

**GURPS**

Fourth Edition

# DUNGEON FANTASY 4™

## SAGES



by SEAN PUNCH

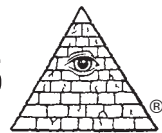
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*An e23 Sourcebook for GURPS®*

**STEVE JACKSON GAMES**

Stock #37-0306

Version 1.0 – March 20, 2008



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# INTRODUCTION

*Sage.* A “wise man” – priest, professor, scientist, etc.  
– *GURPS Basic Set*

Dungeon delvers are generally very *physical*. They kick in doors, massacre monsters, smash open chests, and haul off loot. Spellcasters may *seem* more cerebral, but that’s a means to an end. Bards use their wits to control minds and score free drinks, clerical and druidic wisdom revolves around smiting whatever offends some god, and most wizards’ deep thoughts concern new and better ways to explode things and discover immortality. Genuine *thinkers* are rare in the dungeon, with good reason: stopping to think is a great way to get eaten!

Thus, the sage’s role in dungeon fantasy is traditionally played by NPCs: village wise women, mysterious old men at taverns, spacey priestesses, and pipe-smoking academics from the temple and the Wizards’ Guild. The heroes meet such folk in town and listen to their tales of fantastic wealth and grave danger. Then they bid adieu, follow the baffling map or riddle to a stinking pit, and get down to the business of doors, monsters, chests, and loot.

For as long as hack-and-slash fantasy has existed, though, brave players have wanted to try their hand at playing inventors and professors courageous or crazy enough to enter the field. *GURPS Dungeon Fantasy 4: Sages* aims to make this possible. *Possible* doesn’t mean *easy*, of course – these roles are extremely challenging!

## About the Author

Sean “Dr. Kromm” Punch set out to become a particle physicist and ended up as the *GURPS* Line Editor. Since 1995, he has compiled the two *GURPS Compendium* volumes, written *GURPS Wizards* and *GURPS Undead*, edited or revised over 20 other *GURPS* books, and masterminded rules for dozens more. Most recently, he created the *GURPS Basic Set, Fourth Edition* with co-author David Pulver, wrote *GURPS Powers* with co-author Phil Masters, and wrote *GURPS Martial Arts* with co-author Peter V. Dell’Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec, with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.



# CHAPTER ONE

# ARTIFICERS

The *artificer* deals in gadgetry for a living. He is to technology what the wizard is to thaumatology. Some people apply the term “artificer” to architects, masons, smiths, and similar craftsmen, but the *true* artificer is a master of hasty invention and field-expedient improvisation.

## ADVANTAGES FOR ARTIFICERS

Two existing advantages are vital for artificers (although other delvers may possess them), and require adjustment in dungeon fantasy.

### Gizmos

see p. B57

In dungeon fantasy, each Gizmo still enables the user to pull one piece of gear out of thin air once per game session. However, since adventurers routinely lug packs, delver’s webbing, etc. – and because low-tech equipment tends to be bulky – this item *doesn’t* have to fit in “an ordinary coat pocket.” It just can’t be heavier than Basic Lift/10 lbs., and can’t be longer than Reach 1 if a melee weapon or have a Bulk worse than -4 if a ranged one.

The usual categories of items are allowed, with these changes:

1. *Item the user owns but didn’t specify he was carrying.* After being revealed, this works as though it had been brought along from the start, and counts as encumbrance. For example, a ST 17 barbarian – with BL 58 and a limit of 5.8 lbs. – could “remember” that he’s carrying his mace (Reach 1, 5 lbs.), which he thought he left in town. Once he whips it out, though, it’s *really* there, and he must carry the extra weight or discard his skull-cracker.

### New Talent: Dungeon Artificer

5 points/level

You get +1 per level to Alchemy, Armoury (all), Engineer (Gadgets), Fast-Draw (Gadget), Scrounging, and Traps. You also get +1 per level to reaction rolls made by potential buyers of your creations.

### New Perk: Equipment Bond

1 point

You own a tool or a tool kit that’s uniquely suited to you, giving +1 to the skill associated with that equipment. This is cumulative with any bonus inherent to the gear. This has nothing to do with magic or quality – you’re just used to *your* stuff. If you lose the equipment, you lose this perk! You may start play with bonds to any tools or tool kits bought with cash or points.

2. *Consumable nonmagical item that suits the user’s profession.* This can be used *once*. Ignore weight! The important limit is cost: the article must be a single, expendable item worth no more than \$50, one *use* of a kit worth at most \$250, or – for heroes with Book-Learned Wisdom (p. 8) *only* – notes that give one reading of a manual (p. 13) worth \$250 or less. Common choices are fishing gear for barbarians; a bottle of holy water or one use of a healer’s kit for clerics; garlic, wolfsbane, or an herbal antitoxin for druids; notes for scholars; caltrops or a nagetteppo to hurl, a vial of monster drool, or one use of lockpicks for thieves; and paper and ink, or some oddity like eye of newt, for wizards.

3. *Minor, common gadget that anybody might have.* This works exactly as for gear that suits the user’s profession, except that the cost cutoffs are lower: \$10 for a single item or \$50 for one use of a kit. Common choices are lone alchemist’s matches, arrows, bandages, candles, crossbow bolts, meals, and torches, as well as single uses of first aid kits.

When Gizmos accompany Quick Gadgeteer, they become more versatile. Provided that suitable tools are available (see *Artificer’s Tools*, p. 12), each Gizmo lets the user attempt an Engineer (Gadgets) roll to cobble together *any* nonmagical item other than one that contains information (no books or maps!), or an Alchemy roll to mix *any* chemical or potion. There’s no price limit, but either roll is at -1 per \$250, or fraction thereof, of item value. Preparation takes a Ready maneuver – but a successful Fast-Draw (Gadget) roll lets the gadgeteer ready caltrops, grenade potions, nagetteppos, and similar hurled weapons *instantly*. The catch is that the resulting article lasts for *one* use (see *What Use Is It?*, p. 7), after which the jury-rig fails or the concoction is consumed.

Don’t bother trying to rationalize Gizmo weight. The user might scrounge the item nearby, find it hanging from the pack of a buddy who has ST to spare, or even receive divine aid. It really doesn’t matter!

### Quick Gadgeteer

see p. B57

Quick Gadgeteer serves two purposes in dungeon fantasy. First, it “uncaps” Gizmos, allowing *any number* of Gizmos instead of the usual limit of three.

Second, with suitable tools (see *Artificer’s Tools*, p. 12), it allows Engineer (Gadgets) rolls to adapt existing items to serve as similar ones. The final creation must resemble the starting gear in either form *or* function. For instance, turning a spy’s horn for listening at doors into a musical horn for a bard would be fine – both are horns. Turning a flail into a crossbow wouldn’t make much sense. When in doubt, the GM gets the final say.

The Engineer roll is at -1 per \$250 of *final* item value or fraction thereof – regardless of the starting goods – and takes 1d×5 minutes. If the desired creation is heavier than the gear it’s made from, also make a Scrounging roll to locate spare

parts (low-value junk like scrap metal, sticks, and rocks). This, too, takes 1d×5 minutes.

The adaptation is *permanent* if the final item is worth no more than the initial gear. If the final creation is worth more, a successful Engineer roll gives a jury-rig that endures for *one* use (see *What Use Is It?*, p. 7). The original components are always recoverable unless the Engineer roll was a critical failure, which destroys them.

## ARTIFICER

250 points

Every delver loves wonderful toys – and *you* are the one who makes them! You're the go-to guy for potions, armor adjustments, and finicky traps that even the thief is reluctant to touch. But unlike alchemists and armorers in town, you're not happy to stay parked in a shop. Your goal is to perfect your art, and there's no better academy than the trick- and trap-filled hell-holes commissioned by dying kings and mad wizards.

**Attributes:** ST 11 [10]; DX 13 [60]; IQ 13 [60]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

**Advantages:** Dungeon Artificer 4 [20]; Equipment Bond ×2 (Any *two* starting tools or kits) [2]; Gizmos 3 [15]; and Quick Gadgeteer [50]. • 40 points chosen from among DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], Equipment Bond (other) [1/item], Gizmos 4+ [5/level], High Manual Dexterity 1-4 [5/level], Lifting ST 1-3 [3/level], Luck [15] or Extraordinary Luck [30], Serendipity [15/level], Signature Gear [Varies], Versatile [5], Wealth (Comfortable, Wealthy, or Very Wealthy) [10, 20, or 30], or Weapon Bond [1].

**Disadvantages:** Compulsive Inventing (12) [-5]. • -20 points chosen from among Absent-Mindedness [-15], Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Curious [-5\*], Hard of Hearing [-10], Overconfidence [-5\*], Pyromania [-5\*], Trickster [-15\*], or worsen Compulsive Inventing from (12) to (9) [-7] for -2 points or (6) [-10] for -5 points. • A further -25 points chosen from among the previous traits or Bad Temper [-10\*], Greed [-15\*], Impulsiveness [-10\*], Jealousy [-10], Kleptomania [-15\*], Odious Personal Habits [-5 to -15], Post-Combat Shakes [-5\*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

**Primary Skills:** Alchemy (VH) IQ+3 [4]-16†; Engineer (Gadgets) (H) IQ+3 [2]-16†; Fast-Draw (Gadget) (E) DX+4 [1]-17†; and Scrounging (E) Per+4 [1]-17†.

**Secondary Skills:** Forced Entry (E) DX+1 [2]-14; Armoury (Body Armor), Armoury (Melee Weapons), Armoury (Missile Weapons), and Traps, all (A) IQ+3 [1]-16†; and Lockpicking (A) IQ [2]-13. • *One* of Crossbow (E) DX+2 [4]-15 or Throwing (A) DX+1 [4]-14. • *One* of Axe/Mace, Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX+1 [4]-14. • *One* of Shield or Shield (Buckler), both (E) DX+2 [4]-15; Cloak or Main-Gauche, both (A) DX+1 [4]-14; or raise main Melee Weapon skill to DX+2 [8]-15.

**Background Skills:** *Five* of Knot-Tying or Leatherworking, both (E) DX [1]-13; Climbing or Stealth, both (A) DX-1 [1]-12; First Aid (E) IQ [1]-13; Architecture, Cartography, Hazardous Materials (Magical), Holdout, Merchant, or Smith (any), all (A) IQ-1 [1]-12; Counterfeiting or Jeweler, both (H) IQ-2 [1]-11; or Search (A) Per-1 [1]-12.

\* Multiplied for self-control number; see p. B120.

† Includes +4 for Dungeon Artificer (p. 4).

### Customization Notes

Artificers are distinguished more by their actions in the field – their Gizmos and jury-rigs – than by their abilities. Still, there are two familiar, almost diametrically opposed stereotypes. Most artificers fall somewhere in between.

The *engineer* is practical, and relies on a good stock of supplies, a well-loved set of tools, and his skills. He tends to have more IQ, and nearly always sufficient Wealth that he can acquire a wide selection of items to reveal as Gizmos. However, he doesn't *rely* on Gizmos. He lugs a lot of gear (making Lifting ST valuable), much of which is likely to be carefully selected, justifying Equipment Bond with tools and Signature Gear in the form of exceptional arms and armor (*his* designs!). He favors weapons that double as tools, wielding a hatchet with Axe/Mace or a machete with Shortsword. His background skills tend to be crafts – Architecture, Jeweler, Smith, Leatherworking, etc. – along with Merchant to help him fund his work.

The *mad inventor*, by contrast, prefers to travel light, and finds merchants and bank accounts tiresome. He meets each challenge with genius, guts, good fortune . . . and *Gizmos*, often 5, 10, or more. Lady Luck is his ally, and he's as likely to invest in Luck and Serendipity as in Gizmos. If forced to fight, he uses weapons suited to a civilized genius, wielded with Rapier, Saber, or Smallsword, and often enhanced with Weapon Bond. Background skills inevitably include Hazardous Materials for handling things that sane inventors avoid. Counterfeiting, Holdout, Search, and Stealth are valuable when money runs short.

Artificers are served well by trading some points from quirks for equipment – even if they're Wealthy *and* have Signature Gear. An artificer's hardware defines him! The more paraphernalia he has, the wider his options for Gizmos. Keep *detailed* lists of what he's carrying and what's in limbo, waiting to show up as Gizmos.

## LENSES FOR ARTIFICERS

Artificers enjoy turning one thing into another – an urge that sometimes leads them to reinvent *themselves*. The following lenses let artificers learn other professions, and work like those in *Dungeon Fantasy 3: The Next Level*.

### Artificer-Barbarian

+50 points

Artificers benefit greatly from added muscle – it helps them carry more tools and pull out bigger Gizmos! In addition, outdoor skills fill a distinct deficiency in their training.

**Attributes:** +2 ST [20]; +2 HT [20].

**Secondary Characteristics:** -0.5 Basic Speed [-10].

**Advantages:** High Pain Threshold [10].

**Skills:** *Ten* of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

## Artificer-Bard

+50 points

Being able to secure funds via subtle persuasion – or mind control – is a boon to any artificer. Artificer-bards *can* have Equipment Bonds with musical instruments.

**Advantages:** Bardic Talent 2 [16]; Charisma 1\* [5]; Musical Ability 1† [5].

**Skills:** Musical Instrument (any) (H) IQ-1 [2]; Public Speaking (A) IQ-1 [1]; Singing (E) HT+2 [4].

**Special Abilities:** 17 points total in Bard-Song abilities; bardic skills; and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Talent.

\* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

## Artificer-Cleric

+50 points

An artificer's wisdom makes him a natural candidate for priesthood. The ability to use Gizmos with Alchemy to produce healing potions nicely complements healing spells.

**Secondary Characteristics:** +1 Will [5].

**Advantages:** Clerical Investment [5]; Power Investiture 2 [20].

**Disadvantages:** *One* of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10].

**Skills:** Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Theology (H) IQ-2 [1].

**Special Abilities:** 25 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

## Artificer-Druid

+50 points

Druidic magic isn't especially complementary to gadgeteering, but artificers are smart enough to excel at it if it interests them.

**Advantages:** Power Investiture 2 (Druidic) [20].

**Skills:** Esoteric Medicine (Druidic) (H) Per-2 [1]; Naturalist (H) IQ-2 [1]; Pharmacy (Herbal) (H) IQ-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1].

**Special Abilities:** 25 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

## Artificer-Holy Warrior

+50 points

The ability to pull out *exactly* what's needed to destroy a creature of Evil – fire, holy water, whatever – makes the artificer an exceptional holy warrior.

**Attributes:** +1 ST [10]; +1 HT [10].

**Secondary Characteristics:** -0.25 Basic Speed [-5].

**Advantages:** Higher Purpose (Slay Demons *or* Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

**Disadvantages:** *One* of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].

**Skills:** Exorcism (H) Will-2 [1]; Hidden Lore (Demons *or* Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 more points on any artificer combat skill, raising it by +1.

**Special Abilities:** 26 points total in Holy abilities and/or the skills above.

## Artificer-Knight

+50 points

Many artificers who craft exceptional arms and armor eventually consider using them, which leads them down the knight's path.

**Attributes:** +1 ST [10]; +1 HT [10].

**Secondary Characteristics:** -0.25 Basic Speed [-5].

**Advantages:** Combat Reflexes\* [15]; High Pain Threshold [10]; Weapon Bond (any) [1].

**Skills:** Connoisseur (Weapons) (A) IQ [2]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on any artificer combat skill, raising it by +1.

\* Gives +1 to Fast-Draw.

## Artificer-Martial Artist

+50 points

Artificers who produce items like nageteppos and exotic weapons for martial artists sometimes catch "ninja fever." Their intellect lets them excel at more-cerebral chi skills.

**Advantages:** Chi Talent 1 [15]; Trained by a Master [30].

**Disadvantages:** Disciplines of Faith (Chi Rituals) [-10].

**Skills:** Acrobatics (H) DX-1 [2]; Jumping (E) DX [1]. • *One* of Thrown Weapon (Shuriken) (E) DX+1 [2]; Jitte/Sai, Staff, or Tonfa, all (A) DX [2]; or Blowpipe, Flail, or Kusari, all (H) DX-1 [2].

**Special Abilities:** 10 points total in Chi abilities and/or chi skills. Chi skills get +1 for Chi Talent.

## Artificer-Scholar

See *Scholar Lens* (p. 11).

## Artificer-Scout

+50 points

Many an artificer who specializes in superior bows and gimmick arrows has fallen in love with his creations and sought scout training just to try them out!

**Attributes:** +1 DX [20].

**Secondary Characteristics:** -0.25 Basic Speed [-5].

**Advantages:** Heroic Archer [20].

**Skills:** Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Observation (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Cartography (A) IQ-1 [1], or 1 point in existing skill to get

Cartography (A) IQ [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

## Artificer-Swashbuckler

+50 points

The truth is, many artificers *see* themselves as swashbucklers, even when they aren't. Then again, some are!

**Attributes:** +1 DX [20].

**Secondary Characteristics:** -0.25 Basic Speed [-5].

**Advantages:** Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].

**Skills:** Spend another 8 points on primary artificer Melee Weapon skill, raising it by +2. • Acrobatics (H) DX-2 [1].

## Artificer-Thief

+50 points

Thief is the artificer's second profession of choice – probably thanks to his affinity for traps and the fact that Gizmos work even when he's imprisoned.

**Attributes:** +1 DX [20].

**Secondary Characteristics:** -0.25 Basic Speed [-5].

**Advantages:** Flexibility\* [5]; High Manual Dexterity 1† [5]; Perfect Balance‡ [15].

**Skills:** *Either* Stealth (A) DX+1 [4], *or* 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point on other skills below.

• Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Pickpocket (H) DX-2 [1]; Sleight of Hand (H) DX-2 [1]; Smuggling (A) IQ-1 [1].

\* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Leatherworking, Pickpocket, and Sleight of Hand.

‡ Gives +1 to Acrobatics and Climbing.

## Artificer-Wizard

+50 points

The artificer-wizard never wants for options. If mana or FP runs low, he can conjure miracles with Gizmos. When out of Gizmos, spells offer him myriad alternatives.

**Advantages:** Magery 2 [25].\*

**Skills:** Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

**Special Abilities:** 23 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

\* Gives +2 to Thaumatology.

## BECOMING AN ARTIFICER

Anybody would benefit from learning the artificer's craft, but it's *hard* to take up this career later in life. Quick Gadgeteer, the profession's core ability, costs 50 points all by itself; thus, the role doesn't lend itself to 50-point lenses like those in *Dungeon Fantasy 3: The Next Level*. Players who are desperately in love with the idea can use the following, somewhat minimalist lens if they can scrape together 70 points. It works best with high-IQ professions – bard, cleric, druid, scholar, thief, and wizard.

## Artificer Lens

+70 points

**Advantages:** Dungeon Artificer 2\* [10]; Equipment Bond (any) [1]; Gizmos 1 [5]; Quick Gadgeteer [50].

**Skills:** Alchemy (VH) IQ-3 [1]†; Engineer (Gadgets) (H) IQ-2 [1]; Fast-Draw (Gadget) (E) DX [1]; Scrounging (E) Per [1]†.

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

† Delvers who *already* know Alchemy or Scrounging should instead spend the point in that skill to improve Engineer or Fast-Draw by +1.

## What Use Is It?

Three important sage abilities – Gizmos, Quick Gadgeteer, and Wild Talent – operate for one “use.” Some guidelines for GMs:



• **Gizmos:** A “use” of a concoction created on the spot with Alchemy is simply one dose. Items whipped up from random junk using Engineer are jury-rigs. They last until interacted with: a lock lasts until picked or broken, but can't be relocked; caltrops can be strewn once, and then are scattered and lost; a trap can be sprung once, and so on. Where interaction isn't destructive, the Gizmo lasts long enough to allow one success roll; e.g., a Lockpicking attempt with jury-rigged lockpicks.

• **Quick Gadgeteer:** Expensive creations cobbled together from cheap junk obey the same jury-rig rules as Gizmos.

• **Wild Talent:** Recalled skills last for one success roll. For a task that involves several rolls, a delver *can* burn multiple levels of Wild Talent, one per roll. Spells cast via Wild Talent work the same way. The caster can maintain the spell, but once he stops, his “use” is over. Rolls against effective spell level when the spell resists Dispel Magic or other spells *don't* count as “uses.”

# CHAPTER TWO

# SCHOLARS

Scholars are masters of book-learning. Unprepared, the scholar is often a bumbling, book-laden burden to his companions. With time to study suitable lore, though, he can literally do almost *anything*.

## ADVANTAGES FOR SCHOLARS

Scholars derive their incredible gifts from special forms of two advantages.

### Modular Abilities

see p. B71

Scholars use a Modular Abilities variant that's similar to Super-Memorization but more restricted. *Full* literacy – Native comprehension in a written language (p. B24) – is a prerequisite!

*Book-Learned Wisdom:* By reading suitable manuals, you can temporarily learn or improve IQ-, Will-, or Per-based skills, Cultural Familiarities, and Languages. Maps will suffice for Area Knowledge specialties. You *can* acquire spells and special skills if you have appropriate manuscripts, but you *aren't* exempt from their prerequisites – including Magery and other spells – so mundane knowledge is usually more worthwhile. For more on books, maps, and spellbooks, see *Writings* (pp. 13-16).

Each Book-Learned Wisdom slot can hold *one* piece of knowledge at a time. To fill the slot with a capability, you must study a suitable work for *two hours* per character point. Maximum points are the lower of the points you have in the slot and the points your source is rated for. A Speed-Reading roll halves study time, but the GM rolls in secret and any failure means your memory fails you the first time you try to use your newfound wisdom for an adventuring task! As with all Modular Abilities, switching points into a new ability means losing the one to which those points were *previously* assigned.

Given the time requirement, memorizing new abilities is typically done in camp. In light of the weight of books, it might even be best to prepare whatever you think you'll need before you leave town! Still, there will be times when it's sensible for the whole party to pause while you refresh your memory on obscure lore from a book in your pack.

*Cost per slot: 5 points base + 2 points per point of abilities.*

*Example:* Mandrake the Mad buys three Book-Learned Wisdom slots. Base cost is 5 points/slot, so this comes to 15 points. Two slots can each hold one piece of memorized lore worth up to 2 points, and so cost 4 points apiece. The third can hold up to 4 points of wisdom, for 8 points. Total cost is 31 points. This appears on Mandrake's character sheet as "Book-Learned Wisdom 3 (2, 2, 4) [31]."

Before departing for the frigid Ice Caverns, Mandrake studies the party's map of the Caverns for 4 hours and acquires Area Knowledge (Ice Caverns) (E) IQ+1 [2]. He buys a manual on

arctic survival and peruses *that* for 4 hours, gaining Survival (Arctic) (A) Per [2]. Finally, he purchases a guide to the ice-troll language, pores over it for 8 hours, and ends up with Ice Trollish (Accented) [4].

In the Caverns, Father Mulberry – the party cleric – ends up unconscious after a failed exorcism. Nobody knows what to do, but fortunately, Mandrake has a rare manuscript on holy medicine in his pack. It was dead weight . . . until now. Since the Caverns have ice *weasels* but no ice *trolls*, he concludes that he doesn't need his new language. Mulberry is turning chartreuse, so Mandrake risks Speed-Reading. He studies the manual for 4 hours and shifts 4 points from Ice Trollish to Esoteric Medicine (Holy) (H) Per [4]. He then tries to undo the curse, hoping his hasty reading will suffice . . .

### Wild Talent

see p. B99

This advantage works as usual in dungeon fantasy, but scholars buy it with the following enhancement.

### New Special Enhancement

*No Advantage Requirements:* You can use *any* skill – even a bardic skill, a chi skill, or a clerical, druidic, or wizardly spell – without regard for such prerequisite advantages as Magery, Power Investiture, and Trained by a Master. +50%.

## SCHOLAR

250 points

You consider the wizard's claim to be "the only truly learned delver" a conceit, if not a lie. Wizards know magic – but also distraction, in the form of superstition, easy power, and demons. *Knowledge* is your reward, and you don't stop at the magical. You seek to solve *all* mysteries, from beasts' names for themselves to the secrets of lost civilizations, and you're not above learning practical skills in order to plumb dungeons for forgotten truths.

**Attributes:** ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 15 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

**Advantages:** Book-Learned Wisdom 2 (2, 2) [18]; Eidetic Memory [5]; Intuition [15]; *and* Wild Talent 1 (No Advantage Requirements, +50%) [30]. ● 30 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 to +3 [10/level], Will +1 to +5 [5/level], Per +1 to +5 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Cultural Adaptability [10], Fearlessness [2/level] *or* Unfazeable [15], Higher Purpose (Seek Knowledge)† [5], Language Talent [10], Languages (any) [2-6/language], Luck [15] *or* Extraordinary Luck [30], Signature Gear [Varies], Speak With Animals [25], Wealth (Comfortable or Wealthy) [10 or



20], Wild Talent 2 (No Advantage Requirements, +50%) [30], more and/or larger Book-Learned Wisdom slots, or improve Eidetic Memory [5] to Photographic Memory [10] for 5 points.

**Disadvantages:** Curious (12) [-5]. ● -20 points chosen from among Absent-Mindedness [-15], Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Intolerance (Stupid people – IQ 10 or less) [-5], Obsession (Learn one specific, *dangerous* thing) [-5\*], Overconfidence [-5\*], Truthfulness [-5\*], Xenophilia [-10\*], or worsen Curious from (12) to (9) [-7] for -2 points or (6) [-10] for -5 points. ● A further -25 points chosen from among the previous traits or Bad Temper [-10\*], Clueless [-10], Hard of Hearing [-10], Jealousy [-10], No Sense of Humor [-10], Oblivious [-5], Odious Personal Habits [-5 to -15], Post-Combat Shakes [-5\*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], or Stubbornness [-5].

**Primary Skills:** Cartography, Hidden Lore (Demons, Elementals, Faeries, Lost Civilizations, Magic Items, Magical Writings, Spirits, or Undead), Hidden Lore (second choice), Hidden Lore (third choice), Research, and Speed-Reading, all (A) IQ [2]-15.

**Secondary Skills:** Teaching and Writing, both (A) IQ-1 [1]-14. ● Five of Architecture, Hazardous Materials (Magical), Heraldry, Hidden Lore (*another* choice), Occultism, Prospecting, or Traps, all (A) IQ-1 [1]-14; Diagnosis, Naturalist, Pharmacy (Herbal), Philosophy (any), Physiology (any), Poisons, Psychology (any), Strategy, Theology (any), or Veterinary, all (H) IQ-2 [1]-13; or Alchemy, Surgery, or Thaumatology, all (VH) IQ-3 [1]-12. ● One of Crossbow (E) DX+2 [4]-14; Lasso or Throwing, both (A) DX+1 [4]-13; or Sling (H) DX [4]-12. ● One of Broadsword, Rapier, Saber, Shortsword, Smallsword, Staff, or Whip, all (A) DX+2 [8]-14. ● One of Shield or Shield (Buckler), both (E) DX+2 [4]-14; Cloak (A) DX+1 [4]-13; or raise main Melee Weapon skill to DX+3 [12]-15.

**Background Skills:** Observation (A) Per-1 [1]-14; Scrounging (E) Per [1]-15; and Search (A) Per-1 [1]-14. ● Four of Climbing, Riding, or Stealth, all (A) DX-1 [1]-11; First Aid or Savoir-Faire (High Society), both (E) IQ [1]-15; Connoisseur (any) or Navigation (any), both (A) IQ-1 [1]-14; Hiking (A) HT-1 [1]-11; Meditation (H) Will-2 [1]-13; or Survival (any) Per-1 [1]-14.

\* Multiplied for self-control number; see p. B120.

† Gives +1 to *any* roll made to bargain for books, decipher runes, communicate with sphinxes, etc.

### Customization Notes

Scholars must balance Book-Learned Wisdom with Wild Talent. “Substitute casters” will favor the latter, but the former allows unrivaled pre-adventure prep – especially with some quirk points converted to cash for books! Remaining choices define three major archetypes.

The *curator* researches the locations and safeguards of lost civilizations’ strongholds, and then relieves them of artifacts “for safekeeping.” This is dangerous work – consider higher ST, DX, or HT, or Luck. Valuable Hidden Lore specialties are Lost Civilizations, Magic Items, and Magical Writings. Secondary skills customarily include Architecture, Prospecting, and Traps. Lasso and Whip do double duty as

combat skills and means of grabbing trapped items. Connoisseur pays off for identifying finds.

The *professor* genuinely seeks knowledge. Better IQ and a few Languages are fitting. Hidden Lore still runs toward Lost Civilizations, Magic Items, and Magical Writings, but other skills reflect key academic interests – e.g., magical theory (Alchemy, Occultism, and Thaumatology), medicine (Diagnosis, Pharmacy, and Surgery), and arcane beliefs (Occultism, Philosophy, and Theology). Saber is traditional for academic dueling. Background skills like Connoisseur, Riding, and Savoir-Faire suit a privileged thinker.

The *wise man* is often a hamlet’s stand-in for a true caster. Extra Wild Talent is useful for recalling Stone to Flesh when the cleric is petrified or Remove Curse when the wizard succumbs to Suspended Magery. This often accompanies knowledge of the supernatural; typical Hidden Lore specialties are Demons, Elementals, and Spirits. Plant, animal, and healing skills (e.g., Naturalist, Pharmacy, and Veterinary) also fit, while youthful experience justifies Staff, Climbing, and Hiking.

## LENSES FOR SCHOLARS

Scholars are always ready to expand their skills and thus often change professions. The lenses below enable a scholar to add a second role in play. They work like those in *Dungeon Fantasy 3: The Next Level*.

### Scholar-Artificer

A scholar with access to an artificer’s Gizmos *can* use one to pull out a book he owns but didn’t state he was carrying, if it’s within his weight limit. For abilities, see *Artificer Lens* (p. 7).

### Scholar-Barbarian

+50 points

Wise men from isolated villages are often scholar-barbarians. Extra ST certainly comes in handy when lugging backpacks full of books!

**Attributes:** +2 ST [20].

**Advantages:** High Pain Threshold [10]; Outdoorsman 1\* [10].

**Skills:** Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1]. These *can* overlap template skills, raising them to the 2-point level and giving +1 to skill.

\* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

### Scholar-Bard

+50 points

Eidetic Memory to recall songs combined with Book-Learned Wisdom to pick up any language in mere hours make the scholar a natural bard.

**Advantages:** Bardic Talent 2 [16]; Charisma 1\* [5]; Musical Ability 1† [5].

**Skills:** Musical Instrument (any) (H) IQ-2 [1]; Public Speaking (A) IQ-1 [1]; Singing (E) HT+1 [2].

**Special Abilities:** 20 points total in Bard-Song abilities; bardic skills; and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Talent.

\* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

## Scholar-Cleric

+50 points

Many scholars work for temples in some capacity. Should they elect to take priestly vows, their gifts and vast wisdom make them more-potent casters than pure clerics!

**Advantages:** Clerical Investiture [5]; Power Investiture 2 [20].

**Disadvantages:** One of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10].

**Skills:** Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]. • Meditation (H) Will-2 [1], or 1 point in existing skill to get Meditation (H) Will-1 [2]. • Theology (H) IQ-2 [1], or 1 point in existing skill to get Theology (H) IQ-1 [2].

**Special Abilities:** 30 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

## Scholar-Druid

+50 points

Just as temple-dwelling scholars make superior clerics, rural wise men have the capacity to become exceptional druids. Some druidic orders *require* this career path.

**Advantages:** Power Investiture 2 (Druidic) [20].

**Skills:** Esoteric Medicine (Druidic) (H) Per-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]. • Naturalist (H) IQ-2 [1], or 1 point in existing skill to get Naturalist (H) IQ-1 [2]. • Pharmacy (Herbal) (H) IQ-2 [1], or 1 point in existing skill to get Pharmacy (Herbal) (H) IQ-1 [2]. • Theology (Druidic) (H) IQ-2 [1], or 1 point in existing skill to get Theology (Druidic) (H) IQ-1 [2].

**Special Abilities:** 25 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

## Scholar-Holy Warrior

+50 points

When research uncovers a great evil, some scholars aren't content merely to publish about it. Book-Learned Wisdom lets them adapt their knowledge of enemy weaknesses to suit the foe.

**Attributes:** +1 ST [10]; +1 HT [10].

**Secondary Characteristics:** -0.25 Basic Speed [-5].

**Advantages:** Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

**Disadvantages:** One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].

**Skills:** Exorcism (H) Will-2 [1]; Hidden Lore (Demons, Undead, or another class of monsters if those two are already known) (A) IQ-1 [1]. • Physiology (monster type) (H) IQ-2 [1], or 1 point in existing skill to get Physiology (H) IQ-1 [2]. • Psychology (same monster type) (H) IQ-2 [1], or 1 point in existing skill to get Psychology (H) IQ-1 [2]. • Spend 4 more points on primary scholar Melee Weapon skill, raising it by +1.

**Special Abilities:** 26 points total in Holy abilities and/or the skills above.

## Scholar-Knight

+50 points

Scholar-knights mostly serve as tacticians and strategists in high places, but a few are willing to go delving – especially if there's knowledge to be won.

**Attributes:** +1 ST [10]; +1 HT [10].

**Secondary Characteristics:** -0.25 Basic Speed [-5].

**Advantages:** Combat Reflexes\* [15]; High Pain Threshold [10].

**Skills:** Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Tactics (H) IQ-1 [2]. • Strategy (H) IQ-2 [1], or 1 point in existing skill to get Strategy (H) IQ-1 [2]. • Spend 4 more points on primary scholar Melee Weapon skill, raising it by +1.

\* Gives +1 to Fast-Draw.

## Scholar-Martial Artist

+50 points

Enlightenment comes only to seekers who perfect both body *and* mind. A scholar-martial artist needs lots of practice (points!) to be any good, but high IQ makes certain chi skills effective immediately.

**Advantages:** Chi Talent 1 [15]; Trained by a Master [30].

**Disadvantages:** Disciplines of Faith (Chi Rituals) [-10].

**Skills:** Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • *Either* Judo (H) DX-2 [1] and Karate (H) DX-1 [2], or Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

**Special Abilities:** 10 points total in Chi abilities and/or chi skills. Chi skills get +1 for Chi Talent.

## Scholar-Scout

+50 points

Dashing curators who go treasure hunting are smart enough to know that Things that guard artifacts are best fought from a safe distance. Thus, some take up the ways of the scout.

**Attributes:** +1 DX [20].

**Secondary Characteristics:** -0.25 Basic Speed [-5].

**Advantages:** Heroic Archer [20].

**Skills:** Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX+1 [2]; Mimicry (Bird Calls) (H) IQ-2 [1]; Tracking (A) Per-1 [1]. • Navigation (Land) (A) IQ-1 [1], or

1 point in existing skill to get Navigation (Land) (A) IQ [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

## Scholar-Swashbuckler

+50 points

Many young scholars spend more time in the gym than in the library, honing their fencing skills by whacking each other with sabers. A few even become good at it.

**Attributes:** +1 DX [20].

**Secondary Characteristics:** -0.25 Basic Speed [-5].

**Advantages:** Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

**Skills:** One of Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8], or 8 more points in one of those skills if already known, raising it by +2. • Acrobatics (H) DX-1 [2].

## Scholar-Thief

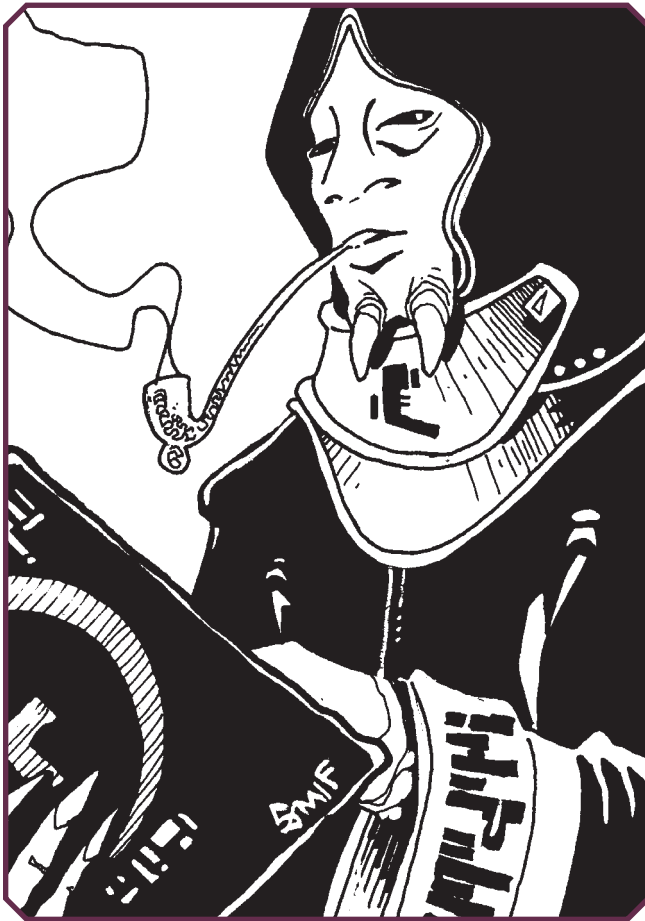
+50 points

Knowing a lot about what's valuable and where it's kept leads some scholars to crime. And manuals are so expensive . . .

**Attributes:** +2 DX [40].

**Secondary Characteristics:** -0.50 Basic Speed [-10].

**Advantages:** Flexibility\* [5]; High Manual Dexterity 1† [5].



**Skills:** Either Stealth (A) DX+1 [4], or 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point on other skills below. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]. • Traps (A) IQ-1 [1], or 1 point in existing skill to get Traps (A) IQ [2].

\* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

## Scholar-Wizard

+50 points

Scholars make great wizards, thanks to their IQ. Adding Magery and spells gives them prerequisites for *more* spells that they can gain through Book-Learned Wisdom and then discard in favor of others!

**Advantages:** Magery 2 [25].\*

**Skills:** Alchemy (VH) IQ-3 [1], or 1 point in existing skill to get Alchemy (VH) IQ-2 [2]. • Occultism (A) IQ-1 [1], or 1 point in existing skill to get Occultism (A) IQ [2]. • Thaumatology (VH) IQ-3 [1], or 1 point in existing skill to get Thaumatology (VH) IQ-2 [2].

**Special Abilities:** 22 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

\* Gives +2 to Thaumatology.

## BECOMING A SCHOLAR

Any delver might return to school and become a scholar. This mostly means acquiring the scholar's special advantages and a handful of new skills. Barbarians with Language: Spoken (Native)/Written (None) [-3] *must* buy off that disadvantage before selecting this lens!

### Scholar Lens

+50 points

**Advantages:** Book-Learned Wisdom 1 (2) [9]; Eidetic Memory [5]; Wild Talent 1 (No Advantage Requirements, +50%) [30].

**Skills:** Hidden Lore (Demons, Elementals, Faeries, Lost Civilizations, Magic Items, Magical Writings, Spirits, or Undead), Hidden Lore (second choice), and Hidden Lore (third choice), all (A) IQ-1 [1]. Avoid repeats for templates that already offer Hidden Lore! • A 3-point skill package that depends on starting profession:

*Artificer or Thief:* Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2] • Research and Speed-Reading, both (A) IQ-1 [1].

*Barbarian, Bard, Druid, Holy Warrior, Knight, Martial Artist, or Swashbuckler:* Cartography, Research, and Speed-Reading, all (A) IQ-1 [1].

*Cleric:* Cartography and Speed-Reading, both (A) IQ-1 [1]. • Research (A) IQ-1 [1], or 1 point in existing skill to get Research (A) IQ [2].

*Scout:* Research (A) IQ-1 [1] and Speed-Reading (A) IQ [2].

*Wizard:* Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2] • Spend 2 points on main wizard Hidden Lore specialty, raising it by +1.

# CHAPTER THREE

# GADGETS

*Dungeon Fantasy 1: Adventurers* gives artificers many gadgets to play with. Here are a few more. All are “special orders.” Adventurers who don’t start out with them will have to find them as loot or locate specialist merchants who deal in extraordinary wares!

## Adventure-Wear

*Alchemist’s Garb.* Treated cloth apron, mask, and gloves prevent all ill effects from failures when rinsing off gunk, extracting venom, etc. Also screens out contact agents sprayed from the *front*. Can be worn as “armor” (DR 0) or *with* armor (bulky, -1 DX). \$225, 5 lbs.

*Cobweb Kite.* Huge, spider-silk blanket – rigged to a backpack-style harness – unfurls after a fall of 40+ yards, guaranteeing a soft landing. \$16,000, 8 lbs.

*Float Coat.* Complex belt-and-bladder arrangement gives +6 to Swimming to avoid drowning but -3 DX while inflated (1 minute to inflate or deflate). \$100, 6 lbs.

*Scroll Belt.* Belt with 10 waxed leather cylinders for individual paper, cloth, or leather maps or scrolls. Waterproof, and prevents ignition by less than 10 HP of flame. Wearer can reach scrolls with Ready or Fast-Draw. Unrolling them takes another Ready. \$60, 1 lb.

## Combat Accessories

*Shield Lamp.* Tough (DR 6, HP 12) lantern clamps to any medium or large shield. Throws a five-yard beam, hands-free. Creatures subject to ill effects from light suffer these *automatically* if blocked! Burns 12 hours on 1 pint of oil. \$200, 4 lbs.

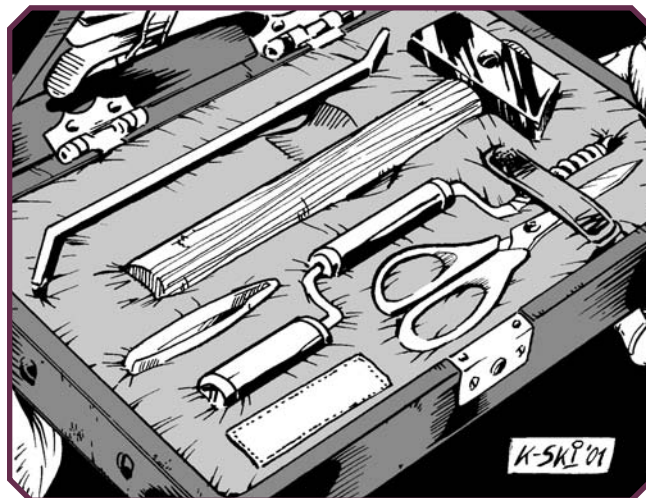
*Shield Lectern.* Bolts to the back of any medium or large shield. Firmly holds a map, scroll, or open book where it can be consulted hands-free or written on with a free hand. \$50, 2 lbs.

## Optics

*Dwarven Accurizer.* Designed by dwarves to show elves how *real* archers shoot. Hefty headgear’s twin telescopes pivot into place (a Ready) to provide Telescopic Vision 1 (2× magnification). Gives +1 Acc! \$1,200, 14 lbs.

## Artificer’s Tools

To attempt skill rolls for Gizmos (p. 4) or Quick Gadgeteer (p. 4), an artificer requires a backpack tool kit (\$600, 20 lbs.) for Engineer (Gadgets) or a backpack alchemy lab (\$1,000, 10 lbs.) for Alchemy; see *Dungeon Fantasy 1: Adventurers* for descriptions. He need not remove his pack and rummage through it, though – just assume that he has what he needs to hand!



*Reflector.* Concave reflector concentrates light where the wearer is looking. User flips it down over one eye and peers through a hole. Allows unpenalized reading, lockpicking, trap removal, etc., when darkness penalty is no worse than -3. \$75, 1 lb.

## Scholarly Gear

*Faerie Ink.* Alchemical ink, sold by leprechauns, gives *completely* secret writing until exposed to special developer (the See Secrets spell will reveal it, too). Ink: \$75, 0.5 lb. Developer: \$75, 0.5 lb.

*Portable Scribe.* Copies *ink* writing on paper. Place page in press with sheet of paper, add alchemical fluid (vial good for 10 copies: \$100, 0.5 lb.), and operate roller. Magic in scroll is transferred, leaving the old page blank. Takes 10 seconds/copy. \$400, 15 lbs.

*Scroll Case.* Waterproof and fireproof bone-and-metal case protects 20 rolled paper, cloth, or leather maps or scrolls from the elements. Takes a Ready to open or close, 1d seconds to find a specific scroll. With shoulder strap: \$75, 1 lb.

*Wax Tablet.* Erasable, reusable, *waterproof* writing surface. \$10, 2 lbs.

## Tools

*Self-Righting Hourglass.* One-hour model, graduated in minutes. Useful for timing potion durations. Weights and floats keep it upright in water jar. \$160, 4 lbs.

*Trap-Finder’s Kit.* Gives a Traps bonus when *actively* searching for, disarming, or removing traps. Good kit (well-made probes): +1 to skill; \$250, 2 lbs. Fine kit (mirror-on-a-stick, spring-loaded pincers, etc.): +2 to skill; \$1,250, 10 lbs.

*Universal Tool Kit.* Gnomish modular tools will suffice for *any* non-esoteric skill that requires tools – Armoury, Engineer, Jeweler, Lockpicking, Smith, Surgery, etc. The last kit you’ll ever need! \$12,000, 20 lbs.

# CHAPTER FOUR

# WRITINGS

Books, codices, folios, scrolls . . . texts of all varieties are a scholar's life and love. Many are also valuable to other delvers, particularly wizards. All such items are "special orders." Delvers may start out with them, but to obtain them in play, they'll have to go on an adventure: visit a famous bookseller in a distant city, rob a library (or a famous bookseller), or loot a dungeon and hope for literate orcs!

## MANUALS

A *manual* is a guide to one particular Cultural Familiarity, Language, or IQ-, Will-, or Per-based skill. Manuals come in three basic formats, distinguished by how many points they can grant readers with Book-Learned Wisdom (p. 8). Each has a base cost (higher than the price to learn new skills in *Dungeon Fantasy 3: The Next Level* – manuals give away secrets that instructors could charge for!) and a base weight. These latter stats are often modified.

*Primer*: Scholars may temporarily add 1 point in the subject matter. Anybody can study this for 15 weeks on the road or in town and then spend 1 point to learn its lore permanently. It has no other value to non-scholars. \$25, 3 lbs.

*Textbook*: Scholars may temporarily acquire up to 2 points in the topic. A textbook can teach a skill permanently, just like a primer. Those who lack the skill can consult it in the field to get a default roll for a skill that normally doesn't allow one: attribute-4 if Easy, attribute-5 if Average, attribute-6 if Hard, or attribute-7 if Very Hard. \$50, 6 lbs.

*Thesis*: Scholars may temporarily acquire however many points the book is rated for – at least 3 points and sometimes much more for skills, usually 6 points for Languages. For everyone else, this is no better than a textbook. \$25/point, 12 lbs.

## Modifiers

The following modifiers are "stackable" unless noted otherwise. Each has a "cost factor" (CF), which works like the CF for weapons and armor: final cost is the base cost above multiplied by (1 + total CF). Weight effects multiply together.

## Knowledge Type

Base prices reflect *common knowledge*: a living Language, Cultural Familiarity for a widespread race or nationality, or a typical mundane skill that defaults to IQ, Will, or Per (see *Common Knowledge*, p. 14). Rarefied knowledge costs more:

*Obscure Knowledge*: "Dead" Languages, Cultural Familiarities for lost civilizations, and mundane IQ-, Will-, or Per-based skills without defaults (Alchemy, Body Language, Engineer, Hidden Lore, Musical Composition, Musical Instrument, Religious Ritual, Speed-Reading, Surgery, Ventriloquism, and Veterinary) or with few legitimate uses (Counterfeiting, Forgery, Holdout, Lockpicking, Poisons, Shadowing, Smuggling, Streetwise, and Traps). +1 CF.

*Esoteric Knowledge*: Thaumatology, or any IQ-, Will-, or Per-based skill normally restricted to individuals with powers, including bardic skills, chi skills, Esoteric Medicine, Exorcism, and Herb Lore. +2 CF.

*Magic*: Spells! +3 CF.

## Production Quality

Low-tech bookmaking is *costly*, so scribes use as little material as possible. Base price buys a leather-bound palimpsest with few diagrams and minuscule, eye-straining writing crammed into every corner. Better production values can improve on this:

*Dwarven\**: Pages are thin sheets of engraved *metal*. Never burns or suffers water damage. *Doubles* weight. +4 CF.

*Faerie\**: Thin, gauzy stuff lets tiny readers tote copies of the *Necronomicon*. Weight is 1/6 normal! +14 CF.

*Fine†*: Full-sized reproduction or original on new pages, with large text in straight lines, blank margins for notes, and many diagrams. For skills, this gives those who *know* the skill +1 to rolls against that skill or Research when using the book. This only applies in situations where it's possible to spread out the book and refer to it – never in social situations, the dark, etc. For scholars, it also gives +1 to Speed-Reading rolls for Book-Learned Wisdom – and it's legitimate to "learn" the skill from the book and claim the +1 for having it open. *Doubles* weight. +8 CF.

*Very Fine†*: *Luxurious*, with color diagrams (picked out in tiny gems if dwarven, or magically glowing if faerie), ample page markers, and an index. Works as a fine manual, but bonuses become +2. *Doubles* weight. +17 CF.

\* Dwarven and faerie are mutually exclusive.

† Fine and very fine are mutually exclusive.

## Spellbooks

*Spellbooks* or *grimoires* are simply primers, textbooks, or theses on magic (+3 CF). Casters value them because their high intrinsic worth makes them suitable as power items, because they're a way to learn spells without training costs, and because many contain spells that are otherwise "off-limits" in the campaign. The following features also appeal:

- Textbook- and thesis-sized spellbooks can "split up" points between several *related* spells. Each spell must *either* be a prerequisite for one of the others *or* have one of those spells as a prerequisite. Clerical and druidic spells lack prerequisite spells, but use these rules for *this* purpose. Scholar-casters and caster-scholars with Book-Learned Wisdom can only acquire points in a spell equal to the number earmarked for it.

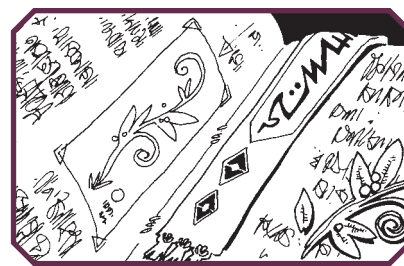
- Textbook- and thesis-sized grimoires let readers with Magery or Power Investiture, as appropriate, cast spells at default! The book must be held in two hands and read aloud in a firm voice (forget about being sneaky). Double casting time! Roll against IQ-6 for a Hard spell or IQ-7 for a Very Hard one, but add Magery or Power Investiture.

## Textbook- and Thesis-Sized Grimoires Table

Number of Spells	Average		Fine*		Very Fine†	
	Cost	Weight	Cost	Weight	Cost	Weight
2	\$200	6 lbs.	\$600	12 lbs.	\$1,050	12 lbs.
3	\$300	12 lbs.	\$900	24 lbs.	\$1,575	24 lbs.
+1	+\$100	12 lbs.	+\$300	24 lbs.	+\$525	24 lbs.

\* +1 to cast *known* spell.

† +2 to cast *known* spell.



• A fine (+8 CF) or very fine (+17 CF) spellbook gives +1 or +2, respectively, if the caster *already* knows a spell it contains, holds the book in two hands, reads aloud, and takes double base casting time (ignore time reductions for high skill).

### Example Manuals

The “manual” from *Dungeon Fantasy 1: Adventurers*, p. 26 is a textbook (base \$50, 6 lbs.) on obscure knowledge (+1 CF), for \$100, 6 lbs.

The “tome” from *Dungeon Fantasy 1: Adventurers* is a textbook (base \$50, 6 lbs.) on obscure knowledge (+1 CF), too – but fine (+8 CF, double weight), for \$500, 12 lbs.

A simple grimoire for learning *one* spell – which can’t be cast at default – is a primer (base \$25, 3 lbs.) on magic (+3 CF), for \$100, 3 lbs.

Textbook- and thesis-sized grimoires that offer 1 point in each of several related spells are common. They *do* allow casting at default, and have the stats shown above.

## MAPS

Maps are *vital* to dungeon fantasy! Adventures often start with a map found as loot, given to the party by a strange old man at the tavern, or tattooed on a corpse’s buttocks. Maps are rated for points in a suitable Area Knowledge (AK) specialty that a scholar with Book-Learned Wisdom can gain through study, and for the modifier they give to Navigation rolls to plot an optimal route through the depicted region (see *Dungeon Fantasy 2: Dungeons*, p. 5):

*Sketchy*: Provides *no* points! Navigation is at -2. \$25, 0.1 lb.

*Average*: Scholars may temporarily add 1 point in AK. Navigation is unpenalized. \$50, 0.1 lb.

*Annotated*: Scholars may temporarily acquire the map’s rated number of points in AK – always at least 2 points. Excellent notes let those without AK try a default roll at IQ-4 to find specific items. Navigation is at +1. The last two benefits don’t increase with map price. \$50/point, 0.1 lb.

Maps on unusual materials use the rules for scrolls; see *Media* (p. 15).

Final cost will at least *double* for maps of obscure areas (dungeons, haunted woods, etc.), *quadruple* for maps to forgotten strongholds of lost civilizations. There’s no upper limit – a map to a king’s ransom could cost a prince’s ransom! Such maps aren’t sold at shops. Use these prices for situations like mysterious travelers selling maps, and to gauge resale value for found treasure maps.

## SCROLLS

Texts that cast spells at respectable skill levels when read are known as *scrolls*, regardless of physical form. A scroll can cast a *single* spell – almost anything – *once*. If the spell’s effects are variable, the scroll will specify such details as area, damage dice, and level of effect. The user *can’t* adjust these things!

### Using Scrolls

To use a scroll, the reader requires Accented or better comprehension of the *written* language it was penned in. He must ready the scroll in *two* hands and then read it aloud in a firm voice, which requires Broken or better *spoken* comprehension. Reading takes *twice* the spell’s usual casting time.

## Common Knowledge

Manuals are available at base cost for these skills (each specialty is its own book!):

Acting, Animal Handling, Architecture, Armoury, Camouflage, Cartography, Detect Lies, Diagnosis, Diplomacy, Disguise, Falconry, Fast-Talk, First Aid, Fishing, Gambling, Gesture, Heraldry, Interrogation, Intimidation, Jeweler, Leadership, Lip Reading, Meditation, Merchant, Naturalist, Navigation, Observation, Occultism, Packing, Performance, Pharmacy, Philosophy, Physiology, Poetry, Propaganda, Prospecting, Psychology, Public Speaking, Research, Savoir-Faire, Seamanship, Search, Smith, Strategy, Survival, Tactics, Teaching,

Teamster, Theology, Tracking, Weather Sense, and Writing.

The GM may add others, with these exceptions:

- Skills described in *Knowledge Type* (p. 13) as *obscure* or *esoteric* aren’t common by definition.
- Connoisseur requires sybaritic experiences that can’t be book-learned!
- Current Affairs relies on constant updates – not moldy books.
- Panhandling, Scrounging, and Urban Survival are unlikely to show up in books. Few beggars are literate and can afford paper!

The spell is cast – exactly as if the reader cast it on his desired subject – the moment the reading is complete. This requires no skill roll unless the spell is cast at a distance and/or Resisted. Then roll as usual using the scroll’s skill level, with an extra -1 or -3 if the reader’s spoken comprehension is Accented or Broken, respectively.

When the spell goes off, the reader pays the energy cost for whatever spell effects the scroll’s creator chose. He may maintain the spell at the usual cost for as long as he can afford it. Energy can come from his FP, Energy Reserve, or power item. There’s no cost reduction for the scroll’s skill level.

Reading the scroll aloud causes its power to dissipate and its writing to vanish. This is regardless of whether the spell works! Reading it *silently* doesn’t cast the spell or exhaust the scroll, and lets anybody who could cast from the scroll determine its spell.

A reader who meets all the prerequisites to *learn* the spell may try to do so: read the scroll, roll against its skill, and on a success, pay one character point to learn it *instead* of casting. Any such attempt depletes the scroll – even if it fails or the reader doesn’t have a point available! Critical failure means the spell affects the reader in a horrible way of the GM’s choosing.

## Types of Scrolls

The standard *caster scroll* comes in one of three classes: *clerical* if it bears a clerical spell, *druidic* if it has a druidic spell, or *wizardly* if it casts a wizardly spell. It only works for casters of the correct type – the reader needs standard Power Investiture for a “good” clerical scroll, Power Investiture (Unholy) for an evil one, Power Investiture (Druidic) for a druidic scroll, or Magery or Bardic Talent for a wizardly scroll. Readers relying on Bardic Talent must *sing* aloud!

## Buying Scrolls

Regardless of type, scrolls have a cash cost per energy point to cast the spell effects they specify. This rises with the scroll’s skill level (which *never* lowers casting cost!):

Skill	Cost/Energy Point
15	\$20
16	\$24
17	\$28
18	\$32
19	\$40
+1	+\$20

## Variant Scrolls

Scrolls can be enchanted so that they work differently, or be “printed” on different media.

### Improved Enchantments

These two options provide unique benefits but multiply cash cost per energy point. It *is* possible to have both, for *five* times normal cost!

**Charged Scroll:** A caster scroll that works at no energy cost to the reader! If it casts a *maintainable* spell, duration is fixed – the user cannot terminate the spell early or extend it (but it’s still subject to Dispel Magic, etc.). To price a charged scroll, add its energy to cast to the *total* maintenance cost for the chosen duration. Multiply final cost by 2.5.

## Scrolls and GURPS Magic

Readers with *GURPS Magic* should know that these rules for scrolls aren’t identical to those in that book. In particular, base price here is just \$20/energy point (the enchantment rate in *Dungeon Fantasy 1: Adventurers*), and the rules for learning spells and for new classes of scrolls *aren’t* described in *Magic*.

**Universal Scroll:** A scroll that *anybody* can activate – paying energy as usual, unless the scroll is also charged. The underlying spell type doesn’t change. To *learn* from such a scroll you must still be a caster who meets all the prerequisites. *Doubles* cost.

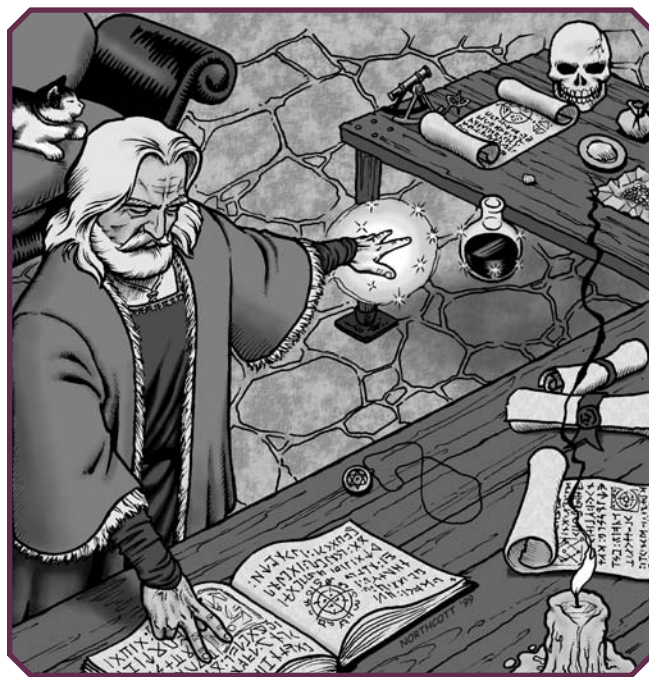
### Media

Scrolls are usually inked on heavy paper – or *bark*, for druidic scrolls. Twenty weigh 1 lb. Gamers who love bookkeeping are free to treat this as 0.05 lb. apiece. Everybody else can simplify and use 0.25 lb. per five scrolls or fraction thereof.

Paper or bark scrolls will ignite if hit with *any* burning damage. Paper turns to mush if it spends more than a turn underwater, while bark is prone to being eaten by wildlife, especially nasty caterpillars. Fortunately, there are other options! These add a flat cost to the price for the spell, and may alter weight.

**Embroidered Cloth:** Takes 3 HP of flame to ignite. Not ruined by water. When read, embroidery explodes in a cloud of threads, leaving a convenient handkerchief. Add \$5. Weight doesn’t change.

**Engraved Metal:** Won’t be destroyed by accident! Engraving vanishes when the spell is cast, leaving a thin metal sheet (usually copper). Add \$30; weighs 0.25 lb. (four per pound).



## Gettin' Funky with the Stylus

Not every *found* scroll will be on a sensible medium. Some examples:

- Massive stone tablets that would make Moses proud. Each might weigh 20 lbs. – or 200 lbs. – and yet carry nothing but a 1 FP Ignite Fire spell in a dead language!

- Powerful charged scrolls tattooed on *zombies*. Reading the scroll casts the spell and destroys the zombie; destroying the zombie ruins the scroll. Which do you want more – a zombie or a 10d Explosive Fireball?

- Traps! A stone pillar engraved with an inscription that casts some innocent spell but also crumbles the pillar, caving in the roof; a corpse tattooed with words that cast *Zombie* and raise the corpse as a hostile monster; and so on.

### Scrolls on Gear

One scroll can be painted, inscribed, or embroidered on each cloak, shield, tool, weapon, or piece of armor. This requires a visit to a temple, Wizards' Guild, etc., in town, and takes a day per energy point. The delver won't have his item during this time, if that matters! Cost is as usual for that scroll, plus \$10 on cloth, \$20 on leather or wood, or \$60 on metal.



The advantage is that the owner need not ready a scroll to cast; he can read off his vambrace, blade, etc., in battle. Only the item's bearer can activate such a scroll, so this is only *useful* on gear he can easily see (use common sense!). The downside is this: if the spell roll is a critical failure, the item *disintegrates*.

### Tattooed Scrolls

Nothing says that only leather and zombies can get ink done. You can have one spell tattooed on each arm, each leg, the head (you *must* shave it, and you'll need a mirror to read the tattoo), and the front torso. This costs the usual amount for that scroll plus \$100 – big tattoos done so they won't injure you aren't cheap! Getting tattooed prevents you from doing *anything* else in town for a day per energy point.

Tattooed scrolls work like scrolls on gear, except that you can't read from a body part covered by armor or clothing. Critical failure means the spell afflicts you, personally, in whatever evil way amuses the GM.

This costs 0 points – it *isn't* a permanent ability. Indeed, once read, even your \$100 tattoo vanishes!

**Stone Tablets:** Definitely won't be destroyed by accident – and could even be used as a light shield, at -2 to skill – but crumbles to sand once read. Add \$20; weighs 2 lbs.

**Tattooed Leather:** Surprisingly tough, and only likely to be ruined if deliberately cut or hit by 10 HP of flame. Evil cleric spells, *Zombie* spells, etc., might be on the skin of sapient beings (-4 reactions!). Ink drips off like blood when read. Add \$10; weighs 0.1 lb. (10 per pound).

### Example Scrolls

Charged, universal clerical scrolls – on ordinary paper – are by far the most common kind, and represent a major revenue stream for temples. Thus, they're perfect examples. These scrolls have skill 15, work for anyone, and cost no FP to use. Casting times longer than 10 seconds indicate repetitive chants: "*Klaatu barada nikto* (666 times or until patient responds)."

**Cure Disease.** Cures one disease. 20 minutes to read; \$400.

**Great Healing.** Heals *all* lost HP. 2 minutes to read; \$2,000.

**Instant Regeneration.** Instantly replaces a missing body part. 2 minutes to read; \$8,000.

**Instant Restoration.** Instantly repairs a crippled body part. 2 minutes to read; \$5,000.

**Major Healing.** Heals 8 HP. 2 seconds to read; \$400.

**Neutralize Poison.** Neutralizes one toxin. 1 minute to read; \$500.

**Remove Curse.** Can remove a curse by *winning* a Quick Contest with it. Thus, high-skill versions are common. 2 hours to read; \$2,000 for skill 15 or \$6,000 for skill 20.

**Resurrection.** Brings a dead-but-intact body back to life with 0 FP and 0 HP. 4 hours to read; \$30,000.

**Stone to Flesh.** Restores a petrification victim. 10 seconds to read; \$1,000.



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