

GURPS[®]

Fourth Edition

DUNGEON FANTASY TREASURES[™] 1

GLITTERING PRIZES[™]



Written by **MATT RIGGSBY**

Edited by **SEAN PUNCH**

Illustrated by **GUY BURWELL,
DAN SMITH, and MICHAEL S. WILSON**

GURPS System Design ■ **STEVE JACKSON**

GURPS Line Editor ■ **SEAN PUNCH**

Assistant **GURPS** Line Editor ■ **JASON "PK" LEVINE**

GURPS Project Manager ■ **STEVEN MARSH**

Production Artist and Indexer ■ **NIKOLA VRTIS**

GURPS FAQ Maintainer ■

VICKY "MOLOKH" KOLENKO

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Reviewers: Roger Burton West, Douglas Cole, Peter V. Dell'Orto, Dan Howard,
Phil Masters, Christopher R. Rice, and Antoni Ten Monrós

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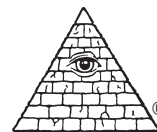
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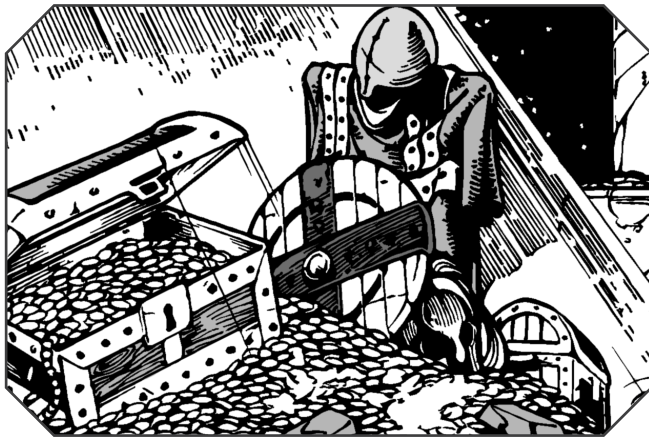
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CONTENTS

INTRODUCTION	3
Recommended Books	3
Publication History	3
About the Author	3
<i>What's the Damage Bonus for "Shiny"?</i>	3
IN THE CHEST YOU FIND	4
FILTHY LUCRE	4
Composition	4
Coin Composition Table	4
<i>Coin Hoards</i>	5
Denominations	5
Coin Denominations Table	6
<i>Roll Your Own</i>	6
Coin Sizes Table	6
<i>"How Big Is It?"</i>	8

<i>Really Big Money</i>	8
Shape and Treatment	8
Coin Shape Table	9
<i>Magic Coin Tricks</i>	9
<i>Guessing Coin</i>	9
<i>Lucky Coin</i>	9
<i>Twins of Felonious Displacement</i>	9
<i>Money Armor</i>	9
<i>Combat Coins</i>	10
Coin Condition Table	10
Folding Money	11
Counting	11
<i>Hell Money</i>	11
<i>Bad Pennies</i>	12
Currency Systems	12
DETAILS, DETAILS	13
Motifs	13
Color	15
<i>Monster Colors</i>	15
Fasteners	15
Fabrics	16
<i>Fabric Out of Space</i>	17
IMPLAUSIBLE MATERIALS	17
ADVANCED SOCIAL STUDIES	19
Making History	19
Sample Cultures	20
North Steppe Orcish Hordes	20
<i>Ethnic Cool Gear</i>	20
The Translucent City	20
Yellow Mountain Kingdom	20
INDEX	21



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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

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.

INTRODUCTION

Reduced to its essentials, the dungeon fantasy genre consists of sword-and-sorcery heroes with cool powers killing things and taking their stuff.

– *GURPS Dungeon Fantasy 8: Treasure Tables*

If there's one thing delvers can't get enough of, it's *treasure*. From glowing magic swords to heavy sacks full of rattling coins, that's what keeps adventurers digging ever-deeper into the darkest, most dangerous dungeons. *GURPS Dungeon Fantasy 6: 40 Artifacts* and *GURPS Dungeon Fantasy 8: Treasure Tables* provide a mountain of loot, but there's always room for more. *GURPS Dungeon Fantasy Treasures 1: Glittering Prizes* builds on the construction kit in *Treasure Tables*, providing yet more riches, new and expanded tables for treasure characteristics, and novel ways to make those shiny objects actually work for you.

RECOMMENDED BOOKS

GURPS Dungeon Fantasy Treasures 1: Glittering Prizes is intended for use with and makes reference to several volumes of the *GURPS Dungeon Fantasy* series. In particular, it requires *GURPS Dungeon Fantasy 8: Treasure Tables*. *GURPS Dungeon Fantasy 2: Dungeons* is also heavily referenced and thus strongly recommended.

PUBLICATION HISTORY

This is the first edition of *GURPS Dungeon Fantasy Treasures 1: Glittering Prizes*. Some material first appeared in a less elaborate form in *GURPS Dungeon Fantasy 8: Treasure Tables*.

ABOUT THE AUTHOR

Matt Riggsby has been playing RPGs since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice which slowly converted themselves from

icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for loremasters of healing. The marching order for the rest of his party includes a sorceress, a seventh-level rogue, and a pack of dogs.

WHAT'S THE DAMAGE BONUS FOR "SHINY"?

This work is mostly about the fine details of treasure, helping the GM provide lavish descriptions of the riches which delvers so painstakingly recover, giving the loot more character and the game world more flavor and detail. Players of a sadly prosaic turn of mind might not care, however, dozing off in the middle of a description and waking up only in time to ask how much it's worth. Here are some places where the little details can still have significant practical meaning to the greediest munchkin.

Identification: The more detail the GM uses to describe an item, the better adventurers can identify it and, potentially, its user. For example, a thief scouting out a lair of monsters may report back to the rest of the party that it's crucial to kill the head vampire in the gray *twill* cloak rather than the similar-looking mortal minion in the gray *basket weave* cloak.

Precision: High-denomination coins are minted to surprisingly exacting standards. They're small but can be used for very fine measurements (p. 8).

Special Currencies: While precious metals can be used for just about any mundane transaction, magical worlds might require specific media of exchange. The value of, say, a lead *obol* issued by a long-forgotten kingdom may be modest – but if the ferryman across the River of Death charges one of those lead obols, and if being ferried across the River is the only way the delvers can complete their quest, then they really need to get hold of such a coin!

Special Weapons: Just as supernatural transactions need special currencies, fantastic foes may call for special weapons. An otherwise-unstoppable behemoth may be vulnerable to, say, a whip of thorns, a gauze garrote, or a red axe. *Implausible Materials* (pp. 17-19) is the first place to look for such things, but the GM can find suitably fiddly details anywhere in this work.

Dwarfs don't really love gold. They just say they do to get it in bed.

– Terry Pratchett, *Feet of Clay*

COMBAT COINS

Coins are hard and heavy, and in several societies, batches of them were collected and traded as a unit. This makes it possible if ostentatious to use them in weapons. For example, the Romans and Byzantines would seal pre-counted batches of coins into a tightly sewn leather purse and treat the whole thing as a single unit of currency (in fact, the coins involved, the *folles*, took their name from the word for “purse”). A heavy material wrapped up in an easily manipulated bundle is also a good description of a blackjack (p. B271). Indeed, a blackjack might be a utilitarian way of secretly carrying high-denomination coins or just raw precious metal like gold dust. Pierced coins on a particularly long string, or perhaps a thin chain, might likewise be used as the business end of a flail or a morningstar.

A coin-based weapon would have no advantage in combat, but it’s undeniably stylish. Increase the price of such a weapon by the precious metal cost of half of its weight; e.g., for a 6-lb. morningstar with a head made from gold coins, add the value of three pounds of gold, or \$60,000.

This extra expense *definitely* counts toward bonuses for ornate gear!

Sharpened Coins

Sneaky types might instead sharpen the edges of coins to create concealable weapons. As a practical matter, only 10/# or heavier coins can be used this way.

A handful of sharpened coins placed between the fingers can be used as a small melee weapon with the Brawling skill. This gives +1 to punching damage. The user suffers from Ham-Fisted 1 (p. B138) while doing so, though – keeping coins between fingers is tricky!

Such coins may also be thrown using Thrown Weapon (Shuriken); see table below for game details.

Coins that aren’t heavy enough to make decent weapons can still serve as light-duty cutting tools, useful for sawing through ropes and slicing light fabrics. A sharpened coin weighing less than 10/# can do thr-1(0.5) cut in this capacity.

THROWN WEAPON (SHURIKEN) (DX-4 or Throwing-2)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Sharpened Coin	thr-2 cut	1	×0.5×1	varies	1	T(1)	\$1 + coin	5	0

Pierced coins have a hole in them, useful for stringing together batches for easy circulation of large sums. This can be done to coins in circulation, but some civilizations do it at the mint. The owner of a string of coins can tie it to his belt or something else attached to him, giving -4 to Pickpocket. Pierced coins can also be attached to armor as decorative buttons and ornaments. An especially extravagant use would be to turn them into scale armor (for an example, see *Money Armor*, p. 9).

Particularly worn coins are sometimes recycled. *Overstrike* is the practice of stamping a new image onto an older coin, treating the old coin as a blank. Previous features of the coin are frequently visible, however.

A few modifications even have adventuring uses. *Sharpened* coins can be used as concealed weapons and tools (see *Combat Coins*, above). *Hollow* coins look like regular currency but are actually very small containers. They can hold no more than a tiny slip of paper, pinch of magic dust, dose of poison, or the like – but sometimes that’s enough.

Roll on the *Coin Condition Table* to pick a coin’s condition at random.

Coin Condition Table

Roll 1d, 1d.

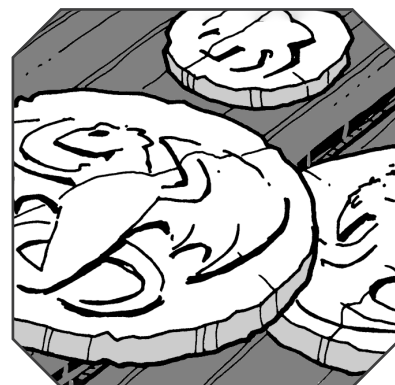
Roll	Condition	Roll	Condition
1-2, 1-2	Rough	3-4, 5-6	Cupped
1-2, 3-4	Worn	5-6, 1-2	Hollow*
1-2, 5-6	Clipped	5-6, 3-4	Sharpened*
3-4, 1-2	Marked	5-6, 5-6	Overstrike
3-4, 3-4	Pierced		

* The GM may want to reroll these results for coins smaller than an inch across.

Decoration

The last notable aspect of a coin’s condition is its decoration. The whole point of coinage is to have readily used bits of precious metal given an official stamp of approval to identify quantity, purity, and issuer. While adventurers mostly care about size and purity, what makes coins most recognizable is the designs stamped on the front and back.

To determine the decoration on a given coin, the GM may roll *twice* for decorative motifs (*Motifs*, pp. 13-15), once for each side. However, it’s worth considering a limited set of attributes for at least one side. A coin frequently identifies its denomination, the issuing ruler, and/or some symbol of the issuing nation (e.g., a patron deity or a prominent symbol of a foundational myth). The ruler and the symbol are typically depicted visually (putting the King’s face in every pocket is great propaganda), but for philosophical or technical reasons, text may be used instead. For example, some interpretations of Islam frown on depictions of people, so a number of medieval Islamic coins had the issuing ruler’s name inscribed along with Quranic verse.



Predominant race. A society may be made up predominantly of a given race. This has implications for the SM of items and other issues of fit.

Ethnic cool. In *Dungeon Fantasy*, every society should have at least one special and distinctive piece of equipment. This might simply mean that the society is a prodigious producer of exceptional items (fine or very fine blades, fireball wands with favorable recharging conditions, etc.), but its goods may have unique properties as well. Elven mail and dwarven weapons, for example, are essentially ethnic cool items.

Base CF and reactions. Association with famous societies can give artifacts additional value above and beyond that granted by intrinsic characteristics such as decorative embellishments, enchantments, and quality, providing a CF. However, objects might *also* carry a society's reputation with them, making the bearer more or less acceptable to those he meets. A reaction modifier attached to a culture's treasures may apply to everyone, a particular group, or just a specific audience of potential buyers. This is a nice way for the GM to establish who the major players in history and the current world are. For example, the Dread Zombie Empire might be known for powerful magic and high-quality items, giving goods it produces +2 CF, but the unsavory connotations of their origins may mean that anyone using such artifacts gets -1 to reactions from everybody except necromancers and the undead.

SAMPLE CULTURES

Here are a few examples of what a society's material culture might look like.

North Steppe Orcish Hordes

The near-desert plains of the middle-north are a fertile breeding ground for barbaric armies: too dry and cold to support cities, but not too desolate to sustain roving hordes.

The orcs of the region use a curved fang as their most common motif, symbolizing the bite of their teeth into enemies, both individually and as an aspirational symbol of conquest; this is often on a ground of nested squares. Most decorated items use relief carving or engraving – durable techniques which resist wear better than surface treatments like painting – and crude embroidery for flexible items. These orcs lean toward leather and dragonhide armors, frequently with a facing layer of the skin of sentient enemies, and favor jagged-edged axes and poisonwood spears as weapons. North steppe weapons are perfectly functional, but look cheap and flimsy: -2 to reactions from potential buyers.

The Translucent City

This long-lost city was home to a wide range of what might be called “fair folk,” predominantly elves (of every variety) and pixies, with a smattering of fauns, nymphs, and the like. The city's real name is lost to the years; its current appellation comes from the vast quantities of transparent and translucent items it produced. It was a prodigious producer of tempered glass items (notably fencing weapons and broad arrowheads) in a variety of colors, as well as an enthusiastic user of glass beads for decoration, often punctuated with precious stones. Garments were typically made from lightweight fabrics such as gauze and jamdani, adorned with ribbons and colored fringes. The city's natives were fond of all manner of writing, and used flowing, arabesque decorative motifs. They also made frequent use of trees (the object of the predominant local religion) and unicorns (the symbol of the civic government).

While the city produced a great many magical items, its demise in the aftermath of a magical war left the majority of these cursed. The city's elegant designs remain admired long after its destruction (+4 CF), but wizards and other potential magical buyers don't trust artifacts that originated there (-2 to reactions).

Yellow Mountain Kingdom

Before the underground realm collapsed in a magical cataclysm, the Yellow Mountains were home to an extensive dwarven kingdom. Yellow Mountain smiths worked heavily in bronze, orichalcum, and gold, largely avoiding iron, but were also known for multicolored inlay. Yellow Mountain work is often recognized by spiral patterns and a fondness for narrative; anything big enough to feature such decoration is likely to have a story beginning at the center of a spiral and proceeding outward from there. Weapons are usually short-ranged: axes and swords to the near-total exclusion of polearms, spears, and missile weapons. Magical capabilities run heavily toward the defensive: buffs, resistances, Defending Weapon, and the full range of armor enchantments. The Yellow Mountains also produced tools prized even among other dwarves. Yellow Mountain items get +1 CF, and someone using Yellow Mountain tools receives +1 to reactions from artificers and other craftsmen, as well as dwarves.

ETHNIC COOL GEAR

Here are some notable items uniquely produced by the sample cultures (above).

Orcish Sawtooth Blades: These wickedly jagged weapons are, in fact, a bit more lethal than usual. Increase *injury* from cutting weapons (after considering DR and wounding modifier) by 1 HP. +1 CF.

Doublehard Glass: The Translucent City produced a particularly hard, sharp version of tempered glass (*Treasure Tables*, p. 33). Doublehard glass gets the same damage bonus as tempered glass and adds armor divisor (2) to impaling attacks. +59 CF.

Yellow Mountain Helmet Level: An arrangement of liquid-filled glass vials in a metal housing – small enough to affix to the inside of a helmet visor (as well as the back of a gauntlet, side of an axe blade, or any other surface of at least three or four square inches) – allows determination of the vertical angle between the user and any observable point with a simple IQ roll. This may be treated as a complementary skill roll for Cartography and Navigation; it also aids uses of Architecture and Engineer where knowing elevations is important. Widespread use of the device has led to a myth that dwarves have an inherent ability to measure slopes. \$80, 0.1 lb.

INDEX

- Alchemy, *determining coin features*, 11-12; *materials in coins*, 6; *making monster dye*, 15.
- Animals motif table, 13.
- Armor, *ethnic cool*, 20; *money*, 9.
- Basalt, 18.
- Basket weave, 16.
- Billon, 5, 6, 11.
- Blackjacks, *coin*, 10.
- Blood, 18.
- Bone, 18.
- Brass, 7.
- Brocade, 17.
- Bronze, 7.
- Buckles, 15.
- Buttons, 15.
- Cambric, 16.
- Campaigns, *using details in*, 3.
- Canvas, 16.
- Chiffon, 17.
- Cloud, 18.
- Coins, *armor*, 9; *as power items*, 9; *as weapons*, 10; *benefits of metal*, 12; *big*, 8; *composition*, 4-5, 11; *condition*, 9-10; *counting*, 11-12; *currency systems*, 12; *cursed*, 12; *custom denominations*, 6; *debased*, 5; *decoration*, 10-11; *denominations*, 5-8; *exact weights*, 8; *hoards*, 5; *hollow*, 10; *magical*, 9; *material proportions*, 6; *paper money*, 11; *practical details*, 3; *purity*, 5, 11-12; *shape*, 8; *sharpened*, 10; *size comparisons*, 8; *sizes*, 6-8; *U.S. sizes*, 8; *value*, 6-7; *weight*, 5-8.
- Colors, *monsters*, 15; *of object*, 15.
- Corduroy, 17.
- Crinoline, 17.
- Cultures, *see Societies*.
- Damask, 17.
- Darkness, 18.
- Double-velvet, 17.
- Doublehard glass, 20.
- Ebony, 18.
- Electrum, 5, 6, 11.
- Ethnic cool gear, 20.
- Fabrics, 16-17; *fourth-dimensional*, 17.
- Fasteners, 15-16; *attacking*, 16.
- Flame, 18.
- Flower petals, 18.
- Garments, *fabric*, 16-17; *fasteners*, 15-16.
- Gauze, 17.
- Gear, *ethnic cool*, 20.
- Grogram, 17.
- Guessing coins, 9.
- GURPS**, 6; **Dungeon Fantasy**, 3, 4; **Dungeon Fantasy 1: Adventurers**, 11, 15; **Dungeon Fantasy 2: Dungeons**, 3, 5, 11, 15, 20; **Dungeon Fantasy 6: 40 Artifacts**, 3; **Dungeon Fantasy 8: Treasure Tables**, 3-6, 11-13, 15-17, 19, 20; **Dungeon Fantasy 11: Power-Ups**, 11; **Dungeon Fantasy 13: Loadouts**, 17; **Dungeon Fantasy 14: Psis**, 17.
- Hell money, 11.
- Horn, 18.
- Ice, 18.
- Implausible materials, 17-19.
- Ingots, *as money*, 8.
- Insects, 18.
- Items motif table, 14.
- Jamdani, 17.
- Laces, 15.
- Lamé, 17.
- Leaves, 18.
- Lightning, 18.
- Lucky coins, 9.
- Marble, 18.
- Materials, *fabrics*, 16-17; *implausible*, 17-19.
- Measuring weights, 8.
- Meteoric iron, 7.
- Mist, 18.
- Money, *armor*, 9; *big*, 8; *currency systems*, 12; *cursed*, 12; *hell*, 11; *paper*, 11; *see also Coins*.
- Monsters, *colors*, 15; *motif table*, 13.
- Moonbeams, 18.
- Motifs, 13.
- Night, 18.
- North Steppe Orcish Hordes, 20.
- Objects motif table, 14.
- Orcish Sawtooth Blades, 20.
- Organdy, 17.
- Organza, 17.
- Orichalcum, 7.
- Patterns motif table, 14.
- People motif table, 13.
- Pins, 15.
- Places motif table, 14.
- Plain weave, 16.
- Pounds (money), 8.
- Promissory notes, 11; *see also Coins, Money*.
- Quicksilver, 18.
- Rai, 8.
- Samite, 17.
- Sandstone, 18.
- Sateen, 17.
- Satin, 17.
- Scenes motif table, 14-15.
- Screams, 18.
- Sea foam, 18.
- Shells, 18.
- Sky, 18.
- Smoke, 18.
- Societies, *making history*, 19-20; *sample cultures*, 20.
- Sunlight, 18.
- Symbols motif table, 14.
- Tables, *coin composition*, 4; *coin condition*, 10; *coin denominations*, 6; *coin shape*, 9; *coin sizes*, 6, 8; *color*, 15; *fabrics*, 16-17; *fasteners*, 16; *implausible materials*, 17-19; *motifs*, 13-15; *U.S. coin sizes*, 8.
- Taffeta, 17.
- Talents (money), 8.
- Tears, 18.
- Teeth, 18.
- Thorns, 18.
- Toggles, 16.
- Translucent City, 20.
- Treasure, *practical details*, 3; *see also Coins, Colors, Fasteners, Materials*.
- Tumbaga, 5, 6, 11.
- Twill, 16.
- Twins of Felonious Displacement (magical coins), 9.
- Unnatural creatures motif table, 13.
- Velvet, 17.
- Water, 18.
- Weapons, *coin*, 10; *ethnic cool*, 20.
- Yellow Mountain Helmet Level, 20.
- Yellow Mountain Kingdom, 20.

*It's the root of all evil
Of strife and upheaval
But I'm certain, honey, that life
would be sunny
With plenty of money and you*

– Al Dubin,
“With Plenty of
Money and You”

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