

# DUNGEON FANTASY™

POWERED BY GURPS®



## ADVENTURERS

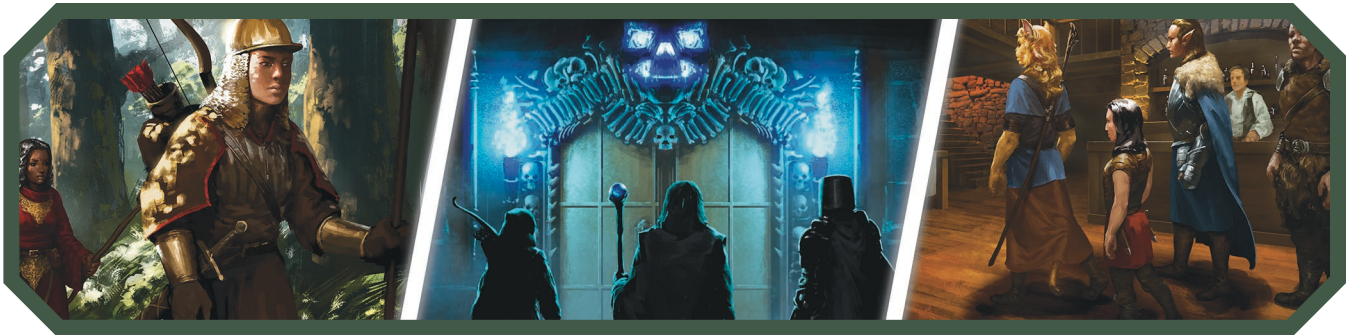
STEVE JACKSON GAMES



# DUNGEON FANTASY™

POWERED BY GURPS®

## ADVENTURERS



Written by SEAN PUNCH • Diagram by JUSTIN DE WITT  
Cover and Interior Illustrations by BRANDON MOORE

Based on the *GURPS Basic Set*, by Steve Jackson, Sean Punch, and David Pulver

Additional Material by PETER V. DELL'ORTO, DAN HOWARD, MATT RIGGSBY, and WILLIAM H. STODDARD

Special thanks to Kickstarter backers JOHNNY DIBERT and ANDRE TROCHE  
for providing likenesses of themselves for the illustrations on p. 12 and p. 21, respectively!

**GURPS** System Design ■ STEVE JACKSON  
**GURPS** Line Editor ■ SEAN PUNCH  
Assistant **GURPS** Line Editor ■  
JASON “PK” LEVINE  
**GURPS** Project Manager ■ STEVEN MARSH  
Project Manager ■ DARRYL SILVA  
Page Design ■ PHIL REED & JUSTIN DE WITT

Executive Editor ■ MIRANDA HORNER  
Art Director ■ SHELLI GALEY  
Production Artist, Editorial Assistance,  
and Indexer ■ NIKOLA VRTIS  
Box Design and Production Assistants ■  
ALEX FERNANDEZ & SABRINA GONZALEZ  
Prepress Checker ■ MONICA STEPHENS

President/Editor-in-Chief ■ STEVE JACKSON  
Chief Executive Officer ■ PHILIP REED  
Chief Creative Officer ■ SAM MITSCHKE  
Chief Operating Officer ■ SUSAN BUENO  
Marketing Director ■ RHEA FRIESEN  
Director of Sales ■ ROSS JEPSON  
Print Buyer ■ MARYLAND FALKENBERG

Reviewer: Jason “PK” Levine

*Dungeon Fantasy*, *GURPS*, *Pyramid*, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. *Dungeon Fantasy Adventurers* is copyright © 2017 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

**STEVE JACKSON GAMES**



# CONTENTS

<b>SOME INTRODUCTIONS . . . . . 3</b>	<b>HOLY WARRIOR . . . . . 25</b>	<b>SKILL LIST . . . . . 72</b>
What Is Roleplaying? . . . . . 3	Holy Might . . . . . 26	<i>Specialties</i> . . . . . 72
What Is Dungeon Fantasy? . . . . . 3	Special Holy Warrior Traits . . . . . 27	<i>What's Useful?</i> . . . . . 82
<i>Mini-Glossary</i> . . . . . 4	<b>KNIGHT . . . . . 27</b>	<i>Modifying the Skill List</i> . . . . . 93
<i>Rules Terms</i> . . . . . 4	Special Knight Traits . . . . . 28	<b>7. CASH AND GEAR . . . . . 95</b>
<i>Gamer Jargon</i> . . . . . 4	<b>MARTIAL ARTIST . . . . . 29</b>	Buying (and Selling) Gear . . . . . 95
<i>World of Dungeon Fantasy</i> . . . . . 4	Chi Mastery . . . . . 30	<i>Coinage and the \$</i> . . . . . 95
What Are All	Special Martial Artist Traits . . . . . 31	<i>Cost of Living</i> . . . . . 96
the Bits and Pieces For? . . . . . 5	<b>SCOUT . . . . . 34</b>	Wealth Table . . . . . 96
What's with All the Math? . . . . . 5	Special Scout Traits . . . . . 35	<b>WEAPONS . . . . . 96</b>
Dice . . . . . 5	<b>SWASHBUCKLER . . . . . 36</b>	Weapon Stats . . . . . 96
Rounding . . . . . 6	Special Swashbuckler Traits . . . . . 37	Melee Weapons Table . . . . . 98
Units . . . . . 6	<b>THIEF . . . . . 38</b>	Ranged Weapons Table . . . . . 103
And What Is <b>GURPS?</b> . . . . . 6	Special Thief Traits . . . . . 39	<i>Pass the Ammunition!</i> . . . . . 104
About the Author . . . . . 6	<b>WIZARD . . . . . 40</b>	<i>Making Your Point</i> . . . . . 105
<i>Steve Jackson Games</i>	Magery . . . . . 41	Weapon Modifiers . . . . . 106
and <b>GURPS</b> . . . . . 6	Special Wizard Traits . . . . . 41	<b>SHIELDS . . . . . 107</b>
<b>1. BASICS . . . . . 7</b>	<b>3. RACES . . . . . 42</b>	Shield Table . . . . . 107
Character Points . . . . . 7	Buying a Racial Template . . . . . 42	Shield Modifiers . . . . . 107
Character Traits . . . . . 7	Understanding	<b>ARMOR . . . . . 108</b>
<i>Cosmetic Details</i> . . . . . 8	Racial Templates . . . . . 42	Armor Table . . . . . 108
<b>BASIC ATTRIBUTES . . . . . 8</b>	<b>PLAYER CHARACTER RACES . . . . . 43</b>	Customizing
<i>Language, Please!</i> . . . . . 9	Cat-Folk . . . . . 43	a Suit of Armor . . . . . 109
<i>Illiteracy</i> . . . . . 9	Dwarf . . . . . 43	<i>Clothing</i> . . . . . 110
<i>Obscure Tongues</i> . . . . . 9	Elf . . . . . 44	Donning and
<b>SECONDARY CHARACTERISTICS . . . . . 9</b>	Half-Elf . . . . . 44	Removing Armor . . . . . 110
<i>Damage Table</i> . . . . . 10	Gnome . . . . . 44	Armor Modifiers . . . . . 110
<i>Basic Lift and</i>	Half-Ogre . . . . . 44	<b>MISCELLANEOUS GEAR . . . . . 110</b>
<i>Encumbrance Table</i> . . . . . 11	Half-Orc . . . . . 45	Basics . . . . . 110
<i>Encumbrance and Move Table</i> . . . . . 11	Halfling . . . . . 45	Special Orders . . . . . 112
<i>Size Modifier Table</i> . . . . . 12	<b>4. ADVANTAGES . . . . . 46</b>	Concoctions . . . . . 114
<b>2. PROFESSIONS . . . . . 13</b>	Maximum Advantage Level . . . . . 46	<i>Power Items</i> . . . . . 115
Understanding	<b>ADVANTAGE LIST . . . . . 46</b>	<b>MAGIC ITEMS . . . . . 116</b>
Professional Templates . . . . . 13	<i>Using Advantages</i> . . . . . 47	Potions . . . . . 116
<i>Team-Building</i> . . . . . 13	<b>5. DISADVANTAGES . . . . . 55</b>	Scrolls . . . . . 117
Customizing	Self-Control Rolls . . . . . 55	Scroll Table . . . . . 117
Professional Templates . . . . . 14	<b>DISADVANTAGE LIST . . . . . 56</b>	Magic Weapons and Armor . . . . . 117
<i>Membership Hath Privileges</i> . . . . . 14	<i>Disadvantage Limit</i> . . . . . 56	Magic Weapons
<i>Custom Professions</i> . . . . . 14	<i>Broken Promises</i> . . . . . 58	and Armor Table . . . . . 117
<b>BARBARIAN . . . . . 15</b>	<i>Overlapping Disadvantages</i> . . . . . 65	Other Items . . . . . 118
Special Barbarian Traits . . . . . 16	Quirks . . . . . 68	<b>APPENDIX: SAMPLE</b>
<b>BARD . . . . . 16</b>	<b>6. SKILLS . . . . . 69</b>	<b>CHARACTERS . . . . . 119</b>
Bard-Song . . . . . 17	Understanding Skills . . . . . 69	<b>INDEX . . . . . 121</b>
<b>CLERIC . . . . . 19</b>	Buying Skills . . . . . 69	Advantages Index . . . . . 122
Holy Might . . . . . 20	Skill Cost Table . . . . . 70	Disadvantages Index . . . . . 122
Special Cleric Traits . . . . . 22	Using Skills . . . . . 70	Skills Index . . . . . 123
<b>DRUID . . . . . 22</b>	<i>Skills and Advantages</i> . . . . . 71	<b>CHARACTER SHEET . . . . . 125</b>
Druidic Arts . . . . . 23		
Druidic Abilities . . . . . 23		

# SOME INTRODUCTIONS

You have a copy of *Dungeon Fantasy* – congratulations! So what is this thing?

In brief, it's a roleplaying game based on *another* roleplaying game called *GURPS*. And what does *that* mean . . . and what's all the stuff in the box? Let's take it a step at a time. Jargon you'll want to remember is in **boldface**.

## WHAT IS ROLEPLAYING?

A **roleplaying game (RPG)** is a social activity in which all the participants but one take the part of (*play the role of*) fictional **characters** who have **adventures**. Think of these characters as the protagonists of a TV series. The last person – the **Game Master (GM)** – has a job closer to that of the series' director. While everybody involved could be called a **player**, that traditionally refers to gamers *other than* the GM. Consequently, their characters are called **player characters (PCs)**.

What does the GM do? Create the puzzles and conflicts that make up adventures! These must hang together like a story, if only something simple like "Enter the Maze of Madness, fight monsters, fetch the Magic MacGuffin, and return it for your reward." The GM reveals the story gradually, in a way that surprises and challenges the players – a big part of what makes RPGs fun.

A major difference from other fiction is that there isn't just one writer. The GM is the *chief* storyteller but the players have a say, too – which means the characters have minds of their own! The GM describes what the PCs encounter. The players react, saying what the characters are doing. The GM tells the players the results of their actions. The players shoot back *new* reactions. And so on.

It's *how* this works that makes it a game. Outcomes of actions depend on not only the players' choices but also the **traits** of the characters involved. Each PC has areas where they're capable or not-so-capable. The same goes for the vast supporting cast of the imaginary world, called **non-player characters (NPCs)** because the players don't choose their actions or give them voices – the GM does. Determining how things turn out for PCs and NPCs is what **rules** are for.

There are rules defining characters in concrete terms: How smart, strong, wealthy, and good-looking they are; what they've studied; their special abilities. There are rules for how these traits interact with the world and each other, whether that means climbing mountains, battling monsters, or exorcising demons. There are rules for *everything*.

Yet rules alone don't make the game! An adventure flows from the GM's creativity – the rules merely make it easier to judge how profitable, difficult, dangerous, or time-consuming specific courses of action are. The story depends on the

players' choices, wits, and imagination – the rules just prevent them from cheating to avoid challenges. Rules exist to save time and keep things fair.

Despite the need for rules and fairness, the resulting game isn't competitive. An RPG has no "winners" or "losers." The PCs – collectively, the **party** – succeed or fail *as a group*, depending on how well they cooperate. Which doesn't mean they can't have their differences . . .

Roleplaying involves acting a part, not merely declaring actions. Costumes and silly voices aren't necessary, but *good* players often speak in character, and choose actions and reactions consistent with their PCs' backstories. A *good* GM rewards not only success by the letter of the rules, but also consistency of character – even when well-played roles lead to what inhabitants of the fictional world might consider "losing."

At the end, the GM and players will have created a story – the story of how the PCs met, learned to work together, encountered challenges, and (we hope) triumphed!

## WHAT IS DUNGEON FANTASY?

*Dungeon Fantasy* is an RPG where the PCs are sword-and-sorcery heroes – wielders of weapons, wits, and wizardry – who live in a fictional world inspired by stories of monsters and magic. Such an RPG is often called a **fantasy RPG (FRPG)**.

"Fantasy" doesn't mean just *any* fantasy, but the low-tech kind with knights, castles, and dragons. Its historical influences are more than medieval; they span the Bronze Age to the early Renaissance, and anyone from a Viking, to a Templar, to a ninja, to a fencing master might provide the archetype for a character. The supernatural is commonplace – *any* legendary monster is a potential foe, and magic shows up regularly. Divine intervention, the occult, and the exigencies of heroic drama often supersede natural law.

The "dungeon" part comes from fantasy fiction about heroes who venture into dark, dangerous places – traditionally *underground* ones like tombs full of restless dead, caves where dragons lair, and mines overrun by subterranean horrors. These depths are filled with not only monsters but also fiendish traps, tricks of architecture, curses, and brute-force barricades. What makes it all worth risking is personal growth and *treasure* – from gold and silver to magic swords to rival Excalibur. Adventurers who survive end up more capable and better-equipped for the *next* quest!

Successive generations of FRPGs added further historical *and* fictional influences. **Computer RPGs (CRPGs)** – **massively multiplayer online RPGs (MMORPGs)** in particular – introduced ideas from the digital world. All this and the kitchen sink helped forge the **dungeon fantasy** subgenre!



Consequently, it has some unusual conventions, including a quasi-medieval setting full of modern social developments such as sexual equality, sprawling metropolises, and a cash economy; a technological mix whose only rules seem to be “preindustrial” and “no gunpowder”; casual acceptance of magic and holy miracles; trade guilds for thieves, wizards, and even assassins; and a culture that recognizes “adventurer” as a career choice.

*Dungeon Fantasy* features all this and more!

## Speaking from Experience

Text boxes titled *Speaking from Experience* appear throughout *Dungeon Fantasy* to help convey the game’s “feel” and conventions. Each offers advice on topics covered by nearby rules . . . in the words of a fictional resident of a dungeon-fantasy world!

## WHAT ARE ALL THE BITS AND PIECES FOR?

This book, *Adventurers*, covers one of the major rules systems of *Dungeon Fantasy*: character creation. It describes traits and gear for characters. As the PCs adventure and improve, you’ll return to it for superior abilities and equipment.

The *Exploits* book tackles most of the other rules systems – including combat – and offers the GM advice on creating interesting adventures. Players will want to read it, too, because it shows how to use the PCs’ gear and abilities.

*Spells* contains rules for magic. It isn’t essential that everyone read this – but the GM should, as should players of PCs who casts spells.

*Monsters* is full of creatures to fight. Only the GM has to read it. Players hoping to learn monster weaknesses should know that they can’t use the information there unless their *characters* have it – and that the GM can change the details at any time.

The *Dungeon* is a sample adventure. The players definitely shouldn’t read this . . . that would spoil the surprises.

The maps and figures are for modeling combat. You move figures around maps as the PCs and monsters try to kill each other!

The dice are used with many rules. You’ll be rolling them a lot. See *Dice* (below).

You’ll also want pencils and paper (or a tablet, if you’re high-tech) to record the traits and gear of characters!

## WHAT’S WITH ALL THE MATH?

The rules of an RPG are a (mostly) impartial way of figuring out what happens in the story. Some are easily expressed as words: “If this happens, do that.” But questions like “How skilled?”, “How fast?”, and “How heavy?” involve *numbers*.

## Dice

Longtime gamers will be familiar with all kinds of funky dice, but *Dungeon Fantasy* uses only common six-sided ones, like those in the box. The rules specify how many to roll using the “dice+adds” system: Roll the number of dice indicated before the “d” (for “dice,” which some games write “d6”), add up the pips, and then adjust for any addition or subtraction.

*Example:* “4d+2” is shorthand for “roll four six-sided dice and add 2 to the total,” while “3d-3” means “roll three six-sided dice and subtract 3 from the total.”

The rules use dice to generate random numbers whenever there’s *any* doubt about an outcome. **Success rolls** (*Exploits*, pp. 5-7) and many other rolls require you to roll 3d and hope for a total no greater than a “target number” determined from traits or a situation. Whether the roll is higher or lower than the target (and often *by how much*) settles what happens.

Dice+adds can also determine *how much* (damage, money, time, etc.) or *how many* (arrows, monsters, . . .). Dice may be multiplied to generate large quantities.

*Example:* “2d×10” means “roll two six-sided dice and multiply the total by 10.”



## Rounding

Mathematical formulas are a good way to keep rules fair or relate two game statistics, but they can yield inconvenient fractions. We've done our best to say when to round up, down, or to the nearest whole number – or *not* to round – but if we missed a spot:

**Round costs and weights up.** Fractional character points have no meaning, so when you modify a cost in points, round fractions *up* to the next whole number; e.g., 2.1 and 2.9 points round to 3 points. For negative point costs, “up” means “in the positive direction”; e.g., -3.5 points rounds to -3 points. For cash costs and weights, round up but keep two places; e.g., 2/3 of \$1 is \$0.67, and 1/3 of 1 lb. is 0.34 lb.

**Round down otherwise.** In most other cases, round *down* to the previous whole number; e.g., if you multiply a dice roll of 11 by 1.5 to get 16.5, treat the result as 16.

## Units

**Dungeon Fantasy**, being published in the United States, uses customary units:

**Length:** **Yards** (yd.), **feet** (ft. or '), or **inches** (in. or "); 1 yard = 3 feet = 36 inches. Large distances are in **miles** (mi.); 1 mile = 1,760 yards = 5,280 feet.

**Weight:** **Pounds** (lbs.) or **ounces** (oz.); 1 pound = 16 ounces (even for precious metals – forget about Troy weights!). Large weights use **tons**; 1 ton = 2,000 lbs.

**Temperature:** **Degrees Fahrenheit** (°F).

**Volume:** **Gallons**, **quarts**, or **pints**; 1 gallon = 4 quarts = 8 pints. Water weighs *about* 1 lb. per pint.

Two special units are peculiar to the game:

**hex:** A yard-wide hexagon on a standard combat map. For distance, 1 hex = 1 yard. As hexes are two-dimensional, they're also used as units of area.

**turn:** An interval of action in combat time; 1 turn = 1 second. *Dungeon Fantasy* doesn't have “rounds.”

## AND WHAT IS GURPS?

The **Generic Universal RolePlaying System** (**GURPS**) is an RPG from Steve Jackson Games, published in four editions since 1986. It can handle *any* genre, not just fantasy – though when its combat system was first published (*Man to Man*, 1985), it focused on fantasy-style battles, and fantasy was the earliest genre to get its own support (**GURPS Fantasy**, 1986).

**GURPS** is the “game engine” of *Dungeon Fantasy*. It has been simplified here (one of its two *basic* volumes holds more words than this whole set!), but the games are largely compatible. If you decide you want additional detail (e.g., for combat) or more stuff (gear, creatures, abilities, you name it), there are dozens of **GURPS** supplements – plus a monthly zine, *Pyramid*.

## ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In 2004, he and coauthor David Pulver redesigned **GURPS** into its Fourth Edition. Since 2008, Sean has served as lead creator of the **GURPS Dungeon Fantasy** series, the origin of *this* game. He has also developed, edited, or written some 70 other **GURPS** releases, contributed to many more, and published regular support in *Pyramid* magazine.

Sean has been a gamer since 1979. He spends his spare time learning and dancing Argentine tango. He occasionally moonlights as a bartender – the sort who loves mixology and takes forever to make your cocktail.

He lives in Montréal, Québec with his wife, Bonnie, and their cat, Zephyra.

## STEVE JACKSON GAMES AND GURPS

The **Dungeon Fantasy Roleplaying Game** is compatible with **GURPS**. Steve Jackson Games is committed to full support of players of these and all its games. We can be reached by email at [info@sjgames.com](mailto:info@sjgames.com). Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources we provide include:

*New supplements and adventures.* **GURPS** continues to grow – see what's new at [gurps.sjgames.com](http://gurps.sjgames.com).

**Warehouse 23.** Our online store offers **GURPS** print items, plus PDFs of our books, supplements, adventures, play aids, and support . . . including exclusive material available only on Warehouse 23! Just head over to [warehouse23.com](http://warehouse23.com).

**Pyramid** ([pyramid.sjgames.com](http://pyramid.sjgames.com)). Our monthly PDF magazine includes new rules and articles for **GURPS**. It features systemless locations, adventures, and much more. Look for each themed issue from Warehouse 23!

**Internet.** To discuss the **Dungeon Fantasy RPG** and **GURPS** with our staff and your fellow gamers, visit our forums at [forums.sjgames.com](http://forums.sjgames.com). You can also join us at [facebook.com/sjgames](https://facebook.com/sjgames) or [twitter.com/sjgames](https://twitter.com/sjgames). Share your campaign teaser in 140 characters or fewer with #GURPSHooK on Twitter. Or explore that hashtag for ideas to add to your own game! The **Dungeon Fantasy Roleplaying Game** web page is [dungeonfantasy.sjgames.com](http://dungeonfantasy.sjgames.com).

**Gamer and Store Finder** ([gamerfinder.sjgames.com](http://gamerfinder.sjgames.com)): Connect with other people and places playing our games. Add yourself to our database so they can find you as well!

**Bibliographies.** Bibliographies are a great resource for finding more of what you love! We've added them to many **GURPS** book web pages, with links to help you find the next perfect element for your game.

**Errata.** Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for our products are available at [sjgames.com/errata](http://sjgames.com/errata).



# SWASHBUCKLER

You're living proof that the sword is mightier, speedier, and more stylish than . . . well, *everything*. In the time it takes the plodding knight to strike his first blow, you've struck two, and with more flair – and while you respect the martial artist's precision, you prefer to bring a *sword* to a swordfight. You like nothing better than to leap and tumble through battle, blade a blur, deftly covering the party's flanks and rear.

**Attributes:** ST 11 [10]; DX 15 [100]; IQ 10 [0]; HT 13 [30].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 13 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0].

**Advantages:** Combat Reflexes [15]; Enhanced Parry 1 (Weapon skill of choice) [5]; Luck [15]; Weapon Bond (Any starting weapon) [1]; and Weapon Master (Weapon of choice) [20].

● A further 60 points chosen from among:

ST +1 to +6 [10/level]	Enhanced Time Sense† [45]
DX +1 to +3 [20/level]	Every One's a Critical [15]
Basic Speed +1.00 to +3.00 [20/level]	Extra Attack 1 or 2 [25/level]
Basic Move +1 to +3 [5/level]	Extraordinary Luck† [30] or Ridiculous Luck† [60]
Ambidexterity [5]	Great Void [10]
Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16]	Perfect Balance [15]
Armor Familiarity [1/level]	Rapier Wit [5]
Charisma 1-4 [5/level]	Serendipity [15/level]
Daredevil [15]	Signature Gear [1/item]
Enhanced Block 1-3 [5/level]	Springing Attack [10]
Enhanced Dodge 1 [15]	Striking ST 1 or 2 [5/level]
Enhanced Parry 2 or 3 (Weapon skill of choice) [5/level]	Trademark Move [1/move]
	Weapon Master (Two weapons, Fencing weapons, or Swords)† [25, 30, or 35]

**Disadvantages:** -15 points chosen from among these traits:

Code of Honor (Outlaw's or Gentleman's) [-5 or -10]  
 Obsession (Become the best swordsman in the world!) [-10\*]  
 Vow (Use only weapon of choice) [-5] or (Never refuse a challenge to combat) [-10] or (Challenge every swordsman to combat or Never wear armor) [-15]

● A further -35 points chosen from among the previous traits or:

Chummy [-5] or Gregarious [-10]	Lecherousness [-15*]
Compulsive	One Eye [-15]
Carousing [-5*]	Overconfidence [-5*]
Compulsive Spending [-5*]	Sense of Duty (Adventuring Companions) [-5]
Greed [-15*]	Short Attention Span [-10*]
Impulsiveness [-10*]	Trickster [-15*]
Jealousy [-10]	Wounded [-5]

**Skills:** One of these three 20-point melee skills packages:

1. *Sword!* Any one of Broadsword-20 [20], Rapier-20 [20], Saber-20 [20], Shortsword-20 [20], or Smallsword-20 [20].
2. *Sword and Dagger:* Any one of Broadsword-19 [16], Rapier-19 [16], Saber-19 [16], Shortsword-19 [16], or Smallsword-19 [16] – and also Main-Gauche-16 [4].‡
3. *Sword and Shield:* Any one of Broadsword-19 [16], Rapier-19 [16], Saber-19 [16], Shortsword-19 [16], or Smallsword-19 [16] – and also either Cloak-16 [4] or Shield (Buckler)-17 [4].‡

● Either Fast-Draw (Sword)-17§ [2] or both Fast-Draw (Knife)-16§ [1] and Fast-Draw (Sword)-16§ [1].

● All of these skills:

Acrobatics-15 [4]	Savoir-Faire-11 [2] or Streetwise-10 [2]
Brawling-16 [2] or Boxing-15 [2]	Stealth-14 [1]
Carousing-13 [1]	Thrown Weapon (Knife)-16 [2] or Throwing-15 [2]
Jumping-15 [1]	Wrestling-15 [2]

● Seven of these skills:

Climbing-14 [1]	Hiking-12 [1]
Connoisseur (any)-9 [1]	Intimidation-9 [1]
Fast-Draw (any other)-16§ [1]	Lasso-14 [1]
Fast-Talk-9 [1]	Scrounging-10 [1]
First Aid-10 [1]	Seamanship-10 [1]
Gambling-9 [1]	Search-9 [1]
Gesture-10 [1]	Sex Appeal-12 [1]
	Whip-14 [1]

\* Multiplied for self-control number; see p. 55.

† Pay cost *difference* from required traits: Combat Reflexes to Enhanced Time Sense is 30 points; Luck to Extraordinary or Ridiculous Luck, 15 or 45 points; and Weapon Master (Weapon of choice) to (Two weapons), (Fencing weapons), or (Swords), 5, 10, or 15 points.

‡ Optionally, transfer 4 points from sword skill (lowering it to 18) to off-hand skill (raising Cloak or Main-Gauche to 17, or Shield (Buckler) to 18).

§ Includes +1 for Combat Reflexes.

## Customization Notes

The swashbuckler is built around fighting well with one *specific* variety of sword, the choice of which has repercussions for customization. Choose your weapon, associate Weapon Bond (and potentially Signature Gear) with such a blade, specialize Weapon Master to that kind of sword, take the correct skill to wield it, and get Enhanced Parry for that skill. If selecting the Vow pertaining to weapons of choice, make sure *that* matches, too.

Obviously, this makes the swashbuckler a real weapon specialist – a lot like the scout. The difference is that the swashbuckler has greater latitude with advantages.



## Easy to Read

**-10 points**

Your body language betrays your true intentions. Others get +4 on *all* rolls to discern your motives or the truth of your words: Detect Lies skill, Gambling skill when you're bluffing, IQ rolls for Empathy, and even Communication and Empathy spells to divine your emotions or whether you're lying.

This *isn't* the same as Truthfulness (p. 67). You have no moral problem with lying, but your face or stance gives the game away.

## Fanaticism

**-15 points**

You believe so strongly in a philosophy or religion that you put it ahead of everything else! You obey its behavior codes and leaders *willingly* and *unquestioningly*. You never get a self-control roll – or even a roll to realize when you're being used.

If you're unprepared to follow blindly and “do whatever it takes” – even risk death – *don't take this disadvantage*.

## Frightens Animals

**-10 points**

Your supernatural aura triggers fear and aggression in beasts. You can't have Animal Empathy (p. 47) or Animal Friend (p. 47), and receive -4 on reaction rolls from animals – mundane, giant, or dire – and to the Animal Handling and

Disguise (Animals) skills. This causes peaceful beasts to shy away (horses won't let you ride them, and you can't keep ordinary pets), while vicious ones like watchdogs and dire animals attack savagely. Anyone who witnesses these reactions, and those with Animal Empathy, will react to you at -1. Sentries with guard beasts will decide how to deal with you based on the *animal's* reaction roll, not their own!

## Gluttony

**-5 points\***

You're overly fond of food and drink. Given the chance, you must always burden yourself with extra provisions. You should never willingly miss a meal. Make a self-control roll when presented with a tempting morsel or good wine that you should resist for some reason. Failure means you partake – regardless of the consequences.

## Greed

**-15 points\***

Even more than most delvers, you lust for wealth! Make a self-control roll whenever riches are offered – as payment for fair work, treasure, spoils of crime, or even obvious bait.

*Modifiers:* -5 if the offer exceeds twice the cash you currently have on hand. If you have Honesty (p. 61), +5 for a shady deal or +10 for outright crime.

Failure means you'll do whatever it takes to get the payoff, however illegal or ill-advised.



## WEAPON MODIFIERS

Delvers can apply **modifiers** to improve their weapons. Modifiers are often permitted or prohibited by weapon type. For this purpose:

**Fist Load:** Blackjack, brass knuckles, or cestus.

**Melee Weapon:** Any weapon on the *Melee Weapons Table* (pp. 98-103).

**Metal Weapon:** Any melee weapon, thrown weapon, or projectile capable of cutting, impaling, or piercing damage, save for a rock or wooden stake. Brass knuckles, bullets, juttas, kusaris, maces, morningstars, mauls, and pellets also have enough metal to count.

**Projectile:** Anything in *Pass the Ammunition!* (p. 104) but an unshaped rock or stone.

**Stick:** Any atlatl, baton, boomerang, club, jo, staff, stake, or woomera.

**Thrown Weapon:** Anything on the *Ranged Weapons Table* (pp. 103-105) with Shots “T.”



Improvised weapons can't have modifiers – though random items can still be *made by* dwarves, *made of* silver, etc.

Each modifier has a **cost factor (CF)**. Modifiers are “stackable” except as noted. To find final weapon cost, add CF for the chosen modifiers and then multiply the weapon's list cost by (1 + total CF).

**Balanced:** +1 to skill with a *melee* or *thrown weapon*, or a *projectile* – or +1 Acc for a *blowpipe*, *bow*, or *crossbow*. Off-limits for fist loads and sticks. Any allowed weapon: +4 CF.

**Bow-Harp:** A bow that can be used as either a weapon or a harp on any given turn. Used by bards. Adds 1.5 lbs. to bow weight. Any bow (*not* crossbow): +5 CF.

**Climber's:** Blade, prong, and/or handle design lets you climb with the weapon ready. Gives +1 to Climbing skill (a pair still gives just +1). Any hatchet, jutte, pick, sai, sickle, tonfa, or one-handed axe: +4 CF.

**Dwarven:** Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming *unready* after attacking (‡ on ST). Any unbalanced melee weapon: +4 CF.

**Elven:** Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (*not* crossbow): +16 CF.

**Fine\*:** -1 to odds of breakage (*Parrying Heavy Weapons, Exploits*, p. 49) and +1 to cutting and impaling damage for a *melee* or *thrown weapon*, or a *projectile* – or +20% to 1/2D and Max for a *blowpipe*, *bow*, or *crossbow*. Projectiles, and crushing- or impaling-only melee or thrown weapons: +2 CF. Fencing weapons (p. 81), swords (pp. 81-82), blowpipes, bows, and crossbows: +3 CF. Other cutting melee or thrown weapons: +9 CF.

**Meteoric†:** Meteoric iron is immune to magic – Bladeturning, Missile Shield, Steelwraith, and so on won't stop it, and Making and Breaking spells can't destroy it. It can't be magical, compose a power item, or benefit from weapon-enhancing spells or magical repairs. Any metal weapon: +19 CF.

**Orichalcum‡:** Orichalcum weapons *won't* break. Non-orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.

**Ornate:** Jewels, gold, etc. Improves reactions from buyers (and gullible hirelings!). All weapons except projectiles and sticks: +1 to reactions for +1 CF, +2 for +4 CF, or +3 for +9 CF.

**Silver\*‡:** Metal *melee weapons*, *thrown weapons*, or *projectiles* can be made of solid silver pure enough to exploit monster vulnerabilities, but have +2 to odds of breakage: +19 CF. Silver coating for such weapons doesn't worsen breakage, but affects monsters less (x2 injury becomes x1.5, x3 becomes x2, and x4 becomes x3): +2 CF.

**Very Fine\*:** -2 to odds of breakage and +2 to cutting and impaling damage. Fencing weapons and swords only: +19 CF.

\* Fine, very fine, and *solid* silver are mutually exclusive.

† Meteoric, orichalcum, and *solid* silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.

*Example:* A fine, balanced dwarven axe has +9 CF for fine (“other cutting weapons”), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so *this* axe costs \$900. It gets -1 to break, +1 to damage and skill, and Parry 0 instead of 0U.

# INDEX

For specific advantages, disadvantages, and skills, see the subindexes on pp. 122-123.

- Acc (Accuracy) weapon trait, 97.
- Advantages, descriptions, 46-54; *maximum level*, 46; *overlapping racial*, 42; *overview*, 4, 8, 13, 42, 46; *skills and*, 71; *using*, 47.
- Adventure-wear, 112; see also *Armor, Clothing*.
- Ammunition, 104, 105; *reloading*, 97.
- Amulets, 118.
- Arc of vision, 52.
- Armor, 108-110; *customizing*, 109-110; *donning*, 110; *magic*, 117-118; *modifiers*, 110; *removing*, 110.
- Attributes, *average score*, 8; *basic range*, 8; *controlling*, 69; *descriptions*, 8-9; *overview*, 4, 7, 8; *using skills with other*, 71.
- Balanced modifier, 106, 107.
- Barbarian template, 15-16.
- Bard template, 16-19.
- Bard-Song power, 17-19.
- Basic Lift (BL) secondary characteristic, 9-10; *encumbrance and*, 11, 12.
- Basic Move secondary characteristic, 11.
- Basic Speed secondary characteristic, 11.
- Bow-harp modifier, 106.
- Bulk weapon stat, 98.
- Camping gear, 111-113.
- Cat-folk template, 43.
- Character points, *overview*, 4, 47.
- Characters, *cosmetic details*, 8; *cost of living*, 96; *custom professions*, 14; *designating leader*, 13; *example*, 119, 120; *handedness*, 8, 47; *height*, 8, 12; *niche protection*, 14; *starting clothing*, 110; *starting language*, 9; *starting money*, 54, 67, 95, 96; *starting points*, 7; *team creation*, 13; *trait overview*, 7-8; *weight*, 8, 64, 66;
- see also *Advantages, Attributes, Disadvantages, Professional Templates, Racial Templates, Secondary Characteristics, Skills, trait indexes*.
- Chemicals, 114-115.
- Chi Mastery power, 30-31.
- Cleric template, 19-22.
- Climber's modifier, 106.
- Clothing, 110; see also *Armor, Gear*.
- Coinage, 95; \$ and, 95; see also *Money*.
- Combat, *accessories*, 111, 113; *skills*, 73-75, 79-83, 88, 91-94.
- Concoctions, 114-116; *belt*, 112; see also *Potions*.
- Containers, 111.
- Cost factor (CF), 106.
- Cost of living, 96.
- Cost weapon stat, 98.
- Covert ops gear, 113-114.
- Damage (Dmg) secondary characteristic, 9; *table*, 10.
- Damage Resistance (DR), *armor*, 108; *advantages*, 16, 24, 31, 44, 45; *magic*, 118.
- Damage weapon stat, 97.
- Defaults, *skill*, 69, 71.
- Defense Bonus (DB), *magic*, 118; *shields*, 107.
- Dexterity (DX) attribute, 8.
- Dice (d), 4, 5.
- Difficulty, *skill use*, 69.
- Disadvantages, *asterisk marked*, 55; *choosing*, 56; *conflicting*, 32; *dagger marked*, 55; *descriptions*, 56-68; *limit*, 56; *not using*, 58; *overlapping effects*, 65; *overlapping racial*, 42; *overview*, 4, 8, 13, 42, 55; *severe physical*, 55.
- Dodge secondary characteristic, 11.
- Dragonhide modifier, 110.
- Druid template, 22-25.
- Druidic Arts power, 23-24.
- Dungeon fantasy, *overview*, 3-5; *terms*, 4.
- Dwarf template, 43-44.
- Dwarven modifier, 106, 107, 110.
- Elf template, 44.
- Elven modifier, 106, 110.
- Encumbrance, 12; *tables*, 11, 12; *traits affected*, 12.
- Equipment, see *Gear*.
- Esoteric supplies, 114.
- Exorcism, 22.
- Fatigue Points (FP) secondary characteristic, 10.
- Fire modifier, 106, 107, 110.
- Food, 96, 113.
- Gear, *basic equipment for skills*, 110; *basics*, 110-112; *buying*, 95-96; *clothing*, 110; *designating Signature*, 95-96; *magic items*, 116-118; *overview*, 110; *prices*, 95; *selling*, 95-96; *special orders*, 112-114; see also *Ammunition, Armor, Weapons, Shields*.
- Giant-spider silk modifier, 110.
- Glossary, 4.
- Gnome template, 44.
- GURPS**, *overview*, 6.
- Half-elf template, 44.
- Half-ogre template, 44-45.
- Half-orc template, 45.
- Halfling template, 45.
- Hardware, *dungeoneering*, 111.
- Healing, *abilities*, 21, 31, 50, 52; *gear*, 111, 114; *gem*, 118; *potions*, 116, 117; *skills*, 22, 25, 32, 76, 90, 94; *spell list*, 20.
- Health (HT) attribute, 9.
- Hex, *definition*, 4, 6.
- Hit Points (HP) secondary characteristic, 10.
- Holy Might power, 20-22, 26-27.
- Holy warrior template, 25-27.
- Intelligence (IQ) attribute, 8-9.
- Knight template, 27-29.
- Kzaash, Grükuk, 119.
- Languages, 9, 51; *obscure*, 9; *starting*, 9.
- Light sources, 111.
- Magic items, 116-118.
- Martial artist template, 29-34.
- Math, *in the game*, 5-6; *measurement units*, 6; *rounding*, 6.
- Measurements, *game*, 6.
- Medical gear, 111; see also *Healing*.
- Meteoric modifier, 106, 107, 110.
- Mirrored modifier, 107.
- Modifiers, *definition*, 4.
- Money, *coins*, 95; *extra*, 95; *starting*, 54, 67, 95, 96.
- Move, *Air*, 12; *Basic*, 11-12; *encumbrance and*, 11, 12; *Water*, 12.
- Musical instruments, 112.
- Natural preparations, 115.
- Optics, 114.
- Orichalcum modifier, 106, 107, 110.
- Ornate modifier, 106, 107, 110.
- Parry weapon stat, 97.
- Perception (Per) secondary characteristic, 10.
- Poisons, 115-116; *skill*, 85-86.
- Potions, 116-117; *belt*, 112; see also *Concoctions*.
- Power items, 115; *recharging*, 115.
- Prerequisites, *skills*, 4, 69.
- Professional templates, *customizing*, 14; *descriptions*, 15-41; *list*, 13; *overview*, 7, 13; *understanding*, 13-14.
- Projectiles, see *Ammunition*.
- Quick Contest, *definition*, 6.
- Quirks, 14, 68.
- Racial templates, *buying*, 42; *descriptions*, 43-45; *overview*, 42; *understanding*, 42.
- Range weapon stat, 97.
- Reach weapon stat, 97.
- Reaction roll, *definition*, 4.
- Roleplaying, *game contents*, 5; *overview*, 3; *terms*, 4.
- Rounding, 6.
- Rules terms, 4.
- Sapience, 9.
- Scholarly gear, 114.
- Scout template, 34-35.
- Scrolls, 117.
- Secondary characteristics, *descriptions*, 9-12; *overview*, 7, 9.
- Security gear, 113-114.
- Self-control rolls, 55.
- Sentience, 9.
- Shields, 107; *skill*, 88-89.
- Shots weapon stat, 97.
- Silver modifier, 106.
- Size Modifier (SM) secondary characteristic, 12.



Skills, *adding*, 93; *advantages and*, 71; *base*, 70-71; *buying*, 69-70; *chi*, 31-34; *combat*, 73-75, 79-83, 88, 91-94; *controlling attribute*, 69; *dagger marked*, 72; *defaults*, 69, 71; *descriptions*, 72-94; *difficulty*, 69; *druidic*, 24-25; *effective*, 70-71; *holy*, 22, 27; *improving*, 70; *key*, 82; *modifying list*, 93; *other attributes and*, 71; *overview*, 4, 8; *picking*, 72; *prerequisites*, 4, 69; *removing*, 93; *specialties*, 72; *understanding*, 69; *using*, 70-71.

Speaking from Experience, 17, 23, 26, 29, 37, 42, 48, 54, 57, 62, 70, 74, 76, 80, 84, 90, 107, 113, 117.

Specialties, *skill*, 72.

Speed, *see Basic Speed*.

Spellcasting overview, 8; *bardic*, 19; *clerical*, 19-21; *druidic*, 23, 24.

Spiked modifier, 110.

ST (Strength) weapon stat, 98.

Strength (ST) attribute, 8.

Success rolls, *overview*, 4, 5, 70.

Survival gear, 111-113.

Swashbuckler template, 36-37.

Tables, *armor*, 108; *Basic Lift and encumbrance*, 11; *damage*, 10; *encumbrance and move*, 11; *magic weapons and armor*, 117; *melee weapons*, 98; *power items*, 115; *probability of success*, 70; *ranged weapons*, 103; *scroll*, 117; *self-control number*, 55; *shield*, 107; *Size Modifier*, 12; *skill cost*, 70; *Wealth*, 96; *weapon damage types*, 97.

Templates, *see Professional Templates, Racial Templates*.

Thief template, 38-39.

Thieves' modifier, 110.

Tools, 112.

Town, *gear and*, 96.

Traits, *definition*, 4; *see also Advantages, Attributes, Disadvantages, Secondary Characteristics, Skills, trait indexes*.

Turn, *definition*, 4, 6.

Units, *measurement*, 6.

Very fine modifier, 106.

Weapons, 96-106; *choosing*, 96; *designating Signature*, 95-95; *magic*, 117-118; *melee list*, 98-103; *melee skills*, 77, 80-

82, 88-89, 93-94; *modifiers*, 106; *ranged skills*, 73, 80, 83, 84, 91-92; *stat explanation*, 96; *useful at default DX*, 99; *see also Ammunition, Gear, specific skills in Skills Index*.

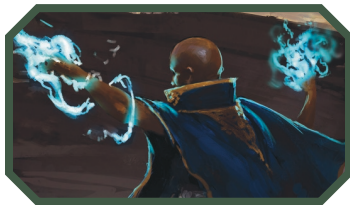
Weight weapon stat, 98.

Will secondary characteristic, 10.

Wizard template, 40-41.

Writing equipment, 112.

Zombani, Francesco, 120.



## Advantages Index

Absolute Direction, 46.

Acute, *Hearing*, 46; *Senses*, 46-47; *Taste and Smell*, 46; *Touch*, 46; *Vision*, 47.

Ambidexterity, 47.

Animal Empathy, 47.

Animal Friend, 47.

Appearance, 47.

Armor Familiarity, 37.

Armor Mastery, 28.

Bardic Talent, 17.

Beast Flight, 24.

Born Entertainer, 47.

Born War-Leader, 47.

Catfall, 39, 43.

Charisma, 48.

Chi Talent, 30.

Clerical Investment, 22.

Combat Reflexes, 48.

Contingency Casting, 20.

Control Animal, 24.

Cultural Adaptability, 48.

Danger Sense, 48.

Daredevil, 37.

Detect, *Evil*, 20; *Good*, 26.

Discriminatory Smell, 16.

Divine, *Guidance*, 20; *Omens*, 20.

Double-Jointed, 49.

Dragon Skin, 31.

Dwarven Gear, 43.

Eidetic Memory, 48.

Elven Gear, 44.

Empathy, 48; *Animal*, 47; *Plant*, 24; *Spirit*, 53.

Energy Reserve, 48-49.

Enhanced Block, Dodge, or Parry, 49.

Enhanced Time Sense, 37.

Every One's a Critical, 37.

Expert Backstabbing, 39.

Extra Attack, 49.

Extraordinary Luck, 51.

Faith Healing, 21.

Fearlessness, 49.

Fit, 49.

Flexibility, 49.

Forest Guardian, 44.

Gizmos, 39, 41.

Great Void, 37.

Green Thumb, 50.

Halfling Marksmanship, 45.

Hard to Kill, 50.

Hard to Subdue, 50.

Healer, 50.

Heroic, *Feats*, 26; *Grace*, 26; *Might*, 26; *Vitality*, 26.

Heroic Archer, 35.

High Manual Dexterity, 39.

High Pain Threshold, 50.

Higher Purpose, 27.

Holiness, 26.

Honest Face, 50.

Improved Magic Resistance, 41.

Intuition, 50.

Language Talent, 51.

Languages, 9, 51; *obscure*, 9; *starting*, 9.

Lifting ST, 16, 43.

Luck, 51.

Magery, 41, 44.

Magic Resistance, 51; *Improved*, 41.

Mantis Strike, 31.

Mind Shield, 51.

Multi-Aim, 35.

Nature's Shield, 24.

Night Vision, 51.

Outdoorsman, 51.

Penetrating Voice, 52.

Perfect Balance, 52.

Peripheral Vision, 52.

Photographic Memory, 48.

Pickaxe Pendant, 44.

Plant Empathy, 24.

Power Investiture, 20, 23.

Rallying Cry, 28.

Rapid Healing, 52.

Rapier Wit, 37.

Recovery, 52.

Regeneration, 31.

Resist Evil, 27.

Resistant, *to Disease*, 52; *to Poison*, 52.

Rest in Pieces, 27.

Ridiculous Luck, 51.

Sacrificial, *Block*, 28; *Parry*, 29.

Sensitive Touch, 39.

Serendipity, 52-53.

Seven Secret Kicks, 31.

Sharp Claws, 43.

Sharp Teeth, 43.

Shield Mastery, 29.

Shield-Wall Training, 29.

Signature Gear, 53, 95-96.

Silence, 35, 39, 45.

Song, *of Command*, 18; *of Echoes*, 18; *of Humiliation*, 18; *of Sending*, 18; *of Terror*, 18; *of the Wild*, 18.

Speak, *with Animals*, 24; *with Plants*, 24.

Spider Climb, 31.

Spirit Empathy, 53.

Springing Attack, 37.

Striking ST, 53.

Strongbow, 35.

Telescopic Vision, 35.

Temperature Tolerance, 16, 43.

Tiger Sprint, 31.

Tough Skin, 16, 44, 45.

Trademark Move, 53.

Trained by a Master, 31.

Turning, 21.

Unarmed Master, 31.

Unfazeable, 53.

Uninterrupted Flurry, 31.

Very Fit, 49.

Very Rapid Healing, 52.

Voice, 54.

Wealth, 54, 96.

Weapon Bond, 54.

Weapon Master, 54.

Widget-Worker, 44.

Wild Magic, 41.

Wild Talent, 54.



## Disadvantages Index

Absent-Mindedness, 56.

Appearance, 56.

Bad Temper, 57.

Berserk, 57.

Blindness, 57.

Bloodlust, 57.

Bully, 57.

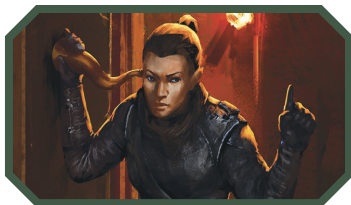
Callous, 57.

Charitable, 58.

Chummy, 58.

Clueless, 58.

Code of Honor, 58.  
 Combat Paralysis, 58-59.  
 Compulsive Behavior, 59;  
   *Gambling*, 59; *Generosity*,  
   59; *Lying*, 59; *Spending*, 59;  
   *Vowing*, 59.  
 Cowardice, 59.  
 Curious, 59.  
 Disciplines of Faith, 59.  
 Easy to Read, 60.  
 Fanaticism, 60.  
 Fat, 64.  
 Frightens Animals, 60.  
 Gluttony, 60.  
 Greed, 60.  
 Gregarious, 58.  
 Gullibility, 61.  
 Ham-Fisted, 61.  
 Hard of Hearing, 61.  
 Honesty, 61.  
 Illiteracy, 9, 61.  
 Impulsiveness, 61.  
 Intolerance, 61.  
 Jealousy, 61.  
 Kleptomania, 62.  
 Klutz, 62.  
 Lame, 62.  
 Laziness, 62.  
 Lecherousness, 62.  
 Loner, 63.  
 Low Pain Threshold, 63.  
 Miserliness, 63.  
 Nervous Stomach, 63.  
 No Sense of Humor, 63.  
 Oblivious, 63.  
 Obsession, 63.  
 Odious Personal Habit, 63.  
 One, *Arm*, 63; *Eye*, 63-64; *Hand*,  
   64.  
 Overconfidence, 64.  
 Overweight, 64.  
 Paranoia, 64.  
 Phobia, 64.  
 Post-Combat Shakes, 65.  
 Pyromania, 65.  
 Quirks, 68.  
 Selfless, 65.  
 Sense of Duty, 65-66.  
 Short Attention Span, 66.  
 Skinny, 66.  
 Social Stigma, 66.  
 Stubbornness, 66.  
 Total Klutz, 62.  
 Trickster, 66-67.  
 Truthfulness, 67.  
 Unfit, 67.  
 Unnatural Features, 67.  
 Very Unfit, 67.  
 Vow, 67.  
 Wealth, 67, 96.  
 Weirdness Magnet, 67.  
 Wounded, 67.  
 Xenophilia, 68.



## Skills Index

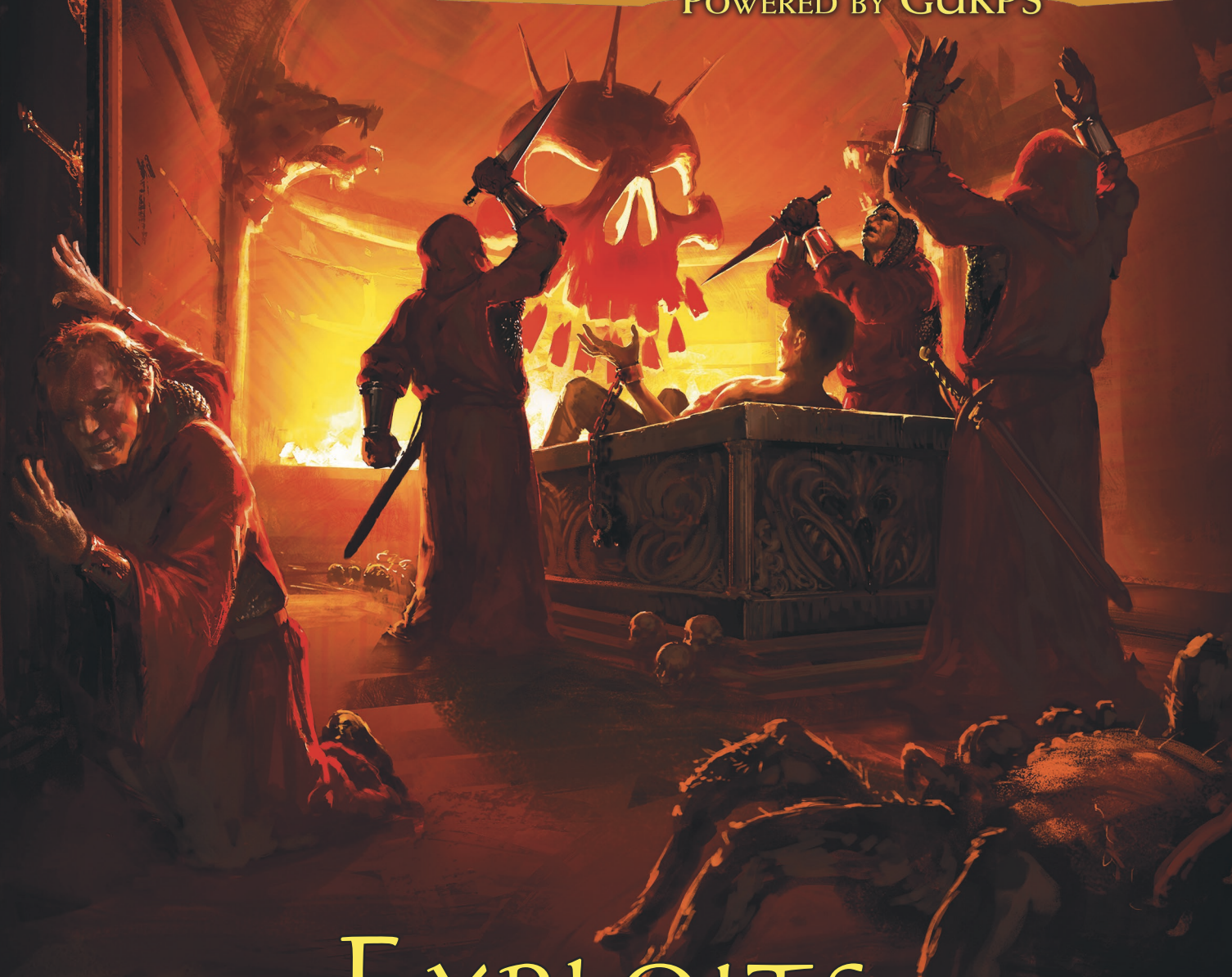
Acrobatics, 72.  
 Acting, 72.  
 Alchemy, 72.  
 Animal Handling, 72-73.  
 Armory, 73.  
 Autohypnosis, 31-32.  
 Axe/Mace, 81; *examples*, 98; *see*  
   also *Two-Handed Axe/Mace*.  
 Blind Fighting, 32.  
 Blowpipe, 83, 97; *ammunition*,  
   104; *examples*, 103.  
 Boating, 73.  
 Body Control, 32.  
 Body Sense, 73.  
 Bolas, 73; *examples*, 103.  
 Bow, 83, 97; *ammunition*, 104,  
   105; *examples*, 104.  
 Boxing, 93; *weapon examples*,  
   99.  
 Brawling, 93-94; *weapon*  
   *examples*, 99.  
 Breaking Blow, 32.  
 Breath Control, 32.  
 Broadsword, 81; *examples*, 99.  
 Camouflage, 73.  
 Carousing, 73-74.  
 Cartography, 74.  
 Climbing, 74.  
 Cloak, 74; *examples*, 107.  
 Combat skills, 73-75, 79-83, 88,  
   91-94.  
 Connoisseur, 74.  
 Counterfeiting, 74.  
 Crossbow, 83, 97; *ammunition*,  
   104, 105; *examples*, 104.  
 Current Affairs, 74.  
 Dancing, 75.  
 Detect Lies, 75.  
 Diagnosis, 75.  
 Diplomacy, 75.  
 Disguise, 75; *Animals*, 75.  
 Escape, 75-76.  
 Esoteric Medicine, 22, 25, 32.  
 Exorcism, 22.  
 Fast-Draw, 76.  
 Fast-Talk, 76.  
 Filch, 76.  
 First Aid, 76.  
 Fishing, 76.  
 Flail, 81; *examples*, 99; *see also*  
   *Two-Handed Flail*.  
 Forced Entry, 77.  
 Forgery, 77.

Gambling, 77.  
 Garrote, 77; *examples*, 99.  
 Gesture, 77.  
 Hazardous Materials, 77.  
 Heraldry, 77-78.  
 Herb Lore, 25.  
 Hidden Lore, 78.  
 Hiking, 78.  
 Holdout, 78-79.  
 Immovable Stance, 32.  
 Innate Attack, 79.  
 Interrogation, 79.  
 Intimidation, 79.  
 Jitte/Sai, 81; *examples*, 99.  
 Judo, 92.  
 Jumping, 79.  
 Karate, 94; *weapon examples*,  
   99.  
 Kiai, 32.  
 Knife, 81; *examples*, 100.  
 Knot-Tying, 79-80.  
 Kusari, 82; *examples*, 100.  
 Lasso, 80; *examples*, 104.  
 Leadership, 80.  
 Lifting, 80.  
 Light Walk, 33.  
 Lip Reading, 80.  
 Lockpicking, 80.  
 Mace, *see* *Axe/Mace*;  
   *Two-Handed Axe/Mace*.  
 Main-Gauche, 81; *examples*,  
   100.  
 Meditation, 80.  
 Melee weapon skills, 80-82.  
 Mental Strength, 33.  
 Merchant, 82-83.  
 Mimicry, 83.  
 Mind Block, 33.  
 Missile weapon skills, 83, 97.  
 Musical Composition, 83.  
 Musical Instrument, 83.  
 Naturalist, 83-84.  
 Navigation, 84.  
 Net, 84; *examples*, 104.  
 Observation, 84.  
 Occultism, 84.  
 Panhandling, 84.  
 Parry Missile Weapons, 33.  
 Performance, 84-85.  
 Pharmacy, 85.  
 Physiology, 85.  
 Pickpocket, 85.  
 Poetry, 85.  
 Poisons, 85-86; *examples*,  
   115-116.  
 Polearm, 81; *examples*, 101.  
 Power Blow, 33.  
 Pressure Points, 33.  
 Propaganda, 86.  
 Prospecting, 86.  
 Psychology, 86.  
 Public Speaking, 86.  
 Push, 33.  
 Rapier, 81; *examples*, 101.  
 Religious Ritual, 86.  
 Research, 86-87.  
 Riding, 87.  
 Running, 87.  
 Saber, 81; *examples*, 101.  
 Sai, *see* *Jitte/Sai*.  
 Savoir-Faire, 87.  
 Scrounging, 88.  
 Seamanship, 88.  
 Search, 88.  
 Sex Appeal, 88.  
 Shadowing, 88.  
 Shield, 88-89; *examples*, 101,  
   107.  
 Shortsword, 81; *examples*, 101.  
 Singing, 89.  
 Skiing, 89.  
 Sleight of Hand, 89.  
 Sling, 83; *ammunition*, 104;  
   *examples*, 104.  
 Smallsword, 81; *examples*, 102.  
 Smuggling, 89.  
 Spear, 81; *examples*, 102.  
 Spear Thrower, 83; *examples*,  
   104.  
 Speed-Reading, 89.  
 Staff, 81; *examples*, 102.  
 Stealth, 89-90.  
 Strategy, 90.  
 Streetwise, 90.  
 Sumo Wrestling, 92-93.  
 Surgery, 90.  
 Survival, 90.  
 Swimming, 90.  
 Sword skills, 81-82; *examples*,  
   99-103.  
 Tactics, 91.  
 Teaching, 91.  
 Thaumatology, 91.  
 Theology, 91.  
 Throwing, 91.  
 Throwing Art, 34.  
 Thrown Weapon, 91-92;  
   *examples*, 105.  
 Tonfa, 81; *examples*, 102.  
 Tracking, 92.  
 Traps, 92.  
 Two-Handed Axe/Mace, 81;  
   *examples*, 102.  
 Two-Handed Flail, 81 *examples*,  
   102.  
 Two-Handed Sword, 82;  
   *examples*, 103.  
 Unarmed, *grappling skills*, 92;  
   *striking skills*, 93.  
 Urban Survival, 94.  
 Ventriiloquism, 94.  
 Veterinary, 94.  
 Weather Sense, 94.  
 Whip, 82; *examples*, 103.  
 Wrestling, 93.  
 Writing, 94.



# DUNGEON FANTASY™

POWERED BY GURPS®



## EXPLOITS

STEVE JACKSON GAMES



# DUNGEON FANTASY™

POWERED BY GURPS®

## EXPLOITS



Written by SEAN PUNCH • Cover Art by BRANDON MOORE

Interior Illustrations by BRANDON MOORE and BEN MUND • Diagrams by JUSTIN DE WITT

Based on the *GURPS Basic Set*, by Steve Jackson, Sean Punch, and David Pulver

Additional Material by JASON "PK" LEVINE and MATT RIGGSBY • Additional Illustrations by DAN WILLEMS

*Reviewer:* Jason "PK" Levine

*Dungeon Fantasy*, *GURPS*, *Pyramid*, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license.

*Dungeon Fantasy Exploits* is copyright © 2017 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

STEVE JACKSON GAMES





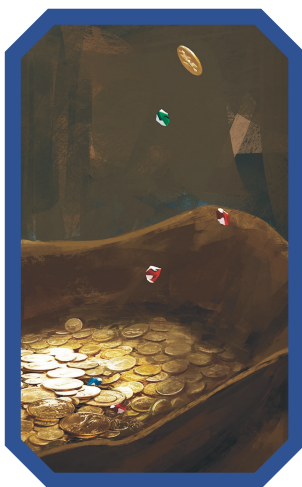
# CONTENTS

<b>INTRODUCTION</b> . . . . .	<b>4</b>
More Is Better! . . . . .	4
<b>1. ROLLING THE DICE</b> . . . . .	<b>5</b>
<i>Who Rolls?</i> . . . . .	5
<b>SUCCESS ROLLS</b> . . . . .	<b>5</b>
Modifiers . . . . .	5
No "I" in "Teamwork" (No Profit Without It) . . . . .	6
Complementary Skill Rolls . . . . .	6
Base Skill vs. Effective Skill . . . . .	7
Degree of Success or Failure . . . . .	7
Repeated Attempts . . . . .	7
<b>CONTESTS</b> . . . . .	<b>8</b>
Quick Contests . . . . .	8
Resistance Rolls . . . . .	8
Regular Contests . . . . .	8
<b>SENSE ROLLS</b> . . . . .	<b>9</b>
Vision . . . . .	9
Hearing . . . . .	9
Other Senses . . . . .	9
<b>INFLUENCE ROLLS</b> . . . . .	<b>10</b>
Interrogations . . . . .	10
<b>FRIGHT CHECKS</b> . . . . .	<b>10</b>
<b>REACTION ROLLS</b> . . . . .	<b>11</b>
Reaction Modifiers . . . . .	11
Monster Reactions . . . . .	11
<i>Rolling, Rolling, Rolling</i> . . . . .	12
Influence Skills . . . . .	12
Reaction Table . . . . .	12
<b>2. DUNGEON DELVING</b> . . . . .	<b>13</b>
<b>IN TOWN</b> . . . . .	<b>13</b>
Getting Ready to Go . . . . .	13
<i>Scum and Villainy</i> . . . . .	14
<i>Tavern Tales and Moldy Books</i> . . . . .	15
Coming Back Rich . . . . .	15
<b>THERE AND BACK AGAIN</b> . . . . .	<b>17</b>
<b>IN THE DUNGEON</b> . . . . .	<b>18</b>
Exploration . . . . .	18
<i>Extra Effort</i> . . . . .	20
Physical Feats . . . . .	20
<i>Holding Your Breath</i> . . . . .	21
<i>Bridging Hazards</i> . . . . .	22
<i>Running Away!</i> . . . . .	22
Traps and Hazards . . . . .	23
<i>Picking Locks</i> . . . . .	23
Looting . . . . .	24
<b>3. FIGHTING</b> . . . . .	<b>26</b>
<b>CALM BEFORE THE STORM</b> . . . . .	<b>26</b>
<i>Sleeping in Armor</i> . . . . .	26



<i>Mental Stun</i> . . . . .	27
<b>COMBAT MAPS</b> . . . . .	<b>27</b>
Hexes . . . . .	27
Figures . . . . .	28
<b>COMBAT TURN SEQUENCE</b> . . . . .	<b>28</b>
<b>MANEUVERS</b> . . . . .	<b>28</b>
Do Nothing . . . . .	29
Move . . . . .	29
Change Posture . . . . .	29
<i>Free Actions</i> . . . . .	29
<i>Crouching</i> . . . . .	29
Aim . . . . .	29
Attack . . . . .	30
Feint . . . . .	30
All-Out Attack . . . . .	30
Move and Attack . . . . .	30
All-Out Defense . . . . .	31
Concentrate . . . . .	31
Ready . . . . .	32
<i>Long Actions</i> . . . . .	32
Wait . . . . .	32
<b>MOVEMENT</b> . . . . .	<b>33</b>
Step . . . . .	33
Movement Points vs. Movement Speed . . . . .	33
<i>Zoom!</i> . . . . .	33
Movement and Facing . . . . .	34
Moving Through Other Characters . . . . .	34
<i>Movement Point Costs</i> . . . . .	35
<b>ATTACKING</b> . . . . .	<b>35</b>
Attack Rolls . . . . .	36
<i>Using Both Hands</i> . . . . .	36
<i>Using the Off Hand</i> . . . . .	36
<i>Dual-Weapon Attacks</i> . . . . .	36
<i>Improvised Weapons</i> . . . . .	37
Melee Attacks . . . . .	37
Unarmed Combat . . . . .	38
<i>Special Melee Weapons</i> . . . . .	39
<i>Hurting Yourself</i> . . . . .	40
Ranged Attacks . . . . .	41
<i>Opportunity Fire</i> . . . . .	43
Area and Spreading Attacks . . . . .	45
<i>Attacking an Area</i> . . . . .	45
Scatter . . . . .	45
<b>DEFENDING</b> . . . . .	<b>46</b>
Defense Rolls . . . . .	46
<i>Defending Your Weapon</i> . . . . .	47
Dodging . . . . .	47
Blocking . . . . .	48
<i>Beyond the Block</i> . . . . .	48
Parrying . . . . .	48
Active Defense Options . . . . .	49

<i>Critical Hits and Misses</i> . . . . .	50	Antiques and Objets d'Art . . . . .	74
<b>CLOSE COMBAT</b> . . . . .	51	<i>Selling the Unique</i> . . . . .	75
Entering a Foe's Hex . . . . .	51	<b>HEY, WE CAN USE THIS!</b> . . . . .	75
Leaving a Foe's Hex . . . . .	51	Writings . . . . .	75
Weapons for Close Combat . . . . .	51	<b>MAGIC ITEMS</b> . . . . .	76
Shields in Close Combat . . . . .	51	Potions . . . . .	76
Readying in Close Combat . . . . .	51	Scrolls . . . . .	76
Defense in Close Combat . . . . .	51	<i>Supernatural Origins</i> . . . . .	77
Multiple Close Combat . . . . .	51	Enchanted Items . . . . .	77
Striking into Close Combat . . . . .	51	<i>Limited-Use Items</i> . . . . .	78
<b>DAMAGE AND INJURY</b> . . . . .	52	<b>UNIQUE ITEMS</b> . . . . .	79
Damage Roll . . . . .	52	<b>6. GAME MASTERING</b> . . . . .	<b>80</b>
Damage Resistance and Penetration . . . . .	52	<b>MASTERING DUNGEONS</b> . . . . .	80
Damage Type and Injury . . . . .	53	Dungeon Design . . . . .	80
<i>Knockback</i> . . . . .	53	<i>Advance Preparation</i> . . . . .	81
Hit Location and Injury . . . . .	53	<i>Beyond the Dungeon</i> . . . . .	84
Effects of Injury . . . . .	54	Perilous Encounters . . . . .	85
<i>Unliving, Homogeneous, and Diffuse Targets</i> . . . . .	55	<i>"And Stay Down!"</i> . . . . .	86
Special Damage . . . . .	56	<b>RUNNING THE GAME</b> . . . . .	86
<b>NONCOMBAT SKILLS IN BATTLE</b> . . . . .	57	Pacing . . . . .	86
<b>4. BAD THINGS</b> . . . . .	<b>59</b>	<i>Game Time</i> . . . . .	88
<i>Temporary Attribute Penalties</i> . . . . .	59	Making Everybody Useful . . . . .	88
<b>INJURY</b> . . . . .	59	Keeping the Heroes Alive . . . . .	89
Effects of Accumulated Injury . . . . .	59	<i>Playing the NPCs</i> . . . . .	90
<i>Stun</i> . . . . .	60	<i>Hirelings</i> . . . . .	90
Shock . . . . .	60	Settling Rules Questions . . . . .	91
Major Wounds . . . . .	60	Dealing with the Players . . . . .	91
Knockdown . . . . .	60	<b>CHARACTER ADVANCEMENT</b> . . . . .	91
Crippling . . . . .	61	Awarding Bonus Character Points . . . . .	92
Recovery . . . . .	62	Spending Bonus Character Points . . . . .	92
<i>Effects of Healing</i> . . . . .	62	<i>Optional Rule: Training Expenses</i> . . . . .	93
<i>Medic!</i> . . . . .	63	Traits Gained in Play . . . . .	94
<b>FATIGUE</b> . . . . .	63	<b>TABLES</b> . . . . .	<b>95</b>
Effects of Accumulated Fatigue . . . . .	63	<b>MELEE ATTACK MODIFIERS</b> . . . . .	95
Fatigue Costs . . . . .	64	<b>RANGED ATTACK MODIFIERS</b> . . . . .	96
Recovering from Fatigue . . . . .	64	<b>ACTIVE DEFENSE MODIFIERS</b> . . . . .	96
<b>OTHER PAIN AND SUFFERING</b> . . . . .	65	<b>SIZE AND SPEED/RANGE TABLE</b> . . . . .	97
Acid . . . . .	65	<b>MANEUVERS TABLE</b> . . . . .	98
Afflictions . . . . .	65	<b>POSTURES TABLE</b> . . . . .	99
Disease . . . . .	66	<b>HIT LOCATION TABLE</b> . . . . .	99
Falling . . . . .	67	<b>CRITICAL HITS</b> . . . . .	100
Flame . . . . .	68	Critical Hit Table . . . . .	100
Poison . . . . .	69	Critical Head Blow Table . . . . .	100
Suffocation . . . . .	70	<b>CRITICAL MISSES</b> . . . . .	101
Temperature . . . . .	70	Critical Miss Table . . . . .	101
Traps . . . . .	70	Unarmed Critical Miss Table . . . . .	101
<b>5. TREASURE!</b> . . . . .	<b>72</b>	<b>OBJECT HIT POINTS TABLE</b> . . . . .	102
<i>How Much?</i> . . . . .	72	<b>APPENDIX: EXAMPLE OF PLAY</b> . . . . .	<b>103</b>
<b>ALL THAT GLITTERS</b> . . . . .	73	<b>INDEX</b> . . . . .	<b>105</b>
Precious Metals . . . . .	73	<b>RECORD SHEETS</b> . . . . .	<b>109</b>
Gems . . . . .	74		
Jewelry . . . . .	74		
<b>IT'S POPULAR IN TOWN</b> . . . . .	74		
Luxury Items . . . . .	74		





# INTRODUCTION

This book covers everything you need to know about using and abusing adventurers' abilities before, during, and after dungeon raids. It ranges from the basics – rolling dice and understanding the results – to blow-by-blow rules for everybody's favorite activity, *combat*. It also covers all manner of other exploits: kicking in doors, dealing with traps and poisons, visiting town to sell loot and buy gear . . . If you can imagine brave (or just greedy!) heroes doing something in a world of monsters and magic, chances are it's here.

The GM is advised to peruse *Exploits* while the players are poring over *Adventurers* and *Spells* to select abilities and gear. This is *the* guidebook to setting up and handling common situations in *Dungeon Fantasy*. After reading it, *Monsters* and the *Dungeon* will make *far* more sense!

Players are counseled to glance through *Exploits* to discover what their alter-egos can do – or at least to keep the GM honest! It answers a burning question: “How do I get rich without getting dead?” It's *packed* with advice on surviving a dungeon (and pocketing a few extra coins). In fact, it's *so* packed that new gamers might want to wait until later to read it all. Experienced players will use it alongside *Adventurers* to help them optimize abilities and gear.

Player or GM, you're going to find yourself regularly coming back to this book. The table of contents at the front and index at the back will help you find things, and we've given many rules memorable (dare we say “clever”?) names so they'll stick in your mind. And because delvers have dozens of abilities and face *hundreds* of challenges, we've put the names of key concepts and traits (skills, advantages, etc.) in **boldface** to clarify what does what.

Game on!

## MORE IS BETTER!

There's *a lot* of stuff packed into *Exploits* and even more in the rest of the *Dungeon Fantasy* box. Yet it's the nature of delvers to want *more*, always more. Fortunately, you can get that without fighting monsters or facing traps, though it will cost you some gold.

The obvious place to begin is with the lengthy *GURPS Dungeon Fantasy* series for *GURPS*, the *Generic Universal RolePlaying System*. Its

volumes add more professions (like the artificer, ninja, and shaman), gear, and monsters, and tackle complicated rules concepts (e.g., summoning monsters, even shapeshifting into them), all of which is *mostly* compatible with this set. These supplements refer to one another and to the *GURPS Basic Set* (the core of *GURPS*). Ignoring the references won't break your game, but we'd be thrilled if you decided to explore further!

Next, there's *GURPS Magic*. This adds tons more spells, including some that might seem strange in *Dungeon Fantasy*. Although *Spells* was adapted from that book, many details were tweaked in the process. Still, the careful GM will find it a valuable addition to the game.

Then there's *everything else* for *GURPS*. If you want more details on fighting or custom-built powers, or feel like adding horror or sci-fi elements, there's a supplement for it. Unlike *Dungeon Fantasy*, though, these releases aren't standalone games – you'll need the *GURPS Basic Set* to make full use of them.

Finally, if what you seek is less in the vein of rules and more along the lines of extra resources for gaming out battles, you'll find the blank hex maps in *Floor Plan 2 – The Great Salt Flats* and the additional figures of the *Cardboard Heroes* series useful.



*Sure, adventures have traps an' bad juju. So what? You get to hike an' whack monsters an' break stuff. You find shiny loots, too. Fun times!*

*– Argua the Barbarian*

## CHAPTER ONE

# ROLLING THE DICE

Practically everything an adventurer, a monster, or the cruel world does depends on dice rolls. Randomness is part of the fun! Without it, highly competent heroes would face no real danger, “insurmountable” obstacles would

never be overcome, and every expedition would have a predictable outcome. There would be no risk, no rewards – and no adventure.

The devil (and often The Devil) is in the details.

## WHO ROLLS?

The rules describe several types of dice rolls: success rolls (below), reaction rolls (pp. 11-12), and damage rolls (p. 52). But who throws the dice?

### Player Rolls

Players normally roll success and damage rolls for their characters’ conscious actions: using abilities, defending against attacks, wounding foes, etc. If a curse, poison, spell, or trap permits a resistance roll, that’s theirs as well (regardless of whether the potential victim is conscious). This also goes for the player characters’ (PCs’) gear, such as when checking whether a magic item works or a sword breaks.

Players always roll in front of everyone – *especially* the GM.

### GM Rolls

The GM rolls dice for the rest of the world: townsfolk, monsters, traps, random loot and encounters . . . *everything!* This includes *all* reaction rolls.

Anything obvious is best rolled in front of everyone. But when the GM rolls for something the PCs have no

way of detecting – such as a monster’s secret power or a random event – that’s done *out of the players’ sight*.

There are also cases where the GM rolls in secret for PCs:

- When the **character** wouldn’t know an action’s outcome for sure. The player declares the action and the GM rolls secretly. This is always true of rolls to gain information via skills like Search, advantages like Intuition, and divinatory spells. On a success, the GM provides useful details; on a failure, no information or a lie. Rolls to use poorly understood artifacts, pull random levers, etc. also work this way, with the GM describing only what’s obvious to the characters.

- When the **player** shouldn’t know what’s going on. This is true of all passive rolls to spot something interesting: ambushers, loot or clues no one was looking for, etc. This includes most Sense rolls (p. 9) and Danger Sense rolls. The GM rolls secretly for each adventurer who might notice, revealing details if anyone succeeds . . . otherwise, too bad! This also applies whenever PCs resist dangers they haven’t detected (e.g., invisible, odorless gas or a cursed item) – because if the GM says “Roll dice,” the players will *know* something is up!

## SUCCESS ROLLS

When a character attempts to perform an action (e.g., use a skill), roll three six-sided dice to determine the outcome. This is a **success roll**. The task in question *succeeds* if the total rolled on the dice is *less than or equal to* the number that governs the action – most often a skill or an attribute. Otherwise, it *fails*.

*Example:* If you attempt to pick a lock and your Lockpicking skill is 9, you must roll 9 or less on 3d to succeed. On a roll of 10 or more, you fail.

*Exception:* Regardless of the score you’re rolling against, a roll of 3 or 4 is always a success (yes, 4 succeeds even if your target is 3!), while a roll of 17 or 18 is always a failure (even if your target is 17 or higher).

## MODIFIERS

Many rules specify bonuses and penalties to success rolls, like “+10” or “-5.” These **modifiers** affect the *number you’re rolling against* – not the total you roll on the dice.

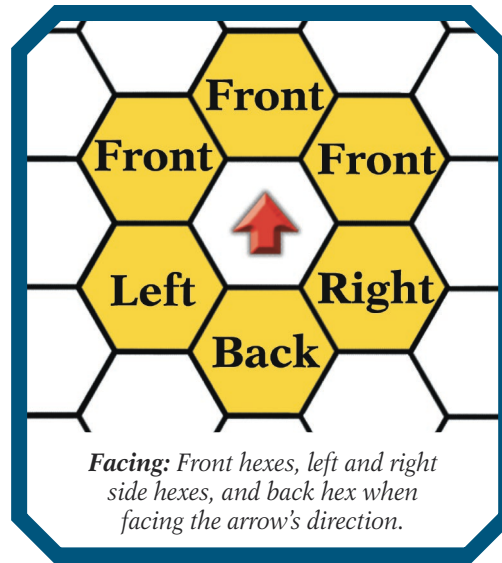


## FIGURES

You need a marker or miniature figure to represent each combatant. Any counter will do, as long as it has a “front” to indicate facing (below) and some way to show when the fighter it represents is lying down. *Dungeon Fantasy* includes cardboard figures scaled to the maps in the box.

### Placing Figures

Before combat, the players and GM should discuss *Calm Before the Storm* (pp. 26-27) and place figures on the combat map for everyone involved. Typically, each side can position figures in a specific collection of hexes set by the encounter, and nobody can start behind enemy lines except in an ambush! The GM determines what hexes each side starts in and the distance between those areas.



Gigantic monsters might fill several hexes (see *Monsters*), but each human-sized or smaller fighter must occupy one specific hex. It cannot sit between hexes unless it's crawling or lying down – in that case, a human-sized fighter occupies *two* hexes. Multiple figures can share a hex, but this puts them in close combat (p. 51), limiting their options.

### Facing

You must always face toward one of the six hexes adjacent to your hex. Your **facing** defines your front, right, left, and back hexes (see illustration). If you're right-handed, the right side is the “weapon side” and the left side is the “shield side.” If you're left-handed, these are reversed. Only movement, attack, and defense into your front hexes is unpenalized.

# COMBAT TURN SEQUENCE

Combat takes place on a second-by-second basis. Any participant who isn't totally incapacitated gets one opportunity to act per second, referred to as that fighter's **turn**. After everyone has taken a turn, one second has passed and another second begins.

Turns occur in an order called the **turn sequence**. *This is set at the start of the fight and doesn't change.* The combatant with the highest **Basic Speed** takes a turn first, then the one with the next-highest score, and so on, in descending order.

If multiple NPCs on the same side have the same Basic Speed, the GM decides which of them goes first. If PCs are involved, ties go to the highest **DX**. If there's *still* a tie, roll

randomly at the start of the combat to determine who acts first and use that order for the entire combat.

To keep track of all this, the GM should make a list of the combatants in the order in which they'll take their turns.

### “Your Turn”

Each participant's turn starts when that fighter chooses a maneuver (see below) and ends when that maneuver's movement and dice rolls are resolved. The *effects* of the maneuver – e.g., sacrificing defenses – endure until that fighter chooses a new maneuver. This time period is fixed at one second. Effects such as spells, smoke nageppu, and alchemist's fire mark one second of duration on each later turn of the person who activated them.

# MANEUVERS

A **maneuver** is an action you can take on your turn. Each turn, you must choose *one* maneuver. Your choice determines *what you can do* that turn.

### Active Defense and Maneuvers

The maneuver you choose affects your ability to defend against attacks (*Defending*, pp. 46-50). Your most recent maneuver is considered to be in effect until you select another maneuver, on your *next* turn. It influences the defenses you can use if you're attacked in the meantime.

*Example:* All-Out Attack (p. 30) allows no defense! Choosing that maneuver leaves you defenseless against all attacks that occur between when you pick it and your *next* turn, when – if you survive – you may select a new maneuver.

If you're attacked before you've chosen a maneuver, you're usually considered to be taking a Do Nothing maneuver (*What Were You Doing?*, p. 26), allowing you to defend normally unless surprised (pp. 26-27).

## APPENDIX

# EXAMPLE OF PLAY

Four friends are about to begin a session of an ongoing *Dungeon Fantasy* campaign. One is the **GM**; the others are playing **Puddin' Noddington** (a gnome thief), **Uncle Seamus** (a human wizard), and **Sir Yvor Gryffyn** (a human knight). For simplicity, this example refers to everyone by character name. Quoted text means the player is speaking in character; parentheses indicate descriptions and asides.

**GM:** Thanks for coming, everyone. Last session ended with your party arriving at the catacombs' locked entrance and destroying the skeletons guarding it. What do you do?

**Yvor:** "Is the door safe, thief?"

**Puddin':** I look up from the patch of moss where I *just* managed to get comfy, "I am not a thief. I am a master locksmith. Besides, it might have magical traps."

**Yvor:** You really think so?

**Puddin':** Well, to be honest, I'm mainly roleplaying my **Laziness**, but better safe than sorry.

**Seamus:** "I can check for that. Stand back." I cast **Detect Magic** on the door. I have it at skill 16, so it only costs me 1 FP.

**GM:** That's a roll to gain information, so I make it. (Rolls a 12, for success by 4.) Fortunately, this door seems to be nonmagical.

**Seamus:** "It's clear. Now, please do your job."

**Puddin':** "Fine, fine." I sigh dramatically, get up, and check it for traps.

**GM:** What's your Per-based **Traps** skill? I roll that one secretly.

**Puddin':** My **Traps** is 16, but my Per is one higher than my IQ, so 17.

**GM:** (Rolls an 8. The trap required a Per-based **Traps** roll at -5, so this is success by 4.) You spot the poisoned needle in the keyhole, but it's recessed. Roll against DX-based **Traps** to disarm it, at -8!

**Puddin':** My DX is two above my IQ, and I get to add my **High Manual Dexterity 2** to that, right? So that's 20, minus 8 is 12. (Rolls a 12.) Whew, just barely! What's the **Lockpicking** penalty?

**GM:** Roll at -5, which I think puts you at a 15.

**Puddin':** Yep. (Rolls an 11.) Success by 4. "They didn't want us coming in, but I think the skeletons and this trapped lock are our only obstacles." I push it open.

**GM:** The door creaks open and the scent of dust and decay wafts out. The entranceway is ringed with intricate carvings. Seamus, you can read **Ancient**, right? The carvings identify this place as the tomb of Saboucar the Mad, She Who Killed the Sky, and warns you to leave.

**Yvor:** "That's bad news, but good for us. We're in the right place."

**Seamus:** "Right. Now we just need to learn whether Saboucar is back or someone else is drawing on the deathly power of this place."

**GM:** The corridor ahead is completely unlit, with enough room for two abreast. Remind me of your marching order?

**Yvor:** Puddin' and her pistol crossbows are just in front of Uncle Seamus and me, side-by-side. I've got my sword and shield out.

**Seamus:** And I'm using **Cartography** to map. I can maintain the **Light** spell for free, and we're walking at half speed, so I'll alternate between mapping and moving the light with us.

**GM:** You know that the light makes stealth impossible, right?

**Yvor:** Yeah, but we're blind without it.



*Unknown to the delvers, the tomb's unsealing has awoken a leather-clad vampire, who is currently sneaking out of the tomb. He automatically sees the party's light. They cannot see him in the unlit tunnel, but they may be able to hear him. The GM secretly rolls a Quick Contest of the vampire's **Stealth** (which succeeds by 4) against both Puddin's **Per** (which succeeds by 4) and Yvor's **Per** (which fails by 2). Seamus is busy mapping and does not get a roll. In stealth, ties go to the person being snuck up on, so Puddin' hears the vampire, though the GM rules that she didn't hear him until he was just four yards away.*

**GM:** Puddin', you just barely hear movement from ahead. You don't know what or exactly where.

**Puddin':** I stop and raise my left hand as a signal to halt.

**Yvor:** I step forward so she's just behind me.

**Seamus:** I set down my mapping kit and ready my staff.

**GM:** Seamus, that's a bit too much at once; we're about to go into combat time. I'll let you set the kit down gently instead of dropping it, but that's all. As you do, you look up to see a pale man in leather armor come charging out of the darkness, a greatsword held high in both hands. He snarls, "The gift of fresh blood for the first time in ages! I'll grant you quick deaths as thanks."

*The vampire has the highest Basic Speed and thus goes first. The GM rolls against his self-control roll for Uncontrollable Appetite (Mortal Blood) and gets a 17 – critical failure! The GM decides that the vampire will open with pure offense – an All-Out Attack (Double) – despite this being a poor tactical choice. For the first attack, the GM rolls against the vampire's **Two-Handed Sword** skill and succeeds; it doesn't matter by how much.*

**GM:** He's making an All-Out Attack (Double) against Yvor. How are you defending?



**Yvor:** My **Broadsword** Parry is 14, plus 3 for my shield's DB, is 17. (Rolls.) Success! I turn his blade aside.

**GM:** He doesn't even pause. (Rolls for the second attack and succeeds.) As your swords clash, he quickly reverses his for another slash. Defense?

**Yvor:** Thanks to my **Weapon Master**, multiple parries are at just -2, so I parry again at 15. (Rolls.) Made it. As I bat his sword aside, I retort, "I fight for king and country, you monster, and that makes me unbeatable!"

**Puddin':** Laying it on a little thick, aren't you?

**Yvor:** Just playing my quirk about battle cries. Do we go now?

**GM:** Yep. You all have the same **Basic Speed**, so you act in order of **DX**.

**Puddin':** Then I'm first. I don't think it's worth the delay to aim, since he may not All-Out Attack again, so I'll fire a crossbow bolt into his vitals.

**GM:** Roll at -3 to hit the vitals, plus another -3 because he's at the outer edge of where the **Light** spell covers.

**Puddin':** Actually, I have **Night Vision 5**, so only the vitals penalty applies. (Rolls.) Got it!

**GM:** He can't defend, thanks to All-Out Attack, so roll damage.

**Puddin':** I do 1d+3 impaling. (Rolls.) That's 8 points of basic damage. I choose *not* to taunt him, though, as he's kind of scary and I'm plump and delicious.

*The GM applies the DR 2 from the vampire's leather armor, leaving 6 points of penetrating damage. Impaling attacks to the vitals have a wounding modifier of ×3, so the vampire suffers 18 HP of injury, dropping from 20 HP to 2 HP. This exceeds the vampire's HP/2 and is thus a major wound to the vitals, requiring a roll against HT at -5 to check for knockdown. The vampire fails by 3, and thus drops his sword and falls prone, stunned.*

**GM:** Your bolt slams into the dead center of his chest, piercing his armor! He staggers back and falls, dropping his greatsword. He seems badly shaken. Yvor?

**Yvor:** "Your perverse existence ends now!" I swing for his neck twice – not All-Out Attacking, just using **Weapon Master** to pull off a Rapid Strike at -3 to hit.

**GM:** Plus -5 to hit the neck and -3 for darkness, so -11 total.

**Yvor:** Oh, right. I'll compromise: one swing to the neck at -11 and then one to the torso for -6. (Rolls.) Argh, missed the neck! (Rolls.) Hit the torso at least. He still can't defend, right? So that's 2d+7 cutting damage. (Rolls.) Only 11 points. I hate my dice.

*The vampire's DR 2 reduces the 11 points of basic damage to 9 points of penetrating damage. Because cutting attacks have a ×1.5 wounding modifier, the vampire suffers 13 HP of injury, dropping from 2 HP to -11 HP. This is another major wound, but not to the vitals, so the GM rolls against the vampire's HT at no penalty. He fails by 1, but there's no effect as he's already knocked down and stunned.*

**Seamus:** My turn. Wait, vampires are one of the few undead who have to sleep, right? I can try a **Sleep** spell, but it'll take three Concentrate maneuvers. Can you two hold him off for that long?

**Yvor:** Absolutely. I just swapped my traitorous dice for three new ones. Go for it!

**Seamus:** I place my hand to my brow and begin speaking words of arcane power. They faintly resemble a lullaby.

**GM:** That brings us to the second turn, which will begin with the vampire taking a Do Nothing maneuver and rolling against **HT** to recover from being stunned . . .

*The heroes manage to defeat the vampire over the next few combat turns, and continue deeper into the catacombs, where they successfully destroy the rest of his undead pack. None of the monsters have meaningful loot, but . . .*

**Seamus:** I feel like we're missing something. I cast **Seek Magic**. (Marks off 5 FP.)

**GM:** (Rolls in secret and succeeds.) You sense something up above the alcove in the north wall. Once your **Light** gets closer, you can just barely make out a recess about 15' up.

**Yvor:** Can I give Puddin' a leg up?

**GM:** It's too far for that; she'll have to climb. But I'll let you use your **ST** as a complementary roll for her **Climbing**, which is at -3 for a vertical wall.

**Yvor:** (Rolls.) Success, so +1 for you.

**Puddin':** (Rolls at a net -2.) Made it. I scramble up. What do I see?

**GM:** A single, small chest. It doesn't appear to have a lock, just a latch.

**Puddin':** Yeah, as if I'd trust that. Can I make a quick rope harness and lower it down to Yvor?

**GM:** Sure, there's even ornamentation to use as a tie-off. Give me a **Knot-Tying** roll to see if it comes loose once you start lowering it.

**Puddin':** You're evil. (Rolls.) Whew, success. I shinny down the rope. "So Uncle, is the magic *on* the chest or *in* it?"

**Seamus:** I cast **Detect Magic** on the chest itself. My FP are low, so I'll want a five-minute rest to get back the 1 FP.

**GM:** (Rolls.) Don't worry about it; you critically succeeded! The chest is mundane, but the latch is enchanted; anyone not of the vampires' clan who tries opening it gets a deadly shock instead. There's also something magical inside.

**Seamus:** Can I use **Dispel Magic** on it?

**GM:** Not on a permanent enchantment.

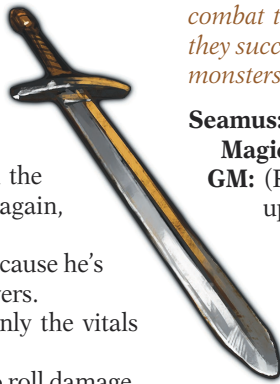
**Seamus:** "Both, lass. The latch will harm us if we try to open it."

**Yvor:** "But not if I crack it open from behind?" I want to force the hinges.

**Puddin':** "Here, use my crowbar." I'll hold the latch shut to make sure that it isn't accidentally triggered.

**GM:** It's an average hinge, so roll against your **ST**, at +2 for the crowbar but -6 for the hinge's DR, while I roll against the hinge's HP of 12. (Yvor succeeds by 3; the GM succeeds by 0.) With just enough pressure, you pop the hinges off. Carefully tipping the chest on its side, you pour out an assortment of coins . . . and what seems to be a light cloak covered in feathers.

**All three simultaneously:** Dibs!



# INDEX

- Abilities, *see Disadvantages, Traits, Skills.*
- Accuracy enchantment, 78.
- Acid, *effects of*, 65.
- Acrobatic Dodge combat option, 48, 58.
- Acrobatics skill, *in combat*, 58.
- Actions, *dungeon examples*, 18-25; *exertion*, 64; *free*, 29; *long*, 32; *town examples*, 13-17; *wilderness examples*, 17-18; *see also Combat, Skills.*
- Adventures, *alternative rewards*, 94; *additional resources*, 4; *awards*, 92; *campaigns*, 87; *character sheets*, 81; *combat scenes*, 26; *dealing with the players*, 91; *game time*, 88; *general GMing advice*, 86; *hints during*, 90-91; *keeping the heroes alive*, 89; *making everybody useful*, 88-89; *pacing*, 86-87; *phases*, 87; *planning form*, 108; *playing the NPCs*, 90; *preparation for*, 81; *rules questions*, 86, 91; *running*, 86-91; *sessions*, 87, 88, 92; *see also Dungeon Design, Dungeons, Towns, Wilderness.*
- Afflictions, *effects of*, 57, 65-66.
- Agony condition, 66.
- Aim maneuver, 29-30, 43.
- All-Out Attack maneuver, 30, 33.
- All-Out Defense maneuver, 31, 33.
- Always-on items, 78.
- Ambush, 26-27, 38, 57-58.
- Antiques, 74.
- Appearance rolls, 12.
- Arc of vision, 42.
- Area effects, 45, 46, 50, 53.
- Armor, *attacking chinks*, 37; *crafting*, 13; *Damage Resistance*, 52-53; *donning*, 32; *fixing*, 15; *grenades*, 44; *removing*, 32; *sleeping in*, 26; *treasure*, 13; *unarmed attacks against*, 40.
- Armor divisors, 52-53.
- Attack maneuver, 30; *pop-up attack*, 42.
- Attack rolls, 36-37.
- Attacks, 35-46; *area*, 45, 46, 50, 53; *armor divisor*, 52-53; *at weapons*, 37; *chinks in armor*, 37; *critical hits*, 7, 36, 50, 100; *critical misses*, 7, 36, 50, 101; *dual-weapon*, 36; *facing*, 38; *from above*, 38; *from the side and back*, 47; *hitting the wrong target*, 43; *into close combat*, 51; *melee*, 37-38, 51, 95; *poisoned*, 69; *ranged*, 41-45, 51, 96-98; *resolving*, 35, 36; *"runaround,"* 47; *spreading*, 45, 46, 50; *surprise*, 26-27, 47; *taking cover*, 50; *through an occupied hex*, 38; *unarmed*, 38-41, 51, 101; *using both hands*, 36; *using the off hand*, 36; *without damage*, 57; *see also Cloaks, Combat, Damage, Defense, Injury, Hit Locations, Shields, Weapons.*
- Attributes, *temporary penalties*, 59; *see also Skills, Traits.*
- Awards, 72-79, 92, 94.
- Backstabbing, 57-58.
- Balancing, 20.
- Bashing, 22.
- Bending metal, 23.
- Black market, 13, 14, 16.
- Blessed items, 16, 24, 25, 77, 79.
- Blocking, 48.
- Blood agent, 56, 69.
- Bluster, 58.
- Bolas, 44.
- Breath, *holding*, 21.
- Brewing, 13.
- Bridging hazards, 22.
- Burning (burn) damage type, 53.
- Campaigns, 87; *see also Adventures, Dungeon Design.*
- Camping, 18; *sleeping in armor*, 26.
- Casting items, 78.
- Catching, 22.
- Change Posture maneuver, 29.
- Character advancement, 91-94; *abilities by profession*, 93; *supernatural modifications*, 94; *traits gained in play*, 94.
- Character points, *bonus*, 92-93.
- Chests, *bashing*, 22; *opening*, 24; *picking locks*, 23; *stats*, 72; *see also Treasure.*
- Choking condition, 66.
- Climbing, 20; *running*, 21.
- Cloaks, *blocking*, 48; *Defense Bonus*, 47, 96; *fire and*, 68; *in combat*, 30, 48; *preparing*, 32.
- Coins, 16, 24, 73; *debasement*, 14; *dredging and mud-larking*, 14.
- Cold, *see Temperature.*
- Coma condition, 66.
- Combat, *at different levels*, 38, 47; *before*, 26-27; *close*, 51; *elevation*, 43; *detecting magic*, 57; *fatigue from*, 64; *free actions*, 29; *healing during*, 63; *high HT monsters*, 86; *influencing during*, 57; *lifting in*, 22; *maneuvers*, 28-33, 98; *maps*, 27-28; *movement*, 33-35; *multiple in close combat*, 51; *noncombat skills in*, 57-58; *roguish skills*, 57-58; *setting the scene*, 26; *tables*, 95-102; *talking in*, 29, 57; *turn sequence*, 28; *water*, 21; *see also Attacks, Cloaks, Damage, Defense, Injury, Hit Locations, Shields, Weapons.*
- Concealed crossbow trap, 71.
- Concentrate maneuver, 31.
- Cone attack, 45, 46, 50, 53.
- Contact agent, 56, 69.
- Containers, *see Chests.*
- Contests, 8.
- Corrosion (cor) damage type, 53.
- Coughing condition, 65.
- Cover, 42, 50; *area attacks and*, 45-46; *Damage Resistance*, 52, 53.
- Crafting, 13.
- Crippling, 55, 61; *condition*, 65.
- Critical failure, *overview*, 7; *critical misses*, 7, 36, 50, 101.
- Critical success, *overview*, 7; *critical hits*, 7, 36, 50, 100; *defense against*, 46, 97; *hit locations*, 54, 99.
- Crossbows, 45; *trap*, 71.
- Crouching, 29, 35.
- Crusher trap, 71.
- Crushing (cr) damage type, 53.
- Curses, 23-24.
- Damage, *follow-ups*, 56; *rolls*, 52; *special*, 56-57; *to objects*, 55-56; *types*, 53; *see also Fatigue, Hit Locations, Injury.*
- Damage Resistance (DR), 52; *armor divisor*, 52-53; *Breaking Blow*, 21; *corrosion and*, 53; *falling and*, 67; *follow-ups and*, 56; *large-area attacks*, 53; *objects*, 82, 83, 102; *penetration and*, 52-53; *special attacks*, 56; *see also Defense.*
- Danger Sense advantage, 9.
- Daze condition, 66.
- Death, 60.
- Deceptive Attack combat option, 38.
- Defending Weapon/Shield enchantment, 78.
- Defense, 46-50; *active options*, 49-50, 96-97; *against critical hit*, 46, 97; *blocking*, 48; *close combat*, 51; *dodging*, 47-48; *for weapons*, 47; *injury and*, 47; *maneuvers and*, 28, 98; *parrying*, 48-49; *stun and*, 47; *Wait and*, 33; *see also Combat, Damage Resistance.*
- Defense Bonus (DB), 47.
- Defense rolls, 46-47; *modifiers*, 96-97.
- Deflect enchantment, 79.
- Diagrams, *arc of vision*, 42; *area effect*, 46; *hit locations*, 54; *weapon reach*, 37, 38; *facing*, 28; *movement*, 34.
- Dice rolling, *as inspiration*, 12; *deciding who rolls*, 5; *GM tactics*, 5, 12; *see also Success Rolls.*
- Diffuse, 55, 102.
- Disadvantages, *acquired in play*, 94; *buying off*, 93; *condition*, 65; *dismemberment*, 61.
- Disease, 66-67; *fatigue recovery*, 65.
- Dismemberment, 61; *repairing*, 62.
- Diving, 20.
- Do Nothing maneuver, 29, 57.
- Dodging, 47-48; *and drop*, 47, 50, 97.
- Doors, *dungeon design*, 82, 85; *hidden*, 19, 85; *stats*, 82.
- Drunk condition, 65.
- Dungeon design, 80-85; *archetype*, 80-81; *area information*, 82; *encounters*, 85-86; *entrances*, 82-83, 85; *inhabitants*, 83; *maps*, 81-82; *nasty surprises*, 83; *obstacles*, 83; *secret and concealed doors*, 85; *set encounters*, 85; *special features*, 83; *treasure*, 85; *wandering monsters*, 85; *see also Adventures.*



Dungeons, *camping*, 18; *exploration*, 18-20; *finding*, 14, 15; *light in*, 19; *looting*, 24-25; *researching*, 15; *rumors*, 15; *stats of features*, 82-83; *travel to*, 17-18.

Ecstasy condition, 66.

Effect rolls, 12.

Enchanted items, 77-79; *defining*, 79; *sample*, 78-79.

Equipment, *getting*, 13-14; *light sources*, 19; *modifiers to rolls*, 7; *see also Armor, Chests, Cloaks, Objects, Shields, Treasure, Weapons*.

Euphoria condition, 65.

Evading, 34-35.

Evil Runes, 23, 71, 83; *detecting*, 70.

Exertion, 64.

Explosions, 45, 46, 50, 53, 61.

Extra effort, 20.

Facing, 28, 38; *changes*, 34, 35; *movement and*, 34.

Failures, *critical failure overview*, 7; *critical misses*, 7, 50, 101; *margin of*, 7.

Falling, 67-68; *attacking and*, 38; *objects*, 67-68.

Fatigue, 63-65; *cost of actions*, 64; *damage*, 53; *effects of accumulated*, 63-64; *recovering from*, 64-65.

Fatigue (fat) damage type, 53.

Feint maneuver, 30.

Figures, 28.

Fire, *see Flame*.

Flails, 48, 49, 97.

Flame, 68; *grenades*, 44.

Food, *cost in town*, 17; *foraging*, 18; *missing*, 17; *poisoned*, 69; *starving*, 14, 65.

Foraging, 18.

Forcing, 22.

Forms, *adventure planning*, 108; *GM control*, 109; *monsters, traps, and diseases/poisons*, 110; *room record*, 112; *wandering monsters and random traps*, 111.

Fortify enchantment, 79.

Fright Checks, 10-11.

Frozen runes trap, 71.

Game Masters, *overview*, 80; *see also Adventures, Dungeon Design*.

Garrotes, 39.

Gear, *see Armor, Chests, Cloaks, Equipment, Objects, Shields, Treasure, Weapons*.

Gems, 25, 74, 81.

Ghost Weapon enchantment, 79.

Graceful Weapon enchantment, 79.

Grappling, 40-41; *breaking free*, 41; *with cloak*, 48.

Grenades, 44, *area and spreading attacks*, 45-46.

Gunk, 23, 70, 83.

Half Damage (1/2D) range, 43, 52.

Hallucinating condition, 66.

Harpoons, 44.

Head blows, 54, 99, 100.

Healing, *advantage*, 62; *brewing potions*, 13; *cost of*, 62-63; *effects of*, 62; *high HP and*, 62; *natural*, 62; *nonmagical*, 63; *potions*, 62, 63, 76; *see also Fatigue, Recovery*.

Hearing rolls, 9.

Heart attack condition, 66.

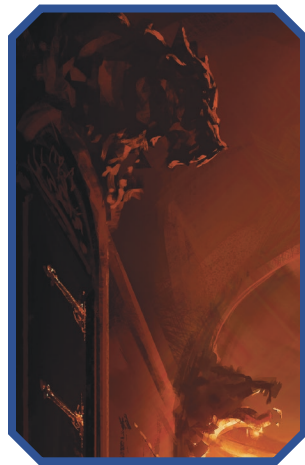
Heat, *see Flame, Temperature*.

Hexes, 27; *entering a foe's*, 51; *facing*, 28; *leaving a foe's*, 51; *movement*, 33-35.

Hirelings, 90.

Hit locations, *critical head blows*, 100; *critical hit*, 54, 99; *diagram*, 54; *injury and*, 53-54, 100; *random*, 37; *targeting*, 36-37, 99-100.

Homogeneous, 55, 102.



Illusion-covered pit trap, 71.

Incapacitating conditions, 66.

Influence rolls, 10; *against PCs*, 10.

Influence skills, 12.

Injury, 59-63; *active defenses and*, 47; *corrosion and*, 53; *damage type*, 53; *effects of*, 54-55, 59-60, 100; *hit locations*, 53-54; *hurting yourself*, 40; *large-area*, 53; *see also Damage, Fatigue, Hit Locations*.

Interrogations, 10.

Intoxicated condition, 65.

Irritating conditions, 65-66.

Itching condition, 65.

Jewelry, 74.

Jumping, 20.

Knockback, 53.

Knockdown, 60, 65.

Kusaris, 39, 48, 49, 97.

Lariats, 44.

Leg-up action, 21.

Lifting and shifting action, 22.

Light sources, 19.

Limited-use items, 78.

Line of fire, 42.

Locks, *forcing*, 22; *picking*, 23; *stats*, 82; *trapped*, 24.

Loyal Weapon enchantment, 79.

Luxury items, 16, 25, 74.

Magic, *healing*, 62; *items*, 25, 76-79; *light spells*, 19; *origins*, 77; *recognizing*, 57.

Major wounds, 55, 60; *crippling*, 61, 100; *critical hit*, 100; *hit locations and*, 54, 99, 100.

Malediction, 56.

Maneuvers, 28-33; *free actions*, 29; *long actions*, 32; *movement and*, 33, 35, 39; *step and*, 33; *table*, 98.

Maps, *as treasure*, 76; *creating*, 18; *dungeon design*, 81-82.

Marching order, 19, 26.

Margins, *of failure*, 7; *of loss*, 8; *of success*, 7; *of victory*, 8.

Meals, *see Food*.

Melee attacks, 37-38, 51; *area and spreading*, 45-46; *modifiers*, 95.

Mental stun, 27, 66.

Metalwork, *bending*, 23; *stats*, 83.

Mining ore, 25, 81.

Monsters, *boss*, 86; *dead bits*, 24; *defeating*, 86; *dungeon design*, 83, 85-86; *fodder*, 86; *form*, 110, 111; *high HT in combat*, 86; *parrying*, 49; *playing*, 90; *power levels*, 86; *reactions*, 11; *worthy*, 86.

Mortal conditions, 66.

Mortal wounds, 59, 60, 66; *healing and*, 62-63.

Move and Attack maneuver, 30-31, 33.

Move maneuver, 29, 33; *sprinting*, 33.

Move secondary characteristic, 33; *large values*, 33; *slower condition*, 66.

Movement, 33-35; *backward*, 34; *bad footing*, 35; *facing and*, 34, 35; *forward*, 34, 35; *maneuvers and*, 29-31, 35, 98; *marching order*, 19; *obstructions*, 35; *point costs*,

35; *points*, 33, 35; *rapid*, 33; *running away*, 22; *sideways*, 34; *slower condition*, 66; *straight ahead*, 34; *through other characters*, 34; *turning*, 34; *Wait and*, 33.

Nasty qualifiers, 9.

Nausea condition, 65.

Nets, 45.

Non-player characters (NPCs), *playing*, 90; *see also Monsters*.

Objects, *as cover*, 42; *Damage Resistance*, 102; *damage to*, 55-56, 102; *falling*, 67-68; *hit points*, 82-83, 102; *on fire*, 68; *poisoned*, 69; *quality modifiers to rolls*, 7; *stats of dungeon features*, 82-83; *see also Armor, Chests, Cloaks, Doors, Equipment, Shields, Treasure, Walls, Weapons*.

Objets d'art, 74.

Opportunity fire, 43.

Overruns, 34, 40.

Pain condition, 65.

Paralysis condition, 66.

Parrying, 48-49; *hurting yourself*, 40.

Penetrating Weapon enchantment, 79.

Petrification condition, 66.

Picks, 39.

Piercing (pi) damage type, 53.

Pin, 41, 51.

Planes-hopping adventures, 84.

Playing dead, 57.

Poison, 69-70; *detecting*, 23, 69; *fatigue recovery*, 65; *grenades*, 44; *using*, 58, 69.

Pop-up attacks, 42.

Posture, 35, 99; *changing*, 29, 58; *combat modifiers*, 95, 97; *dodge and drop*, 50; *step and*, 33.

Potions, 76; *aiming thrown*, 29; *as gunk*, 23; *brewing*, 13; *detecting*, 70; *fatigue recovery*, 64; *healing*, 62, 63, 76; *identifying*, 25; *readying*, 32, 44; *retching*, 66; *selling*, 75, 76; *special damage*, 56; *treasure suggestion*, 72; *see also Grenades*.

Pounces, 40.

Precious metals, 73.

Prisoners, 25.

Puissance enchantment, 79.

Pull-up action, 21.

Quality modifiers, 7.

Quests, *finding*, 14, 15; *getting paid*, 17; *see also Adventures, Dungeon Design, Dungeons*.

Quick Contests, 8.

Range, 43, 97-98.

Ranged attacks, 41-45, 51;  
*area and spreading*, 45-46;  
*hitting the wrong target*, 43;  
*modifiers*, 96-98; *shooting blind*, 42.

Rapid Strike combat option, 38.

Reach, *weapon*, 37-38.

Reaction rolls, 11-12.

Ready maneuver, 32, 36, 51; *long actions*, 32.

Recovery, 62-63; *cost of*, 62-63; *magical*, 62-63; *natural*, 62; *nonmagical healing*, 63; *see also Healing*.

Regular Contests, 8.

Resistance rolls, 8.

Respiratory agent, 56.

Retching condition, 66.

Retreat defense option, 47, 50.

Rule of 16, 8.

Runes, *evil*, 23, 71, 83; *detecting*, 70.

Running, *see Movement*.

Scatter, 45.

Scouting, 19-20.

Scrolls, 76-77.

Scrounging, 13.

Seizure condition, 66.

Self-control rolls, 12.

Sense-based effects, 57.

Sense rolls, 9; *Vision modifiers*, 97-98.

Shields, *bash*, 48; *blocking*, 48; *Defense Bonus*, 47, 96; *fire and*, 68; *in combat*, 30, 48, 51; *rush*, 40, 48; *preparing*, 32.

Shock, 55, 60; *high HP and*, 60.

Shoplifting, 14.

Shoves, 22, 39.

Signaling, 20.

Size and speed/range table, 97-98.

Size Modifier (SM), 36, 97-98.

Skidding, 21.

Skill rolls, *complementary*, 6; *rule of 16*, 8; *see also Failures, Success Rolls, Successes*.

Skills, *base*, 7; *dungeon usage examples*, 18-25; *effective*, 7; *exertion from using*, 64; *Influence*, 10; *lower limit*, 7; *noncombat in battles*, 57-58; *physical feats*, 20-23; *rolled by group*, 6; *temporary penalties*, 59; *town usage examples*, 13-17; *using muscle*, 21-23; *wilderness usage examples*, 17-18; *see also Attacks, Combat, Defense*.

Slams, 34, 40.

Sleep, *camping*, 18; *condition*, 66; *fatigue recovery*, 65; *in armor*, 26; *missed*, 64, 65.



Slow condition, 65.

Slower Move condition, 66.

Small piercing (pi-) damage type, 53.

Sneezing condition, 65.

Speaking from Experience, 11, 17, 19, 24, 25, 30, 49, 52, 56, 61, 66, 68, 71, 87, 92, 95, 97, 100.

Speed, *ranged attacks and*, 43; *table*, 97-98.

Spellbooks, 76.

Spells, *healing*, 62; *light*, 19; *see also Magic*.

Sponsors, *adventure awards*, 92; *finding*, 14-15.

Sprinting, 33; *see also Movement*.

Squeezing, 21.

Starvation, *fatigue recovery*, 65; *see also Food*.

Stasis condition, 66.

Steps, *movement*, 33; *see also Movement*.

Stop thrust, 33.

Strangling, 39, 41, 70; *see also Suffocation*.

Stun, 55, 60; *mental*, 27.

Stunned condition, 66.

Success rolls, 5-7; *complementary skills*, 6; *equipment*, 7; *modifiers*, 5-7; *nasty qualifiers*, 9; *repeated attempts*, 7; *rule of 16*, 8; *temporary penalties*, 59; *time spent*, 6; *see also Failures, Successes*.

Successes, *critical success overview*, 7; *critical hits*, 50, 100; *margin of*, 7.

Suffocation, 66, 70; *breath-holding*, 21; *fatigue recovery*, 65; *strangling*, 39, 41, 70; *weapons*, 39, 44.

Supernatural origins, 77.

Supernatural sense rolls, 9.

Surprise, 26-27, 38, 57-58; *see also Traps*.

Swimming, 21.

Swinging, 21.

Tables, *active defense modifiers*, 96-97; *crippling injury*, 61; *critical hits*, 100; *critical misses*, 101; *doors*, 82; *falling damage*, 67; *Fright Check disadvantage*, 11; *hit location*, 99; *maneuvers*, 98; *melee attack metalwork*, 83; *modifiers*, 95; *object hit points*, 102; *on rolls*, 12; *postures*, 99; *ranged attack modifiers*, 96; *reaction*, 12; *size and speed/range*, 97; *unarmed critical miss*, 101; *walls*, 82.

Takedowns, 41, 51.

Task difficulty modifiers, 6; *nasty qualifiers*, 6.

Tasks, *see Combat, Skill Rolls, Skills, Success Rolls*.

Taste/Smell rolls, 9.

Taunt, 58.

Teamwork, 6.

Temperature, *fatigue recovery*, 65; *injury from*, 70.

Temple, *answered prayers*, 91; *cost of healing*, 62-63; *trading goods*, 16; *see also Town*.

Throwing, 22; *grenades*, 44; *weapons*, 43-45.

Time, *in game*, 88; *spent on actions*, 6.

Tipsy condition, 65.

Torches, *as light*, 19; *as weapons*, 36, 68.

Touch rolls, 9.

Towns, 13-17; *adventures*, 84; *extra cash*, 14; *finding a quest*, 14; *finding a sponsor*, 14-15; *getting caught*, 14; *getting gear*, 13; *getting paid*, 17; *selling goods*, 15-16; *selling scrap*, 16-17; *selling tales*, 17; *selling unique items*, 75.

Toxic (tox) damage type, 53.

Tracking, 18.

Training, 93; *expenses*, 93.

Traits, *adding*, 92-93; *improving*, 92-93; *see also Disadvantages, Skills*.

Tramples, 34, 40.

Traps, *ambush*, 58; *designing*, 70-71; *falling*, 67-68; *fire*, 68; *form*, 110, 111; *overcoming*, 23-24; *poison*, 69; *sample*, 71.

Travel, *adventures*, 84, 88, 89; *fatigue cost*, 64; *time*, 17, 88; *wandering monsters*, 85, 88; *see also Movement*.

Treasure, *determining value*, 25; *finding*, 24-25; *identifying*, 24-25; *keeping*, 15; *magical*, 76-79; *naturally occurring money*, 25; *overview*, 72; *popular in town*, 74; *recommendations*, 88-89; *scrap*, 16-17; *searching the bodies*, 24; *selling*, 15-16; *tips for controlling*, 72; *types*, 73-79; *useful*, 75-76; *see also Objects*.

Tricks, *overcoming*, 23.

Trip-rope trap, 71.

Tumbling, 58.

Turns, 28; *slow condition*, 65.

Unarmed combat, 38-41; *critical miss table*, 101; *hurting yourself*, 40; *parrying*, 40, 49.

Unconsciousness condition, 66.

Unconsciousness, *recovering from*, 62.

Unique items, 25, 79; *selling*, 75.

Unliving, 55, 102.

Vaults, *see Chests*.

Very Rapid Healing advantage, 62.

Visibility, *attack modifiers*, 36, 95, 96; *defense and*, 47, 96.

Vision rolls, 9, 97-98.

Wait maneuver, 32.

Walls, *stats*, 82.

Watches, *posting*, 18.

Weapons, *attacking*, 37; *breaking*, 37; *broken*, 56; *crafting*, 13; *damage type*, 53; *defending*, 47; *defense limitations*, 47; *disarming*, 37; *dual*, 36; *enchancements*, 78-79; *for close combat*, 51; *hidden*, 58; *improvised*, 37, 49, 95, 96; *incendiary*, 68; *missile*, 45; *natural*, 36; *parrying*, 48-49; *poisoned*, 58, 69; *reach*, 37-38; *range*, 43, 97-98; *readying*, 32, 36, 51; *special melee*, 39; *strangling*, 39, 44; *traps*, 70-71; *treasure*, 25, 73, 75; *thrown*, 43-45; *unwieldy*, 32; *see also Attacks, Combat, Damage, Defense*.

Whips, 39.

Wild Swing combat option, 38, 42.

Wilderness, 17-18, 84.

Wish items, 78.

Wounds, *see Damage, Healing, Injury, Major Wounds, Mortal Wounds, Recovery*.

Writings, 75; *magical*, 25, 76-77.



# DUNGEON FANTASY™

POWERED BY GURPS®



## SPELLS

STEVE JACKSON GAMES



# DUNGEON FANTASY™

POWERED BY GURPS®

## SPELLS



Written by SEAN PUNCH • Cover Art by BRANDON MOORE • Diagrams by JUSTIN DE WITT  
Interior Illustrations by FELIPE GAONA and BRANDON MOORE

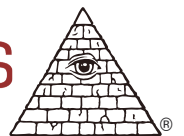
Based on *GURPS Magic*, by Steve Jackson, S. John Ross, and Daniel U. Thibault

Reviewer: Jason "PK" Levine

*Dungeon Fantasy*, *GURPS*, *Pyramid*, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. *Dungeon Fantasy Spells* is copyright © 2017 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

**STEVE JACKSON GAMES**

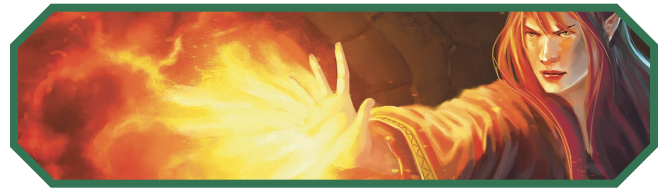




# CONTENTS

<b>INTRODUCTION</b> . . . . .	<b>3</b>
But What About . . . ? . . . . .	3
<b>1. PRINCIPLES OF MAGIC</b> . . . . .	<b>4</b>
<i>Glossary of Magical Terms</i> . . . . .	4
Learning New Spells . . . . .	5
<b>REALMS OF MAGIC</b> . . . . .	<b>5</b>
Clerical Spells . . . . .	5
Power Investiture . . . . .	5
Sanctity . . . . .	5
Clerical Spell List . . . . .	6
<i>Magical Matchups</i> . . . . .	6
<i>Spell vs. Spell</i> . . . . .	6
<i>Spell vs. Special Ability</i> . . . . .	6
<i>Magic Resistance</i> . . . . .	6
Druidic Spells . . . . .	6
Power Investiture (Druidic) . . . . .	6
Nature's Strength . . . . .	6
Druidic Spell List . . . . .	7
Wizardly Spells . . . . .	7
" Bardic " Spells . . . . .	7
Magery . . . . .	7
Mana . . . . .	7
Wizardly Prerequisites . . . . .	8
<b>CASTING SPELLS</b> . . . . .	<b>8</b>
Distraction and Injury . . . . .	8
<i>Critical Spell Failure Table</i> . . . . .	8
Caster and Subject . . . . .	9
Time Required . . . . .	9
Energy Cost . . . . .	9
Energy Cost Reduction . . . . .	9
<i>Magic Staffs</i> . . . . .	9
Energy Reserves . . . . .	9
Power Items . . . . .	9
Burning Hit Points . . . . .	10
Recovering Energy . . . . .	10
Magic Rituals . . . . .	10
Limits on Effect . . . . .	10
Talent and Effect . . . . .	11
Duration of Spells and Maintaining Spells . . . . .	11
High Skill and Cost to Maintain . . . . .	11
Concentration and Maintenance . . . . .	11
<i>Canceling Spells</i> . . . . .	11
Changing Maintained Spells . . . . .	11
Casting Spells While Maintaining Other Spells . . . . .	11
Permanent Spells . . . . .	12
<b>SPELL CLASSES</b> . . . . .	<b>12</b>
Regular Spells . . . . .	12
Area Spells . . . . .	12
<i>Area Spells on a Battle Map</i> . . . . .	12

Melee Spells . . . . .	13
Missile Spells . . . . .	13
<i>Dissipating Held Melee and Missile Spells</i> . . . . .	13
Blocking Spells . . . . .	14
Information Spells . . . . .	14
<i>Long-Distance Modifiers</i> . . . . .	14
Resisted Spells . . . . .	14
Special Spells . . . . .	14



<b>2. THE SPELLBOOK</b> . . . . .	<b>15</b>
<i>Colleges of Magic</i> . . . . .	15
<b>AIR SPELLS</b> . . . . .	<b>15</b>
<b>ANIMAL SPELLS</b> . . . . .	<b>17</b>
<b>BODY CONTROL SPELLS</b> . . . . .	<b>20</b>
<b>COMMUNICATION AND EMPATHY SPELLS</b> . . . . .	<b>23</b>
<b>EARTH SPELLS</b> . . . . .	<b>27</b>
<b>FIRE SPELLS</b> . . . . .	<b>29</b>
<b>FOOD SPELLS</b> . . . . .	<b>32</b>
<b>GATE SPELLS</b> . . . . .	<b>34</b>
<b>HEALING SPELLS</b> . . . . .	<b>35</b>
<b>ILLUSION SPELLS</b> . . . . .	<b>40</b>
<b>KNOWLEDGE SPELLS</b> . . . . .	<b>42</b>
<b>LIGHT AND DARKNESS SPELLS</b> . . . . .	<b>45</b>
<b>MAKING AND BREAKING SPELLS</b> . . . . .	<b>48</b>
<b>META-SPELLS</b> . . . . .	<b>50</b>
<b>MIND CONTROL SPELLS</b> . . . . .	<b>53</b>
<b>MOVEMENT SPELLS</b> . . . . .	<b>56</b>
<b>NECROMANTIC SPELLS</b> . . . . .	<b>59</b>
<b>PLANT SPELLS</b> . . . . .	<b>61</b>
<b>PROTECTION AND WARNING SPELLS</b> . . . . .	<b>63</b>
<b>SOUND SPELLS</b> . . . . .	<b>66</b>
<b>WATER SPELLS</b> . . . . .	<b>68</b>
<b>WEATHER SPELLS</b> . . . . .	<b>71</b>
<b>SPELL TABLE</b> . . . . .	<b>73</b>
<i>Magic Rituals</i> . . . . .	75
<b>INDEX</b> . . . . .	<b>79</b>
<b>SPELL SHEET</b> . . . . .	<b>80</b>

# INTRODUCTION

Can fantasy exist without magic? That's a deep and divisive question among fantasy fans, but *dungeon* fantasy fans already know the answer: *No!*

Dungeons are full of monsters that breathe flame or shoot death rays from their eyes, Evil Runes that blow up if you stray too near, weird portals that offer all-expenses-paid trips to Hell, and (if you survive all that!) treasures with astounding capabilities. Town is home to extraordinary enterprises ranging from hawkers of holy healing to sellers of shimmering swords. All that stuff is *magic*.

In *Dungeon Fantasy*, the laws of the universe encompass magic, and “casting spells” isn't necessary to see magic in action. It's intrinsic to countless beings and materials, explaining how a dragon can fly, or why an orichalcum sword won't shatter if Ed the Barbarian uses it as a giant nail. *Exploiting* such magic often requires a deliberate effort – harvesting peculiar plants, brewing potions, or designing temples to curry divine favor – but that's the face of agriculture, chemistry, or architecture in a fantastic world, not the exclusive province of professional magic-workers.

Even among the pros, not *every* feat of mumbo-jumbo is “casting spells.” The innate powers of bards, clerics, and druids work differently from the formulaic rituals in their books . . . and martial artists achieve the amazing without formulas or books. Monsters aren't the only ones with intrinsic magic!

Still, intellectuals of the ineffable and academicians of the arcane *do* study words of power and mystical gestures that set fires, blow up enemies, heal injuries, bestow super-strength, and all the rest. Such prayers and incantations are a definitive feature of hack 'n' slash fantasy! *That* is the stuff of *Spells*.

*Spells* answers questions about the “one ritual, one effect” variety of magic taught to bards, clerics, druids, and wizards by their masters, guilds, and temples. It offers many examples, categorizes them, explains how they're learned and cast, and points out their limitations.

Players of spellcasters *need* this lore to do their jobs. The GM does, too, as many an NPC foe – from the

most pathetic goblin shaman to the scariest lich-lord – casts spells. Even better, the *effects* described herein can be repurposed for monster abilities, traps, curses, strange afflictions, and artifacts enough for any number of perilous quests.

Get ready for your magic lesson . . .

## BUT WHAT ABOUT . . . ?

Spells for summoning and creating monsters, reanimating corpses, and turning people into beasts *are* dungeon fantasy traditions – and *NPCs* might command secret rituals for conjuring reinforcements, raising undead, shapeshifting, and turning enemies into frogs. In the *PCs'* hands, however, such magic is unbalancing unless the character-point totals of the resulting beings are controlled. The *Dungeon Fantasy Roleplaying Game* doesn't give monsters point values – but *GURPS* does! If you want heroes summoning pets and changing shape, add the *GURPS Basic Set* (to calculate point totals) and *GURPS Magic* (for the spells).





# CHAPTER ONE

# PRINCIPLES OF MAGIC

**Spells** are rituals for manipulating supernatural forces. In theory, this is a precise art: Each spell produces a specific, predictable effect.

Spells fall into three **realms**: **clerical**, **druidic**, and **wizardly**. Those of each realm require a special advantage – a

<i>Realm</i>	<i>Spellcasting Talent</i>	<i>Supernatural Energy</i>
Clerical (pp. 5-6)	Power Investiture ( <i>Adventurers</i> , p. 20)	Sanctity
Druidic (pp. 6-7)	Power Investiture (Druidic) ( <i>Adventurers</i> , p. 23)	Nature's Strength
Wizardly (pp. 7-8)	Magery ( <i>Adventurers</i> , p. 41) or Bardic Talent ( <i>Adventurers</i> , p. 17)	Mana

Each spell is its own IQ/Hard or IQ/Very Hard skill, bought with character points like any other skill (*Adventurers*, pp. 69-70). Most spells have **prerequisites**: advantages or other spells you *must* possess in order to spend points on that

**spellcasting talent** – to learn and cast, and are affected by the ambient level of a particular supernatural energy. The table below sums up the details.

spell. When you buy a spell, add a permanent bonus equal to your level with the associated spellcasting talent; e.g., if you have IQ 14 and Power Investiture 3, one point in an IQ/H clerical spell buys skill 15.

## GLOSSARY OF MAGICAL TERMS

**backfire**: Critical failure when casting a spell.

**bard**: Someone with the Bardic Talent advantage, capable of casting wizardly spells through song.

**base skill**: Your *unmodified* skill with a spell. May affect casting time and **energy** cost.

**cancel**: To end a spell before it would normally expire.

**caster**: The person casting a spell.

**class**: A group of spells that use the same special rules: Area, Regular, Missile, etc.

**cleric**: Someone with the Power Investiture advantage, capable of casting clerical spells.

**college**: A group of spells that deal with the same subject – fire, healing, etc.

**druid**: Someone with the Power Investiture (Druidic) advantage, capable of casting druidic spells.

**effective skill**: Your **base skill** with a spell, adjusted for any modifiers. Roll against effective skill to cast a spell.

**energy**: The “cost” to cast a spell, usually paid out of Fatigue Points, an Energy Reserve, or a power item.

**mage**: Someone with the Magery advantage – a wizard.

**maintain**: To continue a spell after it would normally end. This costs more **energy**, unless you have high **base skill**.

**mana**: The ambient supernatural energy manipulated by wizardly spells.

**Nature's strength**: The ambient supernatural energy manipulated by druidic spells.

**prerequisite**: A requirement for learning a spell.

**realm**: A group of spells that use the same supernatural energy: clerical spells, druidic spells, or wizardly spells.

**sanctity**: The ambient supernatural energy manipulated by clerical spells.

**spell**: A skill that produces a specific magical effect when used successfully.

**spellcasting talent**: Bardic Talent, Magery, or any type of Power Investiture.

**subject**: The person, place, or thing on which a spell is cast.

**wizard**: Someone with the Magery advantage, capable of casting wizardly spells.

## Beast Link

### Regular

Establishes a mental link with an animal. The subject will not stray more than a half-hour's travel from you after that. It will come, *once*, whenever you wish, at a fast but not killing pace. If it's a wild beast, reroll its reaction when it arrives – previous good reactions (e.g., from Beast-Soother) no longer hold!

*Duration:* Until the beast is next called. Counts as a spell “on.”

*Cost:* 3. Cannot be maintained.

*Time to cast:* 5 seconds.

*Prerequisites:* **Druidic:** PI 2.



## Beast Possession

### Regular; Resisted by Will

Puts you in complete control of a beast “from the inside,” with unfettered access to its memories and capabilities. While in the animal's body, you may use its skills, senses, and abilities as though they were your own. You may use your own *mental* abilities, but not your physical ones; thus, you can cast a spell only if you know it so well that it requires no ritual (skill 20+). Your body lies unconscious during the spell – keep it safe!

*Duration:* 1 minute.

*Cost:* 6 to cast. 2 to maintain.

*Time to cast:* 5 seconds.

*Prerequisites:* **Druidic:** PI 4.

## Beast-Rouser

### Regular

Excites a single animal. Worsens the beast's reaction roll (to anyone) by twice the energy put into the spell.

*Duration:* Until a reaction roll is called for or an hour passes.

*Cost:* 1 to 3. Cannot be maintained.

*Prerequisites:* **Druidic:** PI 1.

## Beast Seeker

### Information

Similar to Seeker (p. 45), but works only on animals. May be cast for any species of animal, an individual, or simply any animal.

*Duration:* Instantaneous.

*Cost:* 3. One try per week per species. Cannot be maintained.

*Prerequisites:* **Druidic:** PI 2.

## Beast-Soother

### Regular

Calms a single animal. Improves the beast's reaction roll toward *you* by twice the energy put into the spell.

*Duration:* Until something disturbs the animal.

*Cost:* 1 to 3. Cannot be maintained.

*Prerequisites:* **Druidic:** PI 1.

## Beast Speech

### Regular

Lets you communicate with any animal in its own “language.” How *useful* this is depends on the beast's intelligence – no creature below the level of a bird is likely to know much of interest. An ant may crawl over gold, but knows only that the material is hard and inedible. Each minute allows one question and answer.

*Duration:* 1 minute.

*Cost:* 4 to cast. 2 to maintain.

*Prerequisites:* **Druidic:** PI 2.

## Beast Summoning

### Regular

Calls one animal of a specific, named type. Range doesn't matter for this spell! If the spell succeeds, you'll know the location of the closest creature of that type, and how long the animal needs to reach you. The creature will move toward you as fast as it can, until it can see you or the spell ends (in which case it turns and goes about its business).



## Extinguish Fire

Puts out all ordinary and magical fires in its area of effect. Has no effect on materials that are intrinsically superheated (e.g., lava and molten metal) or on creatures of fire.

*Duration:* Instantaneous. Once out, a fire stays out.

*Base cost:* 3. Cannot be maintained.

*Prerequisites:* **Druidic:** PI 1. **Wizardly:** Ignite Fire.

## Fire Cloud

### Area

Creates a swirling cloud of flames and fiery embers. Doesn't block vision, but inflicts burning damage on all within it. Creatures in the cloud take damage on their turn; *halve* this (round down) for those who spend less than an entire turn there. This is considered *Large-Area Injury* (**Exploits**, p. 53). Paper, tinder, alchemist's fire, and similar highly flammable materials may catch fire.

*Duration:* 10 seconds.

*Base cost:* 1 to 5; the cloud inflicts 1 point of burning damage *per second* per energy point of base cost. Same cost to maintain.

*Time to cast:* Seconds equal to base cost.

*Prerequisites:* **Wizardly:** Fireball and Shape Air.

## Fireball

### Missile

Creates a ball of fire in one hand. This missile has Acc 1, 1/2D 25, Max 50. Roll against Innate Attack (Projectile) to hit. When it strikes something, it vanishes in a puff of flame. This spell is likely to ignite flammable targets!

*Cost:* Any amount up to your level of spellcasting talent per second, for three seconds. The fireball does 1d burning damage per energy point.

*Time to cast:* 1 to 3 seconds.

*Prerequisites:* **Wizardly:** Magery 1, Create Fire, and Shape Fire.

## Fireproof

### Area

Prevents ignition of fires within its area: alchemist's matches won't light, flint won't spark, and so on. Doesn't extinguish fire brought in from outside the area, though such flame would fail to ignite anything else. Magical attempts to light fires are at -5 to skill. Fireproof cannot resist *really* intense heat, as from lava or molten metal, but does prevent alchemist's fire, nageteppe, and similar incendiaries from working!

*Duration:* 24 hours.

*Base cost:* 3. *Double* cost for resistance to *all* nonmagical heat and -10 to magical attempts to light fires. Same cost to maintain.

*Time to cast:* 5 minutes.

*Prerequisites:* **Druidic:** PI 2. **Wizardly:** Extinguish Fire.

*Item:* Any *flammable* gear – cloak, wooden shield, etc. – may be immunized against fire. Protects the item, not its user! \$3,000 per pound of weight (minimum 1 lb.).



## Flame Jet

### Regular

Shoots a jet of fire from one fist; see *Jet Spells* (p. 12). A hit does 1d burning damage per energy point in the spell. Range in yards equals the number of dice in the attack.

*Duration:* 1 second.

*Cost:* 1 to 3. Same cost to maintain.

*Prerequisites:* **Wizardly:** Create Fire and Shape Fire.

## Flaming Missiles

### Regular

Empowers a missile weapon to shoot flaming projectiles. It acquires a shimmering, fiery appearance, and its missiles burst into flame, inflicting an extra 2 points of injury on the target if they penetrate DR; see *Follow-Ups* (**Exploits**, p. 56). Projectiles burn to ash on hitting a target or after 10 seconds, whichever comes first.

*Duration:* 1 minute.

*Cost:* 4 to cast. 2 to maintain. *Double* cost if the projectiles to be fired are stone or metal.

*Time to cast:* 3 seconds.

*Prerequisites:* **Wizardly:** Flaming Weapon.

Spell	College(s)	Prerequisites	Page
Vigil (VH)	Mind	C: PI4	56
Vigor	Body	C: PI1 • W: Frailty or Might	23
Voices	Sound	W*: Sound	68
Walk on Air	Air	W: Shape Air	17
Walk on Water	Water	W: Shape Water	71
Walk Through Earth	Earth	W: 4 Earth spells	29
Walk Through Plants	Plant	D: PI3	63
Walk Through Wood	Plant	D: PI3	63
Wall of Lightning	Air/Weather	W: Lightning	72
Wall of Silence	Sound	W*: Silence	68
Wallwalker	Move.	W: Apportation	59
Ward	Meta	W: M1	53
Warmth	Fire/P&W	C: PI1 • D: PI1 • W: Heat	32

Spell	College(s)	Prerequisites	Page
Watchdog	P&W	C: PI1 • W: Sense Danger	65
Water Jet	Water	W: Shape Water	71
Water Vision	Know./Water	D: PI3 • W*: Shape Water	71
Weaken	M&B	W: Find Weakness	50
Weaken Will	Mind	W*: M1/BT1, Foolishness	56
Weather Dome	P&W/Weather	D: PI2	65
Windstorm	Air	D: PI2 • W: Shape Air	17
Wisdom	Mind	C: PI3 • W*: 6 Mind Control spells	56
Wither Limb	Body	W: M2, Paralyze Limb	23
Wither Plant	Plant	D: PI4	63
Wizard Eye	Know.	W*: Apportation, Keen Vision	45

# INDEX

For an alphabetical list of spells in this book, see pp. 73-79.

Advantages, *effect limit and*, 11; *required*, 5-7; *table*, 4.

Air college, 15-17.

Animal college, 17-20.

Area spells, 12-13; *Resisted*, 14.

Backfire, 4, 8.

Bardic Talent advantage, 4, 7; *effect limit and*, 11.

Bards, 4, 7.

Blocking (combat option), 12-14.

Blocking spells, 14.

Body Control college, 20-23.

Clerical spell list, 6.

Colleges, *definition*, 4, 15; *list*, 73.

Communication and Empathy college, 23-26.

Defense options, 12-14; *Blocking spells*, 14.

Dodging, 12-14.

Druids, 4, 6-7; *spell list*, 7.

Earth college, 27-29.

Energy Reserve advantage, 9, 10.

Energy, 4; *advantage*, 9, 10; *canceling spells*, 11; *cost to cast*, 9-10, 15 *cost to maintain*, 11; *effect limit and*, 10-11; *failure and cost*, 8; *recovering*, 10, 38; *skill and*, 10, 75; *to power spells*, 9-10.

Fire college, 29-32.

Food college, 32-33.

Gate college, 34-35.

Glossary, 4.

Healing college, 35-40; *special rules*, 35-36.

Hit Points, *to power spells*, 10.

Illusion college, 40-42.

Information spells, 14.

Knowledge college, 42-45.

Light and Darkness college, 45-48.

Long-distance modifiers, 14.

Magery advantage, 4, 7, 8; *effect limit and*, 11.

Magic Resistance advantage, 6.

Magic items, *spells as*, 15.

Making and Breaking college, 48-50.

Mana, 4, 7-8; *permanent spells and*, 12.

Maps, *Area spells*, 12.

Melee spells, 13; *Blocking vs.*, 14; *dissipating held*, 13.

Meta-Spells college, 50-53.

Mind Control college, 53-56.

Missile spells, 13-14; *Blocking vs.*, 14; *dissipating held*, 13.

Movement college, 56-59.

Nature's strength, 4, 6-7.

Necromantic college, 59-61.

Parrying, 12-14.

Plant college, 61-63.

Power Investiture advantage, 4, 5; *effect limit and*, 11.

Power Investiture (Druidic)

*advantage*, 4, 6; *effect limit and*, 11.

Power items, 9; *replenishing*, 10; *staffs as*, 9.

Protection and Warning college, 63-65.

Realms, 5-8; *overview*, 4.

Regular spells, 12.

Resisted spells, 14.

Sanctity, 4, 5; *permanent spells and*, 12.

Scrolls, 5.

Skills, *base*, 4, 8, 9, 75; *casting time and*, 10, 75; *cost to maintain and*, 11; *effective*, 4, 8; *energy cost and*, 10, 75.

Sound college, 66-68.

Special spells, 14.

Speaking from Experience, 5, 16, 23, 24, 28, 33, 38, 49, 52, 69, 70, 77.

Spellcasting talent, 4; *see also*

*Advantages, Mana, Nature's Strength, Sanctity*.

Spellbooks, 5.

Spells, *as magic items*, 15; *bardic*, 7; *battle map and*, 12; *Blocking*, 14; *canceling*, 4, 11; *caster*, 4, 9; *casting*, 8-12; *casting time*, 9, 15; *casting time and skill*, 10, 75; *casting while maintaining*, 11-12; *changing maintained*, 11;

*classes*, 4, 12-14; *clerical*, 5-6; *concentration and maintenance*, 11; *critical failure*, 4, 8; *definition*, 4; *dissipating held*, 13; *distraction and*, 8-9; *druidic*, 6-7; *duration*, 11-12, 15; *duration of Missile*, 13-14; *failure*, 8; *for NPCs*, 3; *Information*, 14; *injury and*, 8-9; *jet*, 12; *learning new*, 5; *limits on effect*, 10; *maintaining*, 4, 11-12; *permanent*, 12; *prerequisite overview*, 4, 15; *prerequisite table*, 73-79; *Regular*, 12; *Resisted*, 14; *ritual needed*, 10; *Special*, 14; *special ability vs.*, 6; *spell vs.*, 6; *subject*, 4, 9; *success*, 8; *table*, 73-79; *wizardly*, 7-8; *see also Advantages, Area Spells, Colleges, Defense Options, Energy, Mana, Melee Spells, Missile Spells, Nature's Strength, Realms, Sanctity, Skills*.

Staffs, 9.

Supernatural energy, 4; *see also Mana, Nature's Strength, Sanctity*.

Tables, *critical spell failure*, 8; *long-distance modifiers*, 14; *prerequisite*, 73-79; *spell list*, 73-79.

Water college, 68-71.

Weather college, 71-72.

Wizards, 4, 7-8; *prerequisites*, 8.



# DUNGEON FANTASY™

POWERED BY GURPS®



## MONSTERS

STEVE JACKSON GAMES



# DUNGEON FANTASY™

POWERED BY GURPS®

## MONSTERS



Written by SEAN PUNCH • Cover Art by BRANDON MOORE • Diagrams by JUSTIN DE WITT

Interior Illustrations by DENIS LOUBET and BRANDON MOORE

Additional Material by PETER V. DELL'ORTO, JASON "PK" LEVINE, and PHIL MASTERS

Additional Illustrations by ALEX FERNANDEZ and DAN WILLEMS

*Reviewer:* Jason "PK" Levine

*Dungeon Fantasy*, *GURPS*, *Pyramid*, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. *Dungeon Fantasy Monsters* is copyright © 2017 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

**STEVE JACKSON GAMES**





# CONTENTS

## INTRODUCTION . . . . . 3

## 1. MONSTERS IN ACTION . . . 4

### THE DELVERS' POINT OF VIEW . . . 4

What Are We Dealing With? . . . 4

Recognition . . . . . 4

Exploiting Weaknesses . . . . 4

Do We Have to Fight It? . . . . 5

Negotiation . . . . . 5

*Monsters and Player*

*Knowledge* . . . . . 5

Trickery . . . . . 5

"Good (Three-Headed)

Doggie!" . . . . . 6

### THE MONSTERS'

POINT OF VIEW . . . . . 6

Tactics . . . . . 6

Home-Ground Advantage . . . 6

Castle Doctrine . . . . . 7

Pack Tactics . . . . . 7

Like a Boss . . . . . 7

What Army? This Army! . . . . 7

*Dumb Monsters* . . . . . 7

Multi-Hex Figures . . . . . 7

Counters . . . . . 7

Front, Side, and

Back Hexes . . . . . 8

Arc of Vision . . . . . 8

Movement . . . . . 8

*Examples of*

*Multi-Hex Figures* . . . . . 8

*Size Modifier and Reach* . . . . 8

Swarm Attacks . . . . . 8

## 2. MONSTER TRAITS . . . . . 9

### MONSTER ADVANTAGES . . . . . 9

### MONSTER DISADVANTAGES . . . . 12

### MONSTER CLASSES . . . . . 14

## 3. THE BESTIARY . . . . . 15

*Reading Monster Stats* . . . . . 15

Acid Spider . . . . . 16

as-Sharak . . . . . 16

*Out of Your Element* . . . . . 16

Bear . . . . . 16

Bronze Spider . . . . . 17

Bugbear . . . . . 17

Ciuaclá . . . . . 18

Corpse Golem . . . . . 18

Crushroom . . . . . 19



Demon from  
Between the Stars . . . . . 19

Demon of Old . . . . . 20

Dinoman . . . . . 20

Dire Wolf . . . . . 21

Doomchild . . . . . 21

Dragon . . . . . 21

Draug . . . . . 23

Electric Jelly . . . . . 24

Elemental . . . . . 24

Erupting Slime . . . . . 26

Eye of Death . . . . . 26

Flaming Skull . . . . . 27

*Air Superiority* . . . . . 27

Flesh-Eating Ape . . . . . 27

Foul Bat . . . . . 28

Frost Snake . . . . . 28

Fungus . . . . . 28

Gargoyle . . . . . 29

Giant Ape . . . . . 30

Giant Rat . . . . . 30

Giant Snake . . . . . 31

Giant Spider . . . . . 31

Gladiator Ape . . . . . 32

*Heavy Metal* . . . . . 33

Goblin-Kin . . . . . 33

Golem-Armor Swordsman . . 35

Gryphon . . . . . 35

Hellhound . . . . . 35

Horde Pygmy . . . . . 36

*Making the Little*

*Guys Dangerous* . . . . . 36

Horde Zombie . . . . . 36

Horrid Skull . . . . . 37

*Monster or Trap?* . . . . . 37

Ice Weasel . . . . . 37

Ice Wyrm . . . . . 38

Jelly . . . . . 38

Karkadann . . . . . 39

*Treat as Weapon,*

*Not as Body Part* . . . . . 39

Leaping Leech . . . . . 40

Lich . . . . . 40

*The Evil Dead* . . . . . 40

Lion . . . . . 40

Lizard Man . . . . . 41

Mindwarper . . . . . 41

Minotaur . . . . . 42

Mold . . . . . 42

*Moldy Monsters?* . . . . . 43

Obsidian Jaguar . . . . . 43

Ogre . . . . . 44

Ooze . . . . . 44

Peshkali . . . . . 45

Pudding . . . . . 46

Rock Mite . . . . . 47

Siege Beast . . . . . 47

Skeleton . . . . . 47

Slime . . . . . 48

*Beyond Resurrection* . . . . . 49

Slorn . . . . . 49

*Breaking Down Corrosion* . . . . 50

Slugbeast . . . . . 50

Specter . . . . . 50

Sphere of Madness . . . . . 51

Spirit Guardian . . . . . 52

Spore Cloud . . . . . 52

*Bad Touch!* . . . . . 53

Stone Golem . . . . . 54

Swarms . . . . . 54

Sword Spirit . . . . . 55

Throttler . . . . . 55

Tiger . . . . . 56

Toxifier . . . . . 56

Trigger . . . . . 57

Troll . . . . . 57

Undead Slime . . . . . 58

Vampire . . . . . 58

Void Brute . . . . . 59

*Lend Me Your Eyes!* . . . . . 59

Watcher at  
the Edge of Time . . . . . 59

Werewolf . . . . . 60

Wildman . . . . . 60

*Creating Monsters* . . . . . 61

Zombie . . . . . 62

**INDEX . . . . . 63**

**RECORD SHEETS . . . . . 64**

# INTRODUCTION

A *monster* is any being that finds itself staring balefully down an adventurer's blade. It might simply be aggressively carnivorous – to an ordinary villager, lions, tigers, and bears are monsters! It may be small-e evil, gleefully inflicting suffering for suffering's sake . . . or capital-E Evil, like the wizard who values “immortality” as an undead horror over the sacrifices (some of them screaming) needed to achieve it, or an agent of The Devil bent on blighting the world and consuming mortal souls. It could be *ineffable*, like an Elder Thing whose very existence endangers three-dimensional space and linear time.

Many monsters are savage and uncivilized, wreaking havoc alone or in small groups, but that isn't universal. There are well-organized races of beings whose visions of empire and civilization require wiping out humanity, dwarfkind, and elf-kind. On the other side of the coin are *things* too incapable of thought even to qualify as “savage,” incidentally endangering life by spewing toxic spores, spreading disease, or exploding at random. And there's everything in between: cultured-yet-solitary dragons, mindless zombies that serve Evil in regimented ranks, creatures that don't *always* behave like monsters should (in theory, an orc could be an ally and a tiger could be a pet), and so on.

What's important to realize in *Dungeon Fantasy* is that delvers are treasure-hunters by profession, and that loot remains out there for the taking because monsters stand between it and those who would claim it. This makes delvers monster-slayers by profession, too. Which means the GM needs monsters to challenge new and experienced heroes alike, monsters suited to every adventure . . . *lots* of monsters.

As the title of this book cleverly suggests, that's what you'll find here. Some of these creatures come from the

natural world, others hail from myth, a few were inspired by fiction and other games, and several were made up for *this* game. Alongside all these are rules for interactions with monsters (which don't always involve fighting!) and special monster abilities.

Let's kick down the door and see what's *in* there!

## GETTING THE MOST OUT OF MONSTERS

Monsters work best when the GM is prepared. It's *possible* to flip to a random page, pick an interesting creature, toss a figure onto the battle map, and let the violence begin . . . but it isn't *recommended*. At least the first few times, try this:

- Browse *Contents* (p. 2) for monsters that seem to fit the situation: “frost snake” or “ice weasel” for an arctic adventure, “skeleton” or “vampire” in an evil tomb, and so on.
- Read the descriptions that open these monster entries to decide which creature fits *best* – and check the *Notes* paragraphs for variants.
- Use *Reading Monster Stats* (p. 15) to understand the numbers and traits below the description.
- Pay extra attention to the *Traits* paragraph. If you're unsure about a trait, look it up in Chapter 2 (pp. 9-14).
- If you don't already have a figure for the creature, note Size Modifier (SM) and use *Counters* (pp. 7-8) to represent the monster on the battle map.
- If you're foggy on how to handle the monster in play, review its opening description and *Notes* paragraph for key tactics and rules. For general advice, see *Tactics* (pp. 6-7).





# CHAPTER THREE

# THE BESTIARY

These monsters are presented without comment as to how appropriate they might be for a particular adventure. It's up to the GM to decide which creatures to use and how many – and what loot they guard.

The fair GM should ensure that the delvers have to *fight* only monsters they have a chance of defeating. But there are options other than combat! A deadly monster might occupy Room #1 of the heroes' first dungeon *if* there's a way to sneak past it, negotiate with it, or defeat it with a ploy.

And while the scariest Things customarily hoard the biggest treasures, that's mainly because they can extort wealth from less-scary Things. A boss monster that resides far from civilization and the lairs of lesser creatures would have few opportunities to plunder. Conversely, fodder monsters might

inhabit a mine full of diamonds they regard as worthless rocks. In cases like the latter, there must be *some* reason why other delvers (or boss monsters) haven't confiscated the goodies yet: curses, numbers, rough terrain, traps . . . preferably several things at once.



*Me, a coward? Hah! I just don't fight monsters if the payoff is lousy.*

*– Hap Badapple, Thief*

## READING MONSTER STATS

The creatures in this book use a uniform stats format:

**ST, DX, IQ, HT, HP, Will, Per, FP, Speed, and Move:**

Basic attributes and secondary characteristics mean exactly what they do for heroes. Creatures with ST 0 can't pick up or move objects, or grapple or slam. Those with IQ 0 are immune to Influence rolls, mind control, and Fright Checks because *they have no mind*, but react reflexively and cannot use tactics; IQ 6+ allows language and tool use. Things that list FP as "N/A" can't spend FP and are immune to fatigue damage. Move is *ground* Move except as noted.

**SM:** Size Modifier affects all rolls to hit the monster. If larger than 0, *Multi-Hex Figures* (pp. 7-8) applies and the energy cost to use Regular spells on the creature is multiplied by (1 + SM). The monster's stats *already* reflect the effects of long limbs on Move, reach, etc.

**Dodge and Parry:** Defenses are prefigured from DX, Basic Speed, and melee combat skills, and *already* include bonuses for Combat Reflexes and Enhanced Dodge or Parry.

**DR:** Total DR from natural sources, magic, and armor. Only creatures noted as wearing armor have it. The GM is free to add more DR; e.g., if an evil wizard casts Armor spells on or rivets metal plates to guardian monsters.

**Attacks:** Listed by descriptive attack name. No matter how many options are given, a monster can attack once plus one *extra* time per level of Extra Attack, unless

noted otherwise. For strikes and grapples, the number in parentheses is effective skill. For afflictions, curses, venoms, etc., it's the resistance roll, which might be a simple attribute roll or a Quick Contest against the victim's score. The given skill, damage, reach, etc. *already* factor in the effects of the being's other stats (attributes, SM, advantages, skills, etc.).

**Traits:** Important advantages or disadvantages. For brevity's sake, DR and attacks aren't listed a second time, and "color" traits don't appear at all. If it's important that a monster speaks Elvish or suffers from Jealousy, or to know the exact Appearance of a horrendous, non-humanoid Thing, the GM can add these details.

**Skills:** Skills possessed by all monsters of this type. Levels *already* reflect the effects of permanent modifiers from advantages and disadvantages. Exceptional specimens might have different skills. Beings with IQ 6+ can learn almost any skill!

**Class:** See *Monster Classes* (p. 14). Rarely, two classes may apply; see the notes for effects.

**Notes:** Details of complex traits; whether the monster will negotiate or feign willingness to negotiate (*Negotiation*, p. 5); whether it's truly evil (important for certain abilities and spells); notes on valuable body parts (*Dead Monster Bits*, *Exploits*, p. 24); and any exceptions (to the listed stats, these guidelines, or anything in Chapter 1 or 2).

The battlefield has a large impact on a dragon's deadliness, too. A dragon is often *less* dangerous in a dungeon, where it cannot fly high and murder the delvers with impunity.

### Small Dragon

A young member of a large subspecies or a mature member of a lesser variety. Small *relative to dragons*, but still huge from a delver's point of view!

**ST:** 25      **HP:** 25      **Speed:** 6.75  
**DX:** 12      **Will:** 12      **Move:** 6 (Air Move 13)  
**IQ:** 12      **Per:** 14  
**HT:** 15      **FP:** 15      **SM:** +3  
**Dodge:** 9      **Parry:** 10      **DR:** 3

**Bite (14):** 2d+3 cutting. Reach C, 1.

**Breath (14):** Costs 2 FP per use, with no recharge time or limit on uses/day. See *Area and Spreading Attacks (Exploits, pp. 45-46)* to adjudicate area effects and cones, which inflict large-area injury (*Exploits, p. 53*). Effects depend on the dragon:

- **Acid:** A 2-yard-radius area effect directly in front of dragon's head. Everyone within is immersed in acid for a second, taking 1d-1 corrosion and requiring a HT roll to avoid blindness; see *Acid (Exploits, p. 65)*. Double dragon's DR vs. acid.
- **Cold:** A 1-yard-wide × 10-yard-long cone. 2d+2 burning due to extreme cold, not fire – won't set fires. Double dragon's DR vs. cold, and swap Temperature Tolerance (Cold) and (Heat) levels.
- **Fire:** A 1-yard-wide × 10-yard-long cone. 2d+2 burning. Double dragon's DR vs. fire.
- **Poison:** A 2-yard-radius area effect directly in front of dragon's head. Everyone within is exposed to contact poison for

one second and must roll vs. HT; success means 1d injury, failure means 2d injury. Dragon has Immunity to Poison.

**Front Claw (14):** 2d+3 cutting. Reach C-2.

**Hind Claw (12):** 2d+4 cutting. Reach C-2.

**Horns (14):** 2d+3 cutting. Treat as weapon, not as body part, both to attack and parry! Reach C, 1.

**Tail (12):** 2d+4 crushing *or* double that for knockback only (no damage). Reach C-3.

**Wing (14):** 2d+3 crushing *or* double that for knockback only (no damage). Reach C-3.

**Traits:** Bad Grip 2; Extra Attack 1; Flight (Winged); High Pain Threshold; Horizontal; Immunity to Disease; Loner (12); Nictitating Membrane 3; Night Vision 9; Penetrating Voice; Peripheral Vision; Temperature Tolerance 2 (Cold); Temperature Tolerance 4 (Heat); Unfazeable.

**Skills:** Brawling-14; Diplomacy-12; Fast-Talk-12; Innate Attack (Breath)-14; Tactics-12.

**Class:** Mundane.

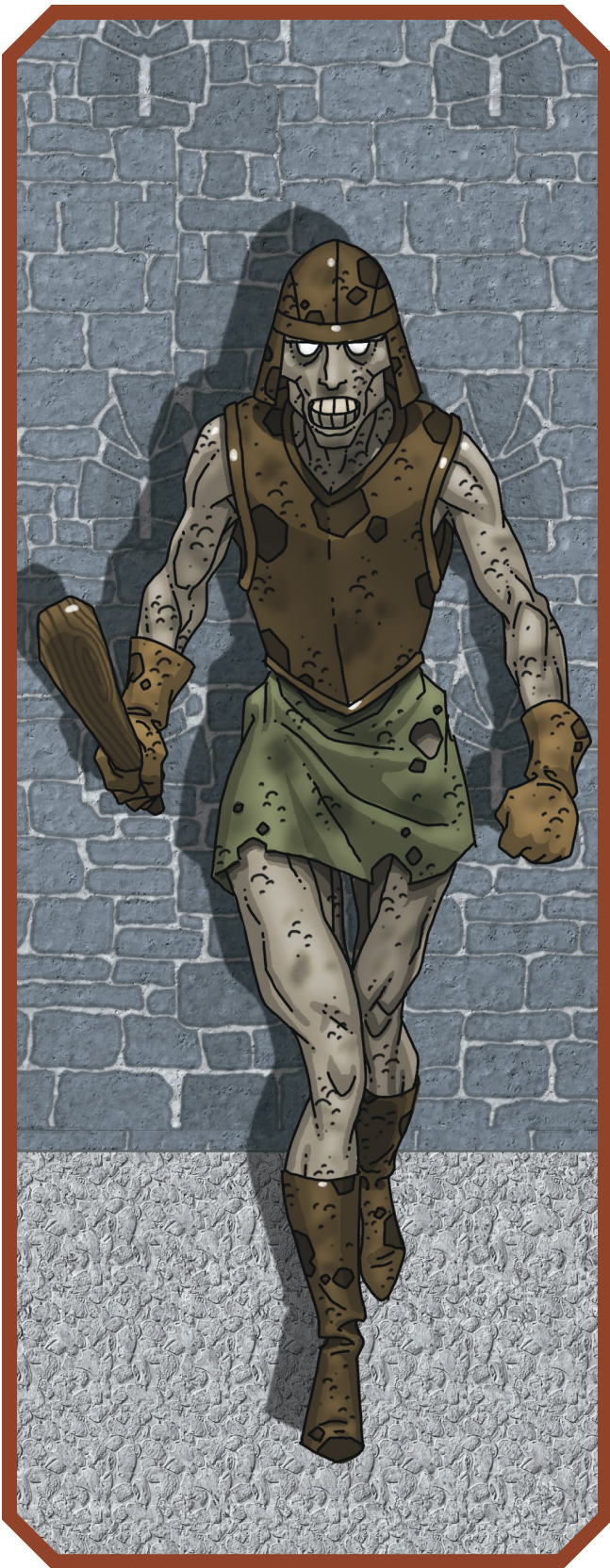
**Notes:** Dragon can attack *twice* but can use each natural weapon (e.g., "left front claw" or "breath") just once. Dragon may have Magery 1 or 2, up to Energy Reserve 25 (Magical), and wizardly spells! Dragon body parts are *valuable*. Roll against Survival to remove scales, horns, etc.; success salvages parts worth \$1d×2,000, weighing 3 lbs. per \$100 of value (the GM may require PCs who desire dragonhide armor to bring back at least the weight of such armor). Success at Thaumatology allows a Surgery roll to extract magical organs worth *another* \$1d×2,000 but weighing just 0.3 lb. per \$100 of value.

### Medium Dragon

A "typical" dragon, if there is such a thing. A true boss monster that could wipe out ill-prepared adventurers.







## Zombie

Rotting corpses reanimated by dark necromancy – not by strange contagion or other “natural” causes – are by far the most common undead servitors. There isn’t a lich (p. 40) out there without a small army of these, and vampires (pp. 58-59) employ them as well. Zombies cannot be bribed or corrupted, but their mental faculties are so limited that they’re useful only as fodder in a fight, or for menial tasks such as turning winches and carrying palanquins.

Truly evil monsters turn cadavers into zombies by binding evil spirits within or using mass possession. Turning (*Adventurers*, p. 21) affects such undead. However, possession lets the reanimator share up to its own level of Resist Good (p. 11) with its servants – maybe even borrow their senses!

Zombies are Unliving and slightly harder to injure, but also Unnatural and thus dispelled at -1×HP.

<b>ST:</b> 13	<b>HP:</b> 17	<b>Speed:</b> 6.00
<b>DX:</b> 12	<b>Will:</b> 8	<b>Move:</b> 4
<b>IQ:</b> 8	<b>Per:</b> 8	
<b>HT:</b> 12	<b>FP:</b> N/A	<b>SM:</b> 0
<b>Dodge:</b> 8	<b>Parry/Block:</b> 9	<b>DR:</b> 2

**Punch (13):** 1d-1 crushing. Reach C.

**Shield Bash (13):** 1d crushing. Reach 1.

**Weapon (12 or 13):** Axe (2d+1 cutting), broadsword (2d cutting or 1d+2 impaling), mace (2d+2 crushing), morningstar (2d+2 crushing), etc. Reach 1.

**Traits:** Appearance (Monstrous); Automaton; Bad Smell; Cannot Learn; Dependency (Loses 1 HP per minute in no-mana areas); Disturbing Voice; Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; No Blood; No Sense of Smell/Taste; Reprogrammable; Single-Minded; Temperature Tolerance 5 (Cold); Temperature Tolerance 5 (Heat); Unfazeable; Unhealing (Total); Unliving; Unnatural.

**Skills:** Brawling-13; Shield-13; Wrestling-13; *one* of Axe/Mace-13, Broadsword-13, or Flail-12.

**Class:** Undead.

**Notes:** Unaffected by Death Vision or Sense Life, but susceptible to Pentagram, Sense Spirit, and Turn Zombie. Effective grappling ST is 14, thanks to Wrestling. This zombie is made from a beefy gang enforcer, foot soldier, or similar melee fighter, and equipped as a bargain-basement shock trooper: one-handed melee weapon, medium shield (DB 2), and heavy leather armor (DR 2, included above). This results in Light encumbrance, which is already figured into the stats. Zombies will rot, eventually becoming skeletons (pp. 47-48) if they last long enough – though some are preserved as mummies with IQ 10, No Brain, and No Vitals, but which catch fire and burn for 1d-1 injury per second if they receive a *major wound* from fire. *Not* truly evil, though the magic animating it usually is. No undead servitor will negotiate or reveal useful information.



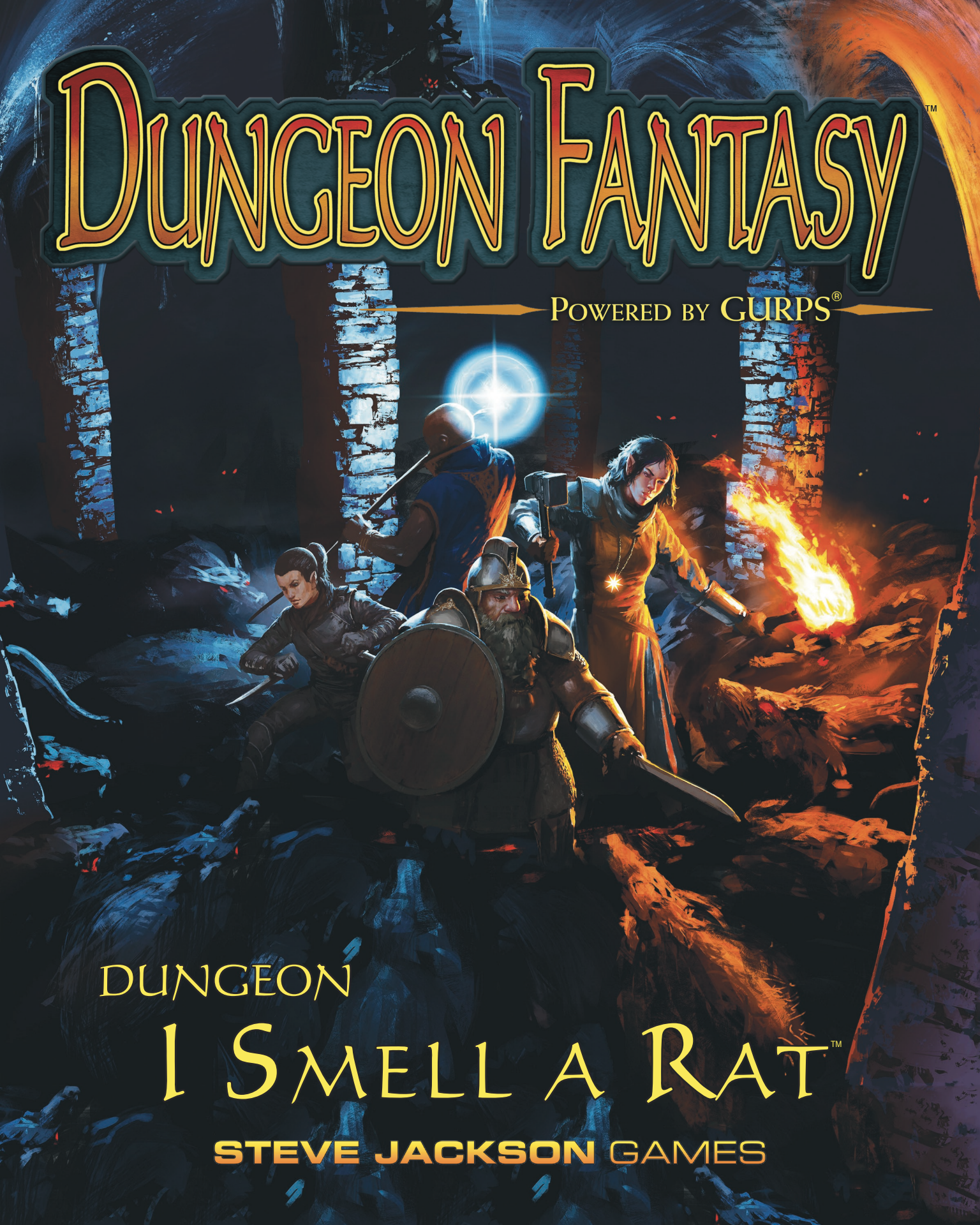
# INDEX

- Adventurers, *Resurrection restrictions*, 49; *useful traits*, 4-6.
- Animal class, 14; *examples*, 16-17, 39-41, 56; *see also Dire Animal Class, Giant Animal Class.*
- Animals, *dealing with*, 6; *see also Animal Class, Dire Animal Class, Giant Animal Class, Hybrid Class.*
- Arc of vision, 8.
- Classes, 14.
- Combat, 6-7; *army of monsters*, 7; *added armor and weapons*, 33; *avoiding*, 5; *body part as weapon*, 39; *boss tactics*, 7, 59; *corrosion attacks*, 50; *elemental attacks*, 16; *flying*, 27; *home-ground advantage*, 6-7; *key rules*, 6; *multi-hex figures*, 7-8; *pack tactics*, 7; *prepared monsters*, 7; *reach*, 8; *touch attacks*, 53; *small-monster tactics*, 36; *swarm attacks*, 8.
- Construct class, 14; *examples*, 17-19, 35, 43-44, 54.
- Counters, 7-8.
- Creating monsters, 61.
- Demon class, 14; *examples*, 16, 20, 21, 35-36, 45-46, 56-57.
- Diagram, *multi-hex figures*, 8.
- Dire animal class, 14; *examples*, 16, 24, 27-28, 32-33, 37, 38, 49-50, 57; *see also Animals.*
- Divine servitor class, 14; *example*, 18.
- Dumb monsters, 7.
- Elder Thing class, 14; *examples*, 19-20, 26-27, 41-42, 51-52, 59-60.
- Elemental, *attacks*, 16; *class*, 14; *examples*, 24-26.
- Exploiting weaknesses, 4-5.
- Faerie class, 14; *example*, 55.
- Flying, 27.
- Giant animal class, 14; *examples*, 21, 30-32, *see also Animals.*
- GM preparation, 3, 15.
- Hybrid class, 14; *example*, 35; *see also Animals.*
- Mold on other monsters, 43.
- Monsters as traps, 37.
- Movement, 8; *flying*, 27.
- Multi-hex figures, 7-8.
- Mundane class, 14; *examples*, 17, 20-23, 29-30, 33-36, 41, 42, 44, 47, 55-61.
- Negotiation, 5.
- Plant class, 14; *examples*, 19, 28-29.
- Player knowledge, 5.
- Possessed minions, 59.
- Psychic powers, 59.
- Reach, 8.
- Reaction penalty, 5.
- Reading stats, 15.
- Recognition by  
adventurers, 4.
- Record sheets, 64.
- Size Modifier (SM), 7-8; *reach and*, 8.
- Slime class, 14; *examples*, 26, 38-39, 42-49, 52-53, 58.
- Speaking from Experience, 6, 13, 21, 26, 29, 35, 41, 44, 46, 51, 57, 58.
- Spirit class, 14; *example*, 52; *see also Undead.*
- Table, *counter sizes*, 8.
- Tactics, *see Combat.*
- Trickery, 5-6.
- Undead, *class*, 14; *enhanced*, 40; *examples*, 23-24, 27, 36-37, 40, 47-48, 50-51, 58-59, 62; *see also Spirit Class.*
- ## Advantages Index
- 360° Vision, 9.
- Altered Time Rate, 9.
- Alternate Form, 9.
- Amphibious, 9.
- Arm ST, 10.
- Brachior, 10.
- Cast-Iron Stomach, 10.
- Catfall, 10.
- Chameleon, 10.
- Compartmentalized Mind, 10.
- Constriction Attack, 10.
- Damage Resistance, 10.
- Dark Vision, 10.
- Detect, 10.
- Diffuse, 10.
- Discriminatory, *Smell*, 10; *Taste*, 10.
- Doesn't Breathe, 10.
- Doesn't Eat or Drink, 10.
- Doesn't Sleep, 10.
- Enhanced Move, 10.
- Enhanced Time Sense, 10.
- Extra Arms, 10.
- Extra-Flexible, 10.
- Extra Heads, 10.
- Extra Legs, 10.
- Extra Life, 11.
- Flight, 11.
- Gills, 11.
- Higher Purpose, 11.
- Homogeneous, 11.
- Immunity, 11.
- Indomitable, 11.
- Infectious Attack, 11.
- Infravision, 11.
- Injury Reduction, 11.
- Invisibility, 11.
- Limited Camouflage, 11.
- Nictitating Membrane, 11.
- No Blood, 11.
- No Brain, 11.
- No Eyes, 11.
- No Head, 11.
- No Neck, 11.
- No Vitals, 11.
- Pressure Support, 11.
- Regeneration, 11.
- Regrowth, 11.
- Resist Good, 11.
- Sealed, 11.
- See Invisible, 11.
- Sensitive Touch, 11.
- Silence, 11.
- Single-Minded, 11.
- Slippery, 12.
- Sonar, 12.
- Spider Climb, 12.
- Subsonic Hearing, 12.
- Super Jump, 12.
- Supernatural Durability, 12.
- Temperature Tolerance, 12.
- Terrain Adaptation, 12.
- Terror, 12.
- Universal Digestion, 12.
- Unkillable, 12.
- Unliving, 12.
- Vibration Sense, 12.
- ## Disadvantages Index
- Aerial, 12.
- Appearance, 12.
- Automaton, 12.
- Bad Grip, 13.
- Bad Smell, 13.
- Battle Rage, 13.
- Brittle, 13.
- Cannot Float, 13.
- Cannot Learn, 13.
- Cold-Blooded, 13.
- Dependency, 13.
- Disturbing Voice, 13.
- Divine Curse, 13.
- Dread, 13.
- Hidebound, 13.
- Horizontal, 13.
- Incurious, 13.
- Invertebrate, 13.
- Lifebane, 13.
- Mute, 13.
- No Fine Manipulators, 13.
- No Manipulators, 13.
- No Sense of Smell/Taste, 13.
- Odius Racial Habit, 13.
- Quadruped, 13.
- Reprogrammable, 13.
- Sadism, 13.
- Semi-Upright, 14.
- Sessile, 14.
- Slave Mentality, 14.
- Slithers, 14.
- Uncontrollable Appetite, 14.
- Unhealing, 14.
- Unnatural, 14.
- Vermiform, 14.
- Vulnerability, 14.
- Weakness, 14.
- Wild Animal, 14.
- ## Monster Index
- Acid spider, 16.
- Ape, *flesh-eating*, 27-28; *giant*, 30; *gladiator*, 32-33.
- as-Sharak, 16.
- Bat, *foul*, 28; *swarm*, 54-55.
- Bear, 16-17.
- Bronze spider, 17.
- Bugbear, 17.
- Ciuacácl, 18.
- Constrictor, *giant*, 31.
- Corpse golem, 18-19.
- Crushroom, 19.
- Demon from Between the Stars, 19-20.
- Demon of Old, 20.
- Dinoman, 20-21.
- Dire wolf, 21.
- Doomchild, 21.
- Dragon, 21-23.
- Draug, 23.
- Electric jelly, 24.
- Elemental, 24-26.
- Erupting slime, 26.
- Eye of death, 26-27.
- Flaming skull, 27.
- Flesh-eating ape, 27-28.
- Foul bat, 28.
- Frost snake, 28.
- Fungus, 28-29.
- Gargoyle, 29-30.
- Ghost, 50-51.
- Giant animals, 30-32.
- Gladiator ape, 32-33.
- Goblin, 33.
- Goblin-kin, 33-35.
- Golem, *corpse*, 18-19; *swordsman*, 35; *stone*, 54.
- Golem-armor swordsman, 35.
- Gryphon, 35.
- Hellhound, 35-36.
- Hobgoblin, 34.
- Horde pygmy, 36.
- Horde zombie, 36-37.
- Horrid skull, 37.
- Ice weasel, 37.
- Ice wyrm, 38.
- Jelly, 38-39.
- Karkadann, 39.
- Leaping leech, 40.
- Lich, 40.
- Lion, 40-41.
- Lizard man, 41.
- Mindwarper, 41-42.
- Minotaur, 42.
- Mold, 42-43; *on other monsters*, 43.
- Obsidian jaguar, 43-44.
- Ogre, 44.
- Ooze, 44-45.
- Orc, 34-35.
- Peshkali, 45-46.
- Pudding, 46-47.
- Rat, *giant*, 30-31; *swarm*, 54-55.
- Rock mite, 47.
- Siege beast, 47.
- Skeleton, 47-48.
- Skull, *flaming*, 27; *horrid*, 37.
- Slime, 48-49; *erupting*, 26; *undead*, 58.
- Slorn, 49-50.
- Slugbeast, 50.
- Snake, *giant*, 31; *swarm*, 54-55.
- Specter, 50-51.
- Sphere of madness, 51-52.
- Spider, *acid*, 16; *giant*, 31-32.
- Spirit guardian, 52.
- Spore cloud, 52-53.
- Stone golem, 54.
- Swarms, 54-55; *attacks*, 8.
- Sword spirit, 55.
- Throttler, 55-56.
- Tiger, 56.
- Toxifier, 56-57.
- Triger, 57.
- Troll, 57-58.
- Undead slime, 58.
- Vampire, 58-59.
- Viper, *giant*, 31.
- Void brute, 59.
- Watcher at the edge of time, 59-60.
- Werewolf, 60.
- Wildman, 60-61.
- Zombie, 62; *horde*, 36-37.



# DUNGEON FANTASY™

POWERED BY GURPS®



DUNGEON

# I SMELL A RAT™

STEVE JACKSON GAMES



# DUNGEON FANTASY™

POWERED BY GURPS®

## DUNGEON

# I SMELL A RAT™



Written by SEAN PUNCH • Cover Art by BRANDON MOORE • Cartography by BEN MUND  
Interior Illustrations by DENIS LOUBET and BRANDON MOORE

Additional Illustrations by ALEX FERNANDEZ and DAN WILLEMS

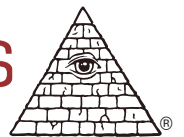
Reviewers: Miranda Horner and Jason "PK" Levine

*Dungeon Fantasy*, *I Smell a Rat*, *GURPS*, *Pyramid*, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license.

*Dungeon Fantasy: I Smell a Rat* is copyright © 2017 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

# STEVE JACKSON GAMES





# CONTENTS

<b>INTRODUCTION</b> . . . . .	<b>3</b>	11. Third Cell . . . . .	13
<i>What If the Delves Say “No”?</i> . . . . .	3	12. Library . . . . .	13
<i>Advice: Scaling Encounters</i> . . . . .	3	<i>Advice: Expecting the Unexpected</i> . . . . .	14
<b>1. SETTING THE SCENE</b> . . . . .	<b>4</b>	13. Lab . . . . .	14
Tell Us More About This Town . . . . .	4	Scrounged Concoctions Table . . . . .	15
Will Work for Food . . . . .	4	14. Testing Area . . . . .	15
<i>Speaking from Experience</i> . . . . .	4	<i>Hook: Adventures in Waste Management</i> . . . . .	15
Uncle Merle’s Place . . . . .	4	<i>Hook: The Depths</i> . . . . .	15
Down There? . . . . .	5	<i>Hook: Through a Portal, Darkly</i> . . . . .	15
<i>Whatever Happened to Uncle Merle?</i> . . . . .	5	15. Blasted Passage . . . . .	16
<i>A Dark Truth</i> . . . . .	5	Deep Encounters Table . . . . .	16
<i>Keeping It in the Family</i> . . . . .	5	16. End of the Line . . . . .	16
<i>Desperately Seeking Merle</i> . . . . .	5	Husk of Merle . . . . .	17
<b>2. THE DUNGEON</b> . . . . .	<b>6</b>	<b>RANDOM MONSTERS</b> . . . . .	<b>17</b>
<i>More Than We Bargained For</i> . . . . .	6	Sewer Encounters . . . . .	17
1. Cellar . . . . .	6	2 – Jelly . . . . .	17
(a) Stairs . . . . .	6	3-5 – Leaping Leech . . . . .	18
(b) Pillars . . . . .	7	<i>Speaking from Experience</i> . . . . .	18
(c) Junk Pile . . . . .	7	6-8 – Giant Rat . . . . .	18
(d) Smugglers’ Door . . . . .	7	9-11 – Giant Spider . . . . .	18
2. Twisting Tunnel . . . . .	7	12 – Smugglers . . . . .	18
<i>Advice: Running Combats</i> . . . . .	8	Deep Encounters . . . . .	19
3. Sewers . . . . .	8	1-2 – Earth Elemental . . . . .	19
<i>Sewer Encounters Table</i> . . . . .	9	3-4 – Ooze . . . . .	19
(a) Merle’s Concealed Door . . . . .	9	5-6 – Rock Mite . . . . .	19
(b) Smugglers’ Door . . . . .	9	<b>ADVENTURE MAP</b> . . . . .	<b>20</b>
4. Smugglers’ Den . . . . .	9	<b>3. REWARDS</b> . . . . .	<b>21</b>
<i>Smugglers!</i> . . . . .	9	Loot . . . . .	21
<i>Hook: Dealing In the Devil</i> . . . . .	9	Scrap . . . . .	22
(a) Blade Traps . . . . .	10	<i>Setting Up Shop</i> . . . . .	22
5. Rune-Limned Gallery . . . . .	10	Getting Paid . . . . .	22
6. Ritual Chamber . . . . .	10	Rats . . . . .	22
(a) False Wall . . . . .	11	Room and Board . . . . .	22
(b) Curtain . . . . .	11	The Ring . . . . .	22
(c) Evil Altar . . . . .	11	Selling the Tale . . . . .	22
7. Hidden Tomb . . . . .	12	Bonus Character Points . . . . .	22
Zombie Gang Member . . . . .	12	<b>4. THE ADVENTURE CONTINUES</b> . . . . .	<b>24</b>
8. Main Hallway . . . . .	12	Secrets Within Secrets . . . . .	24
9. First Cell . . . . .	12	Adventures in Alchemy . . . . .	24
10. Second Cell . . . . .	13		



*Alchemy is unbearably constrained by time and materials. Wizardry exchanges those limitations for annoyingly ambiguous magical laws. Some powerful forces in the universe can waive those laws, but only in return for harsh contracts. The obvious solution? Powerful forces outside the universe!*

*– Merle, Respected Innkeeper (and Black Magician)*

# INTRODUCTION

A *dungeon* is any reasonably confined area containing monsters to fight, hazards to avoid, and treasures to find, designed as an adventure for professional fortune-hunters. But that's a drily generic description, of little help to the GM who's never dreamed up such a thing, and even less useful to the first-time gamer. A worked example would be better – and luckily, you're reading one!

*I Smell a Rat* is a *simple* dungeon. It's a single level made up of a little over a dozen "interesting" areas. For new gamers playing delvers who are just starting out – and new GMs! – this simplicity makes it an ideal introduction to *Dungeon Fantasy*: It illustrates all the key concepts on a manageable scale.

Experienced players might explore the whole thing in one game session, which may represent an easy afternoon's work for a party of seasoned adventurers. To spice things up for such veterans, many situations in *I Smell a Rat* come with advice

on ramping up threats to better match the heroes' capabilities. There are also "hooks" for using the dungeon as a springboard to grander quests. To new gamers, these resources offer replay value and inspiration for future adventures.

Finally, while it should be obvious, it never hurts to spell things out for munchkins:

This book is for the GM. Players are to keep their hands off until after their characters have explored the dungeon and moved on!

If the GM sees obvious signs that somebody has read ahead (anticipating every secret is a big clue) . . . well, this *is* a game. The GM can play, too. Tougher monsters and skill penalties – and swapping a few of the surprises – should keep things challenging!

## WHAT IF THE DELVERS SAY "NO"?

For *new* delvers, the whole point is to accept a basic quest to learn the ropes. If they reject it, starving at \$150/week apiece until they realize there's no other work should change their minds. If it doesn't, the temple may pressure the group's cleric or holy warrior to step up as a "good act," the Thieves' or Wizards' Guild might notify the party's thief or wizard that there's something fishy to investigate here, or elder druids could charge a PC druid with discovering what has stirred up the local rat

population. In all cases, it's implied that refusal will bring repercussions (and earn fewer character points!).

If this is just one possible adventure for seasoned veterans, they may decide that killing rats for \$400-500 isn't worth their time – fair enough. If the players are experienced enough to feel that way, the GM is hopefully skilled enough to cook up another adventure. Alternatively, the GM can try the social pressure tactics suggested above – or have the heroes hear rumors of one or more of the hooks on pp. 9 or 15.

## ADVICE: SCALING ENCOUNTERS

This dungeon's battles *should* be fun for a well-rounded party of six 250-point adventurers. Matching opponents is an art, however! Some combats may prove unbalanced for large, small, capable, narrowly focused, or well-played groups. Each encounter offers solutions, but here's some general advice:

*Headcount.* Most encounters base the number of monsters on party size; e.g., "one per two delvers" or "a number equal to group size." Fixed numbers assume six adventurers; scale these to group size and round *up* (minimum one monster).

*Capability.* Above, count near-noncombatants (e.g., unarmored bards without combat spells) as *half* a delver. Count devastating fighters (with several of 3d+ damage, multiple skill 12+ attacks, active defenses of 14+, and DR 6+) as 1.5.

*Preparation.* Being ready can outweigh raw numbers; e.g., the Demons from *Between the Stars* in area 14 (p. 15) are toast if even one delver has mastered light-bringing spells, overpowering if *nobody* has light. Adjust monster numbers by up to 50% either way in such situations.

*Reinforcements.* Never increase monster numbers ahead of time if you're unsure about the adventurers or situation. A fight that's going too easily for the heroes can attract "off map" reinforcements, unless that's totally implausible (e.g., in a closed room). Keep bringing in backup until things get challenging!

If the encounter cannot be scaled in number – e.g., the husk of Merle (p. 17) is unique – adjust monster abilities the same way. This normally means damage and DR, as with the stone golem in area 11 (p. 13). Where skills or defenses are grossly mismatched, adjust them toward the delvers' *average* level.



# CHAPTER ONE

# SETTING THE SCENE

This adventure takes place in town. Thus, *There and Back Again* (*Exploits*, pp. 17-18) and fatigue due to *Travel* (*Exploits*, p. 64) won't apply. The delvers won't need camping gear and rations, much less horses and carts. In a sense, they won't even have to leave the inn . . .

## TELL US MORE ABOUT THIS TOWN

The town that's the backdrop for this quest is left to the GM – the adventure isn't tied to a specific, named location. Here's what *does* matter:

- The town can't be isolated. This adventure revolves around a roadhouse on a busy trade route, so it wouldn't make sense to choose the Vanished Village on the edge of Lake Lost, where travelers never pass – or where the locals sacrifice visitors in a huge bonfire, or to bees.
- The town must enjoy the benefits of magical engineering – that is, Earth spells. The dungeon assumes the existence of multi-story buildings with cellars, built next to roads with sewers underneath. The dungeon would be difficult to explain in a settlement with no structures fancier than thatch-roofed cottages.
- If the town is where the delvers are launching their careers (making this their first real adventure), it should be big enough to boast shops that could have sold them their starting gear. If they begin with swords, metal armor, magic items, and specialized tools, it might be a genuine *city*.

Thus, this town can believably offer the full range of civilized amenities, including a tavern where rumors start, a few shops run by the Merchants' Guild, a temple that sells healing, local chapters of the Wizards' and Thieves' Guilds, and a modest Town Watch. The delvers can attempt all the usual pre- and post-adventuring tasks here. If they're just starting out, the GM might even game out shopping for gear in preparation for the adventure.

If the GM is stuck coming with up a good name, try "Aranea." It has a cheesy fantasy sound to it and gives savvy players a minor clue to an early encounter without giving away the *real* surprises.

## WILL WORK FOR FOOD

Once the delvers are equipped and ready to hack 'n' slash, it's time to find work. Use *Finding a Quest* (*Exploits*, p. 14) – but if this is the first adventure of fresh-faced heroes, it's traditional for a quest to find them. Make all **Carousing** and **Current Affairs** rolls at +4, meaning that even

adventurers relying on defaults get unpenalized **HT** and **IQ** rolls, respectively.

With everybody rolling, success is *almost* assured and means the heroes receive the quest during the day, when they're well-rested. Failure all around leads to looking for a place to spend the night, learning that the local inns are full thanks to a Clowns' Guild convention, and being told ". . . but try Merle's." When they get to Merle's at day's end, they find work waiting when they need rest: Dock everyone 3 FP, which they can only recover after completing enough of the adventure to earn a place to rest (see *More Than We Bargained For*, p. 6).

### Speaking from Experience

*When I shared my unsettling dream of Uncle Merle, Mother was unsurprised: "Damned sorcery finally got the better of him. Go quickly! Barricade the cellar until you can hire mercenaries to go down and kill anything that moves. Invent a pretext for this – the family reputation is at stake."*

– Lee, *Journeyman Merchant*

## UNCLE MERLE'S PLACE

If the delvers succeed at the roll to find a quest, a woman who calls herself "Lee" approaches them during the day. Lee is a no-nonsense individual in her mid-thirties, dressed in clean-but-practical clothing. Nothing about her suggests money, exactly, but her manner hints at business.

Lee quickly explains that her family runs several roadhouses in the region (a **Current Affairs** roll confirms she belongs to a wealthy merchant clan), that her uncle, Merle, just passed away, and that she was sent to take over his business. When she arrived, she found the inn closed. On opening the door, she realized why: Scratching noises in the cellar and a foul smell pointed to an infestation of giant rats, known to be a problem in the area due to poorly maintained sewer tunnels.

Lee needs a well-armed group to kill the rats, and she's willing to pay eight copper (\$8) per giant rat head, to a maximum of one gold piece (\$400) if by some misfortune there are 50 or more rats. Winning a Quick Contest of **Merchant** skill vs. Lee's 15 can talk her up to \$10 per rat, maximum \$500. Whatever the final price, she's *also* willing to include one week's room and board at the inn (worth \$150 per person) after the party exterminates the rats.

There's no treasure here to speak of. An **Armory (Body Armor)** roll *can* adjust the golems' armor to fit an SM 0 delver – treat as heavy leather armor: DR 2, 36 lbs. – but the wearer suffers -3 to reactions from all civilized NPCs! The sickle blades rust to nothing when the golems are destroyed.

Afterward, anybody who examines the remains can make a **Diagnosis** roll to realize that the dead bodies used to construct these golems were killed by a thrust through the heart – a perfect match to the sacrificial dagger in the ritual chamber.

## 10. SECOND CELL

This room is very similar to the first cell (pp. 12-13), with two notable differences. First, door is **iron**, with **DR 25, HP 46**. Its lock and hinges still have **DR 9, HP 18**, opening the lock still requires an unmodified **Lockpicking** roll, and there's still anti-magic paint to cope with.

Second, the occupant is a **golem-armor swordsman** (*Monsters*, p. 35) equipped with a broadsword and medium shield. With DR 17, this may prove a *very* challenging foe for the typical gang of starting delvers . . . especially as they have to “kill” it twice! But if the heroes have extremely damaging attacks, the GM can put two or three golems here.

The only treasure is the broadsword (\$600, 3 lbs.) and the scrap of the golem's armor (\$1d×100, 200 lbs.). The shield is too beat up to be worth selling.

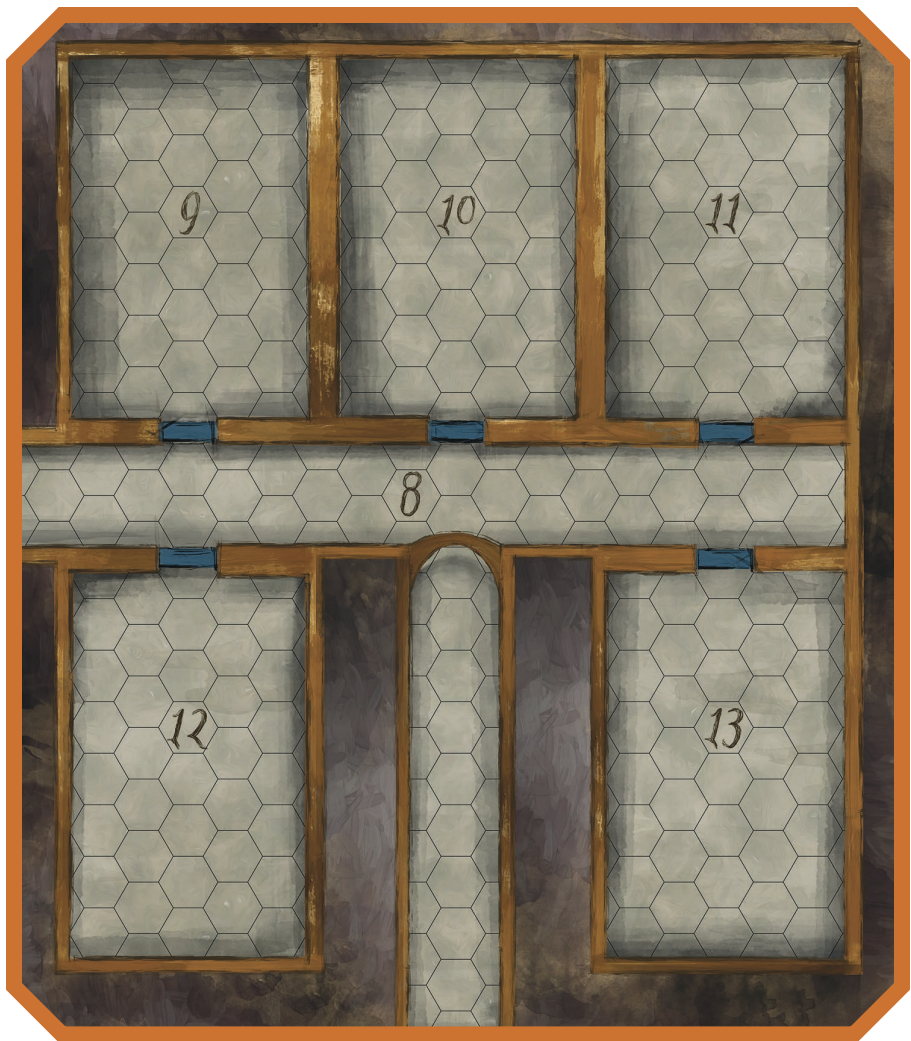
If all the armor is peeled off the golem(s), a **Diagnosis** roll reveals that the slain swordsman within was killed by a stab to the heart – yet another perfect match to that sacrificial dagger in the ritual chamber.

## 11. THIRD CELL

This room, too, is very similar to the first cell (pp. 12-13), with the differences being the door and the occupant. The ironbound door has **DR 30, HP 49**. Its lock and hinges have **DR 12, HP 23**. The lock still requires only an unmodified **Lockpicking** roll, and there's still anti-magic paint to deal with.

The occupant is a **stone golem** (*Monsters*, p. 54) wielding an oversized maul. The weapon is too clumsy for SM 0 adventurers to use, and too crude to sell as treasure.

If the GM wants the golem to be more challenging, toughen it up! A **greater stone golem** might have **ST 30, HP 45**, and



**DR 6**; punch for **3d crushing**; and swing a maul for **5d+8 cr**. An **epic stone golem** could have **ST 40, HP 60, and DR 8**; punch for **4d+1 cr**; and do **7d+5 cr** with its maul. The explanation might be harder stone or huge size: **SM +2, Move 7**, and **+1 reach** (C-2 with the fist, 1-3 with the maul).

## 12. LIBRARY

The door is the first clue this is *not* a cell like the rooms across the hall. It isn't nearly as massive: **DR 2, HP 29** wood, with **DR 6, HP 12** lock and hinges. However, the lock is better: -2 to **Lockpicking**. Both sides are coated with meteoric iron paint – described for the main hallway (p. 12) – which prevents easy use of magic.

The room itself is 15' × 22', with bookshelf-lined walls. A long table with two chairs per side occupies the middle; squeezing between this and the shelves is awkward. An oil lamp on the table can be lit to illuminate the room. In a conspicuous gap between shelves in the center of the south wall sits a lectern bearing an imposing black tome.



# STUCK FOR AN ADVENTURE? NO PROBLEM.

---

**Warehouse 23** sells high-quality  
game adventures and supplements  
in print and PDF formats.

- Free downloadable adventures for *GURPS* and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy boardgames and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



**STEVE JACKSON GAMES**  
**warehouse23.com**