

GURPS

Fourth Edition

DUNGEON FANTASY 6TM

40 ARTIFACTSTM



Written by **SEAN PUNCH**

Illustrated by **DAN SMITH**

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STEVE JACKSON GAMES

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The inheritance is the gift of eternal life. Contained within an ancient scroll. Concealed by the dullard Abbot and his cohorts. The scroll, which draws forth pale demon blood through my veins.

*– Vladimir Kaleta, **Tomb Raider: Chronicles***

GURPS System Design ■ STEVE JACKSON
 GURPS Line Editor ■ SEAN PUNCH
 e23 Manager ■ STEVEN MARSH
 Page Design ■ PHIL REED and
 JUSTIN DE WITT

Managing Editor ■ PHILIP REED
 Art Director ■ WILL SCHOONOVER
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Director of Sales ■ ROSS JEPSON
 Errata Coordinator ■ WARREN
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 GURPS FAQ Maintainer ■
 VICKY "MOLOKH" KOLENKO

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INTRODUCTION

Nearly every game world features gadgetry of some kind, ranging from primitive to futuristic . . . and often including things which are magical or just weird.

– *GURPS Basic Set*

Piles of money, heaps of character points, and powerful artifacts are the “holy trinity” of dungeon delving. Gems and precious metals are rarely easy to *get*, but they’re easy to handle – complete rules scarcely fill a page in *GURPS Dungeon Fantasy 2: Dungeons*. Points require more thought, but *GURPS Dungeon Fantasy 3: The Next Level* helps the GM award them and players spend them. Dreaming up interesting artifacts, however, is hard work.

You *could* use stock magic items manufactured according to the *GURPS Basic Set* or *GURPS Magic*. There’s nothing wrong with those – check out the cool gear in *GURPS Dungeon Fantasy 1: Adventurers*. Still, standard enchantments require time and energy to activate, and high-powered adventurers will tire of them once it’s easier simply to cast the spell. They’re also priced in a way that reduces them from wonders to commodities. In short, they eventually get *boring*.

GURPS Dungeon Fantasy 6: 40 Artifacts describes 40 items of power that do things that spells can’t – at least, not easily. They just *do what they do*. None list specific spells or prices. And all hail from the author’s fantasy campaign, so they’ve been thoroughly playtested by alpha munchkins. That’s no guarantee that they aren’t too powerful, only that the abuses they enable are true to the spirit of old-school dungeon crawls!

How to Read Item Entries

In addition to a brief description – what the artifact looks like, a little background color, etc. – each item entry gives the following information.

Power Item

The number of FP for fueling spells (and *only* spells) the artifact can hold – *if* a caster selects it as his power item, takes it back to town, and gets it charged up. For details, see *Power Items (Dungeon Fantasy 1, p. 28)*. An “N/A” means that article can’t be a power item, typically because it’s a fragile, single-use resource.

This suggests a cost range for the underlying object sans special properties, but few entries offer dollar values for artifacts, with or without their remarkable capabilities. Such prices are negotiable. These things are meant as rare treasures for delvers to keep and use. If somebody wants to sell a one-of-a-kind relic, well, that’s its own adventure. See *The Problem of Price* (p. 20).

Suggested Origins

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*. But each item comes with a short list of recommendations chosen from this list:

Alchemical: An elixir or a charm created through unorthodox alchemy. It’s magical, like any other alchemical preparation, but the recipe isn’t found in standard formularies.

Cosmic: A godly artifact, stolen by or (rarely) given to lousy mortals. Sanctity doesn’t affect it. Neither does mana! In fact, nothing affects it but *other* cosmic stuff.

Divine: An article “enchanted” by mortals through prayer or clerical magic. Sanctity (*Dungeon Fantasy 1, p. 19*) affects it exactly as mana affects ordinary magic items.

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

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.

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We must remain here and guard the artifact. Dark things will come to claim it, and you must be strong to keep it from them. Without your sacrifice, the world will fall into eternal darkness!

– Chandra, Eternal Darkness: Sanity's Requiem