

DUNGEON FANTASY™

POWERED BY GURPS®



COMPANION

STEVE JACKSON GAMES

MORE DANGER, MORE REWARDS, MORE ADVENTURE!

Any delver would agree: *More* is better. And the *Dungeon Fantasy Companion* delivers. This compilation includes all three stretch-goal supplements created for the *Dungeon Fantasy Roleplaying Game* Kickstarter campaign:

- **Traps.** Delvers hate them, but traps make for fun adventures. *Good* traps take time to devise, though. This collection gives the time-pressed GM nasty gadgets, complicated architecture, hidden poison, and malicious magic – plus devious tricks to challenge the wisest wizard.
- **Magic Items.** Unlike traps, magical treasure (besides the cursed stuff) *is* popular with delvers – but like traps, dreaming it up takes time. This emporium of enchantment helps, with wondrous weapons, armor, wands, jewelry, potions, and more.
- **Against the Rat-Men.** Adventures take *serious* time to design, so here's another. This sequel to *I Smell a Rat* offers heroes new dangers – and new rewards.

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



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About the Dungeon Fantasy Roleplaying Game

The *Dungeon Fantasy Companion* consists of three volumes: *Dungeon Fantasy Traps*, *Dungeon Fantasy Magic Items*, and *Dungeon Fantasy: Against the Rat-Men*. For more about Steve Jackson Games, the *Dungeon Fantasy Roleplaying Game*, and those supplements' web-page addresses, see pp. A-2, B-3, or C-2. The *Dungeon Fantasy Roleplaying Game* web page is dungeonfantasy.sjgames.com. The *Dungeon Fantasy Companion* web page is dungeonfantasy.sjgames.com/companion.

FOREWORD

This is an unusual book: It combines three different game supplements, complete with their title pages, tables of contents, and original page numbering. Why?

In late 2015, SJ Games decided that a boxed set of *some* kind would be a great way to celebrate the 30th birthday of *GURPS* in 2016. By January 2016, we had settled on a stand-alone fantasy RPG based on the popular *GURPS Dungeon Fantasy* series. As of February 2016, creating the *Dungeon Fantasy Roleplaying Game* had become my full-time project.



Adapting a “game engine” as substantial as *GURPS* and cherry-picking content from the extensive *GURPS Dungeon Fantasy* series (now up to 27 volumes) proved to be no small task. In fact, it became a colossal undertaking. Compiling and editing took me until August 2016, and then the production process redlined our art and layout resources until April 2017. Between the expense of the work and the fact that it would sideline *GURPS* while we did it, it was clear this wouldn’t be cheap.

Fortunately, we live in the future. Among other things, that means crowdfunding. Our plan all along was to fund the *Dungeon Fantasy RPG* via Kickstarter just as soon as we had a working draft in hand to prove that, yes, *we could do it*. The Kickstarter campaign went live on September 1, 2016, and the project was funded by September 17. Yay!

Of course, this being Kickstarter, “stretch goals” were a given. For those unfamiliar with the process, a stretch goal is a bonus (item, service, almost anything) “unlocked” for every backer if the pledges total a certain amount beyond the minimum required to fund the project. They’re purely optional

but lots of fun – and yes, they encourage people to get behind the project.

Periodically during the campaign, we proposed PDF supplements as stretch goals and asked backers to help us decide what these would be. In the end, three were selected and unlocked:

Traps. Ready-made traps for home-made adventures. This volume does for traps what *Monsters* does for monsters. Dungeons are supposed to be *dangerous*, after all!

Magic Items. Piles of additional magical gear to find as loot or even buy at Ye Olde Magick Shoppe. **Spells** has little to say about enchanted items. This supplement says a lot.

Against the Rat-Men. An adventure that picks up where *I Smell a Rat* left off. Creating a dungeon is time-consuming. This scenario *doubles* the out-of-the-box playability of the *Dungeon Fantasy RPG*.

In other words, the stretch-goal items provide *more*: more challenges, more rewards, more adventure.

Realizing that the buyers of a boxed game would probably prefer their supplements in physical form as well, we looked into getting the PDFs into print. As I said, however, the project proved expensive – we just couldn’t justify publishing *Traps*, *Magic Items*, and *Against the Rat-Men* as fancy, full-color rulebooks like those in the *Dungeon Fantasy RPG* box.

Kickstarter offered a neat solution in the form of “add-ons”: goodies beyond the core offering and stretch goals, available for purchase by backers. In practical terms, we could not only promise backers the *Dungeon Fantasy RPG* and any unlocked stretch goals, but also offer them additional stuff to buy. Aha!

We decided that we could afford to print the three PDFs *if* people were willing to pay for it. We couldn’t predict add-on sales, however, so we erred on the side of caution. We offered all three supplements in a single book: the *Dungeon Fantasy Companion*.

That’s why this is a book in three sections: “Book A,” “Book B,” and “Book C,” for *Traps*, *Magic Items*, and *Against the Rat-Men*, respectively. Each section has its own page numbering with “A,” “B,” or “C” in front of the original page number. By ignoring the letter, you can follow cross-references whether you’re working from print *or* PDF. By paying attention to the letter, you can easily refer to the pages of this collection and use the unified table of contents at the front.

In short, the *Dungeon Fantasy Companion* offers you more of everything in one big book. And as every delver knows, bigger is better. Enjoy!

– Sean Punch, May 11, 2017

BOOK A

DUNGEON FANTASY™

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TRAPS



Written by **JASON "PK" LEVINE** and **CHRISTOPHER R. RICE**

Interior Illustrations by **BRANDON MOORE**

Additional Material by **SEAN PUNCH**

Special Thanks: Trapmeister Travis Ellis

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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:

New supplements and adventures. *GURPS* continues to grow – see what's new at 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.

Pyramid (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. You can also join us at [facebook.com/sjgames](https://www.facebook.com/sjgames) or 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 web page for the *Dungeon Fantasy Roleplaying Game* can be found at dungeonfantasy.sjgames.com. The web page for *Dungeon Fantasy Traps* is located at dungeonfantasy.sjgames.com/traps.

Gamer and Store Finder (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.

INTRODUCTION

Brave heroes have no shortage of things trying to kill them, from wicked sorcerers to slaving monsters. But *traps* hold a special place in this genre. There's no emotional impetus behind a trap, and the enemy who set it may even be long gone – which is why traps drive home the point that *even the dungeon itself is trying to kill you!*

Traps and tricks allow the GM a chance to be truly creative and diabolical, seeking new ways to surprise and shock the adventurers (and their players). But sometimes the process of creation can use a little bit of inspiration . . . or the delvers have wandered off into uncharted territory, and the GM needs a trap *now*. No matter the reason, the 60+ ready-to-use examples in *Traps* will keep the entire party on their toes. Those who survive, at least.

RECOMMENDED BOOKS

Traps uses the statistics explained on pp. 70-71 of *Exploits*. As such, that book is required to properly use this one. A few traps, mainly those involving summoned and hidden creatures, require *Monsters* as well.

PUBLICATION HISTORY

Some of these traps first appeared in *GURPS Dungeon Fantasy 16: Wilderness Adventures* and “It’s a Trap!” from *Pyramid* #3/60: *Dungeon Fantasy III*.

ABOUT THE AUTHORS

As the Assistant *GURPS* Line Editor for Steve Jackson Games, Reverend Jason “PK” Levine has been fortunate enough to contribute to the original rules from which the *Dungeon Fantasy Roleplaying Game* was derived. (Does that make him this game’s godfather?) He’s been taking players on

Delicate Work

All *DX*-based rolls to disarm, rearm, or steal a trap (or trick) – not just those involving the **Traps** skill – benefit from **High Manual Dexterity** and suffer from **Ham-Fisted**. This includes *DX*-based **Alchemy**, **Hazardous Materials**, and **Thaumatology** rolls, though never *IQ*- or *Per*-based rolls.

The Off Switch

In any *inhabited* dungeon, there’s likely to be a simple way to disable any trap or trick, at least temporarily – otherwise it would be nearly impossible to live there! The GM should decide where to hide these. Of course, such a switch should be very hard for interlopers to spot, usually requiring a *Per*-based **Traps** roll at -8 or worse.

dungeon crawls since he was 12, and enjoys a good trap almost as much as he enjoys a terribly evil one. He keeps a repository of RPG randomness at www.mygurps.com, and lives just outside of Chattanooga with his amazing wife and family.

A frequent contributor to *Dungeon Fantasy* and *Pyramid*, Christopher R. Rice is constantly writing, tinkering with, and running *GURPS*. Of course, if he’s not writing about *GURPS*, he’s blogging about it. Visit his site “Ravens N’ Pennies” (www.ravensnpennies.com) for more *GURPS* goodies. From Portsmouth, Virginia, he wishes to thank L.A., his own personal muse, as well as the rest of his gaming group (The Headhunters) and his family (especially his mother). Special thanks to Elizabeth “Archangel Beth” McCoy for all that she’s done and taught him.

Grükuk grunted impatiently. “Do you know what the symbols mean or not, monk? Remember, we have to reach the lich before her midnight ritual starts.”



“Yes, which means reaching her in one piece,” Francesco countered. “This is the old tongue for ‘plague’ . . . and pestilence is not something I’m equipped to –”

“Is that all?” Grükuk grinned and bounded down the hall, past the stunned cleric.

CHAPTER ONE

TRAPS

These traps range from annoyances to potential party-killers, which is why it's important for the GM to tailor challenges to fit the skills and power level of the PCs. As a rule, if the GM can't think of any way for the party to escape or avoid the trap, *and* its effects are lethal enough to incapacitate them, considering using a different one!

Alternatively, the GM can adjust an existing trap to make it fit the party better, or even invent brand new ones. Here are some guidelines:

Detect and Disarm: This is usually **Traps**, or **Thaumatology** for magic. The GM should strongly encourage the group to give *some* of their PCs those skills at character creation, if for no other reason than to avoid stumbling into every trap in

Keep an Eye Out

Many traps and tricks give a **Perception** or *Per*-based skill roll to detect, avoid, or save. Such a roll always takes the modifiers for *Sense Rolls* (**Exploits**, p. 9) based on the most applicable sense (usually vision). This applies even in the rare cases where a delver must *fail* such a roll; advantages like **Acute Senses** make it harder to do so, while disadvantages like **Hard of Hearing** make it easier.

this supplement! If the party is deficient here, a kind GM may allow them to use a loosely related skill, like **Observation** or **Scrounging** (or **Occultism** for magic). The skill penalties here are only *suggestions*, and can be varied freely based on how obvious the GM wants the trigger and trap mechanisms to be.

Avoid: Remember that this is only for getting around *detected* traps. As such, there should usually be a way to do so, and it may even be automatic. For avoiding pits, see p. 12.

Save: As the last-ditch roll for those caught in a trap, this is important. Physical attacks and sudden falls usually allow an active defense, while magical and noxious effects give a **HT** or **Will** roll to resist. Don't hesitate to change the modifier; a bonus makes a trap *far* more survivable, while a penalty can ensure doom.

Effects: Tailor this to the group, particularly damage. Assume the trap will inflict (4 × dice) points of damage, see what that does to each adventurer, and then adjust to keep it dangerous yet survivable (unless it's meant to be truly lethal). When changing the damage on falls, be sure to adjust the distance to match the chart on p. 67 of **Exploits**.

Shots, Rearm, Steal: These just need to make sense for the trap, regardless of party composition. However, consider tailoring the "Steal" value to fit the group's usual loot haul. If the trap rearms *itself* after triggering, note this as "*Rearm: Automatic*"; this takes place 1d×10 seconds after activation unless otherwise specified.

ALCHEMY AND GUNK

Concoctions and hazardous potions are common threats, as they're easy ways for non-spellcasting bad guys to include magical effects in a dungeon without having to rely on *Foul Magic* (pp. 7-8). See also *Alchemy Basin* (p. 19).

ALKAHEST SIPHON

A siphon attached to a tripwire squirts alkahest (*Adventurers*, p. 116) at unsuspecting adventurers. (The GM can fill this with other concoctions to vary the trap's effects.)

Detect: *Per*-based **Traps** at -9.

Disarm: *DX*-based **Traps** or **Hazardous Materials**. Failure triggers!

Avoid: Automatic (step over the tripwire).

Save: Detection, or **Hearing** at +1, allows a **Dodge** roll.

Effects: 1d corrosion, bypassing DR.

Shots: 1d.

Rearm: Yes, requires *DX*-based **Traps** roll.

Steal: Yes, with a *DX*-based **Alchemy** or *DX*-based **Hazardous Materials** roll to steal alkahest grenades equal to remaining shots, and a *DX*-based **Traps** roll to steal the siphon (\$1,000, 10 lbs.).

BLACK WIND

This small room or hallway is lined with pressure plates. Touching one results in the area being pumped full of demon's brew (*Adventurers*, p. 116), dispersed through sprayers to cover a four-yard-radius area and linger. This trap is often found areas with low or no mana and sanctity, to prevent **Purify Air** from easily countering it.

Roll	ST	Thrust	Swing
1	10	1d-2	1d
2-3	14	1d	2d
4	18	1d+2	3d
5	22	2d	4d
6	26	2d+2	5d

ANKLE-BREAKING SPEARS

A tripwire sends two spears into the victim's feet! This can potentially cripple the delver if enough damage is delivered; see *Exploits*, p. 61.

Detect: Per-based **Traps** at -2.

Disarm: DX-based **Traps** at -2. Failure triggers!

Avoid: Automatic (step over the tripwire).

Save: Detection, or **Hearing** at -4, allows a **Dodge** roll at -3. If Dodge succeeds by 0, one spear still hits; if it succeeds by 1+, both miss.

Effects: 1d+3* impaling to each foot.

Shots: 1.

Rearm: Yes.

Steal: Yes; yields two normal spears.

* At ST 14. May instead be ST 10 (1d+1), ST 18 (1d+5), ST 22 (2d+3), or ST 26 (2d+5).

CHAINSHOT

When one of the many pressure plates in the floor are triggered, this trap launches two bolas at the subject, each comprising two heavy balls connected by razor-sharp wire. The first bolas is aimed at the neck (to decapitate or suffocate) and the second at the legs (to maim and trip).

Detect: Per-based **Traps** at -6.

Disarm: DX-based **Traps** at -6.

Avoid: **DX** at -5 or **Light Walk**.

Save: Detection, or **Hearing** at -2, allows an active defense at -3. Success by 0 means one bolas still hits the legs; success by 1+ avoids both.

Effects: 1d-1* cutting to the neck and legs, plus effects as per *Bolas* (*Exploits*, p. 44).

Shots: 1d

Rearm: Yes.

Steal: Yes. Two cutting bolas per remaining shot (\$100, 2 lbs., failure by 5+ or critical failure when using it does cutting damage to the wielder's arm).

* At ST 14. May instead be ST 10 (1d-3) or ST 18 (1d+1).

DROP NET

A hex of floor acts as a pressure plate; anyone stepping on it triggers a weighted melee net that drops from the ceiling and entangles him. See *Nets* (*Exploits*, p. 45). This is not a



dangerous trap on its own, but intelligent foes will prepare a room with a few such traps, know exactly which hexes to avoid, and act quickly to take advantage of any bound foes!

Detect: Per-based **Traps**.

Disarm: DX-based **Traps**. Failure triggers!

Avoid: Automatic (avoid that hex).

Save: **Hearing** allows a **Dodge** roll at -2.

Effects: Entangled (cannot move or attack until free). See *Nets* (*Exploits*, p. 45).

Shots: 1.

Rearm: Yes.

Steal: Yes. No roll; the melee net can be picked up if undamaged.

FIENDISH FLUNG AXE

A tripwire sets off a mechanism that throws an axe at the subject. This flies from an unexpected angle (e.g., corner of the ceiling) or long distance, and is hard to see coming!

Detect: Per-based **Traps** at -8.

Disarm: Per-based **Traps** at -8.

Avoid: Automatic (step over the tripwire).

Save: Detection, or **Hearing** at -8, allows any valid active defense at -3.

Effects: 2d+2 cutting* to a random hit location.

Shots: 1.

Rearm: Yes, if you can reach the mechanism.

Steal: Yes. No roll; just pick up the throwing axe.

* At ST 14. May instead be ST 10 (1d+2), ST 18 (3d+2), ST 22 (4d+2), or ST 26 (5d+2).

PROJECTILE CAPTURING FIELD

This trap always accompanies some other hazard, usually monsters (who may or may not be intelligent enough to know what it does). Any projectiles fired across its threshold (a line across the area) disappear, only to be fired at the original shooter (from behind) after a short delay! The focal point of the trap is a faintly glowing stone eye about 8" in diameter (SM -4, DR 6, HP 40, no darkness penalty to attack) mounted high on the wall behind the party. On its turn (treat it as Basic Speed 1.00), it fires all captured projectiles back at each original shooter with effective skill 15 (ignore range penalties); damage is based on the *shooter's* ST and other traits.

CHAPTER TWO

TRICKS

Not every trap is about dodging arrows and leaping pits. Some require a bit more thought, seek to disrupt the party more than to kill it, or act as a double-edged sword. For simplicity, we call these *tricks*. Most are unique challenges, which work best one to a dungeon and should not be repeated.

The advice at the beginning of Chapter 1 (p. 4) also applies to customizing and inventing tricks.

Obstacles

Most of these tricks are intended as *obstacles*, which block the way to an important part of the dungeon; e.g., the actual goal or a “bonus area” with great loot. Hence, these are all labeled “*Avoid*: No.” Successfully dealing with the trick allows safe passage forward – a door unlocks, a bridge materializes

over a chasm, a platform or air spirit raises the party up to a new area, a force field drops, etc. – or grants some sort of reward, perhaps by unlocking a treasure chest or bestowing a magical boon like *Bless* (*Spells*, pp. 50-51).

If the main impediment is a locked door, it’s up to the GM whether the delvers can pick the lock or beat down the door if they fail to work through the trick; see *You Shall Not Pass* (p. 10). For other obstacles, the GM should put in alternative passages – usually more difficult and less lucrative ones. Failing to overcome a trick shouldn’t make a dungeon “unwinnable.”

Obstacles work especially well in situations where the delvers are being attacked or under similar pressure. It’s evil and fun to make the party decide who should focus on the trick instead of helping keep the enemy at bay!

INSANE ARCHITECTURE

Sometimes it’s not that the dungeon wants to kill you, it’s just that it makes *no sense*.

A CROOKED MILE

This bizarre room is a fiendish wonder of Hell Gnome architecture, with twisted staircases and impossible-seeming passageways through disguised tunnels. Everyone within must save every 1d yards or suffer daze (*Exploits*, p. 66) for (margin of failure) seconds, disoriented by the architecture. This is problematic if monsters or other hazards are present! There is nothing magical about this room; it’s all mundane architecture, just twisted in bewildering and befuddling ways.

Detect: Automatic.

Disarm: No.

Avoid: No; even flight is confusing.

Save: **IQ**, **IQ**-based **Acrobatics**, or **IQ**-based **Body Sense** – all at -3 without **Absolute Direction**. Gnomes add **Widget-Worker**.

Effects: See above.

Shots: Constant.

Rearm, *Steal*: No.

DELVERS UNDER GLASS

This room has exits on opposite walls. Across the middle of the room, completely separating the exits, are four floor-to-ceiling panes of glass about a foot apart. The nature of the

glass walls is not apparent until the entrance door is shut, at which point the pressure plates within the floor gauge the party’s total weight. For every 10% by which this weight is reduced, the panes of glass drop 1’ away from the ceiling; this will become immediately evident if anyone jumps or otherwise leaves the ground. There are many ways to achieve this: martial artists can use **Light Walk** or **Spider Climb**, wizards can cast **Walk on Air**, and so on. Anyone may try clinging to the outside wall, roll **Climbing** at no penalty to halve weight, or at -3 to eliminate weight completely.

The top edge of the glass is *sharp*, requiring those climbing over it to save or take damage. If the glass dropped 2-3’, delvers must clamber over them all, requiring four such saves. If it dropped 4-7’, they may step carefully, making two saves. If it dropped 8’ or more, no save roll is required.

If the entrance is reopened, the panes *immediately* rise back into place. If anyone is currently crawling on them, each pane inflicts 1d-1(2) cutting and then *shatters* (below).

Alternatively, the party can simply break the glass. Each pane has DR 24 and HP 180. But they’re forged to shatter *explosively* when damaged, inflicting 4d+6(2) cutting (per pane) to everyone in the area! Any remaining glass shards are nonmagical and worthless except as scrap.

Detect: *Per*-based **Traps** at -2 to work out how weight affects the panes, which changes to +2 once someone has jumped, etc. Success by 4+ warns about the glass shattering outward if broken.

Disarm, *Avoid*: No.

BOOK B

DUNGEON FANTASY™

POWERED BY GURPS®

MAGIC ITEMS™



Written by **PETER V. DELL'ORTO** • Edited by **SEAN PUNCH**
Interior Illustrations by **BRANDON MOORE**

Additional Material by **SEAN PUNCH**

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The mere thought of magical treasure makes the dourest delver grin! Warriors love enchanted arms and armor, magic-workers value scrolls of forgotten spells, and everyone enjoys the coin such artifacts fetch in town. Just be certain you know what you are trying to use – or sell. No one likes being cursed, merchants least of all.

– Uncle Seamus, Wizard

INTRODUCTION

GM: “In the chest you see a pile of silver, a scattering of gold, and . . .”

Players, in unison: “Any magic items?”

Dungeons contain everything delvers want, especially monsters to fight and of course *loot*. The treasures that attract the most attention and kindle the greatest desire are *magic items*: swords that flame, wands that spew enchanted doom, throwing axes that return after being hurled, potions that enhance the drinker’s abilities, rings of power, amulets of protection, bottomless backpacks, quivers of endless arrows . . .

Adventurers describes basic magic items, *Exploits* tackles loot, including *magical* loot, and *Spells* adds further possibilities. To properly stock a dungeon, though, you need even more goodies. *Magic Items* starts with every magic item from those core books and adds tons more – many of them in whole new categories.

Here you’ll find items that *just work* when worn. Ones that boost the user’s skill when casting known spells, and others that empower the wielder to cast spells – sometimes with the owner’s energy, sometimes using internal charges. More potions – including ones that kill and that resurrect, plus innovations such as elixirs you can shake for extra oomph and “fountains” that spray jets. All-new enchanted armor and weapons, whether that means a corrosive sword or a corrosion-resistant breastplate. Rare artifacts that bring *real* power

to their possessors. And even a few *cursed* items . . . or at least, ones with powers of dubious value.

These are the things delvers’ dreams (and occasionally nightmares) are made of!

ABOUT THE AUTHOR

Peter V. Dell’Orto was raised in New Jersey. He started roleplaying in 1981, with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. He has been active as a *GURPS* playtester, editor, and contributing author since 1996. Peter is the author of numerous *GURPS* articles for *Pyramid* magazine; author of *GURPS Dungeon Fantasy 12: Ninja*, *GURPS Dungeon Fantasy Denizens: Barbarians*, and *GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic*; and coauthor of *GURPS Dungeon Fantasy 15: Henchmen*, *GURPS Dungeon Fantasy Monsters 1*, *GURPS Low-Tech*, *GURPS Low-Tech Companion 2: Weapons and Warriors*, *GURPS Martial Arts*, and *GURPS Martial Arts: Gladiators*. He also writes the blog *Dungeon Fantastic* at dungeonfantastic.blogspot.com. Outside of gaming, his hobbies include martial arts (he has fought amateur MMA in the SHOOTO organization in Japan, submission grappling in the U.S., and holds *shodan* rank in kendo), fitness, studying Japanese, and painting miniatures.

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:

New supplements and adventures. *GURPS* continues to grow – see what’s new at 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.

Pyramid (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. You can also join us at facebook.com/sjgames or 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 web page for the *Dungeon Fantasy Roleplaying Game* can be found at dungeonfantasy.sjgames.com. The web page for *Dungeon Fantasy Magic Items* is located at dungeonfantasy.sjgames.com/magicitems.

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

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Amulet of Disease Resistance. A clerical item that grants the wearer immunity to disease. For one specific disease: \$20,000; for all diseases: \$50,000.

Amulet of Grace. Increases wearer's DX. \$60,000 per +1 to DX, maximum +5.

Amulet of Might. Increases wearer's ST. \$30,000 per +1 to ST, maximum +5.

Amulet of Reflexes. Wearer gains Combat Reflexes (*Adventurers*, p. 48). \$40,000.

Amulet of Strengthening Will. Increases wearer's Will. \$20,000 per +1 to Will, maximum +5.

Amulet of the Silver Tongue. Wearer gains the Voice advantage (*Adventurers*, p. 54). \$25,000.

Amulet of Truth. Wearer must resist Power 15 with Will or be unable to lie! Roll for *each* lie. \$12,000.

Amulet of Vigor. Increases wearer's HT. \$30,000 per +1 to HT, maximum +5.

Amulet of Wisdom. Increases wearer's IQ for *all* purposes, including spellcasting. \$60,000 per +1 to IQ, maximum +5.

ALCHEMICAL CHARMS

These always-on items are alchemical trade secrets. They're unaffected by mana level (*Spells*, pp. 7-8) unless there's *no* mana, in which case they don't work.

Such charms can take the form of any item. The examples below are amulets (0.25 lb.) suitable for hanging from a necklace. Costs include the magic *and* the object itself – these cannot be separated, as the materials *are* the magic! *Item Value* (above) doesn't apply.

A charm that bestows an advantage has no effect on a wearer who already has that trait. Multiple charms of the same type aren't additive.

Attractiveness Amulet. Wearer becomes Attractive (*Appearance*, *Adventurers*, p. 47). \$14,100.

Flight Amulet. Wearer has Air Move 10, reduced normally by encumbrance. \$47,200.

Ironskin Amulet. Gives +3 DR. \$28,720.

Luck Amulet. Grants Luck (*Adventurers*, p. 51). \$28,200.

Memory Amulet. Grants Eidetic Memory (*Adventurers*, p. 48). \$28,400.

Moly Amulet. Grants +5 Magic Resistance (and -5 to spells). \$23,600.

Pain Resistance Amulet. Grants High Pain Threshold (*Adventurers*, p. 50). \$9,600.

ITEM VALUE

Enchantments on *clothing* and *jewelry* require the underlying item to have a minimum *mundane* value – the price of other enchantments doesn't count! Such goods are usually bejeweled, gilded, wrought from precious metals, woven from spider silk, or similarly costly.

The examples in this book suggest typical forms for enchantments, but the specific item doesn't matter – what's important is that *mundane* value is at least 1/40 of enchantment cost. This expense *isn't* included in listed enchantment costs. For example, Grace +1 DX costs \$60,000, so the enchantment requires an article worth at least \$1,500, making minimum total cost \$61,500. If the object also carried Ambidexterity (\$30,000), minimum total cost would be \$92,250.

Alchemical charms (below) aren't subject to this rule. The special ingredients needed to make them are already included in their prices.

Pendant of Long Slumber. Wearer must roll vs. HT to resist falling asleep *indefinitely*. Roll vs. HT *yearly* to awaken. A sleeping subject requires no food and is unaffected by age or disease; wounds neither heal nor worsen, but bleeding continues unless stanching. Removing the amulet awakens the subject. Useful for badly injured friends! \$23,600.

Salamander Amulet. Bestows immunity to normal fire and Fire spells. \$4,920.

Serpent's Amulet. Gives immunity to poison. \$9,590.

Speed Amulet. Increases the wearer's Basic Speed, Dodge, and Move. \$30,000 for +1, \$60,000 for +2, \$90,000 for +3.

Tranquility Amulet. Grants +3 to resist spells that affect the emotions (e.g., Bravery, Fear, Panic, and Terror), and to self-control rolls for Bad Temper and Berserk. \$9,500.

Warlord's Amulet. Grants +4 to Leadership, and +2 to Strategy and Tactics. \$33,100.

Water-Breathing Amulet. Wearer can breathe water. \$23,400.

Water-Walking Amulet. Wearer can walk on any liquid at normal ground Move; doesn't protect from harmful liquids (e.g., lava or boiling water). \$14,150.

MISCELLANEOUS JEWELRY

A few items defy easy characterization. These are typically tiny pieces of jewelry, but gemstones (negligible weight) and chunky amulets (0.25 lb.) also turn up. *Item Value* (above) applies in all cases.

Lenses of Dark Vision. Wearer gains Dark Vision (*Spells*, p. 46). Too soft to provide eye protection. \$60,500, neg.

Lenses of Night Vision. Wearer gains Night Vision 9 (*Adventurers*, p. 51). Too soft to provide eye protection. \$30,500, neg.

Ring of Mystic Mist. Wearer is immune to the negative effects of Mystic Mist (*Spells*, p. 64). Wearer still benefits from the *positive* effects if native to the mist! \$8,200, neg.

Spirit Bone. Bone necklace which vibrates when spirits are within five yards of it. \$10,250, neg.



Jewelry? It's portable wealth, not finery. I prefer the magical kind: useful if you keep it, easy to sell if you don't.

– Puddin' Noddington, Thief

CHAPTER FOUR

POTIONS

Potions are *single-use* alchemical items. A wizard gets a Perception + Magery roll to sense that one is magical.

A potion must be ready to be used. If it's carried in delver's webbing (*Adventurers*, p. 112) or a potion belt (*Adventurers*, p. 112), this requires a Ready maneuver or Fast-Draw (Potion) roll. If it's in a pouch, digging it out takes 1d seconds.

Subjects with Magic Resistance must *fail* a HT + MR roll for drinkables or fumes to affect them. Magic Resistance has no effect on direct-damage potions such as fountains, bottled explosions, and alkahest. If a potion has persistent effects, Dispel Magic can end them by beating the creator's Alchemy skill: 15 for potions bought in town, often higher or lower for *found* potions.

Potion Classes

Potions come in these forms (weights include containers):

Drinkable: A vial holding one dose. Requires a Ready maneuver to open and another to drink. Takes effect the turn after that. Draining it leaves a crystal vial (*Adventurers*, p. 111). Carried for combat and not packed, it can be targeted at -7 and breaks on 1-4 on 1d on a fall. 0.5 lb.

Fountain: A bottle for opening (Ready) and *spraying* at enemies (an attack); roll against DX-4 or Innate Attack (Beam) to hit. Once opened, it *must* be used – it cannot be disarmed! Usually shakable; see below. Emptying it leaves a small bottle (*Adventurers*, p. 111). Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. 1 lb.

Grenade: A bottle for *hurling* at enemies (an attack). Takes effect on impact; see *Grenades (Exploits)*, p. 44) for details. Dumping it out leaves a small bottle. Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. 1 lb.

Utility: A vial of something useful – but *not* for drinking. Treat as a drinkable in most respects, but using it requires a long action and is impractical in combat. 0.5 lb.

Some potions have an additional property:

Shakable: The potion can be shaken for extra effect! Ready it normally – but instead of taking a Ready to *unstopper*, it requires a Ready to *twist* the stopper, which activates the potion by admitting air or grinding a powder into the vial. After activation, later turns spent shaking it – maximum two additional turns – increase the effects as explained for the potion. Shaken or not, an activated shakable must be used within three seconds (i.e., on the turn after two turns of shaking) or it's spoiled.



DRINKABLE AND UTILITY POTIONS

Different potions can affect a subject simultaneously – but unless noted otherwise, multiple doses of the *same* potion aren't cumulative. (*Exception:* Potions that list no duration, like healing potions, can be used in rapid succession!)

Agility Potion (Drinkable). +1d DX for one hour. \$700, 0.5 lb.

Alchemical Antidote (Drinkable). Instantly negates all potions currently affecting the drinker. \$400, 0.5 lb.

Balm of Regeneration (Drinkable). Salve, not a potion. Heals 2 HP at the cost of 1 FP, once per second, until the user reaches either full HP or 0 FP. \$900, 0.5 lb.

Beast-Speech Potion (Drinkable). Speak with animals per Beast Speech (*Spells*, p. 18) for 2d minutes. \$850, 0.5 lb.

Charisma Potion (Drinkable). Subject rolls *4d* instead of 3d for reaction rolls, and has a +1d bonus to Influence rolls, for one hour. \$350, 0.5 lb.

Dark Vision Potion (Drinkable). Salve, not a potion. Rubbed on the eyes, lets user see in the dark without any light source for one hour. \$700, 0.5 lb.

Endurance Potion (Drinkable). User loses no FP to *normal* exertion – combat, hiking, etc., but *not* extra effort or spells – for 1d hours, and then drops to 0 FP and falls unconscious. \$1,400, 0.5 lb.

Fire Resistance Potion (Drinkable). Immunity to fire damage for 1d hours. \$500, 0.5 lb.

Flight Potion (Drinkable). Flight at Move 10 for one hour. \$3,000, 0.5 lb.

Healing Potion, Greater (Drinkable). Heals 4d HP. \$1,000, 0.5 lb.

Healing Potion, Major (Drinkable). Heals 2d HP. \$350, 0.5 lb.

Healing Potion, Minor (Drinkable). Heals 1d HP. \$120, 0.5 lb.

Invisibility Potion (Drinkable). Grants invisibility for 1d×10 minutes, or until user takes offensive action (e.g., attacks) or casts a spell. \$2,250, 0.5 lb.

Invulnerability Potion (Drinkable). +3 DR, cumulative with other DR, for 1d+1 hours. \$2,100, 0.5 lb.

Levitation Potion (Drinkable). Levitate at Move 3 for one hour. \$1,000, 0.5 lb.

Magic Resistance Potion (Drinkable). +5 Magic Resistance (and -5 to spells) for one hour. \$1,600, 0.5 lb.

Oil of Penetration (Utility). Gives a cutting or impaling weapon armor divisor (2) for one hour. \$1,000, 0.5 lb.

Book C

DUNGEON FANTASY™

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DUNGEON

AGAINST THE RAT-MEN™



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ABOUT THE *DUNGEON FANTASY ROLEPLAYING GAME*

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II. THIRD CELL

The first two cells are where the rat-men are filing the successful results of some experimental work they've done. Here, they keep the more interesting failures. There are a third as many **phase rat-men** (below) as there are adventurers, a third as many **electric rat-men** (below), and half as many regular rat-men as there are adventurers (round all values up), on hand to keep an eye on the failures.

Phase Rat-Men

These rat-men are out of synch with the rest of reality. They have a blurry appearance and stuttering movement; they seem to blink in and out of existence for fractions of a second as they move. It's also uncomfortable for them, so they're the source of some of the screaming the delvers are hearing.

ST: 11 **HP:** 11 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 16 **Parry:** 10 (unarmed) **DR:** 0

Bite (15): 1d-1(5) cutting. Reach C.

Kick (13): 1d(5) crushing. Reach C, 1.

Punch (15): 1d-1(5) crushing. Reach C.

Traits: Absent-Mindedness; Appearance (Monstrous); Berserk (12); Fanaticism; Impulsiveness (12); Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Blink-18; Brawling-15; Stealth-12.

Class: Demon.

Notes: Phase rat-men have a hard time keeping it together in battle. They don't have their brethren's resistance to pain, nor do they usually wear armor. Instead, they shudder in and out of existence. Their claws can pass through armor relatively easily by taking fraction-of-an-inch shortcuts

through other dimensions (providing the armor divisor), and they sometimes simply don't exist when attacks against them might otherwise connect (giving them an incredible Dodge). They even have a limited ability to control their passage through space, effectively giving them the Blink spell, which they may use once per turn. This is related to their other significant weakness: though not truly demonic, they're vulnerable to the Banish spell. It doesn't return them to a home dimension so much as it hurls them into an interdimensional void . . . permanently. From the caster's point of view, though, it makes little difference; the rat-man ceases to be there.

Electric Rat-Men

Another magical experiment created rat-men who are wreathed in lightning. It's not intense, but it makes them difficult to fight in close quarters.

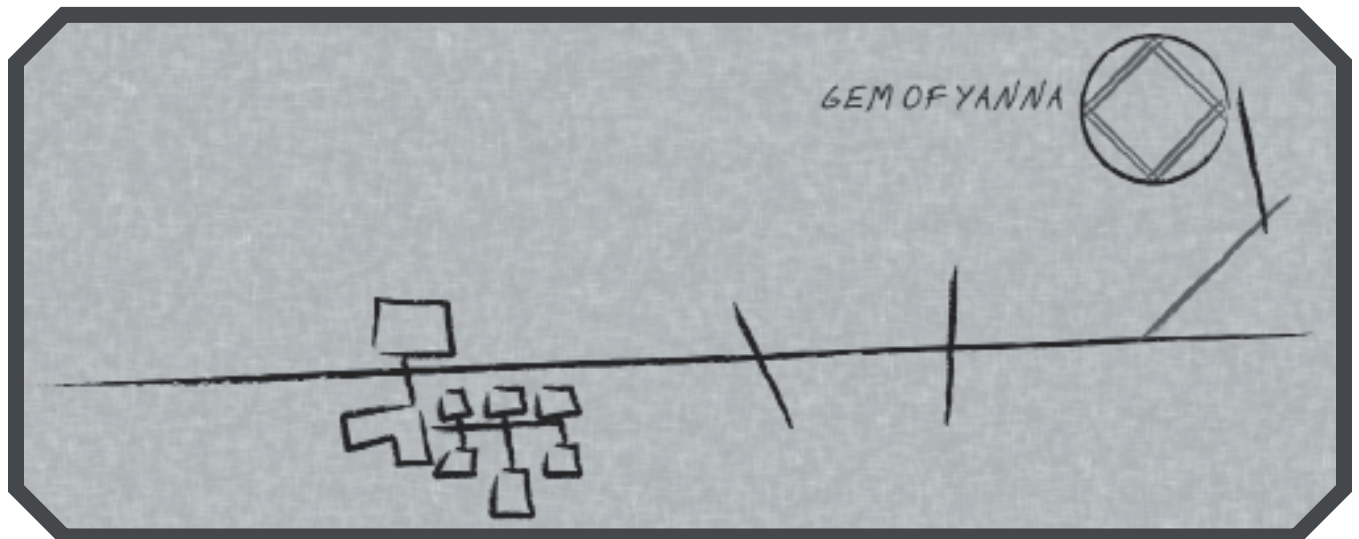
ST: 11 **HP:** 11 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 9 **Parry:** 10 **DR:** 0

Bite (15): 1d-1 cutting + electrical aura. Reach C.

Electrical Aura: 1d-2(5) burning + roll vs. HT at -1 per 2 points of penetrating damage or be physically stunned (roll vs. HT at the same penalty every turn to recover). Metal armor gives only DR 1. This harms anyone who is touched by the rat-man or who *touches* it, either in close combat or with an all-metal weapon. Their weapons are made of metal, so being hit by one or even parrying with a metal weapon counts! And if a rat-man retains its grip on a sickle which has become stuck, the target's DR doesn't protect *at all*.

Kick (13): 1d crushing + electrical aura. Reach C, 1.

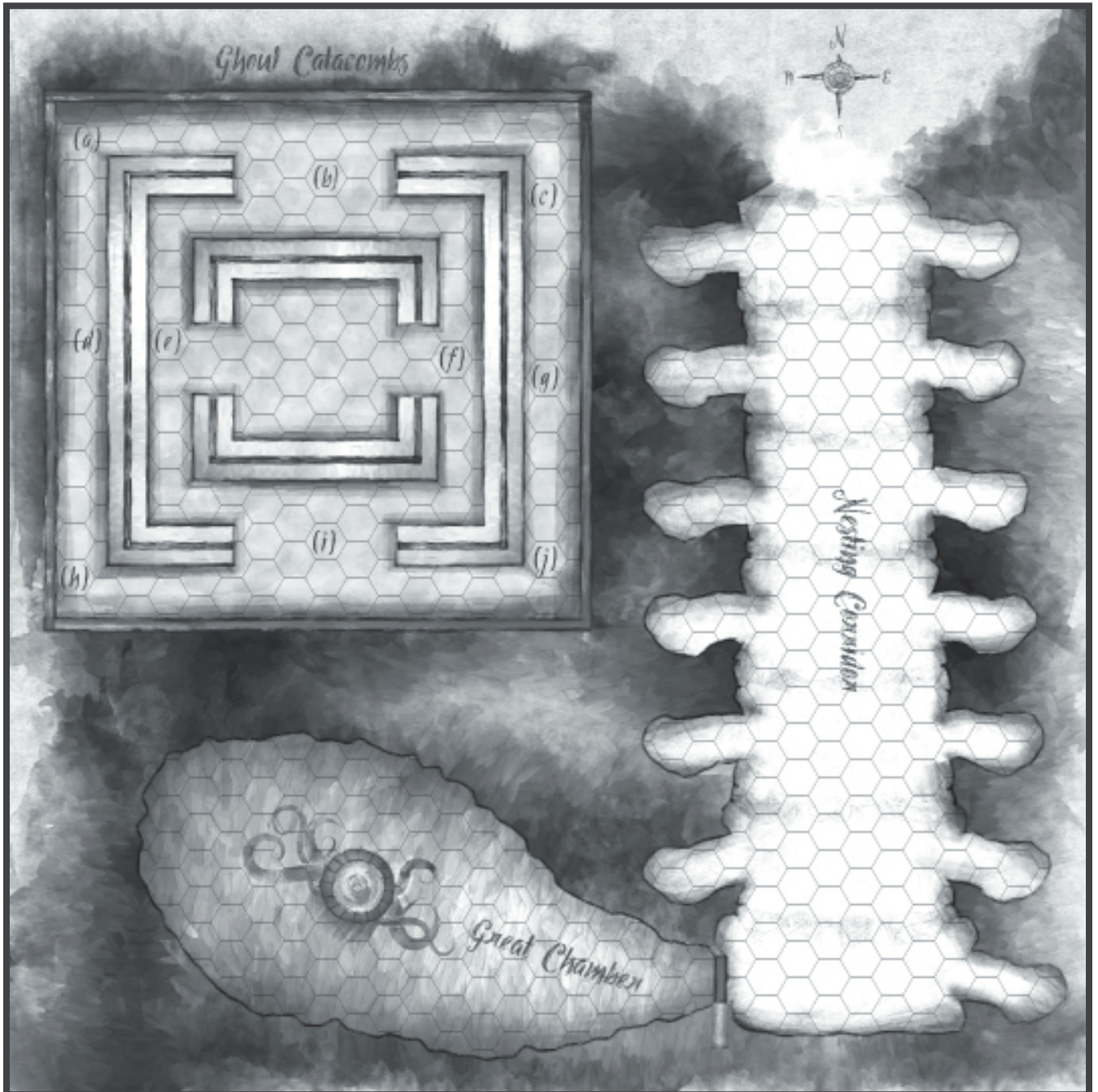
Punch (15): 1d-1 crushing + electrical aura. Reach C.





When the hordes of Hell are screaming around you and the earth shakes, these are the best of times.

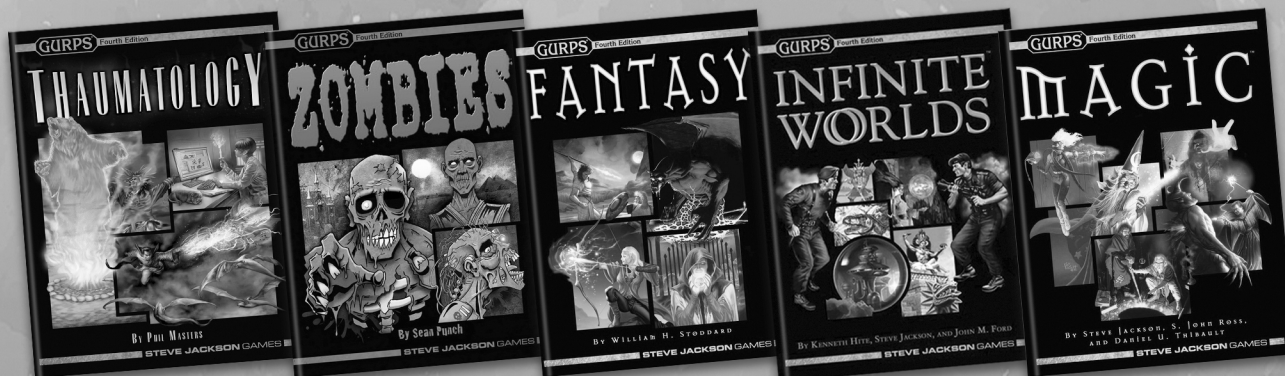
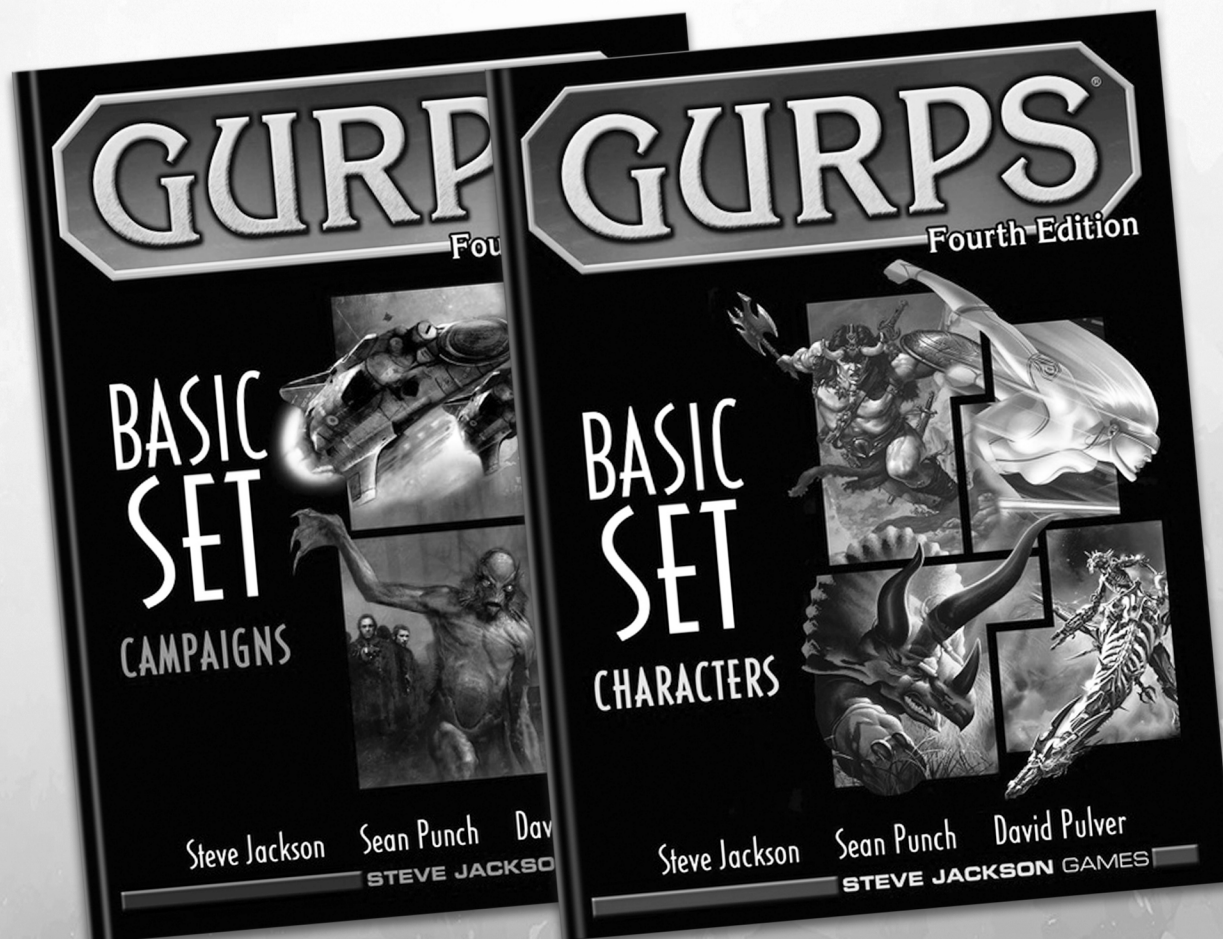
– Grükuk Kzaash, Knight



Adventure Map 2

The ghoulish catacombs (pp. 13-17) are connected to the sewers via a spiral staircase. The nesting chambers (pp. 18-19) are a newly opened region connected to Merle's old testing area (#14 on the map on p. 20).

Any adventure you can imagine . . .



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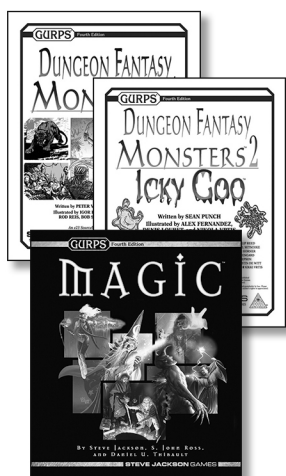
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