

**GURPS**

Fourth Edition

# DUNGEON FANTASY ADVENTURE 1™

# MIRROR OF THE FIRE DEMON™



By Matt Riggsby

**STEVE JACKSON GAMES**

# A REFLECTION OF ADVERSITY

An eldritch mirror holds the key to demonic power. Courageous and mighty adventurers must face impossible odds to track it down.

You have to stop those guys from taking the treasure you plan to steal!

*GURPS Dungeon Fantasy*

*Adventure 1: Mirror of the Fire Demon*

presents an adventure for four or more *Dungeon Fantasy* heroes built on 250-

300 points. As rumors of the mirror's

existence spread throughout the land,

the heroes must race against time to

defeat monsters, overcome challenges,

and outwit other adventurers who

want to get the ultimate prize first. The

heroes need to wander the wilderness,

search the sacred grotto, and find the hidden fortress to save the day. This time, getting there

may be more than half the battle!



*GURPS Dungeon Fantasy Adventure 1: Mirror of the Fire Demon* requires the *GURPS Basic Set, Fourth Edition*; *GURPS Dungeon Fantasy 1: Adventurers*; and *GURPS Dungeon Fantasy 2: Dungeons*.

By Matt Riggsby

Cover Art by Matt Riggsby and Dean Spencer

Cartography by Matt Riggsby

Illustrated by Guy Burwell, Paul Daly, Joyce Maureira, and Dan Smith



**STEVE  
JACKSON  
GAMES**

[www.sjgames.com](http://www.sjgames.com)

1ST EDITION, 1ST PRINTING  
PUBLISHED 2022

P.O. Box 18957, AUSTIN, TX 78760  
SJG 01-6194

ISBN 978-1-55634-985-0



9 781556 349850

Printed on  
Demand

**GURPS**

Fourth Edition

# DUNGEON FANTASY 1 ADVENTURE™ 1

# MIRROR OF THE FIRE DEMON™



Written by **MATT RIGGSBY** • Edited by **JASON "PK" LEVINE**

Cover Art by **MATT RIGGSBY** and **DEAN SPENCER**

Cartography by **MATT RIGGSBY**

Illustrated by **GUY BURWELL, PAUL DALY, JOYCE MAUREIRA, and DAN SMITH**

**STEVE JACKSON GAMES**

Softcover: stock # 01-6194 • ISBN 978-1-55634-985-0 • PDF: stock # 37-0325 • Version 1.2 – February 2022



# CONTENTS

<b>INTRODUCTION . . . . .</b>	<b>3</b>	<b>4. THE HIDDEN</b>		<b>THE HORDE . . . . .</b>	<b>32</b>
Recommended Books . . . . .	3	<b>FORTRESS . . . . .</b>	<b>24</b>	<i>Horde Interactions</i> . . . . .	32
Key Elements . . . . .	3	<i>Travel Time Redux</i> . . . . .	24	Cause and Motivation . . . . .	32
Protagonists . . . . .	3	Cave of the Goblin's Head . . . . .	24	Resources . . . . .	32
<i>About GURPS</i> . . . . .	3	<b>MAP OF THE HIDDEN</b>		The Protagonists . . . . .	32
Hooks . . . . .	4	<b>FORTRESS . . . . .</b>	<b>27</b>	Events . . . . .	32
Custom Fit . . . . .	4	<b>EVENTS AT THE</b>		Holes . . . . .	32
<i>Psycho Killer</i> . . . . .	4	<b>HIDDEN FORTRESS . . . . .</b>	<b>28</b>	Custom Fit . . . . .	32
Weird Abilities . . . . .	5	Dungeon Delving . . . . .	28		
Spin-Offs . . . . .	5	<i>Hooks for Dungeon Delving</i> . . . . .	28	<b>6. NPCs . . . . .</b>	<b>33</b>
About the Author . . . . .	5	The Aftermath . . . . .	29	<b>RIVALS . . . . .</b>	<b>33</b>
<b>1. TOWN . . . . .</b>	<b>6</b>	<i>Hooks for the Aftermath</i> . . . . .	29	The Aristocrat . . . . .	33
Wadi al-Sheik . . . . .	6	<i>What Does the Mirror</i>		The Dark Artist . . . . .	34
<b>EVENTS IN TOWN . . . . .</b>	<b>6</b>	<i>Do, Exactly?</i> . . . . .	29	The Exceptional Thief . . . . .	34
Meeting Survivors . . . . .	6	<b>5. CONFLICTS . . . . .</b>	<b>30</b>	The High Priestess . . . . .	35
<i>Hooks for Meeting Survivors</i> . . . . .	7	<b>CLEVER RIVALS . . . . .</b>	<b>30</b>	The Holy Warrior . . . . .	36
Meeting the Sages . . . . .	7	Cause and Motivation . . . . .	30	The Lizard King . . . . .	37
<i>Hooks for Meeting the Sages</i> . . . . .	8	Resources . . . . .	30	The Mage . . . . .	37
<b>2. THE WILDERNESS . . . . .</b>	<b>9</b>	The Protagonists . . . . .	30	The Master of the Elements . . . . .	38
<i>Travel Time</i> . . . . .	9	Events . . . . .	30	The Master of	
The Devouring Lands . . . . .	9	Holes . . . . .	31	the Empty Hand . . . . .	39
<b>EVENTS IN THE WILDERNESS . . . . .</b>	<b>9</b>	<i>Clever Rival Interactions</i> . . . . .	31	The Mechanic . . . . .	39
Wandering Monsters . . . . .	10	Custom Fit . . . . .	31	The Noble Knight . . . . .	40
<i>N</i> . . . . .	10	<b>TOUGH RIVAL . . . . .</b>	<b>31</b>	The Outdoorsman . . . . .	41
<i>Hooks for Wandering Monsters</i> . . . . .	11	<i>Tough Rival Interactions</i> . . . . .	31	<b>HENCHTHINGS . . . . .</b>	<b>41</b>
Wandering Adventurers . . . . .	11	Cause and Motivation . . . . .	31	<i>Dangerous Henchthings</i> . . . . .	42
<i>Hooks for</i>		Resources . . . . .	31	Warriors . . . . .	42
<i>Wandering Adventurers</i> . . . . .	12	The Protagonists . . . . .	31	Spellcasters . . . . .	43
Hostile Terrain . . . . .	12	Events . . . . .	31	Thieves . . . . .	44
<i>Hooks for Hostile Terrain</i> . . . . .	13	Holes . . . . .	31	<b>MONSTERS . . . . .</b>	<b>45</b>
<i>Wilderness Maps</i> . . . . .	13	Custom Fit . . . . .	31	Treasure . . . . .	49
<b>MAPS OF THE WILDERNESS . . . . .</b>	<b>14</b>			<b>INDEX . . . . .</b>	<b>50</b>
<b>3. THE SACRED</b>					
<b>GROTTO . . . . .</b>	<b>21</b>				
Grotto of the Wind Spirit . . . . .	21				
<b>EVENTS AT</b>					
<b>THE SACRED GROTTO . . . . .</b>	<b>21</b>				
Confrontation . . . . .	21				
<i>Hooks for Confrontation</i> . . . . .	22				
Questioning the Wind Spirit . . . . .	22				
<i>Hooks for Questioning</i>					
<i>the Wind Spirit</i> . . . . .	22				
<b>MAP OF THE SACRED GROTTO . . . . .</b>	<b>23</b>				

*In dungeon fantasy in general,  
and this adventure in particular,  
killing everything that moves  
isn't such a problem.*

*Playtesters:* Peter Dell'Orto, Antoni Ten Monrós, Christopher R. Rice, and Emily Smirle

*GURPS*, Warehouse 23, and the pyramid logo are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Dungeon Fantasy*, *Dungeon Fantasy Adventure*, *Mirror of the Fire Demon*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *GURPS Dungeon Fantasy Adventure 1: Mirror of the Fire Demon* is copyright © 2012, 2017, 2022 by Steve Jackson Games Incorporated. Some artwork © 2015, 2022 Dean Spencer, used with permission, deanspencerart.com. All rights reserved. Printed by KDP.

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.

# INTRODUCTION

A would-be Dark Lord, backed up by demon-granted powers, has gathered an army of monsters. His demonic connections, however, are vulnerable. The PCs get a line on a way to break his power by destroying a magical mirror, and grab some of the loot he's collected in the bargain. The quest to do so will require them to spend almost the entire adventure away from town, so they must carefully manage their resources. But the real complication is that plenty of other adventurers have gotten the same message. Now the PCs must outfight, outrun, and outwit roving bands of monsters *and* these rivals, as they try to stop the Dark Lord's plans before it's too late!

## RECOMMENDED BOOKS

This adventure requires both *GURPS Dungeon Fantasy 1: Adventurers* and *GURPS Dungeon Fantasy 2: Dungeons*. In addition, *GURPS Dungeon Fantasy 3: The Next Level* and *GURPS Dungeon Fantasy 8: Treasure Tables* are strongly recommended, though the GM can improvise around the parts of this adventure which refer to these books. Minor aspects of this adventure, all of which can be passed over if necessary, make use of *GURPS Dungeon Fantasy 4: Sages*, *GURPS Dungeon Fantasy 9: Summoners*, *GURPS Dungeon Fantasy 10: Taverns*, and *GURPS Dungeon Fantasy 13: Loadouts*.

## KEY ELEMENTS

This adventure is a straightforward enterprise of connecting the dots, with lots of fighting in between. The PCs, while visiting a *town* (p. 6), discover that the area is threatened by an approaching *horde* (p. 32). However, they learn that the horde has a weakness; they may travel through a *wilderness* (p. 9) to a *sacred grotto* (p. 21) for more detailed information. They end up invading a *hidden fortress* (p. 24) to take advantage of that information. Along the way, they must face *clever rivals* (pp. 30-31) and *tough rivals* (p. 31) pursuing the same goal.

## PROTAGONISTS

Like many a dungeon fantasy adventure, this adventure contains challenges which can be dealt with by stealth, cleverness, or brute force – but mostly brute force. Although there are guidelines for scaling the opposition within certain bounds, this adventure is intended for four or more adventurers built on 250-300 points using standard *Dungeon Fantasy* templates, using only the gear and enchantments available to starting characters.

As in previous books, any skill, spell, or trait which will be particularly useful in overcoming an obstacle or obtaining a goal is rendered in **boldface**.

## About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: [info@sjgames.com](mailto:info@sjgames.com). Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources 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)). For 10 years, our PDF magazine *Pyramid* included new rules and articles for **GURPS**, plus systemless locations, adventures, and much more. The entire 122-issue library is available at Warehouse 23!

*Internet.* To discuss **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://www.facebook.com/sjgames) or [twitter.com/sjgames](https://twitter.com/sjgames). Share your brief campaign teasers with #GURPSHook on Twitter. Or explore that hashtag for ideas to add to your own game! The *GURPS Dungeon Fantasy Adventure 1: Mirror of the Fire Demon* web page is [gurps.sjgames.com/dungeonfantasyadventure1](http://gurps.sjgames.com/dungeonfantasyadventure1).

*Store Finder* ([storefinder.sjgames.com](http://storefinder.sjgames.com)): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

*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.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

**GURPS** System Design ■ STEVE JACKSON  
**GURPS** Line Editor ■ SEAN PUNCH  
**GURPS** Project Manager ■ STEVEN MARSH  
Production Artist and Indexer ■ NIKOLA VRTIS  
Cover Design ■ ALEX FERNANDEZ

Page Design ■ PHIL REED and JUSTIN DE WITT  
Prepress Checkers ■ MONICA STEPHENS  
and NIKOLA VRTIS  
**GURPS** FAQ Maintainer ■  
VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ PHILIP REED  
Chief Creative Officer ■ SAM MITSCHKE  
Chief Operating Officer ■ SUSAN BUENO  
Director of Sales ■ ROSS JEPSON  
Art Direction ■ SAMUEL MITSCHKE

## Random Encounter Table

Roll	Encounter
1-3, 1-2	No encounter
1-3, 3-4	Hostile Terrain
1-3, 5-6	Wandering Adventurer
4-6, 1-2	Wandering Monster
4-6, 3	Hostile Terrain and Wandering Adventurer
4-6, 4	Hostile Terrain and Wandering Monster
4-6, 5	Wandering Adventurer and Wandering Monster
4-6, 6	Hostile Terrain, Wandering Adventurer, and Wandering Monster

## WANDERING MONSTERS

The desert is swarming with bands of hostile creatures, and adventurers will encounter them from time to time. Often, they'll have the option to avoid them, or they might bash away in hopes of getting some treasure.

Adventurers might, for some reason, *want* to run into wandering monsters. It's not as though there's some sort of reward for simply running up high body counts, but they might want the opportunity for extra loot or to lure a batch of monsters across somebody else's path. There are enough groups of monsters about that a successful **Tracking** roll can turn something up. This adds 5% to the travel time to the adventurers' next destination, but guarantees a "Wandering Monster" result on the next roll on the *Random Encounter Table* (above). This is in *addition* to whatever the actual roll turns up!

If wandering monsters appear, roll 1d, 1d on the table below to determine the size and composition of the group. Unless otherwise noted, stats for monsters are listed under *Monsters* (pp. 45-49).

## Wandering Monster Table

Roll	Monsters
1-2, 1	1.5 × N common orc soldiers, 1 orc sergeant
1-2, 2	N common orc soldiers, N/2 dire wolves ( <i>Dungeons</i> , p. 22), 1 orc sergeant
1-2, 3	N+4 common orc soldiers, 2 orc shamans
1-2, 4	N common orc soldiers, 1 ogre, 2 orc sergeants
1-2, 5	N common orc soldiers, N/2 tough orc soldiers, 1 orc sergeant
1-2, 6	N common orc soldiers, N/2 tough orc soldiers, 2 orc shamans, 2 orc sergeants
3-4, 1	2 × N skeletons, 3 orc shamans
3-4, 2	N skeletons, N/3 large skeletons, 1.5 × N dehydrated horde zombies
3-4, 3	1 greater bounding turtle, plus N-4 lesser bounding turtles (minimum 0)
3-4, 4	N tough orc soldiers, 1 orc shaman, 2 flaming skulls ( <i>Dungeons</i> , p. 23)
3-4, 5	N skeletons, 3 orc shamans, 1 orc sergeant
3-4, 6	2 × N dehydrated horde zombies, 2 ogres, 1 orc shaman, 1 orc sergeant
5-6, 1	N tough orc soldiers, N dire wolves, 2 ogres, 1 flame servant demon
5-6, 2	N/2 skeletons, 1.5 × N dehydrated horde zombies, N/4 ogres, 1 orc shaman, 1 as-Sharak ( <i>Dungeons</i> , p. 21)
5-6, 3	2 × N dehydrated horde zombies, 2 orc shamans
5-6, 4	(2 × N) + 2 dire vultures
5-6, 5	N/2 speeding blades
5-6, 6	N/2 large skeletons, N dehydrated horde zombies, N dire wolves, 1 flame servant demon

For most of the encounters, roll a die to determine their disposition. Dire vultures and speeding blades are always in a high-alert disposition. Bounding turtles are never on low alert (reroll other results) and are camouflaged if camped.

1. *Camped*. The group is not moving. They have posted sentries but are not actively searching for possible opponents and have made no attempt at stealth. They will be relatively easy to bypass.

2-3. *Traveling, low alert*. The group is traveling but is more intent on getting to a destination than looking out for trouble. They do not start making Sense rolls (usually Vision) unless the PCs start moving toward them, and then only every half hour until there is only open ground between them. If the delvers come close enough to attack, magicians do not have defensive spells up unless they've already spotted the approaching threat.

4-5. *Traveling, high alert*. The group is keeping an eye out for opponents. They make Sense rolls every 10 minutes until the heroes are out of range. If the adventurers come close enough to attack, magicians have defensive spells in place.

6. *Ambush*. The group is hidden and lying in wait to attack. The PCs must win a Quick Contest of a Sense roll (or **Observation**, if better) vs. the bad guys' Stealth or Camouflage (as appropriate) to spot the ambush.

## N

In order to scale opposition to the adventuring party, this book uses the notation "N" to indicate the number of monsters and rival adventurers the heroes encounter. N is the number of PCs and combat-useful companions they have with them. A man-eating griffin, armed hireling, or fighting clockwork automaton counts as "combat-useful." A rabbit familiar or a servant without combat skills or magic, who looks after the horses and cooks the meals and would run in fear from a house cat, does not. Round all fractions up. In the first entry on the *Wandering Monster Table* (below), for example, the heroes would encounter a number of common orc soldiers equal to one and a half the size of the group (rounded up), plus one orc sergeant.

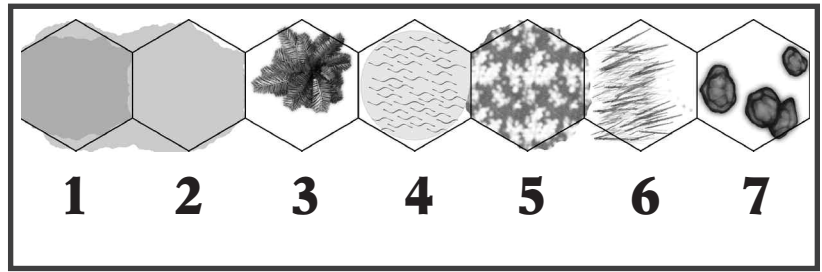
This assumes the delvers are 250-point starting characters. If they are built on more than this, total the excess for the entire group. For every *full* 100 points of excess, increase N by 1. For example, a group of five 294-point heroes have a total excess of (5 × 44), or 220 points; thus, their N should be increased from 5 to 7. This is a rough guideline; the GM should feel free to adjust it.

If wandering monsters appear at the same time as wandering adventurers, temporarily increase N by the number of people in the rival adventuring group. If encountered together, the GM must determine whether the monsters arrive closer to the PCs, the rival adventures, or equally accessible to both. This also applies if the heroes form an alliance with a rival – more delvers necessitate more monsters to keep the challenge level up!

# WILDERNESS MAP 7

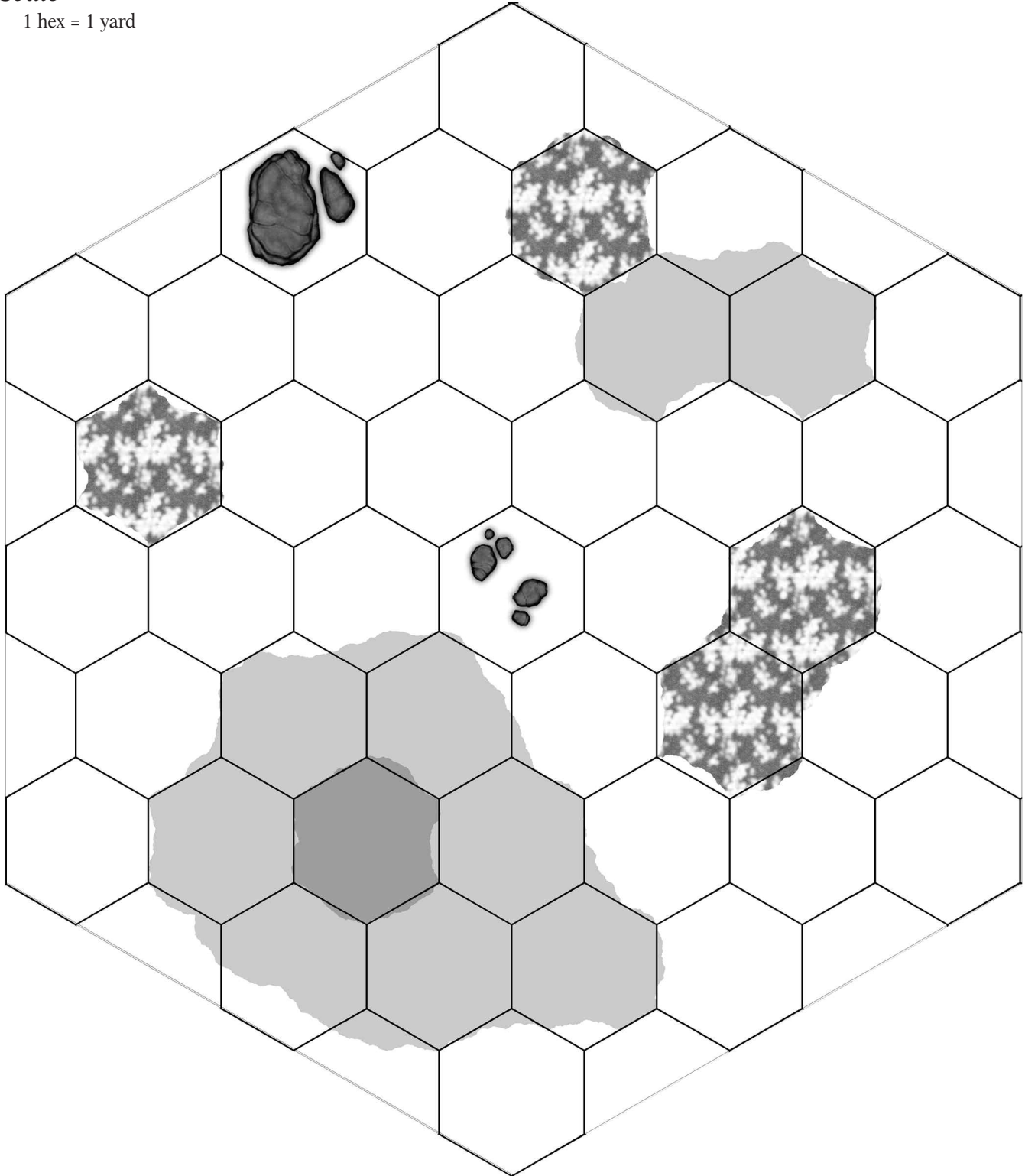
## Key

- |                  |                  |
|------------------|------------------|
| 1. Contour, 3'   | 5. Hollow Ground |
| 2. Contour, 1.5' | 6. Knife Grass   |
| 3. Tree          | 7. Rocks         |
| 4. Water         |                  |



## Scale

1 hex = 1 yard



## Pixie Thief

Tiny but capable, the pixie thief does double-duty as a spy or scout.

**ST:** 7                    **HP:** 3                    **Speed:** 6.00  
**DX:** 13                **Will:** 12                **Move:** 6/12  
**IQ:** 12                **Per:** 12  
**HT:** 10                **FP:** 10                **SM:** -6  
**Dodge:** 10            **Parry:** 10            **DR:** 0

**Halberd (15):** 1d-3 cut, 1d-4 imp, 1d-6 imp; Reach C.

**Traits:** Danger Sense; Enhanced Dodge 1; Flight (Winged); Hard to Kill 2; Hard to Subdue 2.

**Skills:** Escape-12; Lockpicking-13; Navigation (Land)-12; Observation-13; Polearm-15; Stealth-15.

**Class:** Mundane.

**Notes:** Notable gear – which is scaled for a SM -6 character and is not interchangeable with gear for larger characters – includes:

- *Pixie Lockpicks, Basic*, \$50, neg.
- *Pixie Halberd*, \$150, 0.48 lb.

# MONSTERS

Although a few of the monsters encountered in this adventure are in *Dungeons*, most are listed here.

## Angry Sands

Angry sands are the manifestation of unintelligent but energetic magical spirits spontaneously arising from the desert. They will madly attack anyone entering the area they inhabit but do not pursue those who flee.

**ST:** 10                    **HP:** 10                    **Speed:** 6.00  
**DX:** 13                **Will:** 10                **Move:** 8  
**IQ:** 5                    **Per:** 10  
**HT:** 11                **FP:** 11                **SM:** 0  
**Dodge:** 10            **Parry:** –                **DR:** 0

**Sand Jet (14):** 1d-1 cr, plus roll vs. HT or be blinded for 1 second; Reach 4.

**Scouring Strike (14):** 1d+2 cr, plus roll vs. HT or be blinded for 1 second; Reach C.

**Traits:** Berserk (9), Combat Reflexes; Injury Tolerance (Diffuse).  
**Class:** Elemental.

**Notes:** Angry sands are subject to elemental spells controlling air and earth elementals. However, they are also very localized.

They can move freely within 100 yards of where they originate but dissolve into a gust of dust and wind if they go any farther. Regions holding angry sands are typified by a subtle change in the aspect of mana. Characters with Magery can detect such areas on entering them with a roll against Per + Magery - 3.

## Bounding Turtle, Greater

The desert is host to many turtle species, of which one of the most formidable is the greater bounding turtle. This massive beast, nearly 10' across, nestles patiently in the sand (where it looks like a rocky sand dune) to await passing prey, then literally leaps upon it. Though it takes considerable effort, it can spring through the air for surprising distances.

**ST:** 45                    **HP:** 45                    **Speed:** 5.75  
**DX:** 11                **Will:** 10                **Move:** 3  
**IQ:** 4                    **Per:** 11  
**HT:** 12                **FP:** 12                **SM:** +3  
**Dodge:** 9            **Parry:** –                **DR:** 12 (See notes)

**Bite (15):** 5d+4 cut; Reach C, 1.

**Slam (15):** 4d+4 cr; see notes.

**Traits:** Combat Reflexes; Nictitating Membrane 3; Super Jump 4 (Costs Fatigue, 1 FP); Wild Animal.

**Skills:** Brawling-15; Camouflage-14.

**Class:** Dire Animal.

**Notes:** The turtle can leap 8 yards in combat for a 4d+4 slam attack. If lying in wait, it can ambush its prey with a 16-yard leap (7d+7 damage). Each jump costs 1 FP. The turtle has only DR 3 (Flexible) on its eyes and DR 5 (Flexible) on its head and legs.

## Bounding Turtle, Lesser

A less dangerous but still formidable relative of the greater bounding turtle, the lesser turtle is faster and capable of equally vicious leaps.

**ST:** 15                    **HP:** 15                    **Speed:** 5.75  
**DX:** 11                **Will:** 10                **Move:** 4  
**IQ:** 4                    **Per:** 11  
**HT:** 12                **FP:** 12                **SM:** 0  
**Dodge:** 9            **Parry:** –                **DR:** 6 (See notes)

**Bite (15):** 1d+1 cut; Reach C.

**Slam (15):** 2d+2 cr; see notes.

**Traits:** Combat Reflexes; Nictitating Membrane 1; Super Jump 4 (Costs Fatigue, 1 FP); Wild Animal.

**Skills:** Brawling-15; Camouflage-14.

**Class:** Dire Animal.

**Notes:** The turtle can leap 13 yards in combat for a 2d+2 slam attack. If lying in wait, it can ambush its prey with a 26-yard leap (4d+4 damage). Each jump costs 1 FP. The turtle has only DR 1 (Flexible) on its eyes and DR 2 (Flexible) on its head and legs.

## Burrowing Serpent

Even in more settled times, the burrowing serpent is one of the great dangers of the Devouring Lands. This large, fast serpent can burrow through the desert sands as well as some other animals can swim or fly.

**ST:** 23                    **HP:** 23                    **Speed:** 7.00  
**DX:** 14                **Will:** 10                **Move:** 8  
**IQ:** 4                    **Per:** 12  
**HT:** 12                **FP:** 12                **SM:** +1  
**Dodge:** 11            **Parry:** –                **DR:** 2

**Bite (15):** 2d cut.



# INDEX

Adventure, *exceptional firepower and*, 5;  
*exceptional information and*, 5;  
*exceptional transportation and*, 5;  
*modifying the location*, 4; *overview*, 3-5;  
*power level*, 3; *spin-offs*, 5; *tracking  
time*, 9, 24.  
Adventurers (NPC), *see* Rivals.  
Angry sands, 45.  
Archers, example, 42.  
Aristocrat (NPC), 33-34.  
Artificers, example, 39-40.  
Aylassa, 33-34.  
Banchi Du-Jao, 39.  
Barbarians, *basic example*, 42; *leader  
examples*, 37, 41.  
Bounding turtles, 45.  
Burrowing serpents, 45.  
Cave of the Goblin's Head, *see* Fortress.  
Clerics, *example healing*, 43-44; *example  
support*, 44; *holy warrior leader  
example*, 35-36.  
Combat, map features and, 13.

Fortress, *description*, 24-28; *events*, 28-29;  
*map*, 27.  
Gav of Oldwater, 38-39.  
Goblin's Head cave, *see* Fortress.  
Grotto of the Wind Spirit, *description*, 21;  
*events*, 21-23; *map*, 23.  
**GURPS Dungeon Fantasy**, 3, 5, 33;  
**Dungeon Fantasy 1: Adventurers**, 3,  
22, 25, 26, 34-36, 38, 40, 41, 49;  
**Dungeon Fantasy 2: Dungeons**, 3, 6,  
9-11, 24-26, 29, 45, 46; **Dungeon  
Fantasy 3: The Next Level**, 3, 29;  
**Dungeon Fantasy 4: Sages**, 3, 28, 49;  
**Dungeon Fantasy 8: Treasure Tables**,  
3, 25, 28, 34, 35, 49, ; **Dungeon  
Fantasy 9: Summoners**, 3, 47, 48;  
**Dungeon Fantasy 10: Taverns**, 3, 6, 8;  
**Dungeon Fantasy 11: Power-Ups**, 29;  
**Dungeon Fantasy 13: Loadouts**, 3,  
37, 42.  
Gygga-Khyak, 34.  
Henchthings, 41-45; *dangerous*, 42.

Mages, *example artillery*, 43; *example  
support*, 44; *leader example*, 37-38.  
Martial artists, *basic example*, 43; *leader  
example*, 39.  
Master of the Elements (NPC), 38-39.  
Master of the Empty Hand (NPC), 39.  
Mechanic (NPC), 39.  
Mirko the Fingers, 34-35.  
Mirror of the fire demon, 8, 26, 29.  
Monsters, 45-49; *random encounters*, 10-  
11; *treasure*, 49.  
Movement, map features and, 13.  
N, explanation, 10.  
Nest scorpion, 46.  
Noble Knight (NPC), 40.  
NPCs, *see* Rivals.  
Oases, 13.  
Ogres, 46, 49.  
Orcs, *sergeant*, 47; *shaman*, 47; *soldier*,  
47-48; *treasure*, 49.  
Outdoorsman (NPC), 41.  
Rivals, *clever*, 30-31; *examples*, 33-41;  
*random encounters*, 11-12; *tough*, 31.  
Rodique de Passan, 37-38.  
Sandstorm, 13.  
Scorpion, nest, 46.  
Scouts, example, 41.  
Serpents, burrowing, 45.  
Shomari, 41.  
Skeleton, 48.  
Speeding blade, 48-49.  
Spellcasters, example, 43-44.  
Ssa Sshuq, 37.  
Swashbucklers, example, 33-34.  
Tables, *hostile terrain*, 12; *random  
encounter*, 10; *treasure*, 49; *wandering  
adventurer*, 11; *wandering monster*, 10.  
Terrain, wilderness, 12-13.  
Thieves, *basic example*, 44; *pixie example*,  
45; *leader example*, 34-35.  
Town, *description*, 6; *events*, 6-8.  
Treasure, 49.  
Turtles, bounding, 45.  
Undead, *see* Monsters.  
Vultures, dire, 46, 49.  
Wadi al-Sheik, *see* Town.  
Warriors, *basic dwarf example*, 42-43;  
*basic example*, 43; *examples*, 42-43;  
*holy warrior leader examples*, 35-37;  
*knight example*, 40.  
Wasps, flame, 46.  
Wilderness, *description*, 9; *events*, 9-20;  
*map explanation*, 13; *maps*, 14-20;  
*random tables*, 10-12.  
Zombies, *dehydrated horde*, 46.

*But in truth, should I meet with  
gold or spices in great quantity,  
I shall remain till I collect as much  
as possible, and for this purpose  
I am proceeding solely in quest  
of them.*

*– Christopher Columbus*

Dark Artist (NPC), 34.  
Dehydrated horde zombies, 46.  
Demonologists, example, 34.  
Demons, flame servant, 46.  
Devouring Lands, *see* Wilderness.  
Dire vultures, 46, 49.  
Druids, example, 38-39.  
Dwarves, example, 39-40, 42-43.  
Elves, example, 33-34.  
Erdobert Rockhand, 39-40.  
Exceptional Thief (NPC), 34-35.  
Flame servant demons, 46.  
Flame wasps, 46.

Henryk, Sir, 40-41.  
High Priestess (NPC), 35-36.  
Hollow ground, 12.  
Holy Warrior (NPC), 36-37.  
Horde, 32.  
Humanoid monsters, *see* Monsters.  
Karateka, example, 43.  
Kelmak God-Marked, 36-37.  
Knife grass, 12.  
Knights, example, 40-41.  
Lizard King (NPC), 37.  
Lunthilde of Dabben-Velben, Gracious  
Mother, 35-36.

# 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**