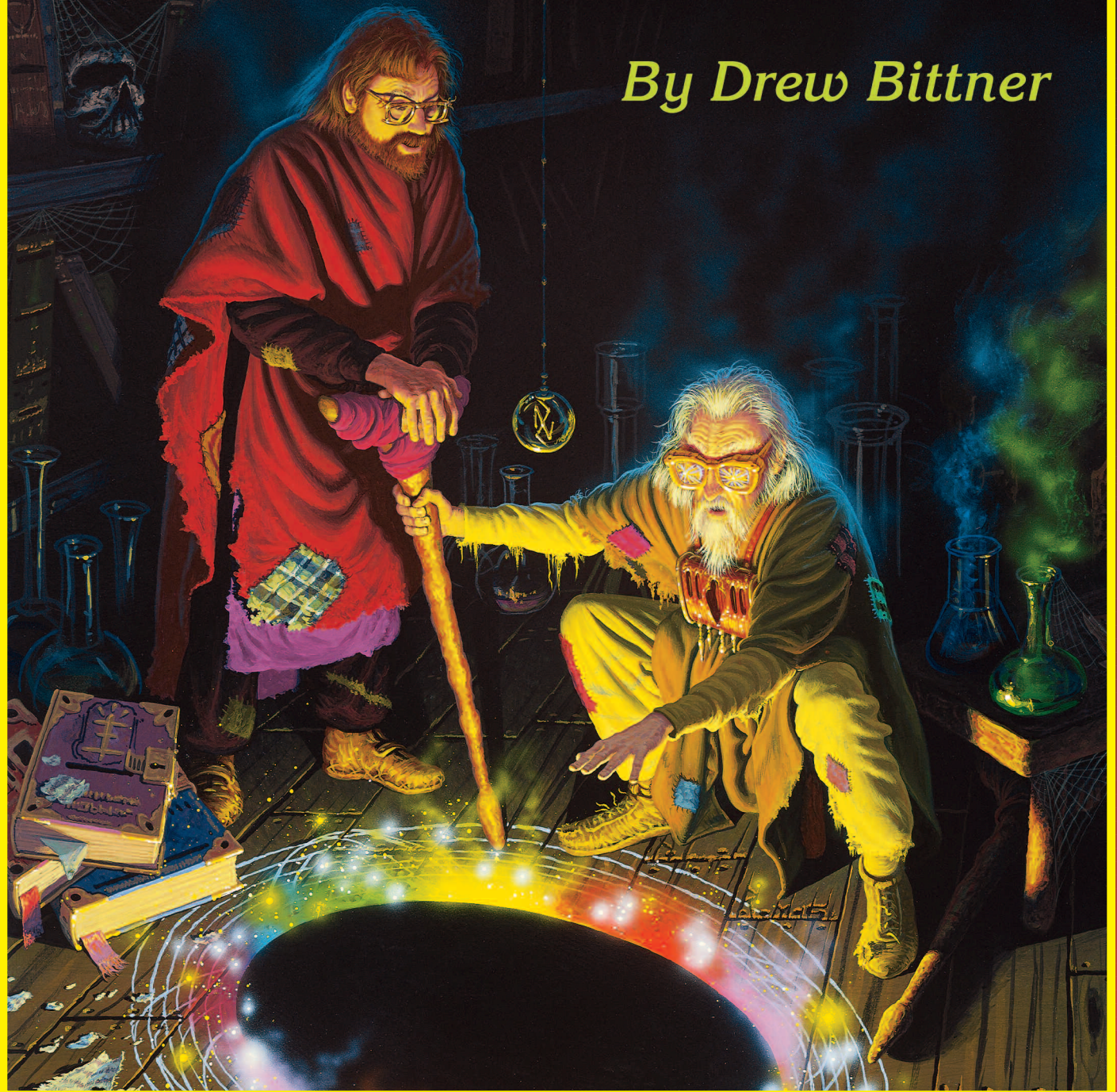


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# MAGIC ITEMS 2

MORE SORCEROUS SHOPS AND MYSTERIOUS MAGICS

*By Drew Bittner*



STEVE JACKSON GAMES



# Swords & Sorcery

*GURPS Magic Items 2* once again opens the doors to shops full of arcane artifacts and enchanted objects. From magical weaponry to marvelous tools, this book provides detailed descriptions of over 450 completely new items.

All of the familiar magical shops from *Magic Items 1* are here, with new items for armor and protection, magical weaponry, mystical healing, necromantic magic, curses, tricks and traps, and more. In addition, this book introduces eight new shops that magic-seeking adventurers can visit, with items for bardic magic, adventuring, holy magic, and entertainment.

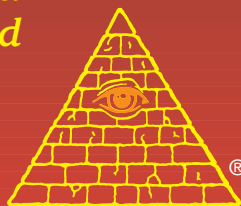
Also included are:

*Enchantment* – Expanded rules on alternate methods of enchantment, including a detailed section on enchanting holy magic items, primitive enchantment, improvised enchantment, and creating runic items.

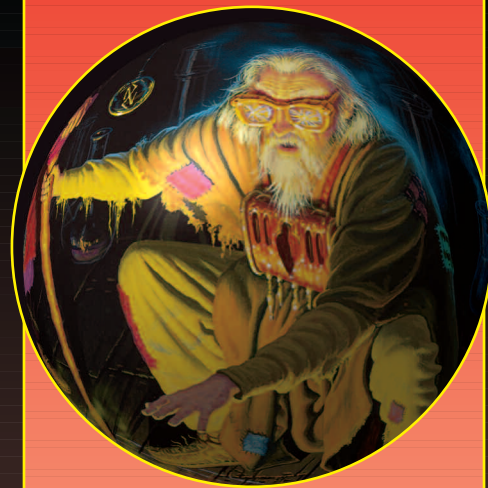
*Quirking* – Optional rules for adding quirks to enchanted items. Complete tables are provided to give GMs the ultimate flexibility in personalizing magic items – from swords that cough to cloaks that insult their wearers.

*Spellbooks* – A detailed section on creating and using Spellbooks as tools for mages.

*Many mystical items lurk within these pages! What are you waiting for? Mount your trusty steed, take sword in hand, and sally forth for high adventure!*



**STEVE JACKSON GAMES**  
www.sjgames.com



*GURPS Basic Set, Third Edition Revised*, and *GURPS Magic* are required to use this book in a *GURPS* campaign. *GURPS Fantasy* is referred to, but not necessary to use this book. The wealth of ideas in *Magic Items* can be used to enrich *any* fantasy roleplaying game.

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FIRST EDITION, SECOND PRINTING  
PUBLISHED AUGUST 1999

ISBN 1-55634-207-1



9 781556 342073

SJG01995 **6512**

Printed in the  
U.S.A.

G U R P S<sup>®</sup>

# MAGIC ITEMS 2

*More Sorcerous Shops and Mysterious Magics*

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Special thanks to Glenn Evans for technical support.



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ISBN 1-55634-190-3

2 3 4 5 6 7 8 9 10

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# INTRODUCTION

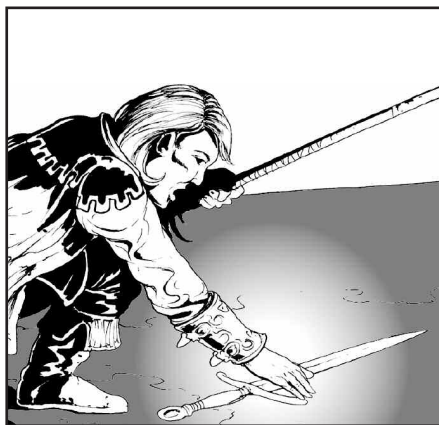
“You find a sword that seems to be glowing . . .”

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 1* 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 1*, 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.

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 the Author

After several years in strange lands (California and Arizona), toiling in bizarre occupations (comic book editing and video game playtesting), Drew Bittner is once more back in his beloved New Jersey

Drew has written for TSR, WildStorm Productions, and Chaos! Comics. His work includes several trading card sets, as well as co-creation of the *WILDSTORMS* collectible trading card game.

He is glad to be back on the East Coast, where he will be pursuing a Masters degree in criminal justice, new writing interests, and a recently-acquired girlfriend.

## 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:

*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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The *GURPS Magic Items 2* web page is at: [www.sjgames.com/gurps/books/magicitems2](http://www.sjgames.com/gurps/books/magicitems2)

## Page References

See *GURPS Compendium I*, p. 181, for a full list of abbreviations for *GURPS* titles. Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition Revised*. 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, Third Edition Revised*. Any page reference that begins with an M refers to a page in *GURPS Magic*.

# 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 a common grimoire. 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 as 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 deity'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.



# QUIRKING (OPTIONAL RULES)

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”).

*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).

## 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.

# 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.

## 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.





## 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, a Spectral 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.

# MAGIC ITEM TABLE

Acclaim . . . . .	113	Curse-Foil . . . . .	56	Heartstone . . . . .	68	Nutshell Boat . . . . .	108
Accountant's Pen . . . . .	38	Curse-Ward Boots . . . . .	56	Helm of Awareness . . . . .	24	Nykor's Instant Cage . . . . .	96
Adamant Bookplates . . . . .	37	Cursed Crown . . . . .	89	Helm of Command . . . . .	24	Obedient Bauble . . . . .	49
Air-Loom . . . . .	59	Cursestone . . . . .	52	Helm of Fortitude . . . . .	24	Obedient Rope . . . . .	14
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Always-Full Bottle . . . . .	13	Dancing Shield . . . . .	23	Hippolyta's Girdle . . . . .	91	Ogre's Shoulders . . . . .	46
Amazon's Corselet . . . . .	21	Dancing Silk Handkerchiefs . . . . .	122	Hiram's Hat . . . . .	45	One-Stroke Axe . . . . .	64
Ambric's Most Useful Compendium of Natural Lore . . . . .	35	Dark Throne . . . . .	89	Holy Font . . . . .	74	Orb of Death . . . . .	123
Amulet of Justice and Star of Solomon . . . . .	95	Davy Jones' Locket . . . . .	79	Holy Incense . . . . .	74	Orb of Knowledge . . . . .	124
Angel's Feather . . . . .	68	Dazzling Tiara . . . . .	48	Horns of the Hunting Pack . . . . .	29	Orb of Life . . . . .	124
Animate Furniture . . . . .	59	Deathknell . . . . .	114	Horse-Master . . . . .	84	Orb of Mastery . . . . .	124
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Bacchus's Grapevine Staff . . . . .	16	Diamond Shield . . . . .	24	Incredible Kite . . . . .	101	Perfect Puppets . . . . .	103
Bag of Marbles . . . . .	100	Disease Potion . . . . .	52	Infamy . . . . .	115	Perpetual Fish Bowl . . . . .	85
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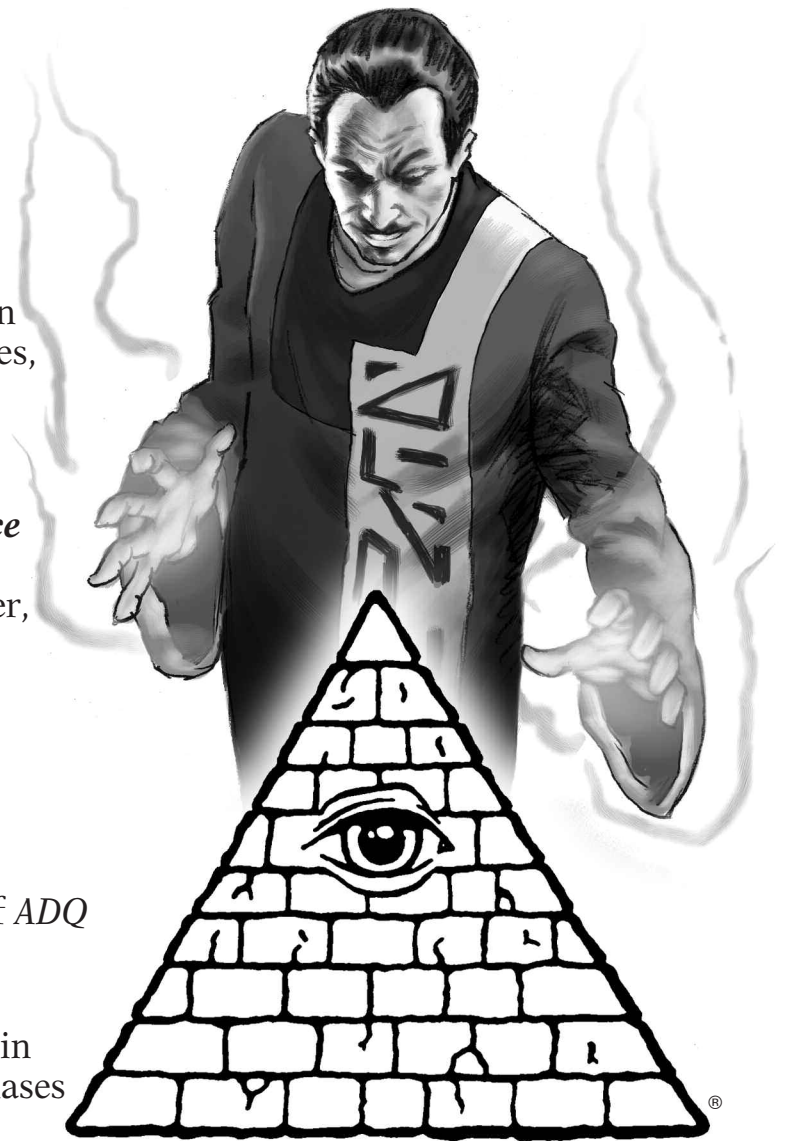


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