

# GURPS®

Fourth Edition

# DUNGEON FANTASY ENCOUNTERS™ 4 RING FORT



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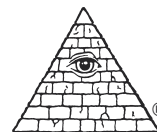
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## STEVE JACKSON GAMES

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*There is a saying  
of elders that goes,  
“. . . Leave the gate,  
and the enemy is  
waiting.”*

– Yamamoto  
Tsunetomo

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# INTRODUCTION

Hard-faced soldiers – true warriors, not farmers into whose hands spears have been inelegantly thrust – stand vigilant on broad, strong walls. Patrols sortie at unpredictable intervals. Warships, crewed by experienced sailors under the command of iron-willed captains, take the fight over the nearby waters.

**GURPS *Dungeon Fantasy Encounters 4: Ring Fort*** presents Hlífborg, a fortification modeled on Iron Age examples. It is similar to Trelleborg, a fort on the Danish island of Zealand. Built in around 980 A.D., Trelleborg may be the best-preserved such fort – though the largest is Aggersborg in Denmark, with *triple* the interior longhouses.

These circular fortifications make for perfect outposts and defensive emplacements in fantasy worlds: Not as fancy as the soaring structures of Mont-Saint-Michel in Normandy . . . but for defending the realm (any realm) against the predations of men, monsters, and monstrous men, the ring fort makes a perfect outpost (dare we say “keep”?) on a border-land.

## ADVENTURE CENTRAL

A fort encourages heavily armed people to congregate, train, and inflict violence on perceived threats or future conquests. Hlífborg makes an outstanding jumping-off point for

activities involving treasure and death. Shops filled with weapons, armor, and ready-to-hand delving gear – perhaps even Ye Olde Magick Shoppe – make more sense in an outpost that has conflict as its reason for existence.

A fort can serve as a safe haven, used to stock up before a long march into unknown territory, or as a waystation along a journey. Filled with bandits or the forces of an opposing realm? A siege is no fun for *either* side!

## ABOUT THE AUTHOR

Douglas Cole is the proprietor of Gaming Ballistic, LLC, a publisher of roleplaying games and crafter of Viking shields and training weapons. He also runs the weekly blog aggregation called *GURPSDay*. Find it all at [gamingballistic.com](http://gamingballistic.com). He has been roleplaying since 1981 and playing **GURPS** since 1988. His first book was the gripping supplement **GURPS *Martial Arts: Technical Grappling***, released through Steve Jackson Games. He has since published over two-dozen books independently through Gaming Ballistic, including seven for the **Dungeon Fantasy Roleplaying Game**, 14 for **The Fantasy Trip**, and more. Douglas lives with his wife, daughters, and cats in Minnesota, where many are cold, but few are frozen.

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