GURPS® Fourth Edition

Dungeon Fantasy Encounters™ 2

The Room

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STEVE JACKSON GAMES

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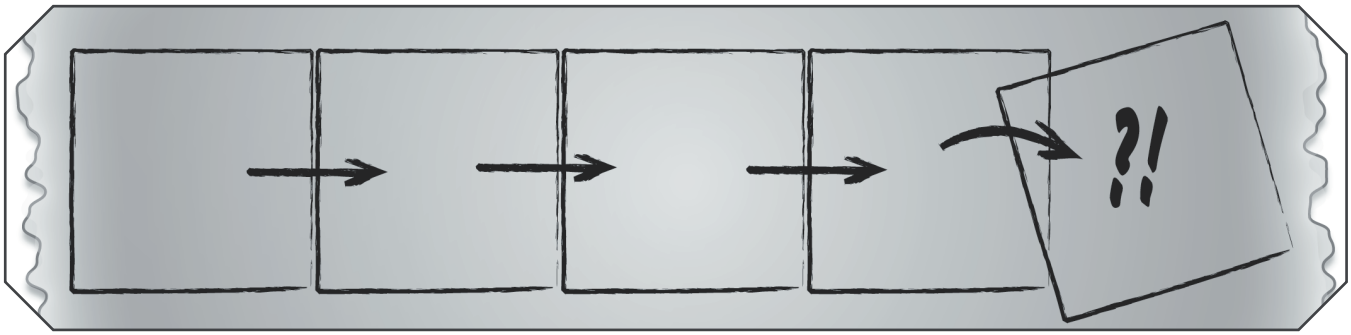


Introduction

Even setting aside all the encounters, a dungeon requires a lot of work from the GM: mapping it, finding a place for it in the campaign world, getting the heroes there, and so on. While running the adventure, describing rooms and passages to the group's mapper takes time and patience. And *then* there's the matter of players having characters shuttle to and from town, revisit explored areas to cart out every last copper, return to the magic fountain for more sips (or to bottle the water), and so on.

For some, these things are among the charms of hack 'n' slash fantasy! For others, they're a pain in the neck.

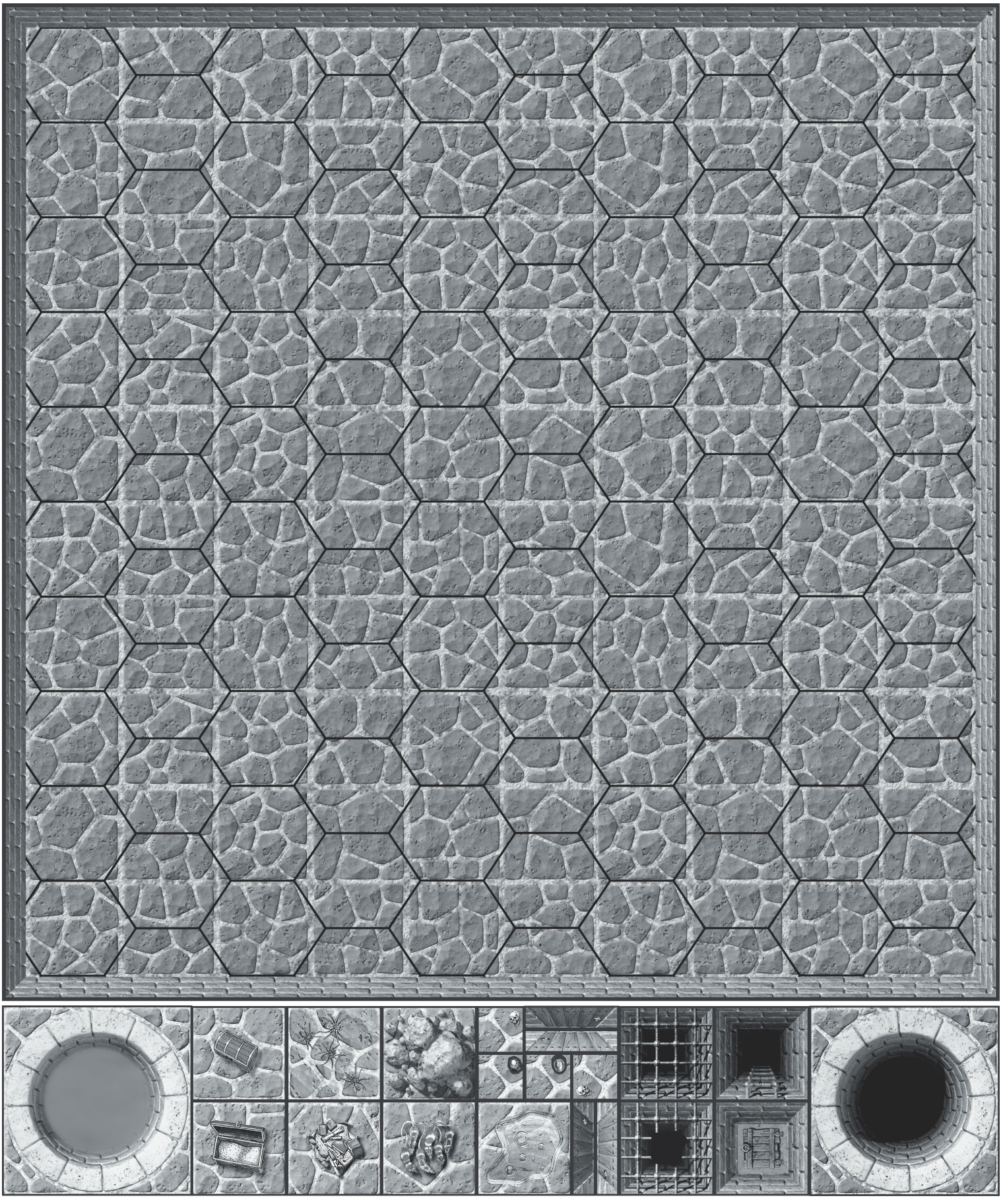
Old-school gaming often got around this by having areas linked together almost at random: "You leave the Dragon's Lair, fall down a chute, and end up in the Golem Lab." Digital dungeons were (and sometimes still are) often procedurally generated, and didn't allow players to return to earlier areas. But such approaches tend to have almost *no* story, which is a problem of its own.

The Room offers a compromise: It allows the GM to string together odd encounters without having to worry *much* about mapping, logic, or even having the delvers stray far from home. At the same time, it offers a structure within which all of this almost makes sense, and perhaps even hints at deep secrets in the campaign world's past.

As in other supplements, important traits the PCs can use to solve problems are in **boldface.**

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 lead creator of the ***GURPS Action*** and ***GURPS Dungeon Fantasy*** series; work on the latter 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. He lives in Montréal, Québec with *son amour,* Geneviève.



For a full-color, full-size map, print off four six-by-six rooms from ***Cardboard Heroes Dungeon Floors*** or ***Cardboard Heroes Cavern Floors*** (found on Warehouse 23). Trim one wall from each copy, then overlap and tape together the pieces to form a 10-by-10 room.

Sample Map of The Room

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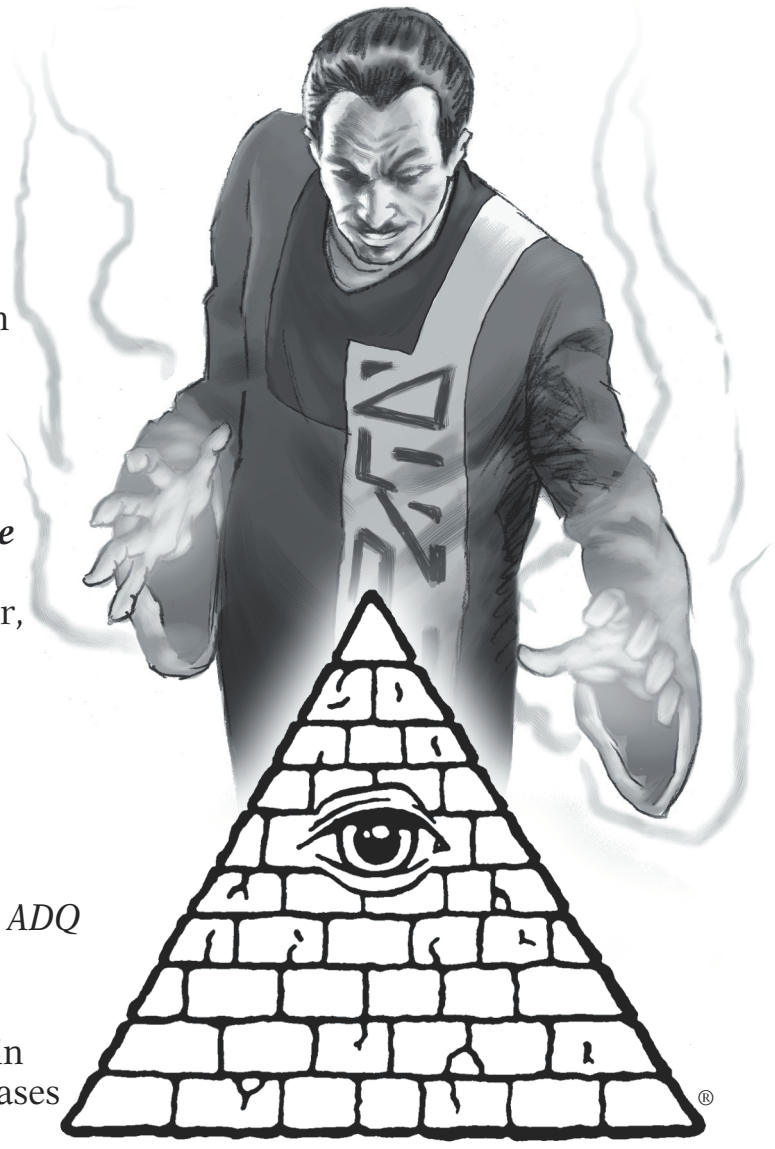

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