. Those with the Immunity to Disease advantage are unaffected by any disease created or spread by the object. It is unknown who created them, or why, but kingdoms have been toppled with them — they are highly illegal.

Component Spells: Pestilence, unknown.

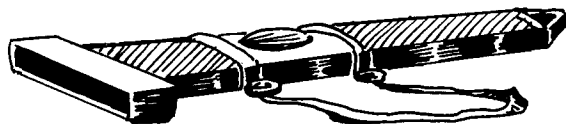
Asking Price: \$150,000.

Uncomfortable Saddle

This magical saddle will first appear to be a great boon to its owner. It allows any horse to move at double speed with no extra fatigue costs, and the saddle itself is very comfortable. However, as soon as the rider dismounts after riding for at least 1 hour, he develops nasty saddle-sores. The sores are very painful and reduce DX by 2 for 2d hours. If the victim attempts to ride again within that time, his Riding rolls are at -8!

Like the Slippery Saddle, this saddle cannot be discarded; it magically reappears when the rider next mounts a horse, replacing the current saddle. Only a Remove Curse spell can destroy the bond between the saddle and the rider, which is re-established when someone new sits on the saddle.

Component Spells: Loyal Sword variant, Pain variant.
Asking Price: \$215,000.



Unyielding Scabbard

This temperamental object fits any sword sheathed in it, but will be reluctant to part with said weapon. The wearer must roll a Contest of ST with the Scabbard to remove the sword. The scabbard has a ST of 1d + 10 (roll again each day.)

If the wearer fails, the Scabbard will suddenly evidence the power of speech! It will coyly suggest that if the wearer asks *very nicely*, it might let the sword loose. The Scabbard wants to hear its wearer grovel. If he begs or otherwise demeans himself for the scabbard, it will release the sword. But he had better sound sincere; a Contest of Skills between the scabbard's IQ of 10 and the owner's Acting skill may be required.

The Scabbard remains with its owner as per the Hex spell on p. M38. If the owner tries to put on *another* scabbard to hold his sword, the Unyielding Scabbard gets jealous and will cause the interloping scabbard to fall off. This will happen at the most inopportune time.

Component Spells: Glue variant, Apportation, Voices, Hex.
Asking Price: \$51,000.

Anti-Curse Items

Bounceback Bracers (Curse Aversion)

These slightly flexible leather bracers give the wearer an improved chance to resist any Curse or cursed item — even if the wearer would not normally receive such an opportunity. The bracers guide the hand away from a cursed item or move into the path of an oncoming curse spell.

In game terms, the bracers add +3 to the wearer's resistance roll, or allow him to roll vs. IQ to realize that he's about to touch a cursed item. They only affect Curses and cursed items, not merely hostile magic. This distinction is left entirely up to the GM.

Component Spells: Animation variant, Magic Resistance variant.

Asking Price: \$185,000.

Guardian Beacon

This magic lantern protects all within its circle of light (radius 4 hexes) from magical curses of all kinds, though it will not protect against mere hostile magic.

Each curse ward by the light costs the holder of the Beacon 1 point of fatigue. The beacon will also identify cursed items. A cursed or malefic magic item that is illuminated by the lantern will glow brighter and take on a dark-greenish hue that is easily visible. This power is always on and cost the holder no fatigue.

Component Spells: Continual Light, Spell Shield variant, unknown.

Asking Price: \$510,000.

Curse-Foil

This spool of wide metallic ribbon, when wrapped around a cursed person or item, drains off negative magical energy by ablating (burning away) the ribbon, creating a spectacular shower of multicolored sparks and an evil sulfurous stench. One spool contains sufficient foil to remove 1d curses. The curse spells resist at the level they were enchanted. The foil's level is 18.

Curses-Foil has been around for the last 125 years, since the chanter Seneydl developed it to undo a curse he inadvertently threw on himself.

Component Spells: Remove Curse variant.

Asking Price: \$105,000.

Curse-Ward Boots

These leather boots protect a wearer against any curse, trick or trap that is triggered by the weight of one's steps (including mechanical traps). Traps and curses set into a floor, ground or platform will fail to trigger when stepped on by the wearer, who will sense an itch in his feet (roll vs. IQ+2 to detect), thus warning him of the existence of a curse or trap on the ground.

If he fails to sense the itching, he will still be protected by the boots, but he will not be able to warn any companions.

Component Spells: Itch variant, Sense Magic variant, Sense Danger variant. Suspend Animation, unknown.

Asking Price: \$500,000.

Hourglass of Reprieve

This object allows a wearer to temporarily suspend a curse's operation simply by inverting the hourglass; the wearer is free of the curse until the sands run out, one hour later. Any effects of the curse are temporarily reversed, any disadvantages or penalties imposed are nullified. When the sands run out, however, they return in full measure, taking on the same severity they had just before the glass was turned.

The hourglass can only be inverted once for each curse it delays. Inverting it more times has no effect. Breaking the hourglass will double the curse's effects, and the glass itself becomes useless; the sand also catches fire, burning with a choking smoke that does 4d damage to everyone within a 7-hex area centered on the broken glass.

Component Spells: Suspend Enchantment variant.

Asking Price: \$325,500.

Knowing Rose

This enchanted cut-flower gives off a strong, sweet aroma normally, but the scent turns acrid and pungent within 6 hexes of a cursed item or untriggered Curse spell. It will not react to a mage who happens to know Curse, though it will give off a stench if a Curse spell is cast in its area of effect.

If one of these roses never comes near a cursed item, it will stay fresh indefinitely, but detecting curses takes its toll on the lovely flower. After detecting 20 curses, it withers and dies.

Component Spells: Alchemical enchantment.

Asking Price: \$35,000.

DOMESTIC MAGIC

8

Like adventuring magic, domestic magic is largely overlooked. Yet it's everywhere. Nobody likes to do housework or yard work, and if they have the money or the power, they'll hire servants . . . or buy some domestic magic. While a hardy adventurer might not think he needs these items, he may be surprised at how much trouble they save him, and how many unexpected uses a seemingly common magical device can have in the right hands.



Lazy Nambo and His Wagon of Comforts

Lazy Nambo is a Halfling with a mission. His sobriquet is of his own choice — he considers laziness a virtue. Nambo is totally dedicated to the principle of better living through magic. And, as a Halfling, Nambo firmly believes that “better living” equals “more comfort.”

Most magic brokers are a reserved, elitist lot who let their customers find them, and do most of their business through intermediaries. Not Nambo. He knows that, if left to their own devices, most rich nobles will buy another magic sword or suit of enchanted armor before they'll pick up a device for the parlor or scullery, no matter how clever or useful. So Nambo takes his stock on the road, traveling in a large, heavily-laden wood wagon pulled by two improbably tiny shaggy ponies.

His normal *modus operandi* is to claim hospitality at a castle or manor, and stay for several days, during which time he'll demonstrate his remarkable labor-saving devices to the residents — always paying particular attention to the lady of the household. He's welcome almost everywhere, because he and his wares are a great diversion from the dull routine of rural manor life. Nambo is a salesman of consummate skill, able to convince even the stingiest lord of the most remote wilderness fief that his life will not be complete until he has his very own perpetual bedwarmer or ring of leather curing.

But Nambo is no cheap huckster. He's so convincing because he really believes that the proper use of enchantment is to make everybody happier and more comfortable. His items are of the finest quality, and always work exactly as advertised. He's even been known to offer substantial discounts to particularly poor or especially hospitable customers, just because he feels that he's found the right person to own a given item.

As part of his rounds, Nambo also visits the more sociable enchanters, making deals for their completed projects, and brainstorming ideas for new domestic magics. Again, his enthusiasm allows him to work wonders, persuading many mages to turn their attention to one of his pet projects, rather than a more conventional offensive or defensive item.

A Halfling of middle years and average appearance, Nambo seems soft and ineffectual. However, he is also a very successful magic broker, and those who know him well are quick to point out that in several decades of traveling the open roads alone, in his heavily-laden wagon, he has never been robbed — at least, not successfully. What specific defenses he may have, however, remain a mystery.

A bachelor, Nambo owns a large and pleasant home in a Halfling town, but he spends most of his time on the road.

Domestic items include items for cleaning, food preparation, repairing and building. Garden items are also in this category, for use in small back-yard gardens or huge plantations. In fact, anything that makes chores and menial labor more efficient and less taxing can be called a domestic item.

Because these items are so innocuous and universally handy, they're likely to be common anywhere magic is well-known. An enchanter may make his reputation with magic swords . . . but there are far more customers for magic brooms and beds.

Availability varies, but prices tend to be reasonable.

The very best domestic items are created by the Dwarves and Gnomes. Elves rarely bother with anything so common. Humans make good items, though they will tend to be less sturdy than their Dwarvish and Gnomish counterparts.



Common Domestic Spells

The most common spells are those that imbue an object with a semblance of life. Animation, Air-Golem and Golem-variants are all used for servants and guardians and for furniture.

Progressive homes often have multiple Light or Continual Light spells throughout. A few of the most luxurious castles use smaller lights as direction-finders by linking Light and Pathfinder spells.

Many items use minor Movement spells. Lighten Burden and Levitation are often used on waste bins and chamberpots, to make them easier to clean. A few homes contain one-shot Teleportation spells, for emergencies.

Spells like Purify Air are often cast on privies and garbage dumps, while Test and Purify Food are common spells for kitchen items. Resist Heat is sometimes thrown on aprons and gloves, for cooks who must work with hot ovens.

Extinguish Fire is a very common spell in homes containing many valuables. Entire castles have this spell suspended over their great halls or private chambers, so that it can be triggered at need by the lord or his seneschal.

Some Mind Control spells are also used in Domestic Magic. Alertness is sometimes enchanted into the platform where a guard stands, while Sleep is often incorporated into pillows or bedposts, with a Name spell for a trigger.

Household Items

Air-Loom

This antique weaver's loom is a handsome piece of functional furniture; almost all are brightly polished and well-tended. Most have been owned by families for many generations, as the most recently constructed one was made 372 years ago.

The Air-Loom allows the operator to weave impossibly fine gossamer cloth from air and moonlight (both must be available to operate the loom successfully). The cloth is impossible to soil or rip (though it can be cut) and commands a fabulous price — easily \$500 for a square yard. One night's work (8 hours) by a skilled weaver on the loom will produce a 3-inch × 3-foot piece of cloth. Weaving skill is Physical/Average and defaults to DX-5.

Most Air-Looms have the Quirk that they only work for a descendant or family member of the original owner. This is one reason these looms stay in families; the item is worthless to a thief. They can be sold, but not stolen, as the owner has to go through a small ritual to transfer ownership, involving both the new and old owners imprinting their thumb prints on the frame of the loom in blood. One can tell how many owners a loom has had by counting the thumb prints.

Component Spells: Create Object variant.

Asking Price: \$410,000.

Animate Furniture

Animate Furniture represents a large category of furnishings that move on their own, accommodating or frustrating their owners depending on their nature. Usually, the Furniture will obey simple commands ("go to the bedroom," "stay!", "get away from me!"), but cannot understand complex orders ("come to the bathroom on Tuesday nights, otherwise stay in the study").

Most animate furniture is very comfortable, shaping itself to the user's body. It senses when a user wants to shift position and moves to help, making it easy to get out of even the deepest chair.

Animate Furniture typically has ST 25, DX 12, IQ 7, HT 12/45, PD 1, DR 4, Move 6. Although advantages are uncommon, most furniture has individual quirks or disadvantages, such as Duty to Owner, an intrusive desire to be used, Bad Temper or Jealousy. Skills include Brawling at DX level and Area Knowledge (household) at IQ+2.

Obedient chairs and wardrobes are the most likely to be animated, but chamber pots, thrones, footstools, etc., could also be easily enchanted and might provide comic relief or natural hazards by getting underfoot or bumping into visitors.

Furniture sometimes develops a personality similar to its owners'. These objects may become overly friendly, also, refusing to let a favored owner go.

Component Spells: Golem variant.

Asking Price: varies: \$50,000 to \$1,000,000.

Appraiser's Loupe

This small tube, bearing a lens at either end, is used by jewelers to study the characteristics of gems they buy and sell. This device reveals to its user the exact market value of any object it views, by flashing a number superimposed over the image in the Loupe's lens. An object studied must be within 1 foot of the Loupe, or it will not focus.

Fake jewelry and gold-washed metal can be detected as frauds immediately with the Loupe. Many art gallery owners, jewelers, pawnshop owners and assay clerks keep them on hand to detect

fake art, gems, "antiques" and iron pyrites. However, the Loupe will not recognize magic, and its verdict always assumes that the object has no magic about it.

Expensive Loupes automatically re-assess shifting market values for objects, while less-expensive versions merely report what the value of the object was at the time and place the Loupe was enchanted.

Component Spells: Unknown.

Asking Price: \$35,000 or \$75,000.

Cap'n Throttle's Treasure Chest

This heavy sea chest is made of seasoned, highly-polished oak and is bound with gilded steel bands. Its latch bears a key-hole, though the key has long since been lost. Detection spells will reveal that the Chest is not locked, though a Magelock spell is suspended around the mechanism. It is only latched shut. Therefore, the Chest should be easy to open . . .

If anyone touches the latch without saying the password (left to the GM to devise), the lid will spring open and a skeleton in rotted pirate garb will leap out to attack the toucher. The skeleton is a normal skeleton as described on p. M107 and has ST 15, DX 14, IQ 6, HT 14, Move 7, PD 2 and DR 4. It strikes twice per turn with a broadsword (skill 18).

The skeleton will mutter "Arr, try'n steal ol' Cap'n Throttle's booty, would ye? I'll teach ye, ye mangy flea-bitten cur!" and so on as it fights.

The skeleton attacks until the person who touched the latch is dead, then leaps back into the Chest and pulls the lid shut. Should the skeleton be defeated, the contents of the Chest can be removed safely. However, shutting the Chest resets the skeleton-trap, even if the bones are ground into dust.

If the Chest is opened with the proper password, no sign of the skeleton will be seen, and things can be put in or taken out with no untoward effects.

Cap'n Throttle was a greatly feared pirate of the Suldurn Seas nearly 135 years ago. He got his name from choking a would-be mutineer. His Chest was crafted by a half-demented enchanter, who claimed it would preserve his legacy eternally. Many believe Throttle's soul resides in the Chest and has been driven mad by its imprisonment.

Component Spells: Planar Summons variant, Zombie, Password.

Asking Price: Unique item, not likely to be for sale.

Cleansing Rag

This small piece of grimy-looking fabric will clean and polish anything it rubs against, from armor to furniture to magical items to floors and walls. It removes dirt, grime, mildew or mold and any other kind of filth from whatever it touches. Small dents, scratches and nicks are likewise erased. If the GM's campaign requires armor to be repaired, the rag will repair 1 point of damage after each battle or significant damage taken, but no more. Multiple rags would have no more effect.

The Cleansing Rag is a very popular item among tavern keepers, scullery maids, squires and other folk who clean things for a living. One swipe and dirt is gone!

Component Spells: Clean, Repair variant.

Asking Price: \$5,500.

Demon Sconces

This set of four pewter wall sconces will ignite on command and give off light equivalent to a large fire. They are formed in

the shapes of squatting demons, hence the name. All four of the sconces must be owned for their magic to work, and each can be no more than 30 hexes from another. They cannot be lit separately.

Nachtus the Lokian made the first demon sconces. That set was supposedly cursed, spitting fire at guests and making loud, uncouth noises late at night. Other sets do not share these quirks, however.

Component Spells: Continual Light.

Asking Price: \$30,000 for the set.

Eadron's Miniature Gallery

Apparently leading to a pocket dimension, the Miniature Gallery is reached by means of a 3-inch-high door. When a specific command word is spoken while the door is touched, anyone can be transported into the gallery, along with anything he is carrying or anyone who is touching him. Inside the gallery is an entire museum of blank walls and empty floor space, at least 120 hexes' worth. These walls may be filled by the owner, who is presumably a collector, though anything could be stored inside. Repeating the command word will take one out.

The gallery has several protective spells to ensure the safety of the items inside. The room snuffs all flames automatically (-6 to cast any fire spell) and protects objects inside from physical harm, using a variant on the Shield spell (adding +5 to each item's DR). This includes any living things inside. Food does not rot or decay while stored within, and there is always fresh air. (Some speculate that the original Gallery was created as a very safe hiding place for *people*.)

The gallery can be hidden or disguised in various ways, including building the little door into a dollhouse. It gives off a rather strong magical glow, however, making it obvious to anyone able to detect magic.

One of these galleries is enchanted with an illusionary curator and tour guide, who extols the wonders found within. This unique example belongs to Archduke Ornspurgen of Valerian Isle, a noted eccentric and collector of antiquities.

Component Spells: Hideaway variant, Extinguish Fire, Shield variant, others (secret).

Asking Price: \$1,000,000.

Enchanted Epoxy

This gritty gray substance will adhere with magical strength to nearly anything solid, bonding as though a Glue spell had been cast on the item. A Dispel Magic will cancel the bonding effect. One jar of the epoxy will cover 100 square inches.

A variant of this substance, known as Pernicious Putty, will ooze out from wherever it is set and begin gluing other things together. It can only be removed with a Remove Curse spell.

Component Spells: Alchemical enchantment.

Asking Price: \$18,500 per jar.

Endless Candle

This large taper will burn without ceasing, never growing shorter or less weighty no matter how long it burns, unless ignited with Essential Fire.

It is said that hundreds upon hundreds of these light a forgotten temple in the Drear Wastelands, and have done so for over 3,000 years, but this may only be a legend. It is well known, however, that these candles are much favored by religions, being economical as well as aesthetically appropriate to a church.

Component Spells: Continual Light.

Asking Price: \$4,000.

Everfull Pipe

This huge Meerschaum fills itself with a smooth, rich blend of tobacco and lights itself when the mysterious command phrase "elementary, my dear Watson" is spoken. These words are not engraved on the pipe but are passed on verbally. They cannot be written down on the pipe without damaging the enchantment (an oddity of the item's creation), but sometimes can be found attached by a small chain.

Using the pipe costs 2 fatigue.

Component Spells: Create Object variant, 2 points of Power, Ignite Fire.

Asking Price: \$35,200.

Faithful Feather Duster

This feather duster will self-animate and clean up the dustiest room quickly and thoroughly upon command. It can tackle the biggest dust mites, even if they were animated by hostile magic, and will perform briskly when set in motion.

The duster must be shaken out after each use, however, or it becomes less efficient, making small moaning sounds as if performing under duress.

Component Spells: Air-Golem variant, 2 points of Power.

Asking Price: \$46,500.



Helpful Bookcase

This bookcase holds far more books than would seem possible, bearing as many as 500 volumes of any size within a 7' tall, 4' wide and 1' deep frame. Upon request, the Bookcase will magically produce any volume on its shelves, placing the book within easy reach of the owner and highlighting it with a faint glow. The Bookcase will also keep all volumes it holds free from dust, moisture and natural decay.

If the bookcase is found and not purchased, it may already contain several useful volumes. GMs should feel free to create any interesting works that might have been left by a previous owner.

Component Spells: Hideaway variant, Mind-Reading, Light, Weather Dome variant.

Asking Price: \$620,000.

Magical Grapevine

This house plant continually murmurs and whispers to itself. The owner can use it by simply listening closely and willing the plant to talk. The plant always babbles for 1d minutes before stopping, and the listener must listen for the entire time or he might miss something. Usually, the plant gives only meaningless or unreliable gossip, but occasionally it provides something useful. The GM should make a Streetwise-2 roll for the listener on every third request for information; a failed roll indicates a lie, while success provides a small amount of fairly reliable information.

The Grapevine needs gossip to flourish. The owner must tell it whatever tidbits he knows or it will wither and die in 1d days. This means, however, that anyone else with a Magical Grapevine might hear what the owner says!

Component Spells: Natural magic.

Asking Price: \$95,000.



Magical Sewing Needle

This sparkling silver needle will sew up any torn or frayed garment within seconds, making it look brand new. If fabric is missing from the garment, it will sew up the edges to make it tidy. The needle can also be told to hem garments.

The Needle makes a tiny, singing sound while it works. These needles have been used for hundreds of years, but their origin is unknown.

Component Spells: Air-Golem variant.

Asking Price: \$5,750.

Padded Box

Anything packed in this sturdy pine box, no matter how fragile, will remain safe and intact. The magic doesn't work when the lid is open, and the box can be destroyed from the outside, but barring that, anything within is protected from external jarring and even from damage caused by other items inside the box.

Any sort of items can be packed in the box: it could safely

hold 3 gilded eggs, a honeycomb, an antique book and a large chunk of granite without any internal padding or protection. The box is 18''×12''×12'' ordinarily, though models up to 5'×2'×2' are available.

Component Spells: Hypothetical "Padding" spell.

Asking Price: \$25,000 per cubic foot of capacity.

Replicating Mirror

The Replicating Mirror is a full-length, free-standing mirror with a polished wooden frame and base, and wooden shutters covering the glass. If anyone stares at himself in the mirror for at least a turn, and makes a Will roll, his reflection will step out of the mirror, a perfect duplicate in every way, except reversed (i.e., it will be opposite-handed, hair will part on opposite side, etc.). A Will roll can only be attempted once per week.

The duplicate will serve its original loyally, remaining in existence for 1d days, then vanishing. All its memories and experiences will be communicated back to the original at the moment it vanishes. However, the memories are lost if the duplicate is killed before its normal span of existence is up. The duplicate may be played by the GM or the player, depending on circumstances.

If the Will roll is a critical success, the viewer rolls 2d. On a natural 12, the duplication is permanent. This permanent duplicate can never transfer its memories, but will remain a loyal ally for life.

The mirror may only create one duplicate at a time. While a duplicate is out, the mirror will cloud over and nothing will be visible within. The mirror clears when the duplicate dies or vanishes. A permanent duplicate will not cloud the mirror.

There are several of these items, though nobody knows where they came from. At least one is cursed, and produces morally opposite duplicates (see *Mirror of the Evil Twin*, p. 54). Another mirror produces cross-sex duplicates — all stats are identical, but the duplicate has the opposite gender to the original. There are stories of other variant mirrors; indeed, it is possible that no two of them are alike.

Component Spells: Unknown (a variant Creation spell?).

Asking Price: \$1,000,000.

Salamander Droppings

Salamander Droppings are used by campers to set fires in damp tinder, or by housewives who cannot get the stove or fireplace lit.

These orange-red stones, about the size and shape of grapes, are warm to the touch and grow warmer the longer they are out of the rough gray pouch they come in. After 1 minute out of the pouch, each ignites and burns with the force of a stove-top burner for 10 minutes (doing 2d+2 fire damage to anything they are touching); they cannot be put out except with the Extinguish Fire or Essential Water spells. When the 10 minutes is up, the stones cool and appear to be completely consumed, leaving a ball of fine orange ash. However, the ash is merely a film over the stones and the stones can be used over and over. If they are returned to the pouch before they ignite, they cool down normally.

This "item" is an alchemical preparation made from genuine salamander waste, carefully treated with rare chemicals. They are hot commodities in certain climes.

Component Spells: Alchemical magic.

Asking Price: \$500 for pouch of six.

Sapient Abacus

This item gives the holder the Lightning Calculator advan-

tage as well as Accounting and Mathematics skills at IQ+4. Any time the holder has to perform a mathematical calculation, the abacus's beads will click and rattle quickly, shuttling back and forth with amazing speed to provide the user with the answer (the owner doesn't have to understand the workings of an abacus to use it — it's mainly for effect, though the calculations are right). In real-life terms, the player may keep a calculator on the table whenever he has the Abacus out.

One variant object is the Talking Abacus, which will perform math functions like a calculator and speak the results aloud. For some reason, the Sapient Abaci develop quirks more than other items.

Component Spells: Unknown.

Asking Price: \$95,500.

Stand-In Mannequin

This mannequin changes shape and configuration according to a seamstress's or tailor's needs. This versatility makes it the ultimate dressmaking tool, giving any user with clothing skills a +2 to his skill.

However, it has a second and more powerful set of enchantments. On the owner's command, it will cast Illusion Disguise on itself to appear to be any humanoid figure. The owner must make an IQ roll to have it mimic a specific person that the owner has seen. The mannequin will also move around a bit to support the illusion, but it cannot speak. It can pass for a person at long distances, but would never fool anyone close up.

Stand-In Mannequins have saved the lives of many rulers who feared assassination attempts while making public appearances.

Component Spells: Golem variant, Illusion Shell.

Asking Price: \$300,000.

Stone Visage

This stone face acts as a proxy for a user, who must attach it to a larger piece of rock and hold a special controlling stone. When attached to a wall or other man-made stone structure, the visage takes on the appearance of the surrounding stone and looks like an ordinary decorative sculpture; otherwise it keeps its normal granite color and texture.

The user can see and speak through the stone face while holding the controlling stone, though the stone mask has no peripheral vision. Spells such as Dark Vision, Infravision, See Invisible, Keen Ears or Far Hearing, if cast on or by the owner, can be used through the Stone Visage. Any spell cast on the Stone Visage to blind or deafen an opponent affects the user directly. Some Stone Visages are said to protect the user from such attacks, but they are very rare.

The owner must concentrate to use the visage, and cannot see or hear his real surroundings while he is in contact with the stone face. He can switch back and forth at will, however, taking 1 second between switches.

The user can't feel any physical contact through the Stone Visage, nor can he cast spells *through* it. However, a single spell could be enchanted into the Stone Visage and suspended, to be released on a command word. Enchanters have discovered that trying to set multiple spells damages the seeing and hearing enchantments and ruins the object.

The Stone Visage is used mostly by extremely paranoid folk who refuse to meet with people in person, or by wizards who want to impress bumpkins by watching their actions and startling them.

Component Spells: Wizard Eye, Voices, 5 points Power.

Asking Price: \$395,000.

Theft-Proof Tapestries

These large and lavish wall-hangings are enchanted to become animated if anyone tries to remove them from their place without speaking a secret magic word to render them quiescent. They will attack by enfolding the would-be thief, smothering him and resisting all attempts to cut their cloth (they are ST 30, DX 12, HT 16, DR 6); they can shout, too. They'll scream "Thief!" which can be heard for 100 hexes, and insult the would-be thieves unmercifully in the language of the original weavers.

If a thief manages to cut his way free, the tapestry is ruined and he will find it has covered him with green dye, thus marking him for the authorities. The dye can only be removed with a Remove Curse spell, but fades after 2d days.

Component Spells: Animation, Dye, Voices, Fortify, Dexterity.

Asking Price: \$427,500.

Walpuriaz's Ingenious Storage Appurtenance

This object is a metal door inside a metal frame. It opens onto a pocket dimension which can hold unlimited amounts of merchandise, though an object must fit through a regular-sized door in order to enter. The door weighs 60 lbs. and can be moved normally. Locks, etc., can be added, but the door itself has no passsword-type magic and can be opened by anyone. The pocket dimension contains an unlimited supply of air, but does not protect its contents in any way, and is dark unless lighted by the inhabitants.

Walpuriaz's object has one bizarre quirk; the interior of the storage space changes configuration, layout and overall appearance every time anyone owner enters. The contents may change also, but any missing article is replaced by one of equivalent value. Only the owner can remove property without having to trade another object for it.

Savants believe Walpuriaz's Appurtenances open on a sort of demonic playground, as some of the contents are decidedly otherworldly in nature. Exactly why objects are exchanged is unknown.

Component Spells: Unknown.

Asking Price: \$325,000.

Wistful Evoker of Days Long Past

This is a rug — a Persian-styled mat, 1 yard square, with elaborate designs and patterns in blue, orange, lime-green and white. It makes a faint humming sound when stepped on, growing louder when its powers are invoked.

If someone sits on the rug and makes a successful Will roll, he can see anything that happened in the past in that spot. This "time-vision" extends back 10 years times the amount the Will roll was made by, though if the user rolls a critical success, this span moves up to 20 years per point of success. The user does not actually travel back in time and cannot affect anything in the past.

The user must say out loud what time he wishes to visit. Once there, time passes normally as long as the user wishes; the rug will not "fast-forward" or "rewind." The user can, however, specify blocks of time to pass (for example, "move me 10 minutes forward," or "send me back 5 more years."). The Evoker can be used for 1 hour before another Will roll is required.

Only things that could be seen from the rug can be viewed with its magic. Spells like Dark Vision, See Invisible, Keen Eyes or Keen Ears, or Far-Hearing can be used by someone sitting on the Evoker, but the user must roll Will-2 to sustain the "time-vision" if he casts a spell while using the Rug. If he fails,

the spell is still cast, but it is cast in the present and cannot be taken back into the past, even if maintained.

Argwicain the Timeseer invented the Evoker of Days Long Past, pouring much of his natural clairvoyant power into the carpet. He was said to be haunted by nightmares from the past until he created the Rug and divested himself of that power.

Component Spells: Unknown.

Asking Price: \$1,000,000.

Wizard's Wardrobe

This tall, thin wardrobe, made of strange black wood, will create whatever outfit is desired by an owner on command. Merely saying "give me a fancy ball-gown" or "create a suit of formal evening clothes in royal blue" will produce the garments requested. The wardrobe is quite massive and not easily moved — 6' wide × 4' deep × 10' tall. It weighs 2,000 lbs.

The Wizard's Wardrobe cannot create gemstones or other fancy accessories, and all garments made are of wool or cotton, regardless of what the owner requests, though these fabrics will be made finely enough to resemble linen, silk or satin. Only one set of garments can be created at a time using the Wardrobe; it needs 6 hours to recharge after making an outfit. Any inanimate items placed inside the Wardrobe are gone when the Wardrobe is opened once more. However, there is no need to return an outfit to the Wardrobe, or to place anything else in it.

The origin of the Wizard's Wardrobe is unknown, but it's been in existence for at least 300 years; Malikar the Bronze mentions owning one in his journal, 305 years ago.

Component Spells: Create Object variant.

Asking Price: \$350,000.

Garden and Outdoor Items

Billy Goat Golem

This four-legged, golem-like automation devours anything on the ground, much like a real billy goat. It even bleats from time to time.

The Billy Goat can consume any dangerous substance (poisonous, radioactive or cursed) without ill effects, holding up to 9 cubic feet of material before it needs to "digest" for 1d hours.

Many dungeon-keepers use Billy Goat Golems to keep their places tidy, as the Billy Goats consume dirt, litter and refuse without complaint.

One or two of these items have developed personalities like real goats, butting owners with their blunt heads and making nuisances of themselves by eating personal objects.

Component Spells: Golem, Disintegrate, Noise.

Asking Price: \$265,000.

Drunkard's Boon

This copper distilling apparatus will produce any kind of whiskey commanded by its owner. It needs corn or some other kind of grain, but the type of grain has no effect on the varieties of alcoholic beverage it can create. On 4 ears of corn, the still will create a gallon of strong drink. Even better, the still will fold into itself, becoming an innocuous ceramic jug at a word from its owner.

The first Drunkard's Boon was made almost 500 years ago by the personal enchanter of Duke Fylfot of Tiine. The Church had banned alcohol, but the duke was an alcoholic atheist . . .

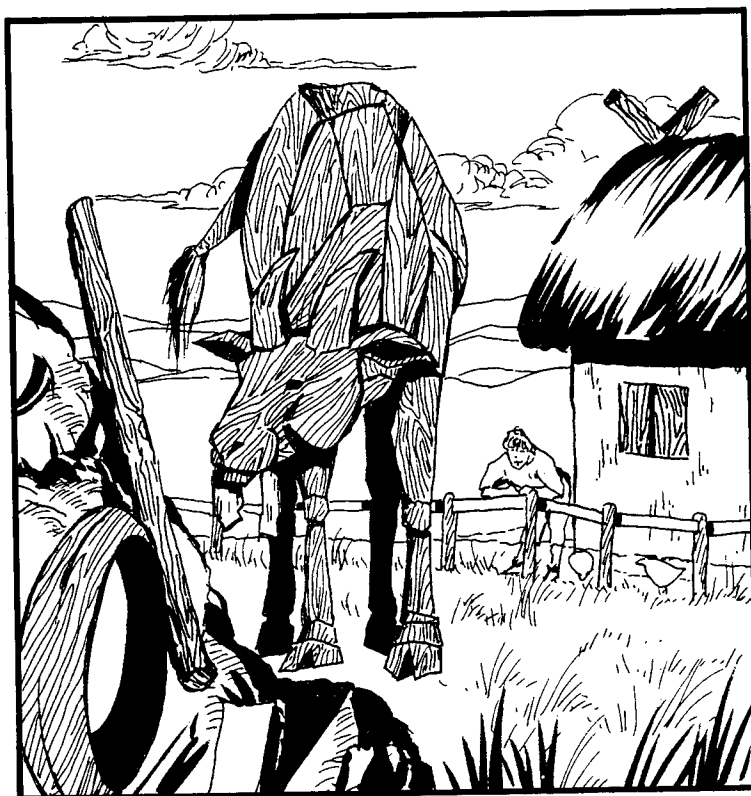
Component Spells: Distill, unknown.

Asking Price: \$210,000.

Falyang's Fertilizer

It looks (and smells) like regular manure, but this rich loam will cause plants to grow very quickly (corn springs up overnight, etc.); not only that, but these plants will bring in a bumper crop of healthy fruits, vegetables, flowers or whatever. Any ordinary plants treated with the fertilizer will be healed of any diseases or rots. One pound will enchant an acre of land or treat a dozen bush-sized plants; or even heal 2d of damage to any vegetable creature.

Falyang was an agricultural alchemist, who dabbled in mak-



ing plant-enhancing magic. Before his death, he had supposedly created sentient plants as watchdogs for his estate/farm. Other alchemists learned to duplicate his fertilizer, and it is now in common use.

Component Spells: Alchemical magic. Dung of several fabulous beasts is required to create the fertilizer.

Asking Price: \$7,500 per lb.

Happy Hammer

This device is a self-motivated hammer, ordinary in appearance except for the comical cartoon eyes on its top. Once activated, it will pound in nails or whatever else the owner desires; however, the owner must roll a Contest of Wills with the hammer (which has a Will of 14) to make it go back into the tool chest! Otherwise, it will start hammering inanimate objects at

random (inflicts 2d crushing damage) and bouncing around at Move 6.

It will not strike at living beings or anything they are wearing or carrying, but can inconvenience them (by knocking aside ladders, etc.) and seems to enjoy doing so.

Component Spells: Air-Golem variant.

Asking Price: \$15,500.

Harvester's Scythe

A large harvesting tool with a 3' curved blade on the end of a 6' staff. The Scythe can be used with virtually no loss of fatigue, never needs to be sharpened and is always mirror-bright (rust-proof). It can be used as a weapon, using the Two-Handed Axe/Mace skill. The scythe does double normal damage to plants and has Puissance +1 to everything else.

Component Spells: Sharpen (itself only), Puissance, Lend Strength, unknown.

Asking Price: \$175,000.

Infinite Ladder

Initially just a 1'-wide, 3'-long ladder with two rungs, the Infinite Ladder will, on command, anchor itself to any surface and extend to whatever length the user desires, up to 200'. Rungs will be produced as the ladder extends, at a uniform width of 12". The ladder expands away from the user, creating new rungs as it goes. The user cannot hang on to the top rung and be pulled along as the ladder extends, nor stand on the bottom rung and be lowered into a chasm. The ladder costs 4 energy points to use.

It will never break under pressure, but bows alarmingly under loads of more than 2,000 lbs., reducing its effective horizontal length by as much as 25%. But it can be destroyed, having PD 1, DR 2 and 20 hit points. These ladders are a fairly common and well-known variant of the Expand spell.

Component Spells: Expand, Create Object, Shatterproof variant.

Asking Price: \$112,000.

Irrigator Stone

If buried no less than 3 inches and no more than 1 foot in the soil, this stone will cause the ground to remain moist enough to support most plants; the radius of effect is 15 hexes for each pound of the stone's weight.

The stone is a gray, pumice-like rock that feels damp to the touch and normally weighs about 2 lbs., though larger irrigator stones have been constructed.

Component Spells: Create Water variant.

Asking Price: \$45,000 per pound.

Jack-Box

Looking like a simple steel box, this item proves extraordinarily useful for lifting things or reaching high places. When the Jack-Box is activated, its top (an 18"-square steel plate) will rise on a steel pole. The user cranks a lever back and forth, causing the pole to stretch upward. The pole's maximum length is 10 feet. It takes 30 seconds per foot to extend the top.

The box is a cube 18" on a side, weighting 100 lbs., and can lift up to 3,000 lbs. Eyelets around the top allow a user to tie down objects to keep them from sliding or rolling off.

Component Spells: Extend variant.

Asking Price: \$115,000.

Lifting Belt

This item is a simple, wide leather belt with a big silver

buckle. It fits most humanoid creatures, though Ogres and Giants are too large to cinch it in place. While worn, the belt increases ST for lifting, multiplying all the wearer's Encumbrance values by 10 (it does not multiply damage). It costs one fatigue per wearing, no matter how many extra-heavy objects the wearer lifts.

The Lifting Belt can help wearers throw heavy objects also, but doesn't add to damage done when using weapons.

Component Spells: Lighten Burden variant, dedicated 3-point Powerstone.

Asking Price: \$185,000.

One-Stroke Axe

This large, heavy axe can fell virtually any tree with a single stroke, doing 10d cutting damage to any living wood it strikes. Being a rather specific tool, it has only limited use as a weapon, but it will work on any plant or vegetative creatures it hits. It has no Accuracy bonuses. Sentient plants and nature worshippers react at -4 to the holder of this axe.

The first Axe was supposedly created by Hewing Jack, who carved a path through the ancient (and long gone) Everwood to settle the Far Isles.

Component Spells: Might variant, Sharpen (itself only).

Asking Price: \$50,500.

Scarecrow Staff

The Scarecrow Staff is a magical staff which, when driven into the ground, repels all birds that can see it. Normal birds get no chance to resist the Staff's effects; they are sent winging away from it until it is out of sight.

One Staff can serve an area with a 1-mile radius, if the field is flat and visibility is good. Fog and night hinder the Staff's abilities, but its range of influence is never less than a quarter of a mile.

Scarecrow Staves are also somewhat effective against huge birds, like rocs, or magical animals that are part-bird, like gryphons or pegasi. Such animals resist with a successful Will roll; otherwise, they avoid the Staff and whoever is near it, fleeing at their top speed.

Component Spells: Bird Control variant.

Asking Price: \$125,000.

Self-Winding Winch

This is a winch that magically turns itself, automatically attaching its base to any sturdy object. It has a lifting ST of 90 and does not tire with continual use. Adventurers can use the winch to pry loose doors, pull up buried or partially-buried treasure, move logs and tree trunks, and so on. The cable end has a large hook, but has no magical properties to assist in attaching it.

Component Spells: Powerful Air-Golem variant.

Asking Price: \$120,000.

Stonecaller

This is an ordinary-looking wooden slide whistle. When blown, all stones between ½ and 10 lbs. and buried less than a foot under the ground, will rise to the surface. The whistle has an effective range of 10 hexes. Its user does not have to be a mage, but cannot have Magic Resistance. Each use of the whistle drains 3 energy points from the user.

The Stonecaller was created to make it easy to clear a field before planting, but they are very popular among treasure hunters (the whistle will call gems and metal just as easily as a stone).

Each piece called must weigh more than ½ pound, so a user

couldn't call up a cache of coins with the whistle, but could call a sword or other heavier item.

The stone whistles are the invention of the Gnomes, who won't share the secret of their creation with enchanters of other races — because the Gnomes like to bury their treasure!

Component Spells: Gnomish Apportation variant.

Asking Price: \$35,000.

Superior Sledgehammer

This large iron-topped hammer will pound any inanimate target indicated by the owner, doing 6d of Crushing damage with every swing; it strikes once every turn.

The Sledgehammer cannot be used as a weapon. It won't attack living things, though how it knows the difference is a mystery. However, it is invaluable as a siege weapon or as a construction tool.

Sledgehammer users have sometimes come to grief by collapsing tunnel walls with the hammer's mighty blows. The sledgehammer's blows cannot be pulled. Dwarves made the first Superior Sledgehammers, but humans have copied the design and produce many of their own.

Component Spells: Air-Golem variant.

Asking Price: \$150,000.

Thrombolli's Tamed Giant

This wooden yoke, engraved with runes across the top edge, allows the wearer to pull with vastly increased strength. It will fit anyone or anything, from a child to an elephant, and is magically comfortable to wear. The user's ST is multiplied by 6 when hauling anything with the Tamed Giant (which, despite its name, does not really contain a spirit of any kind). This increased strength only counts toward pulling, and doesn't affect damage or lifting ability.

An ox using this device could pull a two-story house easily, if the house were detached from its foundation.

Component Spells: Combination Might and Lighten Burden, Lend ST.

Asking Price: \$325,000.

Tireless Excavator

Self-animated, this shovel will dig a hole in any configuration the owner desires, removing 1 cubic foot of earth every 3 seconds until commanded to halt or a specified volume of earth is moved.

Hard earth or clay slows the Excavator to half-speed, but they are removed also, unless they are magically reinforced. It will not dig through stone.

The Excavator does 2d damage to any Earth-magic creature (clay golem, earth elemental) per hit, rolling 12 or less to strike its target.

This was originally a Dwarvish item. Many siege raisers use Tireless Excavators to sap walls and dig tunnels, while defenders use them to build earthen ramparts and undermine any tunnels dug under their walls.

Component Spells: Air-Golem variant, unknown.

Asking Price: \$75,000.

Wise Plow

The Wise Plow is a self-propelled farm tool. It is a large wooden plow with a bright blue-steel blade in front. Although it has rings and looks capable of being hitched to an ox or other beast, there is no harness to go with it — this plow doesn't need to be

pulled or steered. The plowman just stands on a wooden slat behind the plow and steers the plow with his thoughts.

The Plow has a speed of 4 and an ST of 250. Wise Plows are usually made by Gnomes, who tinker relentlessly with this enchantment to perfect it. They have even created plows that cut right through tree stumps, boulders and so on, though these are much more expensive.

Component Spells: Golem variant, Mind-Reading.

Asking Price: \$135,000 and up.

Workboots

This heavy pair of footwear fits anyone. The boots keep the wearer's feet dry, protect ankles and toes from accidental twists and other minor accidental injuries (not ones inflicted by weapons), and alleviates any minor foot ailment that might keep the wearer from working. It doesn't cure them, it just keeps them from hurting while the boots are worn.

The origin of the Workboots is uncertain. There are a dozen or so pairs in existence, but no one has been able to duplicate the enchantment. It is rumored that they were made for a crew of Dwarven miners.

Component Spells: Minor Heal variant, Resist Pain, unknown.

Asking Price: \$32,500 per pair.

Workgloves

These steel-banded, leather gloves fit anyone and will not tear. They also protect the wearer's hands against heat, cold and corrosives with DR 10; they have DR 7 for all other purposes. They will also protect the hands in combat if necessary.

Workgloves have been extensively used by Dwarf smiths for ages, especially in the forges and mines. Humans developed similar items independently. They were originally developed for working in dangerous places involving sharp metals and high temperatures, but have since been snapped up by wealthy adventurers who deduced their combat capabilities.

Component Spells: Fortify, Resist Fire/Cold, hypothetical "Resist Acid" spell.

Asking Price: \$57,500.



9

MYSTICAL HEALING

The trade in healing magic is steady if not spectacular. Healers do a brisk business selling their services to adventurers, fighting men, mercenaries and anyone else whose profession involves danger and injury, and those who sell healing items can earn respectable profits. Kingdoms or religions which will not tolerate other types of magic will often welcome a healer.



Healing magic may differ between races and cultures. Dwarfish potions are harsh and fast-acting, punishing the systems they heal; Elven balms work slowly and gently, giving as much comfort as cure; and Balish remedies sting, tormenting the user while repairing his injuries.

Healers and health-vendors are remarkably diverse. Whatever their outward appearances, most of them share senses of duty toward their customers (even if they are hoping to earn a quick buck.) In any case, few of them make a great secret of their profession; most legitimate healers have little to fear from their customers. The same cannot be said of "snake-oil salesmen." These merchants sell any kind of crackpot concoction as the ultimate remedy, and move on before their fraudulent potions are discovered. In most cases, the things they sell do nothing and some make the buyer ill; some, however, can be fatal.

Some evil enchanters choose to experiment with their medicines, selling "sure-fire cure-alls" that haven't been adequately tested through a harmless-seeming front man. On the other hand, an adventurer can usually get these untested medicines at a very reasonable price, and they might actually work . . .

Healers and creators of remedies are often organized into guilds or societies, and some belong to religious orders, devoted to the service of a life-promoting deity. These orders keep large and reputable houses, where PCs might go to purchase or trade items, or to get healed of whatever grievous damage was done them on their last adventure.

Common Healing Spells

Of course, the most common component spells for healing items are those from the Healing college of magic. Nearly every healing spell has been enchanted into an item at one time or another.

Spells of purification are also common. Purify Food, Purify Water, Purify Air, Test Food and Preserve Food are a few examples. Anesthetic spells, like Resist Pain and Peaceful Sleep can help an ailing adventurer grit his teeth against the agony of severe wounds. Stone to Flesh, while rare and expensive, is the only magical cure for victims of petrifying enchantments.

Finally, albeit gruesome, Necromantic spells can keep an unfortunate victim alive — against his will and perhaps at the expense of others. Steal Health, Steal Youth and Soul Jar are the magical tools toward this aim.



Lianril Healthgiver

Few who have wandered through the Bazaar of the World's Four Corners did not see (or smell) the booth belonging to Lianril Healthgiver. It's always seen because the structure is painted in bright, primary colors and festooned with mystic symbols of health and life-power; it's smelled, because her many bundles of herbs exude such a pungent and punishing aroma that one is both drawn to and repulsed by it.

Lianril herself is a half-Elf Gypsy. Her dark-skinned father's blood mingled with her fair mother's and produced a woman of astounding beauty and extraordinary intelligence, compassion and grace. However, her father's nomadic people do not trust the "weirdling" at all. Her mother's folks aren't comfortable with her within their orderly clan — though they will deal with her and, if it comes down to it, protect her.

She sells health-giving elixirs and potions of all sorts. She also buys items found by adventurous wanderers, frequently offering goods or services in exchange. Lianril drives a stiff bargain, though — partly because she values her services very highly and partly because her Gypsy blood drives her to do so. However, a particularly handsome man might be able to work out alternate financing. Lianril is a woman of great passions.

Lianril holds no particular religious belief, feeling that all of Nature is a great whole unto itself and subdividing Creation is a fool's game. She sees herself as that part of the body given the task of healing the rest, though she sees no reason to do it for free. Sometimes, though, her compassion will overmaster her mercenary side and she will accept less payment than otherwise, or in the case of a life-threatening emergency, she'll heal for free. But if this happens, the lucky person will be told firmly that he owes her a debt, and she expects repayment someday.

Lianril certainly has magical items dedicated to healing, but she loathes to part with them. There are two reasons for this: avarice (which can be overmastered if the price is right) and her healer's fear that the untrained buyer won't be able to use the magic properly. To buy any serious magic item from Lianril, the would-be purchaser must win a Contest of Skill vs. her Merchant skill of 18, modified by her initial Reaction roll.

Though Lianril appears somewhat greedy, she still has a heart of gold and can usually be relied upon to be merciful to the truly needy. That won't let the "needy" off the hook if she needs a favor done, though . . .

Healing Items

Angel's Feather

This large white feather is said to have been taken from the wing of a genuine angel. It is a powerful healing tool with many uses.

The Angel's Feather adds +2 to any healing attempt, be it physical or magical. The healer will not spend any energy for healing, either; the Angel's Feather acts as a Life-Aspected Powerstone with 20 points for magic-using physicians.

Anyone touched by the feather gets a +1 on HT rolls (lasting for an hour) to resist the effects of poison, overcome disease or avoid unconsciousness or death, and regains 2 points of fatigue (once per day). Any medicine, potion, concoction or health-bestowing drug gains efficacy if the feather is dipped in it before it is used; modify the subject's effective HT by +2 or -2, whichever will help the medication work better. While it won't nullify poison, it will purify up to a gallon of brackish water.

Component Spells: unknown, possibly extra-planar.

Asking Price: \$285,000.

Heartstone

When this opaque blood-red stone is worn or held, the user won't bleed and thus won't lose any HT from bleeding (using optional rules, p.B 130); wounds will clot and close up normally. Even wounds from enchanted weapons like Deathkneel (see p. 114) will close up when the Heartstone is held.

The Heartstone glows with a sullen red light whenever it is in use, alerting knowledgeable people that the user is in danger of life-threatening bleeding.

Some savants believe the Heartstone also prevents heart attacks and other forms of cardiac failure, but whether this is true or not is up to the GM.

The stone is in especially high demand by hemophiliacs, as it completely negates that disadvantage (though the PC must pay character points to buy off the disadvantage).

Component Spells: natural magic.

Asking Price: \$45,000.

Lifestone

A magical health-storing item, this variant Powerstone allows HT to be stored for later use. A Lifestone, mounted in a pendant, can hold up to the wearer's HT. The stored HT doesn't add to HT rolls, but can be substituted when damage is taken by the wearer.

For example, Thornblood the Brave has a Lifestone, fully charged. His normal HT is 14, so his Lifestone also has 14 HT. When Thornblood is injured, he can allow the Lifestone to take the damage. If the Lifestone is reduced to 0 HT, it is empty and must be recharged before it will protect the wearer.

This stone is recharged with the wearer's own life force; every point stored in the Lifestone costs the wearer 2 HT (which can either be regained normally or through magical healing). Only the person who charged the stone can use its stored HT, though an empty one can be given to another person to charge for himself.

Each time the owner wants to store any amount of HT in the Lifestone, he must make a HT roll. A critical success means each point stored only cost the wearer 1 HT, while a critical failure means the Lifestone drains 2d HT from the user without recharging itself! An ordinary failure means the stone won't recharge at the moment, but the wearer can always try again in 24 hours.

The wearer can charge the Lifestone with as much or as little HT as he wants, up to its limit.

When injured, the wearer can choose to use any amount of HT from the Lifestone. It is most advantageous to draw HT from the Lifestone first, since it cannot be used to heal a victim who has taken real damage.

Lifestones resemble opals, usually about as large as a walnut. They glow with an inner light when they are charged, becoming dimmer as Health is drawn out of them.

Component Spells: Secret.

Asking Price: \$150,000.

Mortal Coil

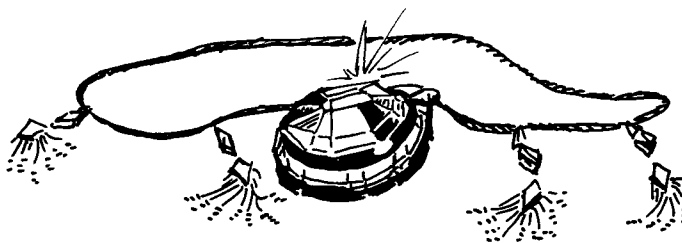
A spring-like twist of thinly-spun copper, this coil sustains the life force of a person, even on the very threshold of death, until medical attention arrives. A person using a Mortal Coil can be at -5×HT yet not need to make any HT rolls as long as the Coil lasts; he will not die. A person whose HT is negative will not lose HT from bleeding and will not have to make any HT rolls to stay conscious or alive.

To use the Coil, it must be placed directly on the skin of the patient, and one end lit (any flame will light the Coil). As the Coil sustains the patient's life, it slowly burns down; the flame does not harm the patient. Every minute burns off a quarter-inch from the coil. A randomly-found or purchased coil will measure 1d+3 inches.

If the Coil is removed from the patient's body, or if it burns out before the patient receives medical treatment, he must make all HT rolls or suffer the effects of his injuries. This includes retroactive HT rolls (rolls the patient would have had to make while the coil was sustaining his life).

Component Spells: Lend Health, Suspend Animation and unknown others.

Asking Price: \$25,000 per inch.



Staminamulet

This object stores up fatigue in the same way that a Lifestone stores Health. A Staminamulet will store up to half its wearer's ST in extra fatigue, which can be used for spellcasting or physical exertions. Magical attacks to the wearer that drain fatigue affect the Staminamulet first.

Replenishing the amulet requires 2 points of fatigue for every 1 point stored, as described above for the Lifestone. The amulet will also instantly draw from Powerstones in the same way (2 for 1). This has the unfortunate side effect of making a Powerstone's usefulness limited if the Staminamulet is not fully charged. As soon as fatigue from the amulet is used, it will draw from any Powerstone within 6 feet to replenish itself.

Unlike the Lifestone's HT, fatigue from the Staminamulet must be used first, before any of the caster's fatigue.

Component Spells: Hypothetical "Store Fatigue" spell.

Asking Price: \$75,000.

Potions and Other Health Alchemy

Body Oil

Although this is not truly a healing-magic item, it will often be found in healing shops, and so is presented here.

This oil tones up and enhances the appearance of any body it's applied to. Muscles look bigger and firmer, skin seems more tanned and so on. As long as the oil is uniformly applied and at least 40% of a person's skin is showing, his Appearance improves one level for 2d hours.

Component Spells: Alchemical Enchantment

Asking Price: \$7,500.

Gorgonbane Salve

This gritty paste turns stone into flesh. It will undo the effects of a Flesh to Stone spell or Medusa's gaze. One container has 30 applications, each of which will cover one limb (five are needed to restore an entire humanoid body).

If the salve is used on a living being made of stone, the creature's hide is softened to leather (reducing PD to 2 and original DR by two-thirds).

The paste cannot bring inanimate objects to life. If used on an ordinary statue, it will convert it to flesh, but will not give it life. It will merely be a sculpture made of flesh.

Component Spells: Stone to Flesh.

Asking Price: \$25,000.

Orcbalm

The secret of creating this smelly, greenish paste is known only to a few Orcish alchemists. On anyone, Orcbalm acts as a Major Healing spell (p. M44), but for most races, including humans, it also changes the patient physically. On each application, roll vs. the patient's HT-2. If the roll is a failure, the patient develops one Orcish feature. After 16 failures, a human will be indistinguishable from an Orc. One dose might produce hairy knuckles, while another makes the canine teeth longer, etc. The balm does not change the patient's mind, however, though looking like an Orc can cause psychological complexes.

Elves and Dwarves are allergic to Orcbalm, and it confers no healing effect to members of those races.

Component Spells: Alchemical enchantment.

Asking Price: \$500 per dose.

Rapunzel's Shampoo

A simple but very popular item, this fluid is a sure-fire cure for baldness. One application will grow hair, provided the user's scalp is in good condition; severe damage to the skin must be healed before the potion will be effective.

Some of these potions are extra-potent, growing unbelievably long hair practically overnight, while other mixtures are not permanent, requiring re-application every few months to sustain the magically-grown hair.

These potions are sometimes used by Dwarves, who seem to have a racial tendency toward baldness in their later years, though most users are human.

Component Spells: Alchemical enchantment.

Asking Price: \$18,500 (varying depending on potion type)



Go-Limbs (Magical Prosthetics)

Long ago, a powerful king lost his right arm in a war. He learned that his priests and healers could not grow another arm for him (restoration magic was only experimental in his kingdom), so he turned to an enchanter, a golem-maker, and commanded him to construct a golem arm to fit on his stump.

Intrigued by the challenge, the enchanter did so, and created an artificial limb for the king. When it was being tested, the court jester made a remark that "the enchanter has made many wondrous golems for our majesty — but now his majesty wears a go-limb himself!"

The jester was thrown into the dungeon, but the name stuck, and afterward, all magical artificial limbs have been called go-limbs.

Go-Limbs describe a broad category of magical prosthetic

devices. Arms and legs, hands and feet, and ears and eyes can be replaced with go-limbs; even fingers and toes could be duplicated, though this is rather uncommon.

For the prices listed below, go-limbs are made from ordinary metal (average quality steel) and have PD 1, DR 7 and HT 12 (arms) or 15 (legs). Go-limbs made from other substances (wood, copper, gold, etc.) can still work, but they will usually be more fragile than the steel variety and more prone to breakage. Their statistics are left up to the GM.

If damaged to 0 HP, go-limbs must be removed, reconstructed and re-enchanted; otherwise, damage can be repaired with Blacksmith-3 or Armoury-4, at a cost of \$500 per HT point repaired and taking 1d-1 hours per point (minimum of 1 hour/point).

Should the user try to use Armoury or Blacksmith skill to repair his own injuries, it will cost \$5,000 + \$1,000 per point in raw materials, and require the use of a well-equipped smithy for 1d+1 hours per point rebuilt. The user will also be at an additional -5 to his effective skill; it's tough to repair something that's attached to you.

The above only applies to arms, legs, hands and feet. Go-limb eyes and ears cannot be repaired without removal and re-enchantment.

Some large towns have smiths who specialize in repairing go-limbs. They always only require one hour to fix a point of damage, but they charge \$2,500 or more for every point to be restored. They are faster, but costly.

Go-limbs are created through variant Golem and Restoration spells (to animate the limb and attach bones, nerves and tendons to the magical prosthetic). They do not cost the wearer any energy to operate, but they won't work in a no-mana area; in low-mana areas, they are -5 off ST and DX. If the GM chooses, go-limbs may gain ST or DX in a high or very high mana area.

Wearers may choose to have additional enchantments placed on their go-limbs, but these are an additional expense and will add to the time needed to create the item.

Go-Limb Arms and Hands

A typical go-limb arm costs \$240,000 (not including the hand; see below) and takes a year to construct and enchant; the arm will match the recipient's other arm in ST and general appearance. The go-limb's DX will never be higher than DX 12 or the wearer's DX-1, whichever is less. A go-limb arm's ST can be improved by casting successive variant *Might* spells on it, at a cost of \$35,000 per point of ST over the wearer's normal ST, up to ST 16.

A go-limb hand usually runs \$195,000 and takes 6 months to make. A hand will have a grip ST of 18, regardless of the wearer's normal grip-strength, and can be commanded not to let go of something it is holding; a target would have to successfully roll a Contest of ST versus the hand's 18 to break free.

A go-limb hand's *Dexterity* is limited as described for the arm. Any skills requiring fine manipulation performed with this hand will be based on that modified DX.

Normally one buys both a go-limb arm and hand together. However, as an option, the go-limb arm can be fitted with a socket that will hold a hand or any kind of object that can be attached to such a stump (pike, hook, thrusting shortsword, etc.). This modification costs \$8,000 extra to create the socket in the arm, and most attachments, including go-limb hands, can

be modified for \$2,000. The downside of this option is that the attachments can be removed by an opponent. An attacker must succeed in grappling the arm and win a contest of ST to remove the attachment. Removing an attachment, voluntarily or not, takes 1 second, and attaching a new one takes 2 seconds.

Go-Limb Legs

In 6 months an enchanter-smith can make a go-limb leg, costing \$160,000 and matching the wearer's previous leg in size and shape. Feet take only 3 months, cost \$20,000 and will likewise match the wearer's original foot; however, because go-limbs have less tactile sensitivity than flesh, any DX-based skill using feet (such as *Stealth*, *Climbing*, etc.) is based on a DX of 12 or the wearer's DX-1, whichever is less.

Go-Limb Eyes and Ears

The techniques of crafting prosthetics make cheap replacement eyes and ears difficult, but not impossible. Those who opt for go-limbs can choose eyes and ears that are cosmetic but nonfunctional, which are cheap and easy to install . . . or true magical replacements, which are expensive and complicated to graft on.

These eyes and ears fail completely in the absence of mana. In a high- or very-high-mana area, they may be more effective than normal (GM's option), seeing further and with greater clarity than humanly possible.

Eyes: Go-limb eyes that are non-functional cost only \$25,000, attach magically to the owner's eye muscles and look exactly like the owner's missing eye. This is superior to the glass eyes of modern Earth, since they move and look just like real ones.

Functional, seeing eyes are much more sophisticated, involving highly secret enchantments. A functional go-limb eye costs around \$220,000 and takes a year to construct. For this cost, the magical eye will have perfect 20/20 vision and cannot be blinded by magical means (including *Strike Blind*), though darkness will affect it normally. A go-limb eye matches the other exactly and the difference is only detectable with magic-sensing spells like *See Secrets* and *Mage Sight*.

Ear: A cosmetic go-limb ear costs only \$18,000. It's a fairly simple piece of work and can be done with off-the-shelf components in about 2 months. It will look completely natural and can even be wiggled.

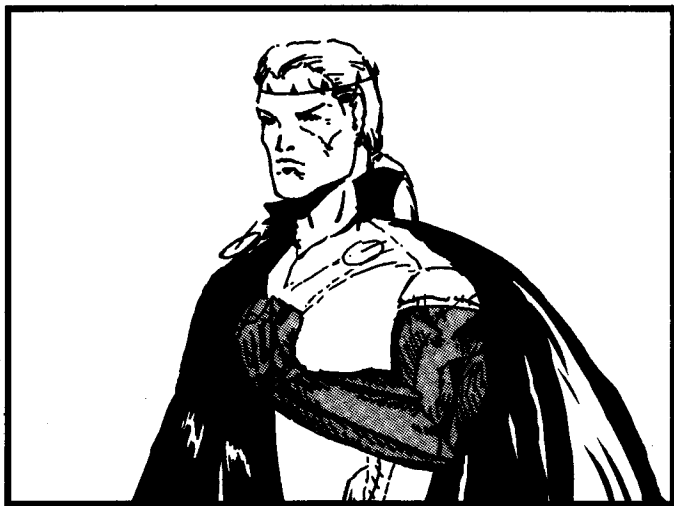
A fully functional ear, with hearing in the normal human range and immunity from *Strike Deaf* (but not magical *Silence*), costs \$130,000 and takes a year to make. Casual observers cannot tell an ear is a go-limb, though information spells would reveal it at once.

Note on Using Go-Limbs

The existence of go-limbs presupposes that magical healing is difficult to obtain, absurdly expensive or both, or that the recipient's flesh was too badly damaged to regenerate. After all, most people in fantasy settings would rather have a flesh-and-blood limb than some contraption of metal or wood.

If magical healing is relatively easy to find, GMs can feel free to adjust the cost of go-limbs to make them competitive, although they should never be dirt cheap! Enchanting and custom-fitting such an item is an expensive and time-consuming undertaking.

Go-limbs are also primarily designed for a world that integrates some *Cyberpunk* elements; encountering fantasy fighters wandering around with steel arms and legs can be a bit jarring, but once it's accepted, the effect can be exciting and novel.



HOLY MAGIC

10

“Holy” magic items are those which are worshipped or venerated by some religion, created by a higher power, or enchanted by religious mages for the purposes of their church. Ordinary adventurers may find holy items, or take them from their rightful owners, but rarely can they buy them over the counter.

A truly sanctified object is likely to be used only by the highest authorities in a church — ordinary worshipers might not even see it except on holy days. Such an item would almost never leave church grounds without a heavy escort and would not be “lent” to adventurers, even of the same faith. Loss of such a sacred object would be a catastrophic blow.



Theron the Hierophant

Among those scholars who have spent their lives in the study of religion, Theron the Hierophant stands as a master. Yet he is no cloistered academic; Theron is one of the keenest businessmen in his city.

Apart from his position as a bishop, Theron has a private business trading in religious artifacts for sale. This has made him independently wealthy, though 10% of all his profits are always given to his own church. His merchandise is not purely Christian; he also trades in the icons of all other known (and one or two unknown) religions in the world. Theron has apparently had pre-human relics occasionally, but these are never sold and Theron doesn't mention what he uses them for.

Theron brokers sales for virtually anyone, though he charges infidels a much higher price than Christians seeking the same item. He is not merely open about this preferential treatment — he advertises it. This is no doubt a large part of the reason that his ecclesiastical superiors tolerate Theron's profitable hobby.

If a customer requests an artifact that Theron doesn't have, he may offer to get it, especially if its location is known. If it is owned by a Christian church, Theron will *not* countenance its theft — though he will offer to buy the relic, without revealing who his customer is, so he can turn a profit on the deal. But non-Christian churches are fair game to Theron, especially when the item in question is reputed to be a Christian holy object. The bishop will happily hire spies and thieves to get the sacred item "back to Christendom where it belongs."

Theron is a collector of relics as well as a broker. He owns the skulls of over a dozen saints, as well as the teeth of five martyrs and a splinter and spike from the True Cross itself (only the last item is a fake, though Theron believes it is genuine).

In his leisure time, Theron reads scholarly texts and adds to his prodigious store of information. He can answer most theological questions off the top of his head, rarely needing to consult his sources, and he enjoys truly challenging questions.

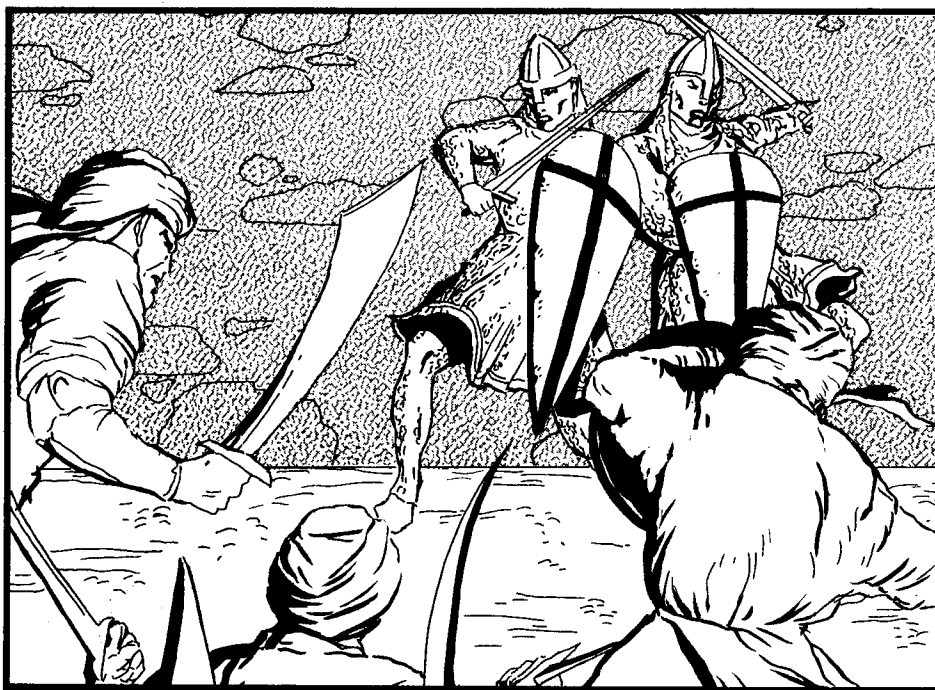
Despite his mercantile edge, Theron is a rather pleasant man of middle years. He listens with great interest to any who come for guidance and gives what advice he can. He never adventures, as his responsibilities keep him entirely occupied, but he keeps a store of powerful holy artifacts close at hand in case a demon or business rival comes calling — as they have in the past.

Adventurers might get the temporary use of a holy object by retrieving it from infidel hands. A quest to get the Blessed Mace of St. Ignatius out of the hands of the Dog Tribe could be an adventure in its own right . . . never mind the original mission that cannot be continued without the powers of the Mace!

The holy items available to normal adventurers are chiefly from ancient deities and long-dead religions. Some may come from minor deities seeking converts through bribery. These items vary in power and effect, allowing GMs to introduce any level of divine (or demonic) intervention in his campaign quickly and easily. Some who trade in them are completely irreligious; others will trade in the artifacts of any religion but their own. And, of course, some "holy" items might not be recognized as such, even by the seller.

Not all holy artifacts are "good" — the darker religions also create magic artifacts in the service of their own evil deities. And horror and fantasy fiction abounds with stories about the relics of pre-human civilizations. These items may be found in ancient ruins, or in the hands of nonhuman races like Reptile Men, Insect Men or Fishmen. Such ancient relics are often malign toward the like of humanity. The dungeon-crawlers find a strange statue reeking of sorcerous power, carry it off, experiment with it . . . and the Loathsome Icon of Ugwuusck steals another soul . . .

More ordinary holy items are fashioned to enhance a mortal's contact with higher powers or bring godly favor to the user; thus, they are commonest among humans and other races which worship in the human fashion. Adventurers are likely to find mundane uses for even the holiest powers. At the GM's whim, this may bring divine retribution at some later date!



Common Holy Magic Spells

Holy magic items may be enchanted with nearly *anything*. Religions that require items for protection or vengeance will create magical weapons, using Puissance and Accuracy. Faiths which emphasize compassion will enchant healing items, especially with Cure Disease. Items that Bless are fairly common, as are objects that produce food or negate the need for it. Many items were not enchanted using standard spells, but appeared when needed, evidently as gifts from the gods. Their component spells are unknown and they are not for sale for any price.

Holy Items

Many of the items in this catalog refer to holiness, or holy objects. An object is considered holy if it is sacred to the religion that uses it or was enchanted by priests of that religion. Not all religions, or all holy items, are "good" — a cult of evil dragon worshippers might possess several items which were holy to them.

Nevertheless, holiness is often equated with goodness, and most of the items in this list are basically beneficial. If the GM's campaign has a number of neutral or evil sects, any of these items can be modified to fit. (Note also that the destruction of an obviously-evil item would be a worthy deed for a good adventurer.)

Candle of Benediction

Although it seems nothing other than an ordinary votive candle, such as would be lit by a supplicant as a prayer for the dead, this sanctified illumination confers more than mere light on the faithful.

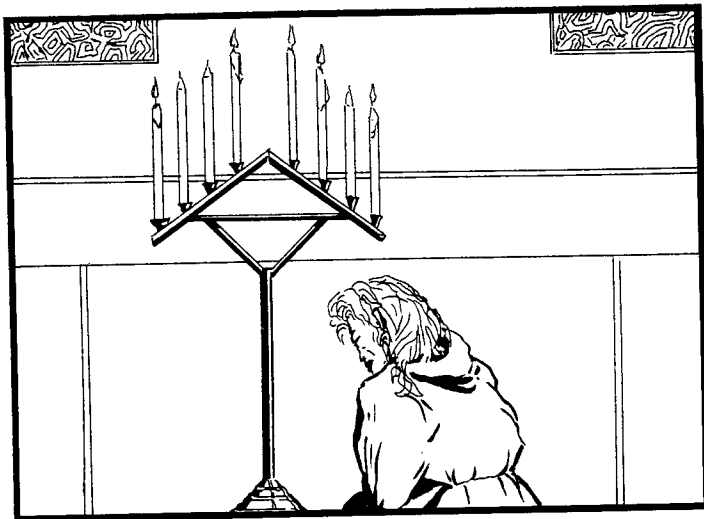
When this candle is lit, a 2-point Bless spell is cast on all within 3 hexes of the candle's flame. The candle burns for 24 hours; if it is extinguished before that time, the blessing is negated.

Should anyone within the 3-hex area not believe in the lighter's faith, he or she will receive only a 1-point Bless. Anyone specifically opposed to the faith will not be blessed at all.

The candle must be lit on holy ground. If the candle is lit during a full-length mass or ceremony, every believer within the holy ground will receive a 1-point Bless, or 2 points if within 3 hexes.

Component Spells: Bless variant.

Asking Price: \$80,000 each.



Candle of Righteousness

This thick, stubby candle made of red wax is always carved in the shape of a religious symbol. When lit, it burns with a rich scent of pine. It casts Bravery on all who look directly at its light and offer a short prayer to their deity (at least 2 minutes). The candle can be seen from up to 20 hexes; the effects of the spell last 1 hour after the viewer leaves. One candle burns for 10 hours. Non-religious people, or those who do not offer sincere prayers, do not gain this benefit.

As with the Candle of Benediction, this candle must remain on holy ground to confer its powers.

Component Spells: Bravery variant.

Asking Price: \$100,000 each.

Devilstone

This jet-black rock is as crumbly as volcanic pumice, becoming a gritty black dust when ground between the fingers. If Mage Sight is used on Devilstone, the mage must roll vs. Will-2 to avoid becoming stunned by the raw evil magic bound in this stone.

When this dust is scattered over a holy object, it is *desecrated* (see below) if the object loses a Contest of "Holy Wills." Holy Will is based on an item's power and holiness. An average holy item has a Holy Will of 12, whereas a very powerful item, like the Rock of Ages, might have a Holy Will of 20 or more. Devilstone has a Holy Will of 18.

A desecrated item does not completely lose its enchantment, but it becomes unusable until it is re-consecrated by priests of the item's sect. This ceremony takes one day for every week required to make the object, or 1d months for an item of divine origin. Sometimes a quest or other special effort will be required instead, at the GM's option. Devilstone cannot desecrate itself.

Devilstone makes the once-holy object look tarnished, rusted, moldy or whatever. Writings will be mildewed and unreadable, armor will be tattered and unwearable, swords will be fragile and easily broken, and so on.

A handful of theologians believe Devilstone is spewed out by particularly deep volcanoes that may tap into the upper layers of Hell itself, but others scoff at this notion of Hell's physical presence underground, saying Devilstone is created by an unholy alchemical process.

One thing all agree on is that Devilstone is abominable stuff.

Component Spells: Unknown.

Asking Price: \$85,000 per ounce.

Evangelist's Staff

A very large magical staff, this item is over 7 feet long and made of knotty oak with gold and silver inlay, with a dedicated Powerstone at the tip. When held by anyone with a religious Fanaticism disadvantage, it bestows the Voice advantage and +3 Charisma.

Further, anybody passing within 10 hexes of the preacher must make a Will roll or stop and listen. After one minute of listening, he will be affected as though by a Suggestion cast at level 20. If they resist the suggestion, they merely go on their way. The message is usually to live a better life or to love your neighbor as yourself, which the listener will do for the Suggestion's 10-minute duration. Of course, this usually doesn't go against anyone's moral codes. Occasionally, preachers will ask for more tangible things, though — donations, volunteers, etc. Any legitimate suggestion is possible.

In the event that the preacher makes a critical success on rolling the Suggestion, those affected will follow him, serving without payment, seeking only spiritual enlightenment at the master's feet. Should the evangelist subsequently lose the staff or roll a critical failure, he loses all the followers that he gained in this manner.

If a GM feels a player is abusing the powers of this item, he could employ some manner of anti-religious backlash that turns disaffected former-followers against the preacher.

Component Spells: Lend Skills, dedicated 12-point Powerstone, Mass Suggestion, unknown.

Asking Price: \$750,000.



False Grail

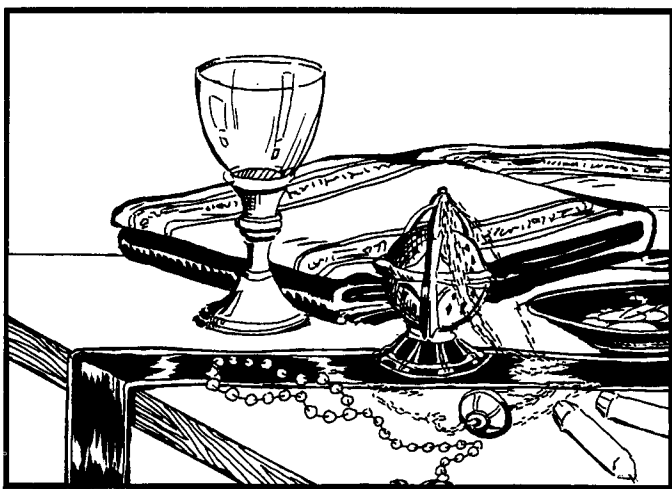
This gold-and-wood chalice glows with a strong yellow-white light that seems holy to the uninitiated. A successful Theology roll reveals the False Grail for what it is — a lure created by evil forces to fool the unwary.

The False Grail is a powerful item that lures heroes and questers; stories and rumors of its presence always spread. These heroes inevitably run into terrible danger and powerful monsters — who also seem drawn to the Grail. Many times throughout the centuries the False Grail has graced altars or the private collections of the faithful — but it always brings trouble, and never stays in one place for long.

When held, the Grail fills to overflowing with a dark purple-red fluid resembling wine. In truth, the fluid is a strong sedative and hallucinogen. When a person drinks it, he must roll vs. HT or see visions of singing angels, floating deities or brimstone-filled pits (if the visions are horrific, the victim may have to roll a Fright Check). If he fails the HT roll, nothing happens.

Component Spells: Unknown.

Asking Price: Not for sale.



Halo of Holiness

This item only gives its powers to those who have the Blessed or Clerical Investment advantages. Appearing as a headband of woven gold thread, the Halo glows brightly when worn by one with great faith, conferring Charisma +2 and Voice advantages (or an additional +2 to Charisma if the advantage is already possessed). It also gives the wearer +2 to his Theology skill, by somehow clarifying his understanding of the otherworldly. The halo does not confer skill to those who do not possess Theology.

If donned by a distinctly evil personality (GM's discretion), it causes 1d damage instantly and vanishes.

The evil counterparts to this item are the Horns of Hades, a set of reddish-bronze metal horns which confer the same advantages, but do damage to obviously good persons. One needs Clerical Investment in an evil order to wear the horns.

Component Spells: Unknown.

Asking Price: \$450,000.

Hermit's Beads

An ordinary set of prayer beads on a piece of twine, they give off a sense of good-will when held. While praying with these beads, a Hide spell is cast over the user, to shield him from potential enemies or wild beasts. Furthermore, 3 continuous hours of prayer ensure the user needs no further food, water or rest for 24 hours.

Holy status is not necessary to use the beads, but the prayers

must be specific to a genuinely-held belief and the user must make a successful Theology roll to remember them accurately (any level of Eidetic Memory negates the need for this roll). There may be other benefits of using the beads (longer life, etc.), but these depend on the GM.

Component Spells: Hide, Monk's Banquet, unknown.

Asking Price: \$200,000.

Holy Font

This baptismal font is made of marble with silver inlay and, if upright, is always full of holy water. Up to 3 pints may be taken per day, as the water does not replenish itself quickly.

The only limitation is that the font must stand upon holy ground to function. If taken away from its church or shrine, it becomes no more than ordinary marble. It must be re-consecrated on holy ground for it to function again.

Component Spells: unknown.

Asking Price: \$510,000.

Holy Incense

Aromatic concoctions are common among spell-using clerical orders. Holy Incense is probably the most widely used of these items. Any priest breathing the smoke from this incense while praying for 90 minutes has his fatigue doubled and is at +1 to all spells for the next 24 hours. One incense cone will last the entire hour and a half of prayer. If it is burned in a closed space, up to a half-dozen worshipers may benefit.

After the 24 hours is up, the user reverts immediately to his normal fatigue, *unless* has spent fatigue that has not yet been regained, in which case he reverts to his normal fatigue minus whatever fatigue has been spent. If this reduces him to below 0, he falls unconscious.

The smell of the incense also repels non-believers, including spirits and magical creatures. Anyone not of the burner's faith must make a Will roll at -6 to enter a 6-hex radius area around the burning cone. The effect lingers for a half-hour after the incense is extinguished.

Component Spells: Secret.

Asking Price: \$75,000 per cone.

Icon of Divine Guidance

This talking religious symbol is mostly a curiosity. Whenever it is asked a question, it responds with an appropriate quotation from the scriptures of the sect that made it. It is not an oracle of divine wisdom; it is simply programmed to respond to certain key words with certain quotations.

If asked, for instance, "how can we slay the dragon?" it might respond "Will not the Mighty One defend the pure of heart? Even the dragons of the air tremble before his footsteps." A question such as "How can we defeat our enemies?" might earn the response "Thy enemy's hate is a fire which consumes him from within. Be not thou likewise consumed." A GM who is not familiar with religious texts may develop a list of quotations for many uses, especially if the icon's religion is non-Christian and imaginary. Good sources for divine quotations include the Bible, the Koran, and the Torah. The Chinese I Ching, or "Book of Changes," can also be useful.

A party that is not familiar with the scriptures in question might well believe they are receiving actual oracular guidance (although couched in a typically inscrutable fashion).

The Icon can also be commanded to quote extensive passages, or even the entire scriptures in order (a process which might take several days to several years, depending on the sect). It will also sing holy songs, chants or hymn in a pleasant baritone.

These items are favorite toys of the pious rich and are frequently incorporated into shrines at temples or other places of worship.

Component Spells: Voices, unknown.

Asking Price: \$50,000.

Portable Altar

A common item among the clergy of sects requiring sacrifices. A typical specimen might be a small, portable table with short, folding legs. Any time an object or animal up to the size of a yearling lamb (20 lbs.) is placed on the table, the table flares with a bright flame lasting 1 minute.

The flame is not unduly large or uncomfortably hot to observers or the officiating priest, but it will consume the offering entirely, including bones, if any. The required condition of the object or animal depends on the particular user's sect, but the altar does not distinguish between live and dead offerings. Though it is not specified, the GM should determine what bonuses, if any, the altar applies to requests for deific aid, et cetera.

The altar is not sect-specific, so it could be used for mundane purposes — disposal of evidence, creation of fire or light, etc. However, any invested priests will recognize it as a religious object and protest strongly against such uses.

Rumor speaks of larger altars that are used for human sacrifices by evil religions. If these exist, they are not for sale and highly rare.

Component Spells: Essential Fire variant, unknown.

Asking Price: \$100,000.

Prayer Bell

This golden hand-bell will give out a sweet tone when rung. Though not loud, it will be clearly heard by all within 75 hexes who share the bell-ringer's religious faith. The bell's tone will carry through walls, floors and ceilings, across windy or rain-swept fields. Those who hear the tone can choose whether or not to respond.

Prayer Bells are most often used in monasteries to summon the monks to prayer, vigils or meals.

Component Spells: Sound variant.

Asking Price: \$80,000.

Radiant Gipon

The Radiant Gipon is a short, light tunic designed to be worn over armor. If the wearer is virtuous (GM's option), he can call forth a bright light from the chest of the garment. The light is an intensely bright and concentrated beam of holy essence, 1 hex wide, doing 1d of damage every turn against evil spirits and undead up to 18 hexes away. It does no damage to living creatures, except perhaps psychologically, requiring a Fright Check for "evil" NPCs. Good or holy creatures will perceive the light as a strong but comfortable illumination, even if facing the Gipon directly.

Those affected do not get protection from armor (no DR, PD or any active defenses); their only defense is to get out of range or behind some barrier against light (such as a wall or other protective covering).

The Gipon is magically resistant to tearing, taking only one-quarter normal Cutting damage, and it automatically cleans itself of even the worst filth. It fits over any wearer's armor and will serve any morally-upstanding denomination.

Component Spells: Light Jet variant, unknown.

Asking Price: \$550,000.

Relic Cloth

Relic cloth is a soft white cloth about the size of a small shawl. When an object purported to be a relic is placed on it, the cloth turns golden. A fraudulent "relic" will turn the cloth smoky grey, while an evil, cursed or possessed article will turn the cloth blood red. Regular magic items have no effect on Relic Cloth, only relics (see below).

These are invaluable to churches who do not wish to be cheated by relic-peddlers.

Component Spells: Unknown.

Asking Price: \$85,000.

Relics

The term "relic" can refer to any of a group of very holy objects, including the physical remains of saints or articles associated with the holy person's mortal existence. For example, an important Christian relic is the Holy Grail — the cup that caught the blood that Christ shed during his crucifixion. Other religions may have other examples, like bones of their prophets or pieces of their saints' clothing. Not every sect has relics or even recognizes the concept.

Genuine relics have tremendous spiritual power. They are not necessarily enchanted; their "magic" develops spontaneously and is divine in origin. Most relics confer protection from undead or demonic forces as a Pentagram; in the hands of a person with Clerical Investment in the relic's own sect, the relic may have sufficient power to Banish a demon or cast Planar Summons to draw an angel to the world. (Of course, it is possible to cast new enchantments on an existing relic, though some would consider this an impious act.)

Most genuine relics are encased in elaborate cases, called *reliquaries*. A reliquary may be built of crystal and precious metal, studded with gems, and may contain enchantments of its own. Smaller relics are sometimes built into jewelry, sword-pommels and so on.

For every genuine relic, there are a hundred false ones. Most are simply ordinary junk — one thighbone looks pretty much like another, and the fancy case is what impresses the congregation, anyhow. A few will even have basic enchantments to fool clerics and other magically gifted folk. These false relics are peddled by unsavory merchants looking to profit off others' faith.

There are several ways to identify false relics. First, using Detect Lies or Truthsayer on the merchant offering the relic will determine if *he* believes it is genuine. This will guard against most fraudulent transactions. But if the relic is found, or the merchant really believes he is selling a genuine artifact, stronger methods are needed. Analyze Magic will not identify a true relic, since it cannot detect "holy" status, but still may give clues. Finally, the spells History and Ancient History are useful in determining the truth behind relic claims. However, some relics are so old that divining their origins is prohibitively expensive. In all, the GM should reward creative ideas for identifying authentic relics.

Here is one example of a genuine relic, from Christianity on Yrth.

The Skull of St. Gervaise

This is the mortal remnant of a long-dead demon-hunting saint. The mere glimpse of his skull is intensely painful to demonic creatures and adds to the holder's ability to Exorcise or Banish such creatures (+4 to anyone already possessing those spells).

If a holder has Clerical Investment in St. Gervaise's faith

(Yrthian Christianity), those spells may be used at skill 19. The presence of the skull is very heartening, acting as a Bravery spell on all Christians within 12 hexes.

Those with 15-point Clerical Investment or the Blessed Advantage can actually converse with the spirit of St. Gervaise on Christmas Eve and on his feast day (September 12). The saint has IQ 20, the Common Sense and Charisma +4 advantages, and Theology-25. However, being dead, he has seen a great deal of the world and lost most of his interest in it; he may choose not to answer questions.

Component Spells: Unknown (holy).

Asking Price: Absolutely not for sale.

Rock of Ages

This huge, lichen-encrusted boulder grants an extended lifespan to those who touch it and have the Blessed or Clerical Investment Advantages, conferring extra years equal to the total value of their Advantages in character points, to a maximum of 25 extra years. These years are lived out before any Aging rolls are made.

To gain extra years, a petitioner must ask for them from his or her deity. The GM makes a Reaction roll (the GM may modify the roll based on the PC's religious roleplaying) and extra years are given on a Good or better result.

No one may benefit from the Rock of Ages more than once in his lifetime; any attempt to gain additional years will cause the previously-granted benefits to be withdrawn, and the petitioner will have to make up any deferred Aging rolls.

Someone who is unholy or sacrilegious will age 3d years upon touching the Rock. The Rock also assists greatly in healing spells; all healers are at +6 to effective skill within 20 hexes. Often, small healing shrines are built near a Rock of Ages. The drawback is that, as a side-effect, any healed character is aged 1d years.

At least three of these rocks are known to exist, but there may be more. They are stationary, and if uprooted in any way, they lose all magical powers . . . but not before draining 6d years from everyone involved in the project.

Component Spells: Unknown. Natural magic?

Asking Price: Not for sale.

Sacred Ewer

When pure water is poured into this bowl, it becomes sanctified wine. If this wine is drunk from the bowl by someone with the Clerical Investment or Blessed advantages, there is a strong chance his deity or a powerful messenger appears in the drinker's dreams to answer questions. On the night following the drinking of the wine, the GM rolls 3d; on a 6 or less, the drinker can ask one question of the deity that must be answered truthfully, though not necessarily clearly.

The deity might also appear to a non-religious person who drinks from the bowl, but the message will probably be an admonition or a reprimand rather than anything really useful. If the drinker is theologically opposed to the deity, he may be punished with a 3-point Curse. However, the wine must be drunk voluntarily; it cannot be forced down someone's throat.

The wine in the Ewer is equivalent to holy water if thrown upon an undead or unholy creature.

The Ewer can change gallons of water into wine, but it must be drunk from the bowl; any attempt to bottle the wine denatures it, spoiling it and making it unfit to drink.

Component Spells: Secret.

Asking Price: \$1,200,000.

Sacred Writ

The original sacred writings of a powerful religion gain mystic powers all their own. The possessor of these writings has protection from antithetical religious powers and their servants, as well as increased attention from his own deity. It is up to the individual GM to determine the nature and extent of this protection.

It's also possible these writings have an innate Exorcism or Banish effect on demons (regardless of denomination) and inspire Fanaticism in whomever reads them.

Component Spells: Holy.

Asking Price: Not for sale.

Sanctuary Stone

This enormous stone weighs several tons and cannot be moved by physical force. Even a team of giants would be unable to budge it, as part of its magic renders it immovable.

Anyone who clings to the Stone will be immune to all physical and magical injury as long as he is in contact with the Stone; he is protected as with an Utter Dome. Furthermore, he cannot be pried away from the Stone by force or magic. Only voluntarily breaking contact cancels the Stone's protection.

Sanctuary Stones are only found on holy ground. If anyone should find a way to move it, by suspending or nullifying its innate magic, the Stone would be non-magical when placed on unconsecrated ground, only regaining its magic in a temple, churchyard or other holy location.

Should the Stone be somehow desecrated, through Devilstone or some other unholy agency, it becomes a normal boulder forever.

Component Spells: Unknown. Holy?

Asking Price: Not for sale.

Tithing Bowl

This bowl, whether made of splintered wood, chipped clay or badly dented tin, nonetheless makes the holder seem both pitiable and deserving of some small financial assistance. This acts as a Suggestion spell and is resisted normally.

Further, a passerby who looks in the bowl will only see a few coins of little worth; obviously, nobody has been generous to the bowl's holder today! However, this is really just an illusion — the bowl can actually hold up to 100 coins before it overflows and ruins the effect.

More elaborate versions of this bowl are often used in struggling churches to assure adequate tithing from their congregations.

Component Spells: Suggestion, Perfect Illusion.

Asking Price: \$50,000.

The Yoke of Virtue

A long, narrow piece of cloth like a scarf or prayer-shawl. The Yoke is used by certain strict religious groups when one of their number is suspected of breaking his vows. The yoke is placed around the suspect's neck, and he is compelled to repeat his vows. If any have been broken within the past month (longer for some Yokes), a 1- to 6-inch welt appears on his face when that vow is repeated. The length of the welt is determined by the seriousness of the transgression. Eating during a fast might produce a 1-inch welt, while breaking a vow of chastity would produce a huge one. These welts do no physical harm, but welts of 3 or more inches leave a permanent scar.

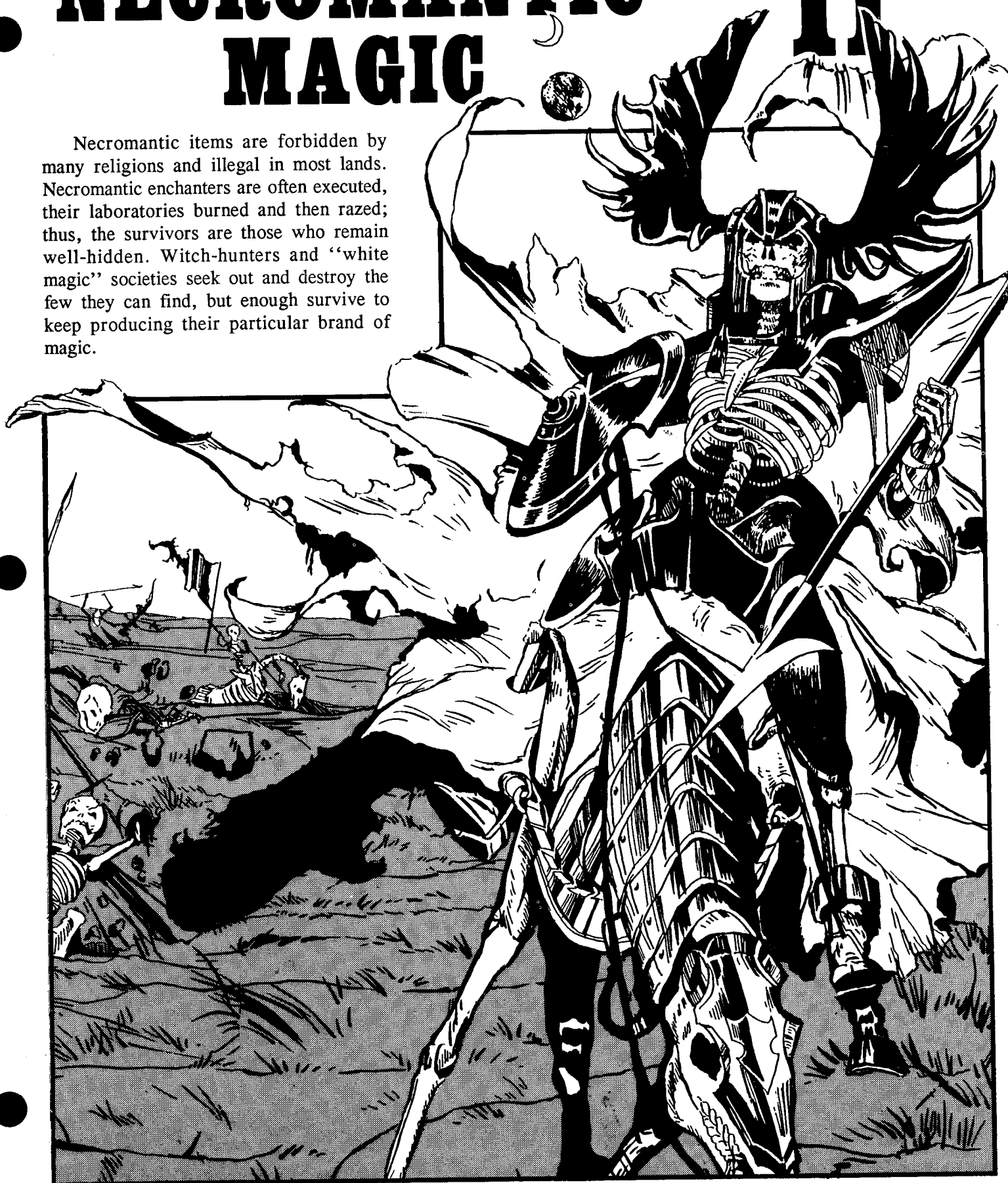
Component Spells: Secret.

Asking Price: \$280,000

● NECROMANTIC MAGIC

11

Necromantic items are forbidden by many religions and illegal in most lands. Necromantic enchanters are often executed, their laboratories burned and then razed; thus, the survivors are those who remain well-hidden. Witch-hunters and “white magic” societies seek out and destroy the few they can find, but enough survive to keep producing their particular brand of magic.



Somber Thul

Somber Thul is an embalmer, whose nickname comes from his constant morose expression, not from his personality. He is actually rather convivial, cracking small jokes that startle people, coming from such an sad-looking face.

He is quite tall (6' 6") and lanky, with gaunt features and apparently only one suit, a black ensemble that he keeps scrupulously clean. Soft-spoken and extraordinarily gentle, Thul has a skill with corpses that makes them look almost lifelike.

Thul's private time is consumed with his experiments into the nature of life and death. Thul is a necromantic enchanter and his efforts have been directed toward resurrecting human beings. His love, who died of disease years ago, is kept in a special preservative-coffin in his cellar laboratory, so that she can be revived when his experiments prove successful. Many of the cadavers passing through his embalming parlor are subjected to one new technique or another; since most of them never pan out, Thul rarely worries, but once he had to buy an expensive illusion-casting item to hide the hideous damage to a baron's body.

Clues to Thul's secret researches are nearly impossible to find. It is more likely that someone would come to him for his professional embalmer's knowledge about the dead. If approached this way, Thul can be affable and willing to help locate (or construct) a necromantic magic item, provided he's convinced that the inquirers do not suspect his true activities and can provide him with something he needs. Thul is much more likely to make the petitioners retrieve some magical component or ingredient than to ask for a chestful of gold, though the offer of a little extra payment never hurts.

Visitors to his office may be impressed by the large numbers of books in his collection — but none deal with necromancy. All the magic-related texts are in his cellar. However, visitors may also detect powerful protective magic — more than a simple undertaker could reasonably need — and Thul's best explanation is "A wizard used to own the building, and there are some old spells around." Of course, Scrywalls and similar spells aren't exactly incriminating, but they can draw interest.

Thul is not at all evil or malevolent. He just wants his true love breathing once more, and doesn't care how many dead bodies he uses to make that happen. If someone tries to frustrate that aim, he will do anything in his power to stop him. Not that he's all that powerful, as necromancers go . . . but he is earnest and determined, and he does have one very strong and ugly zombie that he keeps around for heavy lifting.

Most necromantic dealers are justifiably paranoid. They keep a safe distance between themselves and the public, forcing would-be customers to search long and hard to find them. Few vendors will meet with an unknown client, preferring to send expendable intermediaries in case of a set-up. Typically, by the time a buyer speaks personally to a necromantic dealer, the dealer will already know all about him, where he came from and what he wants. This makes the suggested cost of necromantic items, as listed below, a rock-bottom price; most dealers have very high overhead expenses!

And crossing such an enchanter will almost always prove more trouble than it is worth. Many double-dealing adventurers have been tracked by relentless hordes of zombies and undead, commanded by a remote, vengeful necromancer.

Merchants of these items vary widely in individual style. Some take pains to appear as ordinary and as harmless as possible. Others favor the "look" of a dread master of death.

Many enchanters and vendors have cover identities — often involving hospitals, mortuaries, embalming parlors or crypts; some of the most heinous practitioners of the dead art have been the unassuming custodians of city graveyards. Other necromancers have a public "cover" as a white wizard of some unassuming type.

In any "civilized" land, if the ownership of necromantic items is legal at all, possession is rigidly controlled. Only well-known and trusted mages are allowed to use them, and they are kept under surveillance to make sure that the item isn't being misused. And even the most upstanding wizards are subject to slander from conservative groups.

Despite the risks, research and development of necromantic items continues. Entirely new creations appear from time to time, as do new copies of old items. Ghouls sometimes foster necromantic enchantment, though Bales and humans comprise the majority of enchanters of death-magic items.

Bales, especially, tend to be ruthless in pursuing this art, often starting with living subjects to compare "before" and "after" results. Their personalities are perfectly compatible with the dispassionate attitude necessary for most necromancy. Those undead capable of magic-use frequently employ necromantic magic but very few are capable of enchanting items.



Common Necromantic Spells

Many necromantic items seek information from the dead. These items include spells like Summon Spirit, Summon Shade or Summon Demon. Items that cast Pentagram are also very popular with necromantic enchanters.

Items that raise the dead are likewise popular. Zombies and Skull-Spirits are often considered "intermediate" steps in developing true resurrection or other ways to defeat death — and undead servants are always in demand in some quarters. Of course, raising the dead is little use without control. Many items that cast Zombie also include Control and Turn Zombie, for the user's own protection.

Necromancy also includes the spells that take energy from others. Steal ST and HT and Steal Youth all benefit the item's user at the expense of another living being.

Subsidiary spells, not in the Necromantic college but used in death-related magic, can be found in Healing or Mind Control. Many necromantic items cast variations on Healing spells, "healing" injuries to the undead.

Necromantic Items

Charon's Horn

This hollow horn, made of some dark gray metal etched with thin and angular sigils, lets the user converse with the dead, as per the Summon Spirit spell (p. M63). He must keep the horn to his ear and concentrate carefully to make sense of their mutterings; loud background noises or other distractions will prevent the user from hearing anything other than gibberish.

This powerful horn has a dark side, however. The user ages 1 month for every minute the Horn is used (it has a Steal Youth spell as its energizing component).

Component Spells: Steal Youth, Summon Spirit variant.

Asking Price: \$250,000.

Davy Jones' Locket

This scabrous, green-bronze medallion is in the shape of a skull and crossbones, with an eyepatch over one socket and a fancy pirate's hat perched jauntily atop the skull. Although it seems like a cheap trinket that's been underwater too long, the locket allows the user to Breathe Water when worn. This power is always on.

The user can also create zombies, calling up the bodies of those who have drowned locally as temporary servants. Once summoned, these creatures will obey any one command they are given by the Locket's owner, then return to their watery graves. Should the command prove to be of some indeterminate duration ("crew my ship until I find Black Samael the Pirate"), the zombies must roll a Reaction to the holder. On a Good or better Reaction, they will perform the specified task for one day, re-rolling each morning. Once the task is finished or a Neutral or worse reaction is rolled for each zombie, it will return to the ocean and can never be summoned again.

Under no conditions will zombies follow more than one order at a time, obeying the first order they are given and then leaving. The locket will only work once in any two-week period before or after the full moon, and the same zombie cannot be summoned twice.

Component Spells: Breathe Water, Zombie variant, unknown.

Asking Price: \$970,000.

Elixir of Eternal Rest

This pale green formula is much favored by royal embalmers, who must take steps to assure the ruler rests in peace. Nightbloom is one of the major components of this elixir, which smells faintly of pine and cherry blossoms.

This fluid, if injected into a dead body, prevents it from rising as an undead creature. Further, the body's blood and flesh becomes poisonous to Ghouls or any carrion-eating creature. The smell of the fluid is very obvious to such beings, who avoid treated bodies. It does not prevent actual, living resurrection.

A single dose of the Elixir is 16 ounces of fluid, which must all be used to preserve a humanoid body. If less is used, the fluid doesn't have any beneficial effect.

If injected into a corporeal undead being, it does damage as venom Type C (victim must roll against HT-6; failure means 2d damage per 4 ounces injected and character is at -4 DX for the next four days, critical failure means death. Success means 1/2 damage and -2 DX for next three days).

On living beings, any amount of the fluid causes severe nausea (DX and IQ at -3) for HT-5 hours.

Component Spells: Alchemical magic.

Asking Price: \$225,000.

Ghostbane

A rare herb, these delicate, mint-smelling flowers are anathema to Ghosts and other spectral beings. Some natural quality makes their scent pungent and unbearable to spirits. Such supernatural creatures must make a Will roll at -4 to come within 6 hexes of someone wearing Ghostbane on his clothes. Demons and other non-spectral magical creatures are unaffected by the smell.

These plants are found in very remote locations, though they are sometimes discovered growing wild near churches and mortuaries. One bloom will stay fresh for 3 months. Dried and powdered Ghostbane has alchemical uses, as well.

Component Spells: Natural magic.

Asking Price: \$25,000 per bloom.

Jack-O-Lantern

This specially-prepared pumpkin contains a candle made from the fat of a zombie. When lit, the sickly green-yellow light reveals any spirits or ghosts in its path (a fan, 12 hexes long and 8 hexes wide at its limit). A user can converse with these visible specters as long as the candle holds out (2d+2 minutes constant burning).

Neither the candle or the pumpkin will work as separate entities; they must be combined to be effective.

Component Spells: Sense Spirit and Summon Spirit variants, unknown.

Asking Price: \$175,000.



Nightbloom

This very rare flower has solid black petals and resembles an orchid. When undead or evil supernatural beings are within 20 hexes, the petals give off a faint blue/silver glow and a perceptible odor of decay. The bloom remains functional for 1d days after being cut.

The petals are highly prized for making alchemical potions for use against such creatures; the pollen from one bloom is sufficient to do 1d damage to them on contact. Removing the pollen successfully requires a Botany skill roll (defaults to IQ-6).

or Agronomy-5) and destroys the flower. The pollen remains potent 5 times as long as the bloom.

Nightblooms are mostly found in very old graveyards, though one or two botanists claim to have grown them in green-houses.

Component Spells: Natural magic.

Asking Price: \$80,000 per bloom.

Nosferatu's Nightmare

This magically-charged wood, made from an unknown tree, is a terror to vampires. A vampire stabbed with the wood suffers normal Impaling damage, regardless of the location. Also, the damage cannot be healed normally; it must be regained through Stealing HT (drinking blood).

Further, the wood exudes a sticky sap that is toxic to vampires. When a vampire is stabbed, the sap on the surface is absorbed, and the stake needs 24 hours to create more (thus it won't poison the vampire continuously). The victim must roll vs. HT immediately. Success means the vampire is merely Stunned. Failure means the vampire is paralyzed for 3d minutes; critical failure puts the vampire in a coma for 1d+6 hours, after which HT rolls must be made or the coma continues for another 1d hours (by which time most vampires would have been long since destroyed).

The stake will create enough sap to poison up to 1d+2 vampires.

Component Spells: Natural and alchemical magic.

Asking Price: \$75,000.

Spectral Advisor

A Spectral Advisor is a human spirit, trapped in that person's own skull, kept for advice and information. The preparation is long and arduous, involving secrets known to very few necromancers; the fresher the skull, the likelier it is to work, and a skull more than a month old can almost never be salvaged.

Usually, an Advisor is bought already constructed, based on the stolen remains of some wise man or woman. They may be commissioned, but this is much more expensive. Some are made for families who want a loved one "saved" as a tutor, or just for company. Others are ordered by rulers who wish to retain the services of a dying expert — a mage, savant or political advisor.

The skull has access to the IQ, mental advantages and disadvantages, skills and memories it had in life. But Spectral Advisors, even of famous mages, won't be able to use magical spells or psionics. They *can* teach spells or skills they knew while

living. Some believe this limitation may be artificial, used to protect against a skull's anger, should it not wish to be reanimated.

Spectral Advisors do not have to provide information or answer questions. If a skull chooses not to cooperate, the user can attempt to compel it through a Contest of Wills. Thus, those skulls with the highest IQs and the most interesting knowledge to offer are more of a challenge to work with. (An especially morbid use of the Spectral Advisor is as a last-ditch interrogation method for a spy who thought he could take his secrets to the grave.)

A cooperating skull provides information on request, but rarely volunteers its services. It may be forced to work with its owner, but it doesn't have to like it. Some skulls become interested in their projects, in which case they are more helpful than normally, but most skulls would prefer to return to the quiet of death.

In appearance, a Spectral Advisor is a human skull with spidery runes engraved inside the cranium. When it speaks, the voice is recognizably that of the original person. The jaw does not move, but the eye sockets glow with a dim red light. The dry skull is fragile; a single hit of damage will shatter and destroy it.

Component Spells: Summon Spirit variant, Soul Jar.

Asking Price: Starts at \$240,000 for a "generic" advisor, or \$500,000 to create one from a skull provided by the customer.

Vampire's Cape

This item bestows a deathly pallor on the wearer, giving the impression of hollowed eye sockets and drawn cheeks with skin an unhealthy pale color. While wearing the Cape, the user is assumed to be a vampire by all other undead creatures, as well as humans. Vampires who meet the wearer face-to-face may make an IQ-2 roll to identify him as a living being. The user can also jump from any height and the Cape will let him drift slowly to the ground; on a foggy night, this gives a very effective illusion of flight or disappearance.

But wearing the Cape also gives the user the *disadvantages* of being a vampire. Donning it for even a moment gives the following penalties, effective through the next noon and the following midnight: The wearer loses 1 HT at noon, and can regain it only by long rest (see below) or by drinking another sentient's blood — when this happens, the cape casts the Steal HT spell automatically. He is also vulnerable to sunlight, taking 1d damage for every minute of exposure. He cannot cross running water, and garlic smells repugnant to him. Other restrictions that fit the GM's campaign may apply as well.

A wearer who takes the Cape off must roll vs. Will on each of the next three nights to avoid putting it back on, unless physically prevented. Anyone who loses HT to the Cape and does *not* drink blood must get a full week's bed-rest to recover each point of lost HT.

If the user actually drinks blood while wearing the Cape, the GM rolls secretly vs. his HT (no more than once per night). After three failed HT rolls while wearing the Cape, he becomes a vampire. The new vampire must pay character points for his new status, and the cape becomes merely a dramatic prop, unable to confer any magical power on a true vampire.

This cape was made by vampire-hunters, hoping to disguise one of their number well enough to get close to them. There has, however, been quite a bit of dissension among the hunters, as at least three people are known to have become vampires due to its dangerous side-effect.

Component Spells: Illusion Disguise, Steal Health, unknown.

Asking Price: \$120,000.



PET AND ANIMAL MAGIC

12

Animal magic is at least as old as mankind . . . the first known spells were prehistoric efforts to bring luck in the hunt, using crude but beautiful statues and paintings. Hunters still use magic today, as do farmers and herders. And many enchanted items are designed simply to benefit pets or working animals, either to let them work better, or just because their owners love them.



Lalonica the Huntress

Lalonica is a tall, athletic woman who prefers beast-pelts over more civilized attire. Those who meet her will quickly discover this is not entirely for show; Lalonica's earliest childhood was spent among primitive tribesmen on a distant continent, where her merchant father's ship ran aground. Her family was killed, but Lalonica was adopted and trained in the ways of the hunters (a typically male vocation). She was accepted because her spirit proved fierce and untamable, and because her volatile temper was such that no man in the tribe would take her as a wife. To this day, she loves to compete with men, and shows little respect for any woman who won't do the same!

She became famous as a huntress, single-handedly slaying boars, rogue tigers and elephants. When she moved to this land, however, her fame did not accompany her. Since the only employment she could find was as a scout for the king or a lackey to fat noblemen, she went into business for herself, hunting rare or dangerous creatures — or capturing them alive, as her customers preferred. Along the way, she began cultivating a sideline in magical equipment for controlling wild pets.

Magic is not her primary commodity, but the Huntress has many friends who are interested in animal enchantments, and can commission things for anyone with money to pay up front. She also acquires odd animal-magic objects from time to time, which she can be persuaded to part with for the right price.

However, Lalonica feels personally responsible for any items she sells. In one case, when a wolf-pelt changed the wearer into a rabid werewolf, she stalked the former customer herself and drove her silver-tipped spear through his body. She felt sorry for the unfortunate customer, but she felt he was doomed anyway — and she had to retrieve and destroy the cursed pelt. She refuses to traffic in items she knows to be cursed or to have serious side-effects.

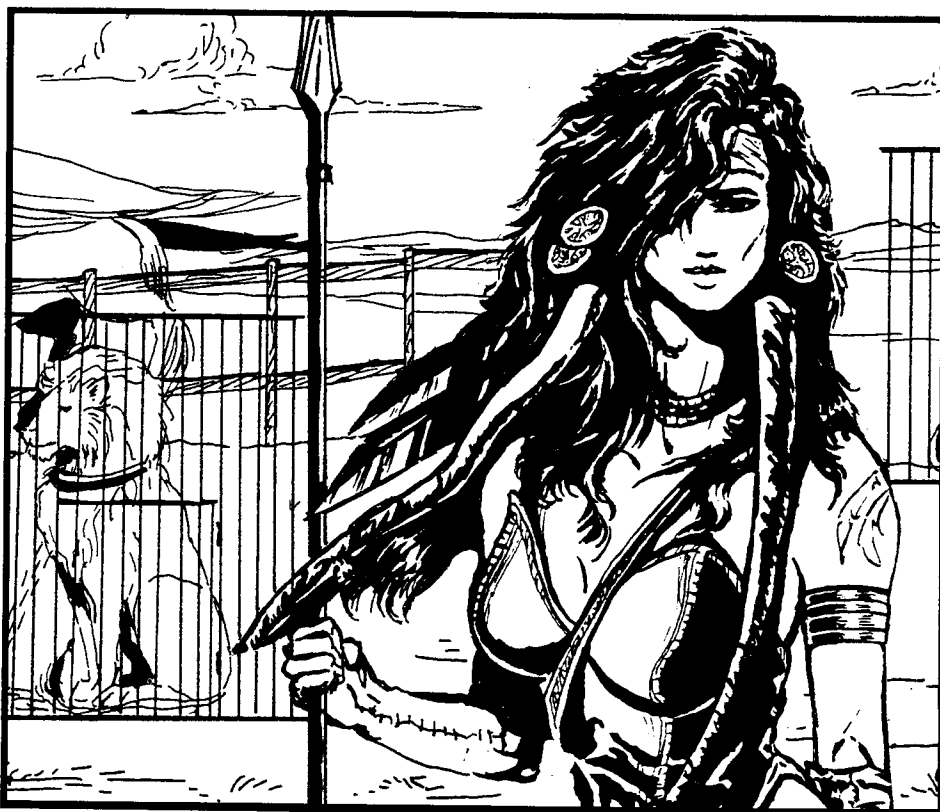
She is never unarmed, always carrying a brace of throwing knives and wearing cured beast-hides, enchanted to have the protection of scale mail. Her favored hunting spear has Accuracy +3, Puisseance +5, Shatterproof and Loyalty, with a silver-edged spearhead, making it a formidable weapon. Some claim she has a hypnotic power over animals, but she doesn't discuss her abilities with anyone but her most trusted hunting partners. She disdains to use any magic either in tracking or hunting her prey, except — very occasionally — as protection from magical attacks like dragonfire. She prefers to rely on her own strength and skill, and so far, she's always triumphed.

In fact, the majority of animal enchantments deal with domestic animals: cats and hounds, fowl, livestock and especially horses. If an animal is valuable for strength or skill, a magically-aided creature is even more valuable. Not all these items are practical. A simple farmer can't afford enchanted cats to patrol for vermin (nor would he trust them much), but many nobles enjoy the novelty of having mundane tasks performed by magic.

Others are simply eccentric. One noble, Duchess Dammia Von Erekynde, spent her entire fortune trying to prolong the life of her favorite poodle, Gylbirt. She brought in dozens of enchanters and tried hundreds of items, finally settling on a dog collar that completely negated the effects of aging. Duchess Dammia found herself the owner of an immortal poodle and a very small cottage on the edge of her former estates. She's happy.

Some enchanters create magical artifacts that aid hunting or taming of creatures of the wild. Also in this category are the very rare items that allow control over magical creatures, including elementals. The Flame-Servant's Urn is one such item.

Animal magic is found everywhere. Most cultures and races create enchanted items appropriate to the local wildlife . . . ask the Fishmen if you want magic to control ocean creatures, or the desert nomads if you need to summon sand-lizards.



Common Pet Magic Spells

Beast Summoning and Beast-Soother are basic spells in this category, while Master, Rider, Beast Seeker and Beast Link are almost as common. The various Control spells are used to ward off or manipulate various domestic and wild animals.

The Body Control spells Lend or Borrow Skills are often applied to items granting untrained users an "instant education" in dealing with various sorts of creatures. Variant Healing spells have been developed for beasts. Movement spells are employed for magic horseshoes, giving animals extra stamina or speed. Quick March, Haste, Great Haste and Lighten Burden are also common.

Animal Items

Alter Ego Amulet

This is a small (4") carving of some kind of animal, often a bear, eagle or wolf. A command word is usually written on its base. If the word is spoken while the amulet is held, it transforms into a full-sized, living animal. The user's mind transfers into the creature, as per Beast Possession (p. M22), while his own body falls comatose (literally falling if the user is standing).

The user may end the spell at any time, regardless of the distance between the amulet and his body; his mind rejoins his body, and the animal body immediately changes back into the amulet. But the amulet *does not* transport back to the user's body; it remains exactly where it is when the spell ends. Remove Curse cast on the animal body causes the spell to end instantly, as does Suspend Enchantment.

If the user's body is killed while his mind inhabits the amulet, he is trapped in the animal body. If the animal body is killed, the amulet is destroyed and the user snaps back into his body, stunned until he makes an IQ roll to recover. If *both* bodies are killed, the user is dead.

The secret of creating these amulets is unknown to most enchanters. Most come from shamans of primitive tribes . . . who do not share their secrets with outsiders.

Component Spells: Beast Possession, Shapechange variant, unknown.

Asking Price: \$225,000.

Bloodhound Mask

Bloodhound Masks were created nearly 560 years ago by IaHun, a primitive shaman of tremendous skill, who accompanied a group of Hazi explorers back to their homes and lived to a great age. He is known to have made five Bloodhound Masks and an indeterminate number of other animal masks before commending his soul to the Great Spirit.

This strangely-sewn hood with floppy earflaps becomes a full-head mask of a bloodhound when worn. The user automatically becomes Ugly (per the Appearance disadvantage) and suffers the effects of Bad Sight (nearsightedness), but he gains Acute Taste/Smell +3, Discriminatory Smell (the ability to differentiate between minute differences in odor — see below) and Tracking-18 (the +4 bonus from Discriminatory Smell is included). The user is also able to hear ultrasonic sounds. These advantages only work when the user takes a prone position.

If the user already has the Bad Sight disadvantage, all Vision rolls are at -2 to IQ. Glasses will not fit onto his new features unless tied in place.

The mask does not confer any ability to communicate with dogs, nor is it a particularly secure disguise. Simply tugging at the mask will cause it to come loose, and it can be easily removed after that. The Discriminatory Smell advantage appears in *GURPS Supers* on p. S38. It is reprinted here for the GM's convenience.

Discriminatory Smell

15 points

You can differentiate between (and recognize) people, places and things by their odors. You have a sense of smell far beyond the human norm, and can determine distinctive odors for practically everything and anything you may encounter. You may memorize an odor by sniffing it for at least one minute and making a successful IQ roll. If you fail this roll, you may not attempt to memorize that odor again for at least one full day.

In any situation where you may utilize your sense of smell, you are at +4 (plus any Acute Smell bonuses) to the roll, and receive +4 to Tracking skill.

Components: Illusion Shell, Keen Nose, Lend Skills variant.

Asking Price: \$250,000.

Companion's Collar

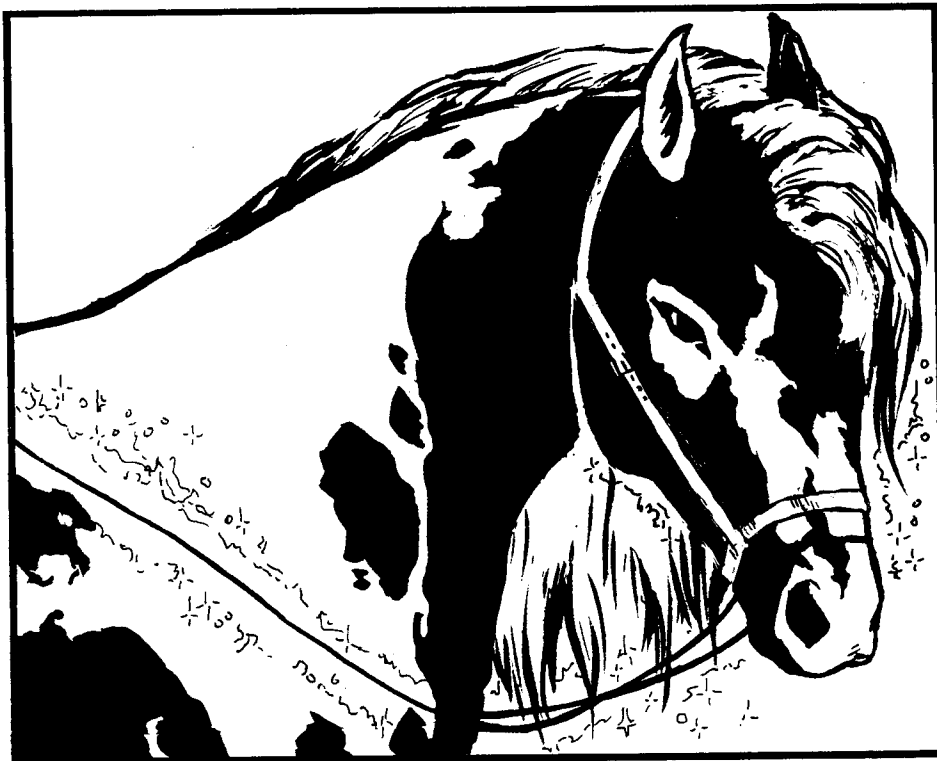
Wearing this plain but well-made leather collar increases the IQ of any animal by 5. It won't work on any magical creature, or any species with an average IQ greater than 6 (including humans).

Animals with increased intelligence gain no special power to communicate with their masters. In fact some may realize from their newly-found sapience that they do not want to be "owned" by a human, and will attempt to leave!

The collar is normally about 12" x 1" x 1/4", but will grow or shrink enough to be securely and comfortably fastened around the neck of any creature from a mouse to an elephant.

Components: Wisdom variant.

Asking Price: \$500,000.



Dragon Icon

This tiny jade carving depicts a dragon, rearing back, wings spread wide and mouth wide open. It feels strangely warm in a person's hand, growing warmer when its powers are invoked with a successful Will roll.

The Dragon Icon becomes a young, living petty drake. This is a tiny dragon with ST 2, DX 15, IQ 5 and HT 14/5; its Move



is 16 flying and 4 on the ground. It can breathe fire, doing 1 hit of damage up to 1-hex range, but otherwise does 1d-4 damage in close combat from biting and clawing. The drake is tame and knows some tricks, but like all petty drakes, has the Bad Temper disadvantage and will refuse to cooperate if it thinks it is being treated badly (more on petty drakes can be found in the *Fantasy Bestiary*, p. FB92).

If the petty drake suffers any injury, it instantly reverts to carving-form. It cannot be conjured again until a number of days pass equal to the number of hits of injury it suffered. It cannot be destroyed while in dragon form — even complete destruction of the body will simply revert it to stone form — but smashing the jade carving will “kill” it.

Components: Stone to Flesh, Flesh to Stone, Regeneration variant.

Asking Price: \$350,000.

Easy Saddle

Many kinds of magical tack have been invented over the years, but the Easy Saddle is among the most-favored by both veteran riders and tenderfeet.

No matter how long a rider remains in the saddle, this leather riding gear prevents him from becoming saddle-sore. Absolutely no discomfort or muscle strain will be noticeable when the rider dismounts, not even tingling from legs that have fallen asleep. The Easy Saddle is generally used for tenderfoot riders and aged folk.

As a side feature, the Saddle also prevents any discomfort to the horse wearing it. No horse will need more than cursory attention while using the Saddle, as it will not irritate or chafe.

Components: Lighten variant.

Asking Price: \$430,000.

Flame-Servant's Urn

This beautiful brass urn exudes a faint scent of cedar smoke. The pictograms on the outer surface resemble both raging flames and dancing human figures.

When the urn is filled with cedar wood chips and lighted, a fire elemental is summoned. It will blaze up out of the urn and place itself at the owner's service. The urn's servant has ST 14, DX 10, IQ 9, HT 14, Move 6, doing 1d-2 flame damage on touch and able to throw Flame Jet (16 or less to hit) at normal energy costs. The Servant has no DR, but its location is considered a “fire hex” and it is entirely immune to fire and heat of any kind. It suffers double damage from all water-based attacks, except Dehydrate.

If the urn is extinguished, the Servant will vanish. If the urn goes out on its own (1 hour, plus or minus 1d minutes) the owner must roll a Contest of Wills against the Servant, or it will break free and begin burning things randomly.

If the user wins the contest, the Servant will obey for another 1d minutes and then vanish. If the Servant wins and breaks free, it may be necessary to kill it or deal with it magically, but this will not affect further use of the urn. Note that more chips cannot be added after the servant is summoned to keep the fire burning longer.

Components: Summon Elemental, Power (4 points).

Asking Price: \$240,000.

Horse-Master

This ornate leather bridle shrinks or grows to fit any equine, from pony to Percheron. Once buckled into place, it casts the Rider spell (p. M22) on its wearer. The rider spends one point of energy to establish the spell, but the bridle maintains the magic at no additional cost.

All equines, including magical species, can be controlled by this item, provided they have an IQ of 8 or less.

Components: Rider, Power (2 points), unknown.

Asking Price: \$115,000.

Leash of Obedience

Shiyara, a huntress and animal-mage, found a tribe of primitives in the Everdark Jungle who used leather straps to tame the great cats of the rain forest. Learning their secret enchantments, she fashioned the first leash of obedience and sold it to a wealthy noble who had a penchant for wild beasts. The leash went on to be very popular among the great houses of the upper-class, and many copies have been made since.

This leash attaches to the collar of any wild beast. When the leash is first attached, the user spends 2 points of energy and the animal makes an IQ roll. If the roll is successful, the animal shakes off the leash and the owner must try again. If the roll fails, the animal acts tamed for the next month. It rolls again vs. IQ each month, at a cumulative -1 per attempt (as it becomes more attuned to the owner, it becomes less likely to escape or attack). After 6 failed rolls, it is permanently tame . . . as long as the leash is worn. Any successful roll prompts the animal to escape or attack its owner (depending on a Reaction roll).

The leash cannot be used on humans or any species of animal with an average IQ greater than 6.

Components: Beast Soother variant, unknown.

Asking Price: \$110,000.

Mage-Cat and Mage-Spider

The Mage-Cat is a catlike automaton that hunts rodents, birds and other pests. A Mage-Spider is a similar creation, in the form of a spider, that hunts insects, killing the bugs and destroying their nests. It's about 1 inch in diameter.

The Mage-Cat and Mage-Spider are created using a simple variant of the Golem spell. Both require master-level craftsmanship (Sculpting at skill 20 or better) to create a suitable image to enchant. Either one can be created using any substance usable for making a golem. The energy cost to activate a Mage-Cat or Mage-Spider is the same as the cost to activate a golem of the same substance (see p. M39).

Both sorts of constructs are highly efficient hunters. One Mage-Cat and a half-dozen Mage-Spiders are normally enough to keep a mansion or small keep completely vermin-free. A clay Mage-Cat has ST 3, DX 15, IQ 5, HT 14/5. A clay Mage-Spider has ST 1, DX 15, IQ 3, HT 14/3. They gain 1 hit point and 1 point of ST if made from stone or bronze, 2 each if made from iron. Neither can be trained or ordered to do anything except hunt, though there are rumors of attack-trained, venomous ones . . .

Components: Golem variant.

Asking Price: \$9,020 (for clay) to \$40,000 (for iron or crystal).

Magical Bird Cage

This large, ornate cage is made of fine golden wire attached to a silver plate. It is 3' wide and 5' tall and includes a comfortable perch on a swing.

The cage's magic allows anyone standing within 3 hexes to understand the speech of birds inside the cage. It will hold up to a half-dozen parakeets in comfort . . . or even an eagle, though not comfortably and certainly not for long. The Bird Cage's subsidiary enchantments keep the food and water trays filled.

The first Bird Cage was made for Lady Chysillan, who kept birds and enjoyed hearing their music. She was also a clever spy who used songbirds as agents in the homes of her neighbors. Her intelligence-gathering network helped foil the attempted assassination of King Torlane IV.



Components: Beast Speech variant, Create Food, Create Water, 2 points of Power.

Asking Price: \$500,000.

Perpetual Fish Bowl

A sealed globe of water-filled crystal containing a fish which will remain alive and healthy indefinitely. The water doesn't need changing, but the bowl won't operate in a no-mana area. The imprisoned fish must be provided at the time of enchantment and cannot be changed. If the globe is broken or cracked, the enchantment fades, and the fish ages normally. The idea for this item is ancient. On a shelf in some forgotten tomb, a fish a thousand years old might be found swimming placidly about . . .

Additional enchantments to protect the globe are sometimes added, such as Deflect, Fortify and Shatterproof. The basic design has been adapted for other small animals and birds, such as hamsters, gerbils, parakeets, etc.

Components: Hypothetical "Sustain Animal Life" spell.

Asking Price: \$2,500.

Raven's Tongue

This object, the silvered tongue of a raven, grants strange vocal powers to the user. When placed in the mouth, it fuses to the tongue, creating a small black-and-silver streak inside (Vision-5 to notice when the user speaks). The wearer can remove the Raven's Tongue at will.

Anyone with a Raven's Tongue can perfectly mimic any voice he hears while wearing the tongue. If the wearer has Full Eidetic Memory, he can mimic any voice he's ever heard. The tongue doesn't confer facility with languages; it only modifies the sound of the user's voice.

Raven's Tongues are made by Garriani, a naturalist-enchancer who became involved with a traveling band of actors, providing magical sound effects of woods and so on for their performances. He guards the secret of their creation jealously.

Components: Voices variant.

Asking Price: \$76,500.

Silver Shoes

Also called the Horseshoes of Tirelessness, these shiny silver horseshoes magically fix themselves in place, not requiring a Blacksmith to set them properly, but can only be removed by a successful Blacksmith-2 roll. Once shod, the shoes bestow tremendous stamina. The horse never grows fatigued, even if carrying Extra-Heavy Encumbrance. The horse will sleep normally, but could be ridden all night if necessary. A horse must wear all four magic shoes to gain their benefits.

These shoes will benefit any equine race that has four hooved feet, including Unicorns, Pegasi, Exalted Horses and Centaurs.

There is a rumor of a variant of this item which is simply a silver charm of four linked horseshoes — fastened to a horse's bridle, it gives all the same effects.

Components: Might variant, Glue.

Asking Price: \$325,000 for shoes, \$500,000 for charm.

Smoke Eggs

Created through a clever spell laid on infertile hens, these items are dusty gray in color and smell faintly of wood-smoke or sulfur. They otherwise resemble normal eggs.

When broken, they produce thick, billowing clouds of black smoke that choke whoever is standing in it. The cloud fill 7 hexes instantly, centered on the spot the egg is broken. The smoke obscures vision as per the Darkness spell (p. B163). The smoke is also irritating, causing liberal tearing of the eyes. Vision rolls made by anyone exposed to the smoke are at -4, regaining one point for every 15 minutes spent out of the cloud.

The smoke pours from the shattered eggshell for 6 seconds and gradually dissipates. It can be completely blown away by Air Jet or any other air-moving spell, or removed with Purify Air.

In the now-famous battle of Montregard, the winners' outnumbered field commanders broke a dozen or more Smoke Eggs and had their sorcerers apportion the clouds across the field of battle, blinding the enemy troops and reducing their effectiveness.

Components: Hypothetical "Smoke Egg" spell.

Asking Price: \$92,550 per dozen.

Stasis Pin

This small stick pin, when jabbed into the flesh of a living animal, will cause the beast to take on the aspect of a stuffed trophy until the pin is removed. The pin causes no injury or pain. The subject can make an IQ roll to resist the effects of the pin — on a success, that pin cannot be tried again for an hour, even if it can be recovered from the beast!

Stasis pins are popular with hunters who want trophies, yet have no interest in killing their prey. Several animal-loving sects have professed that Stasis Pins are cruel, as they prevent the animal from living out its life in freedom, but hunters counter that killing them is a less-pleasant alternative. Further, the animals aren't aware of their captivity, as they would be in a zoo; for the victim of a Stasis Pin, no time at all seems to pass.

Some of these gadgets include the power to cast an Illusion Shell around the beast to make it look like a stuffed toy.

Most M Stasis Pins won't work on humans. Some do — and the victim of one of these pins will roll to resist at IQ-4. Similar enchantments are sometimes seen on crowns, clothing and so on.

Components: Suspended Animation variant, Power (6 points).

Asking Price: \$820,000. Those that work on humans sell for \$2,000,000 and up.

Vermin Bag

The Vermin Bag was created by a snake-seller as a cheap way to feed his stock while traveling, but it has found favor with unsavory folk who have a need for small, unpleasant animals.

When invoked, the user must open the pouch and request, loudly and firmly, the kind of animal he wishes to conjure. "Vermin Bag, give me a mouse!" will bring forth a field mouse, albino mouse or virtually any kind of mouse the GM desires; the user can get a more specific result by being more specific. Of course, the *player* should also be required to shout out his request. The GM can award particularly well-thought-out and dramatically presented shouts.

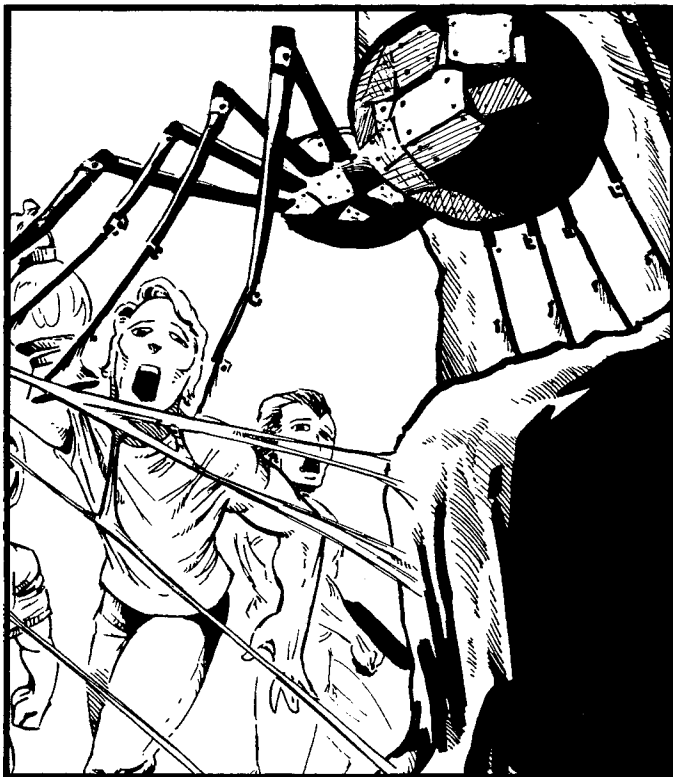
If the user has Naturalist skill, he can roll against his skill to get extremely specific, including diseased or rabid vermin if the roll is made by 3 or more.

Up to one mammal or one ounce of insects can be produced each time. The bag cannot accommodate anything smaller than a gnat or larger than a typical rat (about four ounces weight).

It is rumored that there is a rarer version of this that conjures rabbits from top-hats. And some speculate that the word "Abracadabra" is merely a corrupted version of the Low-Elvish words for "Vermin Bag" . . . but we digress.

Components: Hypothetical "Conjure Vermin" spell.

Asking Price: \$42,500.



Watch Spider

This large automaton is a golem-variant, made of over 100 pieces of metal assembled with great cunning. Anyone who has never seen a Watch Spider before, or who is taken by surprise by one, must make a Fright Check, as they are purposely made to look terrifying. They are about the same size and weight as a warhorse, with legs that can stretch up to 2 hexes from the body.

A Watch Spider has ST 22, DX 14, IQ 6, HT 16/20, Move 7, PD 4, and DR 12. It attacks by clawing with its legs for 4d cutting damage. The Watch Spider can use the Wallwalker spell on itself at any time. It can also shoot thin metallic threads up to 6 hexes away, striking with a skill of 14; the threads act as an attack with a lasso (see p. B51). The strands have ST 20. More webs can be added to strengthen the bonds by +2 for each layer.

A Watch Spider can obey simple instructions, such as "patrol my yard and don't kill my dogs" or "attack anyone except me who approaches this door." Their masters can always call them off.

Watch Spiders are rather uncommon, though the spells involved in their creation are not unusually difficult to master. They are very expensive and require some general mechanical maintenance, averaging \$600 per month, which puts them outside the price range of most would-be owners. The first has been kept in the High Palace of Cahlar since it was made 210 years ago.

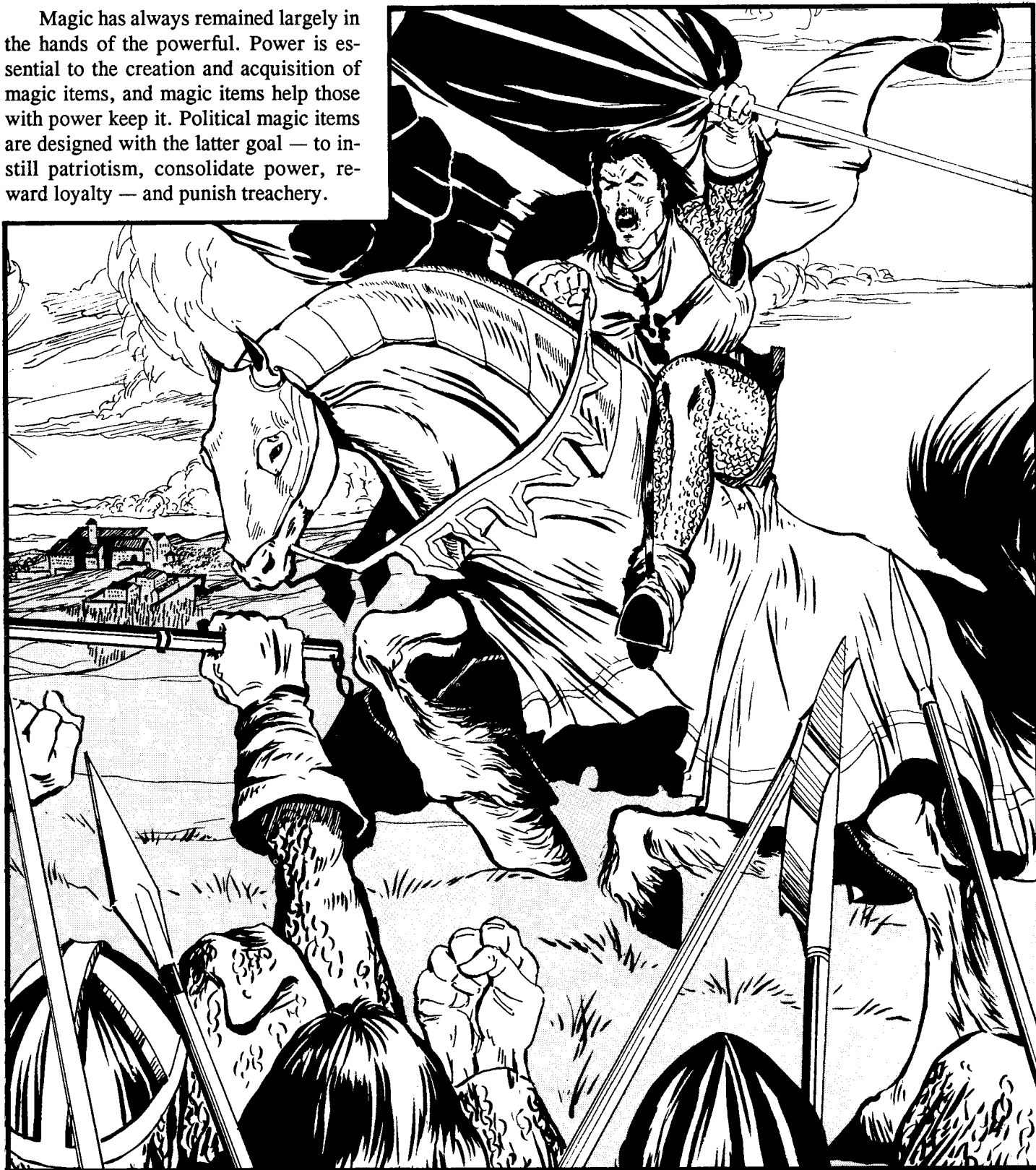
Components: Golem variant, Wallwalker, hypothetical "Web" spell.

Asking Price: \$650,000.

POLITICAL MAGIC

13

Magic has always remained largely in the hands of the powerful. Power is essential to the creation and acquisition of magic items, and magic items help those with power keep it. Political magic items are designed with the latter goal — to instill patriotism, consolidate power, reward loyalty — and punish treachery.



Holdarion the Sage

Holdarion is an older gentleman, apparently in his late sixties, with distinguished features framed by thick gray hair. He habitually wears a toga and sandals, preferring his native land's garments to those of whatever city he is visiting.

Holdarion is a legend among power-brokers, because of his amazing successes and his ability to make the worst candidates into winners. He is entirely mercenary, working for anyone who can meet his exorbitant fees, and brokering politics-oriented magic on the side. His skill in rhetoric is astounding, allowing him to out-argue teams of lawyers, while his grasp of psychology and mob mentality enables him to twist any gathering of people to his ends.

For all that he advises the power-hungry, Holdarion has no political aspirations of his own. He is clearly content to play kingmaker rather than king, knowing his skills make him superior to any buffoon on a throne; his security is his utter neutrality, as well as his well-known code of honor. Once bought, he stays bought! He never accepts unbearably long assignments, however, and his contracts always have an escape clause; Holdarion practically invented the legal loophole.

Holdarion will sell political magic to anyone who doesn't give him gross offense. He knows almost all of the more prominent items extant, and has held most of them at one time or another. He is asking price is always high — never less than three times what the goods might be worth, and often much more, depending on his reaction — and he is very difficult to bargain down by so much as a penny. The only time he was known to lower his price significantly was when he dealt with a noblewoman who'd been born a fishwife in a poor district; after 17 hours of haggling, he dropped his price to only twice what was fair, just to be rid of the woman. He still sends her letters, though.

Holdarion respects those who stand up for their principles. He often says that courage is defending one's beliefs even when it is obvious they are wrong. He'll react at +1 to anyone who obviously has the courage of their convictions, but -1 to genuine fanatics, who irritate him. Rich and powerful, Holdarion can indulge his whims as he chooses.

Holdarion has extensive political contacts, mostly because he's placed many folk in high office and they are obligated to him (this also makes him impossible to pressure). His great wealth alone could never buy him the kind of influence he wields as an advisor, and he enjoys quietly flaunting that before nobles with ancient, well-established genealogies.

Rumor has it Holdarion was born to a peasant family and achieved success purely through his own deviousness; if so, he is his own most notable success story.

Rulers and politicians watch magic vendors very carefully. A powerful item in the wrong hands could spell disaster. More than once, a ruler has purchased all the political magic items that he could find, simply to keep them out of hostile hands!

For this reason, political items may be hard to find, even if they're not truly rare. Their owners — even magic merchants — are unlikely to display them or discuss them with strangers. So how, then, does an intrepid band of heroes gain such creations? Often by theft! But a noble hall or demon-king's castle trove is likely to be well-guarded . . .



Common Political Magic Spells

Political magic is built on Mind Control spells. Loyalty, Charm, Enslave and Mass Suggestion are all potent for stirring up and manipulating crowds. Lesser Geas and Alertness help, as well.

Communication spells like Telepathy, Mind-Reading, Persuasion, Mind-Sending and similar magic also give rulers a definite edge over their subjects, rivals and enemies. And in case of emergencies, Exchange Bodies can help the embattled sovereign escape.

Protection and Warning spells can be invaluable if a ruler has many enemies or fears assassination. Castles and mansions frequently have special, custom-made "magic sentries" to protect the occupants.

Most spells of a military nature often have political applications as well; especially in feudal societies, military might equals political influence.

Crowns

Crown of Benevolent Rulership

This crown makes any sovereign who wears it into a kindly, gentle ruler. He can still impose discipline and punish wrongdoers, but his decisions will be tempered with mercy and compassion.

Any who wear this crown immediately acquire a Sense of Duty to all people and Compulsive Behavior (Act With Compassion). These aren't permanent; taking the crown off negates the magical effects, but a wearer who uses the crown for a long time would probably acquire them.

The crown looks like a silver circlet, with five star sapphires set on the front. It is said to have been made for a tyrant known as Wenceslaus, who desired an image of benevolence and harmlessness to lull his neighbors into complacency. The crown worked only too well, and Wenceslaus is remembered best for his decency and love for his people.

Component Spells: Hypothetical "Lend Disadvantage" spell.

Asking Price: \$250,000.

Cursed Crown

This crown, a heavy golden object weighted with huge gemstones, ages anyone who wears it. The wearer loses one month for every hour it's worn, which is 2 years for every day. It can only be removed with a Remove Curse spell.

Anti-aging magic will not be effective as long as the wearer owns the crown, nor will the Longevity advantage protect the wearer from suffering the effects of this unnatural aging.

Component Spells: Steal Youth, Hex.

Asking Price: \$425,000.

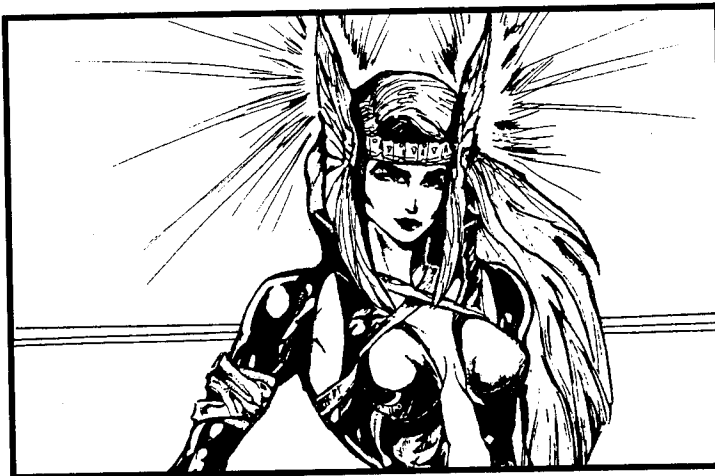
Narcissist's Crown

This elaborate crown, a dazzling creation of gold wire, diamonds, emeralds and peacock feathers, fits anyone who attempts to wear it. While worn, the Crown gives the wearer Charisma +4 and Attractive appearance. Even an Ogre would seem striking and dynamic with the Crown perched on his head.

The Crown does have a minor drawback, though. The wearer has an uncontrollable need to stop and admire himself in any mirror that he sees. A Will-5 roll is required to pass a mirror without stopping . . . or a reflective pond, or any shiny piece of metal or crystal!

Component Spells: Illusion Disguise variant, Lesser Geas variant, hypothetical "Lend Advantage" spell.

Asking Price: \$500,000.



Thrones

Dark Throne

This throne is made of dark wood with silver tracery and has a scattering of black emeralds at the top of the back of the chair.

Anyone who sits in the throne automatically gains a sinister aura, making him seem grim and intimidating to all in their presence. The sitter gains an undefinable negative reputation, causing everyone to react to him at -2.

Common folk will begin to think of their ruler as a tyrant, regardless of his actual deeds. His intimidating aura makes them think he's cruel and domineering. Eventually, they may even rise in revolt against the "monster" sitting on the throne. The Crown of Benevolent Rulership will not work in conjunction with this item; the deeper magic of the throne suppresses the crown's magic.

The throne has PD 2, DR 20 (8 vs. fire) and HT 20. Knowledgeable enchanters believe the throne contains a lesser demon, which destroying the throne would liberate.

Component Spells: Mass Suggestion variant, Lend Skill.

Asking Price: \$1,875,000.

Sages' Throne

This throne is a wooden chair, lavishly decorated with inlaid metals and semi-precious stones. It confers Area Knowledge (kingdom) at a skill level of 18 to anyone who sits upon it.

The magical chair also confers Danger Sense, Empathy and Intuition to the last person who sat in the throne, who must be within the throne room for this magic to stay in effect.

These thrones are very rare, and each of them is enchanted in a particular spot — the throne room in which it will be used. If it is ever removed from this room, its magic vanishes, and it must be re-enchanted — a lengthy and costly process.

Component Spells: Lend Skill, Hypothetical "Lend Advantage" spell.

Asking Price: \$2,500,000.

Throne of Splendor

This throne, a magnificent chair seemingly made entirely of gold and set with many dazzling gemstones, projects an aura of majesty around whoever sits on it. Even the most lowly beggar would somehow appear truly regal while sitting on the massive chair.

In game terms, the throne confers enough Charisma to raise the user's level to +8. This combines with any innate level or Charisma-producing magic the user might already have.

The throne is a massive piece of furniture. It weighs somewhere around 1,200 lbs., a good portion of that being precious metals (the exterior is covered with gold leaf — it isn't solid gold). Attempts to pry loose gemstones or tear off foil must be made against the throne's natural PD 2, DR 8 and HT of 15/60. Each \$10,000 worth of gems and gold removed from the chair reduces its Charisma bonus by 1. After \$80,000 worth is scavenged, the throne's magic is gone.

Component Spells: hypothetical "Lend Advantage" spell.

Asking Price: \$3,000,000.

Throne of Influence

This simple wooden chair is elaborately carved, and has a few pieces of metal and stone inlay. Although it appears rather ordinary, this is perhaps the most-enchanted throne of all.

It adds +4 to any ruler's Leadership or Diplomacy skills, or confers these skills at IQ+4 if the ruler doesn't already possess them. These skills are given to the first person who sits in the throne after it is enchanted or after the last owner dies. The skills last until he dies.

The throne also gives the possessor Strong Will +4, for any Contest of Wills the ruler engages in. The possessor does not need to actually sit in the chair for this to operate, but must be within the same room as the throne.

A Throne of Influence also protects anyone who sits on it. It provides PD 3 and DR 20 against physical or magical attack; however, the throne cannot move itself, which limits its usefulness if invading hordes overrun the throne room. However, it has preserved a ruler's life during more than one coup attempt.

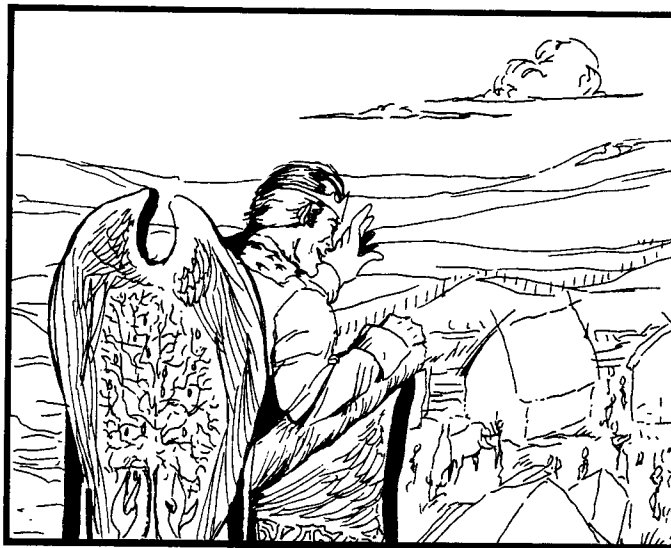
The throne itself has PD 2, DR 8 and HT 15/50. If reduced to 0 hit points, it will burst into flame, quickly becoming ashes.

Component Spells: Lend Skill, Shield, Armor, hypothetical "Lend Advantage" spell.

Asking Price: \$4,200,000.

Flying Throne

This beautiful throne is made of white metal and upholstered with feathers from rare moon-geese of the far north. Its arm rests resemble wings and its high back is lined with feathers. Not only



is it a lovely piece of furniture, but it will take off and fly at 24 hexes per round at the user's mental command.

The Flying Throne can hover in place, or rise at 6 hexes per round, carrying up to 300 lbs. This weight must rest in the seat of the Throne, because there is nowhere else to fit cargo.

Anyone seated in the throne also receives the Hawk Vision spell while flying.

Component Spells: Flight variant, Hawk Vision.

Asking Price: \$970,000.

Various Political Items

Authoritative Gavel

The Authoritative Gavel is a small wooden hammer, useless as a tool or weapon. In order to work, the Gavel must be firmly struck against a reasonably solid surface of wood or stone. When struck, every intelligent creature within 10 hexes, in a 120-degree arc in front of the user, must roll against Will-5 or pay rapt attention to the user for the next minute. This action costs the user 2 points of energy.

Individuals under the Gavel's influence can do nothing except focus on what the user is saying or doing. The user may address his audience or simply stare back; however, if he releases the gavel, turns away, drops his gaze, or in any way shifts his concentration from the audience the spell is broken. Each minute, those under the Gavel's spell may make a Will-5 roll to break their attention away from the holder. If they fail, they continue to pay attention, but the gavel holder does not pay any further energy cost.

The effects last as long as the user holds the gavel and maintains his concentration. To do this, he must make Will rolls each minute after IQ minutes, with a cumulative -1 each following minute.

Component Spells: variant Mass Suggestion spell, Power (4 points).

Asking Price: \$175,000.

Banner of Glory

This banner looks like an ordinary nobleman's battlefield pennant, but causes all non-enemies within clear sight of the Banner to be fanatically loyal to the Banner's owner (resisted with a Will-10 roll). Clear sight is effectively 100 yards in the heat of battle, or if the banner is placed on a hill, wall or other promontory, it could be vastly greater — GM's discretion.

While under the banner's influence, followers will forget all other obligations, including Vows, Senses of Duty, Duties, and so on. The effect is that of extreme Fanaticism. However, the banner does not exert control over the banner holder's enemies — only allies and neutrals. The GM must decide who, exactly, is an enemy and who is not.

The Banner's influence is strong, but diminishes over time, especially if the victims leave sight of it. Anyone who is out of sight for at least a half-hour can resist by making a Will roll at -5, and can re-roll every half-hour following (note that a fanatic follower would not *voluntarily* leave sight of the flag). Being "in sight" of the banner doesn't mean constantly looking at it. It means that if the victim *did* look, he could see it.

Remove Curse or Dispel Magic will negate the Banner's effects if cast on the victims. If the Banner is struck down or captured by the holder's enemies, its effects are instantly negated, and its unwilling victims will instantly realize that they were enchanted.

The Banner is a rectangular flag with a red upraised gauntlet dominating a black field.

Component Spells: Very powerful Mass Suggestion variant.

Asking Price: Unique item; not for sale.

Bleeding Stone

This chunk of rough-edged rock is attuned to its land's ruler. The rock splits open and bleeds if the ruler dies, giving off a loud keening noise that is sure to attract attention.

The blood shed by the stone covers a hex-sized area and stains that hex a dark red. On living tissue, it leaves a crimson discoloration that fades away over a week.

Any who touch the stone's blood get the temporary magic of the Ruler's Vision — this is an instantaneous Area Knowledge (kingdom)-30 which lasts 3d rounds. A blood-toucher sees all

those living within the kingdom, every nook and cranny, and many other details. Touchers must roll vs. IQ-3 to remember any specific fact after the Vision fades, fading to IQ-6 a day after the Vision occurs. Eidetic memory helps; first-level memory gives a +3 to any IQ rolls to remember specific facts, and Level 2 negates any need for rolls to remember.

Up to three people will receive the Vision granted by the stone's blood before its magic fades, but the blood must still be wet when they touch it — the blood only remains liquid for an hour.

If the nation's legitimate heir touches the blood, he gains +4 to his Area Knowledge skill permanently and the Stone re-seals itself, the blood magically vanishing instantly. It looks entirely normal for the new ruler's coronation.

Component Spells: Unknown, and perhaps unique.

Asking Price: Not for sale.

Drear Banisher

This gray glass lens, set in a 4-inch tube of grayish wood, is a portal to a pocket world of absolute, bleak dreariness. Those abandoned inside do not age, do not grow hungry or thirsty and cannot sleep. Wounds neither heal nor worsen nor pain the victim.

To activate it, the owner need merely look at the offensive subject through the enchanted monocle's lens and command them "Begone! Off to the dungeon with you!" and they vanish, costing the user 5 energy points. The victim may attempt to resist by making a Will-5 roll, plus any Magic Resistance, but the user may try again immediately by spending more energy. The victim keeps all of his equipment and is placed in a dull, gray cell, separate from other prisoners. Prisoners can, however, talk to each other.

The dungeon will hold 12 prisoners. If a new prisoner is added when the dungeon is full, one of the old prisoners, chosen randomly, will appear instantly in his place.

The owner can also look into the dungeon world to see his prisoners. He must look into the monocle and concentrate if he wishes to remove someone. This requires a Vision roll to find a prisoner and a Will roll to extract him; prisoners cannot resist being extracted. If the owner critically fails his Will roll, and the dungeon is not full, he will become trapped himself, leaving the Drear Banisher lying in the real world.

The death of the holder of the Banisher, or the destruction of the magical tube, will free all the prisoners. Wishes have also been known to free victims from the dungeon, but Teleportation does not work.

Component Spells: Secret extra-planar spells.

Asking Price: \$3,400,000.

Elocutionist's Stones

The Elocutionist's Stones were commissioned by an ancient philosopher whose work was of great interest to his peers. They asked him to present his thesis at a vast convocation of philosophers — but the sage himself had a dry and creaky voice, which would have made his presentation a complete failure. He had the first set of stones made by an enchanter and a renowned bard, who it is said sang to the stones for days on end, until they gained some of the natural mellifluousness of his voice.

Usually found near bardic colleges or schools that teach public speaking, these small, round pebbles come in pouches containing five. They must all be placed inside the user's mouth for their magic to operate; positioned thus, they grant their user the Voice advantage.

The speaker must have at least 5 of the stones; if he should

lose one, their magic is gone until the stone is recovered. A user cannot eat or chew with the stones in his mouth. And if he does so, or is very surprised or needs to make a Fright Check, he must roll against his DX or swallow one.

Component Spells: Hypothetical "Voice" or "Lend Advantage" spell.

Asking Price: \$175,000 for a set of five.

Hippolyta's Girdle

Hippolyta's Girdle is a unique object, created almost 600 years ago by the Sisters of Strength. This female fighting order derived inspiration from legends of Amazons brought from other worlds. The girdle's wearer was traditionally their leader or battle-queen. It was lost in combat long ago, reappearing less than a generation past in the hands of a matriarchal tribe.

Made of fine-meshed golden chainmail, Hippolyta's Girdle will fit any female. It is decorated with small pearls and has a scabbard attached to its belt. The Girdle provides PD 3, DR 9. A wearer gains Charisma +5 toward women, as well as Leadership-15. Men react to the wearer at -2.

Unlike other "Amazonian" items, the Girdle doesn't have any intrinsic "anti-male" bias. Many of the Girdle's past owners have had such an attitude, but the Girdle was not responsible. In fact, the Girdle will work perfectly well for a man who it happens to fit naturally (5'6", 120 lbs.), though few know this!

Component Spells: Deflect, Fortify, Lend Skill, Hypothetical "Lend Advantage" spell.

Asking Price: \$300,000.

Medal of Valor

This large, shiny gold medal on a dark red ribbon confers Fearlessness +6 on the wearer. Wearers are immune to Fear, Panic or Terror spells.

It must be in plain sight to confer these advantages, or the wearer only adds +1 to resist fear. Some military personnel will react at +1 to the wearer, but cynical old sergeants may suspect that only a coward would want such a thing. Some extreme pacifists react to these medals at -1 (suspecting the owner is a militarist or warmonger).

Component Spells: Bravery, Counterspell.

Asking Price: \$150,000.

Minister's Monocle

When a user wears this eyepiece, his suggestions acquire a magical influence over any listeners. When the wearer attempts:



a suggestion, anyone who listens to or otherwise understands the suggestion will do it. It can only be resisted by a Contest of Skills, pitting the wearer's Fast-Talk, Diplomacy or Leadership skills against the victim's Will, with the following modifiers:

If the wearer is attempting to influence 1 person, that person's Will is at -5; 2 to 4 people, Will is -4; 5 to 7, -3; 8 to 10, -1; 11 to 15, roll against Will normally; more than 15 get +2 to Will to resist. No more than 30 creatures can possibly be affected by the Monocle.

Each suggestion must be rolled separately, and the wearer pays 1 point of energy for *each person* affected. As long as the message is understood, it affects the victims. Thus, the user cannot select specific victims out of a crowd.

Component Spells: Mass Suggestion variant.

Asking Price: \$100,000.

Peacemaker's Staff

When this white wooden staff is held aloft by someone with any degree of the Pacifism disadvantage, all creatures IQ 6 or higher within a 20-hex radius develop the same kind of Pacifism. The holder must employ a pacifist slogan for the staff to operate . . . for instance, exhorting those nearby to "follow the path of peace" and "embrace your brothers — do not fight them." The staff's victims will become fixated on the slogan and will tend to repeat it over and over and over.

If the Staff-holder attempts to affect creatures engaged in combat, they may resist with a Contest of Wills against the Staff-holder, who rolls at -2. If he succeeds, the combatants set down their weapons.

The effects of this magical peace last for the Staff-holder's Will in minutes. It cannot be immediately renewed; at least an hour must pass before the same creatures can be pacified with the Staff.

If a holder does not have a Pacifism disadvantage, the Staff gives no magical benefits. It cannot be used effectively as a weapon, however. If the holder attempts to attack someone with the staff, he must make a Will-5 roll to swing it (each turn). If this roll is successful, any damage done by the staff will be 4 less than normal for the swinger's ST. Any damage less than 1d will not have any effect of the swinger's opponent.

The Staff is a 7-foot stick made of some luminous white wood, topped with a miniature platinum dove perched on a small golden orb. When the Staff's powers are activated, the dove gives off a pale light.

It is believed this Staff was originally a holy relic, but no one knows what god it might be associated with. The Staff has prevented at least three major wars, however, and is much sought after by pacifist sects.

Component Spells: Mass Suggestion, unknown.

Asking Price: \$1,500,000.

Scepter of Sovereignty

This thick gold and silver baton is a symbol of true royalty. It cannot be held by anyone without royal blood, slipping magically out of non-royal hands. Only its land's rightful king can hold it firmly, at which time it glows with a gentle golden light.

Even if a royal line is overthrown, the scepter will still only recognize the true king, not any usurper or mob leader who claims to be the ruler. It will stubbornly refuse to recognize any king as long as there are still living members of the royal bloodline. If the true king has not been returned to the throne when the last of the royal bloodline dies, the rod becomes attuned to the present king, confirming a successful takeover of the throne.

What makes the scepter annoying to such pretenders is its virtual indestructibility; it cannot be unmade by any ordinary means, nor will it remain lost for more than a generation, even if thrown into deep volcanic pits or the depths of the ocean. Somehow, it always finds its way back to the seat of government. Finding a way to destroy the scepter, or lose it for good, would make for a superb quest.

Component Spells: Secret.

Asking Price: Unique item.

Soapbox

This simple wooden box is actually a cleverly disguised magic item. Anyone who steps atop the wooden slats of the box gains the Voice advantage, Public Speaking, Fast-Talk and Politics skills at 15 (or raised to that level — Voice modifiers included).

The box itself is completely unremarkable, being a wooden shell 3' long × 2' wide × 18" tall. It will support up to 600 lbs and has the oddity that it smells faintly of soap.

Component Spells: Lend Skills, hypothetical "Voice" or "Lend Advantage" spell.

Asking Price: \$3,575,000.

Spancel

A loop of rather ordinary-looking colored ribbon, this item is often used to mark off the area directly in front of a ruler's throne, so that most who come into the ruler's presence enter the loop to kneel or make some gesture of fealty.

Anyone stepping into the loop is affected as though with the Loyalty spell, cast at the ruler's IQ level. The spell lasts for a minimum of one full day, but cannot be renewed immediately; the loop can only enchant a given person once per week.

The first Spancel was made by a somewhat-paranoid king who feared his subjects were not sufficiently loyal to him. He used the Spancel to compel obedience when it was most urgent, such as when mustering troops and calling on his liege-men to fulfill their oaths of fealty. This king was eventually overthrown by rebellious nobles and the Spancel passed into obscurity. It is probable that more than one has been created since the original vanished.

Variations of this device have actually been built into the floors of throne rooms. Often a tile pattern marks off the area, which can be no larger than 5 square feet.

Component Spells: Loyalty variant.

Asking Price: \$900,000.

Whistle-Stop Whistle

This tin whistle, when blown, will attract a crowd. People will put down what they're doing and head for the sound, which resembles a modern-day train whistle; the whistle's call is resisted by IQ. The sound travels 200 hexes in the open, and less if there are obstructions (GM's choice). People will attempt to find the whistle blower for 5 minutes. If unable to, they will give up and go about their business. Those who can see the whistle-blower immediately become free to do as they please.

This device is useful for political candidates, of course. Law officers carry them to make sure they get people's attention in times of need. Royal heralds occasionally use similar items to gather crowds when proclamations must be made or the king is about to address his people.

Component Spells: Noise variant, Mass Suggestion variant, 20-point dedicated Powerstone.

Asking Price: \$200,000.

THIEF AND LAW- ENFORCEMENT MAGIC

14

Everyone needs a little edge once in a while — but thieves *live* on the edge, and they love magic. A clever thief can find a way to use (or misuse) almost any sort of enchanted item, but some seem made especially for thieves . . . indeed, some are!



Loughlin Keymaker

"Wherever you put a door, you put a barrier," says Loughlin Keymaker, "and my job's seeing that that barrier means something."

Ordinarily as jovial as they come, Loughlin takes security very seriously. He was once a thief in a distant eastern city, and learned ways to bypass almost any lock. When things grew too hot in one place, he moved and started over. His lockpicking skills earned him several nicknames, yet the guards never connected the pleasant, round-faced young man with the daring robberies that occurred whenever he entered a new town.

No ordinary lock could resist his skills. After a few highly profitable years, Loughlin thought himself beyond danger — nobody had ever accused him of theft, much less caught him. So he took a long vacation, and met a lovely young woman named Delia. He was captivated by her dark eyes, as she was enthralled by his exciting stories (though he never told her of his criminal life). They pledged their love and made plans to marry. Loughlin decided to forsake his career in favor of domesticity and used some of his ill-gotten savings to set up shop as a locksmith. His knowledge served him well and his business prospered. The new-weds were very happy.

Unfortunately, one of Loughlin's victims had hired a wizard to track down the thief. Loughlin's home was ransacked by several men-at-arms. Delia was questioned and beaten. When the ex-thief returned, he found his wife near death. He begged himself to restore her health, but she was bitterly disappointed and disillusioned; he had never told her of his former vocation. Her love for him withered with his confession. She left, never to return.

Stricken with remorse, Loughlin gathered up the remaining items in his shop, loaded them on a wagon and set out, becoming an itinerant locksmith, always hoping to encounter his true love. His thieving skills are still sharp, but he has renounced his former profession and now is scrupulously legitimate.

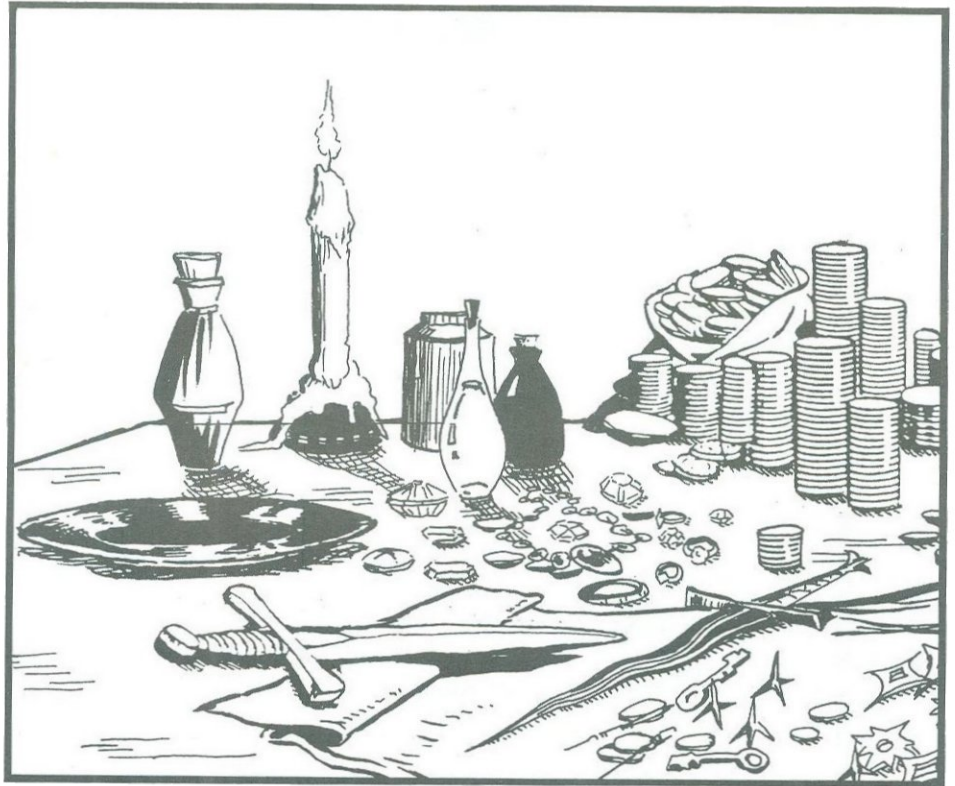
He will not admit to dealing in magical items if asked, but if a newcomer is introduced by a good customer, Loughlin may have something that would be helpful. If a seeker is also a thief of the non-violent type, this adds +1 to his reaction; he considers all thieves brothers, and is known throughout the underworld as an honest man who won't talk to the wrong people. Yet he refuses every offer to participate, however deviously, in any crime.

He sells his wares at a fair market value and is notoriously hard to out-negotiate (he has high Fast-Talk and Merchant skills). His knowledge of TL4 locks is unsurpassed (both Lockpicking and Professional Skill: Locksmith at skill 25).

Often similar in nature are security and law-enforcement items, which are often easier to find and always in high demand. The same shops that make their living peddling extralegal items employ security devices designed to keep their customers from returning after hours!

Finding a store that stocks thieving items is difficult, even for thieves. Most lands ban magical items that seem too useful to thieves . . . especially since a thief can also be an assassin, and even the fairest ruler fears the dagger in the dark. The dealers who carry thief-magic will be well-hidden and well-protected. Most of them, at one time or another, have had a customer purchase one item and use it to make off with half their remaining stock.

A Streetwise roll will always be needed, though Fast-Talk and Shadowing may be added to track down an especially shy merchant. Often, there is no "shop" per se — just a back-alley transaction with a faceless mage.



Thieves who are also mages frequently retire to become professional thieving-enchanters. Many of them, associated with guilds in the bigger cities, have informal circles to pool knowledge and skill, allowing them to create ever more elaborate and sophisticated criminal implements. They also use the guilds as a way to broker their wares, in places where brother-thieves share a code of honor — and if they are sold out, the vengeance awaiting the traitor is swift and terrible.

Security and law-enforcement items are easier to find. Ironically, shops that stock these items may be the same ones that peddle thieves' magic — in a back room or after hours. The primary purchasers of these items will be rulers, from kings to mayors, outfitting their guardsmen. This means that many security devices will be standardized, of indifferent workmanship and limited in power.

Common Thief and Security Spells

Almost any spell might have applications for thieflly or security enchantments, as will be seen!

Thieving Items

Contortionist's Lotion

When applied to one's body, this fluid confers the Double-Jointed advantage on the wearer for 2d hours. All skills that benefit from the user's being Double-Jointed are likewise enhanced for that time. The lotion has no effect on users who are already Double-Jointed.

The lotion comes in a small jar, holding enough to coat a human-sized body. It is greasy and ivory-white in color, but becomes clear and dries quickly when applied..

Component Spells: Alchemical magic.

Asking Price: \$2,500 per jar.



Featherweight Oil

This rare, greasy fluid renders objects lighter than normal. Objects covered completely with the oil weigh only 25% of their normal weight for 1d+1 hours. If a container is treated, anything inside it *at the time* is affected as if treated with the oil, as long as it stays inside the container. Should the contents be removed (for use, cleaning, inspection or whatever), they regain their true weight, though the container is still magically lightened. Placing something back inside will not re-lighten it. Each container of oil contains enough to cover 20 square feet, which is about the size of two suits of plate-mail or six basketballs.

Since the user would be able to carry more treated objects than he would if they were untreated, he should be careful not to be overloaded when the effects wear off. If the weight is greater than the user's Extra-Heavy Encumbrance level, he takes damage as if the objects fell on him from a height of a yard. Use the rules on p. B131 to compute this damage. More than one care-

less user has been crushed under a burden that regained its true heft at an inopportune moment.

The oil can be applied to a living creature, but only lasts 2d+2 minutes used this way. Living beings somehow dissipate the magic more quickly.

Component Spells: Lighten Burden, unknown.

Asking Price: \$60,000 per container.

Handtool

This glove will reshape the user's hand into any of a variety of small tools. A successful Lockpicking roll is required to produce lockpicks or other thieves' tools, but simple tools — awl, hammer, chisel, and so on — can be fashioned at will.

Handtools can also form inconspicuous weapons, becoming short claws (+2 to hand attacks, inflicting cutting damage) or daggers with a successful IQ roll.

Tools formed by the Handtool glove cannot mass more than the user's hand (roughly five or six ounces). Any damage inflicted to these tools affects the user's hand, minus the glove's DR of 1. If a Handtool is broken by another weapon, the user's hand is amputated, making combat with Handtools risky. Rumor speaks of larger Handtools that cover the entire forearm, but few examples have been seen.

Component Spells: Alter Body variant.

Asking Price: \$112,500.

Spidergloves & Spiderboots

These silky gray garments come in sets; if separated, their powers gradually wane and vanish entirely, becoming merely finely-made gloves and boots of rough gray silk.

These items allow the wearer to cling comfortably to walls and ceilings, even while carrying up to Light Encumbrance. This is not the same as the effects of the Wallwalker spell. Though the wearer is lightened (25% of normal weight), he still feels the effects of gravity. The wearer must be careful to attach pouches, satchels, etc., securely or they may fall off at odd angles.

The wearer cannot be pulled from the surface involuntarily. He decides when he wants to let go. But, if the surface cannot support much weight (for instance, a papier-maché wall), the climber may find himself attached to large pieces of debris hurtling toward the ground!

The climber must keep at least two appendages (hands or feet) on the wall or ceiling while clinging to it. If only one is left on, it will begin to slip, and the wearer has only one second to reestablish contact. Thus, climbing is safest on all fours.

Component Spells: Glue variant.

Asking Price: \$151,000.

Security Items

Amulet of Justice and Star of Solomon

This amulet appears as a small medallion, depicting the balanced scales of justice. When worn, the amulet confers the Honesty and Truthfulness disadvantages. This item is often used during sensitive trials, in which the testimony of the witnesses is highly important.

A variant of this amulet is sometimes worn by judges as an aid in rendering completely fair and impartial decisions in difficult cases; in game terms, it gives the wearer the above disadvantages plus Strong Will +2, Detect Lies at IQ+3 (or +3 to existing skill).

This kind of amulet is known as the Star of Solomon and is somewhat rarer than the ordinary Amulet of Justice.

Component Spells: Lesser Geas, Lend Skills, secret.

Asking Price: \$120,000 for Amulet of Justice, \$240,000 for Star of Solomon.

Justice's Blindfold

A ceremonial item in many courts, this gold-trimmed crimson blindfold does not in fact blind the judge, though it covers his eyes. Instead, it confers the True Sight and Sense Aura spells on the judge at a cost of 1 Fatigue per 10 minutes of use. The Blindfold also increases the wearer's Detect Lies skill by +3.

The first of these was made for a judge notorious for his gullibility. When he placed the blindfold over his eyes, it is said he became the most relentless foe of criminals to sit on the bench, as well as the most discerning judge of true repentance.

Component Spells: Lend Skill, True Sight, Sense Emotion.
Asking Price: \$105,000.

Lantern of the Night Watch

Rumor has it this object was created by an exasperated, desperate king whose land suffered from uncontrollable thievery. The Lantern stemmed the wave of crime . . . until it was stolen. So it goes. It has turned up in several different kingdoms over the last 70 or so years.

This ornate brass lantern requires oil and fire to work, but shines its beam towards any crime in progress within 30 hexes. The user need only hold the lantern aloft and its light will seek out illegal acts. If there are no crimes in progress, the lantern shines straight ahead.

Honest officers will seek to arrest wrongdoers thus exposed, while corrupt ones will barge in to collect their share of the "take." The Lantern doesn't care about the user's motives. The Lantern costs 1 energy point to activate, but costs no additional points after that.

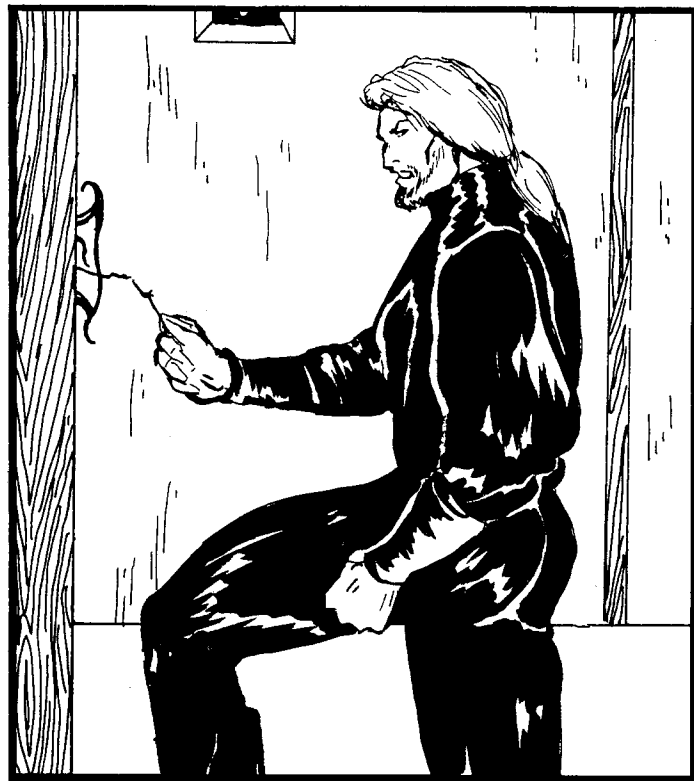
Component Spells: Seeker spell variant, Light Jet, Power (4 points).

Asking Price: \$250,000.

Lockblock

This small metal plate fits over any size keyhole, preventing a would-be picklock from tinkering with the lock. It can only be removed by the touch of a special metallic glove, which is sold with the Lockblock and fits most human-sized hands.

A lock fitted with a Lockblock cannot be picked by normal means. However, some thief-mages have developed "Skeleton Gloves" that affect the Lockblock's magic as its companion glove would, freeing the lock to be picked normally. These gloves are very rare; only the most powerful thieving mages



would have them, and they're not likely to be for sale. But adventurers who happened to "find" one could sell it readily.

Component Spells: Glue variant, unknown Limit spell.

Asking Price: \$20,000 for a Lockblock set; at least \$250,000 for Skeleton Gloves.

Lockscramble

Lockscrambles were first developed by Leprechauns, simply as a joke. They are sold as a set, including one lock and two matching keys. A locksmith is needed to install the lock in a standard door or window.

A Lockscrambled lock will re-engage itself if the tumblers are moved by anything other than the lock's key. This frustrates most Lockpicking efforts, as success only re-locks the lock instantly and jumbles the inner workings so that it cannot be picked the same way again. The game effect of this is a -15 penalty to all Lockpicking attempts! This works against the Locksmith spell, but not Lockmaster (which doesn't actually move the lock's parts).

Component Spells: Apportation, Poltergeist variant.

Asking Price: \$95,000.

Mage-Manacles

These dull gray handcuffs suppress all mana in a one-hex area, preventing the wearer from casting spells . . . or being affected by them. They can only be overridden by a Restore Mana spell thrown on them or by unlocking them mechanically; when the tumblers are open, the spell is suspended.

Although very illegal in private hands, these wizard-binding cuffs are common in large towns and cities that suffer from magic-slinging criminals.

Component Spells: Limited Drain Mana spell, unknown.

Asking Price: \$400,000.

Monk's Shackles

These massive ankle cuffs weigh 10 pounds. They may be locked on, or riveted so only a smith can remove them. They act as normal shackles with a ST of 50, restricting maximum Move to 1. They also allow the wearer to go without food or water indefinitely.

Usually a prison will place an important prisoner or hostage in Monk's Shackles when he threatens to starve himself to death. Alternatively, if the captors need to transport someone long distances in secret, these devices are perfect. Desert travelers sometimes wear them — it's only necessary to lock one cuff for them to work.

Component Spells: Monk's Banquet variant.

Asking Price: \$100,000.

Nykor's Instant Cage

This small metal cube will expand into a 10'×10'×10'' prison cage when it hits a living creature. The user rolls against his Throwing skill, modified as the GM sees fit, to hit a particular target and trap it in the Cage. Bystanders and loose objects will be pushed out of the way by the expanding cage; only one being will be trapped, unless the target is actually carrying (or being carried) by someone else. If the throw misses, there is a chance that it hits someone else. Use the rules for ranged attacks starting on p. B117.

If no one is hit, the cage does not expand. It can be picked up and thrown back at the mage who threw it (to open, the cage must be moving when it hits someone). The cage will not expand in any area where there is no room for it (a low tunnel, between two close buildings, etc.).

All six sides of the expanded cage are made of high-grade steel and are resistant to magic (-2 to any spell cast on them). The Cage has no door and no lock; the owner must command it to revert to a cube (by saying the command word etched on the cube), which frees any imprisoned creature. The cage will ignore any command word said by the person *inside* the cage, but anyone else who knows the command word can open it.

The bars have ST 100. If one or two bars are cut, the cage can be repaired; if three are cut, it loses its magic, reverts to a cube and ejects any occupant.

Component Spells: Hypothetical "Cage" spell.

Asking Price: \$700,000.

Relentless Pursuer

This animated suit of plate armor has a unique function; it will follow and attack any unknown person entering the home of its owner. The armor's owner must introduce it personally to anybody that he considers "safe." The armor must actually see the illegal intruder before it decides to pursue. Most owners position their Relentless Pursuers near their valuables.

The armor has Tracking and Shadowing at skill 20, moves 6 hexes/round, uses a thrusting broadsword with skill 15 and ST 16, has PD 3, DR 8 and takes 18 HT before it stops — but it will heal the damage and resume the pursuit as soon as it recovers 1/3 of its HT. Reducing it to negative 1×HT "kills" it. The Pursuer can be thrown off the trail or misdirected (it only has IQ 7), but it can learn, and will not be fooled by the same trick twice.

Component Spells: Golem, Lend Skills, Might, Vigor, unknown.

Asking Price: \$5,000,000.

Sentry's Bracers

These bracers were made for a king who feared his sentries could be evaded by an enemy's foresters during a protracted and vicious series of skirmishes. After four days of wearing the bracers, no fewer than six forester spies were captured by the sentries, resulting in the clever king's ultimate victory.

These bracers tighten uncomfortably, but not harmfully, if someone approaches within 6 hexes without being hailed by the wearer. The discomfort will rouse the wearer from a sound sleep, and attempts to put the wearer to sleep magically are resisted at +2.

Component Spells: Watchdog variant, Magic Resistance variant +2, Pain.

Asking Price: \$62,000.

Sentry's Helmet

Sentry's Helmets have been around, in one form or another, for the last few generations. Made of soft leather and studded with platinum buttons, they provide DR 4 to the wearer's head. They also confer Alertness +2, Night Vision and Keen Hearing; these powers are always on.

Component Spells: Alertness, Night Vision, Keen Hearing, Fortify.

Asking Price: \$150,000.

Truthwand

This length of polished pine wood, carved with ancient runes signifying truth, will grow slippery in the hands of someone who is lying or being even the slightest bit deceptive. Any liar must make a DX roll to grip the Truthwand, at a cumulative -2 per lie told while holding it. If the lie is a real whopper, the GM can add extra penalties.

Even if the user holds on, anyone looking at a Truthwand's holder gets a +2 on any Detect Lies rolls against him.

Component Spells: Compel Truth variant, Clumsiness variant.

Asking Price: \$95,000.

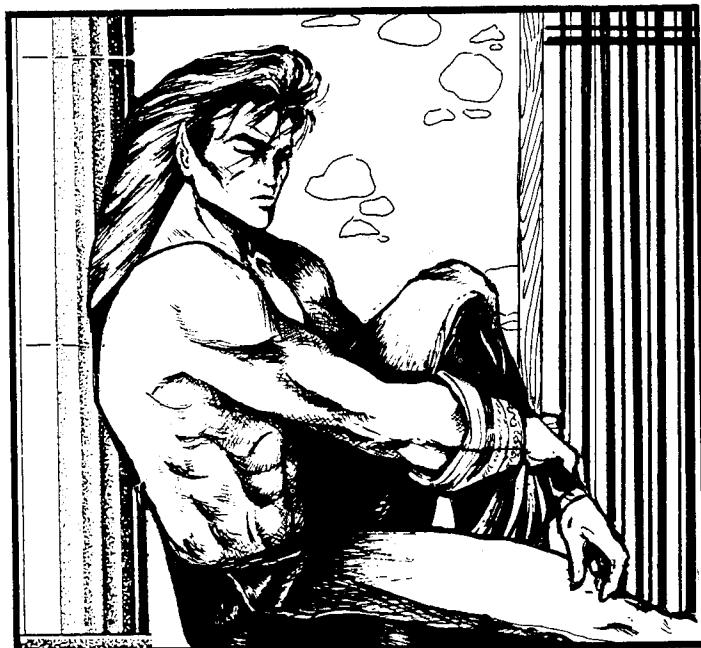
Watchbird

This sparrow-sized magical creation will track a pre-selected target with a Shadowing skill of 20 and a move of 24 (flying). It can follow someone for 24 hours, recording everything the target does or says in that time; it has the Keen Vision and Keen Hearing spells, and can replay all or part of this information for its master upon request. The master receives the information telepathically when the bird rests on his arm.

The bird has no defensive or offensive capabilities and can be easily destroyed (DR 2, HT 6, PD depends on movement), but it will flee at the first indication of an attack.

Component Spells: Lend Skill, Keen Vision, Keen Hearing, Flying variant, Telepathy, unknown.

Asking Price: \$340,000.



Weight of Guilt

While this object can't *prove* any wrongdoing, it can generate reasonable suspicions that could motivate a law officer to investigate and turn up hard evidence. Of course, a harsh ruler might punish someone without proof, just on the evidence of the Weight.

Appearing to be a small dumbbell, such as might be found in any gymnasium, the Weight of Guilt grows heavier in the hand of a person with unconfessed crimes; it translates their "guilt" into a physical burden. An assassin would have a hard time keeping the weight off the floor, while a slightly dishonest shopkeeper would note the heft of the object with some surprise.

Note that the subject does not have to feel any remorse about the crime; he just has to be aware that they were crimes. Truly forgotten crimes will produce no effect. But the weight will also pick up "guilt" that is unrelated to crime. A person who hadn't given his mother a birthday present in 11 years would cause the weight to become heavier, but *only* if he felt bad about it.

Confessing the crime, or speaking aloud the reason for guilt, will instantly lighten the burden — but only if there is someone to hear!

Component Spells: Truthsayer variant, Mind-Search, unknown.

Asking Price: \$245,000.

15 TOYS AND ENTERTAINMENT

Many would argue that magical toys are a waste of time and money. Adventurers scoff at them, and wizards see them as a waste of magical energy that should be put to better use. But even the most grizzled hero or the most serious wizard can find entertainment in a magical trinket . . . and dotting parents will spend any amount of money on their children. So magical toys will be with us as long as magic itself.



And, of course, toys can have serious uses. Of those described in this chapter, the Artist's Smock and Military Minikins are valuable training tools; the Incredible Kite is an excellent surveillance device. And "Lies on a Stick" has been used more than once to confuse watchmen while a thief was at work.

True magical toy shops are rare, but marvelous places. Everything is brightly-colored, and most of the toys are in motion, wandering about on their own accord. It's a child's dream come true.

Some of the most wonderful children's toys are created by the Gnomes and Leprechauns toys. Gnomes create most of the mechanical toys, although their work with rocking horses and other children's furniture is remarkable, while Leprechauns craft prankish items that appeal to mischievous children. Cookie jars that trap the culprit's hand, Boggling Bricks, and so on, reflect the Leprechauns' peculiar brand of humor.



Frivolous magic is usually the province of the wealthy — enchantments are always expensive, and only the rich can afford to buy them just for fun. But magic has a mind of its own, and some magical toys seem to seek out the children who really need them . . .

Common Toy and Entertainment Spells

Illusions of all sorts are common, as are variants of Animation, Voices and Noises. Sensible toys often include spells like Clean or Repair to head off a parent's anguish when an expensive present is broken. No problem! One minute's work and the toy is good as new.

Many other spells have frivolous uses. Apportation, Levitation, Slow Fall and Blur have all been the basis for popular toys. The list could be endless . . .

Old Friedrich

It would be hard to find a child in Achlundsfall who hasn't dreamed of owning a toy made by Old Friedrich. The ancient toymaker, who must be nearing the age of 200, seems to be human, but the pointed ears that show under his wispy white hair indicate a partly Elven ancestry.

Old Friedrich is bent and frail, standing only 5' 2" and weighing possibly 100 lbs. He dresses in formal wear every day — a bottle-green velvet suit with a ruffled white shirt and maroon cravat. The townspeople joke that he likes the suit so much he owns five just like it — and they happen to be correct.

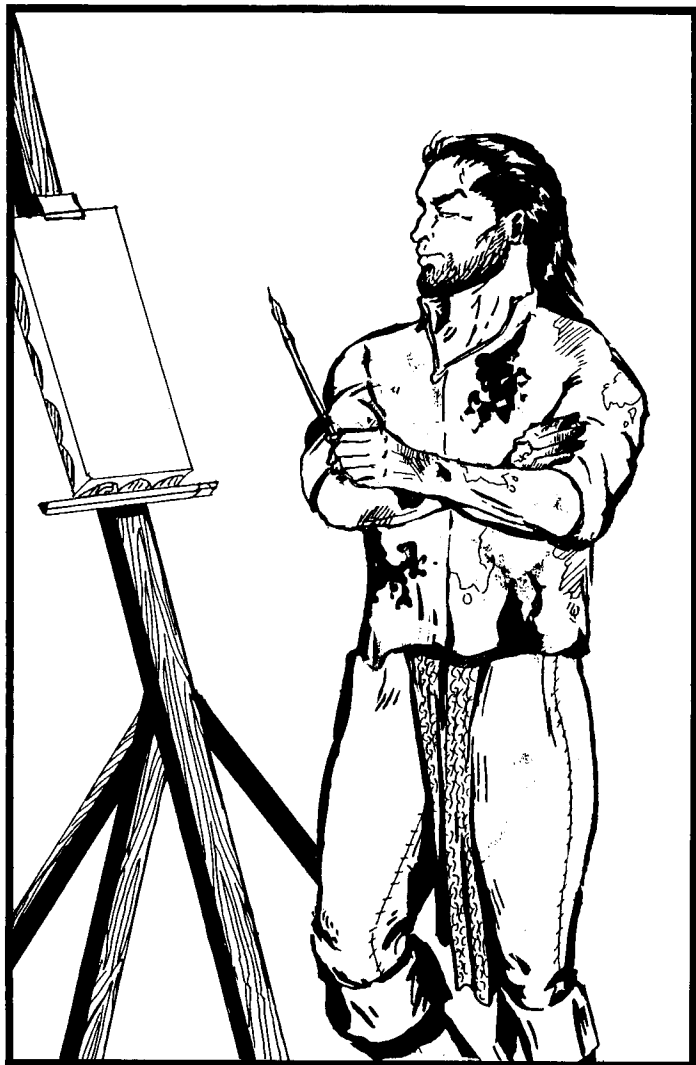
Inside Friedrich's home and workshop (for the two are one and the same) is a child's wonderland. Speaking dolls, moving soldiers, rocking horses and singing cribs can all be found inside the cramped but cozy shop. Behind the counter, Friedrich keeps a big jar of sweets for his youngest customers, handing out each one solemnly to every child who makes a purchase, no matter how small.

Behind the retail space is his working area, where Friedrich crafts his wares. This area is partially closed off from the rest of the shop, but Friedrich can still hear anything going on outside through an ingenious magical intercom he created.

His rates are reasonable but fixed. Friedrich offers the lowest price he can, since his work is a labor of love and not raw commerce, but he has to maintain his shop and his employees (a young Elf and a Dwarf woman). Customers inclined to haggle are met with a smile and a weary shake of the head, Friedrich's signal that they do not understand; he does not do business this way. Many nobles leave baffled and angry by the old toymaker's stubbornness, but return to pay his price when their children are disappointed.

Friedrich can get away with this quiet display of ego because he is the best and he knows it. Even his most jealous rivals concede he is brilliant, and many would pay richly to have samples or design notes stolen from his workshop. However, few burglars would accept such a job, for rumor has it that among Friedrich's playthings are a few lethal surprises for the unsuspecting thief.

Toys and Entertainment Items



Artist's Smock

When worn, this stained linen smock grants Artist skill at 16. The wearer will find he can paint good portraits and beautiful landscapes easily. After the smock is worn for 100 hours, the wearer can spend 1/2 character point on the skill.

However, the Smock also bestows the Bad Temper and Stubbornness disadvantages (which together constitute "artistic temperament") on the wearer. Both skills and disadvantages vanish when the Smock is taken off.

Devised by Glorioso the Fabulous, an artist/mage who wanted to share the joy of painting with a half-brother, the Smock was immediately sold (the brother had some stiff debts) and has since been passed around among would-be artists.

Component Spells: Lend Skill, unknown.

Asking Price: \$120,000.

Bag of Marbles

This leather bag will produce a seemingly-unlimited number of marbles — enough to stock even the largest game. The marbles must be taken out a handful at a time. If upended, the bag only dumps out 1d marbles. The bag will produce up to 500 marbles in 1 day, after which it must rest for 2 days.

The marbles produced are of all different kinds: steelies, cats-eyes, etc. They make good sling ammunition as well as toys.

Component Spells: Cornucopia variant.

Asking Price: \$2,500.

Boggling Brick

This looks and hefts like an ordinary brick, oblong, red and heavy, but has the peculiar trait of only Stunning any living creature it is thrown at, costing the thrower 2 fatigue if the brick hits. The victim hit by a Boggling Brick is physically Stunned until making a successful HT roll. Because of the brick's shape the thrower is at -1 to his Throwing skill.

The brick was invented by a bored enchanter whose home was being renovated, causing him to be shut out of most of his laboratory for weeks on end. He enchanted one of the bricks laying around his garden and used it to stun rabbits and stray cats, then eventually sold it and a few others like it to his amused friends.

Component Spells: Stun.

Asking Price: \$55,000.

Bubblepipe of Dreams

The bubbles blown by this pipe will daze any creature they contact; the victim will daydream for 1d rounds unless he resist with a Will roll. On a critical failure, the victim gains the Absent-Minded disadvantage for 1 month. Each bubble cost the user 1 fatigue to make and can be formed in 1 second.

Bubbles from this pipe float randomly at 1 hex per turn. Each turn roll 1d and choose an adjacent hex based on that roll; the bubble moves into that hex next turn (do not reveal this roll to players). If a bubble enters someone's hex, it hits on a 12 or less. The bubbles can only be dodged, not blocked or parried. Ordinary armor provides no protection from the effects, but magical PD will add to dodge rolls.

Bubbles last 1 minute, plus 1d seconds, and then pop harmlessly.

Component Spells: Daze variant.

Asking Price: \$250,000.

Captivating Crystal

The exact origin of the Captivating Crystal is long forgotten, though most believe it to be over 1,000 years old. A few sages think the crystal possesses far greater powers than those listed below, but nobody has learned how to unlock them, and they have resisted analysis.

When any light greater than candle-light falls on this pyramidal crystal, all who see it must roll vs. Will-4 or be held spell-bound for 1d+3 minutes, staring at the swirling colors and listening to the vaguely melodic noises coming from the crystal.

The spell is broken if there is an imminent physical threat or an attack; those captivated by the crystal can make normal Danger Sense rolls and will "snap out of it" if they feel a hostile presence. The crystal cannot be used to render folks helpless to be butchered.

Those who view the crystal cannot describe what they've just seen, except that it was utterly fascinating.

Component Spells: Mass Daze, possible unknown others.

Asking Price: \$50,000.

Constellation Glasses

These spectacles automatically sketch in silvery lines between the stars of major constellations, making them obvious to any casual stargazer. They will not "invent" constellations but are programmed with all the constellations known to the creator.

Originally made by an astronomer-mage as a gift for his young son, they became extremely trendy about 130 years ago. Many pairs of these glasses survive from that time, though most are now in poor repair; some even draw the constellations incorrectly. At least one pair is known to construct pornographic pictures out of the star patterns.

Component Spells: Simple Illusion, 2 points of Power.

Asking Price: \$9,000.

Elephant Nose

Nobody knows where this elephantine costume piece came from originally, but it seems likely to have been made by a enchanter-clown with an odd sense of humor.

When affixed over one's own nose, this item becomes a genuine elephant's trunk. It will act like an additional limb, usable to pick up things and strike out, but incapable of fine manipulation (ST 8). The only quirk common to these items is a tendency to try to feed the wearer peanuts or sometimes hay.

Component Spells: Golem variant.

Asking Price: \$25,000.



Equestrian Coconuts

A silly magic item, these two halves of a coconut shell are often found and discarded by serious adventurers. Clapping the halves together produces the sound of a horse's hooves. The sound will be appropriate to the terrain the user is traveling on (i.e., louder on rock, softer on grass and squishy in mud). They only work if the user is unmounted and skipping (not walking or running).

Oddly enough, the Equestrian Coconuts add to the amount of weight a walker can carry. All Encumbrance limits are doubled while the Coconuts are clapped together. Most adventurers do not believe this second power actually exists, however, leading them to discard the Coconuts as frivolous.

These objects are comparatively rare, as they must be made from a coconut carried at least 2,000 miles by a swallow from

another hemisphere, in defiance of common sense and physical law (lift ratio, etc.).

Component Spells: Noise, Lighten Burden, other silly and unknown spells.

Asking Price: \$250,000.

Military Minikins

The Book of War-Magic says the Minikins were created approximately 900 years ago, to help a warring knight better deal with a siege that he knew would take place within a few years. Faithfully studying his "toy soldiers," the knight devised a strategy that routed his besiegers and won the battle. The Minikins have passed through many hands over the centuries, providing solid military training to many generations of leaders.

The Minikins appear to be a set of a hundred tin or pewter soldiers, in a box with a mat of green felt. When the soldiers are placed on the felt, they will act out any combat, historic or improvised by the owner. After a few minutes of viewing, the user will no longer see toy soldiers on felt; he will feel that he is viewing the real battle, even if thousands of men were involved. Time passes very quickly; each battle is over in about 10 real-world minutes, even if the viewer thinks he has seen several days of combat. Everyone in the room with the Minikins will see the same illusion.

Uniforms and the shape of the terrain will change to produce maximum realism; any historian consulted can testify to the absolute accuracy of these details. And the miniature "deaths" are fully realistic, too. A few users have taken sadistic glee in this feature, but most have learned the intended lesson; soldiers are not toys.

The Minikins will not reproduce any historical situation more recent than the preceding generation (roughly 20 years; they seem to need time to acquire and process historical data from their otherworldly sources). But they are a great help in learning Strategy and Tactics skills. All time spent with the Minikins is multiplied by 4 when learning these skills.

Improvised battles are not as accurate as historical recreations. The diorama can't take into account each soldier's individual skill, uncommon motivation or courage. Likewise, futuristic battles are likely to be ridiculous (but entertaining), as the Minikin's magic has no skill at predicting developments in technology.

If a user sets up a battle that he is currently part of, the diorama will predict the outcome to the best of its ability, but it does not know the specific skills or abilities of any of the participants (it uses historical magic), so it just generalizes. Thus, by predicting a victory, it could actually cause an army's defeat, lulling the leader into a false sense of confidence.

Component Spells: Air-Golem variant, History and Ancient History variants, Power, unknown.

Asking Price: Unique item, not likely to be for sale, but would cost at least \$1,500,000.

Incredible Kite

This kite will take to the air on the owner's command, do elaborate aerial acrobatics and avoid any obstacles in the sky or in its path. The ball of twine will never play out, allowing the kite to soar to any height desired by the owner — as long as it can still be seen. The kite's lifting strength will let it take aloft a passenger of no more than 25 lbs. (possibly a brownie or similar small humanoid). These kites are very fragile (DR 1, HP 3) and must be very carefully handled.

One or two kites like this are painted with large, magical eyes. The person holding the string can look down at the world

through those eyes with normal 20/20 vision (even if his own vision is impaired). These are much more rare and valuable than the "ordinary" kite.

Component Spells: Air-Golem variant, Hawk Vision variant.

Asking Price: \$20,000; \$45,000 with visual enchantment.

Jester's Zany

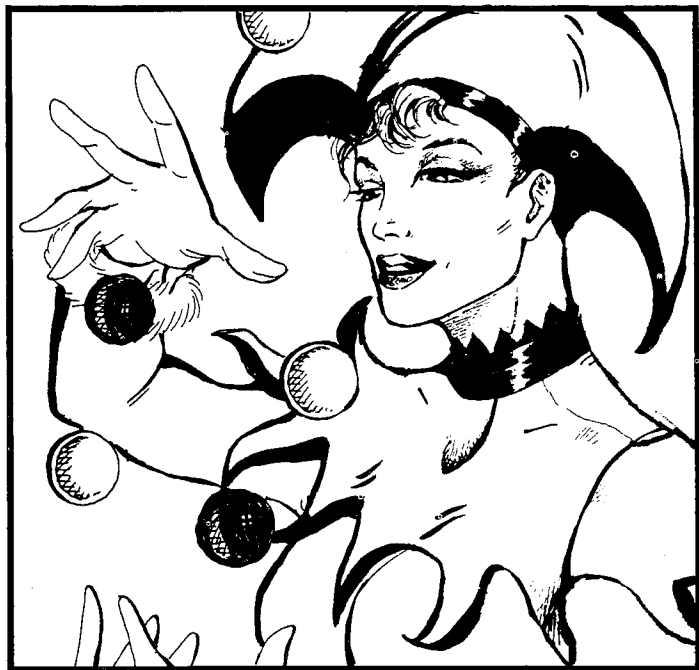
The Zany is a miniature duplicate of the jester's own painted face atop a long, thin stick, usually 1 to 2 feet long and festooned with long ribbons or painted bright colors.

When brandished at an audience, this object adds +4 to the holder's Bard skill and makes him irresistibly funny. All who see the Zany must roll against their Will to avoid rib-cracking laughter.

If the Zany is crafted to specifically match the jester, this produces a stronger effect. The jester's Bard skill is +7, and the Will roll to avoid laughing is at -2.

Component Spells: Lend Skill, Mass Suggestion, Power, unknown.

Asking Price: \$175,000 for a commissioned one; \$90,000 for a second-hand Zany.



Juggling Gloves

These were made for Lord Valligaz, who was renowned as a fierce warrior but who always wanted to be a wandering performer. He never had the talent for juggling, so he had a fine pair of leather gloves enchanted so he could enjoy his favorite pastime and appear skillful while doing so. The enchanter then made several others secretly, selling them to juggling teachers and other would-be performers with more money than skill.

Seemingly no more than a pair of thin leather gloves, the Juggling Gloves give any wearer the Juggling skill at DX+4 (Juggling is Physical/Hard and defaults to DX-5 or Sleight of Hand-3). If the wearer already has the Juggling skill, the gloves bestow a +4 bonus to that skill.

This magical benefit includes the juggling ability to catch any small objects thrown into the wearer's hex or any adjacent hex, as long as he can see them coming. If the object is an missile

weapon (arrow, sling-stone, etc.) the juggler takes 1/2 damage to his hand. Also, as a subsidiary skill, the user can throw any small, balanced object as if he had the Throwing skill at DX+4 (or +4 to any Throwing skill already possessed).

The gloves are not entirely suitable for serious combat, as they only provide the wearer's hands with PD 1, DR 2, each becoming shredded and useless if the wearer's hands take more than 6 points of damage. Their power doesn't work if they are worn under gauntlets. If one is ruined, the other only provides half the normal benefits.

Component Spells: Lend Skills, 3 points of Power.

Asking Price: \$50,000.

Lies on a Stick (Road Sign of Confusion)

A sure-fire hit at parties and a must-have for grumpy hermits, the Road Sign of Confusion straddles the border between amusement and public nuisance. Physically, the Road Sign is a 7-foot-tall wooden post with directional arrows pointing off in various directions; each arrow has a destination and lists the number of miles to that location. This information will seem plausible, but will never read exactly the same the next time the sign is viewed.

When planted at a crossroads, this wicked device magically misdirects those who pass by, even if they're familiar with the road. All who see Lies on a Stick, even if they don't read it, must roll vs. IQ-4; failure means following the wrong path for 6d minutes and having to backtrack, thus encountering the sign again . . .

This sign first appeared near the home of a notorious practical joker, who was truly surprised when his friends (and his wife) were not amused. He took the sign down and sold it when, for the fourth time in a row, he took the wrong road on his way to work.

Component Spells: Confusion, Power.

Asking Price: \$25,000.

Living Tapestry

Although this item appears to be a large, impressively-detailed wall hanging, it is actually a magical entertainment item. When a viewer makes a successful Will roll when gazing at the tapestry, its tiny figures will become animated and perform a story for the viewer. A disembodied voice narrates the events depicted by the tapestry while they are playing and creates any appropriate sound effects.

The tapestry has several broad categories of stories it will show: romance, comedy, tragedy, educational, religious and so on. The tapestry itself will choose to display adventurous war stories and military battles, if the viewer makes no choice within a minute. A successful Will+2 roll will stop the tapestry once it's been activated.

The GM can use this tapestry to provide information during an adventure . . . perhaps its story contains a clue to some lost item or other deep secret.

Component Spells: Complex Illusion, Noise, Power, unknown.

Asking Price: Unique item, not for sale.

Magical Chalks

This set of colored chalks allows anyone to create Perfect Illusions at a skill level of 15. The illusions will sing or talk (though softly) and do whatever the artist chooses. The user merely has to sketch the desired illusion in the air. The quality of the illusion is based on the user's Artist skill. A child with only a default skill could create moving stick-people and other

line drawings, while a skilled painter (skill 20+) could create believable figures and animals.

The illusions persist for 3d+IQ minutes. One set of chalks can create 24 illusionary pictures before they wear out.

Component Spells: Perfect Illusion, Power.

Asking Price: \$30,000 for a set.

Miraculous Tickets

It may seem to be nothing more than a ticket made of gold or silver foil, but it grants access to one of the most expensive and powerful enchantments ever created.

When the ticket-holder holds up the ticket and wills it, a ticket booth and miniature turnstile appears out of nowhere. The ticket-seller, a tall, skinny figure wearing a straw-boater hat and red-and-white-striped jacket, will smile at the holder and his companions (up to 4), motioning for them to step through the turnstile.

Once past the turnstile, the visitors find themselves in the middle of a vast amusement park, constructed in a nameless pocket universe. No matter what the weather is "outside," the weather in the park is superb, sunny and mild, with a slight breeze keeping everyone comfortable. Just beyond the turnstile is a big sign reading "Rules of the Park." It says, very simply, "Have Fun!"

The rides include:

Screaming Speed. A monstrously high roller-coaster that zooms along at around 80 mph.

Soaker. A water slide that goes underwater for part of its length, due to some clever enchantment and illusion-crafting.

Death Plunge. A bungee-jumping platform.

The Marvelous Contraption. A hot-air balloon from which visitors can parachute to the ground (requires no Parachute skill, since the chutes are magical).

... and virtually anything else the players can imagine.

Attractions also include a haunted house (with real ghosts, skeletons and zombies!); a sideshow with strongmen and bearded women, snake ladies and wolf-boys, and other human or inhuman oddities.

There are no lines for the rides, concession stands, sideshows and so on. There are other visitors wandering about, and the park seems to do a booming business, but nobody has to wait to board anything. Just presenting the ticket to the operator (who looks strangely identical to the man at the ticket booth) will get admission to any ride or attraction.

Producing a ticket will also get a free meal from any of the hundreds of concession stands in the park. Much of the food would be familiar to modern-day humans, but GMs can have fun describing pizza or Chinese egg noodles to the PCs.

Many tourists visiting the park are not human, or even humanoid. Intelligent dinosaurs, man-sized bipedal rodents and tiny sapient elephants wander around, having fun with their families and enjoying the amusements.

With a Golden ticket, the Miraculous Amusement Park can be entered at any time, simply by producing the ticket and wishing to go inside. If the holder has a Silver ticket, he must make a Will-2 roll to summon the ticket booth, since Silver tickets are less valuable than Golden tickets, and the ticket-taker occasionally snubs Silver-holders. If the Will roll fails, that ticket cannot be tried again that day. On a critical failure of the Will roll, the Park will not appear for 1d months and a "Closed for Repair" sign will briefly materialize when any attempt is made to summon the ticket booth.

If the ticket-holder is being pursued or attacked when the Park is summoned, he can use the Park as a refuge and a place to

rest — but since no time passes, the pursuers will still be waiting outside when he leaves.

Some believe there is a back door or alternate way to leave the park (GMs may feel free to include a Merry-Go-Round in the park; see p. 110). Finding that back door could be an adventure in itself.

The tickets are very hard to come by, since ticket-holders are often reluctant to sell their guaranteed good time for money. From time to time, though, the park's mysterious directors will sell off a new batch of tickets through their network of agents.

Component Spells: The Park has too many spell components to list; the tickets have a variant "Planar Summons" spell that opens a temporary portal to the Park. The Golden ticket's version is much more powerful and reliable than the Silver's.

Asking Price: \$1,600,000 for Golden tickets, \$950,000 for Silver tickets.

Perfect Puppets

These magical gloves were made almost 220 years ago, at the behest of King Wilfred the Puppeteer. He entertained himself with them for many years, before his people got tired of the whole thing and kicked him off the throne. Many copies have since been made.

These fancy felt gloves will become any kind of puppet desired by the wearer, from a sock with sewn-on buttons to any particular character. They also confer Ventriloquism at skill 16 on the wearer.

If the user has the Split Personality Disadvantage, the hand puppets will take over one personality so that it can only manifest when that puppet-glove is worn. This power allows a PC to talk with his alternate personality, though it cannot use any of the body's physical skills unless the gloves are removed.

Component Spells: Shapeshift variant, Lend Skill, unknown.

Asking Price: \$30,000.

Pot o' Green

This covered ceramic pot holds what looks like a quantity of bright green paint. An owner will find that the pot will never run out of this green fluid; even if tipped on its side, it will continue to dribble green paint in a thin stream. However, the paint dries to a crumbly powder after 5 hours if not used.

Anything (or anybody) touched with the liquid paint will be magically dyed a painfully vivid green all over. This dye will not wear off; it has to be removed with Dispel Magic, Remove Curse or a magical cleanser.

It also adds a -1 Reaction from anyone who sees the victim).

One or two past owners have used the pot to paint their houses, though this has tended to lower the property value. There's no denying the magical substance keeps its color, despite Mother Nature's best efforts to eradicate it.

The pot and the lid are both a milder shade of green, decorated with miniature shamrocks and reliefs of pots of gold under dense foliage, indicating that it is an item of Leprechaun manufacture.

Component Spells: Dye variant, Cornucopia variant, unknown.

Asking Price: \$10,000.

Singing Figurine

Seemingly nothing more than a lovely golden figurine, this item will sing one of eight songs when the owner utters a command word, which is inscribed on the figurine's base. Unless directed, the figurine will choose a song at random.



The figurine can learn new songs, but can only have eight songs memorized at one time; it will forget one song whenever it is instructed to "listen and learn," to make room for a new tune. The figurine also provides its own backup music. When learning a song, it will memorize and mimic exactly what is sung or played, for up to 5 minutes.

Supposedly the great singer Alyriana had the original Singing Figurine commissioned, so that she could record her voice in its prime and listen to it in her old age. The figurine was stolen and turned up in the court of Count Krasniyoch of Duparvios, hundreds of miles away. The story says she went to visit Krasniyoch, who returned her figurine and asked her to marry him. She agreed, but the figurine vanished shortly afterward, perhaps stolen by the same thief who sold it to Krasniyoch.

Component Spells: Voices, Power, hypothetical "Learn Songs" spell.

Asking Price: \$750,000.

Smoke-Ring Pipe

This seems to be an old clay pipe with a faint, pleasant smoky aroma and a residue of tobacco burned like glaze onto the sides of the bowl. When it is lit, the smoker can produce smoke rings of various colors and shapes just by exhaling (no Will roll required, unless under combat conditions or similar duress). This is a favorite prop for wizards (and fake wizards, too).

If the smoker wishes to make the rings do anything fancy, like looping around his head in odd patterns or drifting around the room, he must make a successful Will roll, with a -2 penalty if in combat.

With an additional IQ roll, the smoker can will the ring into someone's face. Smoke rings used to blind an enemy subtract 2 from an enemy's attack or active defense for 3 turns (which is how long a given smoke ring will last). A smoker can create and control IQ-6 rings at one time.

Component Spells: Apportation variant, Colors, 1 point of Power.

Asking Price: \$50,000.

Special Friends

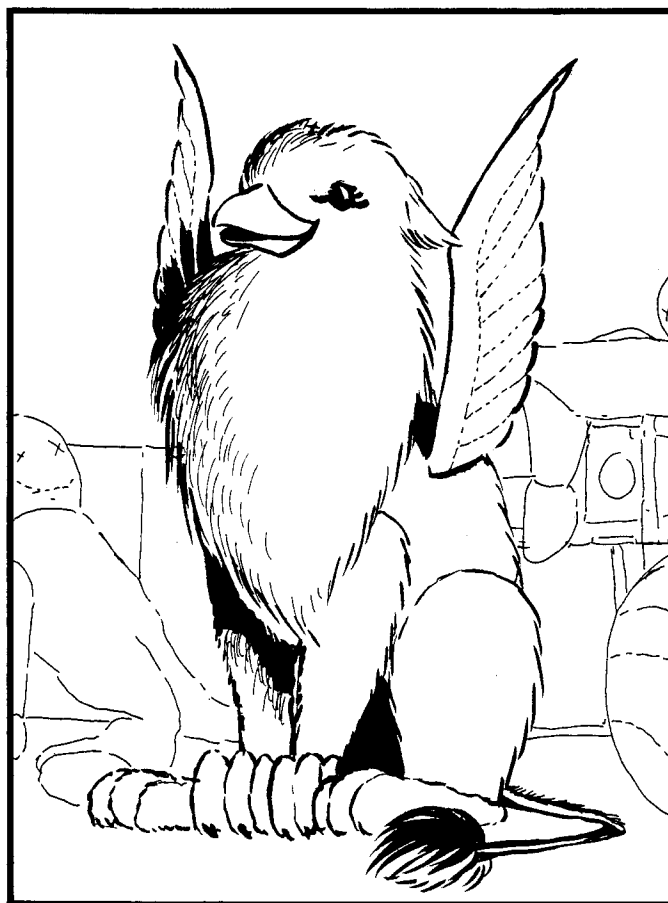
These plush animal-toys speak only to their child owners and offer advice, comfort and encouragement; treat them as having IQ 12 and Psychology-12 for children. They are not otherwise animated.

The Special Friend will speak to the child less and less frequently over the years, finally going silent when owner is 12 years old. At that time, the Special Friend will go inert until given to a younger child.

Evil versions of these toys have been made, designed to twist or damage the personalities of their innocent owners. These abominations are always destroyed when they appear, but more turn up from time to time.

Component Spells: Voices, unknown.

Asking Price: \$20,000.



Tom's Spectacles

These glasses, brass frames holding octagonal glass lenses, seem to sparkle oddly in any kind of light and make the wearer's eyes seem very large and strangely penetrating. The Spectacles are illegal in many places because of their innate potential for mischief.

Their magic allows a wearer to see through any clothing or armor, and thus indulge in magical voyeurism. Magical clothing provides some protection from this object's visual enchantment (the watcher must make a successful Vision roll at -1 per enchantment on the victim's magical clothing or armor), as does any kind of darkness (unless the viewer has Night or Dark Vision to counteract it). For magical armor, each level of Deflect or Fortify counts as one enchantment.

Component Spells: Glass Wall variant.

Asking Price: \$35,000

TRAVEL MAGIC

16

Travel is broadening. It can also be boring, uncomfortable, expensive and dangerous. A little magic can make the road much more pleasant.



Journeymaster Warnow

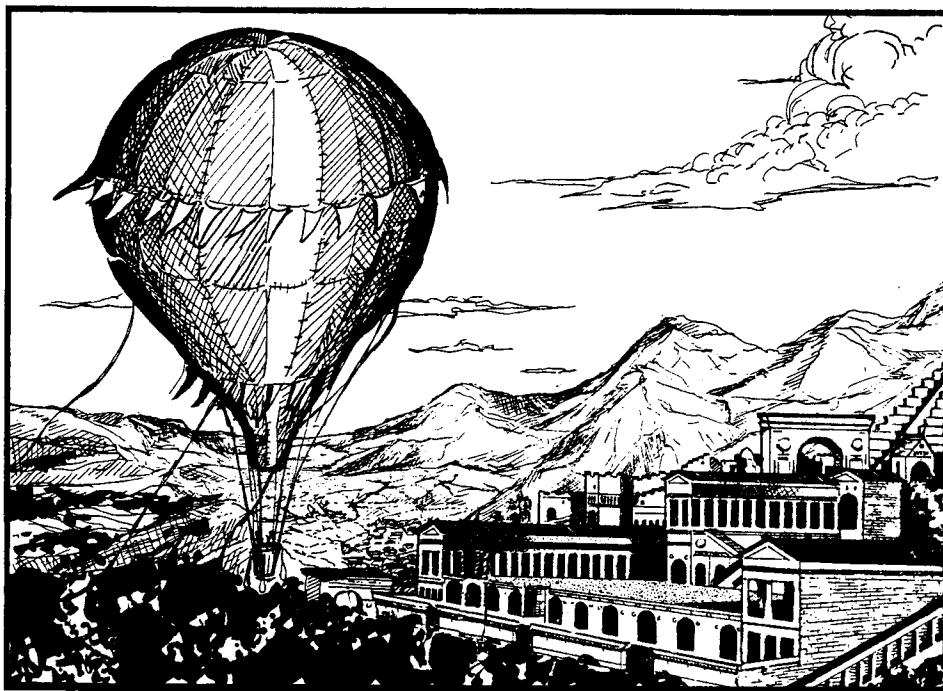
Warnow is a chunky man in his early 30s. His youth was spent as a teamster, animal-handler and drover, moving freight between kingdom and dukedom, barony and free city, until his caravan was attacked by Hobgoblins. His quick thinking saved the caravan from destruction. His employer promoted Warnow to Journeymaster, making him responsible for overseeing the caravans his company assembled.

Warnow learned he could make a fortune by gathering and re-selling magic items related to his profession. Transportation, he found, was more than a job, it was a gold mine waiting to be exploited by someone as sharp as he. He continued to oversee caravans, but devoted his free time to buying, selling and commissioning travel-related items. The enchanted items, often unique, proved most profitable. He gained a reputation for having an astounding variety of things, so even kings began sending envoys to commission magic items through Warnow.

Warnow retired from caravan-supervising and went into business full time. So far, his most impressive triumph has been selling an set of twelve Iron Steeds, chased in gold and platinum, to the King of Rhoriam. This set has earned the King and Warnow nothing but envy and admiration since they were unveiled last year. Warnow is now casting around for an even more spectacular idea. At the moment, he's thinking of something involving mechanical birds . . .

Warnow no longer travels much, preferring to work from his large town home in the middle of Rhoriam's capital city. He has contacts everywhere, among both merchants and enchanters, who present him with many ideas for items every month. He commissions many items and is always ready to finance an intriguing experiment, choosing prospects he thinks will appeal to his customers. He happily buys interesting finds from roving adventurers.

Warnow tries to keep his stock complete, but occasionally runs out of certain items. He will hasten to assure a wealthy buyer that the wait will certainly not be long, and that these things happen. When that happens, he'll hastily commission an enchanter to create it, or an adventurer to find it . . . which is often where the party comes in. He will sometimes lend routine items to a trusted employee . . . but when dealing with freelance help, he's more likely just to offer a 10% discount. On the other hand, he pays quickly and honestly for services rendered.



In a primitive or feudal society, like Europe in the Dark Ages, travel is dangerous and rare. Most people stay within a few miles of their birthplace, while the few adventurous explorers brave the wilderness and the most powerful merchants jaunt between cities.

In a more advanced society, travel is safer and may become routine. Pioneers leave home for the great unknown, and even common folk travel great distances to visit tourist attractions or far-off relatives.

Travel magic also arrives from other dimensions. Obviously, items that allow world-jumping are going to end up here eventually, either by themselves or carrying their extra-dimensional owners — but they may leave again, just as abruptly.

The travel-magic trade is ubiquitous, but depends on the surroundings. Port cities specialize in water travel, so a Glass Turtle may be found in a big seaport, while a Splendrous Balloon may be found in mountain regions, where thermals make flying easier. Rare items, such as world-jumping magic or teleport devices, are much sought after by wealthy and powerful folk; adventurers who find such items can usually name their price.

Common Travel Spells

Movement magic is the foundation for Travel enchantment. Haste and Great Haste, Quick March, Swim, Flight, Blink and Teleport are all used to make different travel objects. Levitation and Lighten Burden are often cast on great platforms for moving farm produce or cattle, though at least one city has experimented with using multiple Lighten Burdens to shuttle magical trains around.

Knowledge spells are sometimes built into vehicles, to enhance the driver's navigation or hazard-avoidance abilities. Many vehicles also include Protection and Warning spells or Armor enchantments, to safeguard the occupants. Deflect, Fortify, Armor and Shield, are all useful, as are protective measures like Resist Fire or Resist Cold, Weather Dome or Utter Dome.

Land Travel Items

Riding Golems

Riding Golems represent an entire category of very specialized Golems which serve primarily as transportation, often with secondary defense and domestic capabilities.

Constructed in all shapes and sizes, the most popular are insect or anthropoid models. Merry-go-round ponies are also successful with children.

The largest Riding Golems (elephants, giant spiders and "Super Ape" anthropoids) are 6-hex creatures, while the smallest (dog and cat models) take up 1 hex.

These are popular novelty items, made primarily for children or trendy adult nobles, and are often equipped with the ability to protect the rider; these are equivalent to a standard Golem for offensive and defensive abilities (see p. M106).

Riding Golems are often made of exotic or unusual materials, like platinum or teak, but are almost never made of stone; the stress of continuous motion tends to break down stone faster than metal or wood. No one has ever heard of a Riding Flesh or Clay Golem, though they may exist.

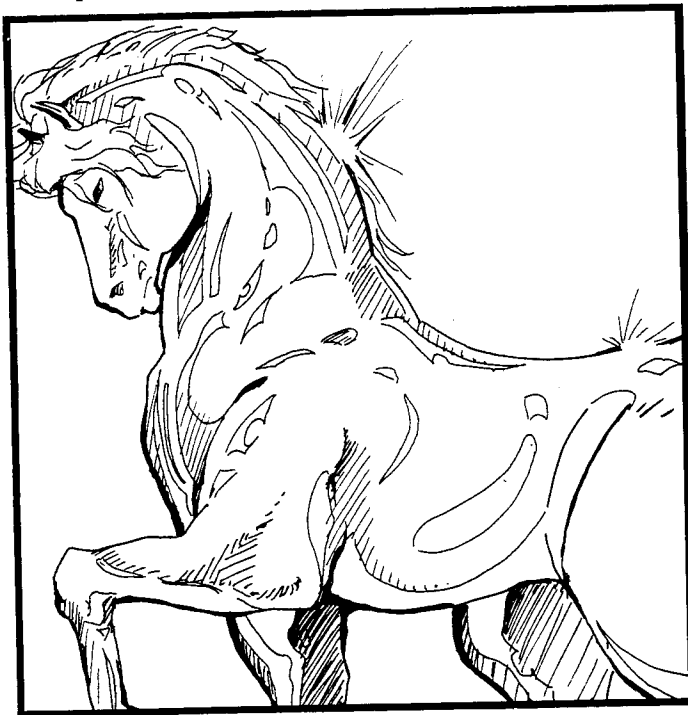
Some examples include:

Iron Steed. A specialized iron golem in the shape of a horse. Faster and more dextrous than other iron golems, it is a tireless mount with combat abilities (its hooves do more damage than a comparable warhorse's). The Steed is not proof against rust or rusting spells, but gets normal resistance against hostile magic. It is rather rare and very valuable — only 17 are known to exist.

Iron Steeds have ST 50, DX 14, IQ 9, HT 15/40, PD 3, DR 6, Move 15, and do 5d+2 crushing damage with their hooves.

Asking Price: \$1,885,000 each.

Component Spells: Golem variant, Dexterity, unknown.



Glass Horse. Another magical mount, this one is made of crystal. It's not as fragile as glass, despite its name, but it can be shattered. It's faster than an Iron Steed but can carry less weight.

Basically, this is more a rich man's toy than the field-sturdy Iron Steed. Many of these exist in various kingdoms, but their fragility makes them unsuitable for most combat (they suffer twice normal damage from crushing attacks).

Glass Horses have ST 35, DX 15, IQ 9, HT 13/20, PD 3, DR 4, Move 18, and do 4d-1 crushing damage with their hooves.

Asking Price: \$286,500.

Component Spells: Golem variant, Dexterity, unknown.

Rolling Hill

A Rolling Hill is a miniature juggernaut, one of the immense siege weapons developed by earth-mages for long-past wars. The hill is an earthen ovoid, 10 yards long, 8 yards high and 6 yards wide. It is not rigid, but is somewhat gelatinous, and it rolls to move.

Anything standing on top of the Hill is not moved; the Hill's substance diverts itself around the top to provide a stable standing platform for passengers. This platform is 2 hexes across, allowing two people to travel comfortably (three people if they stand close).

The Hill has a mass of 700 tons for trampling purposes and rolls along at 8 hexes per turn. It doesn't need to stop to change direction, though it must be steered by the owner with a Will roll (a failed roll means it keeps going in the same direction for another turn). If not commanded to stop, it will keep rolling until it runs into something that it can't run over.

Rolling Hills have ST 500, DX 4, IQ 0, HT 18/600, PD 3, DR 40, and attack by trampling (see p. B142). They can be destroyed by fire or water damage, or just by blows from siege engines. They cannot cross a ditch more than 4 yards wide and deep, or climb a steep hill, or cross more than the smallest stream.

The spells that create Rolling Hills are unknown, but apparently haven't been lost; new ones appear every year. Rumor speaks of a secret earth-mages' society that creates these . . . but how can something so big be moved without being seen?

Component Spells: Secret earth magic.

Asking Price: \$2,200,000.

Sovereign Ramblers

These self-propelled carriages and chariots will go wherever the owner demands, taking the shortest route to their destination; however, the carriage's Area Knowledge is only very local (usually one city and surrounding towns), so longer journeys must be mapped out and explained to the vehicle thoroughly before the carriage will set forth. It cannot take the party to a destination they have only "heard of" in some distant land, for example.

If a highly detailed map is not available, the owner must sit on top, on the driver's bench, and verbally direct the carriage as it moves down the road.

An average Rambler seats four to six human-sized figures, though some can carry more. Most are covered to provide protection from the weather. A few have Weather Dome cast on them permanently, and can do without the roof entirely.

A typical specimen travels steadily at 12 hexes per round. It can double its speed briefly, but for no longer than 20 minutes. It must stop directly afterward for at least an hour to recharge.

The first Sovereign Rambler was created no less than 1,200 years ago. A rather enterprising mage thought he could enchant them quickly and sell them to interested nobles. Although it was a brief fad, his enchantment was imperfect and the animation-magic broke down with alarming frequency. Many owners demanded their money back, and the enchanter quickly went out of business. His designs were picked up less than 210 years later and improved dramatically, though Sovereign Ramblers never really caught on again as they did originally.

Component Spells: Apportation variant, Power.

Asking Price: \$1,200,000.

Teleporting Stagecoach

This magical means of travel is as much an encounter as an "item," in the sense that travelers will never possess this object but could use it several times in their lives. The party may need transportation to and from different locations. Occasionally, while seeking to hire a stagecoach or other rentable transportation, they wind up engaging the services of a rather worn-looking coach with an unremarkable driver in faded livery. The fee is \$1 per passenger, or a bit more if the distance to be traveled is considerable (more than 5 miles). This is more than reasonable in almost any situation.

Up to 6 human-sized passengers will fit inside, with their gear stacked on top of the coach.

Once the passengers are seated, this ordinary-looking carriage jolts into motion and abruptly stops. The driver opens the door and announces, "We're here." And the travelers have, indeed, arrived. They will disembark, and when they turn around, the coach will be gone, leaving their gear on the ground.

The Stagecoach will teleport to any location the passengers know on a roll of 15 or less; it reads the location from the journeyers' minds. If the GM rolls a failure, the Stagecoach either won't teleport at all (and leaves with the PCs' money) or lands somewhere entirely different than its destination, while on

a critical failure, the Stagecoach winds up in another world or time period (again leaving with the cash).

The adventurers should never be able to intentionally find the stagecoach; it will always show up at the least likely (and sometimes most-desirable) time.

Component Spells: Teleport variant, Power, Mind-Reading, secret.

Asking Price: Unique item, not for sale.

Traveler's Friend

Although it looks just like "Lies on a Stick" (see *Toys & Entertainment Magic*), this portable post's wooden arrows will display the true direction and distance to any location the wearer can name. A wooden picket points toward the named place; the name and distance (in miles) appear in bold black letters. Naturally, a user must be literate to make worthwhile use of this item.

This object was designed to help cartographers make their maps more accurate, and has been duplicated several times in the 325 years since the first one was invented.

Unfortunately, it is somewhat unwieldy: it's 6 feet long and weighs 30 pounds. Still, many expeditions depend on the Friend to keep them on the right track.

Component Spells: Pathfinder variant, Measure variant.

Asking Price: \$570,000.

Water Travel

Glass Turtle

This is a glass submarine in the shape of a colossal turtle. When it opens its mouth (which is about the size of a wheelbarrow), up to 8 human-sized or smaller beings can crawl inside and find room. Their gear is stowed in a watertight compartment to the aft of the Turtle. Horses and mules will not fit in the beast.

Once the turtle's jaws close, the owner can command the animalistic sub to move into the water and start paddling. The turtle does not remember locations, so someone must continually direct it.

Meanwhile, passengers can look outside and appreciate the aquatic wildlife in perfect comfort, as the Turtle maintains a comfortable atmosphere and temperature.

Although the turtle's crystalline sides can resist most attacks, the it is handicapped by having no effective offensive measure other than trampling an opponent. Being as large as two elephants helps in this instance; the Turtle may be slow but it's hard to stop once it's moving.

Physically, the turtle has ST 250, DX 8, IQ 5, HT 15/200,

PD 4, DR 25, Move 2 (land) or 16 (underwater), 6d of trampling damage.

Component Spells: Crystal Golem variant, Shatterproof, Create Air, Heat, unknown.

Asking Price: \$3,650,000.

Nutshell Boat

This water craft is literally a huge nutshell, designed by Leprechauns. The Nutshell Boat is about a yard across and a bit over a yard long and can easily be lifted by a single human (it weighs about 30 lbs.). It has six seats, arranged in two rows, and six paddles magically affixed to the bottom, which may be removed with ease.

It holds up to 6 man-sized creatures, but does so by shrinking them down to leprechaun size as soon as they step aboard. Stepping off or falling out of the boat returns travelers to normal size.

Component Spells: Hypothetical "Shrink/Grow" spell, 10-point dedicated Powerstone.

Asking Price: \$125,000

Air Travel

Brinni's Balloon

The Halfling inventor-mage Brinni spent years working on ways to fly, without much success, until he created his only successful invention — the balloon that bears his name.

The gondola of the Balloon is painted a bright purple and is unusually large. It has to be, because it contains a full-sized picnic table and benches. Equipment is stowed under the table, leaving very little leg-room (an oversight Brinni intended to correct). The gondola is protected by several Deflect and Fortify spells, providing PD 3, DR 8 to all passengers. The gondola also has a number of Lighten Burden spells cast on it.

The gas bag is orange and blue, protected by Shield, Resist Fire and a 5-point Armor spell. It is heated by a red box that ignites and spits out white-hot flame on command. This contains

a testy fire elemental named Ffrazx, who grumbles in a crackling voice about being the one doing all the work.

Brinni's Balloon will lift up to 3 tons of weight, a staggering amount made possible by the gondola's many Lighten Burden spells.

Piloting the Balloon requires a Pilot/Balloon skill roll (see p. B69).

Brinni has not been very successful using this invention. On his maiden flight, Brinni overloaded the Balloon with food and wine, and had to dump out most of it in flight (breaking his Halfling heart). On another flight, he agreed to shoot off fireworks for Homestead Day and ended up exploding the gas bag, causing his Balloon to plummet into Lake Wannasetti. Brinni sold the Balloon about 20 years ago and has taken up whittling since then.

Component Spells: Deflect, Fortify, Shield, Resist Fire, Armor, Lighten Burden, Control Elemental, 30-point dedicated Powerstone.

Asking Price: Unique item, sells for \$5,000,000.

Clown Cannon

Standing on a remote hill is a brightly-painted, star-spangled circus cannon attended by two mute clowns. A sign nearby will welcome passers-by, offering them a chance to "travel by air" to their destination, if it's within 100 miles.

Anyone willing to take the flight must pay \$50 to one of the clowns and then crawl into the Cannon. Glitter is packed inside, a big torch touches a fuse — and the Cannon goes "kaboom!" while the customer hurtles into the sky.

After a flight lasting one second per mile traveled, the rider lands within 5d hexes of his destination, striking a huge, magically-created air pillow. The pillow remains for any additional travelers, then vanishes.

The cannon will only operate for the clowns. If they are attacked and the cannon stolen, its enchantment dies, and it becomes useless wood. If carried away by force but not harmed, they will cooperate freely for 1d days — possibly sending their captors someplace unexpected, if they can get away with it safely — and then vanish! The cannon might appear virtually anywhere, as the clowns travel from land to land offering their absurd means of travel.

Component Spells: Unknown but silly.

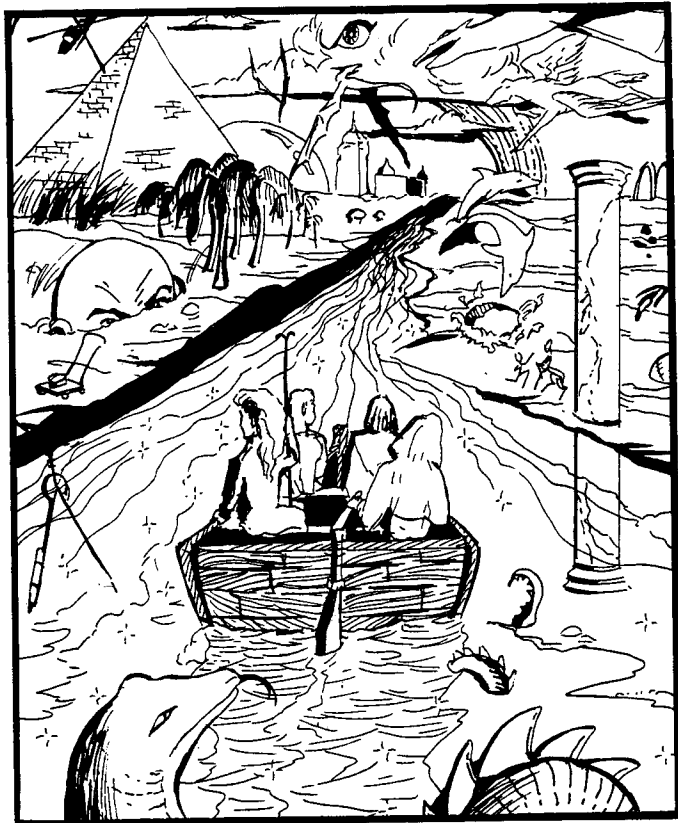
Asking Price: Not for sale.

Other Transportation

Dreamboat

This silver rowboat will carry up to 8 people and their gear, not including horses or other steeds. Touching the ropes to cast off activates its illusion/astral projection magic.

The passengers will see the shore recede and vanish, as the



Cloud Raft

Anyone seeing a Cloud Raft for the first time would assume it to be a very small cloud, and much like those produced by weather-wizards to rain on farmers' fields.

The Cloud Raft is a flying vessel, made of solidified fog, about 3 yards long by 2 wide. It flies slowly, going only 18 hexes per turn, ascending or descending up to 2 hexes per turn. It has a lifting capacity of around 3,000 lbs. and is covered by a Force Dome.

Because of its sturdy construction, the raft is largely immune to natural air turbulence, but could be successfully attacked by an air elemental or some other creature which is at home in the air.

Component Spells: Fog variant, Force Dome, Lighten Burden, Flight variant.

Asking Price: \$750,000.

Shoe Fly Powder

This powder confers temporary Flight on a user's shoes. Sprinkling an ounce of the flaky white dust lets shoes (and their wearers) fly as if the wearer could cast Flight at skill 15. A user must pay 2 points of energy to energize the spell.

The effect only lasts 3d minutes, after which it begins to wear off; flying speed slowly diminishes and the user is lowered to the ground. No matter how high the user flew, the spell will not drop him.

Component Spells: limited Flight.

Asking Price: \$72,500.

boat is quickly surrounded by a glittering haze that changes the water into liquid crystal, while the sky becomes royal blue and full of rainbows. Colors take on a depth they don't normally possess, while sounds seem to be a touch muffled and distorted (everyone gains the Hard of Hearing disadvantage while in the Dreamboat). Anyone who dives or falls into the water will fall asleep; they can be "rescued," but they will sleep through the rest of the adventure unless roused by magic.

Anyone who remains ashore will watch the boat cast off and seem to become dim . . . then they will experience an instant's dizziness or drowsiness, and the boat will be seen tied up to the dock, while the passengers are asleep on the ground!

But those on the boat will experience a ride . . . perhaps a long one. They will see interesting scenes playing themselves out on the banks of the river they're sailing. All manner of images will appear briefly, then disappear after a moment or two. The diversity of the images, and their content, may surprise, delight, dismay or confuse them. Fright Checks may occasionally be required!

When sailing in the Dreamboat, the party travels through the Dimension of Dreams, which partially intersects the real world. This is a very limited form of World-Jumping with somewhat more variety than genre-to-genre jaunts. If they want to enter any of the dreams they are seeing, they must make a Boating roll to land the Dreamboat; then, stepping out of the boat, they will find themselves in someone's sleeping imagination. None of these dream-worlds will be immediately fatal, and some will even be quite pleasant, but dangers do exist within the Dream Dimension for the unwary.

Cocky players should note: *Anything that happens to the party in the dream will have half the normal physical effect on their sleeping bodies.* Dream-death will cause some real injury, though it rarely results in death (roll against HT to avoid 2d damage).

The travelers can return to the Waking World by a successful Will roll each; they can attempt one roll per hour, and one success awakens the whole party. On awakening, they will find themselves on the ground by the river, and the Dreamboat still at the dock or riverbank, as though it had never been launched.

Component Spells: Unknown but powerful.

Asking Price: \$2,200,000.

Elsewhere Ladder

When it stands upright, the top of this magically-unsupported 20-foot ladder is obscured by a thin fog. Any climbers going up the ladder will come out somewhere else, appearing out of a fog; the last climber must pull up the ladder after him within 30 seconds of letting go of it. If he fails to do so, the ladder remains behind. Any climber must make a successful Will roll to come out where he wants to be; failure means he is randomly transported, while critical failure sends the climber somewhere really unpleasant without his clothes or equipment. If climbers are traveling together, the first one rolls for all, as long as each person stays within four rungs of the one before. If someone lags behind, he must roll for himself, and the party may be split!

Component Spells: Teleport, Power, possibly Mind-Reading, unknown.

Asking Price: \$875,000 (but difficult to find).

Merry-Go-Round

This enchanted entertainment conveys riders from one world to another, as per *GURPS Time Travel*. Travelers thus world-jumped may find themselves in any situation. The following table is provided for convenience, but the GM may send riders absolutely anywhere . . .

- 1) Space/Ultra-Tech setting
- 2) Cyberpunk/dystopian near-future Earth
- 3) Old West
- 4) Prehistoric Past — dinosaurs or ice age
- 5) Modern Earth
- 6) GM's choice



Multiple rides on the Merry-Go-Round may lead to alternate fantasy worlds, *Cliffhangers* or *Swashbuckler* settings or even a film-noir universe. After each use, the ride must recharge for 1d day. This doesn't guarantee that the PCs will venture into their new environment, but the environment might come to them.

The immediate vicinity (within 3 hexes) of the Merry-Go-Round is a normal mana area, regardless of the surrounding mana level. If visitors decide to investigate the device itself, they will find several levers near what looks like a steaming, clattering pile of excess armor parts (actually a magically-powered steam engine).

Figuring out how to operate the Merry-Go-Round requires a successful IQ-6 roll or Mechanic (amusement rides)-2. No known magical or holy compulsions will work on the ride's mechanisms. The Merry-Go-Round looks somewhat dilapidated, with several broken horses, unicorns, elephants and so on, but a dozen seats are usable by human-sized or smaller riders.

Horses or other riding beasts cannot fit on the ride and will balk stubbornly if coaxed to climb on; they can sense its strange aura and will refuse to go near it, much less on it.

It is much too big to be moved physically, and any attempts to disassemble the mechanisms will ruin their magic. Moving it with magic is possible, though the GM may rule its powers come as much from its location as from its construction.

Merry-Go-Rounds are thought to be extra-planar in origin, since the tangle of magic that makes them work is unfathomable to modern mages.

Component Spells: Hypothetical "World-Jump" spell, Power, unknown.

Asking Price: Unique item, not for sale.

Rift Raft

The Rift Raft was designed and built by Ikito the World-Dreamer. It was his life's work, and he died shortly after taking his first (and only) trip in the raft.

The raft is constructed of large hewn logs and has a center-mast with a sail. The sail is made of a special fabric, designed to catch the magical breezes that blow between dimensions. Also included with the raft is a 12'-long pole, such as is used to push boats through swampy areas.

When the raft is boarded and one person touches the pole to the ground, the raft lifts into the air and rises to a height of some 50 feet, taking a minute to do so. Those on the ground see it become fuzzy and indistinct; it has entered a void between dimensions, where it drifts for 1d×10 minutes before appearing in the sky of another world. Its course is completely random, and it can take from 6 hours to 6 months to reach another world. Only with years and years of practice could someone become competent enough with the raft to choose where he wanted to go.

Other world-jumping travelers can be met, as well as any creature the GM can imagine traveling between dimensions. The interdimensional sea can be an exciting and dangerous place. Those on the Raft can breathe normally, though.

The Raft itself has DR 10, HT 15/70. Any damage reducing its hit points to 30 or less must be repaired before the Raft can be used, though no magic — indeed, no particular skill — is required to repair it. Whatever the magic of the Raft may be, it is not injured by mere damage to the logs.

Component Spells: Hypothetical "World-Jump" spell, unknown.

Asking Price: Unique item, not for sale.

Steppingstones

These ancient stones can be found in several places across many lands. They seem to be nothing more than mossy old boulders, although careful study reveals some eldritch script carved in relief on their lichen-crusting surfaces.

When climbed upon by anyone with Magery, they can be activated by a Will+Magery roll. The stone will teleport the stander to any other Steppingstone he has seen. If the stander doesn't know of any other Steppingstones, the stone will transport him to one at random.

There are three different kinds of stones: send-only stones, receive-only stones and two-way stones. If the traveler is sent to a receive-only stone, he cannot immediately return to his origin. The user pays 5 fatigue for the teleportation, regardless of the distance traveled.

Steppingstones cannot be moved from their locations by force or magic, being themselves impervious to transporting magic, but they can be destroyed if someone can figure out how to do a total of 400 points of damage to DR 10 stone. Would-be vandals should be careful, however; the ancient city of Luxis was annihilated by a mage-circle's effort to destroy a Steppingstone they found inconvenient.

Some Steppingstones may be taken over by those who live nearby. The stone is guarded 24 hours a day, and anyone appearing on it is arrested, killed, eaten or whatever. And some wizards, unable to move a useful stone, have built their homes around it, and may not welcome intruders! The details of such an adventure are left to the GM.

Component Spells: Teleportation variant.

Asking Price: Immobile; not for sale.

MAGICAL WEAPONRY

17

Of all enchanted items, magical weapons are perhaps the most romantic and sought-after. An adventurer might spend his whole life tracking down a single enchanted blade — and lose his life in finding it. And the noble who wants an enchanted bauble will think of swords before clothing or jewelry, let alone anything practical.



Krolt the Swordsmith

Krolt is a massive man, part bear judging by his hirsute arms and head, with a loud booming voice and an earth-shaking laugh. Residents of Forge Place, his corner of the city, know him to be an honest blacksmith and solid citizen. Very few, however, know he does a brisk trade in magic items.

Krolt has connections with the Dwarves to buy magic swords and other weapons at a good price, which he then sells at a considerable markup. Being illiterate, he keeps all the numbers in his head and can quote a price for virtually any manner of blade from memory. He is a connoisseur of weaponry, knowing the many styles and designs as well as a naturalist knows leaves.

If asked about magical weapons in public, Krolt shake his head and answer with his booming laugh "All smiths are magic, son!" He prefers to keep that side of his business discreet and will not appreciate a customer's bluntness. However, Street-wise or other street-based skills will turn up Krolt's name fairly easily, and, if approached with some discretion, he will be more than willing to discuss the sale of enchanted implements of destruction.

Krolt wants, more than anything, to get his hands on one of the ancient "juggernauts," huge moving hills of stone that crushed forts with ease. He has no prospective buyers for such a monstrosity; he just wants it to add to his private collection. He thinks he could work a deal with the city government to let him keep such an item just outside the city walls, to intimidate any would-be invaders.

Krolt keeps a massive battle-axe nearby when working alone in the forge. This black iron weapon has Accuracy +1, Puissance +3 and Shatterproof, and a Name ("Headsplitter"). Ordinarily, however, he has three burly assistants on hand during business hours, and can call on them if need be — they all live in apartments above the forge.

For some reason, Krolt does not deal with Halflings. The exact reason is unknown, but longtime neighbors suspect a Halfling cheated Krolt a long time ago and he's neither forgotten nor forgiven. He also has a mild distrust of Giants, which probably stems from his childhood near a rowdy settlement of the big folk, far to the north.

In the larger cities, many magical weapons will be available in well-guarded shops and wizard's keeps. The local smith will know where to ask . . . after all, the better a blade, the more important it is to care for it. Away from the big cities, though, enchanted arms are harder to find. Many will be family heirlooms, and the owners will be reluctant to sell. And in the wilderness, anyone who owns a magic weapon is probably using it!

Enchanted weapons are usually made of the finest materials. It makes no sense to enchant something that's going to break the first time it's used. In general, sword steel will be free of impurities and forged by a master swordsmith — if not enchanted to stay sharp, it will take an edge quickly and hold it. The wood of bows will be aged yew, carved and sanded smooth, then polished to a high sheen.

The very best weapons, metal or not, have always come from the Dwarves. Bows are the exception; Dwarves are no archers, and prefer metalworking to woodcrafting. The magic of Elven bows is legendary, but such finds are rare.



Common Weapon Enchantments

The most common weapon enchantments are listed in *GURPS Magic* under *Weapon Enchantments* (pp. M39-40). These include Accuracy, Puissance, Quick-Draw, Loyal Sword, Dancing Weapon, Cornucopia and Bane. Useful, but not as popular are Flaming Weapon and Icy Weapon. As with armor, Dexterity, Vigor and Might are in great demand, but prohibitively expensive.

Weapons can have defensive spells as well; included in this category are Missile Shield, Reverse Missiles and Magic Resistance. Some of the very expensive might even have Force Dome or Utter Dome, but these would be very rare.

Missile weapons have several enchantments unique to them, including Flaming Missile and Winged Knife.



Most of the swords listed here are unique weapons with great histories, though copies might exist with similar enchantments. Unless otherwise noted, all are of Fine or Very Fine quality.

Acclaim

Acclaim's first owner was a rather obscure knight who wanted to be remembered as a great hero, even though he had done nothing to deserve such renown. History records his name in a footnote somewhere, but his weapon is far better remembered.

Acclaim is a normal-looking broadsword possessing both +1 Accuracy and Shatterproof as its complement of "off-the-shelf" enchantments. This magical weapon's primary virtue is that it confers a vague but positive reputation on the owner.

Anyone encountered by the owner will seem to recall his name in connection with some great heroic act. The owner has a +2 Reputation with everyone he meets as long as Acclaim is with him.

If people are asked what great deeds Acclaim's owner has accomplished, they could never say (or, if lying, would never agree). Acclaim merely plants the suggestion in people's minds that the holder is a famous person and they should recognize his name.

This enhanced Reputation is only present when the owner has the sword on his person, unless the owner has spent points to build up his reputation independent of Acclaim's influence.

Component Spells: Mass Suggestion, Power (5 points), Accuracy, Shatterproof.

Asking Price: \$300,000.

Barricade

Barricade is a thrusting greatsword of plain iron, bearing images of shields along its blade. These images flicker with dim blue light when the sword's powers are in use.

This sword is enchanted to be primarily a defensive weapon. It provides PD 3 and DR 6 to the wielder and those the wielder is defending; the protective area is a 6-hex radius around the wielder and only protects allies. The sword creates a ghostly vapor that surrounds those it's guarding. Barricade gives the wielder +5 extra fatigue and +5 HP, as well as Accuracy +1 and Puissance +1.

Forged by the Order of St. Matthew, Barricade might be considered a holy weapon by some, but has been so long in secular hands that its mission is no longer purely ecclesiastical. It has defended pilgrims on several occasions, but has also protected more than one criminal from justice. The sword is not a tool of law, merely one of protection for the helpless.

Component Spells: Vigor, Lend ST, Accuracy, Puissance, Shield and Armor variants, unknown.

Asking Price: \$1,050,000.

Bloodslaker

Some weapons are crafted by fiendish minds, and Bloodslaker is one of them. This blade has existed for over 100 years,

though nobody can say from whence it came. Many theorize that it was made by an undead enchanter because of the weapon's peculiar tastes and abilities.

This thrusting broadsword is literally vampiric. Every hit on an enemy does normal damage and drains blood from the wound, costing the victim 3 fatigue points per successful attack. This fatigue is not transferred to the holder — the sword keeps it.

After it kills, the sword's blade glows with a hellish red light, which slowly fades as the blade absorbs the blood it's drawn. It has Accuracy +1 in addition to its devouring enchantments.

Component Spells: Accuracy, unknown.

Asking Price: \$144,020.

Bowsword

A Bowsword gives the user the power to attack foes from a distance. The wielder swings the sword in the direction of a distant enemy as if attacking normally (but applying all distance, size and speed modifiers for ranged weapons) and rolls against his Sword skill. If the attack is successful, the victim takes sword damage.

The only defense against this magical attack is a Block, which can only be attempted if the defender knows of the sword's powers. All defenders get a PD roll. Neither attacker nor defender gains a bonus for close range. As with a normal ranged weapon, the wielder must take aiming into account. The Bowsword has SS 10, Acc 2 and Max. 30. There is no 1/2 Damage distance.

All known Bowswords are either Shortswords or Broad-swords. Some have varying degrees of Accuracy and Puissance cast on them as well. They are very difficult to make, and only a handful of enchanters know how to create them.

Component Spells: Unknown.

Asking Price: \$145,000.

Coldblood

Coldblood is made of blue-white steel and has an icon of an icicle on the blade. It feels notably chilly, even under the hottest sun, but this coldness does no extra damage, even against creatures of fire.

The holder of Coldblood will never lose his temper or concentration during a fight, as the sword suppresses one and enhances the other. This thrusting broadsword bestows a Resist Pain spell and Strong Will +3 on the holder while fighting; it also has Accuracy +1 and Puissance +1.

Its true innovation, however, lies in the intricate emotion-controlling enchantment it exerts on the holder. Anyone bearing Coldblood will be rendered completely emotionless when fighting — he can never be Stunned or dazed.

Historical accounts say this weapon was made for Prince Oberz, who had a tendency to go Berserk whenever he fought. This failing won him many duels, but cost him his friends, family and social standing. With this new sword in his hand, Oberz remained a swordfighting master and never butchered an innocent again.

Component Spells: Accuracy, Puissance, Emotion Control variant, unknown.

Asking Price: \$400,000.

Deathknell

This weapon has a very evil "feel" to those who are able to read the auras of inanimate objects, but no innate personality.

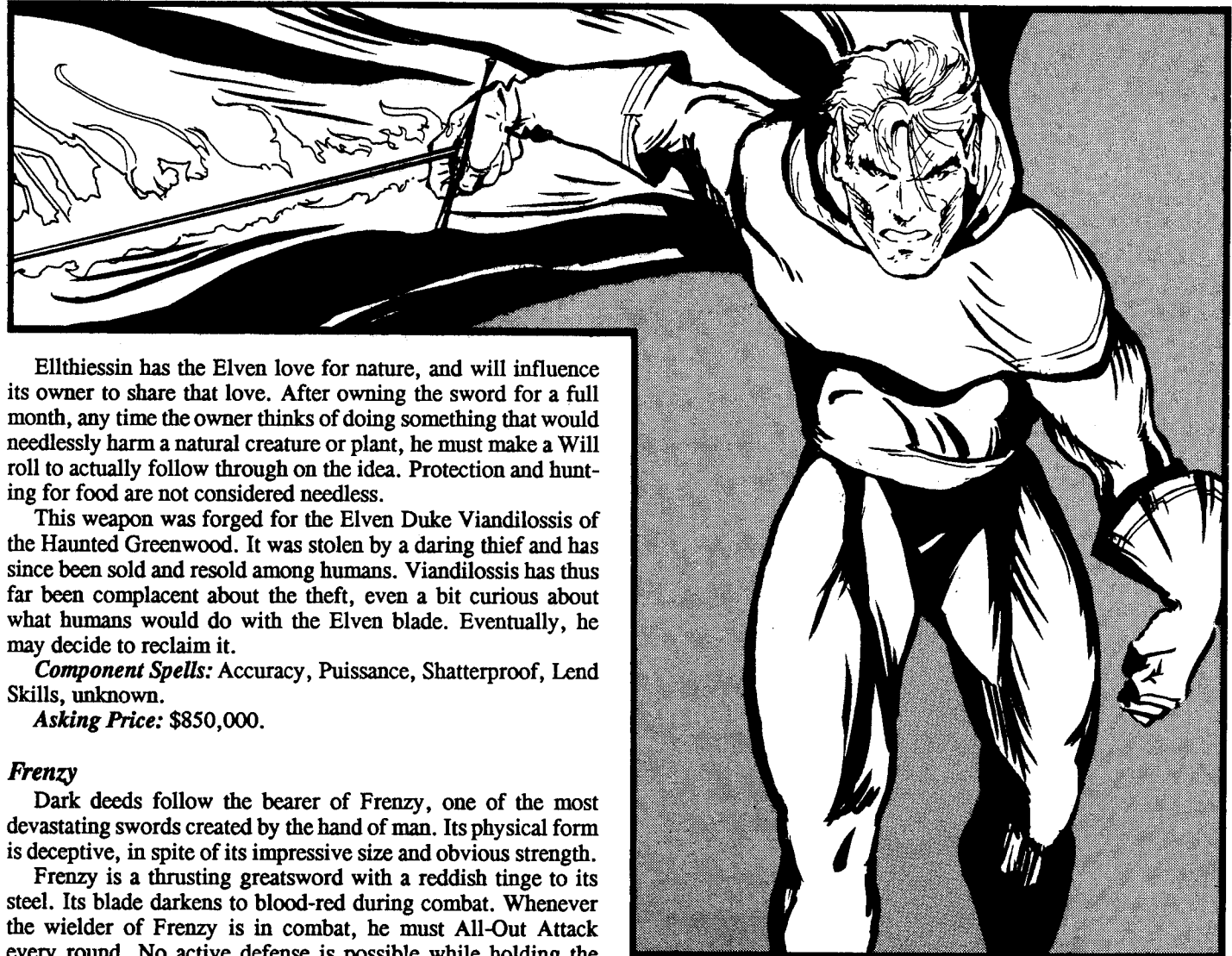
This thrusting shortsword has Accuracy +1, but any wound it makes will bleed until magically healed (see *Bleeding*, p. B130). Binding or First Aid will not help the victim, only magical healing. Deathknell rings like a gong whenever it inflicts a wound. (If GMs do not use the optional bleeding rules, then Deathknell should inflict incapacitating pain or something debilitating other than additional damage.)

Component Spells: Accuracy, unknown.

Asking Price: \$440,000.

Ellthiessin

This weapon, a slender rapier of blue-white steel that feels virtually weightless, is an example of superb Elven craftsmanship. It has Accuracy +2, Puissance +1 and is Shatterproof, but it also gives the user the Fencing and Acrobatics skills at skill 16. The sword also adds +2 to a user's Stealth rolls, but only if there are no buildings or other man-made structures within 1 mile.



Ellthiessin has the Elven love for nature, and will influence its owner to share that love. After owning the sword for a full month, any time the owner thinks of doing something that would needlessly harm a natural creature or plant, he must make a Will roll to actually follow through on the idea. Protection and hunting for food are not considered needless.

This weapon was forged for the Elven Duke Viandilossis of the Haunted Greenwood. It was stolen by a daring thief and has since been sold and resold among humans. Viandilossis has thus far been complacent about the theft, even a bit curious about what humans would do with the Elven blade. Eventually, he may decide to reclaim it.

Component Spells: Accuracy, Puissance, Shatterproof, Lend Skills, unknown.

Asking Price: \$850,000.

Frenzy

Dark deeds follow the bearer of Frenzy, one of the most devastating swords created by the hand of man. Its physical form is deceptive, in spite of its impressive size and obvious strength.

Frenzy is a thrusting greatsword with a reddish tinge to its steel. Its blade darkens to blood-red during combat. Whenever the wielder of Frenzy is in combat, he must All-Out Attack every round. No active defense is possible while holding the

sword, which cultivates a berserker's rage in the holder (equivalent to the Berserk disadvantage). During combat, Frenzy provides +4 HT, +5 extra fatigue, +1 Accuracy and +2 Puissance to the holder.

After owning and using Frenzy, the owner will discover he is progressively losing his self-control in combat even without touching Frenzy. He may even notice the onset of the Berserk disadvantage before he is completely overwhelmed by it. Nothing short of getting rid of Frenzy will prevent the disadvantage from manifesting, and after a month of ownership, when the disadvantage is full-blown, only Remove Curse will nullify it.

Frenzy was forged with the cooperation of a powerful demon, who covertly laid curses in the metal without the enchanter's knowledge. The mage kept the finished weapon for himself, became a mercenary warrior, and eventually became consumed with battle-lust and summoned his demon "helper" only to attack it. He was no match for the hell-spawn, and was destroyed seconds after Frenzy was unsheathed. The demon took the blade and left it with another owner, who perpetuated the chain of bearers, all who have been destroyed by the blade's madness.

Component Spells: Lesser Geas (owner only), Berserker, Vigor, Lend ST, Accuracy, Puissance, Shatterproof.

Asking Price: \$850,000.

Ghostbane

Ghostbane is a broadsword with a shimmering cutting edge. The weight seems to fluctuate slightly as a holder hefts it, but not enough to seriously affect its fighting balance.

Ghostbane affects insubstantial or spectral undead opponents as though they were substantial. Even vampires in their defensive mist-form and mages in Body-of-Air form can be struck by Ghostbane.

The enchantments are so involved and complex that more ordinary spells, like Accuracy and Puissance, cannot be included in its construction. The Ghostbane offers no bonuses to aim or damage.

Component Spells: Ethereal Body variant.

Asking Price: \$500,000.

Glitterguard

This thrusting broadsword was designed to be the ultimate personal defender, as it was made for a knight who had sworn a vow of total non-violence.

The user gets +6 to his attempts to parry, and can parry an unlimited number of times per turn. He also receives +10 extra fatigue, but Glitterguard will not stab or cut any living creature (the sword's blade slides aside before contact can be made).

Glitterguard's edges twinkle as if crystalline, growing brighter when the blade parries enemy attacks.

Component Spells: Lend ST, Shatterproof, unknown.

Asking Price: \$240,000.

Gloom

A thrusting broadsword made of black, unadorned iron, Gloom has Accuracy +3. Its primary enchantment darkens the air around the wielder of the blade. The holder of Gloom is unaffected, but anyone in an adjacent hex fights as though he were in utter darkness. Dark Vision, Light or any kind of darkness-averting magic will negate Gloom's effects.

Gloom was said to have been forged by Dacasaran, called Lord of Twilight, a wizard-knight who experimented with magical darkness. The Lord vanished many years ago, leaving Gloom behind in his onyx keep (which has since been ransacked by every bold thief in the land). His current whereabouts are unknown, and he's been gone more than 70 years now, but the folk he once ruled are certain that he'll be back.

Component Spells: Accuracy, Darkness, Dark Vision, Power, unknown.

Asking Price: \$400,000.

Infamy

An entirely average-looking broadsword, this weapon has both +1 Accuracy and Shatterproof. However, this weapon is far more *and less* than it seems, being Acclaim's dark twin.

Infamy confers a nebulous but unwholesome reputation on whoever bears it. All who meet the owner will seem to remember his name in connection with some vile, unpleasant deed or atrocity, although they could not specify what event, if asked. The owner has a -2 Reputation with anyone he meets as long as he owns the sword. For every year the sword is owned, the owner develops a *permanent* and cumulative -1 Reputation.

Having an evil reputation can be more than just an inconvenience. More than one owner of Infamy has been ambushed by a lynch mob.

Component Spells: Mass Suggestion, Power, Accuracy, Shatterproof.

Asking Price: \$250,000.

Intimidator

Intimidator was constructed by Baron Wherold, who wanted to impress his neighbors with his personal power. Instead of impressing them, he only succeeded in scaring them into action. They gathered together in a great army and crushed his forces in a siege. When he abandoned the sword, it was already too late and his barony lay in ruins.

Intimidator is a massive thrusting greatsword, a huge piece of metal that has +2 Accuracy, +4 Puissance, Shatterproof and Loyal Sword as part of its magic.

The sword's name comes from the way this huge two-handed sword gives the holder +2 on any attempt to intimidate others, even if the weapon is never drawn. In combat, allies and followers will react at +2, glad to be associated with someone so fearsome. A slight drawback is that this aura of menace makes people react to the holder at -2 in non-combat situations; the holder seems threatening even when he doesn't mean to be.

Component Spells: Accuracy, Puissance, Shatterproof, Loyal Sword, Lend Skill, unknown.

Asking Price: \$745,000.



Switchblade

A Switchblade is an enchanted sword that becomes any size or variety of sword or knife upon a mental command from the wielder. The switch takes one second, but counts as a free action. Thus, attacking with a shortsword one turn and a fencing saber the second is possible, but attacking with a knife and parrying the same turn with a broadsword is not.

Shifting from a one-handed to a two-handed grip still requires a turn. When not actively being wielded, a Switchblade takes the form of a small knife. The Switchblade is not the same as the Switch Sword, which merely changes from a baton to a sword (see p. MI94).

The Switchblade enchantment was discovered by the archmage Dorinar and seems to be a variant of the Create Object spell. Dorinar was known to have created at least six Switchblades before mysteriously vanishing.

Component Spells: Shape Metal (variant Shape Stone), Power (2 points).

Asking Price: \$100,000.

Verity, Sword of Truth

Known throughout many kingdoms as the Sword of Truth, Verity is a mighty weapon for delving through falsehood of any sort.

Verity is a thrusting broadsword with a bright silver blade. The guard bears a string of ancient runes, which no one alive can decipher. These burn with a ruby light when the sword's powers are invoked by the holder.

In combat, Verity has Accuracy +2, Puissance +4. The sword is also Shatterproof.

This magical weapon also grants the wielder the Mage Sight and Know Illusion spells at level 16 and the Detect Lies skill at 18, as long as the weapon is held and unsheathed. Touching the sword to any illusion, no matter how perfect or convincing, will reveal it.

The wielder is incapable of lying or speaking anything other than the complete truth while possessing the sword (in short, the Truthfulness disadvantage). This disadvantage never becomes permanent and can be removed by giving up the sword.

According to the Mastertome of Swordcraft, compiled by the archsavant Terlibraxus, Verity was crafted nearly 1,125 years ago to serve as the weapon of Lord Dirnaey of Aylsport to fight against some demonic creature with a penchant for illusions and

deceit. He apparently succeeded at the cost of his own life, whereupon Verity mysteriously vanished . . . but the weapon soon reappeared, and has never been lost for long throughout the centuries.

Component Spells: Mage Sight, Know Illusion variant, Lend Skills, Lesser Geas ("Tell truth"), unknown.

Asking Price: \$1,250,000.

Whisperlight

This weapon is a fencing rapier, adding +2 to Accuracy, +1 to Puissance.

Its primary enchantment is much more elaborate. Whisperlight flickers and makes a whispering noise, which serve to distract the wielder's opponents. All attempts to parry Whisperlight are at -2, as are attacks against the wielder of the magic blade.

The creator of Whisperlight made the enchantments obvious on purpose. He wanted to create a weapon that would serve well in battle, but that would never be used unfairly in a duel. No one who faces Whisperlight could fail to notice its magic!

Component Spells: Noises, Flash variant, Accuracy, Puissance, unknown.

Asking Price: \$106,100.

Ranged Weapons

Armor-Piercing Arrows

These magical arrows have black and very sharp metal heads, etched with spidery runes that shimmer with a dim purple glow when an arrow is nocked.

These arrows have the same effect as Armor-Piercing ammunition: initial damage is doubled against the target's DR, while penetrating damage is halved.

Component Spells: Hypothetical "Armor Piercing" spell.

Asking Price: \$5,000 apiece.

Explosive Arrows

These arrows' heads are made of a white stone, similar in texture to chalk, but veterans will caution novices to be extremely careful with these volatile missiles.

They are dangerous because they explode when they hit something hard enough to do 1 point of damage. They do 2d crushing damage to anything in the target hex and 1d to anything in an adjacent hex. They won't explode from being set in a quiver, knocked against a bow or dropped from less than 15 feet. They *will* explode if they are located on an area of a person's body that takes at least 2 points of crushing damage (i.e., a quiver).

Although the spell used is a variant of Explosive Fireball, the explosion is not fiery and will not ignite flammable material. The arrows' enchanters deliberately left out the burning elements while enchanting these items.

Component Spells: Explosive Fireball variant.

Asking Price: \$50,000 apiece.

Pyrotechnic Arrows

This magical arrow is more a signal device than a weapon, as it throws off bright sparks and makes loud explosive noises when fired and produces far more light and noise than heat.

If fired upward at an angle greater than 20°, at the top of its flying arc, it explodes in a burst of light and sound noticeable for 1 mile per 10 degrees of arc in all directions (e.g., firing at 20° produces a signal that can be seen for 2 miles, while an arrow fired at 40° can be seen for 4 miles).



If fired at an enemy, it does regular impaling damage plus 1d-2 points of fire damage.

Component Spells: Noise, Flaming Missile variant.

Asking Price: \$15,000 apiece.

Centaur's Bow

Created by the Centaurs, this wooden longbow has proven highly useful to mounted cavalry of all races.

The Centaur's Bow is magically stabilized so it can be fired without penalty from horseback, even when riding full gallop over rough terrain. No riding modifiers ever apply against the user's Bow skill. The bow has no other magic.

Component Spells: Secret Centaur enchantments.
Asking Price: \$125,000.

Returning Axe

This powerful throwing axe will return to its owner if dropped or thrown. But unlike a normal Loyal Sword, if the axe misses its target, it gets another try on the way back. It attacks on the second pass at its owner's skill-2.

The axe has Accuracy +3, Puissance +3, and Shatterproof. It has a Name also.

Dwarves made the first Returning Axe, but humans eagerly copied the prototype, making many of these over the last 160 years.

Component Spells: Accuracy, Puissance, Loyal Sword variant, Shatterproof, Name.

Asking Price: \$615,000.

Miscellaneous Melee Weapons

Axe of the Dwarven Thanes

The Axe of the Dwarven Thanes was created for a non-magical Dwarven lord who intended to fight a wizard. History doesn't record whether he won or lost, but the Axe survived into the present.

This heavy, double-bladed axe is a Dwarf-made weapon of surpassing power. It has Accuracy +4 and Puissance +5, is Shatterproof and bestows 5 extra fatigue points. It also casts a Spell Shield and Missile Shield around the holder, protecting him from most magical attacks as well as mundane missile attacks.

Component Spells: Accuracy, Puissance, Shatterproof, Lend ST, Spell Shield, Missile Shield.

Asking Price: \$4,000,000.

Bearclaw Cesti

While worn, these furry gauntlets make the wearer's arms bearlike, conferring the strength of a Kodiak bear (ST 30), plus medium claws (doing Swing +4 cutting or Thrust +2 impaling).

However, the wearer gains the Gluttony disadvantage while owning the cesti (which will lead to the Overweight disadvantage if he isn't careful). It's not necessary that they be used regularly; the last one to have worn them is the "owner." At least one set of cesti also caused their owner to hibernate in the winter . . .

Component Spells: Might variant, Lesser Geas.

Asking Price: \$250,000.

Cesti of Giant Fists

These heavy-looking leather fighting gloves make the wearer's fists huge and heavy and double his swing damage (close combat only). The fists are so heavy, however, that they can throw the wearer off balance if he's not a large person. For every 30 lbs. the wearer weighs less than 240, he loses -1 to DX for 2 seconds after a swinging attack made with the cesti. For example, a 150-lb. person swings with the cesti. Whether he hits or not, he is at -3 DX for the next 2 seconds.

Component Spells: Unknown.

Asking Price: \$75,000.

Clawrake Cesti

These gloves sprout large, metal claws from the fingertips, the length of which can be controlled by the wielder (up to 5"). At their longest, the claws do Swing-2 cutting or Thrust

Warspear

This spear has +2 Accuracy and Puissance, and is both Shatterproof and Loyal to its owner. But it has more powerful magic. When the spear is brandished in the air, and a war chant is shouted, this ancient item causes the owner's closest allies to enter a Berserk frenzy when going into combat (see *Berserk*, p. B31). The spear-magic's range is 6 hexes and only affects allies.

While it is in his possession, the owner acquires the Berserk disadvantage as a side effect, even if he never uses it as a weapon (the disadvantage becomes permanent if the user fails three Will rolls, rolling once every month). The owner also reacts at -3 to any offers of peaceful negotiation as an alternative to combat.

Component Spells: Accuracy, Puissance, Shatterproof, Loyal Sword, Berserker, unknown.

Asking Price: \$380,000.



impaling damage. These claws also give a +2 to the wearer's Climbing rolls.

A wearer will gradually develop the Bloodlust disadvantage. Each month after the first, the owner must make a Will roll. After 3 failed rolls, the owner has succumbed to the disadvantage. If the wearer is already bloodthirsty, this magic has no effect.

Component Spells: Alter Body variant.

Asking Price: \$160,000.

Cruel Cesti

These dark, studded fighting gloves add +3 to the wearer's ST and have short claws that add +2 to swinging hand attacks in close combat. The wearer also gains the High Pain Threshold advantage and DR 5 on the hands.

The vicious nature of the Cesti changes the wearer also. He is

afflicted with the Sadism disadvantage while wearing the cesti, and may acquire it permanently if he uses the cesti often (GM's option).

As far as anyone can tell, these Cesti were made for a huge but timid enforcer for organized crime in Riverfall Township.

Component Spells: Might, Resist Pain, Fortify, Emotion Control.

Asking Price: \$440,000.

Ghost-Fist Bracers

These metal wristbands make the wearer's hands insubstantial to metal up to DR 7. Thus a wearer could do normal punching damage to someone wearing heavy plate armor. A wearer could also put his hands through the door of a safe, provided the

metal was less than 1" thick (see p. B125 for the DRs of various metals).

The gloves will not pass through enchanted metal or magical armor. Only metal is insubstantial to the wearer's hands, and only the hands can pass through the metal; nothing the owner carries in his hands will go through unless it can be completely enclosed in a fist.

One disadvantage is that the bracers' power is always on, so the wearer cannot hold any metal objects (knives, coins, etc.) or wear rings unless they are covered with leather, cloth or some other non-metal material.

Component Spells: Ethereal Body variant.

Asking Price: \$200,000.

Nonhuman Weapons

Bale's Pitchfork

This black iron weapon is enchanted with Accuracy +1 and Puissance +2. It also causes great pain to whoever is struck with its barbed tines, negating any High Pain Threshold Advantage or conferring Low Pain Threshold on a victim.

Non-Bales who use this item will develop the disadvantages Bloodlust and Sadism after several months. The user must make a Will roll every month of ownership; three failed rolls means one of the above disadvantages appears, and after three more failed rolls, the second becomes evident. Once they appear, these disadvantages are permanent.

Component Spells: Accuracy, Puissance, Pain variant, unknown.

Asking Price: \$180,000.

Fishman's Spear

Another weapon of nonhuman origin, this wicked-looking barbed spear can be used without hindrance under water (it performs at normal speed, unslowed by its environment) and provides +4 Puissance.

With prolonged use, the user will permanently develop the ability to breathe under water (roll vs. HT once per week; failure

indicates the development of non-working gills, and 3 failures in a row confer the full ability). The user will also acquire the Sadism disadvantage permanently (roll vs. Will once each week; six failures indicate the onset of the disadvantage).

Component Spells: Speed, Puissance, Alter Body variant, unknown.

Asking Price: \$660,000.

Ogre Club

This huge club is made from some unusual black wood. It weighs 15 lbs. and requires ST 15 to use (it does Swing+4 crushing damage); it is Shatterproof and immune to fire.

The club also provides its user with 6 extra fatigue points. The unique aspect of this club is that when it is parried or used to attack another weapon it has a greater chance of breaking it than its weight would indicate. For these purposes it is treated as weighing 25 lbs. — enough to break even a greatsword! See p. B111 for rules on breaking weapons.

Component Spells: Shatterproof, Resist Fire, Lend ST, unknown.

Asking Price: \$510,000.

Accessories

Fast-Draw Quiver

This quiver can hold up to 30 arrows and allows the wearer to Fast-Draw/Arrow at DX+2 (or +2 to current Fast-Draw skill).

Component Spells: Lend Skill.

Asking Price: \$75,000.

Fast-Draw Scabbard

This sheath fits any sword placed in it and gives the wearer the Fast-Draw/Sword skill at DX+2 (or +2 to existing Fast-Draw skill).

Component Spells: Lend Skill, unknown.

Asking Price: \$75,000.

Magic Polish

A silver-white grease, this substance will sharpen and polish any sword, knife or axe it is applied to; all rust or corrosion will be removed, and the edge will be restored to new condition. Even better, all non-magical edged weapons will gain +1 Accuracy and Puissance for 5d hours. One jar contains 2 applications.

Magical weapons are not enhanced by this substance, beyond the polish's natural cleaning and sharpening abilities.

Component Spells: Natural magic.

Asking Price: \$10,000 per jar.

Pocket Arsenal

The Pocket Arsenal was made for Ares Durrog, a professional mercenary who believed in traveling light. He is said to have made over a million dollars in one year, just for his skills as a mercenary, and insiders attribute much of his success to the Arsenal.

This small wooden box, no larger than a shoebox, will produce a broadsword, longbow with a quiver of 20 arrows, spear, dagger and brace (4) of throwing knives on command, able to produce one item every 3 seconds until all have been removed; the items last for 24 hours, then disappear. The box can produce another set once the first set has vanished, but not sooner. All items produced are non-magical, average-quality weapons.

Note that not all of the items need be removed at one time. If a person needs a broadsword for one combat, and a longbow four hours later, the arsenal can accommodate him. But it will not produce more than one of each weapon per 24 hours.

Component Spells: Create Object variant.

Asking Price: \$600,000.

WIZARDLY TOOLS

18

Mages devote their lives to the practice of magic and the study of enchantment. It seems logical, then, that many of the items they produce would be tools to further the trade. Staves, wands, Powerstones and other wizardly implements represent mages' dedication to the progression and perfection of the arcane arts.



Archimagus Ulrikh's Hidden Emporium

People may expect to see a tottering old man in a stained robe, mumbling into his beard, when they enter the Hidden Emporium. Indeed, that's what they see; an old man in a patched, faded robe, peering blindly toward the customers and muttering something vaguely welcoming. A closer look reveals that the "old man" is really an animated golem cloaked in an illusion. Then Ulrikh appears.

Ulrikh is young, apparently no older than his mid-20s, and very handsome, with dark hair and flashing eyes. He wears rather formal attire at all times, to compensate for the lack of credibility he feels is a stigma of youth, and speaks with elegance beyond his years. Customers may feel this is another trick and that Ulrikh is merely an upstart brat, but he is not above using his powers freely to convince the skeptical.

His dealing in wizardly items is widely known in the community; what nobody knows is where his shop will be from day to day. Only a wizard can seek out the Hidden Emporium, as the location is mystically warded from all other folk. Non-mages may accompany a wizard seeking the shop, but they could never locate the building on their own.

Inside, the walls seem to be rather bare of merchandise, but this is another illusion. Ulrikh will ask what the user is looking for and point out a corner that anyone would swear had been empty — only to reveal the item sought (or a close approximation). He keeps plenty of magic items on hand, everything from stage magic to conjuration aids to wands and staves from around the world. It is very uncommon to leave the Emporium without finding something worth buying.

Ulrikh's shop has many built-in protections. Most thieves cannot find his store, and the few who can will encounter nasty little surprises in every nook and cranny. Spots that drain mana from one who steps on them, places which cast Shapeshift Other on an unsuspecting trespasser — and dozens of other, more-dreadful traps.

Ulrikh not only deals honestly with all of his customers, but accepts a low profit margin and sells for very low prices. He could ask for more and get it, but so much money passes through his hands that he can be generous. Also, his reputation for fairness makes it easier to get assistance from his brother wizards . . .

As for personal equipment, Ulrikh keeps a small magic arsenal handy for immediate use. His staff has Fireball, Lightning and a few other offensive spells, with Utter Dome, Counterspell and Ward as its primary defensive spells; it is always within easy reach.

The magic trade for wizards is split between two kinds of places, as different as night and day. Some shops are open, welcoming places, set in the hearts of the great cities. They welcome fellow wizards from all colleges and all ranges of experience, from the wizened eldritch masters to the eager, prospective apprentices. Staves adorn the walls in these places, and Powerstones sparkle invitingly under glass cases. Anyone with a talent for magic is welcome.

The other type of wizard shop is much more exclusive. Such places may adjoin secret laboratories in dismal swamps or lie in caves beneath live volcanoes. Only the experienced can locate these places, and only the privileged or invited are allowed in; the rest are turned away, or worse . . .

Whether open or secretive, merchants of wizardly magic are an eccentric lot. Most — but not all — are enchanters themselves. No two are alike in style or temperament. One might defend his shop with elaborate traps and magical wards, while another may simply keep a small dragon in the lobby. (Or perhaps the dragon is the real proprietor?. Dealing with them will always be a challenge and a unique experience.

There is one unifying trait, however. Most wizardly merchants are surprisingly scrupulous when it comes to making fair deals. They have to be; disguises are common, and the wrath of a cheated mage is legendary. The fresh-faced youth who just walked in might actually be Archimagus C'dhalis, renowned for his building-shaking rages and elaborate revenges . . . It's safer to be honest.

Common Wizard Enchantments

Many of the spells in *GURPS Magic* are for mages only. These are the spells that are generally used to create wizard's tools. Staves, Powerstones and Crystal Balls are the traditional mage-only enchantments, along with Scroll and Golem. Spellbooks also fall into this category; they are presented in the *Magical Tomes* chapter, starting on p. 33.

This chapter also introduces new, extremely powerful wizard's items — the Orbs of Power. They are usually enchanted are usually powerful spells from a particular college of magic.

Unless otherwise specified, all of the objects presented in this chapter can only be used by mages.



Staves and Wands



Coral Branch

Made of pink and red coral, this 5-foot staff glows softly, but emits a stronger light when submerged.

The holder of this staff can breathe underwater with no fatigue cost. If he is at least 5 miles from any land formation, he can exert control over the local weather. He can call clouds and create rain — but not a tornado, hurricane or other severe storm. The weather affects a 10-hex radius around the caster. Creating clouds is free, but calling rain costs 5 fatigue.

The holder of the Coral Branch can also summon (though not control) all the fish in a 10-mile radius. This does not include dolphins, whales or other marine mammals, but does include sharks and eels.

Component Spells: Clouds, Rain, Breathe Water, Beast Summoning variant, Power (5 points).

Asking Price: \$490,000.

Earthstaff

The Earthstaff is a 6' length of knotty oak, carved with ancient runes and heeled with burnished bronze at both ends. It gives off a strong magic aura (+2 to any attempts to detect or analyze its magic) and feels rather heavy for wood (+2 to normal staff damage).

A druidic item, this staff places one into a deep communion with nature when its powers are invoked. The holder's local Area Knowledge equals his IQ+4. He is also magically attuned to nearby flora and fauna, so that he is guided to game animals or beneficial herbs within 2 miles. This augmented skill lasts for the user's IQ+2d minutes and costs 3 energy points. Gaining this magical insight takes one minute of utter concentration; the user is oblivious to his surroundings and is vulnerable to attack while the staff is in use.

Just holding the Earthstaff gives a +2 to any Earth-related magic cast by the user. This function of the Earthstaff costs no fatigue and takes no additional time.

Component Spells: Secret.

Asking Price: \$660,000.

Moon Staff

This staff is 7' 3" long, apparently of a silvery wood resembling pine but much stronger, with silver inlays running along its length. Its tip is decorated with opals and a platinum disk 5" across, with a large diamond in its center.

Any wizard who holds the Moon Staff can command any lycanthrope or vampire that sees the staff's tip, by winning a

Contest of Wills. If the monster loses, it is affected as if by the Loyalty spell (p. M59) for one full night; afterward, the creature receives +1 on all Will rolls to resist the Moon Staff. Each attempt to control, regardless of success, costs the wielder 4 fatigue.

The holder also gains the Dark Vision advantage and all darkness-related magic is at +2. Darkness magic includes the following spells from the Light and Darkness college: Darkness, Shape Darkness, Blur, Hide, Invisibility, Infravision, Night Vision and Dark Vision.

One serious drawback is that the owning wizard becomes preoccupied with the night. Eventually, the wizard acquires the Moon-Aspected Magery disadvantage (p. M93) and his sleep-cycle changes to keep him awake from dusk to dawn. These changes will occur once the owner fails 3 Will rolls, rolling once per month.

Some scholars believe this object was a counterpart to the Sun Staff, created long ago by the Solarians (see Sun Staff, below). However, most of the Moon Staff's innate spells were unknown to the Selenians, the Solarians' ancient enemies. The debate on its origin continues.

Component Spells: Loyalty variant, Dark Vision, Power, unknown.

Asking Price: \$600,000.

Nightwand

Seemingly a solid black wand, the Nightwand feels slightly metallic and chilly to the touch. When held, the Nightwand allows the mage to see normally in any darkness, magical or otherwise, at no fatigue cost.

Its major power is the creation of darkness around the user, engulfing a region up to 5 hexes across, or less at the user's command. This globe of darkness can only be penetrated by Dark Vision.

Component Spells: Dark Vision, Darkness, Power.

Asking Price: \$80,000.

Sun Staff

This majestic object is a long staff (7' 3") of gilded oak, elaborately carved along its entire length and decorated with topazes at the tip. A golden disk 5" across tops the staff, with a bright star ruby in its center.

Whoever holds the Sun Staff is immune to heat and fire, and cannot be blinded by light attacks such as Flash or Light Jet. Further, the holder is able to cast the Fireball spell at skill 16

(costing normal fatigue) and gets a +2 bonus to all light-related spells. Light spells include the following spells from the Light and Darkness college: Light, Continual Light, Light Jet, Colors, Flash and See Invisible. The Staff is also Shatterproof and Loyal (as per the Loyal Sword enchantment, p. M40).

If the Sun Staff is owned for a long time, the holder will begin to acquire the Sun-Aspected Magery limitation (p. M93); he can only use his magic during the day, not at night or during a total solar eclipse. This works as described above for the Moon Staff.

The Sun Staff was reportedly created by a circle of mages known as the Solarians, to help them in their war against the moon-aspected mages known as the Selenians. Neither side won; the war went on for years until both groups were so depleted that the survivors disbanded. The Sun Staff was lost until recently.

Component Spells: Fireball, Resist Fire, Loyal Sword variant, unknown.

Asking Price: \$600,000.

Meta-Spell Items

Grand Dampener

A dark crimson hood, this object confers a -12 penalty to a mage's skill with all spells. Refer to pp. M7-8 for effects of skill reduction on time to cast and energy cost for spells.

Dampening effects only last while the hood is worn and cinched tight, but any mage will suffer disorientation (treat as Stun) for 1d turns after the hood is removed.

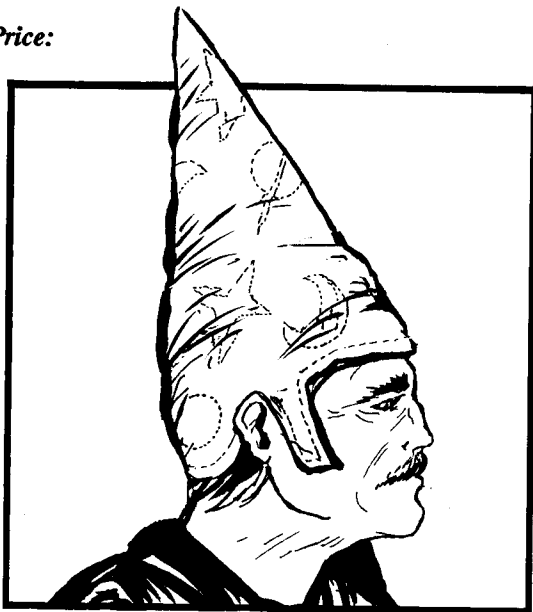
The Grand Dampener was designed by the Order of Tsalient, which was dedicated to the ethical use of magic. The order is a self-appointed regulator of "abuses" of magic, and specializes in devices which can be used to restrain an opposing wizard.

Component Spells:

Unknown, Drain Mana variant?

Asking Price:

\$300,000.



Hat of Magery

This pointed cap, resembling a dark blue "dunce cap" with fancy gold stars and planets, confers one level of Magery on any wearer. However, if the wearer is already a mage, it adds +2 to the level of all the wearer's spells.

The wearer can try to cast any spell he or she can imagine, using Improvised Spells (see pp. M76-80 — all Power Words are "known" at IQ -3). Any spell cast using the hat's powers fails on a 16, regardless of IQ, and critically fail on a 17 or 18.

The Hat of Magery was made rather recently, by Laughing Irocaydus the Mad Magus. He claimed it was designed as a practical joke, which was enough to dissuade further inquiry; his last "big joke" annihilated every tree within a 60-mile radius and dyed half of a city orange.

Component Spells: Unknown.

Asking Price: \$350,000.

Portable Pentagram

This item appears to be several lengths of gilded thread with ten connection points that can be staked into the ground.

These metal threads, when properly deployed, become a hex-sized pentagram, casting that spell around the hex it encompasses. Once set properly, the pentagram glows with a soft golden light to indicate it is "active."

An owner, or anyone with Magery standing outside the pentagram, can break the pentagram's protection simply by stepping on one of the threads.

The Portable Pentagram was devised by Wycamir, a demonologist who found himself frequently moving from place to place. His hasty, often involuntary moves required compact, useful gear and his accomplishments were groundbreaking for demonologists in similar straits.

Component Spells: Pentagram variant.

Asking Price: \$280,000.

Magical/Theatrical Props

Cauldron of Dreadful Aspect

This huge, rust-speckled iron basin bubbles and fumes with noxious vapors, and even extends vaguely menacing pseudopodia from time to time, but has no true value for creating magic. It's only a prop for charlatans.

Component Spells: Complex Illusion.

Asking Price: \$65,000.

Dancing Silk Handkerchiefs

These trivial items are much favored by traveling stage magicians. These brightly colored silks will "dance" on command, performing a captivating aerial ballet which becomes more complex as more hankies are added (12 is the most that can be done at a time and is truly astounding).

The user of the handkerchiefs must make an IQ roll if more than four are used at one time. The roll is at -1 for each silk over five.

Component Spells: Apportation.

Asking Price: \$500 each.

Magical Top Hat

This hat produces small domestic animals on command (rabbits, doves, etc.), up to 3 animals per day. The animals will stay and follow the owner's spoken commands and will exist until dispelled by the owner or killed, at which point they disappear.

Component Spells: Create Animal.

Asking Price: \$55,000.

Levitation Platform

A hex-sized platform or small rug that levitates at the owner's command. The platform can carry up to 500 lbs. with ease. If any more weight is put on it, it won't lift off — if already airborne, it will crash to the ground. It ascends at a maximum of 3 yards per second. Using the platform costs 4 energy for the first minute and 2 for each minute thereafter.

The platform won't move horizontally on its own, but it can be pushed.

Component Spells: Apportation variant.

Asking Price: \$50,000.

Rigid Rope

When one end is tossed into the air and told to stay, the entire rope will stiffen into immobility. It can be moved from side to side with ease, but will not pull down unless weighed down with over 600 lbs. or commanded to by whoever is touching it.

Note that this means if the owner is using the rope to escape from someone, his pursuer can grab the bottom of the rope and command it to slacken, causing the hapless climber to tumble to the ground (on top of the pursuer, if he's not careful).

Component Spells: Stiffen variant.

Asking Price: \$25,000.

Orbs of Power

Orbs of power are among the most powerful magic items in existence. They should not be tampered with lightly; they have destroyed many more people, mages and non-mages alike, than they have ever helped. They are very rare — there might be a dozen of each type in existence at any one time.

These orbs are crystal globes 9" in diameter. They resemble ordinary crystal balls until held by a wizard. If held and stared into by a mage, the orb will take on its identifying color and display its particular icon within its depths (given below). No one but the holder can see the changes in the orb. A mage who sees this display must either set the Orb down immediately, or attempt to "master" it, as described below. A mage who is not aware of the orb's nature may find himself trying to master it without knowing what is happening . . .

Each orb has DR 30, HT 20/100 and Will of 25. When a mage first gains an orb, he must "master" it by winning a Contest of Wills. His level of Magery adds to this contest. A failed contest costs the mage 15 energy points (drawing from HT if no other source is available), and does 2d damage. His next attempt with that orb or any other of the same type, should he try again, will be at a cumulative -1.

Success allows the mage to access the orb's powers and allows him to gain the benefits and disadvantages that come from mastering a particular Orb. If someone who does not possess Magery attempts to control an orb, he will sense a great feeling of dread and foreboding. If he proceeds anyway and loses the Contest of Wills, penalties are twice those given above. If he *wins*, he will feel an intense surging of power and ecstasy. The whole world will seem to spread out before him, and for one moment he will feel like a god. Then he takes 6d damage and loses 1 point of IQ *permanently!* But on a *critical* success, the lucky fool not only masters the Orb, but gains first-level Magery!

Each Orb has only one master at a time, and has a psychic link to that master, wherever he goes. If (for instance) a mage is away from his stronghold, and someone else breaks in and molests his Orb, he will know if it is damaged or destroyed. He will also know if someone attempts to master the Orb, and whether the attempt succeeded or failed. On a successful IQ roll, he will gain a strong impression of the interloper's personality, and recognize the interloper if he has met them before. But if the interloper masters the Orb, that impression is the last connection that the old master will have; his Orb is no longer his.

There may, of course, be other orbs than the one presented below; perhaps every college of magic has its own orb. The existence and powers of other orbs are left up to the GM.

Orb of Death (Black Orb)

This orb is governed by the Necromantic college of magery. When held by a mage, it grows deathly black and a clean, white



skull appears within its dark depths. The strong, musky odor of grave earth becomes overwhelming.

The Black Orb sustains its master's life force no matter how severely injured or aged he is; he will age and can be brought down to $-5 \times HT$, but will not die until the orb is taken from his possession and mastered by another (by a Contest of Wills, see above). It also grants the Deathtouch spell at level 16 (or raises an existing spell by 2, whichever is higher). Its master can learn any Necromantic spells, spending points and time as if he were being tutored by a master necromancer. Any spells learned are permanently known, but the orb cannot provide increases in Magery or prerequisite spells that are outside of the Necromantic college.

Furthermore, the orb's master gains +4 against any attack from an undead; if he wins a Contest of Wills versus a sapient undead, that creature will perform one service for him and will not attack him as long as he possesses the orb.

When this orb is first mastered, those nearby see a black aura around the holder, shadowing his face so that the bones of his skull are unpleasantly prominent. Anyone not familiar with this effect must make a Fright Check when they first see it. The master's Appearance immediately drops by 1 level.

After only a week, the orb's master develops a chilling disre-

gard for life, a callousness that will shock and dismay his associates; this Odious Personal Habit causes a -2 reaction to all who notice it. He also develops Skinny as a physical disadvantage. The Orb is actually draining off some of his mass, making him appear skeletal.

Component Spells: All Necromantic Spells, Simple Illusion, hypothetical "Undying" spell, unknown.

Asking Price: \$8,000,000.

Orb of Knowledge (Golden Orb, Giver of Wisdom)

On mastering this orb, the mage immediately perceives a dim yellow glow within the Orb as the icon of a scroll slowly unrolls inside the crystal. The odor of old tomes and scrolls fills the air.

Those nearby will see a faint illusion of a scroll held before the orb's new master; the words on the scroll will be illegible to any viewer, even the master, regardless of any Vision or IQ roll.

This Orb gives its master the Intuition, Full Eidetic Memory and Empathy advantages. It also confers the History and Ancient History spells at skill 16 (or raises an existing skill by 2, whichever is higher).

The Orb has History, Area Knowledge (world) and 6 miscellaneous skills (GM's choice) at skill level 16; these will be appropriate to the campaign world's Tech Level. These skills can be accessed by the Orb's master whenever the item is held.

The master of this Orb can learn any Knowledge spells as if tutored by a master of that college, spending points and time as normal. These spells are retained even if the Orb is lost or stolen. He also receives the full benefit of Eidetic Memory for

learning new skills; these skills are likewise retained by the possessor, with or without the Orb, but the Eidetic Memory does not remain, nor any of the other Orb-given advantages.

Any master of the Orb of Gold will acquire the Stubbornness Disadvantage (he is absolutely certain that he knows best in all circumstances) one week after he claims the Orb. He will eventually acquire a Compulsive Behavior to seek knowledge, as well.

Component Spells: Simple Illusion, all Knowledge spells, unknown.

Asking Price: \$8,000,000.

Orb of Life (Blessed Orb)

Influenced by the Healing college of magic, this orb grants power over life. When a mage first masters this orb (by a Contest of Wills, as above), he sees a bright white radiance inside the Orb, as well as the shape of a phoenix spreading its wings at the center of the globe. A smell of rich soil and growing things will suffuse the air near the holder.

Witnesses can see a dim white glow surround the holder, who emanates almost holy vibrations.

This item grants the Major Healing, Regrowth and Resurrection to its master at 16 (or gives +2 to existing skills, whichever is higher). All sentient creatures react to the possessor at +1 as well; even Orcs and Bales are positively affected by the Blessed Orb's influence.

The Orb's master can learn Healing spells as if tutored by a master healer; he need only spend points and time as if in training. These spells are retained even if the Orb is later stolen or lost. He can also learn any Medical skills as if they were Mental/Easy, and he were being taught by an expert in all those skills.

He will develop a Sense of Duty to all living things and total non-violence Pacifism after owning the Orb for 1 week. These Disadvantages are permanent, even if the Orb is lost or taken, though they can be bought off with character points.

Component Spells: Lend Skill, Simple Illusion, all Healing spells.

Asking Price: \$8,000,000.

Orb of Mastery (Sphere of Influence)

This orb takes its powers from the Mind Control college of magery. On first mastering it, the mage sees streamers of royal purple swirl around a golden crown inside the Orb; he will also hear distant cheers and shouts of acclaim. Those nearby will see an illusionary crown appear on the holder's head; it fades over the course of 1d hours.

The Sphere of Influence grants its master Charisma +6, with Leadership, Strategy, Diplomacy and local Area Knowledge skills at 15. He can also cast the Loyalty spell at skill 20 at will, simply by looking into a victim's eyes.

The master of this Orb can learn skills relevant to politics or rulership (such as Savoir-Faire, Politics, Heraldry, etc.) as if they were Mental/Easy skills, though they must be taught by someone. He can also learn any spells from the Mind Control college, as if taught by a wizard, for the usual point and time costs. These spells and skills will remain, even if the Orb is lost or stolen.

Any master of this Orb succumbs to the Megalomania disadvantage after 10d days of ownership. Knowing that the orb has given him his powers, he will not willingly part with it. If the orb is stolen, the former owner retains Megalomania and gains a Vow to retrieve it at all costs.



Component Spells: Lend Skill, Loyalty, Simple Illusion, all Mind Control, unknown.

Asking Price: \$8,000,000.

Orb of Transformation (Blue Orb, Orb of Chaos, Orb of Mystery)

This orb is ruled by the Illusion and Creation College. When first mastered, it grants the holder the vision of a blue-green haze, within which a caterpillar changes into a butterfly. Witnesses will observe a hazy grayness around the user, an effect that makes the user difficult to scrutinize closely (-4 to Detect Lies, Intimidation or any roll that requires analysis of facial expression or body language). This effect initially lasts for 1d hours, but can be called at will by the owner.

The Orb of Mystery always changes its possessor. The exact change produced depend on the personality of the owner when the Orb is mastered; if he is benevolent, the changes will be beneficial and pleasant, while if he is cruel or villainous, the changes wrought will be harsh and malefic.

Any master of this Orb will receive the Danger Sense, High Pain Threshold and Alertness +2 Advantages; also, his Appearance will change two levels, for the better if he is good-hearted and for the worse if he is bad-natured (GM's discretion).

A master of this orb also gains the Shapeshift and Illusion Disguise spells at 16 (or +2 to existing spell levels, whichever is higher). The GM must choose what animal he can change into, reflecting some aspect of his personality. He can learn any Illusion spell as if instructed by a master wizard; he can also learn any skill based on deception or self-alteration (such as Acting, Disguise, etc.) as if it were Mental/Easy. These spells and skills persist if the Orb is lost.

The user will acquire at least one mental disadvantage reflecting and enhancing his personality; each user will develop differently, at the GM's whim.

Component Spells: All Illusion and Creation spells, Shapeshift, Illusion Disguise, unknown.

Asking Price: \$8,000,000.

Miscellaneous Wizardly Tools



Chime of Impressive Service

This object appears to be nothing more impressive than a hand-held chime or small silver bell used to summon servants.

When struck by someone with any level of Magery, the chime casts Create Servant (p. M46) to obey that person for 30 minutes. Summoning the Servant initially costs 2 fatigue, but there is no maintenance cost.

The Servant cannot be summoned more than twice per day. If the bell is rung a third time in 24 hours, a warrior is summoned instead (as per Create Warrior), who attacks the striker, attempting to take away the item in the process. If the warrior succeeds in taking the chime, he will flee as far as he can go in the remaining time. After the spell is up, he will vanish, leaving the chime where it lies.

The Chime can be used to create a Brute or skilled servitor, as per the Create Servant spell, but the user pays the additional fatigue cost himself. A Warrior cannot be intentionally created by the Chime.

Component Spells: Create Servant, Power (1 point), unknown limiting enchantment.

Asking Price: \$80,000.

Conversation Piece

A large, silver mirror in an elaborate golden frame, this is actually a magical window between the wizard and any other mirror that he knows the precise location of. The wizard can see and hear anything on the other side, and anyone looking into the target mirror can see and hear the owner of the Conversation Piece.

Any magic relying on eye contact can be cast through the Conversation Piece, but other spells (such as Fireball or Lightning) will not go through, nor can physical objects be passed through the glass.

The user must have Magery and know at least three Illusion spells to operate this device. He also must know exactly where the other mirror is, within 3 hexes. Thus, the owner could communicate with someone carrying a pocket mirror as long as the wizard knew exactly where the target was going to be at a certain time.

Vampires are invisible (and inaudible) to the mirror, while ghosts and other undead can't be detected by its magic.

Component Spells: Hypothetical "Mirror Communication" spell.

Asking Price: \$250,000.

Illusion Popper

This 6-inch-long, bright silver pin “pops” illusions. Any illusion touched by the point of the pin is affected as though a Dispel Illusion had been cast on it at skill 25.

The Illusion Popper also glitters brightly if there is an illusion within 12 hexes. This includes magically created objects and servants, but not shapechanged or non-magically disguised beings.

Component Spells: Dispel Illusion, Know Illusion variant, Power (4 points).

Asking Price: \$50,000.

Life Clay

This blue or green substance is normally found in underground deposits in very high-mana areas. Even then, it is a rare and valuable find. It can be molded into any shape . . . and it will come alive!

The wizard need only fashion the clay into a shape and Will it to come to life. If the Will roll fails, the creation does not come to life and that Life Clay cannot be used again. Any shape at all may be created; a non-animal shape gives a -1 to the creator's Will roll.

Once the creation comes to life, the GM should roll a Reaction roll for it, modified by normal Reaction modifiers plus the creator's level of Magery.

On an Excellent reaction, the creation will be fanatically loyal, never willingly leaving the creator's side. On a Neutral to Very Good, the creature will be loyal, doing whatever tasks assigned unless they are unusually cruel to the creation or self-damaging. On a Poor to Very Bad, the construct must be coerced into performing tasks, and will only stay with the creator if given constant attention and care. And on a Disastrous reaction, the creature attacks its creator without regard for its own new life.

Each pound of Life Clay has 27 points to divide between ST, DX and HT (no construct made from less than 1 pound will come to life). The maximum attributes for a creature of Life Clay are ST 30, DX 15 and HT 20. A “clay child,” as they're called, has an IQ of 8 and can be taught any skills its creator possesses. Clay children take double damage from Water or Fire attacks, but only half damage from Air or Earth magic. They are invulnerable to crushing damage; they can be squashed flat and re-form themselves.

Any clay child will always be blue, green or red in color and seem to be made of moist clay. The GMs may require a DX or Sculpting skill roll, to see how well the sculpture turned out, but otherwise, the creation will gradually enhance its appearance to be more “realistic” over time.

Component Spells: Natural magic.

Asking Price: \$250,000 per pound.

Phial of Mystic Mists

When uncorked, this bottle will produce Mystic Mists (p. M68). These billowing green-yellow vapors seem to contain ominous forms and darkly threatening shapes. If a person starts to step through the Mists, they will moan softly, as if a tormented soul were trapped somewhere deep within their cloud-like depths.

Anyone who comes within a hex of the

Mists must make a Fright Check, as the Mists will stretch toward any nearby sentient creature.

The Mists are entirely harmless, but they can effectively deter non-mages from entering a private area.

Component Spells: Mystic Mist, Power (3 points).

Asking Price: \$80,000.

Portable Alchemy Lab

This wooden box will unfold on the owner's command, becoming a spacious cabinet full of bottles, beakers, burners and other instruments useful to an alchemist. The Lab contains 15+1d bottles; if it is found, each bottle holds a useful herb or rare ingredient on a roll of 1 or 2 on 1d. The small alcohol burners will be filled and have plenty of wick and the stands and clamps will be in working order.

The Lab also has a book called *A Handbook of Ingredients and Formulae for the Practice of the Alchemical Arts*. A reader must make an IQ roll to decipher the terrible and erratic grammar and spelling within, but then the book can be used to learn the basics of Alchemy, allowing him to spend character points on learning the art — albeit at half speed because he has no teacher.

This is an especially good item to introduce into a modern “secret magic” campaign.

Component Spells: Hideaway variant, Preserve, Shatterproof, unknown.

Asking Price: \$400,000.

Spanglesand

This slick-feeling silver dust becomes a cloud of whirling glitter when tossed into the air. The sparkling, twinkling motes confuse the eye, reducing all Vision rolls into or out of the affected area by -4.

One pinch will generate a cloud filling 7 hexes for 5 turns. Each pouch is one alchemist's “dose,” and is good for 12 pinches.

Spanglesand was originally invented for Jubilation Day, 632 years ago, to accompany fireworks and streamers invented by alchemists. It proved very popular, especially with wizard-thieves who wanted to foil pursuit.

Component Spells: alchemical magic.

Asking Price: \$500 per pouch.

Wizardly Robe

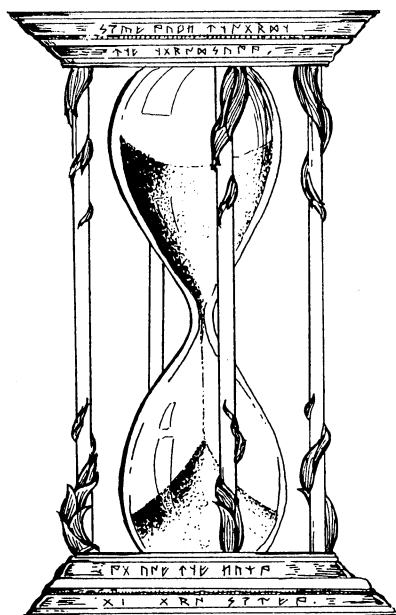
This simple black cassock makes any wizard appear formidable, mysterious and intimidating to mundane folk, while providing a small amount of protection.

The wearer automatically gets +2 on any reaction from non-mages. The Robe also confers PD 1, DR 6 against all physical and magical attacks. It magically cleans itself and repairs any rents or tears in its fabric, costing the wearer 3 fatigue to repair and 2 to clean.

The Wizardly Robe is one of the oldest magic items in design, with examples dating back more than 1,000 years. More sophisticated versions exist, providing greater protection at a much higher price.

Component Spells: Lend Skill, Deflect, Fortify, Clean, Repair.

Asking Price: \$75,500.



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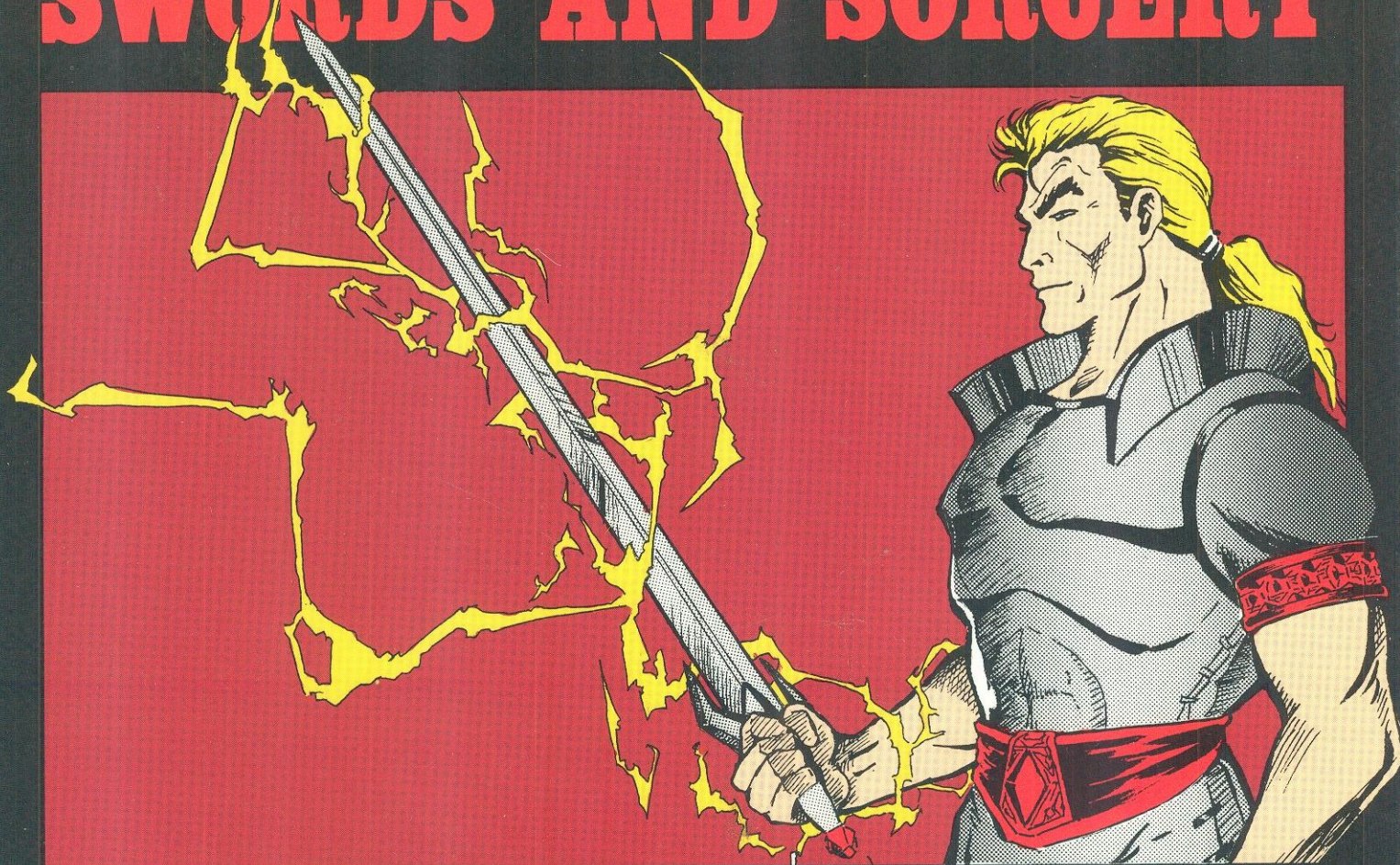
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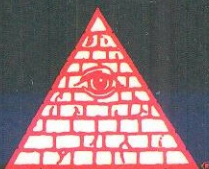
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0 80742 06512 3

ISBN 1-55634-207-1

SJG01695 6512

Made in the U.S.A.