

DUNGEON FANTASY™

POWERED BY GURPS®



COMPANION 2

STEVE JACKSON GAMES

FOES TO FIGHT! TREASURES TO TAKE!

Have the delvers in your *Dungeon Fantasy Roleplaying Game* campaign fought all the monsters and found all the loot? Do the *players* always know what to expect? Either way, the solution is *more*.

Dungeon Fantasy Companion 2 delivers *more stuff* to make your game *more interesting*:

- *Magic Items!* Another 16 rare or unique artifacts, one to a page. Each with full-color art, a detailed description, all the rules and stats required to use it in play, and advice on introducing it into the campaign.
- *Monsters!* Six new creatures to match swords and wits with the heroes. More than a block of stats, each illustrated two-page spread supplies background, outlook, tactics, adventure seeds, and everything else needed for memorable encounters.
- *Villains!* These 14 foes could be heroes . . . if they weren't bad guys. The two pages devoted to each NPC provide a complete character sheet and equipment list, a color illustration, and extensive notes on working the villain into adventures.

Bonus! Many entries sneak in new content you can use with or without the associated artifact or enemy, including gear, abilities, racial templates (centaur, dark elf, infernal, lizard man, and minotaur), and professions (evil cleric and unholy warrior).

Dungeon Fantasy Companion 2 is intended for the *Dungeon Fantasy Roleplaying Game* but would work with *GURPS*, especially *GURPS Dungeon Fantasy*.



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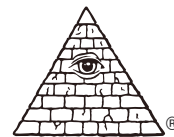
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CONTENTS

INTRODUCTION	3	GRANNY'S LACE-UPS	13
Recommended Books	3	<i>New Combat Accessory:</i>	
Publication History	3	<i>Thick Soles</i>	13
About the Author	3	<i>New Armor Modifier: Pointy</i>	13
1. MAGIC ITEMS!	4	HUNTER'S JUJU	14
<i>Understanding the Items</i>	4	ILLABEL'S SPLENDOR	15
ALLA BREVE	5	THE JUVENATOR	16
BONE STANDARD	6	OL' SMILEY'S INN	17
BUCCANEER'S BAND	7	<i>Heavy Lifting!</i>	17
COUNTLESS CALTROPS	8	OUDOU	18
CRIER'S SCROLL	9	<i>New Armor Material: Wood</i>	18
DAWN THUNDER	10	PORTABLE PURVEYOR	19
ENVY	11	THE STOMPERS	20
FLYING FETTERS	12	<i>New Armor Modifier:</i>	
		<i>Gnomish</i>	20

2. MONSTERS!	21
<i>Reading Monster Stats</i>	21
ASTUCUM	22
CENTAUR	24
<i>Centaur Delvers</i>	25
ELASTOID	26
HARPY	28
<i>Deviations</i>	29
OSISIZO	30
WARHOG	32

3. VILLAINS!	34
Creating Villains	34
Using Villains	34
<i>Reading Villain Stats</i>	35
DÚBELTHOR	36
<i>New Spell:</i>	
<i>Trap Magical Essence</i>	37
FAIR KILARI	38
<i>New Advantage:</i>	
<i>Animal Companion</i>	39
GEOFF IRONSHIELD	40
<i>New Racial Template:</i>	
<i>Minotaur</i>	41
GUITORE THE RELENTLESS	42
<i>New Special Thief Trait:</i>	
<i>Nondetection</i>	43
ITHYLYSSYA ATHÌ	44
<i>New Racial Template:</i>	
<i>Dark Elf</i>	45
JANA SEY	46
<i>New Druidic Ability:</i>	
<i>Shapeshifting</i>	47
KING SCROGO THE MUNIFICENT	48
<i>More Wealth!</i>	49
LADY AIMARA	50
<i>The Path</i>	51
MICTECOIX	52
<i>New Racial Template:</i>	
<i>Lizard Man</i>	53
NAGASHA	54
<i>Manslayer</i>	55
OCHTAL OF THE CROSS	56
<i>Unholy Warriors</i>	57
TORR DARKDEEP	58
<i>Evil Clerics</i>	59
TRIHÉXA	60
<i>New Racial Template: Infernal</i>	61
ZELL KOSHKA	62
<i>New Special</i>	
<i>Swashbuckler Traits</i>	63
INDEX	64

ABOUT THE *DUNGEON FANTASY* ROLEPLAYING GAME

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. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources that we provide include:

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Store Finder (storefinder.sjgames.com). Discover nearby places to buy *Dungeon Fantasy RPG* and *GURPS* items, and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

INTRODUCTION

The overarching theme of hack 'n' slash fantasy role-playing is *more*. Most important are more abilities for the heroes to wield, more enemies for them to fight, and more gear for them to use or to sell for profit. The *Dungeon Fantasy Companion 2* aims to please!

Chapter 1 presents 16 artifacts that didn't fit into the treasure chest that was *Dungeon Fantasy Magic Items 2* (making it a little bit like *Magic Items 2.5*). A few are based on completely new mundane equipment that's described in boxes, so even adventurers who never find these treasures can benefit. Thus, these items are *definitely* "more gear" – and the adventure seeds that accompany most of them sketch out encounters where the goodies start in the hands of "more enemies to fight."

Chapter 2 tackles "more enemies to fight" in earnest. It consists of six creatures that just missed staking out a lair in *Dungeon Fantasy Monsters 2* . . . you could think of it as *Monsters 2.5*. The centaur *also* touches on "more abilities for the heroes to wield," as it comes with a racial template suitable for delvers. And the warhog is a mount as well as a monster, so it qualifies as "more gear."

Chapter 3 is a rogues' gallery – like *Delvers To Go!* for bad guys. These nasty NPCs offer "more enemies to fight," but several are members of races that delvers could belong to, or possess gifts the GM may permit adventurers to acquire, so there's a dose of "more abilities for the heroes to wield." And good guys who defeat these villains will doubtless inherit their possessions, which means "more gear."

There's a little something for everyone, *especially* for the GM looking to inject new ideas into a long-running campaign!

RECOMMENDED BOOKS

If you own either the *Dungeon Fantasy Roleplaying Game* or *GURPS*, you're all set! In particular:

To use the artifacts in Chapter 1, you'll require *Adventurers* for stats for such basic gear as boots, caltrops, and musical instruments (while every item is described in detail, mundane properties aren't the priority that extraordinary ones are) – and

sometimes for character abilities. There are also extensive references to *Exploits*, a number of pointers to *Spells*, and even mentions of *Monsters*. You *don't* need *Magic Items* or *Magic Items 2*, however. If you're a *GURPS* player, most of this will work as written.

To understand the fiends in Chapter 2, you'll want *Monsters* to hand. You *don't* need *Monsters 2*, because although these creatures were originally created for that book, all of their new abilities are defined with them. Again, if you're coming from *GURPS*, you should be able to use these monsters "as is" – most of the differences between games are minor matters of terminology.

Chapter 3 draws extensively on character-creation rules from *Adventurers* and *Spells*. You'll need either those books or *GURPS* to understand the character sheets presented there. You *don't* need *Delvers To Go!*, but you might want to revisit the characters there as possible villains after perusing this chapter – like PCs, many wouldn't hesitate to slay other delvers and loot the bodies.

PUBLICATION HISTORY

The centaur and harpy in Chapter 2 share names with creatures previously sighted in *GURPS*, but weren't captured there – they're all-new denizens of the *Dungeon Fantasy Roleplaying Game*. Some racial templates and abilities in Chapter 3 were adapted from the *GURPS Dungeon Fantasy* series, notably *GURPS Dungeon Fantasy 3: The Next Level*.

ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as *GURPS* Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 *GURPS* releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as the lead creator of the *GURPS Dungeon Fantasy* series, which led to his design of the *Dungeon Fantasy Roleplaying Game*, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango (and occasionally tending bar). He lives in Montréal, Québec with *son amour*, Geneviève.



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INDEX

Advantages, *high Wealth*, 49;
martial arts, 51; *new*, 25, 39, 41,
 43, 45, 47, 53, 57, 61.
 Adventure seeds, *magic item*, 5, 6,
 7, 8, 9, 10, 11, 12, 13, 14, 15, 16,
 17, 18, 19, 20; *monster*, 23, 25,
 27, 29, 31, 33; *villain*, 37, 39, 41,
 43, 45, 47, 49, 51, 53, 55, 57, 59,
 61, 63.
 Alla Breve, 4, 5.
 Animal Companion advantage, 39.
 Animals, *companion*, 39; *giant*,
 32-33; *leopard*, 47; *riding*, 32;
shapeshifting, 47.
 Appearance trait, 41.
 Armor, 13, 18, 20; *new modifiers*,
 13, 18, 20.
 Astucum, 22-23;
overview, 21.
 Barbarians,
villain,
 52-53.
 Bashing Tail
 advantage,
 53.
 Bone Standard,
 4, 6.
 Bows, *Manslayer*, 55.
 Buccaneer's Band, 4, 7.
 Bulky disadvantage, 25.
 Caltrops, *Countless*, 4, 8.
 Campaigns, *see Adventure Seeds*.
 Carts, *for carrying items*, 17.
 Cats, 39, 47.
 Centaurs, 21, 24-25; *delver template*,
 25; *special traits*, 25.
 Characters, *heavy lifting*, 17; *new*
racial templates, 25, 41, 45, 53,
 61; *riding warhogs*, 32; *see also*
Advantages, Disadvantages,
Spells, Villains.
 Chests on poles, *for carrying items*,
 17.
 Chi Talent advantage, 41.
 Chi-based item, 20.
 Clerics, *evil template*,
 59; *villain*, 58-59.
 Clothes, *footwear*, 13, 20; *headgear*,
 15, 18; *jewelry*, 7, 11, 14.
 Combat accessory, *new*, 13.
 Crier's Scroll, 4, 9.
 Damage Resistance advantage, 61.
 Dark elf racial template, 45.
 Dark Gift advantage, 45.
 Dark Vision advantage, 61.
 Dawn Thunder, 4, 10.
 Disadvantages, *new*, 25, 41, 53, 61.
 Disturbing Voice disadvantage, 53.
 Dogs, *companion*, 39.
 Dragon Skin advantage, 51.
 Dread Touch advantage, 57.
 Druids, *new ability*, 47; *villain*,
 46-47.
 Dúbelthor, 36.



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Dungeon Fantasy, 3, 21, 34;
Adventurers, 3, 4, 7, 8, 10,
 12-14, 17-20, 25, 29, 32-34, 41,
 43, 45, 47, 49, 52, 53, 57, 61, 62;
Delvers To Go!, 3, 4; *Exploits*,
 3-5, 9-12, 14-17, 20, 22, 25-28,
 31-35, 37, 39, 41, 43, 45, 49, 51,
 55, 57, 59, 60, 63; *Magic Items*,
 3, 4; *Magic Items 2*, 3, 4, 19;
Monsters, 3, 9, 11, 18, 21, 25,
 27, 29, 30, 32, 35, 37, 41, 47,
 52, 53, 55, 56, 57, 59, 61, 63;
Monsters 2, 3, 34; *Spells*, 3, 4,
 7, 15, 17, 18, 28, 29, 47.
 Dwarves, *villains*, 48-49, 58-59.
 Elastoids, 21, 26-27.
 Elven Juju, 14.
 Elves, *dark elf racial template*, 45;
new traits, 45; *villains*, 38-39,
 44-45.
 Enhanced Move advantage, 25.
 Envy (ring), 4, 11.
 Equipment, *lifting heavy*, 17; *see*
also Magic Items, Clothes,
Weapons, specific items.
 Exorcism skill, 57, 59.
 Extra Legs advantage, 25.
 Falcons, *companion*, 39.
 Fangs advantage, 61.
 Fetters, *Flying*, 12.
 Flying Fetters, 12.
 Footwear, 13, 20; *new modifiers*,
 13, 20.
 Forest Guardian advantage, *magic*
item, 14.
 Geoff Ironshield, 40.
 Giant animal monster class,
example, 32-33.
 Granny's Lace-Ups, 4, 13.
 Guitore the Relentless, 42.
GURPS, 3; *see also Dungeon*
Fantasy.
 Half-elves, *villain*, 36-37.
 Half-ogres, *villain*, 56-57.
 Half-orcs, *villain*, 54-55.
 Halflings, *villain*, 42-43.
 Harpies, 21, 28-29; *beautiful*, 29.
 Headgear, 15, 18.
 Heartseeker advantage, 63.
 Helms, 18.
 Higher Purpose advantage, 57.
 Holy warriors, *see Unholy Warriors*.
 Hooves advantage, 25, 61.
 Horns advantage, 41, 61.
 Humans, *villains*, 46-47, 50-51,
 62-63.
 Hunter's Juju, 4, 14.
 I Studied On Killin' You advantage,
 63.
 Illabel's Splendor, 4, 15.
 Infernals, *racial template*, 61;
villain, 60-61.
 Ithylsyya Athi, 44.
 Jana Sey, 46.

Juvenator, 4, 16.
 Kilari, Fair, 38.
 Knights, *villains*,
 40-41, 48-49.
 Lady Aimara, 50.
 Legionary of
 the Damned
 advantage, 57.
 Leopards, 47.
 Lifting, *heavy items*, 17.
 Litters, *for carrying items*, 17.
 Lizard men, *racial*
template, 53; *villain*, 52-53.
 Long Horns advantage, 41.
 Magery advantage, 45.
 Magic items, 5-20, 55; *overview*, 3,
 4; *reading stats*, 4.
 Mana-dependent items, 5, 8, 11,
 13, 32.
 Manacles, *magical*, 12.
 Manslayer (bow), 55.
 Mantis Strike advantage, 51.
 Martial artists, *limits on abilities*,
 51; *The Path and*, 51; *villain*,
 50-51.
 Masks, 18.
 Mictecoix, 52.
 Minotaurs, *racial template*, 41;
villain, 40-41.
 Monsters, 22-33; *overview*, 3, 21;
reading stats, 21; *social*, 21;
see also Villains.
 Mundane monster class,
examples, 22-31.
 Musical
 instruments,
 5, 10.
 Nagasha, 54.
 Nature-dependent
 items, 7, 10,
 16, 18.
 Necklaces, 14.
 Nictitating Membrane
 advantage, 53.
 Nondetection advantage, 43.
 Ochtal of the Cross, 56.
 Odious Racial Habit disadvantage,
 53.
 Ol' Smiley's Inn, 4, 17.
 Osisizo, 21, 30-31.
 Oudou, 4, 18.
 Outdoorsman advantage, *magic*
item, 14.
 Owls, *companion*, 39.
 Parrots, *companion*, 39.
 Path, The, 51.
 Pointy armor modifier, 13.
 Portable Purveyor, 4, 19.
 Pouches, *magical*, 19.
 Power Investiture advantage, 59.
 Prepared Ground advantage, 63.
 Reading the stats, *items*, 4; *monster*,
 21; *villain*, 35.
 Regeneration, *item for*, 16.



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Resist Good advantage, 57.
 Riders on the Swine, 32.
 Riding skill, 32.
 Rings, 7, 11.
 Sanctity-dependent items, 6,
 12, 16, 17, 19.
 Scouts, *villain*, 54-55.
 Scrogo the Munificent, King,
 48.
 Scrolls, 9.
 Secret Strike advantage, 63.
 Shapeshifting advantage, 47.
 Sharp Claws advantage, 53.
 Sharp Teeth advantage, 53, 61.
 Soles combat accessory, *thick*, 13.
 Spells, *evil clerical*, 59; *new*, 37.
 Standard (flag), 6.
 Stompers, 4, 20.
 Storm-singers, 29.
 Striking ST advantage, 25.
 Swashbucklers, *new advantages*,
 63; *villain*, 62-63.
 Tail advantage, 61.
 Templates, *new racial*, 25, 41, 45,
 53, 61.
 Terrain Adaptation advantage, 53.
 Terror advantage, 57.
 Thick Skull advantage, 41.
 Thick soles combat accessory, 13.
 Thieves, *new trait*, 43; *villains*,
 38-39, 42-43.
 Tombstones, *magical*, 17.
 Torr Darkdeep, 58.
 Transporting items, 17.
 Trap Magical Essence spell,
 37.
 Trihéxa, 60.
 Unholiness advantage, 57.
 Unholy abilities, 57.
 Unholy warriors,
template, 57; *villains*,
 56-57, 60-61.
 Uninterrupted Flurry
 advantage, 51.
 Villains, 36-63; *350-point*, 42-43,
 52-55, 58-59, 62-63; *375-point*,
 38-41; *400-point*, 56-57;
425-point, 60-61; *450-point*,
 36-37, 44-45, 48-49; *475-point*,
 46-47; *525-point*, 50-51; *creating*,
 34; *overview*, 3, 34; *reading stats*,
 35; *using*, 34-35.
 Wagons, *for carrying items*, 17.
 Warhogs, 21, 32-33; *riding*, 32.
 Warriors, *see Unholy Warriors*.
 Weakness disadvantage, 61.
 Wealth trait, 49.
 Weapons, 8, 55.
 Wheelbarrows, *for carrying items*,
 17.
 Wings advantage, 61.
 Wizards, *villains*, 36-37, 44-45.
 Wood armor material, 18.
 Zell Koshka, 62.



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