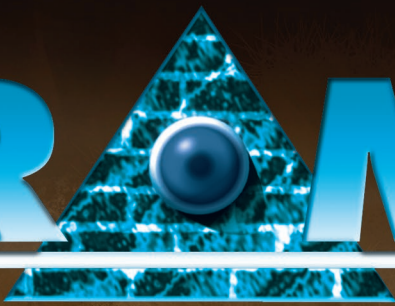


PYRAMID[®]



Issue 3/82 August '15

MAGICAL CREATIONS



DUNGEON BREWMASTERS
by Jason "PK" Levine

EIGHT ARTIFACTS
by David L. Pulver

THE SORCERER
by Antoni Ten Monrós

THE HUNTER'S RELIQUARY
by Christopher R. Rice

INSTRUMENTS OF ENCHANTMENT
by Jon Black

MORE CHARMS
by Antoni Ten Monrós

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This issue of *Pyramid* may seem unassuming . . . but it has secrets and mysteries, tricks and enticements. Behold – it is a *magical creation!* And its contents are sure to delight and amaze you.

Our magic show begins with Jason "PK" Levine's guide to *Dungeon Brewmasters*. With these rules, your **GURPS *Dungeon Fantasy*** heroes can prepare powerful potions. Create a master of elixirs with the new alchemist lens and power-ups, expand into the realm of herbs and poisons, and more!

Or perhaps you're an experimental sort and want to use the latest **GURPS** creation – **GURPS *Thaumatology: Sorcery*** – with your *Dungeon Fantasy* campaign. If so, become *The Sorcerer* you yearn to be, with frequent *Pyramid* contributor Antoni Ten Monrós' new sorcerer template and power-ups. It also offers two new **Sorcery** spells, suitable for zapping adversaries.

You need more magical items crafted by a master? No problem! **GURPS *Psi-Tech*** author David L. Pulver proudly presents *Eight Artifacts*, an assortment of objects (and a potion) that were part of his **GURPS *Fantasy*** campaign. Do you dare open the Bottle of White Death, or quaff Jared's Potion of Immortality?

For the champions of **GURPS *Monster Hunters***, any edge can prove invaluable when fighting The Enemy. When a magical boost means the difference between life and death, you need *The Hunter's Reliquary*. This mini-supplement from prolific *Pyramid* penman Christopher R. Rice defines what a relic is in **Monster Hunters** and gives a half-dozen sample relics, from the Grand Grimoire to the Eternal Peacemaker.

If you're looking to enhance your aural repertoire, *Instruments of Enchantment* will be music to your ears. Building off information from the **GURPS *Low-Tech*** series and incorporating **GURPS *Thaumatology*** ideas of affinities and enchantment, this guide to musical instruments includes six magical music-makers!

For those who need an extra edge while adventuring underground, we present to you *More Charms*, a short-and-sweet **Dungeon Fantasy** Appendix Z. Spend your hard-earned gold on new goodies to keep you alive for another delve . . .

This issue also provides a Random Thought Table that transforms *ideas* into magic items, and an Odds and Ends that offers other goodies that couldn't fit elsewhere *plus* a behind-the-scenes look at Brandon Moore's new beautiful cover. All of this and more awaits you in this masterfully created *Pyramid*. How do we cram so much goodness in here? It's *magic*.

ARTICLE COLORS

Each article is color-coded to help you find your favorite sections.

- Pale Blue:* In This Issue
- Brown:* In Every Issue (humor, editorial, etc.)
- Green:* Columnist
- Dark Blue:* **GURPS** Features
- Purple:* Systemless Features

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

Managing Editor ■ MIRANDA HORNER
GURPS Project Manager ■ STEVEN MARSH
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FROM THE EDITOR

Niche protection is important in most roleplaying games. Having something that your hero can do better – or at least in a cool and different way – prevents being overshadowed.

Magical creations are a great way to carve out niche protection. Two fighters who are otherwise identical stat-wise can be differentiated if one has a cool magic sword and the other has awesome magic armor. (The 1983 *Dungeons & Dragons* cartoon took this to an amazing degree, with each of the main cast wielding a unique magic item.)

Magical creations are also a quick way to tweak balance and niche protection in play. While spending character points in a suboptimal fashion might result in a hero who can't quite keep up with his adventuring compatriots, a magic item that fills in a character-concept hole or shores up some uniqueness can work like . . . well, *magical*.

This issue is devoted to magical creations of all sorts. They can form the basis of an adventure, a neat reward, or a way to differentiate heroes. Or perhaps the magical creations come from the *heroes*; bringing magical ideas to life is at least as much fun for players as it is for the GM! Regardless of where

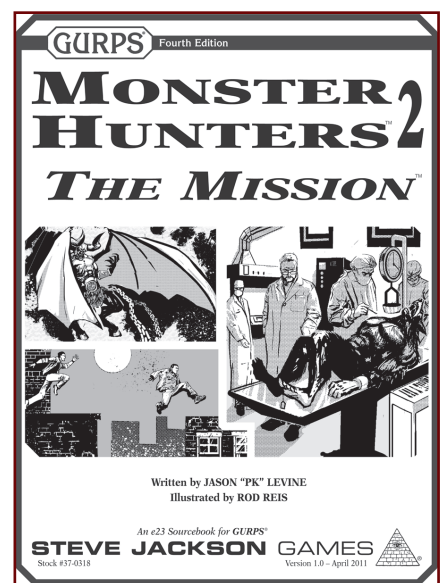
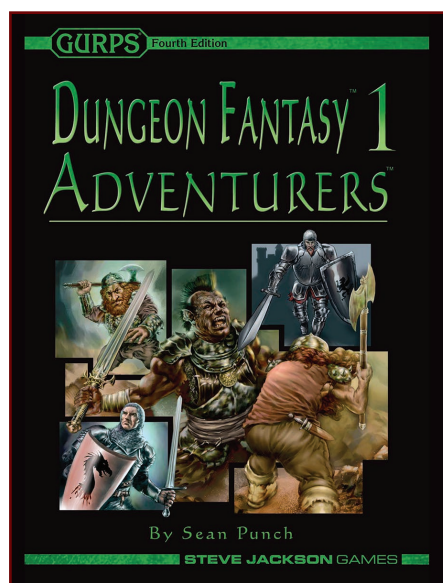
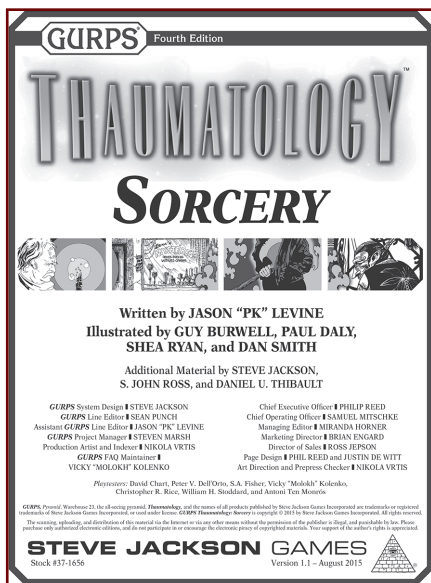
or how you use this material, there's certain to be something useful herein.

OTHER CONJURATIONS

In addition to offering a new use for the fresh-off-the-virtual-presses *GURPS Thaumatology: Sorcery* (see pp. 9-13), this issue also has a fresh new cover from artist Brandon Moore. Check out Odds and Ends on p. 35 for a sneak peek at how it came to be (along with something else *magical*).

WRITE NOW, RIGHT NOW

So how extraordinary were our creations this month? Was it a *hat trick* of awesomeness, or did some of the magic need a bit more spark? (And how phenomenal is that cover?!) Although we can read your mind, it's easier – and more fun – if you let us know yourself what you're thinking, via private feedback to pyramid@sjgames.com, or amid the mystical community at forums.sjgames.com.



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Alchemist Lens

+50 points

This variant of the artificer lens (*Sages*, p. 7) is more reasonably priced, fitting the standard 50-point mold. If any skills overlap with existing ones, combine points when possible (e.g., if you already have Throwing (A) DX [2], the 2 points from this lens will raise it another level). Any leftover points can be spent on secondary skills from the general alchemist lens above.

Advantages: Dungeon Artificer 2* [10]; Equipment Bond (Backpack Alchemy Lab) [1]; Gizmos 1 (Accessibility, Concoctions, -20%) [4]; Quick Gadgeteer (Specialized, Concoctions, -50%) [25]; Signature Gear (Backpack Alchemy Lab) [2].

Skills: Alchemy (VH) IQ-1 [4]; Fast-Draw (Gadget) (E) DX [1]; Scrounging (E) Per [1]; Throwing (A) DX [2].

* Gives +2 to Alchemy, Armoury, Engineer (Gadgets), Fast-Draw (Gadget), Scrounging, and Traps.

ALCHEMIST POWER-UPS

The alchemist has access to the following power-ups.

- Up to three Formulary perks (below). In addition, the alchemist may “trade in” points spent on these to help offset the cost of raising Alchemy. For example, an alchemist with three Formulary perks could lower each by one level, recouping three points, and then spend those plus one earned character point to raise Alchemy one level. (With Toxicity Training, p. 8, he may do the same for Poisons.)

- Dungeon Artificer [5/level] up to 6.
- Gizmos (Accessibility, Concoctions, -20%) [4/gizmo] with *no* upper limit.

- Resistant to Poison (+3) [5] or (+8) [7].
- Ridiculous Luck [60].
- Serendipity [15/level] with *no* upper limit.
- The artificer power-ups Improvisation, Potion Implant, and Spellsmith; see *GURPS Dungeon Fantasy 11: Power-Ups*. Adding Spellsmith results in a Quick Gadgeteer who can work with concoctions *and* magical items, but not normal gear.

- The assassin power-up perks Bane Brewer, Combat Poisoner, Poison Mixer, and Practical Poisoner; see *Power-Ups for Assassins* (from *Pyramid* #3/50: *Dungeon Fantasy II*).

- The Retroactive Poisoning perk; see *More Power to Dungeon Warriors* (from *Pyramid* #3/61: *Way of the Warrior*).

In addition, the following power-ups are unique to alchemists, though the GM *may* allow them to other alchemically trained delvers such as wizards or other artificers.

Brewer's Eye

12 points

You can recognize almost any concoction after studying it for a minute and then rolling against the *higher* of IQ or the brewing skill for that concoction (if any). Success means you figure out exactly what it is and what it does, even if you've never heard of it before now. Failure just tells you the basics (e.g., “it's a contact poison”). Critical failure does the same, but you also get some on yourself (if bad) or drop it; GM's call.

This isn't as fast as tasting the brew (*Dungeons*, p. 14), but it's *much* safer!

Advantages: Detect (Concoctions; Analysis Only, -50%; Analyzing, +100%; Immediate Preparation Required, 1 minute, -30%) [12].

ALCHEMICAL TRAITS

Dedicated brewers (like the alchemist, pp. 6-7) rely on Quick Gadgeteer and Gizmos, often with the limitations below. And *anyone* using Alchemy should consider buying a Formulary for a few favored (or most difficult) concoctions.

Quick Gadgeteer

Specialized: Your Quick Gadgeteer applies only when you're creating gadgets *or* concoctions; choose which when taking this limitation. -50%.

Gizmos

Accessibility, Concoctions: You can use your Gizmos only for instant brewing (p. 5) and *Other Types of Brews*, p. 6) or to specify that you're carrying an existing potion, poison, etc. -20%.

Formulary

This is an leveled perk which must be specialized in a single, specific chemical or potion. Each level (maximum 10) gives +1 to Alchemy for analyzing, creating, or handling that concoction, but *only* for the purpose of offsetting penalties; it cannot raise the final roll above your base skill. For example, Formulary 6 (Agility Potion) [6] would negate up to -6 in penalties to Alchemy (from the potion itself, poor gear, working quickly, etc.) when analyzing or creating an agility potion.

Never take more than three of these; with four or more, you're better off just raising Alchemy skill.

Draught of Power

22 points/level

Prerequisite: Alchemy at IQ+1.

Similar to Gizmo, once per session per level of this advantage, you can take a Ready maneuver (which Fast-Draw (Gadgets) may obviate) to produce and quaff a special potion that imbues you with wizardly power. Immediately after drinking it, you can cast *any* one wizardly spell, ignoring all prerequisites! For example, you could cast Wither Limb (p. B244) having no Magery and no knowledge of Paralyze Limb. The potion only works for you, not others.

Use your IQ as the spell level – plus Magery, *if* you happen to have it. You must pay the spell's standard energy cost, reduced as usual for an effective spell level of 15+. The potion grants you the *ability* to cast the spell; it doesn't power it! It also doesn't grant you Magery, even temporarily, which makes most Missile spells useless; e.g., with no Magery, you can cast only a 0d Fireball.

Potential Advantages: Acute Vision 1-5 [2/level]; Forest Guardian 1 [5]; Magery 0 [5]; Perfect Balance [15]; Telescopic Vision 1 or 2 [5 or 10]. You can learn wizardly spells as long as they require no more than Magery 0.

Fae-Touched

Your forebears frolicked with the fair folk, and their wild essence flows through your veins.

Potential Advantages: Animal Empathy [5]; Charisma 1-3 [5/level]; Elastic Skin (Glamour, Resisted by Will-5, -5%) [19]; Flight (Winged, -25%) [30] or (Mana-Sensitive, -10%; Small Wings, -10%) [32]; Ridiculous Luck [60].

Fate-Touched

You (or one of your ancestors) was born at a particularly auspicious moment, you are the seventh son of a seventh son . . . Whatever the details, Lady Luck has taken a liking to you.

Potential Advantages: Danger Sense [15]; Destiny* [Varies]; Higher Purpose (Any) [5]; Intuition [15]; Ridiculous Luck [60]; Serendipity [15].

* The GM with access to *GURPS Power-Ups 5: Impulse Buys* might want to use the *Destiny Points* variant described there instead of, or in addition to, the standard version.

Fire-Touched

One of your ancestors was not speaking figuratively when he spoke of an old flame.

Potential Advantages: DR 1-5 (Limited, Fire and Heat, -40%; Mana Sensitive, -10%) [2.5 points/level]; Filter Lungs [5]; Infravision [10]; Resistant to Metabolic Hazards (+3), (+8) or Immunity [10, 15, or 30] Scanning Sense (Active IR) [20]; Temperature Tolerance (Heat) 1-10 [1/level].

Water-Touched

Your primogenitors wallowed with the water elementals.

Potential Advantages: Amphibious [10]; DR 1-5 (Limited, Dehydration and Water, -40%; Mana Sensitive, -10%) [2.5 points/level]; Doesn't Breathe (Gills, Oxygen Absorption, or Oxygen Storage) [Varies]; Enhanced Move 1 (Water) [20]; Pressure Support [5, 10, or 15]; Slippery 1-5 [2/level]; Sonar [20].

SORCERY IN *DUNGEON FANTASY*

Sorcery is designed to mimic *GURPS Magic* in capability. In fact, most Sorcery spells are closely patterned around existing *GURPS Magic* spells. Wizards, as the main spellcasters in *Dungeon Fantasy*, have a number of limitations imposed on their magic in order to replicate the feel of source material that inspired it (see *GURPS Dungeon Fantasy 1: Adventurers*, p. 20). It is only fair that sorcerers are subject to the same limitations.

This means that spells belonging to the Animal, Enchantment, Healing, Plant, and Weather colleges, plus any spells that permit teleportation or time manipulation are off limits to them. Additionally, *Dungeon Fantasy* assumes a mix of TL 3 and 4, meaning that some technology spells either don't exist or are less useful. This following spells from *Sorcery* are not available to sorcerers: Animal Control, Awaken Computer, Blight, Body of Wood, Enchant, Minor Healing, Predict Weather, Relieve Madness, Repel Animal, and Suspend Time. However, Cool (as an Air spell), Penetrating Weapon (as a short duration Making and Breaking spell), Planar Visit (as a Necromantic spell) and Preserve Fuel (subject to the limitations for low TL) are available normally.

Sorcery Power Modifier

In *Dungeon Fantasy*, the Sorcery power modifier makes abilities wizardly, subject to the same limitations as wizardly magic and wizardly abilities. They are affected by mana (see *Mana, Sorcery*, p. 23) and by countermeasures against wizardly magic (such as Dispel Magic). Additionally, *Alternative Rituals (Sorcery)*, p. 7) apply to all sorcerous spells, allowing sorcerers to avoid FP costs as long as they can perform physical gestures and chant arcane incantations.

Damage

Sorcery can deal large amounts of damage with negligible FP costs, making it a very attractive way to rain eldritch pain on your foes. The level of damaging spells is limited to the caster's Sorcery Talent and to 1d+1 damage per level.

Secret Teleportation Spell

28 points

Prerequisite: Sorcerous Empowerment costing at least 90 points.

As the wizard power-up (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 37), but you must buy the Unusual Background (A-ha! I can teleport!) [10] separately, after which you may learn this as a sorcerous spell with a full cost of 90 points.

Sorcerous Mastery

Variable

You've reached such a mastery of the raw magic in you that you can focus on two spells prepared at once. This lets you maintain a spell while casting a different one. The cost of this power-up is the difference between the amount of points required to buy your most expensive sorcerous spell at full cost, and the amount you paid for it as an alternate ability. See *Simultaneous Spells (Sorcery)*, p. 8) for more details.

MORE SORCERY SPELLS

GURPS Thaumatology: *Sorcery* only includes two spells per college, and some of them are not suitable for *Dungeon Fantasy* sorcerers due to the limitations imposed on wizardly magic. *The Power of Sorcery* includes 20 more fire spells (see *Fire Spells From The Power of Sorcery* for notes on these). Pending further publications, this still leaves the sorcerer with a notably limited list of premade options. It is, however, simple for the enterprising GM to create new sorcerous spells, using the guidelines under *Inventing New Spells (Sorcery)*, p. 13).

Variations

The GM with access to *GURPS High-Tech* or *GURPS High-Tech: Adventure Guns* may use any TL5 revolver pistol he likes as the basis for this relic, even a rifle or a shotgun ("Death's Leg"). He could remove the humans-only limitation (though this may make the relic even more attractive to other-worldly forces!) or simply decree that each day of use causes 2 points of damage that can only be healed naturally and only if the Peacemaker wasn't used that day.

If relying on the optional rules on p. 21, it costs 57 points to start out with this relic.

NEW MOTIVATIONAL LENS: RELIC-BEARER

15 points

You didn't get involved in the battle between dark and light on your own, you inherited your burden the day you took custodianship of a relic. Similar to the Chosen One, Fate has marked you as a champion to humanity.

Advantages: Spend 5 points in Unusual Background (Relic) [Varies]. • Spend another 25 points in increasing Unusual Background (Relic) or any of the following: Prophetic Dreams (*Monster Hunters I*, p. 23), Reputation +2, +3, or +4 (Relic-Bearer; Other hunters) [5, 7, or 10], Weapon or Equipment Bond (chosen relic) [1], Weapon Master (*specific* weapon) [15*]. • Add any traits not chosen here to your template's advantage options.

Disadvantages: One of Divine Curse (Monster Magnet), Enemies (Relic Hunters; 9 or less; Unknown) [-15], or Weirdness Magnet [-15]. • You must take Vow (Protect Relic) [-5] as one of your template disadvantages.

* This only applies to one *particular* weapon chosen at creation (just like Weapon Bond). If the weapon is lost, this advantage is lost as well.

FIZZOO WARD™ MAGIC BUBBLES

Power Pool: N/A

Possible Origins: Magical, Materials, or Weird.

The Fizzoo Ward™ toy company was beloved by children the world over, but after a large batch of their special brand opaque-colored Magic Bubbles poisoned several children, their reputation suffered. This was compounded when several more children went missing, thanks to the so-called Bubble Trader, a serial kidnapper who took children and left a bottle of the bubbles behind in their place.

Rumors that the bubbles *were* magic quickly got around to the supernatural community, and Fizzoo Ward concoctions became a valuable commodity. Their exact effect depends on the color of the bottle.

Qualities

Each bottle contains a wand for blowing bubbles and enough liquid to form 1d×5 bubbles, which have effects

depending on their color. Those with Doesn't Breathe cannot use this item if they have no means of biologically exhaling (that is, they have no mouth, nose, or equivalent). For example, a vampire could use them because he's undead, but an ooze demon with no mouth could not.

The size of the bubble blown depends on the blower's HT. It takes one second to blow a bubble with a SM equal to the user's HT-9, and an additional 1d seconds to increase this by 1 (up to the target's HT+1). The blower may roll against HT to speed up each increment (-1 second per two points of success or fraction thereof), but failure means the bubble pops!

The bubbles made by the solution are *tough*, with DR 2, HP equal to their SM, and HT 12. They last until popped or 2d minutes have passed (whichever comes first).

Bubble makers may optionally try to aim it at a target or to form a bubble *around* a subject. To aim a bubble at a target, simply make a HT roll with normal range penalties (p. B550). Bubbles move on their own at one yard per second and use the *Scatter* rules (p. B414) to determine where they go each round. Alternatively, the bubbles move at a rate of HT×0.25 (round up) if someone spends an entire round blowing them in one particular direction. Breath Control can be substituted for HT, if better.

To envelop a subject, the user must either have time to blow a bubble that can encompass the target or make a HT or Breath Control roll at -10 for instant use described in *Time Spent* (p. B346). (See above for how it takes to make a bubble of a certain size.) This "attack" may be dodged normally but cannot be parried or blocked. Enveloped subjects cannot resist the effects of touching a bubble and remain enveloped until the bubble takes enough damage to pop.

Anyone holding the bubble wand is immune to the effects of *that* bubble's type.

Bubble-guns and other machines cannot utilize this item. It requires the breath of a being with at least an IQ of 1 to use, though the GM may allow techies or witches to improvise something.

Each bubble has Accuracy 0; Range HT×0.5/HT; RoF 1; Shots 1(3); Bulk -1.

Weight: 1 lbs.

Bubble Effects

Burning (Red): As for the poison sphere (p. 23), but does burning damage. Damage caused by this bubble treats the flammability class of the subject as one-step higher than it actually is. See *Making Things Burn* (p. B433) for more information.

Gate (Green): Before blown, the user must picture a specific place, time, or dimension in his mind and then make an IQ roll. Use the penalties listed for *Warp* (p. B97) for going to another place. Add -5 to go to another dimension. For other times, use the *Long-Distance Modifiers* (p. B241), but read distance as years. Once blown, the bubble creates a gate that anyone with a Size Modifier equal to its SM+1 or less can enter.

ABOUT *GURPS*

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