

# DUNGEON FANTASY™

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## MAGIC ITEMS™



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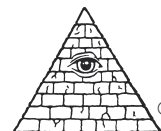
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*The mere thought of magical treasure makes the dourest delver grin! Warriors love enchanted arms and armor, magic-workers value scrolls of forgotten spells, and everyone enjoys the coin such artifacts fetch in town. Just be certain you know what you are trying to use – or sell. No one likes being cursed, merchants least of all.*

*– Uncle Seamus, Wizard*



# INTRODUCTION

GM: "In the chest you see a pile of silver, a scattering of gold, and . . ."

Players, in unison: "Any magic items?"

Dungeons contain everything delvers want, especially monsters to fight and of course *loot*. The treasures that attract the most attention and kindle the greatest desire are *magic items*: swords that flame, wands that spew enchanted doom, throwing axes that return after being hurled, potions that enhance the drinker's abilities, rings of power, amulets of protection, bottomless backpacks, quivers of endless arrows . . .

*Adventurers* describes basic magic items, *Exploits* tackles loot, including *magical* loot, and *Spells* adds further possibilities. To properly stock a dungeon, though, you need even more goodies. *Magic Items* starts with every magic item from those core books and adds tons more – many of them in whole new categories.

Here you'll find items that *just work* when worn. Ones that boost the user's skill when casting known spells, and others that empower the wielder to cast spells – sometimes with the owner's energy, sometimes using internal charges. More potions – including ones that kill and that resurrect, plus innovations such as elixirs you can shake for extra oomph and "fountains" that spray jets. All-new enchanted armor and weapons, whether that means a corrosive sword or a corrosion-resistant breastplate. Rare artifacts that bring *real* power

to their possessors. And even a few *cursed* items . . . or at least, ones with powers of dubious value.

*These* are the things delvers' dreams (and occasionally nightmares) are made of!

## 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 coauthor 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](http://dungeonfantastic.blogspot.com). Outside of gaming, his hobbies include martial arts (he has fought amateur MMA in the SHOOTO organization in Japan, submission grappling in the U.S., and holds *shodan* rank in kendo), fitness, studying Japanese, and painting miniatures.

## ABOUT THE *DUNGEON FANTASY* ROLEPLAYING GAME

The *Dungeon Fantasy Roleplaying Game* is compatible with *GURPS*. Steve Jackson Games is committed to full support of players of these and all its games. We can be reached by email at [info@sjgames.com](mailto:info@sjgames.com). Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources that we provide include:

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*Amulet of Disease Resistance.* A clerical item that grants the wearer immunity to disease. For one specific disease: \$20,000; for all diseases: \$50,000.

*Amulet of Grace.* Increases wearer's DX. \$60,000 per +1 to DX, maximum +5.

*Amulet of Might.* Increases wearer's ST. \$30,000 per +1 to ST, maximum +5.

*Amulet of Reflexes.* Wearer gains Combat Reflexes (*Adventurers*, p. 48). \$40,000.

*Amulet of Strengthening Will.* Increases wearer's Will. \$20,000 per +1 to Will, maximum +5.

*Amulet of the Silver Tongue.* Wearer gains the Voice advantage (*Adventurers*, p. 54). \$25,000.

*Amulet of Truth.* Wearer must resist Power 15 with Will or be unable to lie! Roll for *each* lie. \$12,000.

*Amulet of Vigor.* Increases wearer's HT. \$30,000 per +1 to HT, maximum +5.

*Amulet of Wisdom.* Increases wearer's IQ for *all* purposes, including spellcasting. \$60,000 per +1 to IQ, maximum +5.

## ALCHEMICAL CHARMS

These always-on items are alchemical trade secrets. They're unaffected by mana level (*Spells*, pp. 7-8) unless there's *no* mana, in which case they don't work.

Such charms can take the form of any item. The examples below are amulets (0.25 lb.) suitable for hanging from a necklace. Costs include the magic *and* the object itself – these cannot be separated, as the materials *are* the magic! *Item Value* (above) doesn't apply.

A charm that bestows an advantage has no effect on a wearer who already has that trait. Multiple charms of the same type aren't additive.

*Attractiveness Amulet.* Wearer becomes Attractive (*Appearance*, *Adventurers*, p. 47). \$14,100.

*Flight Amulet.* Wearer has Air Move 10, reduced normally by encumbrance. \$47,200.

*Ironskin Amulet.* Gives +3 DR. \$28,720.

*Luck Amulet.* Grants Luck (*Adventurers*, p. 51). \$28,200.

*Memory Amulet.* Grants Eidetic Memory (*Adventurers*, p. 48). \$28,400.

*Moly Amulet.* Grants +5 Magic Resistance (and -5 to spells). \$23,600.

*Pain Resistance Amulet.* Grants High Pain Threshold (*Adventurers*, p. 50). \$9,600.

## ITEM VALUE

Enchantments on *clothing* and *jewelry* require the underlying item to have a minimum *mundane* value – the price of other enchantments doesn't count! Such goods are usually bejeweled, gilded, wrought from precious metals, woven from spider silk, or similarly costly.

The examples in this book suggest typical forms for enchantments, but the specific item doesn't matter – what's important is that *mundane* value is at least 1/40 of enchantment cost. This expense *isn't* included in listed enchantment costs. For example, Grace +1 DX costs \$60,000, so the enchantment requires an article worth at least \$1,500, making minimum total cost \$61,500. If the object also carried Ambidexterity (\$30,000), minimum total cost would be \$92,250.

*Alchemical charms* (below) aren't subject to this rule. The special ingredients needed to make them are already included in their prices.

*Pendant of Long Slumber.* Wearer must roll vs. HT to resist falling asleep *indefinitely*. Roll vs. HT *yearly* to awaken. A sleeping subject requires no food and is unaffected by age or disease; wounds neither heal nor worsen, but bleeding continues unless stanching. Removing the amulet awakens the subject. Useful for badly injured friends! \$23,600.

*Salamander Amulet.* Bestows immunity to normal fire and Fire spells. \$4,920.

*Serpent's Amulet.* Gives immunity to poison. \$9,590.

*Speed Amulet.* Increases the wearer's Basic Speed, Dodge, and Move. \$30,000 for +1, \$60,000 for +2, \$90,000 for +3.

*Tranquility Amulet.* Grants +3 to resist spells that affect the emotions (e.g., Bravery, Fear, Panic, and Terror), and to self-control rolls for Bad Temper and Berserk. \$9,500.

*Warlord's Amulet.* Grants +4 to Leadership, and +2 to Strategy and Tactics. \$33,100.

*Water-Breathing Amulet.* Wearer can breathe water. \$23,400.

*Water-Walking Amulet.* Wearer can walk on any liquid at normal ground Move; doesn't protect from harmful liquids (e.g., lava or boiling water). \$14,150.

## MISCELLANEOUS JEWELRY

A few items defy easy characterization. These are typically tiny pieces of jewelry, but gemstones (negligible weight) and chunky amulets (0.25 lb.) also turn up. *Item Value* (above) applies in all cases.

*Lenses of Dark Vision.* Wearer gains Dark Vision (*Spells*, p. 46). Too soft to provide eye protection. \$60,500, neg.

*Lenses of Night Vision.* Wearer gains Night Vision 9 (*Adventurers*, p. 51). Too soft to provide eye protection. \$30,500, neg.

*Ring of Mystic Mist.* Wearer is immune to the negative effects of Mystic Mist (*Spells*, p. 64). Wearer still benefits from the *positive* effects if native to the mist! \$8,200, neg.

*Spirit Bone.* Bone necklace which vibrates when spirits are within five yards of it. \$10,250, neg.



*Jewelry? It's portable wealth, not finery. I prefer the magical kind: useful if you keep it, easy to sell if you don't.*

*– Puddin' Noddington, Thief*



# CHAPTER FOUR

# POTIONS

Potions are *single-use* alchemical items. A wizard gets a Perception + Magery roll to sense that one is magical.

A potion must be ready to be used. If it's carried in delver's webbing (*Adventurers*, p. 112) or a potion belt (*Adventurers*, p. 112), this requires a Ready maneuver or Fast-Draw (Potion) roll. If it's in a pouch, digging it out takes 1d seconds.

Subjects with Magic Resistance must *fail* a HT + MR roll for drinkables or fumes to affect them. Magic Resistance has no effect on direct-damage potions such as fountains, bottled explosions, and alkahest. If a potion has persistent effects, Dispel Magic can end them by beating the creator's Alchemy skill: 15 for potions bought in town, often higher or lower for *found* potions.

## Potion Classes

Potions come in these forms (weights include containers):

**Drinkable:** A vial holding one dose. Requires a Ready maneuver to open and another to drink. Takes effect the turn after that. Draining it leaves a crystal vial (*Adventurers*, p. 111). Carried for combat and not packed, it can be targeted at -7 and breaks on 1-4 on 1d on a fall. 0.5 lb.

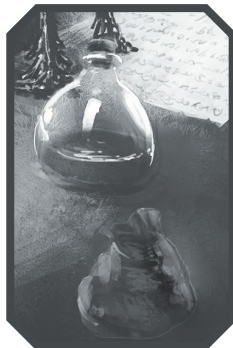
**Fountain:** A bottle for opening (Ready) and *spraying* at enemies (an attack); roll against DX-4 or Innate Attack (Beam) to hit. Once opened, it *must* be used – it cannot be disarmed! Usually shakable; see below. Emptying it leaves a small bottle (*Adventurers*, p. 111). Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. 1 lb.

**Grenade:** A bottle for *hurling* at enemies (an attack). Takes effect on impact; see *Grenades (Exploits)*, p. 44) for details. Dumping it out leaves a small bottle. Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. 1 lb.

**Utility:** A vial of something useful – but *not* for drinking. Treat as a drinkable in most respects, but using it requires a long action and is impractical in combat. 0.5 lb.

Some potions have an additional property:

**Shakable:** The potion can be shaken for extra effect! Ready it normally – but instead of taking a Ready to *unstopper*, it requires a Ready to *twist* the stopper, which activates the potion by admitting air or grinding a powder into the vial. After activation, later turns spent shaking it – maximum two additional turns – increase the effects as explained for the potion. Shaken or not, an activated shakable must be used within three seconds (i.e., on the turn after two turns of shaking) or it's spoiled.



## DRINKABLE AND UTILITY POTIONS

*Different* potions can affect a subject simultaneously – but unless noted otherwise, multiple doses of the *same* potion aren't cumulative. (*Exception:* Potions that list no duration, like healing potions, can be used in rapid succession!)

**Agility Potion** (Drinkable). +1d DX for one hour. \$700, 0.5 lb.

**Alchemical Antidote** (Drinkable). Instantly negates all potions currently affecting the drinker. \$400, 0.5 lb.

**Balm of Regeneration** (Drinkable). Salve, not a potion. Heals 2 HP at the cost of 1 FP, once per second, until the user reaches either full HP or 0 FP. \$900, 0.5 lb.

**Beast-Speech Potion** (Drinkable). Speak with animals per Beast Speech (*Spells*, p. 18) for 2d minutes. \$850, 0.5 lb.

**Charisma Potion** (Drinkable). Subject rolls *4d* instead of 3d for reaction rolls, and has a +1d bonus to Influence rolls, for one hour. \$350, 0.5 lb.

**Dark Vision Potion** (Drinkable). Salve, not a potion. Rubbed on the eyes, lets user see in the dark without any light source for one hour. \$700, 0.5 lb.

**Endurance Potion** (Drinkable). User loses no FP to *normal* exertion – combat, hiking, etc., but *not* extra effort or spells – for 1d hours, and then drops to 0 FP and falls unconscious. \$1,400, 0.5 lb.

**Fire Resistance Potion** (Drinkable). Immunity to fire damage for 1d hours. \$500, 0.5 lb.

**Flight Potion** (Drinkable). Flight at Move 10 for one hour. \$3,000, 0.5 lb.

**Healing Potion, Greater** (Drinkable). Heals 4d HP. \$1,000, 0.5 lb.

**Healing Potion, Major** (Drinkable). Heals 2d HP. \$350, 0.5 lb.

**Healing Potion, Minor** (Drinkable). Heals 1d HP. \$120, 0.5 lb.

**Invisibility Potion** (Drinkable). Grants invisibility for 1d×10 minutes, or until user takes offensive action (e.g., attacks) or casts a spell. \$2,250, 0.5 lb.

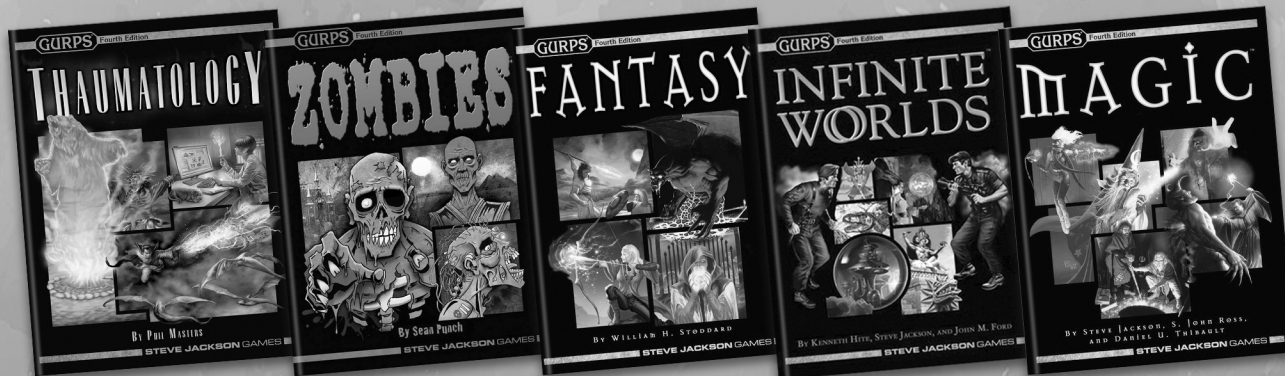
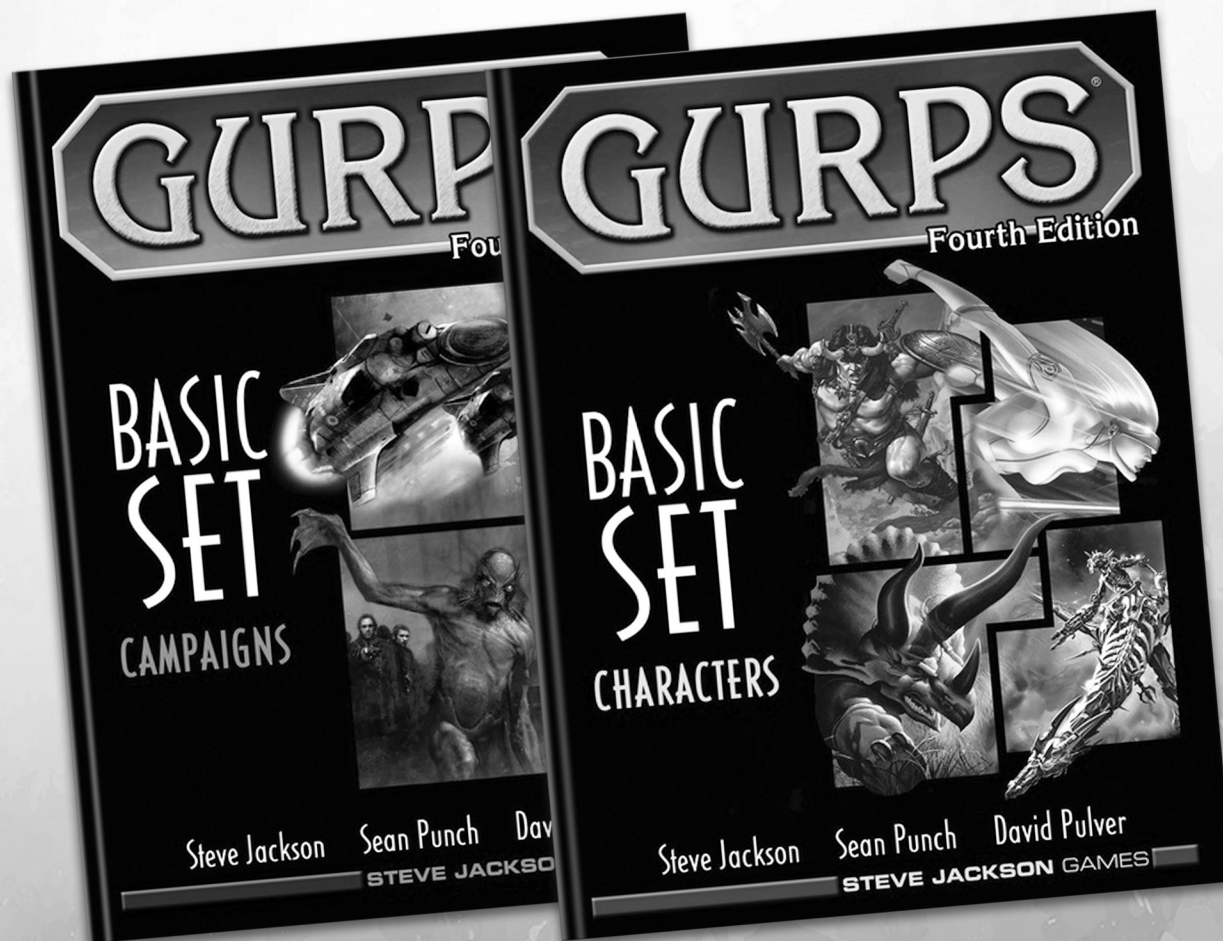
**Invulnerability Potion** (Drinkable). +3 DR, cumulative with other DR, for 1d+1 hours. \$2,100, 0.5 lb.

**Levitation Potion** (Drinkable). Levitate at Move 3 for one hour. \$1,000, 0.5 lb.

**Magic Resistance Potion** (Drinkable). +5 Magic Resistance (and -5 to spells) for one hour. \$1,600, 0.5 lb.

**Oil of Penetration** (Utility). Gives a cutting or impaling weapon armor divisor (2) for one hour. \$1,000, 0.5 lb.

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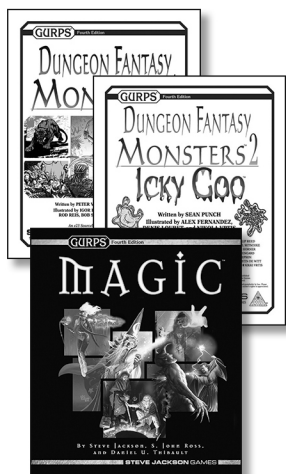
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