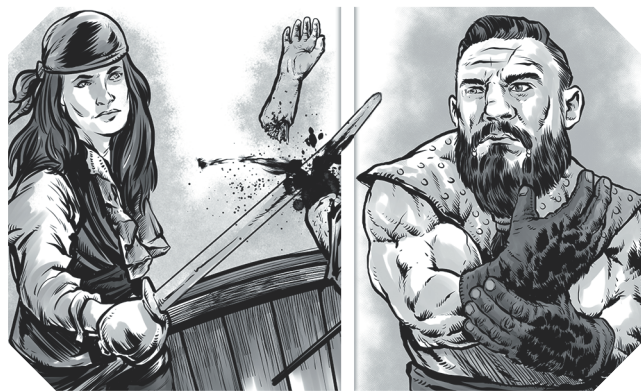


GURPS[®]

Fourth Edition

DUNGEON FANTASY TREASURES 3[™]

ARTIFACTS OF FELLTOWER[™]



Written by
PETER V. DELL'ORTO
Edited by **NIKOLA VRTIS**
Illustrated by
RICK HERSHEY
and **NIKOLA VRTIS**

GURPS System Design ■ **STEVE JACKSON**
GURPS Line Editor ■ **SEAN PUNCH**
GURPS Project Manager ■ **STEVEN MARSH**
Production Artist and Indexer ■ **NIKOLA VRTIS**
GURPS FAQ Maintainer ■
VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ **PHILIP REED**
Chief Creative Officer ■ **SAM MITSCHKE**
Chief Operating Officer ■ **SUSAN BUENO**
Director of Sales ■ **ROSS JEPSON**
Page Design ■ **PHIL REED** and **JUSTIN DE WITT**
Art Direction and Prepress Checker ■ **NIKOLA VRTIS**

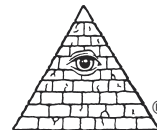
GURPS, *Pyramid*, Warehouse 23, the pyramid logo, *Dungeon Fantasy Treasures*, *Artifacts of Felltower*, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. The fictional Felltower setting and all associated people, places, and events are the property of Peter V. Dell'Orto, and used here with permission. **GURPS Dungeon Fantasy Treasures 3: Artifacts of Felltower** is copyright © 2019 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

STEVE JACKSON GAMES

Stock #37-0351

Version 1.0.1 – July 2019



CONTENTS

INTRODUCTION	3	Rune of Impact	15
What Is Felltower?	3	Statuette of the Death Goddess	15
A Matter of Cost	3	<i>Death Goddess</i>	16
Recommended Books	3	Stubborn Ring	16
About the Author	3	Wand of Electricity	16
1. WEAPONS	4	INDEX	17
Agar's Wand	4		
Atregex's Arrows	4		
Atregex's Bow	5		
<i>Magical Item Sets</i>	5		
<i>Example Item Set:</i>			
<i>Atregex's Armaments</i>	5		
Atregex's Spear	6		
<i>Bad Influences</i>	6		
Frenzy	6		
Grimslaughter	7		
Malice	7		
Shieldslayer	8		
Sigurd's Sword	8		
The Razor	8		
Universal Sword	9		
Vampiric Thorns	9		
2. ARMOR	10		
Buckler of Warding	10		
Executioner's Hood	10		
Fountain Shield	10		
Gorilla Gloves	11		
Magescale	11		
3. OTHER TREASURES	12		
ELIXIRS	12		
<i>Dehydrated Elixirs</i>	12		
Giant Strength (Potion)	12		
Hero's Brew (Potion)	12		
Mana Gout (Potion)	13		
Super-Hero's Brew (Potion)	13		
<i>Expired Potions</i>	13		
ITEMS	13		
Antimagical Bracelet	13		
<i>Curses!</i>	14		
Bishop's Cross	14		
Deadly Ring	14		
Graceful Gloves	14		
Potion Ring	15		
Protective Ring	15		

ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what's new at gurps.sjgames.com.

Warehouse 23. Our online store offers **GURPS** print items, plus PDFs of our books, supplements, adventures, play aids, and support . . . including exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Pyramid (pyramid.sjgames.com). For 10 years, our PDF magazine *Pyramid* included new rules and articles for **GURPS**, plus systemless locations, adventures, and more. The entire 122-issue library is available at Warehouse 23!

Internet. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or twitter.com/sjgames. Share your brief campaign teasers with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The web page for **GURPS Dungeon Fantasy Treasures 3: Artifacts of Felltower** can be found at gurps.sjgames.com/dungeontreasures3.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We've added them to many **GURPS** book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

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.

Playtesters: Douglas H. Cole, Phil Masters, Christopher R. Rice, and Matt Riggsby

Special Thanks: Felltower's Delves (Greg Blair, Andy Dokachev, Jack Dokachev, Jessica Dokachev, Mike Dokachev, Aaron Falken, Mike Hornbostel, andi jones, Marshall LaPira, Owen LaPira, Vic LaPira, Jon Lay, John Milkewicz, Sean Nealy, and Thomas Pluck), Gary Gygax, Lawrence Shick, and Jack Vance

Illustration Special Thanks: Martin Heidemann, for sponsoring the art on p. 9 and p. 11

INTRODUCTION

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

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

WHAT IS FELLTOWER?

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

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

A MATTER OF COST

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

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

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

RECOMMENDED BOOKS

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

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

– Glen Cook, *The Swordbearer*

ABOUT THE AUTHOR

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

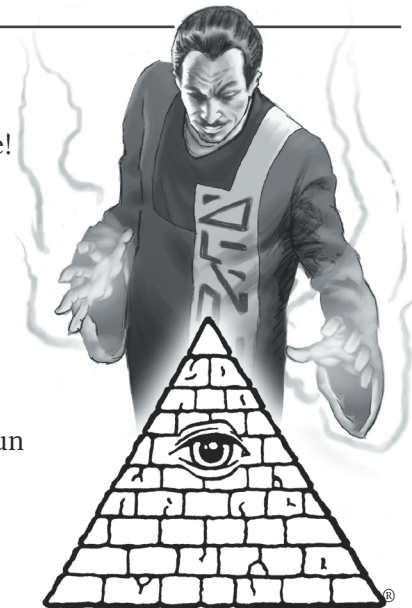
INDEX

- Agar's Wand, 4.
Antimagical Bracelet, 13-14.
Armor, 10-11.
Arrows, 4-5, 9.
Artifact overview, *costs*, 3; *curses*, 14;
 influence of items, 6; *magical item sets*, 5;
 stacking effects, 6; *see also* *Armor*, *Elixirs*,
 Gear, *Weapons*.
Atregex's, *Armament set*, 5; *Arrows*, 4-5;
 Bow, 5; *Spear*, 6.
Axes, 6, 8.
Bad influences, 6.
Bishop's Cross, 14.
Bows, 5.
Bracelets, 13-14.
Buckler of Warding, 10.
Cost, *of artifacts*, 3.
Crosses, 14.
Curses, 14.
Deadly Ring, 14.
Death goddesses, 16.
Elixirs, 12-13; *dehydrated*, 12; *expired*, 13;
 see also *Artifact Overview*.
Executioner's Hood, 10.
Felltower, *explained*, 3.
Fountain Shield, 10-11.
Frenzy, 6.
Gear, 13-16; *see also* *Artifact Overview*.
Giant Strength, 12.
Gloves, 11, 14-15.
Gorilla Gloves, 11.
Graceful Gloves, 14.
Grimslaughter, 7.
GURPS, *Dungeon Fantasy*, 3; *Dungeon Fantasy 1: Adventurers*, 12, 14;
 Dungeon Fantasy 6: 40 Artifacts, 3, 8; *Dungeon Fantasy Denizens: Swashbucklers*, 7; *Dungeon Fantasy Treasures 2: Epic Treasures*, 3; *Magic*, 3, 12.
Hero's Brew, 12.
Horizon Arrows, 4.
Item sets, 5; *example*, 5.
Items, *miscellaneous*, 13-16; *see also* *Artifact Overview*.
Jewelry, 13-15.
Magescale, 11.
Magical item sets, 5; *example*, 5.
Malice, 7.
Mana Gout, 13.
Potion Rings, 15.
Potions, 12-13; *dehydrated*, 12; *expired*, 13;
 see also *Artifact Overview*.
Protective Rings, 15.
Razor, the, 8.
Rings, 14-16.
Runes of Impact, 15.
Shields, 10-11.
Shieldslayer, 8.
Sigurd's Sword, 8.
Slayer Arrows, 4.
Spears, 5, 6.
Statuettes of the Death Goddess, 15.
Stubborn Rings, 16.
Super-Hero's Brew, 13.
Swords, 4, 7-9.
Table, *expired potion*, 13.
Torturer's Hoods, 10.
Traps, *curses as*, 14.
Universal Sword, 9.
Vampiric Thorns, 9.
Wand of, *Cold*, 16; *Electricity*, 16; *Fire*, 16;
 Stone, 16.
Weapons, 4-9; *see also* *Artifact Overview*.

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for **GURPS** and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new **GURPS** supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of **GURPS Fourth Edition** supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to **GURPS China** and **GURPS Ice Age**.
- Buy board games and roleplaying PDFs in the same order!
 Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com