

DUNGEON FANTASY™

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DUNGEON

AGAINST THE RAT-MEN™



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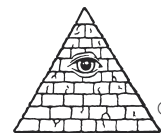
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STEVE JACKSON GAMES

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ABOUT THE *DUNGEON FANTASY* ROLEPLAYING GAME

The *Dungeon Fantasy Roleplaying Game* is compatible with *GURPS*. Steve Jackson Games is committed to full support of players of these and all its games. We can be reached by email at info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources that we provide include:

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II. THIRD CELL

The first two cells are where the rat-men are filing the successful results of some experimental work they've done. Here, they keep the more interesting failures. There are a third as many **phase rat-men** (below) as there are adventurers, a third as many **electric rat-men** (below), and half as many regular rat-men as there are adventurers (round all values up), on hand to keep an eye on the failures.

Phase Rat-Men

These rat-men are out of synch with the rest of reality. They have a blurry appearance and stuttering movement; they seem to blink in and out of existence for fractions of a second as they move. It's also uncomfortable for them, so they're the source of some of the screaming the delvers are hearing.

ST: 11 **HP:** 11 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 16 **Parry:** 10 (unarmed) **DR:** 0

Bite (15): 1d-1(5) cutting. Reach C.

Kick (13): 1d(5) crushing. Reach C, 1.

Punch (15): 1d-1(5) crushing. Reach C.

Traits: Absent-Mindedness; Appearance (Monstrous); Berserk (12); Fanaticism; Impulsiveness (12); Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Blink-18; Brawling-15; Stealth-12.

Class: Demon.

Notes: Phase rat-men have a hard time keeping it together in battle. They don't have their brethren's resistance to pain, nor do they usually wear armor. Instead, they shudder in and out of existence. Their claws can pass through armor relatively easily by taking fraction-of-an-inch shortcuts

through other dimensions (providing the armor divisor), and they sometimes simply don't exist when attacks against them might otherwise connect (giving them an incredible Dodge). They even have a limited ability to control their passage through space, effectively giving them the Blink spell, which they may use once per turn. This is related to their other significant weakness: though not truly demonic, they're vulnerable to the Banish spell. It doesn't return them to a home dimension so much as it hurls them into an interdimensional void . . . permanently. From the caster's point of view, though, it makes little difference; the rat-man ceases to be there.

Electric Rat-Men

Another magical experiment created rat-men who are wreathed in lightning. It's not intense, but it makes them difficult to fight in close quarters.

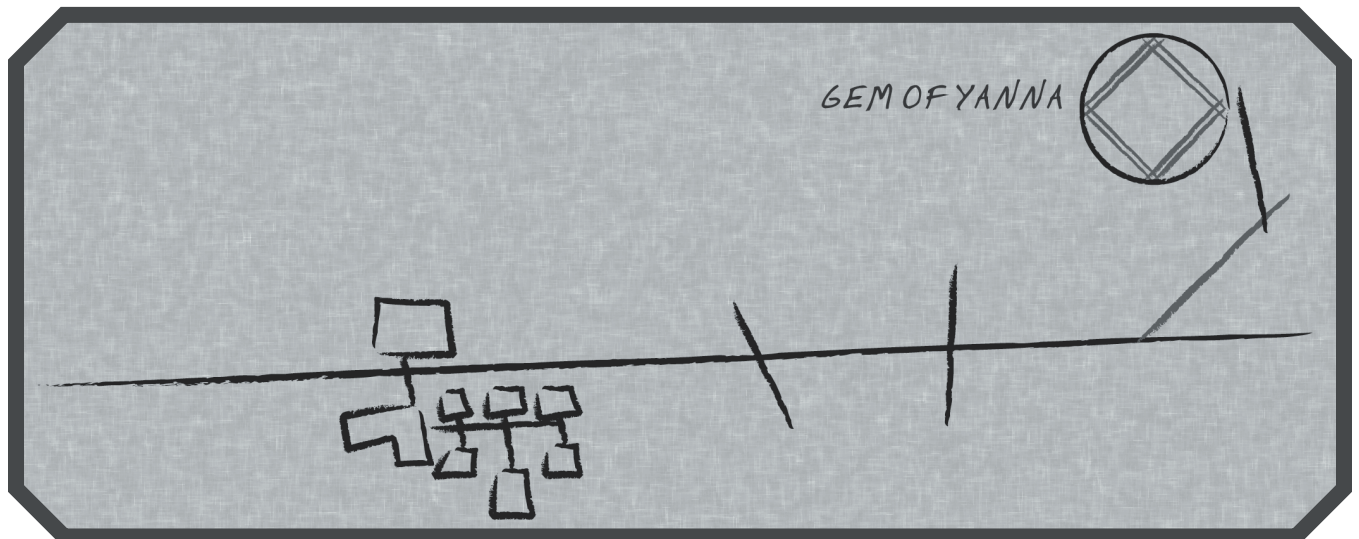
ST: 11 **HP:** 11 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 9 **Parry:** 10 **DR:** 0

Bite (15): 1d-1 cutting + electrical aura. Reach C.

Electrical Aura: 1d-2(5) burning + roll vs. HT at -1 per 2 points of penetrating damage or be physically stunned (roll vs. HT at the same penalty every turn to recover). Metal armor gives only DR 1. This harms anyone who is touched by the rat-man or who *touches* it, either in close combat or with an all-metal weapon. Their weapons are made of metal, so being hit by one or even parrying with a metal weapon counts! And if a rat-man retains its grip on a sickle which has become stuck, the target's DR doesn't protect *at all*.

Kick (13): 1d crushing + electrical aura. Reach C, 1.

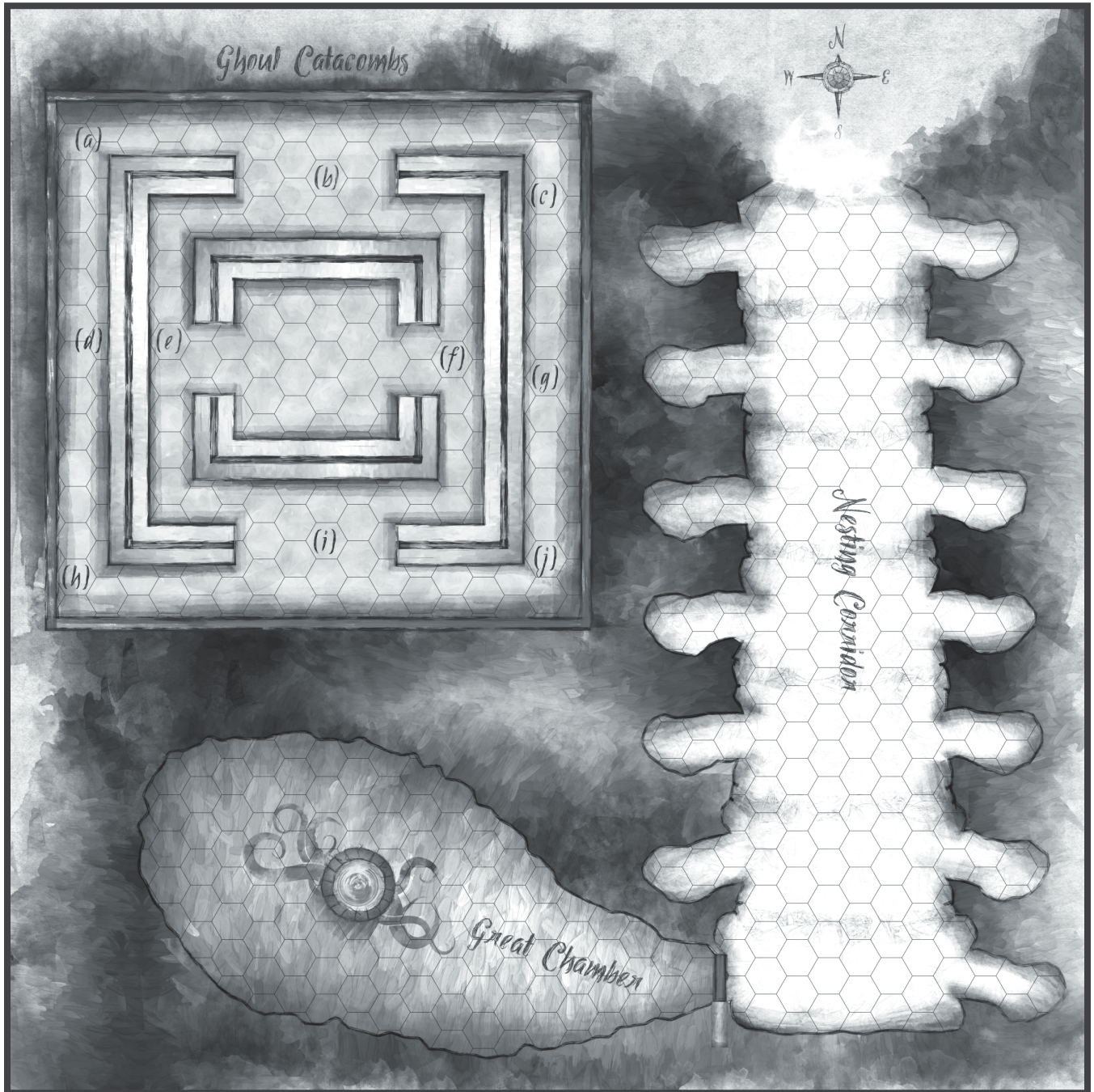
Punch (15): 1d-1 crushing + electrical aura. Reach C.





When the hordes of Hell are screaming around you and the earth shakes, these are the best of times.

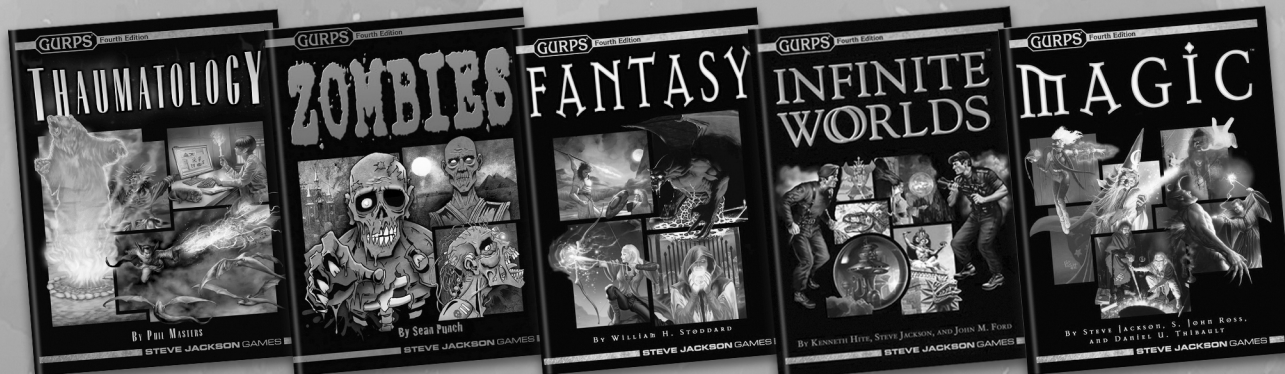
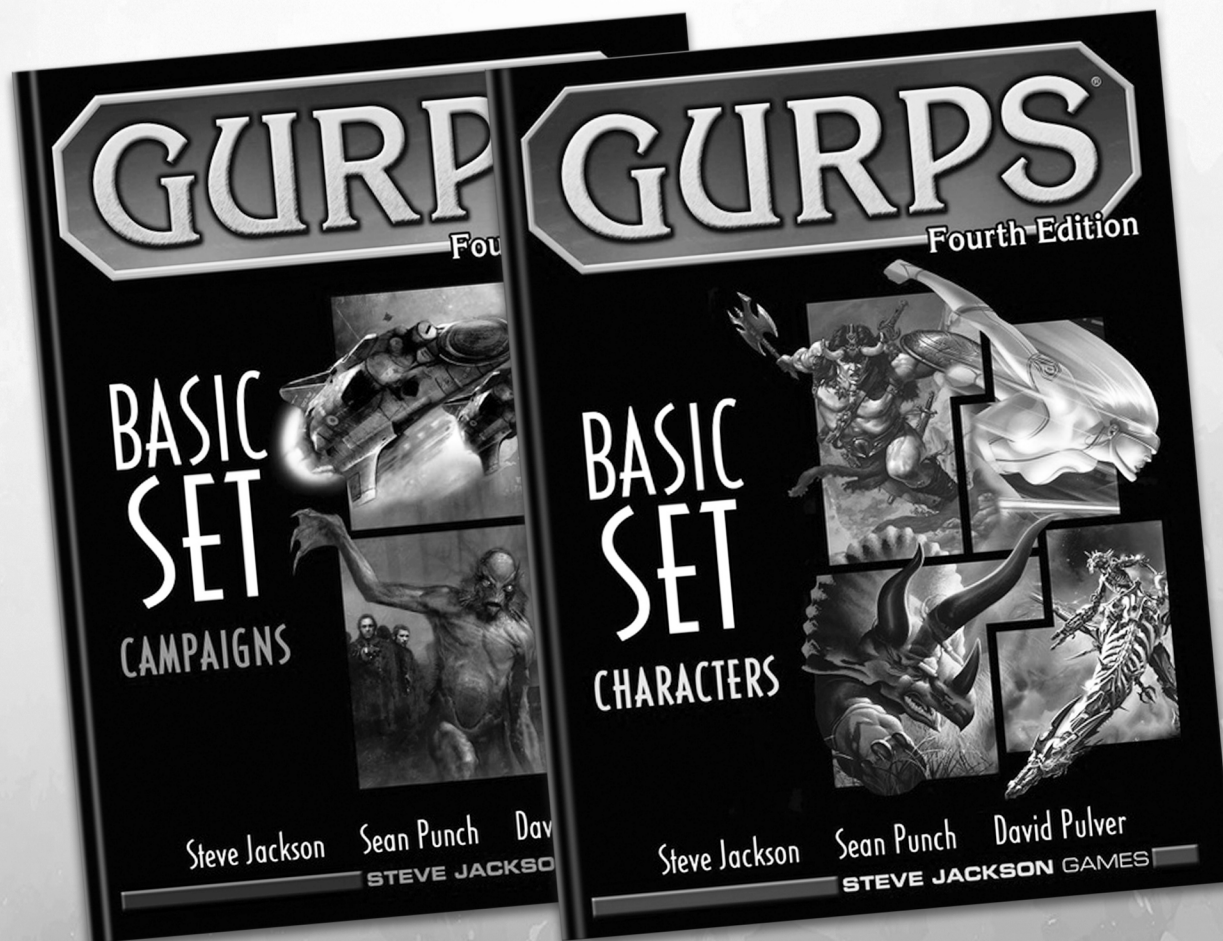
– Grükuk Kzaash, Knight



Adventure Map 2

The ghoule catacombs (pp. 13-17) are connected to the sewers via a spiral staircase. The nesting chambers (pp. 18-19) are a newly opened region connected to Merle's old testing area (#14 on the map on p. 20).

Any adventure you can imagine . . .



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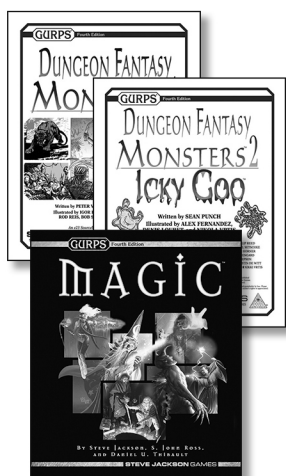
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