

G U R P S[®]

MAGIC ITEMS 1

SORCEROUS SHOPS STOCKED WITH A MULTITUDE OF MIGHTY MAGICS



By Chris W. McCubbin

STEVE JACKSON GAMES

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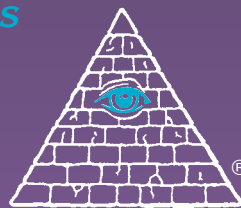
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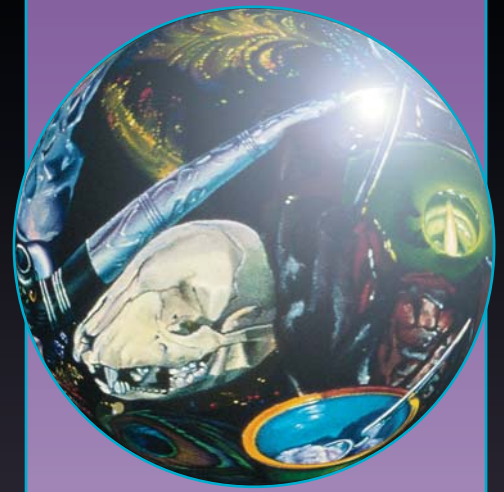
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and go find them!*



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

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Sorcerous Shops Stocked With a Multitude of Mighty Magics

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INTRODUCTION

The Golden Fleece, Excalibur, the Necronomicon, the One Ring, Storm-bringer – objects of power and mystery from different times and different worlds, as famous as those who possessed them.

Fantastic adventure and enchanted items have always gone hand in hand. The chance of discovering a legendary creation, lost for thousands of years, is a far stronger motivation for an adventure than any amount of coins. After winning through peril, your heroes want more than a pile of gold for their trouble! Hence this book. *GURPS Magic Items* is a compilation of mysterious treasures designed to enhance any fantasy campaign. Here are magic items for all occasions – weapons and armor, clothes and gems, healing wands and cursed lutes.

To make full use of this book, a GM needs the *GURPS Basic Set* and *GURPS Magic*. The items in this book are all suitable for the world of Yrth, and some of the nonhuman races from *GURPS Fantasy Folk* are mentioned herein, but neither *Fantasy Folk* nor *GURPS Fantasy* is necessary to use this book.



Magic Items is a collection of ideas, not of rules. As any adventurer can tell you, finding and using magic items is more fun than making them, so this book is mainly devoted to describing new items, rather than extensive rules for enchantment.

So grab your rusty dagger, put on your chainmail and muddy boots, and sally forth in search of the fire sword Sirocco, a suit of Dwarven Mail, and Seven-League Boots to take you to faraway places . . .

This book was a real collaborative effort. I could have never filled it up with my ideas alone. All the people who contributed their own magical inspirations to the book are listed on the front page. I just want to take this opportunity to add my personal thanks.

A big “thank you” also to the guys on the Illuminati BBS, who came through with some excellent eleventh-hour playtesting. And finally, a special thanks to Scott Paul Maykrantz. Though everyone who contributed ideas did an excellent job, Scott’s meticulous, imaginative work stands out. Thanks, Scott, for making this book much better, and my job a lot easier.

– Chris W. McCubbin

About the Author

Chris W. McCubbin is a nongraduate of the University of Nebraska-Lincoln, in English. He comes to games by way of the comics industry – he previously worked as an editor at Fantagraphics Books on their magazines *The Comics Journal* and *Amazing Heroes*.

Since Chris first wrote *Magic Items*, as staff writer for Steve Jackson Games, he’s gone on to work at Origin Systems writing computer game documentation and hint books. He’s presently one of the owners of Incan Monkey God Studios (www.incanmonkey.com).

Chris lives in Austin with his wife, Lynette, his gracefully aging cat, Polychrome, and his dog, Penny. Write him at cwm@io.com

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). 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.

New supplements and adventures. *GURPS* continues to grow, and we’ll be happy to let you know what’s new. A current catalog is available for an SASE. Or check out our Web site (below).

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 always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata and updates, and hundreds of pages of information. We also have conferences on CompuServe and AOL. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your World Wide Web browser to: www.io.com/GURPSnet/www.

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*.

Night Shroud

This dark, flowing cloak of thin material makes the wearer much harder to see in conditions of partial darkness. All normal Vision rolls to spot the wearer, and combat rolls against the wearer, are made with penalties for partial darkness doubled (up to a maximum of -10). The wearer of the cloak, on the other hand, gets the Dark Vision advantage.

The obscuring effect is thought to be the product of an enchantment having Shape Darkness and Dark Vision as prerequisites.

Component Spells: hypothetical "Night Shroud" spell.

Asking Price: \$35,000.

Personality Hats

One of these hats will make the wearer act like whatever class or profession customarily wears it. Examples might include an accountant's visor, a fool's cap, a guardsman's helm, a king's crown, or hats appropriate to pirates, fops, firemen, harlots or ladies in waiting.

The hats will compel the wearer to behave outwardly in a manner appropriate to the headgear. The wearer does not acquire the skills necessary to actually perform the job associated with the hat, he merely acquires mannerisms and patterns of behavior appropriate to such a person. The hat will not affect the wearer's behavior beyond the quirk level. A person wearing a nun's wimple, for example, would not lose their Lecherous disadvantage, they would just feel much guiltier when they succumbed to it.

The wearer will gain a +5 to his Acting and Disguise skills when impersonating someone appropriate to the hat.

A very few of these hats actually do lend the character appropriate skills and advantages when worn. Much more common are tricked versions which imbue the character with appropriate disadvantages (Intolerance for commoners for a king, or Odious Personal Habit – Sluttishness for a prostitute), or even a Delusion that he has acquired skills he does not actually possess! The hats are also often enchanted with Hex to make them impossible to remove.

Personality Hats are the exclusive creation of the leprechauns, who have been known to – during the night – slip cursed hats onto an entire party that has had the misfortune to annoy them.

Component Spells: unknown.

Asking Price: \$300 and up (uncursed, unenhanced hats).

Playclothes

A set of magical Playclothes is usually a one-piece garment for a child, that will not allow the wearer to go near danger (wild animals, water, steep cliffs, etc.). They will do nothing to prevent the danger from approaching the child, but they will compel their wearer to run away from an approaching menace.

The garment will fit the child from infancy until his weight tops 100 lbs, but many children will not tolerate them for so long.

Playclothes are made using a simple variant of the Suggestion spell, plus a variant of the Hex spell that specifies that the garment may only be removed by an adult. The spell is somewhat inexpensive, because of the impressionable mind of the target (Game Masters may allow older children wearing this garment a Will roll to resist the promptings of the Suggestion – if a small adult wears the garment, he will get a Will roll at +5 to resist the promptings).

The garments were originally devised by the elves, who value their children above all else. This is one magical secret which the elves freely share with all interested parties.

Component Spells: Suggestion, Hex.

Asking Price: \$8,000.

Quality Label

This rather common item is a cloth label which can be easily attached to any garment with ordinary needle and thread. That garment then takes on the appearance of rich quality, suitable for upper-class clothing (see p. B210).

The garment, and anything worn along with it, will appear to be new, well-made, well fitting and of the finest material. It will not make the outfit look (or smell) any cleaner than it actually is. It will not disguise tears or rips, though it will mask even the crudest repairs. It will still appear as the same sort of garment. An excellent striped shirt over a fine pair of checkered pants (for instance) would still clash, and a pair of rich-quality overalls would not be appropriate at a dress ball.

Component Spells: Illusion Disguise (variant).

Asking Price: 7,500.

Runner's Shoes

These light, flexible leather slippers give the wearer a Running skill of DX+4, or +4 to existing skill, whichever is greater (maximum skill 18). In addition, the runner never loses any fatigue, no matter how far or for how long he runs (lack of food, water, or sleep will still affect him).

Component Spells: Lend Skill, unknown.

Asking Price: \$50,000.

Satyr's Feet

These ordinary, rather crude boots will magically leave tracks of cloven hooves. The wearer of the boots gains a +3 to DX, which will affect Speed, Move, active defenses and physical skills normally.

Each wearing, however, also gives the wearer the Gluttony and Lecherousness disadvantages while he's wearing them, and for 24 hours thereafter. Those who already possess these disadvantages will find their impulses greatly amplified – Will rolls to resist their inclinations will be at -5.

These boots are made by the leprechauns, who delight in selling them to big folk – *without* first making the boots' draw-backs plain!

Component Spells: Dexterity, unknown.

Asking Price: \$100,000.

Self-Cleaning Clothes

Many enchanters know how to enhance a garment with the Clean and Purify Air spells so that the garment can never become soiled or hold an unpleasant odor. Though expensive, this is a quite common clothing enchantment.

Component Spells: Clean, Purify Air (variants).

Asking Price: \$20,000.

Self-Repairing Clothing

Clothing can be enchanted so that it will not stay torn or damaged for more than an instant – rips mend themselves, holes fill in. The magic only ceases to work if more than 1/3 of the item is destroyed. This has no effect on the protective value of the

CURSES, TRICKS AND TRAPS CATALOG

Brawler's Gauntlets

These hard leather gloves give the wearer a +5 to ST, but once worn and used in combat, the victim permanently acquires a 15-point Compulsive Behavior to seek out the most dangerous quarters (ghettos, dockside taverns, orc encampments, and the like) and attack the toughest individuals there, hand to hand. The victim must also make a Will roll to refuse any challenge to fight, no matter how hopeless or inappropriate, and once engaged in any fight with weapons, the wearer must make a Will roll at the end of the first combat turn to avoid throwing down his weapon and attacking with gloved hands.

The physical gloves can be removed at will, but the curse will linger until a Remove Curse is cast on the victim. The curse cannot be removed from the gloves, only from the victim. If a victim is cured, then dons the gloves again, the curse will re-activate and another Remove Curse will be necessary. The increase to ST only applies while the gauntlets are physically worn.

It is said that the Gloves were originally enchanted with only a Might spell of maximum ST, but 350 years ago they were stolen by a notorious brigand, who used them while leading the sack of a temple of pacifist holy men, killing and torturing many. The day after the crime, an ancient holy man appeared before the brigand and announced that because he had unleashed his violent nature against the defenseless, his deity would see to it that he henceforth would direct his violence against the strong. The outlaw drew his sword to kill the old prophet, but was instead compelled to drop the blade and attack his chief lieutenant, an ogre. In the ensuing brawl the brigand was slain and the prophet slipped away. The gauntlets have borne their curse from that day.

Component Spells: Might, unknown.

Asking Price: \$150,000.

Ravenous Gem

This is a flawless gem of any sort or size. The gem will "eat" any other precious stone stored in the same container, or any other Gem within 30', and not protected from the Ravenous Gem by some sort of wall or obstruction.

The gem will eat up to 2d other stones each day, starting with the largest present. It will never cause another stone to vanish while any intelligent creature is watching (either in person or through magical scrying).

As it eats, the Ravenous Gem will increase in size and value, gaining half the value of every stone it eats (GMs should remember that + ½ value is not necessarily the same as +50% weight in carats). The gem will readily devour Powerstones and other magical gems as well. It gains value from such stones normally, but never any of the devoured stone's magical ability.

Ravenous Gems are a well-known Powerstone glitch (a possible result of critical failure on the Powerstone skill roll). When a stone becomes Ravenous it does *not* lose any other powers.

Ravenous Gems must be melted in lava, destroyed by magic, or abandoned in some remote or secure place. Any attempt to destroy the stone through crushing, grinding or chipping will only result in each fragment (no matter how small) becoming Ravenous. Ravenous stones will not devour one another.

Component Spells: Powerstone (critical failure).

Asking Price: 30% of the gem's current value.

Chipmunk Nut

This is an ordinary nut of almost any sort. Anyone carrying it will be plagued constantly by chipmunks, squirrels, gophers, prairie dogs and similar small rodents. Until the bearer disposes of the nut – or the rodents succeed in stealing it – dozens of small beasts will constantly follow the bearer, eating his provisions, scaring off other game, stealing small valuables and climbing into his clothes while he sleeps.

Though normally no more than a nuisance, a Chipmunk Nut once caused the downfall of a great kingdom. The realm was ravaged by famine, and an ally nation assembled a relief caravan, sending all the grain they could spare. One of the guards, however, was an agent of an enemy nation, who placed a Chipmunk Nut in a small metal box, concealing it in a different wagon each morning. By the time the trick was discovered the marauding rodents had decimated the grain supply. The caravan was a failure and the starving nation soon surrendered to its enemies in exchange for a tiny ration of bread.

The Chipmunk Nut grows naturally from trees of the appropriate types in high- or very-high mana areas. In their natural environment the trees and their fruit are not particularly attractive to rodents, but sometimes when a nut is removed to a normal mana area the magic activates, making it a Chipmunk Nut.

Component Spells: natural magic.

Asking Price: \$250.

Chivalric Talisman

Once donned, this talisman cannot be removed without a Remove Curse. The wearer acquires a 15-point Code of Honor disadvantage, severely limiting his options in battle. While wearing the talisman he cannot attack an unconscious or helpless foe, attack without first issuing a challenge, attack an unarmed foe with weapons or an unmounted foe from horseback, attack a non-magic-using foe with magic, or indulge in any other "unsportsmanlike" behavior in combat (GM's discretion) without making a Will roll -5.

The Talisman is worn on a chain or thong as a pendant. It is Hexed, and cannot be removed once donned, without powerful magic.

Like the Brawler's Gauntlets (above) this is a "wrath of the gods" item. It is said to have been imposed on a knight of 400 years ago who attacked his foes while they slept, in defiance of his vows. Though honored by his king for the victory, the leader of his order pronounced the curse on the talisman, and commanded the knight to wear it ever after. On his death, the curse lingered in the Talisman.

Component Spells: Hex, unknown.

Asking Price: \$15,000.

Choker Chain

These notorious assassination devices represents a simple combination of the Contract, Hex, and Delay spells. When the chain (which can be any sort of metal necklace) is clasped around the victim's neck it becomes unremovable. After a certain amount of time (enough to allow the assassin to escape) it begins to contract on the victim's neck, until the victim strangles. The chain may be removed with the Remove Enchantment spell.

Variable Disguise

This is a full-body suit, including a full hood, stockings and gloves. It allows the user to assume the outward aspect of anyone he can visualize clearly. An IQ or Disguise roll is required when the person to be imitated isn't present, assuming the impersonator has access to a good picture or magical image of the subject. This roll is at -5 if the wearer is working entirely from memory. However, Eidetic Memory makes this roll automatic if the impersonator has ever seen the subject up close and in person. If the impersonator is working from a verbal description, both the per-

son describing *and* the user have to make an IQ roll at -5. The disguise acts as a Perfect Illusion.

The Variable Disguises are the masterpiece of a brilliant illusionist and enchanter who died 85 years ago. He's known to have made four, but there are persistent rumors that he either made several more, or passed along the secret to an apprentice before his death.

Component Spells: variant Perfect Illusion spell.

Asking Price: \$100,000.

SECURITY DEVICES

Concealing Floorboard

The Concealing Floorboard is a secret magical hiding place in the form of a rough-hewn board, typically about 8" x 2' and 1" thick. When the board is placed on any wooden floor, a magical space 1' deep is created beneath it, and it immediately becomes invisible to everyone *except* the one who placed it there. It cannot be detected by touch or by tapping to find hollow spots, either. The board can be lifted to reveal the hiding place, but if the board is taken more than 1' away from the hiding place, the hiding place ceases to exist, and anything that was inside it is simply transferred to the floor that reappears where the space used to be. The board can be detected by the See Secrets or Mage Sight spells.

The board is known to use a variant of the Shape Plant spell which allows the board to blend in with wood floors, and a limited variant of See Secrets that allows the placer to see the board thereafter.

Several enchanters claim to know the technique involved.

Component Spells: Shape Plant (variant), See Secrets (variant), hypothetical "Create Space" spell.

Asking Price: \$50,000.

Counterfeit Checker

The Counterfeit Checker is a jeweler's loupe (an optical device like a fat monocle) that reveals if a coin, art object, jewel, etc. is genuine. The effect is resisted by the Scryguard spell.

Counterfeit Checkers are the exclusive creations of the dwarves. They are known to operate with a unique Knowledge college spell similar to See Secrets. The exact casting of this spell, however, is a closely guarded secret.

Component Spells: Discover Counterfeit (secret, unique dwarfen spell).

Asking Price: \$30,000.

Cowardly Key

This is one of the most amusing security devices, if not the most powerful. If used by anyone except the proper owner, the key will begin to writhe violently in the user's hand when it gets within one hex of the lock, calling out in a loud voice "No! No! I don't want to go in there! Put me down! Help!" The key must then be carried at least three hexes away from the lock before it will shut up. The touch of its rightful owner will also quiet the key, as will a Remove Enchantment spell, which will return it permanently to its normal state. It is completely impossible to get the key in the keyhole while it is writhing.

Such keys have been used for more than 500 years. They recognize their owner through a variant on the Loyal Sword spell, they move through an extremely limited variant on the Golem spell, and they get their voice from a simple Voices spell. Several modern wizards know how to make the key, but many enchanters consider such an item a frivolous use of power.

Component Spells: Loyal Sword (variant), Delay, Voices, Golem (variant).

Asking Price: \$50,000.

Flossbond

While apparently just a narrow ribbon of silk, satin or even paper, a Flossbond is actually a powerful restraining device. Flossbonds are ¼" wide, and usually 6" long, though the user can extend them to at least 3', sometimes longer. The Flossbonds are PD 3, DR 5 and take 20 points of damage before they break (once they do break, however, they lose their magic). They can be loosely wrapped around someone's wrists, arms or legs to bind them securely, with an effective ST 30.

Flossbonds bind themselves with the Knots spell. They are also enchanted with a variant of the Loyal Sword spell that causes them to untie only when the command word is spoken by the same person who originally set the bonds. The spell that gives them their great strength remains a mystery.

A great number of Flossbonds were apparently brought into the world about 600 years ago, from extradimensional sources. All the world's Flossbonds are from that original "shipment."

Component Spells: Knots, Loyal Sword (variant).

Asking Price: \$30,000 (more for longer specimens).

Inquisitor's Hood

This pointed, full-face hood lends the wearer the Interrogation skill at IQ+4 or adds +4 to existing skill, whichever is greater (maximum skill 20). It also gives the wearer the ability to cast the Compel Truth spell at will.

The Hood is a rather common magic item, and is used by many governments and organizations. Both powered (usable by nonmages) and nonpowered versions are made.

Component Spells: Lend Skill, Compel Truth.

Asking Price: \$75,000 (nonpowered).

Marking Manacles

These are apparently normal iron manacles which automatically cast the Dye spell on the prisoner when they're snapped on

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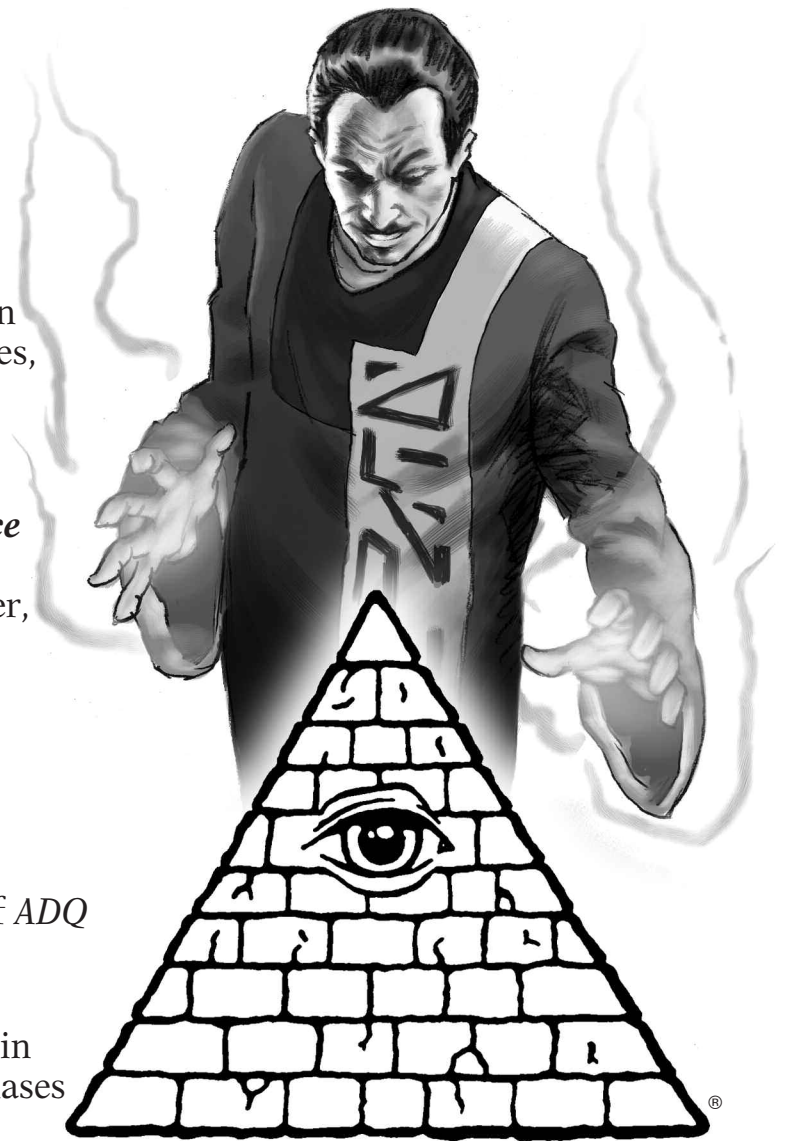
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