

GURPS®

Fourth Edition

DUNGEON FANTASY™ 23

TWISTS



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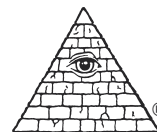
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STEVE JACKSON GAMES

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INTRODUCTION

The dungeon is the centerpiece of dungeon fantasy, but less-munchkin fantasy adventures can work, too.

– **GURPS Dungeon Fantasy 2: Dungeons**

The **GURPS Dungeon Fantasy** series quite intentionally limits its scope, in terms of both rules and the kinds of stories it’s optimized to tell. It focuses on hack ‘n’ slash adventure, and although it shamelessly loots other subgenres, it does so in service to killing things and taking their stuff. The heroes own the coolest gear, boast the biggest plusses, and fear little – qualities that stand in for social importance when “civilization” means “where delvers exchange treasure for even better equipment and training.”

Encounter the unexpected: Have adventures that aren’t wall-to-wall fighting – or even belong to polite society.

Yet the dungeon fantasy genre traditionally wasn’t and still isn’t always like that. Adventurers can raid dungeons but belong to polite society. They can have adventures that aren’t wall-to-wall fighting. They can encounter situations that their abilities didn’t prepare them for.

GURPS Dungeon Fantasy 23: Twists offers a few such variations on the predictable narrative.

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 hundreds of **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.

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