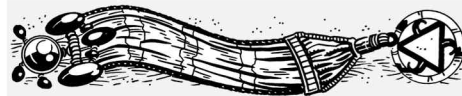
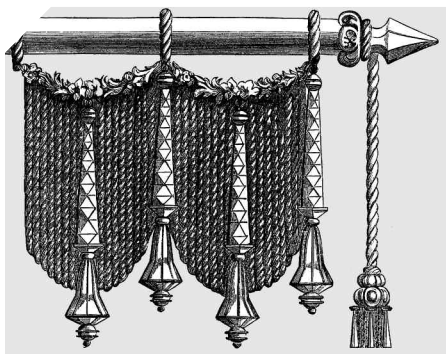


**GURPS**

Fourth Edition

# DUNGEON FANTASY™ 8

# TREASURE TABLES™



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*An e23 Sourcebook for GURPS®*

**STEVE JACKSON GAMES**

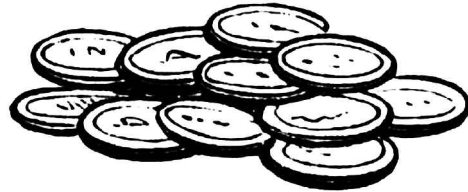
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*Playtesters:* Peter Dell'Orto, S.A. Fisher, and Phil Masters

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# INTRODUCTION

*Adventurers may come into possession of valuable objects during their adventures.*

– *GURPS Fantasy*

Reduced to its essentials, the dungeon fantasy genre consists of sword-and-sorcery heroes with cool powers killing things and taking their stuff. Most of the *GURPS Dungeon Fantasy* volumes up to this point have provided the heroes, the cool powers and, to some extent, the things to kill, particularly when character templates, allies, and familiars are used to create opposition. This volume, along with *GURPS Dungeon Fantasy 6*, addresses that last slot: stuff.

Treasure is, of course, a major motivator for fantasy adventurers, a vital source of improved gear, and a way of keeping score. However, it's more than just piles of coin in a chest and a +n Sword of Thwacking. It's also a very immediate, tangible way of creating a look and feel for adventures or even a whole campaign. Many of the great works of fantasy literature and

film (for example, Jack Vance's *Dying Earth* stories and the *Lord of the Rings* films) are particularly memorable for the way they present material items. Even the most mundane items have not just functions, but distinctive forms. Gear is likewise a tool for establishing character. What self-respecting swash-buckler would defend himself with a plain old cloak when he could have a crimson velvet cape embroidered with nymphs and fringed with ermine?

Moreover, treasure is not just the goal of an adventure, but an influence on how heroes achieve their goals and what they do when all the bodies have been buried. A bag full of gemstones can be pocketed on the fly and evenly divided when things calm down, but what if delvers come across a treasure in the form of an elegantly gilded and bejeweled throne, which must be dragged back through levels of a dungeon? Or bundled tapestries, which must be protected from the elements? Who carries them, how, and can you divide them up fairly without hauling them all back to town?

*GURPS Dungeon Fantasy 8: Treasure Tables* is a construction kit for rich treasures and mighty artifacts. Not only can it help generate a nigh-infinite range of valuable enchanted and mundane items, it can be used as a shopping list by PCs flush with cash. Like the other *Dungeon Fantasy* volumes, this is not a standalone book. In addition to requiring the *GURPS Basic Set*, this book has extensive references to *GURPS Magic* and the first four *GURPS Dungeon Fantasy* volumes. *GURPS Martial Arts*, which is also useful in the "kill things" arena, is recommended but not required. Likewise, *GURPS Dungeon Fantasy 6: 40 Artifacts* and *GURPS Dungeon Fantasy 7: Clerics* are helpful but not absolutely necessary.

## 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 that 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 artificers of engines of great healing. The marching order for the rest of his party includes a sorceress, a first-level rogue, and a pack of dogs.

## 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](mailto:info@sjgames.com). Resources include:

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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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# USING THE TABLES

Players and GM alike can refer to the tables in the following chapters as shopping lists or construction kits. The tables list just about every useful mundane item from the *Basic Set* and the *Dungeon Fantasy* series to date. Unique and higher-quality gear can be created by picking a basic item, such as a sword or wooden chest, and selecting embellishments as desired (and, for players, as allowed by the GM). Decorative embellishments are generally freely available for purchase, but most enchantments, quality improvements, and special mundane items are not; what's the point of exploring dangerous catacombs and forests if everything you want is available down at the shops?

The tables may also help with designing individual treasures and entire hoards randomly. If a table uses the "Nd" notation (for example, "roll 2d"), roll the dice and add them together. If a table says to roll a series of dice separated by commas (for example, "roll 1d, 1d, 1d"), roll the dice but do not add them together. Before rolling, designate one as the first die, one as the second, and so on; using different colors or sizes of dice makes this easier. The "Roll" column indicates a value or range for each die. For example, "2, 4-5, 1" means a roll of 2 on the first die, 4 or 5 on the second die, and 1 on the third die.

*A kiss on the hand may be quite continental, but diamonds are a girl's best friend.*

— Jule Styne

To randomly select an item, roll on the *Treasure Type Table* (pp. 7-10) to determine what kind of item the adventurers find. The table also indicates special properties the item may have; a dash ("-") in a column means that the object does not have that feature.

**Quality.** This is the number of functional enhancements combat equipment has, such as high-quality material or fine balance. Weapons, armor, and shields each have their own quality enhancement tables (*Weapon Quality Table*, p. 33; *Armor Quality Table*, pp. 34-35; or *Shield Quality Table*, p. 35).

**Enchantments.** This is the number of enchantments the item has on it; see *Enchantments* (pp. 44-49). If an item has enchantments on it, roll 2d. On a 10-12, the item *also* has a curse on it (see *Curses Table*, pp. 51-52).

**Decorative Embellishments.** This is the number of mundane adornments the item has, such as painted figures or fur trim. Roll on the appropriate table for the item type; see *Decorative Embellishments*, pp. 53-55.

**Supernatural Embellishments.** This is the number of usually cosmetic supernatural features an item has. For each, roll on the *Supernatural Embellishments Table* (pp. 56-57).

If applying an embellishment or enchantment to the selected item would be absurd, pick a container (p. 20) for the item that is thusly enhanced instead. Almost every mundane item generated with this table should have at least one decorative embellishment – if it's not fancy, it's not

worth calling treasure! Obviously, the GM may use the table whenever he desires, picking deliberately here and throwing dice at the problem there.

To figure out the final cost of an item, multiply the base list value by (1 + total CF), then add the cost of embellishments which have a flat cost rather than CFs, such as gems, and the total cost of enchantments. See the first example below for an illustration of this formula.

*Example 1 (Shopping List):* A player wants a distinctive weapon for his knight. It has to be not just high quality but attractive as well. He starts with a thrusting bastard sword (p. 30 and B271), with a base cost of \$750. Looking over the *Weapon Quality Table* (p. 33), fine quality (+3 CF) is an obvious embellishment, and he wants it silver plated as well (+2 CF). He also decides (using pp. 54-55 of the *Decorative Embellishments* section) to have his family crest inlaid on the center of the blade (minimal expensive inlay, +6 CF), some attractive silk tassels dangling from the hilt (expensive fringe, +0.5 CF), and a large (five-carat) sard in the hilt (\$1,125). Finally, after examining the *Weapon Enchantments Table* (pp. 48-49), he gets it enchanted with Puisseance +1 (\$5,000). The total CF modifier is 11.5, for a final cost of  $(\$750 \times 12.5) + \$1,125 + \$5,000$ , or \$15,500. Since the decorative embellishments are a bit over 10 times the sword's base price, the sword provides +3 to reaction rolls from potential buyers.

*Example 2 (Semi-Random Generation):* The GM decides that the leader of a group of orcs wears a distinctive garment, so he consults the *Garments Table* (p. 17). Rolling three dice, he gets 3, 1, 2: a hooded tunic (\$39.60, 0.66 lb.). To make it a really impressive tunic, he rolls twice on the *Soft Items Table* in *Decorative Embellishments* (pp. 53-54). He gets 3, 3 (expensive fringe, +6 CF) and 1, 5 (cheap dye, +1.5 CF). The tunic is a muddy yellow, with a luxurious fur fringe, and it costs \$336.60.

*Example 3 (Random Generation):* The GM wants to award some treasure and he hasn't the slightest idea what it should be. He rolls three dice, getting 1, 5, 6 and consults the *Treasure Type Table*, which indicates *Other Materials Table* (p. 13) with a decorative embellishment. Rolling two dice, he gets 4 and 6, which is flower water. Rolling 1d+1, he determines that it's four ounces, or \$20 worth. Obviously, the flower water has to be in a container (p. 20), so he selects a crystal vial (\$5, 0.25 lbs.) and decides to apply the embellishment to it rather than the material it contains. Rolling 3, 4 on the *Hard Items* embellishment table (pp. 54-55), he gets "minimal relief" (+1.5 CF), for a total value of \$20 for the flower water +  $\$5 \times 2.5$  for the vial = \$32.50.

## Negative CFs

Some item options have *negative* Cost Factors, representing shoddy or easily manufactured goods. Add negative CFs along with positive CFs. An item may have a final CF no lower than -0.8. Treat lower CF totals as -0.8. For example, a Shortsword (base cost \$400) which is cheap (-0.6 CF) but gilded (+19 CF) costs  $\$400 \times (1 + -0.6 + 19)$ , or \$7,760.

## BIZARRE WEAPON TABLE

These weapons are definitely *not* readily available. Roll 1d, 1d.

### 1-2, 1 – Bow Harp. +5 CF, +1.5 lbs.

A device that can be used as a bow *and* a musical instrument (see *Dungeon Fantasy 3: The Next Level*, p. 21). Roll 1d for bow type: 1-3 is a short bow, 4-5 is a regular bow, 6 is a longbow.

### 1-2, 2 – Small Knife, Disguised. \$60, 1 lb.

A small knife disguised as a pen, pendant, or other small object. Can be spotted with a Search roll.

### 1-2, 3 – Large Knife, Disguised. \$120, 1.5 lbs.

As a disguised small knife, but contains a large knife and can be spotted with a Search roll.

### 1-2, 4 – Blooming Knife. \$150, 1 lb.

The blade of this weapon, which is otherwise identical to a large knife, actually consists of four long, thin sub-blades pressed together along their long sides. When the hilt is squeezed, the blades open out like a flower, causing more damage as it is withdrawn from a target. After an impaling attack, the user can try to spring the knife open as he pulls it out of the wound. Roll against the wielder's ST. Success rips out the knife for damage equal to half the original wound. Failure means the knife has become stuck (see p. B405).

### 1-2, 5 – Sword Cane. \$600, 1.5 lbs.

A short thrusting sword (treat as a smallsword) concealed in a hollow cane. Can be spotted with a Search roll at +1.

### 1-2, 6 – Shuriken Spinner. \$15, 0.25 lb.

A small case for a shuriken, with a long cord attached. The case is wound up and used a bit like a yo-yo. The extra spin

from the case throws the shuriken harder without losing accuracy. The shuriken's damage is based on the user's swing rather than thrust damage. It takes 30 seconds to load a shuriken into the case and wind it up, but once loaded, it can be prepared for throwing in one Ready maneuver.

### 3-4, 1 – Spiked Staff. \$210, 9 lbs.

A sturdy quarterstaff with a retractable point in either end. The user may convert this weapon from a staff to a spear and vice versa instantly. This does not require a perk, technique, or Ready maneuver.

### 3-4, 2 – Edged Cape. \$60, 2.5 lbs.

The bottom edge of this light cloak has many tiny blades sewn into it. In addition to the usual maneuvers, it can be used to slash at an opponent, doing thr(0.5) cut damage. The edged cape has a reach of C, 1.

### 3-4, 3 – Warbeak. \$75, 2 lbs.

This prow-like visor can fit over just about any head or helmet. It allows the wearer to head-butt in close combat (roll against Brawling-1 or Karate-1) for thr-1 pi+ damage.

### 3-4, 4 – Battle Fangs. \$60, 1 lb.

A set of sharp metal false teeth, allowing the user to do thr-1 cut biting damage (roll against Brawling). They interfere significantly with the wearer's speech; he is at -5 to any skills that require speaking (including casting spells) or singing, and listeners must successfully roll against IQ to understand anything the wearer says.

### 3-4, 5 – Dwarven Crankbow. \$1,750, 12 lbs.

One of the most sophisticated weapons available, this cross-bow variant is fired by turning a crank that draws back the string, drops a quarrel from a rotating drum magazine, and lets go. Though low-powered for its weight, it provides a vastly higher rate of fire than any other mundane missile weapon. See *Bizarre Weapons Stats* (p. 33) for game characteristics.

### 3-4, 6 – Spring Knife Bracer. \$60, 1 lb.

A spring-loaded mechanism strapped to the wrist, containing a blade equivalent to a large knife. Hidden under clothing, this gives +2 to Holdout skill. When triggered (roll against DX), the blade springs out over the back of the wearer's hand and may be used in melee combat at -1 to Knife skill. It cannot be dropped or thrown. It takes three seconds to push it back into its holder. Until it is reloaded or removed, the wearer is at -5 to perform any other fine motor tasks with that hand (picking locks, writing, giving a high-five . . .). On a critical failure, he stabs himself or slashes the object he is working with.

### 5-6, 1 – Spring Bolt Bracer. \$225, 4 lbs.

Like the spring knife bracer (above), but firing a small arrow instead of deploying a knife blade. For range and damage, treat as a pistol crossbow with an Acc of 0.

### 5-6, 2 – Prodd Canister. \$10, 0.2 lb.

A brittle papyrus envelope, suitable for loading into a prodd; the packet contains a number of tiny lead bullets. On firing, the envelope breaks apart, peppering the target with small projectiles. Prodd canister ammunition reduces the half-damage and maximum range of the prodd to one-fifth. It does thr-1 pi damage and has RoF 1x6. For these purposes, a prodd has Rcl. 1.

## Size and Shape

Found equipment won't necessarily fit every delver. Even pixies have their own legendary magic swords. For weapons, armor, clothing, and tools, the GM may roll on the table below to determine the SM and, if applicable, the race for which the equipment was built. For effects on stats, see *Dungeon Fantasy 3*, p. 8, for SM -6 to -1 and *Dungeon Fantasy 1*, pp. 27-28, for SM +1. Roll 1d, 1d.

Roll	SM	Race
1, 1	SM -6	Pixie
1, 2-3	SM -4	Leprechaun
1, 4-6	SM -2	Halfling
2, 1-3	SM -1	Gnome
2, 4-6	SM 0	Dwarf
3-5, 1-5	SM 0	Humanoid
3-5, 6	SM +1	Huge Humanoid (barbarian, ogre, etc.)
6, 1	SM 0	Dragon-Blooded
6, 2	SM 0	Faun
6, 3	SM 0	Gargoyle
6, 4	SM 0	Lizard Man
6, 5	SM 0	Minotaur
6, 6	SM 0	Winged Elf

# SUPERNATURAL ORIGINS TABLE

Although many enchantments correspond to spells in *GURPS Magic*, they don't necessarily have to be magical. The powers listed on pp. 44-50 are ultimately just effects. Their fundamental *causes* can come from anywhere. The GM should feel free to apply one of the origins below to any item with unusual properties. For example, a divine enchantment might put what is usually a mages-only spell into the hands of a cleric or druid, or an object that focuses chi might grant a similar ability to a martial artist. Some of these origins are already implicit in equipment quality or embellishments (orichalcum, dragonhide, dwarven arms and armor, etc.), but the GM should feel free to replace the origins even for those: unbreakable weapons granted by gods rather than made from orichalcum, an enchantment that leaves a blade as sharp as tempered glass, and so on.

If applied to enchanted items, origins marked with an \* are limited to enchantments that are always on or otherwise don't require FP.

If a peculiar origin is desired, roll 1d, 1d to find out what it is.

## 1-2, 1 – 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.

## 1-2, 2 – Artistic.

An item of such aesthetic fineness that it can exert power over its surroundings. This origin is best limited to musical instruments, although it could conceivably be applied to other items that can be put to artistic use, such as brushes or sculptors' chisels. If Artistic power underlies a "mage only" enchanted object, it can only be used by adventurers with Bardic Talent.

## 1-2, 3-4 – Chi.

The yin and the yang are perfectly balanced, and the lines of the item are ideal for the focus of internal strength. If chi power underlies a "mage only" enchanted object, it can only be used by those with Chi Talent.

## 1-2, 5-6 – Cosmic.

A godly artifact granted to mere mortals. Neither sanctity nor mana affects it. In fact, nothing affects it except *other* cosmic stuff.

## 3-4, 1-2 – 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. If Divine power underlies a "mage only" enchanted object, it can only be used by those with Holiness or regular (holy) Power Investiture – or, in appropriate cases, by people with Power Investiture (Unholy).

## 3-4, 3 – Druidic.

An object "enchanted" via druidic magic and affected by nature's strength just like druidic spells and powers are (*Dungeon Fantasy 1*, p. 19). If druidic power underlies a "mage only" enchanted object, it can only be used by someone with Power Investiture (Druidic).

## 3-4, 4 – Emotion.

An item that unlocks the power of a particular emotional state chosen by the GM: anger, fear, love, etc. To use the object's powers, the user must be in the grip of that emotion. He may have succumbed to an appropriate disadvantage or act as though he has it, electing to give in to any Will or self-control rolls as long as he wants the item to operate. For example, an item that embodies greed only operates when the user is acting to get as much material gain for himself as possible. There may be circumstances under which an item simply won't operate: An item powered by fear, for example, will have little use in a sunny meadow full of puppies (unless, perhaps, the user is a vampire or dangerously allergic to dogs).

## 3-4, 5-6 – Magical.

An item powered by conventional enchantment or by mana-driven accidents and variant enchantments. Mana levels affect it as usual; see p. B235.

## 5-6, 1 – Materials\*.

The item has extraordinary properties by dint of being made of something amazing rather than enchanted or wished into existence.

## 5-6, 2 – Moral Force.

Similar to the Cosmic origin (above), but with the additional limitation that the item's exceptional abilities only work when used in direct and immediate support of a Good or Evil end, as appropriate to the item. For example, a compass empowered by the forces of Good that always points to the adventurer's desired destination will work if the user is actively in the process of leading a party of refugees to a temple where they can find safety. It won't work if the user tries to sell directions to a group of morally questionable merchants as part of a fundraising scheme.

## 5-6, 3 – Psionic.

The item is an aid to directing psychic power. Only those with Unusual Background (Psionic) can use it.

## 5-6, 4 – Racial\*.

An item built by a race whose nature and inclinations lets them turn out the equivalent of high-tech gear that's "indistinguishable from magic." The GM picks the race; roll on the *Race Table* (p. 59) if desired.

## 5-6, 5 – Spirit.

The home of a bound spirit – angel, demon, elemental, totem, or anything else the GM likes. This is affected by whatever affects the spirit. Nothing hinders genuinely cosmic spirits, while mana level limits lowly magical ones.

## 5-6, 6 – Will.

An item that channels sheer force of will into power. It is not affected by sanctity or mana level. However, it *is* affected by the user's state of mind. A user must make a successful Will roll to activate the item's unusual properties the first time he relies on it, and he must make another roll to do so if he fails *any* other subsequent Will roll.





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