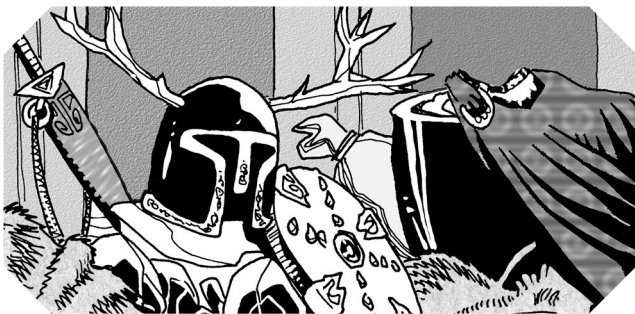


**GURPS**<sup>®</sup>

Fourth Edition

# DUNGEON FANTASY TREASURES<sup>™</sup> 2

# EPIC TREASURES<sup>™</sup>



Written by **MATT RIGGSBY**  
Edited by **SEAN PUNCH**  
Illustrated by **DAN SMITH,**  
**NIKOLA VRTIS,** 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**

Chief Executive Officer ■ **PHILIP REED**  
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Page Design ■ **PHIL REED** and **JUSTIN DE WITT**  
Art Direction and Prepress Checker ■ **NIKKI VRTIS**

*Reviewers:* Roger Burton West, Douglas H. Cole, Peter V. Dell'Orto, Phil Masters, Christopher R. Rice, and Antoni Ten Monró

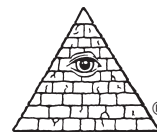
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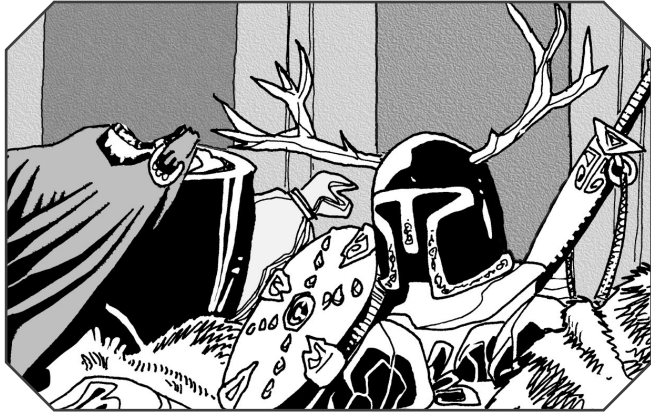
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## ABOUT GURPS

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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

*Any artifact here could have any explanation – wizardly accident, The Devil’s work, wreckage of a futuristic UFO that experienced warp-drive failure and crashed in Fantasy Land, anything.*

– *GURPS Dungeon Fantasy 6: 40 Artifacts*

There’s loot and then there’s *loot*. Delvers spend years emptying the pouches of dead orcs here and treasure chests there, often in long-term pursuit of truly massive hauls that will ransom kings, tempt gods, and allow the adventurers themselves to retire in style (if they’re so inclined!). This work is about such wondrous finds. Its treasures could serve as a superior class of gear for high-powered heroes to whom a few bonus damage points from a magic sword just aren’t enough . . . or as goals worthy of lengthy quests or even entire campaigns.

## IF YOU HAVE TO ASK . . .

Like the wonders in *GURPS Dungeon Fantasy 6: 40 Artifacts*, most of these items have no price attached. They’re unique or nearly so, resisting predictable market pricing. The exceptions are mostly goods made from precious materials, giving them little utility but astronomical-though-calculable monetary value. The magical marvels are worth *lots*, but selling them misses the point. Those who insist are directed to *The Problem of Price (40 Artifacts, p. 20)*.

## MAKING IT EPIC

Being an epic treasure isn’t just a question of giving the user +*n* for arbitrarily large values of *n*. Well, it *can* be . . . but that way lies an endless and frankly *tedious* arms race. The GM dreaming up memorable finds is encouraged to consider attributes which have nothing to do with “more plusses.” An epic treasure ought to let you do – in the words of the sage – things no one else can do. But while it should be useful, its immediate utility might be limited or compromised in certain situations. Here are a few ideas along those lines:

*Inconveniently vast mundane value.* Solid-gold statues, gem-encrusted thrones, and the like are memorably sparkly (and frequently inconvenient to get back to town!). Yet while they’re typically the most impressive and notable treasures, their value is limited by the campaign’s constraints on the purchase of powerful items and services.

*Broad physical scope.* Most standard enchantments affect modest areas – but what about effects that apply on a far greater scale, like the ability to buff an *army* or cause *entire forests* to spring from the ground? These can have little more immediate tactical impact than small-scale magic (the ability to cause blizzards over the entire kingdom doesn’t really help you fight the band of trolls right in front of you!), but items capable of such feats are obviously epic in scope.

*Freedom of movement.* In *Dungeon Fantasy*, getting from here to there is typically a long slog on foot, or at best on

horseback or by sailboat, traditionally through dangerous terrain. Anything which can speed that up is good, and anything which can speed that up *a lot* or provide safety along the way is exceptionally useful. Versatile and freely used teleportation – the kind that can pop a party of delvers from the lowest pits of the dungeon to town for healing and back – can kill a campaign, but anything short of that can be very impressive: flight, limited teleportation (e.g., between specific locations or under highly specific conditions), shortcuts through alternate dimensions, armored battlewagons, and so on.

*Freedom from resource management.* Though they may initially sound unspectacular, items which free delvers from doling out a limited resource are both immensely useful on adventures and the sorts of things people of history would regard as miraculous luxuries. Examples include endless sources of food or water, mounts that require no fodder or rest, quivers with an unlimited supply of arrows, and bottomless weight-reducing or -negating packs.

*Bypassing other limits.* Epic treasures might even grant a limited ability to negate time (allowing instant actions or time freezes), resistance, the usual limits on critical success and failure, or entire categories of penalties, or provide complete support in hostile environments. The idea isn’t simply to provide bonuses but to take categories of limitations entirely off the table, at least temporarily and under specific circumstances.

## RECOMMENDED BOOKS

This supplement is intended for use with the *GURPS Dungeon Fantasy* series. It makes specific references to *GURPS Dungeon Fantasy 3: The Next Level* and *GURPS Dungeon Fantasy 8: Treasure Tables*, both of which are recommended though not required. As well, the treasures within are ideal for use with *GURPS Dungeon Fantasy 18: Power Items*.

## PUBLICATION HISTORY

This is the first edition of *GURPS Dungeon Fantasy Treasures 2: Epic Treasures*. While some concepts have been touched on in other works, the material here is original.

## 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.

# CHAPTER TWO

# ARMOR

When killing things and taking their stuff, it's important not to get killed yourself. These armors provide not just protection (in many cases, *extraordinary* protection), but also remarkable abilities.

*Rock on gold dust  
woman  
Take your silver spoon  
Dig your grave.  
– Stevie Nicks,  
“Gold Dust  
Woman”*

## ARMOR OF THE PERFECT SUITABILITY

**Power Item: 9 FP**

Each individual plate and rivet of this full suit of scale armor is made from a subtly different metal and inscribed with a different elemental symbol. Though it protects no better than normal scale (DR 4 over all hit locations) against direct damage, it provides enormous protection from environmental hazards. The wearer gains the advantages Doesn't Breathe, Pressure Support 1, Sealed, Temperature Tolerance 30 (distributed evenly between heat and cold – a user with even average HT could walk comfortably through boiling water), and Vacuum Support. 80 lbs.

## CENTARMOR

**Power Item: 9 FP for mail, 10 FP for scale, 19 FP for plate**

Centarmor looks like a regular suit of armor from the front . . . but from the rear it resembles barding for a horse's body and back legs. It provides the wearer with the benefits – and some of the inconveniences – of being part horse. In addition to its usual DR, the armor grants the person inside Lifting ST 10 and +2 to ground Move. If the user is wielding a lance, Lifting ST counts toward damage! The hind legs can kick at

+2 to ST. The wearer also occupies two hexes on a battle map and otherwise faces challenges appropriate to something the size and shape of a small horse or large pony.

There's also “courser” Centarmor which grants only Lifting ST 9 but +5 to ground Move.

Mail Centarmor (DR 4/2\*) weighs 132 lbs.; scale Centarmor (DR 4), 180 lbs.; and plate Centarmor (DR 5), 200 lbs.

## ENCOMPASSING ARMORS

These suits of armor don't merely provide a protective layer around the wearer – they *merge* with him, altering his substance in various ways and granting a variety of traits.

### *Burning Panoply*

**Power Item: 2 FP**

Though hot to the touch, this suit of armor – which resembles a garment knitted from thick strands of fire – won't actually burn anyone until it's donned, partly transforming the wearer into fire. The armor has DR 2, or DR 10 vs. heat and fire damage. It grants the user Injury Tolerance (Diffuse) and Temperature Tolerance 10, and his melee attacks add +2 follow-up fire injury. The suit is enchanted with Create Fire, Flame Jet, and Fireball, and emits the same light as a torch. Its benefits are suppressed if it's underwater. 19 lbs.

### *Cladding-in-Iron*

**Power Item: 16 FP**

This magical plate armor is built without seams or chinks. It provides DR 9 (but DR 0 against electrical damage!), Injury Tolerance (Homogenous, No Blood), and Temperature Tolerance 2. 89 lbs.

### *Glacial Armor*

**Power Item: 5 FP**

This is a full-body suit of armor made of blue-white ice. It has DR 5, or DR 10 vs. cold-based damage – but *no* DR against heat or fire damage. It grants the user Injury Tolerance (Homogenous) and is enchanted with Icy Touch. 80 lbs.

### *Mantle of Storms*

**Power Item: 1 FP**

This armor resembles a person-shaped mass of swirling blue-gray clouds with dark, misty crests trailing from the helmet and joints. It provides a mere DR 1. However, it gives the wearer the Injury Tolerance (Diffuse) and Walk on Air advantages, and is enchanted with Air Jet and Lightning. 2 lbs.



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