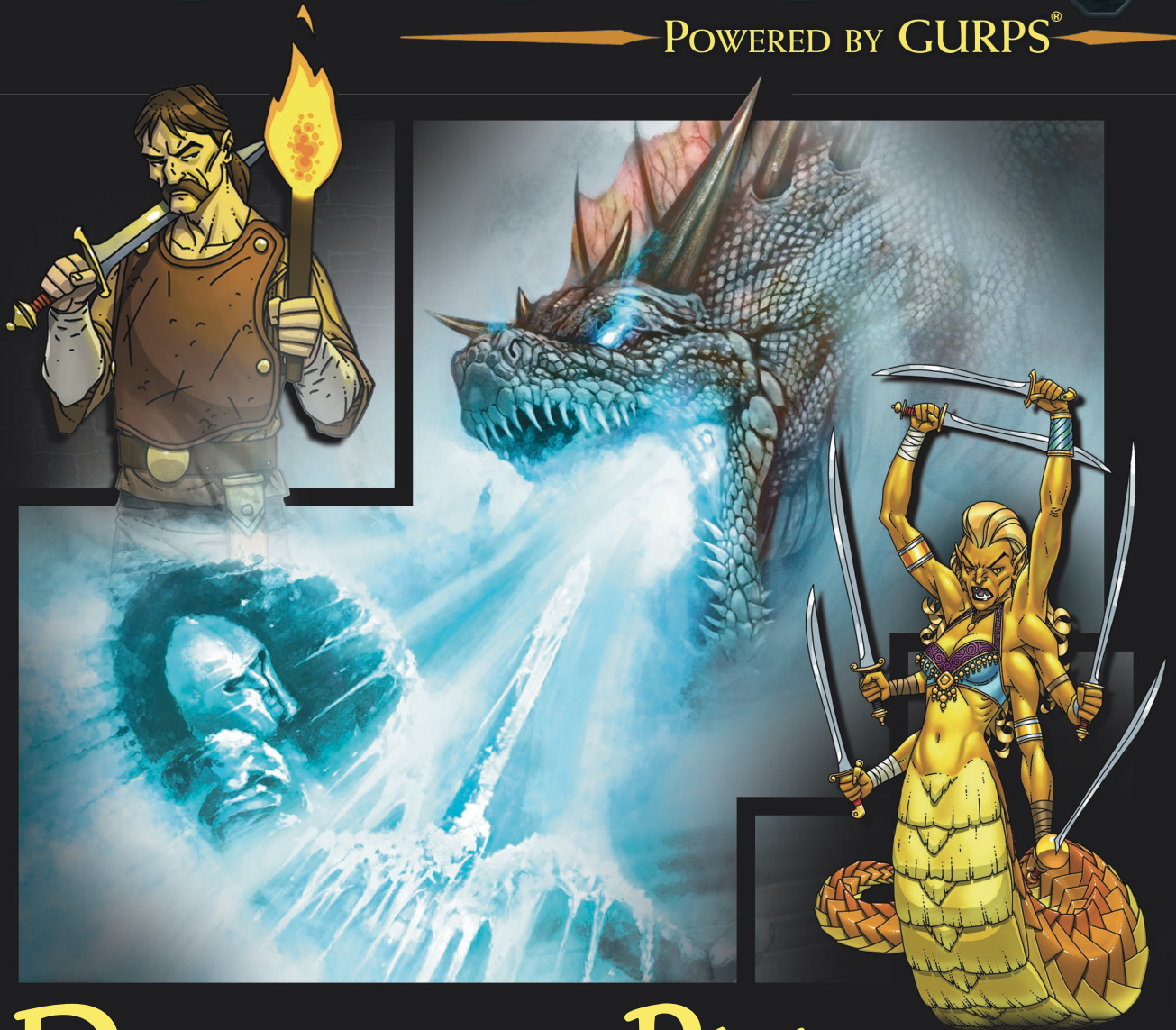


# DUNGEON FANTASY™

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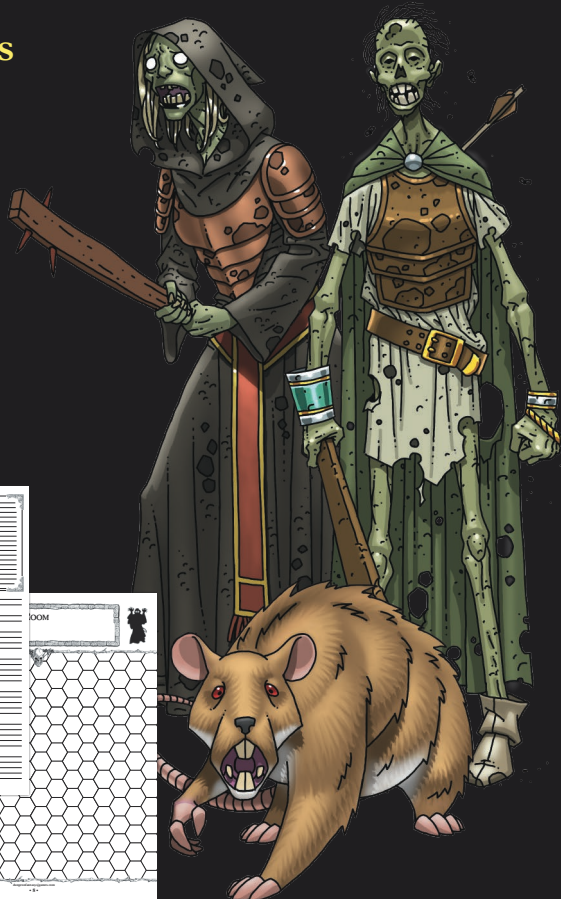
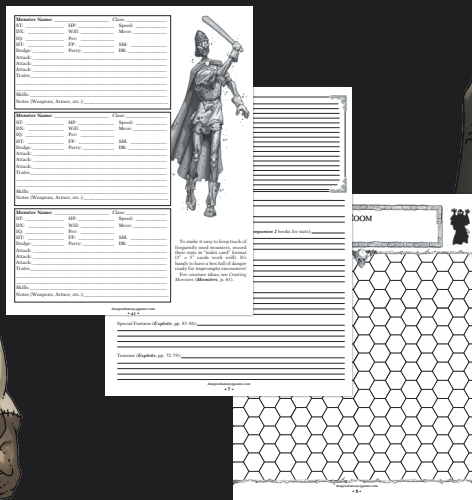
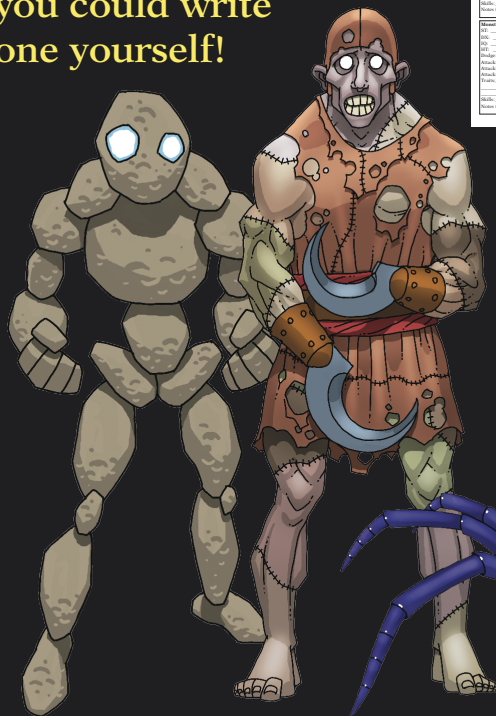


## DUNGEON PLANNER

STEVE JACKSON GAMES

Delvers are constantly seeking new dungeons to explore – and the best dungeons take planning! Be they simple caves, twisting sewer systems, or sprawling multi-level mega-dungeons, they need maps annotated with notes on monsters, traps, and treasures.

Where do you find your next dungeon? You could wait for somebody to write a new book – or you could write one yourself!



This book is yours to write. It's a journal that lets you record your fiendish ideas as they occur, and then organize all the rooms and passages, with all their notes, into a dungeon.

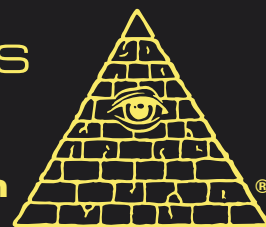
Game Design by Sean Punch • Cover by Denis Loubet, Brandon Moore, and Dean Spencer  
Illustrations by Denis Loubet and William McAusland

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**STEVE JACKSON GAMES**

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# DUNGEON FANTASY™

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## DUNGEON PLANNER

### INTRODUCTION

Delvers are constantly seeking new dungeons to explore – and the *best* dungeons take planning! Be they simple caves, twisting sewer systems, or sprawling multi-level mega-dungeons, they need maps annotated with notes on monsters, traps, and treasures.

You can get a dungeon like that by using one of the existing official adventures: *I Smell a Rat*

or *Against the Rat-Men*. But after you've played those, what's next? You *could* wait for somebody to write a new book – or you could write one yourself!

This book is yours to write. It's a journal that lets you record your fiendish ideas as they occur, and then organize all the rooms and passages, with all their notes, into a dungeon. If you get stuck, don't despair – there are plenty of other tools in the box!

- **Dungeon Fantasy Roleplaying Game.** The boxed set includes *Exploits*, which has a *Mastering Dungeons* section offering advice on mapping, traps, and encounters, along with an *Adventure Planning Form*, blank wandering monster and random trap tables, and a *Room Record Sheet*. The set also includes *Monsters*, which features not only a horde of creatures, but also a whole chapter on how to construct encounters, plus record cards to help you keep track of monsters, traps, diseases, and poisons.

- **Dungeon Fantasy Monsters 2.** Adds *more* monsters – these with extensive notes on how to use them, which can inspire rooms or entire dungeons.

- **Dungeon Fantasy Traps.** A collection of ready-to-use traps and tricks to drop into your dungeons.

- **Dungeon Fantasy Magic Items.** Wonderful loot to reward adventurers who survive all the monsters and traps. *Dungeon Fantasy Magic Items 2* adds rare and unique artifacts, each with a background story that could inspire some or *all* of your dungeon.

- **Dungeon Fantasy Companion 2.** Find yourself running out of monsters and items? Here are some more, also with lots of background notes.

Once your dungeon design is complete, please share your creation with others! Spread the word using the official *Dungeon Fantasy Roleplaying Game* forum at [forums.sjgames.com](http://forums.sjgames.com). Post photos of your design in the unofficial “Dungeon Fantasy RPG” Facebook group.

**Game Design by Sean Punch • Cover by Denis Loubet, Brandon Moore, and Dean Spencer**

**Illustrations by Denis Loubet and William McAusland**

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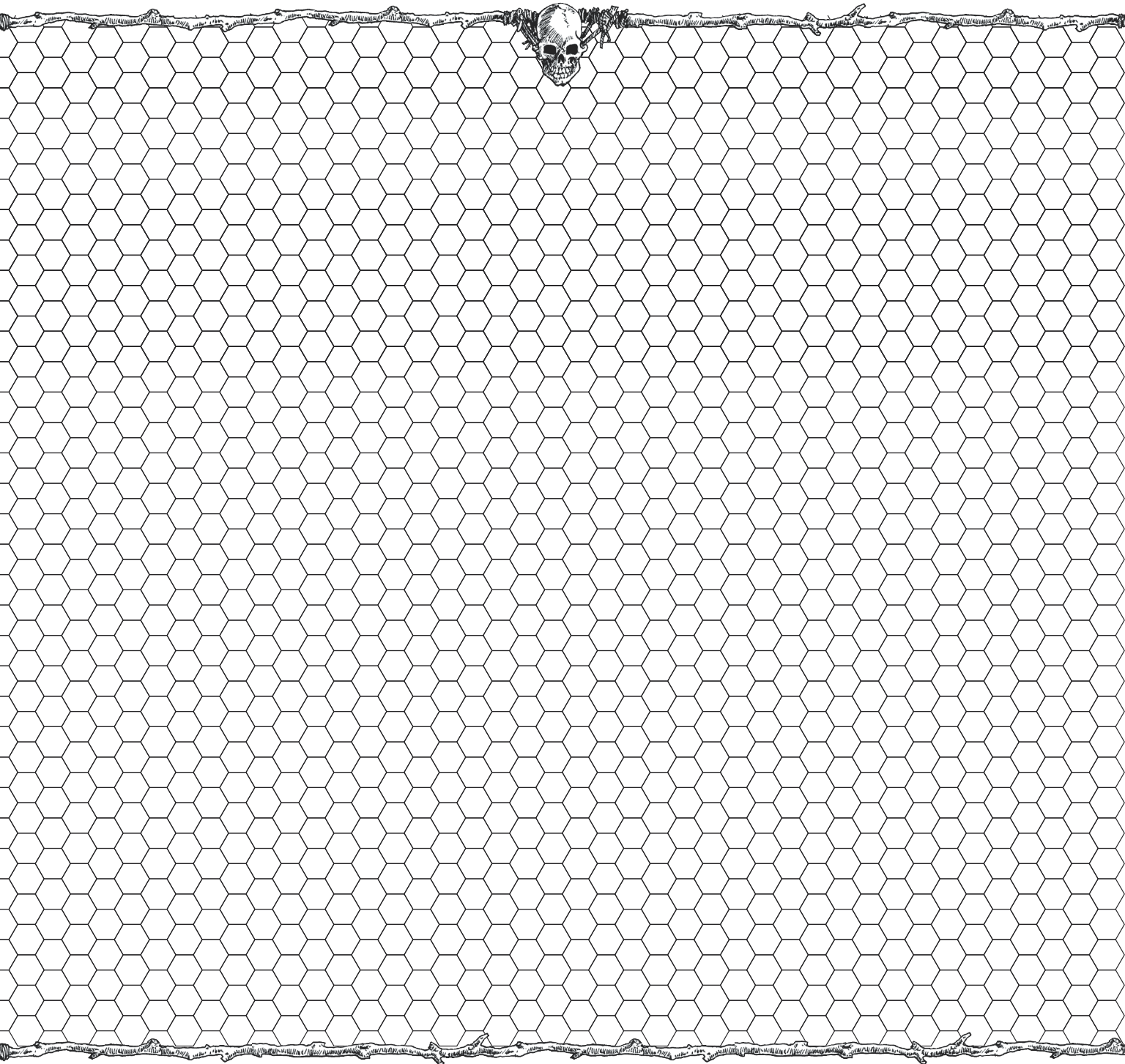
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# DUNGEON



# STUCK FOR AN ADVENTURE? NO PROBLEM.

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