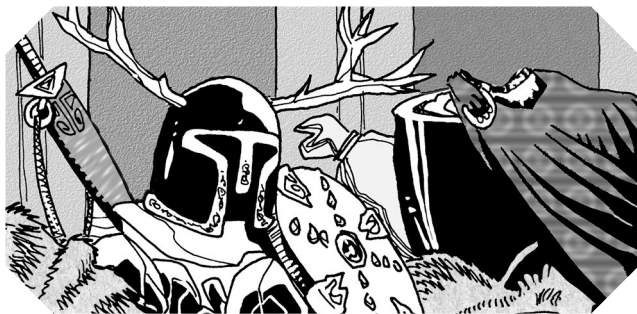


GURPS®

Fourth Edition

DUNGEON FANTASY TREASURES™ 2

EPIC TREASURES™



Written by MATT RIGGSBY

Edited by SEAN PUNCH

**Illustrated by DAN SMITH,
NIKOLA VRTIS, and
MICHAEL S. WILSON**

GURPS System Design ■ STEVE JACKSON

GURPS Line Editor ■ SEAN PUNCH

Assistant GURPS Line Editor ■ JASON "PK" LEVINE

GURPS Project Manager ■ STEVEN MARSH

Production Artist and Indexer ■ NIKOLA VRTIS

GURPS FAQ Maintainer ■

VICKY "MOLOKH" KOLENKO

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Page Design ■ PHIL REED and JUSTIN DE WITT

Art Direction and Prepress Checker ■ NIKKI VRTIS

Reviewers: Roger Burton West, Douglas H. Cole, Peter V. Dell'Orto, Phil Masters, Christopher R. Rice, and Antoni Ten Monró

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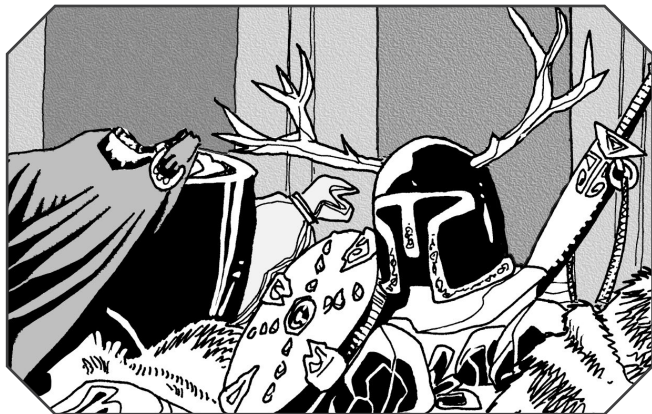
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ABOUT GURPS

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

INTRODUCTION

Any artifact here could have any explanation – wizardly accident, The Devil's work, wreckage of a futuristic UFO that experienced warp-drive failure and crashed in Fantasy Land, anything.

– **GURPS Dungeon Fantasy 6: 40 Artifacts**

There's loot and then there's *loot*. Delvers spend years emptying the pouches of dead orcs here and treasure chests there, often in long-term pursuit of truly massive hauls that will ransom kings, tempt gods, and allow the adventurers themselves to retire in style (if they're so inclined!). This work is about such wondrous finds. Its treasures could serve as a superior class of gear for high-powered heroes to whom a few bonus damage points from a magic sword just aren't enough . . . or as goals worthy of lengthy quests or even entire campaigns.

IF YOU HAVE TO ASK . . .

Like the wonders in **GURPS Dungeon Fantasy 6: 40 Artifacts**, most of these items have no price attached. They're unique or nearly so, resisting predictable market pricing. The exceptions are mostly goods made from precious materials, giving them little utility but astronomical-though-calculable monetary value. The magical marvels are worth *lots*, but selling them misses the point. Those who insist are directed to *The Problem of Price* (**40 Artifacts**, p. 20).

MAKING IT EPIC

Being an epic treasure isn't just a question of giving the user $+n$ for arbitrarily large values of n . Well, it *can* be . . . but that way lies an endless and frankly *tedious* arms race. The GM dreaming up memorable finds is encouraged to consider attributes which have nothing to do with "more plusses." An epic treasure ought to let you do – in the words of the sage – things no one else can do. But while it should be useful, its immediate utility might be limited or compromised in certain situations. Here are a few ideas along those lines:

Inconveniently vast mundane value. Solid-gold statues, gem-encrusted thrones, and the like are memorably sparkly (and frequently inconvenient to get back to town!). Yet while they're typically the most impressive and notable treasures, their value is limited by the campaign's constraints on the purchase of powerful items and services.

Broad physical scope. Most standard enchantments affect modest areas – but what about effects that apply on a far greater scale, like the ability to buff an *army* or cause *entire forests* to spring from the ground? These can have little more immediate tactical impact than small-scale magic (the ability to cause blizzards over the entire kingdom doesn't really help you fight the band of trolls right in front of you!), but items capable of such feats are obviously epic in scope.

Freedom of movement. In **Dungeon Fantasy**, getting from here to there is typically a long slog on foot, or at best on

horseback or by sailboat, traditionally through dangerous terrain. Anything which can speed that up is good, and anything which can speed that up *a lot* or provide safety along the way is exceptionally useful. Versatile and freely used teleportation – the kind that can pop a party of delvers from the lowest pits of the dungeon to town for healing and back – can kill a campaign, but anything short of that can be very impressive: flight, limited teleportation (e.g., between specific locations or under highly specific conditions), shortcuts through alternate dimensions, armored battlewagons, and so on.

Freedom from resource management. Though they may initially sound unspectacular, items which free delvers from doling out a limited resource are both immensely useful on adventures and the sorts of things people of history would regard as miraculous luxuries. Examples include endless sources of food or water, mounts that require no fodder or rest, quivers with an unlimited supply of arrows, and bottomless weight-reducing or -negating packs.

Bypassing other limits. Epic treasures might even grant a limited ability to negate time (allowing instant actions or time freezes), resistance, the usual limits on critical success and failure, or entire categories of penalties, or provide complete support in hostile environments. The idea isn't simply to provide bonuses but to take categories of limitations entirely off the table, at least temporarily and under specific circumstances.

RECOMMENDED BOOKS

This supplement is intended for use with the **GURPS Dungeon Fantasy** series. It makes specific references to **GURPS Dungeon Fantasy 3: The Next Level** and **GURPS Dungeon Fantasy 8: Treasure Tables**, both of which are recommended though not required. As well, the treasures within are ideal for use with **GURPS Dungeon Fantasy 18: Power Items**.

PUBLICATION HISTORY

This is the first edition of **GURPS Dungeon Fantasy Treasures 2: Epic Treasures**. While some concepts have been touched on in other works, the material here is original.

ABOUT THE AUTHOR

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

CHAPTER ONE

WEAPONS

Weapons are important to every delver! Even spellcasters such as clerics and wizards occasionally need pointy or smashy hardware. Most of these items provide the ultimate in extra punch any fighting adventurer would want – though a few are just really, really valuable.

BLADE OF DESTINY

Power Item:
Use underlying
sword cost to find FP

From time to time a sword will appear which is fated for great things: defeat the invading horde, slay the dragon, or something similar. But a sword can't do great things without a wielder! A Blade of Destiny's aura of inevitability applies to a limited extent to its user. Anyone carrying a Blade of Destiny is treated as having the Luck advantage – but this benefit is useful *only* for rolls made when using the sword itself (typically attack, defense, and damage rolls, though clever adventurers may find other uses), and *only* for activities which further the pursuit of the sword's goal. For example, a sword destined to decapitate the goblin king won't provide aid during a duel with an elf prince the carrier has somehow offended. The benefits of a Blade of Destiny are *independent* of any other Luck-related abilities the bearer may have.

CONCUSSIVE MACE

Power Item: 1 FP

This blackened, all-metal mace with broad flanges strikes with explosive force! In addition to doing its normal damage to an opponent on a successful attack, it inflicts the same amount of crushing explosive

damage (p. B414) *and* half that amount of cutting fragmentation damage (pp. B414-415), centered on the victim. The wielder – but *not* his primary target! – is immune to the blast and fragments. 5 lbs.



INERRANT BOW AND ARROWS

Power Item: 2 FP for bow, N/A for arrows

Authorities argue over whether this weapon belonged to a hunting god or a culture-hero who founded a society of nomadic horsemen, but what's inarguable is that this legendary missile weapon never misses. Ever. It has the same statistics as a regular bow (p. B275), but as long as a hit is possible (that is, adjusted Bow skill to hit the target is 3 or better), do not roll – the attack succeeds automatically! The arrow may be blocked and is affected by magical defenses like Missile Shield, but it *cannot* be dodged. The lack of an attack roll does indeed mean the Inerrant Bow doesn't score critical hits. If for some reason margin of success is relevant to determining the precise *results* of a successful hit (as in a Quick Contest), treat the Inerrant Bow as succeeding by 10.

Whatever source created the Inerrant Bow also produced a number of Inerrant Arrows. These have the same effect as the bow: they never miss if a hit is possible. They vanish shortly after being fired, striking their target but not remaining in the wound. It's unclear whether they cease to exist or merely disappear only to be found elsewhere later.

The Inerrant Bow weighs 2 lbs. Each Inerrant Arrow weighs 0.1 lb.

KING'S SPEAR

Power Item: 18 FP

This is a long spear (p. B273) decorated with gold and gems. Beyond its kingly appearance, it turns its wielder into a formidable leader, granting several benefits. First, the bearer gains Born War Leader 2 (*GURPS Dungeon Fantasy 1: Adventurers*, p. 14) while wielding it, potentially exceeding usual Talent caps. Moreover, the user may use any one of these abilities at a time, at a cost of 1 FP *per second*:

- Force all opponents who can see him in battle to make a Fright Check.

- Grant those fighting on his side in battle, up to twice his Leadership skill in number, +1 to ST.
- Inflict -2 to Will upon *everyone* opposing him in battle.
- Grant +2 to Will to *everyone* on his side in battle.

The King's Spear weighs 5 lbs.

SHADOW DAGGERS

Power Item: 2 FP

Always found in pairs, these perfectly black blades, said to be forged from swatches ripped from the sky of a starless night, are close to the perfect assassin's weapons. They count as fine-quality daggers, are enchanted with Penetrating Weapon (5), and can affect insubstantial targets. Moreover, they cannot be magically detected *at all* – even spells like Wizard Eye can't see them. They can be found using normal senses, but as they're small, they're easily hidden using Holdout skill. In a ninja's hands, they also count as ninja weapons (*GURPS Dungeon Fantasy 12: Ninja*, p. 13). Each weighs 0.25 lb.

SKY-BREAKING HALBERD

Power Item: 18 FP

This halberd (p. B272) is widely believed to have been the prized possession of a warrior who fought a one-man rebellion against an unjust king. It has a distinctive red wooden shaft and silvery head, covered almost entirely with cloud and rain motifs and decorated with blue tassels. However, it isn't just attractive – it's also a remarkable weapon!

For a start, it's fine quality, and all of its points and edges are silver-coated. It also carries several standard enchantments: Accuracy, Defending Weapon, and Puissance – all at +2. Finally, it has two unique properties: First, it multiplies the user's jumping distance by five. Second, instead of Parry 0U, it has Parry 0F. 12 lbs.

VERY EXPENSIVE WEAPONS

Power Item: Per final \$ value

Silver and silver-coated melee weapons provide a nice balance between utility (vs. supernatural creatures) and attractiveness. Gilded items (*GURPS Dungeon Fantasy 8: Treasure Tables*, p. 55) are eye-catching but not prohibitively expensive. These next few options are completely over the top, however – suitable only for display and cashing in.

Solid Gold

Weapons made of gold are essentially shiny models. All melee weapons do crushing damage and are bent into uselessness after a single hit or successful parry. Multiply the weight

of any metal weapon by 2.5 or any wooden one by 19; multiply the ST requirement by 1.6 or 4.4, respectively. Cost is \$20,000 per pound of adjusted weight.

Platinum Coated

Just as metal items may be gilded or silver-plated, they can be given a thin coating of platinum. This is reasonably attractive and easily mistaken for silver. Platinum has the advantage of being resistant to corrosion; platinum-coated articles enjoy +2 DR against corrosion damage. +29 CF.

Solid Platinum

Though technically usable as weapons, platinum items aren't particularly good in combat. All melee weapons perform as if they were cheap but receive +10 DR against corrosion damage. Multiply the weight of any metal weapon by 2.75 or any wooden one by 21; multiply the ST requirement by 1.7 or 4.6, respectively. Cost is \$38,000 per pound of adjusted weight.

HIGH-POWERED WEAPON ENCHANTMENTS

Conventionally, most weapon enchantments that grant bonuses are capped at +3. That doesn't *have* to be the limit! Here are values for even higher bonuses.

Enchantment	Melee Weapon	Missile Weapon	Projectile
Accuracy +4	\$400,000	\$400,000	\$40,000
Accuracy +5	\$2,000,000	\$2,000,000	\$200,000
Accuracy +6	\$8,000,000	\$8,000,000	\$800,000
Defending Weapon +4	\$80,000	–	–
Defending Weapon +5	\$160,000	–	–
Defending Weapon +6	\$320,000	–	–
Puissance +4	\$400,000	\$800,000	\$40,000
Puissance +5	\$2,000,000	\$4,000,000	\$200,000
Puissance +6	\$8,000,000	\$16,000,000	\$800,000

WHIRLWIND SWORD

Power Item: Use underlying sword cost to find FP

While Whirlwind Swords aren't unique, only a handful are known to exist in various different sizes. All have the remarkable property of allowing the wielder to engage with *everyone* around him!

A Whirlwind Sword may be used to spin around with remarkable speed, striking at all foes within every reach of which the weapon is capable – including those in the bearer's side and back hexes. For example, a greatsword (Reach 1, 2) can hit every surrounding opponent within two yards. Each target is attacked at no special penalty for the spinning attack (though modifiers for footing, hit location, posture, and so on apply normally), but this move cannot be combined with Rapid Strike, Deceptive Attack, or similar combat options. Individual targets may defend normally. Those who fail suffer the blade's usual damage.

CHAPTER TWO

ARMOR

When killing things and taking their stuff, it's important not to get killed yourself. These armors provide not just protection (in many cases, *extraordinary* protection), but also remarkable abilities.

*Rock on gold dust
woman
Take your silver spoon
Dig your grave.
– Stevie Nicks,
“Gold Dust
Woman”*

ARMOR OF THE PERFECT SUITABILITY

Power Item: 9 FP

Each individual plate and rivet of this full suit of scale armor is made from a subtly different metal and inscribed with a different elemental symbol. Though it protects no better than normal scale (DR 4 over all hit locations) against direct damage, it provides enormous protection from environmental hazards. The wearer gains the advantages Doesn't Breathe, Pressure Support 1, Sealed, Temperature Tolerance 30 (distributed evenly between heat and cold – a user with even average HT could walk comfortably through boiling water), and Vacuum Support. 80 lbs.

CENTARMOR

Power Item: 9 FP for mail, 10 FP for scale, 19 FP for plate

Centarmor looks like a regular suit of armor from the front . . . but from the rear it resembles barding for a horse's body and back legs. It provides the wearer with the benefits – and some of the inconveniences – of being part horse. In addition to its usual DR, the armor grants the person inside Lifting ST 10 and +2 to ground Move. If the user is wielding a lance, Lifting ST counts toward damage! The hind legs can kick at

+2 to ST. The wearer also occupies two hexes on a battle map and otherwise faces challenges appropriate to something the size and shape of a small horse or large pony.

There's also “courser” Centarmor which grants only Lifting ST 9 but +5 to ground Move.

Mail Centarmor (DR 4/2*) weighs 132 lbs.; scale Centarmor (DR 4), 180 lbs.; and plate Centarmor (DR 5), 200 lbs.

ENCOMPASSING ARMORS

These suits of armor don't merely provide a protective layer around the wearer – they *merge* with him, altering his substance in various ways and granting a variety of traits.

Burning Panoply

Power Item: 2 FP

Though hot to the touch, this suit of armor – which resembles a garment knitted from thick strands of fire – won't actually burn anyone until it's donned, partly transforming the wearer into fire. The armor has DR 2, or DR 10 vs. heat and fire damage. It grants the user Injury Tolerance (Diffuse) and Temperature Tolerance 10, and his melee attacks add +2 follow-up fire injury. The suit is enchanted with Create Fire, Flame Jet, and Fireball, and emits the same light as a torch. Its benefits are suppressed if it's underwater. 19 lbs.

Cladding-in-Iron

Power Item: 16 FP

This magical plate armor is built without seams or chinks. It provides DR 9 (but DR 0 against electrical damage!), Injury Tolerance (Homogenous, No Blood), and Temperature Tolerance 2. 89 lbs.

Glacial Armor

Power Item: 5 FP

This is a full-body suit of armor made of blue-white ice. It has DR 5, or DR 10 vs. cold-based damage – but *no* DR against heat or fire damage. It grants the user Injury Tolerance (Homogenous) and is enchanted with Icy Touch. 80 lbs.

Mantle of Storms

Power Item: 1 FP

This armor resembles a person-shaped mass of swirling blue-gray clouds with dark, misty crests trailing from the helmet and joints. It provides a mere DR 1. However, it gives the wearer the Injury Tolerance (Diffuse) and Walk on Air advantages, and is enchanted with Air Jet and Lightning. 2 lbs.

Mountainheart Armor

Power Item: 15 FP

Rumored to be produced from the hollowed bodies of earth elementals, this artifact looks like a suit of armor made from rough stone. In addition to providing DR 7, it gives the wearer +2 to ST, Injury Tolerance (Homogenous), and Temperature Tolerance 5. It also grants +2 to Camouflage in any outdoor situation. 96 lbs.

Vineshield

Power Item: 1 FP

Hardly recognizable as armor, this protective outfit is made up of woven vines, some as thick as a pinky finger. In addition to providing a modicum of protection (DR 2), the vines respond to the wearer's actions, acting as modest extensions of his body: +1 yard of reach. Vineshield also bestows the Clinging and Injury Tolerance (Homogenous) advantages. 19 lbs.

Woodside Armor

Power Item: 2 FP

At a quick glance, this armor could be mistaken for a short, thick tree. It provides DR 4 and Injury Tolerance (No Blood, No Vitals). The wearer also doesn't need to eat – as if he had the Doesn't Eat or Drink advantage, though he must still drink water – if he spends the day in sunlight. Finally, the suit grants +2 to Camouflage in any setting with at least a modest amount of vegetation. 20 lbs.

VARIABLE ARMOR

Power Item: 16 FP

This suit of armor is actually several suits in one! It can magically switch between different armor types as the user desires, each change taking a Ready maneuver. Many of its forms are further enchanted – though the more potent enchantments typically go with the less protective armors. Available forms are:

- Cloth armor (DR 1*) with green corduroy facing and gold tassels, quilted in a diamond pattern emphasized with colorful glass beads; qualifies as ornate +3. Enchanted with Blur 2 and Missile Shield. 13 lbs.
- Giant spider silk cloth armor (DR 2*, no DX penalty for layering). Enchanted with Deflect +2. 13 lbs.
- Leather armor (DR 2). Enchanted with Mage Stealth. 19.5 lbs.
- Mail (DR 4/2*). Enchanted with Deflect +1. 58 lbs.

- Scale armor (DR 4). Enchanted with Blur 1. 80 lbs.
- Spiked plate (DR 6). Enchanted with Lighten 25%. 66.75 lbs.
- Heavy plate (DR 7). 109.5 lbs.

VERY EXPENSIVE ARMOR

Power Item: Per final \$ value

Like weapons (p. 5), armor can be made from exceptionally valuable – and unsuitable! – materials.

Solid Gold

Metal armor made from gold has *half* its usual DR (round down). Multiply weight by 2.5. Cost is \$20,000 per pound of adjusted weight.

Platinum Coated

Like platinum-coated weapons (p. 5), platinum-coated armor is attractive and might be mistaken for silver. It has +2 DR against corrosion damage. +29 CF.

Solid Platinum

Solid platinum armor is shiny, exceptionally heavy, and not particularly protective – multiply its DR by 2/3 (round down). It has +10 DR against corrosion damage. Multiply weight by 2.75. Cost is \$38,000 per pound of adjusted weight.

Gem-Encrusted

Any item may be covered with tiny gemstones at immense cost. Added expense is the Area Factor from the table below (about \$20 per square inch of surface area) multiplied by the Value modifier (V) for the gemstone being used (*Treasure Tables*, p. 19). Further multiply by 2 for SM +1 individuals (*GURPS Dungeon Fantasy 1: Adventurers*, p. 28) or by the weight factor for armor and clothing for adventurers of negative SM (*GURPS Dungeon Fantasy 3: The Next Level*, p. 8).

Location	Area Factor	Location	Area Factor
Torso	\$19,000	Head	\$5,700
Arms	\$9,500	Hands	\$1,900
Legs	\$19,000	Feet	\$1,900

Gem-encrusted items lose value quickly when damaged. For each hit doing more than one point of basic damage – whether or not it penetrates the armor – reduce the armor's value by \$20 × V for impaling or any piercing damage, \$80 × V for cutting damage, or \$160 × V for crushing damage. The scattered gems are small and easy to lose; a Search roll after combat will locate (margin of success × 10%) of the lost value.

A gem cannot be polished without friction, nor a man perfected without trials.

– Seneca

CHAPTER THREE

VEHICLES

Poor delvers get places on foot. Wealthy ones arrive in style. See the *Vehicles Table* (p. 9) for statistics for these vehicles.

CLOCKWORK VEHICLES

Power Item: 25 FP for chariot, 30 FP for wagon

Dwarven and gnomish artificers sometimes produce small vehicles which run under their own power. The Clockwork Chariot and Wagon are representative examples. The Clockwork Chariot resembles a standard vehicle of its type, but instead of equipment to attach draft animals, it has a small rear wheel for steering and balance, controlled by a tiller resembling that of a ship or large boat. The Clockwork Wagon is similar, but a front tiller controls the two front wheels.

In either case, a clockwork engine under the passengers' feet drives the wheels. This must be cranked up before use, but five minutes of cranking (by someone with ST 10+) allows the contraption to run for about two hours. As convenient as clockwork vehicles may be, they're more fragile than their HP suggest. Whenever one takes damage, roll 3d. On a 12 or greater, an important component breaks or jams, and the thing stops working until an artificer with appropriate skills can fix it.

I've gotta get me one of those.

*– James Gordon, in
Batman Begins*

DRAGON BOAT

Power Item: 19 FP

Though short for a longboat, this vessel – used by a legendary barbarian raider – is fearsome nonetheless. The Dragon Boat has a prow shaped like a dragon's head and 12 magical shields fixed along the sides, one on either side of each rower's seat.

The dragon head is animate, snapping at enemies at Reach C-2 for 2d cutting damage, with an effective Brawling skill of 15. It is also enchanted with Flame Jet. Both abilities may be used by the steersman (who is, ironically, at the opposite end of the boat).

The shields protect the rowers, shifting to interfere with attacks. This provides each rower a Block at 12 against the first attack from each side in a turn, in addition and at no

penalty to their own active defenses. The shields are ineffective against attacks from the front and back, and don't protect the steersman (who's at the rear) or any passengers.

DUNGEON TORPEDO

Power Item: 14 FP

Despite the name, the Dungeon Torpedo isn't a destructive device but rather a quasi-living vehicle created by coleopteran bone-mages. It is a cylinder about one yard in diameter and three yards long, with a spiky conical end and thousands of tiny legs which fold up when not in use. The chitin hull splits open to reveal a cockpit for a driver.

When set in motion, the Torpedo moves slowly but can chew through dirt and even stone per the Tunneling advantage (p. B94), leaving behind a one-yard-wide tunnel in suitably firm materials. The hull's layered chitin plates allow the body some flexibility. The vehicle can turn 7.5° per yard of forward movement while digging, meaning eight yards for a 60° bend.

One of the Torpedo's notable drawbacks is that it's hard to steer. This isn't because it's a particularly clumsy device but because it's *completely opaque*. And as it's made of more-or-less living material, it blocks the Earth Vision spell, negating one of the most available methods of navigating through solid earth. Generally, the driver must rely on Absolute Direction and similar traits for even modestly precise digging.

MARVELOUS CRAB

Power Item: 40 FP

Part artifice and part enchantment, this ugly metal vehicle is versatile, if ungainly. The lumpy body is a weathered bronze shack the size of a large peasant's hut. More important, it stands on seven articulated legs, allowing it to negotiate extremely rough terrain. It can easily step over obstacles up to one yard high and cross gaps up to three yards across. It's also dense enough that if it steps into a body of water, it can walk along the bottom. The crab seals itself while underwater, but occupants must bring their own air for extended journeys (it's good for only 30 minutes on its own), as well as climate control.

The driver has a station where he operates levers driving the legs using his own hands and feet, a bit like using a very complicated elliptical exercise machine. While the legs are magically powered, pulling all those levers is exhausting: 1 FP per 15 minutes spent running the machine. The operator can see out through a series of periscopes, but there are no other windows, let alone loopholes or other openings to allow passengers to see or shoot out of the vehicle.

NIGHTMARE PHAETON

Power Item: 15 FP

Believed to be from a plane of eternal night, the Nightmare Phaeton is an open carriage made from black wood, decorated here and there with jet inlay depicting abstract-but-disturbing images which never seem to be the same twice. It has the power to move with remarkable speed, but does so by taking shortcuts through a dimension of horrifying visions!

To enter the nightmare dimension, the Phaeton must be underway at Move 5+ and the driver has to make a Will-6 roll; each attempt takes one second. There's no penalty for failure or critical failure, nor any benefit from critical success, but making the transition typically takes several seconds. Once there, all occupants must make Fright Checks as they're struck by the frightful images. To exit, the driver again has to make a Will-6 roll, and everyone must make another Fright Check. If the Phaeton *stops*, those aboard suffer an additional Fright Check every minute until the driver wills the vehicle out of the nightmare world. Anyone who exits the Phaeton suffers the same, but can will himself out.

While the Phaeton is in the nightmare world, its effective speed is *much* higher. When it returns to normal reality, multiply the distance moved by 1d+3. For example, if it travels at Move 3 (6 mph) for one hour, it will reemerge 24 to 54 miles from where it started. It's difficult to tell how the nightmare realm corresponds to the physical plane, but Hidden Lore (Dreams) can be used during the trip to determine how far the Phaeton has gone.

ROYAL CARRIAGE

Power Item: 90 FP

Literally fit for a king, this vehicle is entirely mundane but fabulous nevertheless. It is large (about 13' long, 6' wide, and tall enough inside for a SM -1 person to stand up), carved with nymphs and cherubs, and covered with gold leaf. The convertible top is tough canvas sandwiched between two layers

of silk brocade, and can be opened if those within want to improve air circulation or wave at peasants. While it has a theoretical capacity of 10 occupants, it customarily holds fewer: a driver and perhaps an assistant on the exposed seat in front, footmen hanging on outside on running boards, and a lucky few on the velvet-upholstered facing seats inside. The seats do double duty as cabinets suitable for holding bottles of fine wine, tea-making equipment, warm furs for use in winter, and similar luxuries. Delvers who have time but neither a team of horses nor a viable road can recover most of the carriage's value by stripping 18 lbs. of gold leaf off of it (\$360,000).

I gotta get me one of these!

– Steven Hiller,
in *Independence Day*

SUN CHARIOT

Power Item: 16 FP

Believed to have been the personal transportation of a sun god, this marvelous gold and bronze vehicle – just barely large enough for a driver and a passenger – can provide ample heat and light, but depends on speed to do the job. When in motion, it shines brightly enough to provide light equivalent to daylight in a radius in yards equal to its Move. This counts as sunlight for the purposes of Dread, Weakness, and similar traits.

Likewise, if the Sun Chariot moves fast enough, it can set fire to its surroundings. At Move 5+, it burns a yard-wide path as it passes; treat this as Create Fire in every hex it moves through on a battle map. At Move 9, the swath becomes *three* yards wide.

Finally, the Sun Chariot can move through the air as though using the Walk on Air spell. However, this feature only works while the Chariot is being pulled. If something happens to the team pulling it, Move drops by 2 per second. At Move 0, the enchantment stops operating and the Chariot falls.

Vehicles Table

Vehicle	HP	SR	Top Speed	Load	SM	Occupancy	DR	Cost	Beasts
Boating (Unpowered)									
Dragon Boat	36	1	3	2,500 lbs.	+4	10	5	–	–
Driving (Clockwork Vehicle)									
Clockwork Chariot	22	1	9	400 lbs.	+1	2	2	\$8,000	–
Clockwork Wagon	50	2	8	1,600 lbs.	+2	7	2	\$14,000	–
Driving (Marvelous Crab)									
Marvelous Crab	150	0	4	3,500 lbs.	+5	10	4	–	–
Driving (Underground Tunneler)									
Dungeon Torpedo	34	2	1	200 lbs.	+2	1	3	–	–
Teamster									
Nightmare Phaeton	47	2	10	1,600 lbs.	+2	7	2	–	4 horses (+\$4,800)
Royal Carriage	54	3	9	2,400 lbs.	+3	10	2	\$425,000	6 horses (+\$7,200)
Sun Chariot	16	1	9	400 lbs.	+1	2	1	–	2 horses (+\$2,400)

CHAPTER FOUR

FABULOUS

ARTIFACTS

These items serve a wide range of functions, from healing to educating to altering the environment and beyond. Some are broadly suitable for adventuring; others require more creative use. All of them, however, do what they do in a big way!

BERSERKER'S MUSHROOMS

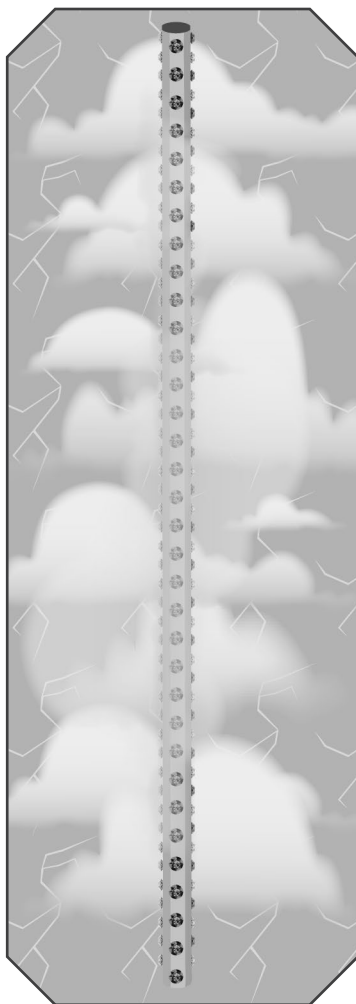
Power Item: N/A

Barbarians and shamans tell of a nigh-mythical fungus which, when eaten, drives the user into an unstoppable battle frenzy. Indeed, there are those who describe its effects as turning the eater into a monster. Someone under the influence has *double* ST and +3 DR. However, he also suffers from Bad Temper (6) and Berserk (6) – and if he goes berserk, he cannot attempt self-control rolls to snap out of it while *any* foes remain, though he'll regain control automatically when the mushrooms wear off. The effects of a dose last for 15 minutes; multiple doses increase duration only. Weight negligible.

CLOUDMASTER

Power Item: 5 FP

Cloudmaster is a tall staff made of shining metal, studded with crystals and always surrounded by a faint mist. It produces the effects of the Storm spell, with some changes. It can only *create* storms, not dispel them. However, it does so quickly and cheaply: the storm gets fully underway in a mere minute, and the energy cost to the user is just 1/200 (minimum 1). The staff is also



enchanted with Air Jet, Lightning, and a 30-point dedicated reserve (rechargeable like a power item; see *Treasure Tables*, p. 47) which can be used to power its spells. 5 lbs.

CORNUCOPIA

Power Item: 1 FP

This object, made from the hollow horn of a large beast, can create massive amounts of food – but it requires some coaxing, and exactly *what* it produces is unpredictable. A user may reach in and attempt to pull out some food. This requires a Will+6 roll, at -1 for every successful use of the Cornucopia that day by anyone. On a success, roll 2d to determine what kind of food is obtained (critical success on the Will roll gives +2 here; critical failure means the Cornucopia cannot be used again that day).

- 2 – One meal's worth of spoiled or distinctly unpleasant food. Only someone with Reduced Consumption (Cast-Iron Stomach) can consume it without suffering the effects of Poison Food (*GURPS Magic*, p. 78).
- 3-4 – Four pounds of low-quality grain such as oats or barley. Suitable for feeding directly to a pack animal, but must be processed for an hour to be eaten by people.
- 5-6 – One meal's worth of fruits and vegetables (about 4 lbs.). This will spoil in two or three days if not eaten or preserved, and may be unsuitable for carnivorous races, but can be eaten without processing.
- 7-9 – One meal's worth of cooked food (bowl of porridge, loaf of bread and some fish, etc., weighing about 1 lb.). This will spoil in two or three days if not eaten.
- 10 – One meal's worth of fresh meat (1 lb. or less). This will spoil quickly if not eaten or preserved and, for most races, must be cooked before eating.
- 11 – One meal's worth of dried rations (0.5 lb.).
- 12+ – One very fine meal with near-mystical properties. If the eater is tired or injured, it restores 1d-3 FP (minimum 1) and 1 HP.

If necessary, the food comes in minimal containers. Raw grain, loaves of bread, and so on can just be poured out – but something like stew or porridge will come out in a flimsy bowl which disintegrates immediately on being emptied, or simply on an edible platform such as a bread trencher or fried noodle cake.

The Cornucopia weighs 3 lbs.

DRAGON RIG

Power Item: 18 FP

Surprisingly, this isn't a magical item but a masterpiece of artifice. It consists of a set of fine silk wings on a spring-loaded metal armature, folded into a small backpack. When triggered, the wings spring and the user can grab handles, flap the wings, and fly! Takeoff requires a five-second running start and successful ST roll at a penalty equal to encumbrance level, after which the user can fly with air Move equal to twice his current ground Move (modified for encumbrance, etc.). Flying is tiring and costs 1 FP/minute. However, the Dragon Rig is entirely mundane, so it works in no-mana areas. 5 lbs.

EXCELLENT TABLETS

Power Item: N/A

This magical healing potion is unpredictable but very powerful. When taken, a Tablet immediately stops any bleeding and heals 1d HP. The user also gets a HT roll to stop the ongoing effects of each poison or disease afflicting him.

Thereafter, the Tablet heals another HP per minute – but after each point of healing, roll 3d. On a roll of 13+, healing slows to 1 HP per *five* minutes, still with a roll after each point. Later rolls of 13+ increase the interval further to 15 minutes, one hour, three hours, six hours, 12 hours, and finally a day. Once the interval reaches a day, the next roll of 13+ stops the healing. Healing continues until this happens or all injury present when the Tablet was first taken is healed. Weight negligible.

FOREST CLARION

Power Item: 3 FP

The Forest Clarion is an unusual-looking instrument: a long tube with a flaring bell at the end like a trumpet, made of old, mossy wood. A bard with both the Suggest skill and a suitable Musical Instrument skill at 12+ can use it to move forests! Playing the Clarion is tiring, costing 1 FP/minute.

For as long as the bard plays, trees in a radius in yards equal to the sum of his Musical Instrument and Suggest skills become animate (in dense forest, trees may be as little as two to three yards apart, or occupy four to nine square yards each). They uproot themselves and follow him – or at least try to – wherever he goes. They have Move 3 at best, but as trees can be very heavy and don't respond to stimuli other than the bard's playing, they are extremely hard to stop. Mature trees can weigh *tons*, giving them ST and HP in the 125-175 range, and they'll try to push *through* obstacles they can't go over or around.

The Forest Clarion weighs 2 lbs.

GRAND LIBRARY

Power Item: 55 FP

For scholars, books are the most important items of equipment, making libraries the greatest of treasures. A Grand Library is a remarkable source of information – but also an unwieldy one that carries its own subtle dangers. It contains works on a variety of subjects. A scholar may search through

it to find texts equivalent to a manual (*GURPS Dungeon Fantasy 4: Sages*, pp. 13-14) on any topic suitable for Book-Learned Wisdom (that is IQ-, Will, or Per-based skills, Cultural Familiarities, and Languages) – excluding spells and Hidden Lore – chosen at the beginning of the search. Each attempt requires eight hours and a Research roll at -8.

On a success, roll 1d. On 1-3, the material found is equivalent to a primer; on 4-5, a textbook; and on 6, a thesis. However, subsequent attempts to find material on a different topic are at a cumulative -1 per success – as the scholar uncovers the Library's secrets, there's necessarily less left to discover.

On a critical success, the scholar finds a thesis and *doesn't* accumulate the -1 to later rolls. On a critical failure, he finds material which is fascinating but covers a completely different (and probably useless!) skill.

Regardless of the result, the scholar *must* use one of his Book-Learned Wisdom slots to learn it immediately. The information found is in excerpts from and cross-references between different texts, not in a single work which can be separated from the Library and carried around to be used when needed. The scholar must retain this knowledge until he acquires a new manual with which to replace it.

There are multiple Grand Libraries. Some are specialized, granting reduced penalties for subjects within their area but increased penalties for everything else. Very rare ones contain Hidden Lore or even spells.

A Grand Library is exceptionally unwieldy. It weighs 8,000 lbs., has 160 HP, and is Fragile (Combustible). If damaged, Research rolls suffer an additional -1 per 3 HP lost.

*I ransack public
libraries, and find them
full of sunk treasure.
– Virginia Woolf*

OMNIGATES

Power Item: 6 FP

The Omnigates are freestanding doorways ranging in size from ordinary household doors to large gateways suitable for castles and city walls. Each is part of a pair – or, as some scholars have it, each is half of a single gate separated in space – and each opens onto the location of its mate, wherever that may be. The user may open a door and look, step, or cast spells through the portal as if through a regular doorway, even though the other side can be miles away or in another dimension! Destroying one gate in a pair, or simply heavily damaging it, breaks the enchantment.

There are rumors of special keys which enable users to switch the settings of Omnigates, allowing a door of one pair to open onto that of a different pair. However, Omnigates are rare enough themselves that it's not clear how they work.

Omnigates weigh at little as 140 lbs. for a pair of regular-sized doors (that is, 70 lbs. each) or up to 1,000 lbs. for a pair of gates big enough to fit a large wagon or elephant through.

PANOPTICON SET

Power Item: 2 FP

This early warning system resembles a set for a board game with about two dozen pieces of assorted sizes and abstract shapes, all made of colorful polished stone such as marble or serpentine. A few variants are known; most have round boards, though some are oval or square, and the precise number of pieces varies. Left alone on the board for five minutes, the pieces will begin to move around on their own to reflect the movements of the largest individual entities and groups (such as caravans and columns of troops) in the vicinity, with the position of the board itself in the center. The radius of detection varies between sets, but is typically one to five miles.

A Panopticon Set is fairly useless in a city or in extremely close quarters like inside a dungeon. The former has far more people moving around than the board can usefully track, while the latter may have any number of dangerous creatures at ranges too short for the board to usefully represent. However, it's excellent in the wilderness for making sure that people and large animals can't approach undetected, and it's handy for keeping track of nearby armies, merchant expeditions, and other traveling groups without being seen oneself.

With a bit of preparation, pieces can be used for more specific tracking. If a piece can be touched to a particular individual, it will keep track of that person's position until he leaves the area of detection or that piece is used to track someone else.

A Panopticon Set weighs about 8 lbs.

RAISER-OF-MOUNTAINS

Power Item: 1 FP

Rumor has it that this item – a rough wooden staff with a large, unpolished green stone at the top – was left behind by a forgetful god just after the creation of the world. With it, the wielder can raise mountains, or at least hills. Using it costs 1 FP/second.

Standing on level ground, the user can raise a rough cone centered on where he's standing, at the rate of half a yard of height per second. The cone has about a 45° slope, so the base also increases its radius at the rate of 0.5 yard/second. The ground essentially inflates, rising up under surface features such as buildings and forests rather than covering them with new material. Indeed, the area and rate of growth moderate around existing structures, growing up under the entire structure almost at once, usually leaving it slightly tilted but undamaged.

Raiser-of-Mountains weighs 4 lbs.

REMOVABLE GAP

Power Item: 1 FP

This artifact looks like a simple round of black cloth with a light border sewn around the edge. However, when placed

against a solid barrier up to 10 yards thick, the cloth vanishes to reveal a hole entirely through the obstacle, allowing anyone on either side to look, listen, or reach through as though there were no distance between one side and the other. If placed against a living being, including one wearing clothing and armor, the entire creature (not just clothing, armor, or skin) counts as a barrier; the user can reach *through* the subject but not *into* him. Most Removable Gaps are 5" to 6" in diameter – enough to admit an arm, but too tiny for substantial entities larger than SM -5 to crawl through. Weight negligible.

SARCOPHAGUS OF REVIVAL

Power Item: 18 FP

Despite the hopeful-sounding name, this artifact is a symbol and tool of death, allowing the user to slowly build an army of zombies. The Sarcophagus is a heavy coffin and lid made from off-white stone, about 7' long, with a compartment big enough to hold anyone up to SM 0. It has deep reliefs depicting a variety of different funerary practices and gods of the afterworld. A dead body left in the sarcophagus from sunrise to sundown becomes a zombie (or, depending on the condition of the remains, a mummy or a skeleton), per the Zombie spell. Someone who closes the lid when the corpse is put in and opens it to let the zombie out becomes the zombie's master, just as if *he* had cast the Zombie spell. The Sarcophagus can process only one body at a time. 2,000 lbs.

SPELL MAGNIFIER

Power Item: 20 FP

Spell Magnifiers are a class of gem-encrusted metal bracers and gauntlets. The wearer can cast spells through these to increase his power. A Magnifier provides its user with an effective +1 to Magery and another +1 to skill (in addition to the Magery bonus) with the spell he's casting. There are rumors of more powerful versions that give +2 Magery and an additional +1 to skill.

The Magnifier suffers from some modest limits. It cannot be used in conjunction with other magic items, such objects bearing the Staff enchantment. It also has problems with continuing magic. If the user casts a continuing spell using a Magnifier, that spell must end before he can cast another spell through it.

A Spell Magnifier weighs 1 lb.

UNIVERSAL TOOL

Power Item: 40 FP

This series of legendary masterpieces made by a long-dead artificer compacted all of her art into a single device. Each Universal Tool – a rod made of a variety of metals and woods – is essentially all tools for a particular range of tasks combined into one. With a series of adjustments, the Tool can be used as a wide range of high-quality hammers, spanners, tongs, calipers, swages, wedges, files, and so forth, as appropriate to a single mechanical skill (Armoury, Smith, etc.). A Universal Tool replaces a full toolkit for the associated skill *and* gives +1 to skill. It may be used in place of other toolkits at -3. 1.5 lbs. each.

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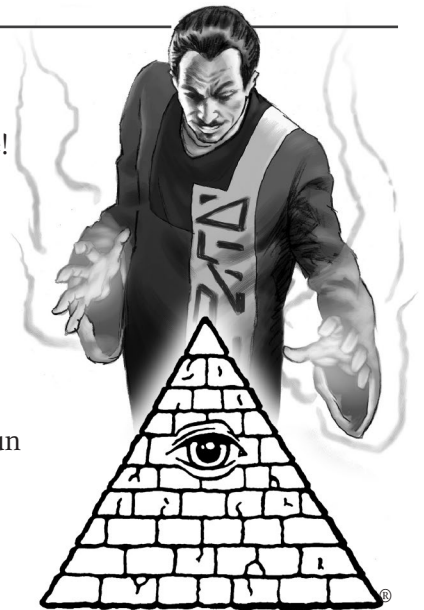
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