

# GURPS®

Fourth Edition

# DUNGEON FANTASY™ 21

# MEGADUNGEONS



Written by **PETER V. DELL'ORTO**

Edited by **SEAN PUNCH**

Illustrated by **TITHI LUADTHONG**

**GURPS** System Design ■ **STEVE JACKSON**

**GURPS** Line Editor ■ **SEAN PUNCH**

**GURPS** Project Manager ■ **STEVEN MARSH**

Production Artist ■ **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**

Page Design ■ **PHIL REED** and **JUSTIN DE WITT**

Prepress Checker ■ **NIKOLA VRTIS**

*Special Thanks:* Raggi's Roughnecks (Andy Dokachev, Jack Dokachev, Mike Dokachev, Mike Hornbostel, andi jones, Marshall LaPira, Owen LaPira, Vic LaPira, Jon Lay, John Milkewicz, Sean Nealy, and Tom Pluck)

*This book couldn't have been written without the influence of Gary Gygax and James Maliszewski, or the help of Douglas H. Cole, Christopher R. Rice, and Matt Riggsby.*

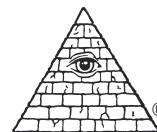
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# STEVE JACKSON GAMES

Stock #37-0356

Version 1.0 – July 2020



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# INTRODUCTION

Dungeons are central to dungeon fantasy, obviously! A multitude of monster- and treasure-filled mazes of twisty passages are part and parcel of the genre.

Yet the earliest RPG campaigns didn't feature multiple dungeons – all your delving took place in *one big dungeon*. Such dungeons are called *megadungeons*. The originators of *D&D* used them: Dave Arneson's Blackmoor Castle had a megadungeon below it, as did Gary Gygax's Greyhawk Castle. Early GMs made their own megadungeons, and their players created more in turn. Campaigners might spend their entire careers exploring such a dungeon. Some would delve periodically, using outside adventures to feed the next megadungeon sortie.

The megadungeon fell into disuse as the hobby and industry matured. Adventures and campaigns that focused on story-centric gaming took hold. Gamers' tastes changed, and the "logic" of a giant dungeon stocked with monsters and treasure by some powerful wizard just didn't cut it any longer.

Over the last decade, though, fans of "old school" gaming revisited the past. The megadungeon got another look . . . and many gamers liked what they saw! They built their own megadungeons and started exploring the depths.

*GURPS Dungeon Fantasy 21: Megadungeons* looks at setting up and running a giant dungeon. It covers tweaking rules and play style to suit the "campaign dungeon" rather than the "dungeon of the week." It also includes modifications addressing magic that warps and distorts such play.

Let's descend into the megadungeon and explore . . .



## PUBLICATION HISTORY

This is the first edition of *GURPS Dungeon Fantasy 21: Megadungeons*. All materials are new to this work, but megadungeons were mentioned in "Super Dungeons," by David L. Pulver (*Pyramid* #3/50: *Dungeon Fantasy II*), and "Building A Long-Term *Dungeon Fantasy* Game," by Peter V. Dell'Orto (*Pyramid* #3/98: *Welcome to Dungeon Fantasy*).

## ABOUT THE AUTHOR

Peter V. Dell'Orto is from New Jersey. He started roleplaying in 1981, with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. He has been a *GURPS* playtester, editor, and 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*, *GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic*, and *GURPS Dungeon Fantasy Treasures 3: Artifacts of Felltower*; and co-author 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](http://dungeonfantastic.blogspot.com), where summaries of his 100+ sessions of megadungeon play can be found. Besides gaming, his hobbies include the martial arts (he has fought amateur MMA in the SHOOTO organization in Japan, submission grappling in the U.S., and holds a *shodan* rank in kendo), fitness, Pilates, studying Japanese, and painting miniatures.

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