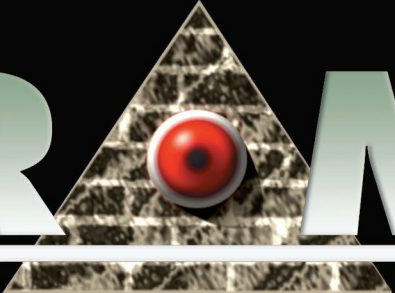


PYRAMID[®]



Special Issue December '16

DUNGEON FANTASY

COLLECTED



FEATURING MORE THAN 20 ARTICLES BY
PETER V. DELL'ORTO, DAVID L. PULVER,
SEAN PUNCH, MATT RIGGSBY,
AND MANY OTHERS!

STEVE JACKSON GAMES

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INTRODUCTION

Shortly after going to college in 1991, I picked up the *GURPS Basic Set* (the original one-book Third Edition version) and was looking for unusual support material that spoke to me. At some point, this quest took me to the back stock of a game shop's inventory. There, I stumbled across some back issues of *Roleplayer*, including issue #21.

The article I most remember from that issue was "The Noble Steed" by Ann Dupuis – *GURPS* character-creation rules for horses. Even by today's standards, it was a huge article, running a few thousand words longer than the longest feature we've run in the PDF era of *Pyramid*.

That article blew my fledgling *GURPS* mind. "Wait; you can *do* this?!" I mean, I knew immediately that not every campaign – or even *most* campaigns – would find use for it. But I recognized those settings that *could* use it would be wildly appreciative of the ability to add depth and possibility to their equine associates.

More importantly, I recognized that a *GURPS* support magazine could push the envelope of what you might expect, delivering material that you didn't know you wanted or needed, but sparked that "cool!" instinct.

Flash forward to 2008. Less than a year after the first *GURPS Dungeon Fantasy* supplement was released, *Pyramid* underwent a transformation, from a weekly website format to a monthly PDF release. This format allowed us a number of advantages, including closer integration to the rest of the *GURPS* line. For the first time in years, *Pyramid* articles looked more-or-less like *GURPS* supplements, and the ties between articles and existing *GURPS* items was closer than ever.

But *Pyramid* has retained the tradition of the original *Roleplayer* as the spot to try out things that tied into existing *GURPS* canon but weren't 100% beholden to it. Great ideas that may not fill an entire supplement could find a home, as could focused material of high interest to a smaller audience. And, of course, there are plenty of bits that are designed to appeal to a large number of readers.

As of the time of this writing, we've had 97 issues of *Pyramid*, of which six have been devoted to *GURPS Dungeon Fantasy*: four "regular" *GURPS Dungeon Fantasy* issues, and two "Alternate Dungeons" issues devoted to ideas that look at other ways of thinking of crypt-crawling adventure. But we've also had dozens of articles that have supported, expanded, or tied into *GURPS Dungeon Fantasy* in issues that *weren't* explicitly tied to that product line.

This compilation, then, collects most of those articles in one easy-to-access source. We have *not* done any additional editing or reformatting of this material, outside of giving it attractive page numbers so it makes some semblance of sense if you print it out.

Articles are arranged in five sections, following the format of the books of the *Dungeon Fantasy Roleplaying Game* (which had a successful Kickstarter in 2016 thanks to 1,587 backers):

- *Adventurers* collects everything of interest to the character-creation process, including new professions and add-ons.
- *Exploits* is an assortment of material that is designed for running of the game, including new rules, add-ons, and other bits that don't fit neatly into the other four sections.
- *Magic* is a compilation of new magical material, including spells, abilities, magic items, and artifacts.
- *Monsters* brings together adversaries and threats for the heroes, as well as material directly related to sapient dangers.
- *Dungeons* comprises four adventures or outlines that should provide a complete experience for the heroes and GM.

In each section, articles are arranged in the order they were originally published. We've also retained the original dates for each article at the foot of the page, so you can easily see when it first appeared on the scene

I hope this compilation provides you with the same delight and awe as my encounter with *Roleplayer* did 20-plus years ago. Gather your heroes; adventure awaits!

THE CUTTING EDGE OF DUNGEON CRAWLING

The *GURPS Dungeon Fantasy* line has always been designed to be entirely self-contained, so you only need its supplements, the *GURPS Basic Set*, and *GURPS Magic* to use. *Pyramid* is under no such restrictions, and – in fact – we'll often push the envelope by tying in *GURPS Dungeon Fantasy* with other *GURPS* supplements to mix things up and expand its possibilities.

All of this is warning that – in addition to the *GURPS Dungeon Fantasy* line – some of these articles presume familiarity with supplements that *aren't* part of that series . . . and sometimes with other issues of *Pyramid*. However, a lot of material here stands alone. In fact, not all these articles were designed specifically with *GURPS Dungeon Fantasy* in mind, but were chosen for this compilation because they should prove useful or inspirational to those gamers.

ABOUT THE EDITOR

Steven Marsh is a freelance writer and editor. He has contributed to roleplaying game releases from Green Ronin, West End Games, White Wolf, Hogshead Publishing, and others. He has been editing *Pyramid* for over 10 years; during that time, he has won four Origins awards. He lives in Indiana with his wife, Nikola Vrtis, and their son.

Benefits: Some elves know the secret of awakening magical aptitude; others can offer advanced archery training. If you agree to live among the elves and train for a while after an adventure that merits a special reward, you'll earn from 5 to 20 points (depending on your actions) toward Heroic Archer, Magery, or Weapon Master (Bow). Every 5 points of training takes a mere week . . . and there are no living expenses. However, there *will* be a training montage – elves are cool that way. If this reward doesn't let you afford the advantage you desire, you can save up to acquire it later, but you won't see these "free" points until you can cover the difference with unspent points.

Traits: Any of Heroic Archer [20], Magery 0 [5], +1 or +2 to Magery [10 or 20], or Weapon Master (Bow) [20]. In the interest of niche protection, scouts may *always* opt for an equal number of points in scout power-ups (**Power-Ups**, pp. 32-33), while non-scouts *do not* gain access to these. Similarly, wizards may improve Magery up to 6, or take an equal number of points in wizard power-ups (**Power-Ups**, pp. 36-37), but non-wizards are limited to Magery 2 and cannot acquire wizard power-ups.

Fauned Memories

3, 6, 10, or 13 points

Thankful fauns (**The Next Level**, p. 8) may put their musical talents to work for their new pal. Saving a piece of wilderness is the classic way to earn such gratitude. Throwing a legendary party – one with food, drink, and music dangerously obtained – is an off-beat possibility.

Benefits: Your name is lauded by the fauns, who spread it far and wide – both in conventional song that bards of all races will eventually adopt and on the wings of birds. Each level (maximum four levels) grants a general +1 to reactions; this is similar to the Hero power-up (**Power-Ups**, p. 16), but recognized by everyone *other than* underground denizens.

Traits: Reputation +1 (Everyone who doesn't live in a hole) [3], +2 [6], +3 [10], or +4 [13].

Hero Ink

1, 4, 5, or 8 points

Goblin-kin (**The Next Level**, pp. 10-11) respect fighting and destruction. "Heroes" who serve goblin-kind well in this capacity – and this often involves affronts against *other* races – may be given tattoos normally reserved for gobs, hobs, and orcs.

Benefits: Goblin-kin who see your tattoos will react at +1 per level. Anybody might earn two levels; full-blood goblins, hobgoblins, and orcs can have up to four. At the first or second level, this ink *also* gives you -1 to Disguise and Shadowing, and +1 to others' attempts to identify you; at the third or fourth level, double these drawbacks.

Traits: Reputation +1 (All goblin-kin; All the time) [2], +2 [5], +3 [7], or +4 [10]. Also add Distinctive Features 1 [-1] at the first or second level, Distinctive Features 2 [-2] at the third or fourth.

WHERE ARE THE HALF-SPIRITS?

The half-spirit "races" are catchall categories for remarkable *individuals*. Such beings lack extensive societies and repositories of cultural wisdom to leverage for rewards. Services for them are *personal* and repaid with treasure; see *Items of Power* (p. 45) and *Riches* (p. 45). Where a half-spirit represents an associated higher power, the GM should choose something suitable from *Rewards from the Gods* (pp. 49-52):

Celestials (**The Next Level**, p. 12): A god of any sphere might be Good, but constructive and life-affirming rewards are most fitting. Consider Heal-ing Hands (p. 50), Look of Love (p. 51), Righteous Repair (p. 51), Savior of the Harvest (p. 51), and Sunlit Soul (pp. 51-52).

Infernals (**The Next Level**, pp. 12-13): Any kind of deity might be Evil, too – but rewards tied to stealth and bloodshed fit best, notably Debt of Death (p. 50), Fear Not the Night (p. 50), Holy Haste (pp. 50-51), Master of the Hunt (p. 51), and War-Bringer (p. 52).

Infused (**The Next Level**, p. 13): Fair-Weather Friend (p. 50) suits air-infused; Faith Moves Mountains (p. 50), earth-infused; Burning Faith (pp. 49-50) or Sunlit Soul (pp. 51-52), fire-infused; and Sea Servant (p. 51), water-Infused. Where bestowed by greater elemental spirits rather than true gods, replace Divine, -10% with Mana Sensitive, -10%.

Elder-Spawn (**The Next Level**, p. 12) are an exception. These creepy beings grant Elder Gift (p. 46).

Lucky Bastard

Variable

Despite their famous crankiness, leprechauns (**The Next Level**, p. 9) *do* thank saviors of green glens and similarly wholesome heroes. Contrary to myth, they *do not* give away Charms or pots of gold; rather, they bestow a magical blessing.

Benefits: Each level makes you one step luckier. If you have Ridiculous Luck – say, you're a leprechaun yourself – you enjoy lucky breaks (Serendipity) instead. These gifts work only in areas with mana. And if you're Cursed, you're out of luck . . . leprechauns can be little jerks.

Traits: To price this, find the difference in point cost between the new and old levels of luckiness – Unluckiness [-10], nothing [0], Luck [15], Extraordinary Luck [30], or Ridiculous Luck [60] – and apply -10% for Mana Sensitive. At Ridiculous Luck, add levels of Serendipity (Mana Sensitive, -10%) [13.5]. In all cases, round final cost *up*. Not everyone gets the same number of points, and Cursed delvers get nothing.

Made Man

10 or 15 points

Ordinary halflings (**The Next Level**, p. 14) are too small and provincial to offer much more than food and tobacco. Adventuring-grade ones dominate the criminal underworld.

SERVITORS OF ORDER AND CHAOS

GURPS Dungeon Fantasy 5: Allies recommends that all divine servitors take one of the Good, Evil, or Nature elements. However, for primal Nature-aligned servitors, none of these seem especially appropriate. Good and Evil are moral positions unsuited to the neutrality of Nature, and the Nature element is primarily concerned with living things as opposed to elemental natural forces.

New Lenses for Divine Servitor

The following lenses are more suitable for divine servitors of Nature-aligned gods of order and chaos and for servitors of primal natural forces in general.

New Lens: Elemental (+0 points)

This servitor is an intelligent emanation of some cosmic force or classical element. Unlike other elementals, these are physical manifestations of a cosmic power rather than free-willed spirits. Reduce IQ to 8 [-80] and Will and Per to 8 [0]. Remove Blessed [-10], the Holy Might moral code [10], Dependency [25] and the five quirks [5]. Add Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Injury Tolerance (Homogenous) [40], Single-Minded [5], and Unfazeable [15]. Add Fragile (Unnatural) [-50] and Obsession (Promote my element above all else) (12) [-10]. Change the Hidden Lore to (Elementals) and the *Class* to Elemental.

New Lens: Fae (+0 points)

This servitor is a powerful faerie summoned from some idyllic realm. It is most appropriate for servitors of faerie deities. Regardless of deity served, these beings may always take Beauty as an element. Reduce ST to 11 [-10]. Increase DX to 13 [20]. Remove Immunity to Metabolic Hazards [-30], the Holy Might moral code [10], and Wealth (Dead Broke) [25]. Change the Dependency to (Mana; Very Common, Constantly). Add Magery 0 [5], Callous [-5], and Sense of Duty (Nature) [-15]. Change the Hidden Lore to (Faeries) and *Class* to Faerie.

New Elements

Two new descriptive elements expand the potential spheres of influence for deities.

Primal

This element, which has the Elemental lens (above) as a prerequisite, is for the servitors of cosmic gods of natural forces. Like Evil, Good, or Nature, this element fleshes out the servitor. It can be used independently or combined with any of those elements.

Attributes: ST+4 [40].

Secondary Characteristics: HP+1 [2]; Will+4 [20].

Perks: Primal Rage*. [1]

Disadvantages: Berserk (12) [-10]; Cannot Speak [-15].

Skills: Brawling (E) DX+2 [4]-15; Intimidation (A) Will+1 [4]-13; Mental Strength (E) Will+2 [4]-15.

* The servitor gets +3 to the Will Roll to deliberately go berserk.

Primal (Doubled)

As above, plus:

Secondary Characteristics: HP+5 [10].

Advantages: DR 2 [10]; Patron (Primal deity; 6 or less; Highly Accessible, +50%; Minimum Intervention, -50%; Special Abilities, +100%) [30].

Faerie

Servitors with the Fae lens (above) may take this element. It fleshes out the template for servitors of Nature aligned faerie lords and ladies who are more associated with natural elements than other things. It can also be used alongside Good, Evil, or Nature. As creatures of magic, Faerie servitors are empowered both with magic and the power of their god. They may learn and cast wizard spells as though they had Magery equal to their Power Investiture as well as learn the spells of their religion. They cannot use clerical or druidic spells as prerequisites for wizardry spells. *All* of their spells are subject to *both* Mana and Sanctity (or the druidic modifiers).

Attributes: IQ+2 [20].

Secondary Characteristics: Per -3 [-15].

Advantages: Power Investiture 3 (Faerie Servitor) [45].

Disadvantages: Duty (To the faerie courts; 12 or less)* [-10] and *either* Lecherousness (12) [-15] *or* Trickster (12) [-15].

Skills: Connoisseur (any) (A) IQ-1 [1]-13; Innate Attack (any) (E) DX [1]-13; Naturalist (H) IQ-2 [1]-12; Savoir-Faire (Faerie Courts) (E) IQ [1]-14; Thaumatology (VH) IQ-3 [1]-11.

Spells: 20 wizard spells or the spells of the servitor's patron, which will be either (H) IQ+1 [1]-15 or (VH) IQ [1]-14 with the +3 for Power Investiture.

* Roll whenever the servitor is summoned. If the duty comes up, it means the servitor has been given some other task in addition to aiding the summoner while it's in the mortal realm.

Faerie (Doubled)

As above, and:

Advantages: Patron (Deity; 6 or less; Highly Accessible, +50%; Minimum Intervention, -50%; Special Abilities, +100%) [30]; Wild Talent 1 (Focused; Magical, -20%) [18].

Skills: Increase two skills by 1 point or take two additional spells.

Potential Advantages: Acute Vision 1-5 [2/level]; Forest Guardian 1 [5]; Magery 0 [5]; Perfect Balance [15]; Telescopic Vision 1 or 2 [5 or 10]. You can learn wizardly spells as long as they require no more than Magery 0.

Fae-Touched

Your forebears frolicked with the fair folk, and their wild essence flows through your veins.

Potential Advantages: Animal Empathy [5]; Charisma 1-3 [5/level]; Elastic Skin (Glamour, Resisted by Will-5, -5%) [19]; Flight (Winged, -25%) [30] or (Mana-Sensitive, -10%; Small Wings, -10%) [32]; Ridiculous Luck [60].

Fate-Touched

You (or one of your ancestors) was born at a particularly auspicious moment, you are the seventh son of a seventh son . . . Whatever the details, Lady Luck has taken a liking to you.

Potential Advantages: Danger Sense [15]; Destiny* [Varies]; Higher Purpose (Any) [5]; Intuition [15]; Ridiculous Luck [60]; Serendipity [15].

* The GM with access to *GURPS Power-Ups 5: Impulse Buys* might want to use the *Destiny Points* variant described there instead of, or in addition to, the standard version.

Fire-Touched

One of your ancestors was not speaking figuratively when he spoke of an old flame.

Potential Advantages: DR 1-5 (Limited, Fire and Heat, -40%; Mana Sensitive, -10%) [2.5 points/level]; Filter Lungs [5]; Infravision [10]; Resistant to Metabolic Hazards (+3), (+8) or Immunity [10, 15, or 30] Scanning Sense (Active IR) [20]; Temperature Tolerance (Heat) 1-10 [1/level].

Water-Touched

Your primogenitors wallowed with the water elementals.

Potential Advantages: Amphibious [10]; DR 1-5 (Limited, Dehydration and Water, -40%; Mana Sensitive, -10%) [2.5 points/level]; Doesn't Breathe (Gills, Oxygen Absorption, or Oxygen Storage) [Varies]; Enhanced Move 1 (Water) [20]; Pressure Support [5, 10, or 15]; Slippery 1-5 [2/level]; Sonar [20].

SORCERY IN *DUNGEON FANTASY*

Sorcery is designed to mimic *GURPS Magic* in capability. In fact, most Sorcery spells are closely patterned around existing *GURPS Magic* spells. Wizards, as the main spellcasters in *Dungeon Fantasy*, have a number of limitations imposed on their magic in order to replicate the feel of source material that inspired it (see *GURPS Dungeon Fantasy 1: Adventurers*, p. 20). It is only fair that sorcerers are subject to the same limitations.

This means that spells belonging to the Animal, Enchantment, Healing, Plant, and Weather colleges, plus any spells that permit teleportation or time manipulation are off limits to them. Additionally, *Dungeon Fantasy* assumes a mix of TL 3 and 4, meaning that some technology spells either don't exist or are less useful. This following spells from *Sorcery* are not available to sorcerers: Animal Control, Awaken Computer, Blight, Body of Wood, Enchant, Minor Healing, Predict Weather, Relieve Madness, Repel Animal, and Suspend Time. However, Cool (as an Air spell), Penetrating Weapon (as a short duration Making and Breaking spell), Planar Visit (as a Necromantic spell) and Preserve Fuel (subject to the limitations for low TL) are available normally.

Sorcery Power Modifier

In *Dungeon Fantasy*, the Sorcery power modifier makes abilities wizardly, subject to the same limitations as wizardly magic and wizardly abilities. They are affected by mana (see *Mana, Sorcery*, p. 23) and by countermeasures against wizardly magic (such as Dispel Magic). Additionally, *Alternative Rituals (Sorcery)*, p. 7) apply to all sorcerous spells, allowing sorcerers to avoid FP costs as long as they can perform physical gestures and chant arcane incantations.

Damage

Sorcery can deal large amounts of damage with negligible FP costs, making it a very attractive way to rain eldritch pain on your foes. The level of damaging spells is limited to the caster's Sorcery Talent and to 1d+1 damage per level.

Secret Teleportation Spell

28 points

Prerequisite: Sorcerous Empowerment costing at least 90 points.

As the wizard power-up (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 37), but you must buy the Unusual Background (A-ha! I can teleport!) [10] separately, after which you may learn this as a sorcerous spell with a full cost of 90 points.

Sorcerous Mastery

Variable

You've reached such a mastery of the raw magic in you that you can focus on two spells prepared at once. This lets you maintain a spell while casting a different one. The cost of this power-up is the difference between the amount of points required to buy your most expensive sorcerous spell at full cost, and the amount you paid for it as an alternate ability. See *Simultaneous Spells (Sorcery)*, p. 8) for more details.

MORE SORCERY SPELLS

GURPS Thaumatology: *Sorcery* only includes two spells per college, and some of them are not suitable for *Dungeon Fantasy* sorcerers due to the limitations imposed on wizardly magic. *The Power of Sorcery* includes 20 more fire spells (see *Fire Spells From The Power of Sorcery* for notes on these). Pending further publications, this still leaves the sorcerer with a notably limited list of premade options. It is, however, simple for the enterprising GM to create new sorcerous spells, using the guidelines under *Inventing New Spells (Sorcery)*, p. 13).

THE FIRST RESISTANCE

BY DAVID LICHTENSTEIN

The War of Conquest ended with the Battle of the Horns, and the armies of the Middle Kingdom scattered, leaderless. The Middle Kingdom was conquered by the Severans, and that marked the end of the Third Age. Even without their army, the people there determined to resist the occupying forces. However, unlike the recently conquered, neighboring Sredni and Ravnin, they chose not to leave their cities for a life of desperation and hunger. Instead, they pretended to become loyal subjects of the new conquerors while building secret cells of resistance.

Any resistance was fraught with danger during those first years. The Severan occupation force outlawed the possession of any weapons other than knives and the practice of any magic other than the most simple food and healing spells; scores of wizards were publicly executed for no crime other than knowing now-illegal spells. The Severan wizards were merciless in their use of Mind-Reading and Compel Truth spells to seek out any Midlanders who sought to win back their freedom with arms or magic.

The organized resistance movement had to be very subtle. Those with no talent for magic tried to stockpile weapons or poison the Severans' food supplies, but their successes were limited. It is said that the first teacher of the First Resistance style was the great wizard Ruth the Elder who went into hiding in the City of UMBER when it was first conquered. She taught her magic to those who wished to learn to resist the occupation using stealthy magic. The unique elements of the style developed into their present form under the hands of her first students, Liam the Black and Cybelle Shadowhand.

Little discrimination exists among those who resist the Severan occupiers. The First Resistance style is taught to anyone who wishes to learn it and who is committed to making the lives of the occupying army more difficult. Humans and dwarves tend to be the plurality practitioners, but many other races have been represented among the students of the First Resistance.

STEALTHY SPELLCASTING

The First Resistance style is the magic practiced in secret by the Midlander resistance in the cities of UMBER, Sallisburg, Tzavolgorod, and other places in the Middle Kingdom. It focuses on persuasion, mind reading, and other subtleties. Experienced practitioners of the First Resistance could be formidable battlefield mages, but they almost never show their power in such a blatant way.

Those who practice the First Resistance style still have to live under the heel of the Severan occupation, and thus keep their magic use and rebellious activities a secret. Nearly all such mages have other, more mundane vocations used to deceive the Severans. Liam the Black was an apprentice cooper, and Cybelle Shadowhand went unnoticed as a street beggar.

FIRST RESISTANCE

7 points

Aside from the style's perks, First Resistance training does offer one major benefit that most other styles do not. Students of this style are exempt from spell prerequisites from outside of the college of the spell they are currently learning.

First Resistance in Dungeon Fantasy

The history behind the creation of the First Resistance style and the culture that might lead to an adventurer learning it is a significant addition to a *Dungeon Fantasy* campaign. However, it may be relatively easy for such a background to be explained by having the person be from a distant land questing to find artifacts or allies to help free his country.

In a *Dungeon Fantasy* setting, the First Resistance style is certainly not limited to humans and dwarves. Any race whose background allows them to have learned the style may take it.

A character using the wizard template in *GURPS Dungeon Fantasy 1: Adventurers* should not take 30 points in spells. Instead, they need Fast-Talk (A) IQ-1 [1], Camouflage (A) DX-1 [1], Stealth (A) DX-1 [1], Style Familiarity (First Resistance) [1], Far-Casting (Daze) [1], Limited ER 1 (First Resistance) [1], and Secret Mage [1], for 7 points. The also should have the following 23 spells (H) IQ+1 [1] or (VH) IQ [1]: Apportation, Boost IQ, Bravery, Daze, Delay, Extinguish Fire, Fear, Find Weakness, Foolishness, Ignite Fire, Keen Hearing, Mind Reading, No-Smell, Panic, Persuasion, Purify Air, Seek Earth, Sense Emotion, Sense Foes, Sense Life, Truthsayer, Weaken, and Wisdom. Such a wizard would be of the second stripe, just shy of earning his third stripe.

Alchemist Lens

+50 points

This variant of the artificer lens (*Sages*, p. 7) is more reasonably priced, fitting the standard 50-point mold. If any skills overlap with existing ones, combine points when possible (e.g., if you already have Throwing (A) DX [2], the 2 points from this lens will raise it another level). Any leftover points can be spent on secondary skills from the general alchemist lens above.

Advantages: Dungeon Artificer 2* [10]; Equipment Bond (Backpack Alchemy Lab) [1]; Gizmos 1 (Accessibility, Concoctions, -20%) [4]; Quick Gadgeteer (Specialized, Concoctions, -50%) [25]; Signature Gear (Backpack Alchemy Lab) [2].

Skills: Alchemy (VH) IQ-1 [4]; Fast-Draw (Gadget) (E) DX [1]; Scrounging (E) Per [1]; Throwing (A) DX [2].

* Gives +2 to Alchemy, Armoury, Engineer (Gadgets), Fast-Draw (Gadget), Scrounging, and Traps.

ALCHEMIST POWER-UPS

The alchemist has access to the following power-ups.

- Up to three Formulary perks (below). In addition, the alchemist may “trade in” points spent on these to help offset the cost of raising Alchemy. For example, an alchemist with three Formulary perks could lower each by one level, recouping three points, and then spend those plus one earned character point to raise Alchemy one level. (With Toxicity Training, p. 81, he may do the same for Poisons.)

- Dungeon Artificer [5/level] up to 6.
- Gizmos (Accessibility, Concoctions, -20%) [4/gizmo] with *no* upper limit.

- Resistant to Poison (+3) [5] or (+8) [7].
- Ridiculous Luck [60].
- Serendipity [15/level] with *no* upper limit.
- The artificer power-ups Improvisation, Potion Implant, and Spellsmith; see *GURPS Dungeon Fantasy 11: Power-Ups*. Adding Spellsmith results in a Quick Gadgeteer who can work with concoctions *and* magical items, but not normal gear.

- The assassin power-up perks Bane Brewer, Combat Poisoner, Poison Mixer, and Practical Poisoner; see *Power-Ups for Assassins* (from *Pyramid* #3/50: *Dungeon Fantasy II*).

- The Retroactive Poisoning perk; see *More Power to Dungeon Warriors* (from *Pyramid* #3/61: *Way of the Warrior*).

In addition, the following power-ups are unique to alchemists, though the GM *may* allow them to other alchemically trained delvers such as wizards or other artificers.

Brewer's Eye

12 points

You can recognize almost any concoction after studying it for a minute and then rolling against the *higher* of IQ or the brewing skill for that concoction (if any). Success means you figure out exactly what it is and what it does, even if you've never heard of it before now. Failure just tells you the basics (e.g., “it's a contact poison”). Critical failure does the same, but you also get some on yourself (if bad) or drop it; GM's call.

This isn't as fast as tasting the brew (*Dungeons*, p. 14), but it's *much* safer!

Advantages: Detect (Concoctions; Analysis Only, -50%; Analyzing, +100%; Immediate Preparation Required, 1 minute, -30%) [12].

ALCHEMICAL TRAITS

Dedicated brewers (like the alchemist, pp. 79-80) rely on Quick Gadgeteer and Gizmos, often with the limitations below. And *anyone* using Alchemy should consider buying a Formulary for a few favored (or most difficult) concoctions.

Quick Gadgeteer

Specialized: Your Quick Gadgeteer applies only when you're creating gadgets *or* concoctions; choose which when taking this limitation. -50%.

Gizmos

Accessibility, Concoctions: You can use your Gizmos only for instant brewing (p. 78) and *Other Types of Brews*, p. 79) or to specify that you're carrying an existing potion, poison, etc. -20%.

Formulary

This is an leveled perk which must be specialized in a single, specific chemical or potion. Each level (maximum 10) gives +1 to Alchemy for analyzing, creating, or handling that concoction, but *only* for the purpose of offsetting penalties; it cannot raise the final roll above your base skill. For example, Formulary 6 (Agility Potion) [6] would negate up to -6 in penalties to Alchemy (from the potion itself, poor gear, working quickly, etc.) when analyzing or creating an agility potion.

Never take more than three of these; with four or more, you're better off just raising Alchemy skill.

Draught of Power

22 points/level

Prerequisite: Alchemy at IQ+1.

Similar to Gizmo, once per session per level of this advantage, you can take a Ready maneuver (which Fast-Draw (Gadgets) may obviate) to produce and quaff a special potion that imbues you with wizardly power. Immediately after drinking it, you can cast *any* one wizardly spell, ignoring all prerequisites! For example, you could cast Wither Limb (p. B244) having no Magery and no knowledge of Paralyze Limb. The potion only works for you, not others.

Use your IQ as the spell level – plus Magery, *if* you happen to have it. You must pay the spell's standard energy cost, reduced as usual for an effective spell level of 15+. The potion grants you the *ability* to cast the spell; it doesn't power it! It also doesn't grant you Magery, even temporarily, which makes most Missile spells useless; e.g., with no Magery, you can cast only a 0d Fireball.

SEVEN MYTHICAL ARTIFACTS FOR *DUNGEON* *FANTASY*

BY ANTONI TEN MONRÓS

Mythology has always been one of the most important sources of inspiration in fantasy roleplaying. In *Dungeon Fantasy*, it is a time-honored tradition to steal the *cool* aspects of mythology without regard to whether they're appropriate or anachronistic for the game world! This article presents seven artifacts from myth, viewed under a *Dungeon Fantasy* lens. This is not a treatise on mythology, though; corners were cut, and myths changed, in order to provide more interesting items for your games. The items' descriptions reference the original myths, however, and curious readers can research the actual stories behind them.

For more information on how to read the item entries (including details on suggested origins), see *GURPS Dungeon Fantasy 6: 40 Artifacts* (pp. 3-4).

*A collection of wondrous items
inspired by mythology.*

AEGIS

Power Item: 34 FP

Suggested Origins: Cosmic, Divine, or Magical.

Forged by Hephaestus and polished by the Cyclopes, this round shield is property of Zeus, king of the Olympian gods, though he sometimes lends it to his daughter Athena. It looks

like a large Homeric buckler, made of layered ox hide, with a burnished orichalcum facing. Instead of the usual boss, it has the petrified head of the Gorgon Medusa. The rim is decorated with 100 tassels of gold thread, but no matter how roughly the shield is used, the tassels never fall off. The shield provides great powers of defense not only to the wearer, but also to anyone who fights by his side.

Properties

- *Head of the Gorgon Medusa:* Instead of the customary boss in the shape of a mythological monster, this shield has the real thing! The petrified head of the Gorgon Medusa is affixed to it. Once per day, it can be awakened by the shield's owner, by taking a Concentrate maneuver. Anyone seeing the revived head must make a HT-5 roll or be turned to stone. This costs the wielder 10 FP.

- *Shield Others:* Once per turn, the wielder of Aegis can block an attack against an ally behind or beside him. Use the holder's normal Block score, including the shield's DB 3, as the shield leaps to protect others. This doesn't count as the person's normal block for the turn.

- *Shield Quality:* Aegis is a large balanced orichalcum buckler. As such, it provides DB 3. Its relative lightness and agility, however, mean that it doesn't negatively impact the wearer, negating the usual -2 penalty to attack for using a large shield.

- *Sword-Breaker:* Any weapon that strikes the Aegis, either intentionally, or by being blocked, breaks on a roll of 3 or less (on 1d), modified by the weapon's quality, as if it had parried a weapon weighting four times its own weight.

Weight: 18 lbs.

BONDED ABILITIES FOR FAMILIARS

The following abilities are only available to those with the Familiar meta-trait (above).

Oh, right; you haven't actually met my familiar. Pardon my rudeness. His name is Loiosh, and he's a jherég. If you don't what a jherég is, you're probably better off, but I can at least explain that it is a poisonous reptile with two wings, two eyes, two legs, and one form of wit: irritating.

– Steven Brust, *Tiassa*

Arcane Boost

78/93 points for levels 1-2

Prerequisite: IQ 10+ and a master with Draw Energy (below).

Once per hour you can give your master +3 to *any* Path skill for the sole purposes of gathering ambient energy, as long as he is within two yards of you. This requires you take a Concentrate maneuver and make an IQ+4 roll. Level 2 works the same way, except that you may choose to reduce the Greater effects multiplier of a ritual by one (e.g., ×5 becomes ×4) *instead of* giving him a bonus to gather energy.

Statistics: Control 2 (Magic; Accessibility, Master Only, -80%; Cosmic, No die roll required, +100%; Paths Only, -20%; Reliable 4, +20%) [60] + Control 1 (Magic; Accessibility, Master Only, -80%; Cosmic, No die roll required, +100%; Does Not Increase Area, -50%; Paths Only, -20%; Reliable 4, +20%) [18]. Level 2 removes the Paths Only limitation from both [70 + 23]. This trait first appeared on *Pyramid* #3/66: *The Laws of Magic*.

Mana Collector

10 points/level

Prerequisite: IQ 10+.

You can help your master gather energy. To do this, you must be within two yards of him and conscious. You then roll your IQ, just as if you were another caster helping him cast a spell (*Ritual Path Magic*, p. 25), except neither you *nor* he takes -1 to rolls. Each additional level after the first (up to five) gives +1 to the IQ roll.

Statistics: Level 1 is Quick and Focused (Master)* [1] and nine One Task Wonder (One chosen Path defaults to IQ when gathering energy for master) perks [9]. Further levels are IQ (Accessibility, Only for gathering energy rolls, -50%) [10/level].

* This perk either allows a caster to ignore the penalties associated with helping to cast a spell for any other caster or removes the penalties entirely for both casters if you specialize in a specific pairing.

BONDED ABILITIES FOR MASTERS

The following abilities are only available for those with the Familiar Master meta-trait (p. 103). Additionally, some traits have the Granted by Familiar limitation. If the cost of this trait changes (see p. 109), you'll need to adjust the costs of some bonded abilities.

Conduit

Varies

Prerequisite: Deep Bond (p. 105) or Psychic Link (pp. 105-106).

Whenever you benefit from *any* positive supernatural effect (healing spell, temporary attribute bonus, and so on), your familiar is *also* affected. At level 2, you may treat your familiar as a part of your person for *any* spell, power, or ability if that would be beneficial to you.

Statistics: Level 1 adds Cosmic, Shared Effects, +50% to Ally (Familiar) [Varies], while level 2 adds Cosmic, Shared Body, +50%.

Draw Energy

30/60/90 points for levels 1-3

Prerequisite: A familiar with Mana Collector (above).

Your familiar allows your mana reserve to replenish faster than normal; you regain 1 point of your reserve automatically every minute. At level 2, you regain 1 point per *second*, and at level 3, you regain *10 points* per second.

Statistics: Regeneration (Fast; Energy Reserve Only, +0%; Granted by Familiar, -40%) [30]. Level 2 makes Regeneration Very Fast [60]. Level 3 increases Regeneration to Extreme [90].

Efficient Energy Reserve

Varies

The mana reserve your familiar gives you is far more effective than normal, providing an amount equal to its full FP. What's more, your familiar loses only 1 FP per 2 ER you use, instead of a 1:1 ratio.

Statistics: Replace Drains Familiar (p. 108) with Drains Familiar, Efficient, 1 FP per 2 ER and double the caster's available ER. For example, if a caster previously had Energy Reserve 6 (Drains Familiar, -50%) [9] and bought this ability, he would now have Energy Reserve 12 (Drains Familiar, 1 FP per 2 ER, -40%) [22], which would make the cost of this trait 13 points.

PI 3: *Anti-Psi:* Catch Psi Abilities (works as Catch Spell) and False Aura. *ESP:* Ancient History, History, Prehistory, Projection, and Trace. *Psychokinesis:* Fast Fire, Fireball, Flame Jet, Hawk Flight, Invisibility, Lightning, and Resist Lightning. *Telepathy:* Borrow Language, Borrow Skill, Compel Lie, Compel Truth, Control Person, Dispel Possession, Ecstasy, Emotion Control, Hallucination, Lend Skill, Mind-Search, Nightmare, Possession, Suggestion, and Telepathy.

PI 4: *Anti-Psi:* Psi Resistance (works as Magic Resistance), Psi Shield (works as Spell Shield), Psi Wall (works as Spell Wall), Reflect, and Suspend Psi (works as Suspend Magic). *Psychokinesis:* Ball of Lightning, Explosive Fireball, and Shocking Touch. *Telepathy:* Charm, Communication, False Memory, Great Hallucination, Insignificance, Lesser Geas, Mass Sleep, Mass Suggestion, Mind-Reading, Mind-Sending, and Presence.

PI 5: *Anti-Psi:* Dispel Psi (works as Dispel Magic), Psiguard (works as Spellguard), Remove Aura, Remove Curse, and Steal Psi (works as Steal Spell). *Psychokinesis:* Evisceration. *Telepathy:* Enslave and Greater Geas.

PI 6: *Anti-Psi:* Drain Psi Talent (works as Drain Magery), Suspend Psi Ability (works as Suspend Magery), and Suspend Psi Talent (works as Suspend Magery). *Telepathy:* Exchange Bodies.

*Men have called me mad;
but the question is not yet
settled, whether madness is or
is not the loftiest intelligence –
whether much that is glorious
– whether all that is profound –
does not spring from disease of
thought – from moods of mind
exalted at the expense of
the general intellect.*

– Edgar Allen Poe,
“Eleonora”

ABOUT THE AUTHOR

Antoni Ten is a IT specialist, database administrator and Java and web developer from Alboraya, Valencia, Spain. He’s seriously thinking about jumping into Android development, and dreams of writing a full-length book for Steve Jackson Games in the future. He has gamed for over 15 years, and now has two regular gaming groups.

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The spell list under *Elder Cultist Spells* took heavy inspiration from *Eidetic Memory: Magic as Psi*, by David L. Pulver, found in *Pyramid* #3/29: *Psionics*.

Unholy Warriors of the Elder Gods

Elder cults always need enforcers. Where clerics of the Elder Gods serve as the spiritual arm of the cult, warriors of the Elder Gods serve as its armed fist. However, the prolonged exposure to Things Man Was Not Meant To Know often twists them, making them resemble the things they draw power from. Some are sent away from the congregations, often for inscrutable purposes, and sometimes they join adventuring parties, while they wait for further orders. Some even leave the cult (or so they believe), and try to fight the Things they once served.

To create a warrior of the Elder Gods, start with the standard holy warrior template, and apply the following lens.

Elder Warrior

+0 points

Advantages: Replace Higher Purpose (Slay Demons or Slay Undead) and Born War Leader with Unusual Background (Psionics). • Replace Holiness, basic or added, with Psionic Talent. • Replace the Shtick (Foes slain personally can’t rise as undead) perk with any psi perk from *Psionic Perks*, *Dungeon Fantasy 14* (p. 14). • Replace all points in Holy abilities with an equal

amount of points in Psionic Abilities and psi perks. • In advantage options, replace Born War Leader [5/level], Resistant to Disease (+3) or (+8) [3 or 5], and Resistant to Poison (+3) [5] with Animal Empathy [5], Charisma 1-5 [5/level], Danger Sense [15], Empathy, Intuition [5], Resistant to Psionics [2/level], Serendipity [15] and Spirit Empathy [10]. • Optional Higher Purpose has to be “Slay Elder Things.”

Disadvantages: Add Appearance (Unattractive, Ugly, or Hideous†) [-4, -8, or -16], Delusion (“Elder Things are my friends”) [-10], Frightens Animals [-10], No Sense of Humor [-10], Paranoia [-10], Unnatural Features 1-5 [1/level], Weirdness Magnet [-15], and Xenophilia [-10*] to the second list of disadvantage options.

Skills: Replace Exorcism with Hidden Lore (Psionics) (A) IQ [2]-12. • Replace Hidden Lore (Demons or Undead) with Hidden Lore (Elder Things). • Replace Religious Ritual and Theology with two more points in background skills. • Add Detect Lies (H) Per-2 [1]-10; Hypnotism (H) IQ-2 [1]-10; Mental Strength (E) Will [1]-14; and Mind Block (A) Will-1 [1]-13 to the list of background skills.

† Take one less quirk if you take this disadvantage.

Roam abroad in the world, and take your fill of its enjoyments before the day shall come when you must quit it for good.

– Sa'di

6. Dinosaur Gate Cave

This room was the wizard's dining room and kitchen. There is a wooden table and two stools in the center of the room, and a shelf with cooking utensils, a fireplace with an iron cauldron and a narrow (1'-wide) ventilation shaft above it. On the east side of the cave is a smashed-in iron door that leads to shimmering rectangular portal. The door was obviously heavily barred, but now it is broken.

If the explorers venture through the gate, the GM can have them find the tyrannosaur on the other side after they discover the grave mentioned below. If they do not, the GM should have the monstrous lizard come through the gate and enter the caverns.

The gate was a permanent gate created by Ilarion. It leads out to a time millions of years in the past, before these caves were formed. The gate opens into a humid forest filled with towering oaks, cypresses, and giant sequoia trees. The forest is alive with reptiles, large insects, but no sizable mammals. If they remain long enough, huge dinosaurs may be spotted moving through the trees. For dramatic effect, the adventurers may quickly encounter a herbivorous creature pursued by a tyrannosaur.

The oxygen in this world is thicker. After a few minutes, suffer a -1 IQ; roll vs. HT to avoid euphoria leading to being Overconfident. It will also dry out eyes (-1 to Vision rolls).

Fifty yards past the gate, something black and shiny can be spotted through the trees. Taking a minute to explore reveals it's a stone slab set before a giant sequoia tree. The marker reads (in whatever local tongue is used by scholars, such as Latin):

In memory of the apprentice Signy Mallorian, slain valiantly defending her master Ilarion against an armored proto-dragon as we explored this world of the dawn.

Rest in peace, loyal servant.

Under 8' of sod is a grave containing a tall skeleton clad in a ragged blue dress and leather boots. Tucked into the robe's pocket is an ivory wand tipped with a opal gem in the robe's pocket (with a 2-point Powerstone; it's worth \$1,000 for the ivory alone).

Proto-Dragon King (Tyrannosaurus)

This 39'-foot long and 15'-tall green-and-brown-scaled bipedal reptile tears at its prey with a jaw full of 6"-long fangs, or thrashes them with its long tail. The creature has only one eye, however, a relic of its battle with Ilarion a few years ago.

ST: 34	HP: 34	Speed: 7.00
DX: 14	Will: 11	Move: 17
IQ: 2	Per: 14	
HT: 13	FP: 13	SM: +5
Dodge: 10	Parry: N/A	DR: 2

Bite (13*): 3d+1 impaling. Reach C.

Tail Swipe (13*): 3d+4 crushing. Reach 1-7.

Traits: DR 4 (skull only); Fangs; One Eye; Sharp Claws; Short, Weak Arms (1/4 ST); Striker (Tail; Crushing; Cannot Parry; Long, SM+1; Limited Arc, Rear Only); Wild Animal.

Skills: Tracking-15.

* Includes -1 from One Eye.

7. Bedchamber (L)

This chamber, illuminated by a red continual light, holds a four-poster bed and thick rugs. The chamber has delighted the cave shaman, and she and her mate Oog were trying out the bed together. Oog is now resting in the bed admiring his mate, while Ika-Loana paints the walls, using her fingers and pots of ash-paste and mashed berries to draw a picture of a stick-figure Oog bashing in the head of a pointy-headed figure (the wizard); she has also drawn illustrations of local sheep and goats. The adventurers may note the style is identical to the cave paintings at the opening Painted Cave.

This bedchamber was shared by Ilarion and (when she still lived) his apprentice/lover, Signy Mallorian. One of two unlocked chests in the room holds the wizard's spare clothes: a tall hat, hooded cap (fur-trimmed, worth \$1,000), a long coat, and a long scarf. Hidden in the back is a bottle of 100-year-old whiskey worth \$400. Beside the bed lies a staff with onyx tip and 20-point Powerstone, which the cavemen took from the wizard. A second chest contains neatly folded women's clothing and shoes of simple but attractive cut (\$500), plus some personal basics including an ivory comb (\$100) and a small silver hand mirror (\$200).

Cave Shaman Ika-Loana

An unusually pretty cavewoman with startling blue eyes emphasized by mask-like black markings around them. Her body is daubed with blue paint. She wears a necklace of animal teeth, strategic bits of fur, and a (currently) sheathed bone knife. Her life-mate, Oog (p. 147) is always near.

ST 11; **DX** 12; **IQ** 13; **HT** 14.

Damage 1d-1/1d+1; BL 24 lbs.; HP 13; Will 15; Per 17; FP 14. Basic Speed 6.50; Basic Move 6; Dodge 9; Parry 10 (Knife). SM 0; 5'5"; 124 lbs.

Advantages/Disadvantages: Animal Empathy; Impulsive (12); Low TL (TL0); Magery 2; Nosy; Proud.

Skills: Artist (Painting)-13; Area Knowledge-11; Brawling-12; Cooking-12; Dancing-13; Hiking-12; Knife-14; Knot Tying-12; Leadership-14; Naturalist-14; Stealth-14; Survival (Mountains)-14; Religious Ritual-15; Tracking-13

Spells: Beast Soother-15; Create Fire-14; Death Vision-20; Deflect Energy-14; Heat-14, Ignite Fire-14; Lend Energy-14; Lend Vitality-14, Minor Healing-15, Recover Energy-15, Resist Cold-14 Shape Fire-15, Flame Weapon-15, Flame Jet-15, Summon Spirit-17, Warmth-15.

Equipment: Bone knife (1d-2 imp).

The rider is effectively 3' above a foot-bound opponent, giving him +1 and his target -1 to defend in melee; if he attacks while the hound is moving at 7 or more, he gets -1 to skill but +1 to damage. Due to his training, a rider ignores penalties for "no hands" riding, and uses his full skill when attacking with melee or ranged weapons. See *Mounted Combat* (p. B396) for details.

I was going to tell you . . . I found something in the Goblin tunnels.

– Bilbo Baggins, in *The Hobbit: The Desolation of Smaug*

GARGUK HELL-HOUNDS

Fire-breathing infernal canines the size of a tiger, they are strong and vicious enough to carry a fully armed Garguk warrior into battle. Although highly aggressive, they can be trained to follow the commands of a rider, and will generally do so unless something sends them into a frenzy.

ST: 21	HP: 22	Speed: 7.00
DX: 13	Will: 12	Move: 10/15
IQ: 4	Per: 14	
HT: 13	FP: 13	SM: +1
Dodge: 11	Parry: N/A	DR: 5 (+10 vs. Fire)

Bite (18): 2d+1 cutting + linked 1d burn. Reach C, 1.

Fiery Breath (16): 1d+1 burn, Jet, Range 5/10.

Traits: Berserk (12); Bloodlust (12); Combat Reflexes; Discriminatory Smell; Enhanced Move 0.5 (Ground); Filter Lungs (Smoke Only); Gluttony (12); High Pain Threshold; Injury Tolerance (Damage Reduction 3; Fire/Heat only); Infravision; Night Vision 9; Quadruped; Sure-Footed (Slippery, Uneven); Teeth (Sharp); Wild Animal.

Skills: Brawling-18; Innate Attack (Breath)-16; Stealth-15; Tracking-18.

Class: Demonic Animal.

Notes: A rider is Light Encumbrance, for Dodge 10, Move 8/12.

GARGUK CAVES

The Garguk have selected caves with certain specifications and optimized them for defense against creepy-crawly spider goblins. Although tall enough to accommodate a hound-rider or ogre, most don't have high vaulted ceilings where spiders can skulk. In places where attacks have been common, the floors, walls, and ceiling are routinely coated with oil, both to make them slippery (-2 to skill, -1 to defenses; any failed DX-based roll forces a DX check to avoid falling – but all Garguk ignore this effect), and so they can be ignited (1d-1 burning per second per square yard). Being resistant to fire damage, the goblins won't hesitate to torch the room even if they're inside. All passages into the tribal commons have built-up mounds of

rubble that act as cover, from behind which sentries can make pop-up attacks (p. B390). The passages also have large gongs that can be struck to alert the rest of the tribe to an attack.

Further, all Garguk areas are filled with smoke, giving a -3 to vision *on top of* lighting penalties to anyone who lacks Infravision. Anyone who breathes the smoke for over one minute must make a HT roll (and another after each minute spent breathing smoke) to avoid coughing (-3 to DX, -1 to IQ, can't be stealthy). Air spells can clear an area temporarily (for the duration of a battle), but the smoke is coming from a great bonfire in the tribal commons, which will have to be put out before the caves will clear permanently. Garguk (including Gorgo and Mormo as well as hell-hounds) can all see and breathe fine in smoke.

The tribe is on high alert due to the constant threat of Skrixid attack. A typical sentry group or war-party consists of at least six goblins (or *twice* the number of adventurers, if more), about a third of which are hound-riders. In a sentry group, one always has the job of hitting the alarm gong, and he will do so on the second turn of combat (one turn to get there, and a Fast-Draw roll to Ready the mallet instantly). Once the alarm has been sounded, another group of Garguk guards arrives in 3d turns; then 1d minutes later, Gorgo and Mormo arrive, along with Gramm and yet more goblins, to investigate. The tribe is at least 50 strong altogether, with no noncombatants.

THE SKRIXID TRIBE

Goblins of the Skrixid tribe are nimble and sleek, some might say downright spider-like. The magical experiments of Shiirith have left them with several traits adapted to living among arachnids – clinging to walls, immunity to venom, and the ability to see and move through the many spider webs that choke their section of the caves (see *Skrixid Caves*, p. 164).

Skrixid usually crawl stealthily across the ceiling (-2 to be spotted), and either snipe enemies from afar (falling back when approached) or wait in ambush and attack from above (-2 to target's defenses; see *Attack from Above*, p. B402). They use long knives (not balanced for throwing) and pistol crossbows in battle, all treated with a sticky spider venom. A successful Fast-Draw (Arrow) roll allows them to reload and

ready a crossbow to fire in a single turn; Skrixid war-bands will stagger shots so someone is firing every turn.

SHIIRITH THE MOTHER

It's unclear exactly *what* Shiirith is, or was. She has the torso, arms, and head of what might once have been a beautiful raven-haired human, elf, or faerie woman . . . but from the waist down, she has the bulbous abdomen and spindly legs of a gigantic black widow spider. Whether she is some sort of demon, is the victim of a curse, or has done this to herself (intentionally or otherwise), she's a monster, if an unusually comely one above the hips.

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