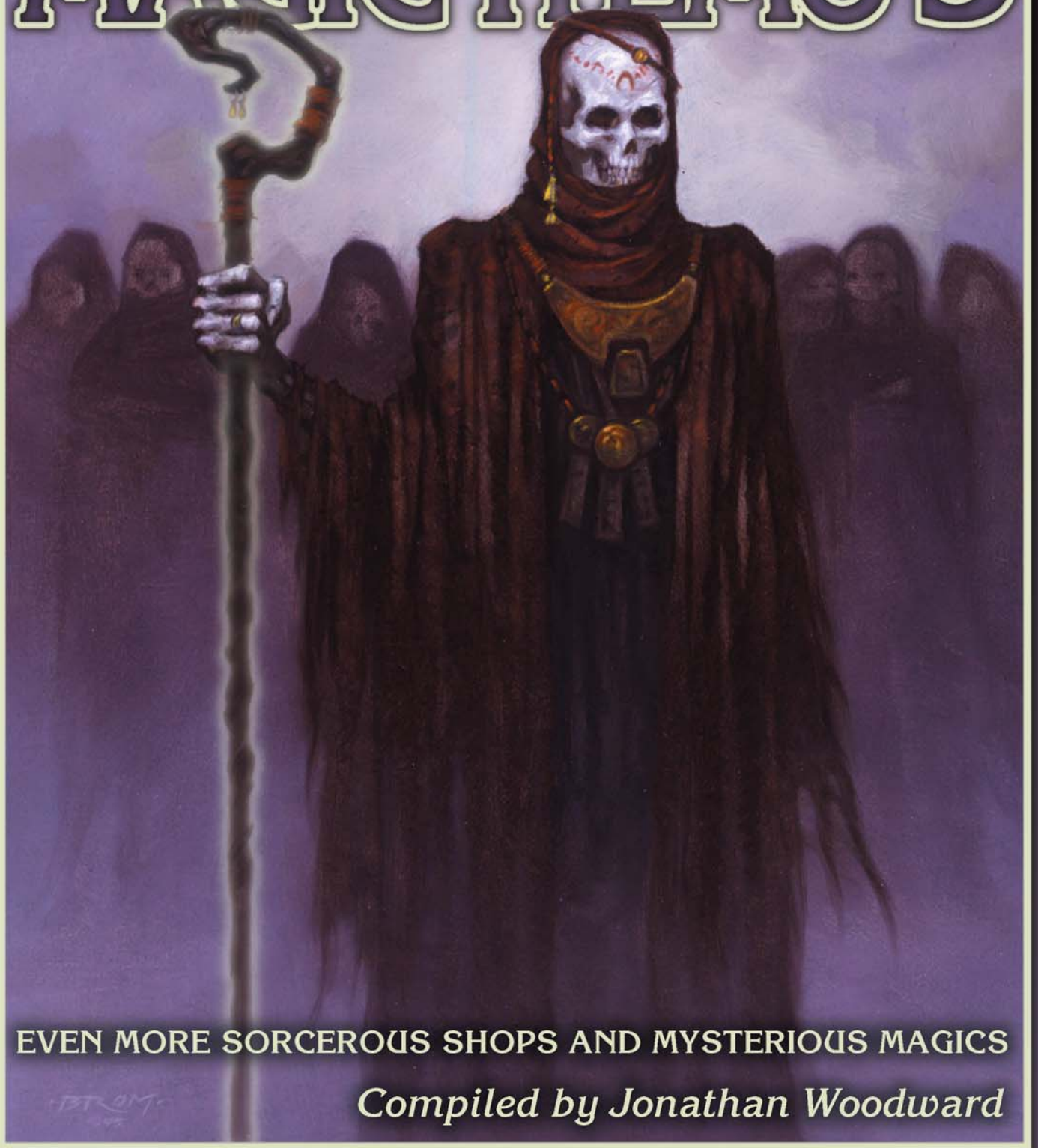


G U R P S[®]

MAGIC ITEMS 3



EVEN MORE SORCEROUS SHOPS AND MYSTERIOUS MAGICS

Compiled by Jonathan Woodward

STEVE JACKSON GAMES

In The Chest You Find . . . A Vorpal Six-Gun?

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- Alternate Enchantment Techniques – More weird and wonderful ways to create magic items, covering charms, sacred items, qabala, and magic-as-technology.
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The *GURPS Basic Set* is required to use these items in a *GURPS* campaign, and *GURPS Magic* and *GURPS Grimoire* are recommended. The items in this book can be a source of inspiration for magical campaigns in any system.

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G U R P S[®]

MAGIC ITEMS 3

Yet More Sorcerous Shops and Mysterious Magics

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Author's Dedication: To Tracy Gangwer,
and her unique perspective.

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INTRODUCTION

"It's definitely refined metal, probably steel, probably a spaceship," reported the computer. "There are no EM emissions, and it's dead cold, so it has to be abandoned."

"I.e., salvage," said the captain.

"... I.e., salvage," confirmed the computer. "But..."

"But?" asked the captain, as she carefully brought the ship down from cruising velocity.

"But, it appears to be intermingled with an asteroid. And, it's much too small. Too dense."

"Well, we'll know for sure in a minute. That should be it right there... Okay, that's an odd design..." The "ship" was long and thin, and appeared to go straight through the roughly-round asteroid like a pen through an orange, except that pens aren't flat, with hilts.

"It looks like a sword, doesn't it?"

"Further scanning shows the blade is solid metal. Except for being hundreds of meters long, it is a sword."

"Ornate, too. Is that some sort of engraving, near the hilt? I don't recognize the language."

"I think I can translate: 'Whoever pulls this sword from this stone, is rightful Pendragon and Emperor of the Galaxy.'"

"Please tell me you're kidding... please?"

Magic items show up in the strangest places. Dark caves... hidden temples... secret treasure rooms. But they can also appear in the depths of space, in back-alley speakeasies, and well-lit showrooms.

This newest volume in the *GURPS Magic Items* series covers the full spectrum of magic items, from classic magic swords and enchanted rings, to the holy (and unholy) six-guns of the Old West, to the mass-produced merchandise of *GURPS Technomancer*. It provides new items and enchantment techniques for existing *GURPS* worlds, as well as generic items suitable for many different campaigns, and a few unique artifacts that can serve as inspiration for brand new settings and adventures.

The first chapter of this book is a gazetteer of time and space, discussing magic items in more than a score of historic, mythic, and science-fictional settings, as well as more general notes for every tech level from the Stone Age to the far future.

In the second chapter, the details and mechanics of several alternate enchantment techniques are presented, to give the GM a range of choices beyond "traditional" *GURPS Magic* enchantment. These practices include the charms and talismans of ritual magic, the unique artifacts of *GURPS In Nomine*, and industrial assembly-line enchantment.

After that comes the meat of this book: 11 chapters of magic items from dozens of colorful settings. Incorporated into the appropriate chapters are new rules for golems and other specialized kinds of magic items. We close the book with the *Common Enchantment Table II*, an extension to the original *Common Enchantment Table* from *GURPS Magic Items*, presenting the statistics for hundreds of simple magic items.

This book expands the scope of magic items across the universe. Endless possibilities await.

About the Author

Jonathan Woodward is a part-time freelance writer and full-time computer professional. He is the author of *GURPS Ogre* and *Transhuman Space: In The Well*, and co-author of the *Hellboy Sourcebook and Roleplaying Game* and several books for White Wolf Publishing's *Trinity* science-fiction roleplaying game. In addition to roleplaying, he is a noted Legophile and giant robot fan. He has come into possession of many magical items over the years, but is forever giving them to those more deserving than himself. He lives in Massachusetts.

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 include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit www.warehouse23.com.

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 available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

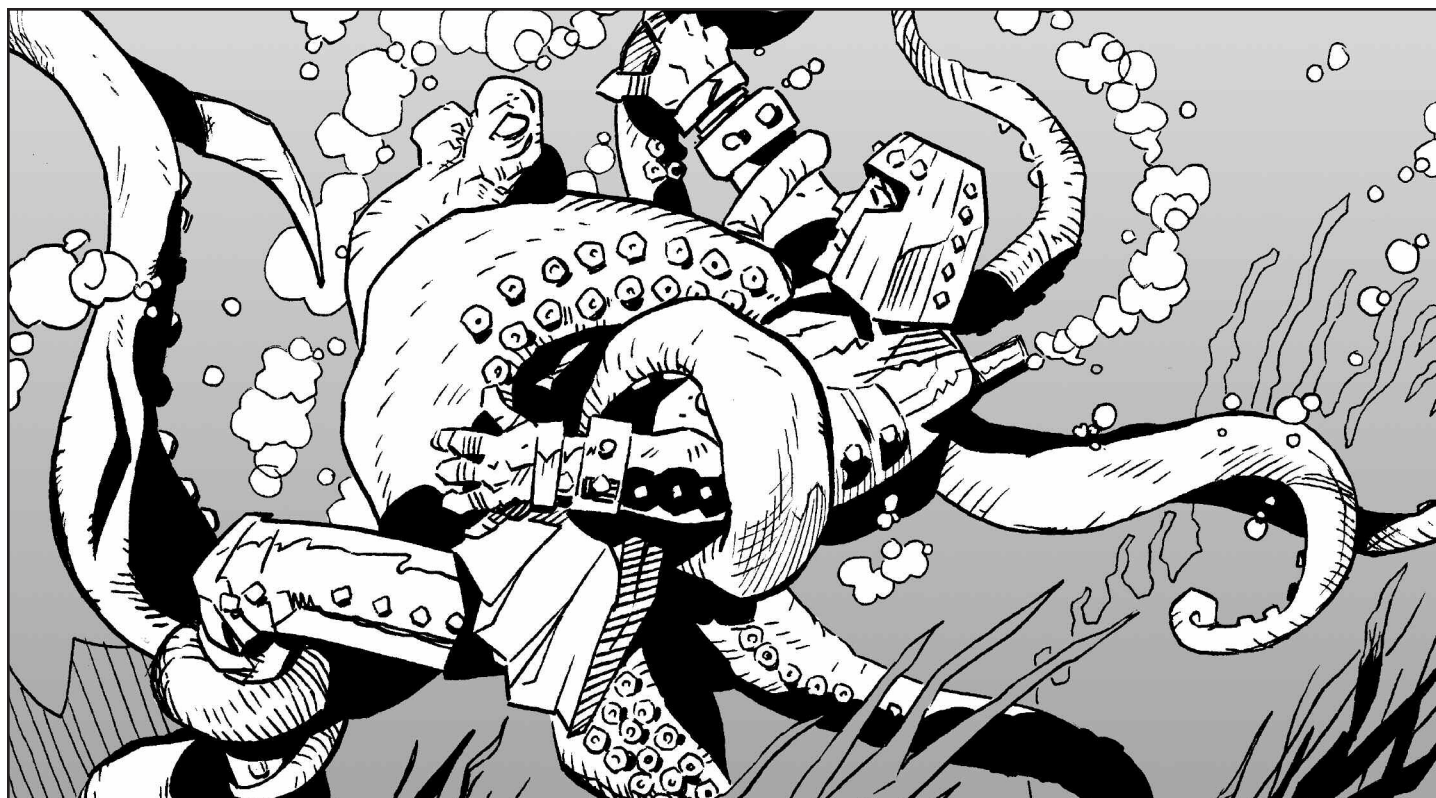
Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your web browser to gurpsnet.sjgames.com.

The *GURPS Magic Items 3* web page is at www.sjgames.com/gurps/books/magicitems3/.

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 the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are CB to *GURPS Cabal*, G to *GURPS Grimoire*, M to *GURPS Magic, Second Edition*, MI to *GURPS Magic Items*, MIT to *GURPS Magic Items 2*, OW to *GURPS Old West, Second Edition*, R to *GURPS Religion*, RO to *GURPS Robots*, SPI to *GURPS Spirits*, STM to *GURPS Steampunk*, T to *GURPS Technomancer*, TT to *GURPS Time Travel*, and WT to *GURPS Warehouse 23*. The abbreviation for this book is MIiii. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.



GOLEMS OF DIFFERENT SIZES

Energy cost for larger golems increases in proportion to their volume and weight; a bronze golem twice the volume of a man has energy cost 1,200. Energy cost for smaller golems is 50% of that for full-sized golems, plus another 1% for each 2% of standard volume and weight. Thus, a bronze golem with 2% of normal human volume (standing about 18 inches tall) has energy cost 306. ST and hit points are proportional to volume (rounded to the nearest whole number), so the double-sized golem has ST 50 and 60 hit points, while the 2% golem has ST 1 and 1 hit point (rounded up from 0.5 and 0.6). Very small golems can effectively have ST 0, but hit points less than 1 are always rounded up to 1. DX, IQ, HT, Speed, PD, and DR are unaffected by size, but running Move is increased (or decreased) in proportion to the golem's height, as for Enhanced Move (p. CI54).

Mandrake Golem

This is a six-inch-high manikin formed from a whole mandrake root. The "mandragolem" was created by Nathan the Frugal to provide himself with a convenient and reliable supply of mandrake extract. A mandrake golem has ST 3, DX 4, HT 10/2, IQ 7. It has a speed of 5, and no PD or DR.

Cuttings from the golem can provide a steady supply of mandrake extract; each cutting produces one ounce of extract, and does one point of damage to the golem, which can only be repaired with Heal Plant. The mandrake golem must spend eight hours per day soaking in an unglazed clay pot of water, or lose 1 DX per day; if DX drops to zero, its Golem enchantment is

dispelled. To build the body takes one day of work, 100 energy, a freshly harvested mandrake, and a successful Shape Plant roll.

Suggested Setting: *GURPS Middle Ages 1.*

Component Spells: Variant Golem, Shape Plant.

Asking Price: \$25,000.

Undersea Golem

Rumored to have been used in ancient Atlantis, the steel undersea golems have been perfected by the British government in recent years. Part of their top-secret initiative to construct an underwater tunnel from Cornwall to Virginia, they are the backbone of the construction team.

Reinforced against the ocean's crushing pressures (via Fortify +5) and equipped with their own light sources in order to function, undersea golems are the strongest and largest golems known to man – albeit, the very few men who know about the project. An undersea golem is 7'3" tall, with the following statistics:

ST 90, DX 12, HT 15/80, IQ 9. It has a Speed of 6, PD 3, and DR 13.

Abilities: Strikes with fist for 10d damage. Undersea Golems are not enchanted with an innate physical skill. They cost 1,900 energy to create.

Suggested Setting: *GURPS Atlantis*, Qabala.

Component Spells: Continual Light, Fortify, Golem.

Asking Price: \$30,000.

THE TOOLMAKERS

As is no secret, Dwarves excel at the crafts. Even with mundane tools, the products of their workshops are second to none. Magical tools allow for items of surpassing quality, and are highly prized . . . and, thus, the craftsmen and enchanters who *make* magical tools are revered as if they were war heroes. The greatest call themselves the Toolmakers, and are something combining a guild, an association of professionals, and a secret society.

Few enchanters are also craftsmen, so they tend to associate in pairs. Arguably the most legendary pair were the twin brothers Imdik and Erhats, responsible for the True Forge (p. 87), among other powerful tools. As a result, whenever a pair of Dwarfven twins are born, where one possesses magery and one does not, the Toolmakers are there to recruit the babies into the order, to be raised by other Toolmakers. Most Dwarfven parents regard this as an honor (if a sad one). As twins are even rarer in Dwarves than in humans, and cases where only one is a mage rarer yet, this does not happen more than once a decade.

The Toolmakers thus primarily recruit from adult, successful enchanters and craftsmen. Existing teams are brought in together; those who have not yet found a good workmate are hooked up with another “single” Toolmaker. The Toolmakers, like Dwarfven society at large, *are* sexist, but they recognize talent when they see it, and a small percentage of the organization is female (mostly enchanters). A male Toolmaker is often reluctant to work with a female, but the pairings usually result in a happy marriage a few years down the road.

The Toolmakers *do* allow non-Toolmakers to create magical tools, by necessity, but the tools thus created *must* meet their high standards, or the enchanter will be told to turn his skill to other fields. The Toolmakers claim that they hold themselves to higher standards than outside enchanters, but this is difficult to prove one way or another. The Toolmakers wield a great deal of political power, and can topple kings just by creating tools other than those he requests. (As opposed to a work slowdown or a strike, which no Dwarf would consider; Dwarves *love* to work.) If the Toolmakers have a political agenda, it probably centers on cementing their position in society, but they could well have other goals.



Fast Prototyping Device

This device is a flat pallet about 6 inches high and a yard square with a cable leading to a computer workstation. It can create almost any item that has been rendered in a conventional CAD program, up to a 1-yard cube. Items so created last for 24 hours before dissolving into a puff of fog. Running this device requires a 400 kW power supply. FPDs have revolutionized the design and testing of most manufactured devices. It takes an average of 10 minutes to produce a rendered item. The FPD can not create radioactive materials, nor can it reproduce experimental new materials unless a stable sample is available. Likewise, all attempts to date to use an FPD to produce microbots have failed. At present there is a five-year waiting list to buy these devices.

Suggested Setting: *GURPS Technomancer*.

Component Spells: Variant Create Object, Draw Power.

Asking Price: \$25 million.

Mage's Markers

Mage's markers allow the user to change the color of items by touching them. Usually sold in a box of six or more, mage's markers are actually a set of small wands that temporarily change the color of subjects. The markers in a particular set work for 20 days.

A roll of 15 or less on 3d is required to make a color change. The marker should be applied to the subject's surface at two points (e.g., the top and bottom, two opposite ends, etc.); the intervening area will be colored in 1d minutes, and will remain colored for 3d minutes. Colors may be mixed. Unwilling living subjects may resist at IQ+2. A Mage's Marker works on all man-sized or smaller objects. Larger objects may be colored in increments.

Unsuccessful rolls mean the color change simply didn't take. Critical success means the item is colored exactly as the user wants, and any recoloring of the subject will always work. Critical failure means the individual marker ceases to work, permanently.

The GM may wish to include options like “infrared ink,” “radioactive ink,” or others in their campaign. Mage's markers come in sets of 6 to 24. The price below is for 6 markers (red, yellow, blue, green, purple, black).

Suggested Setting: *GURPS Technomancer*, *GURPS Illuminati University*.

Component Spells: Variant Dye.

Asking Price: \$100.

They were an unlikely threesome. The elf and the goblin were obviously mages, but the seven-foot human behind them was another story. From the ripped loincloth to the bastard sword slung at his back, he was the epitome of a barbarian. The mages tried to hush him as they walked into the library.

"We need to do some research, Zeveg, and we can't leave you walking the streets with Saulic's men about. But you have to be quiet. Using this library is a privilege."

"Yes, Una. Quiet."

"Okay, Quintas, I think the section on plant magics is over here."

"Yup, good, here's a book on mosses. Should help us with that strange orange stuff growing all over the drawbridge."

". . . Drat, it doesn't seem to be covered. Maybe this one . . ."

"I want something to read," said Zeveg.

"Zeveg, hush. Quintas, give him something with pictures."

"Here, look at the pretty flowers."

"Thank you, Una."

*"You're welcome . . . No, this book's no good either."
"Here, I found it! See that diagram? That's clearly the same type as the lich-king is using to protect his drawbridge."*

"Yah, looks good . . . but the text is in Dwarvish. You read Dwarvish?"

"Uh, no. I guess we need to hire a translator . . ."

"This. Species. Should. Not. Be. Exposed. To. Fire. As. It. Explodes. Dispersing. Its. Poisonous. Spores. Widely."

Una and Quintas turned their heads to see Zeveg looking over their shoulder.

"You read Dwarvish?"

"Used to adventure with dwarf mage. He showed me his books. He point at word once, tell me name, I remember. I have good memory."

"I know you have a good memory for faces, and paths . . ."

". . . And weapons. And which tavern keepers hate us."

"Ah-hmm. Zeveg, it seems we've underestimated you again. What's the next sentence say?"

Enchanters are as driven by self-interest as the next person. Often, the first two items an enchanter ever creates are a powerstone and a staff. Creating items which boost your own effectiveness can lead to exponential increases in power.

Athame

The athame is an ornate dagger or knife, etched with cabalistic sigils upon the blade. Often, an athame is crafted of expensive and symbolic materials such as silver for the blade and hilt, or stag's horn for the handle and grip. The athame is a symbol of an initiate's mystical potency and power over the spirit world. It is a common tool for ceremonial magic performed by Lodge initiates in full regalia. The athame provides the initiate with a +1 to +5 bonus on ritual casting rolls performed while wielding the enchanted blade. However, the purity and mystical dedication of the blades are important for their function, so they must be kept clean and used for no other purpose. If the athame is ever used as a physical weapon or tool, it loses all potency until an initiate performs a ritual purification followed by a ritual of rededication. They are bought as the Mystic Symbol advantage, at 10 character points per +1.

Suggested Setting: *GURPS Voodoo.*

Component Spells: None; ritual magic focus.

Asking Price: \$20,000.

The Cube of Power

Possibly the most magically useful item the Banestorm has ever brought to Yrth is the Cube of Power. Physically, it is a six-inch cube of heavy crystal enclosing a smaller cube of dull gray metal. The cube sits on an ornate iron stand which

has several levers. At first glance, it can be mistaken for an odd crystal ball.

After arriving on Yrth, it came into the possession of the Hand of Five, a small circle of enchanters. It required many Analyze Magic spells before they understood its functions. They discovered the strange metal was unknown to Yrthian alchemy, and that it is protected by an equally unknown preservation spell and permanent walls of force created just inside the outer crystal cube.

When the proper lever is depressed, the preservation spell is suspended. The metal begins to devour itself, and releases a flood of mana and other energies, held in place by the walls of force. The iron stand has another enchantment that allows mages touching it to tap this mana. It also creates an area of high mana reaching 17 yards in every direction from the cube.

After an hour, the metal is reduced to ash. Reactivating the preservation spell also causes the metal to regenerate, taking one day to return to its original state. This cycle can be repeated indefinitely. The amount of power available exceeded the mages' ability to safely handle it, but was definitely over 300 energy points.

The Truth

The cube is actually an advanced NEMA reactor from the world of *GURPS Technomancer* (see pp. T33-34). The Banestorm normally does not touch that world – the Cube of Power coming to Yrth is a once-in-a-millennium fluke. The metal is necronium (p. T44), the crystal box is enchanted with Preserve Fuel, and its insides are protected by six permanent Force Walls. Shutting off the Preserve Fuel allows the necronium to decay. It undergoes an unmoderated nuclear reaction, and would cause a meltdown if not for the Force Walls.



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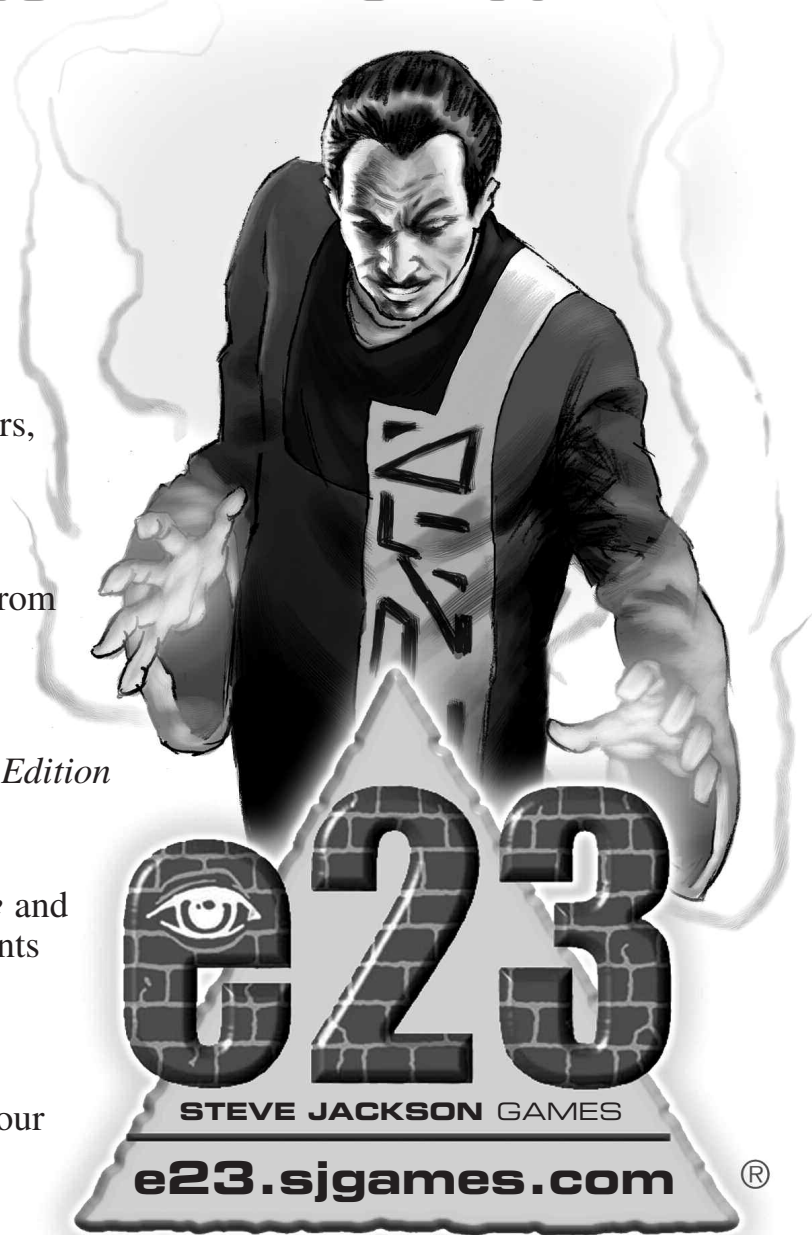
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