PYR▲MID

DUNGEON FANTASY

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STEVE JACKSON GAMES

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Green: Distinguished Columnists

COVER ART
John Zeleznik

INTERIOR ART
Greg Hyland

IN THIS ISSUE

You meet an old man at a tavern. Dispensing with formalities, he directs you to your latest gateway to adventure: this issue of *Pyramid.* This month is devoted to dungeon-delving fun, with a special emphasis on **GURPS Dungeon Fantasy.**

Sean Punch – **GURPS** Line Editor and creator of the **Dungeon Fantasy** series – starts the issue off with a bang . . . literally! When you want to get your hands dirty with things that go boom, find *The Demolisher.* This feature includes **GURPS** stats for this dwarven template and his explosive equipment.

In some dungeons, you may think you don't have a prayer. You may be right . . . unless you're one of the *Dungeon Saints.* A worked example for integrating **GURPS Powers: Divine Favor** into a **Dungeon Fantasy** setting, this article includes **GURPS** stats for four new lenses, well over two dozen new miracles, and details on how to turn Divine Auras of Power (detailed in *Pyramid #3/19: Tools of Trade – Clerics*) into prayers.

Those seeking to add a new heroic option might want to take a shot in the dark (or daylight, or . . .) with *The Musketeer.* Written by Matt Riggsby (author of **GURPS Dungeon Fantasy 8: Treasure Tables** and **GURPS Dungeon Fantasy 13: Loadouts**), this **GURPS** template introduces an early marksman plus stats for plenty of weapons to shoot with.

David L. Pulver, co-author of **GURPS Basic Set,** takes you on a trip through *The Horrific Dungeon* in the latest installment of *Eidetic Memory.* In addition to a summary of one of his beloved campaigns, the article offers tips on making your own adventures truly scary.

What's better than one dungeon? Several dungeons – right on top of each other! *Historically Rich Dungeons* provides advice applicable to any game, showing you how to give your adventuring locales greater depth than by simply digging a deeper pit.

Sean Punch wraps up the features of this issue with advice on how to get *All Charged Up Over Magic Items.* Power up your **Dungeon Fantasy** game with an alternate use for Spell Stone that can have you creating limited-use items in no time.

This issue includes all the regular features that are as welcome as another round of grog at a tavern. *Random Thought Table* examines some aspects of what makes a dungeon-delving campaign unique, *Odds and Ends* offers more bits we couldn't fit anywhere else, and *Murphy's Rules* provides a fantasy-themed chuckle.

With this month's *Pyramid,* the time for action is now. Those dungeons won't loot themselves!

FROM THE EDITOR

DUNGEON, PARTY OF ONE

I've spoken a couple of times with *GURPS Dungeon Fantasy* creator Sean Punch about the genesis of the line. (I make it sound so formal, but the discussion process makes more sense if you realize it took place in the wee hours of conventions – usually with alcoholic beverages in hand.)
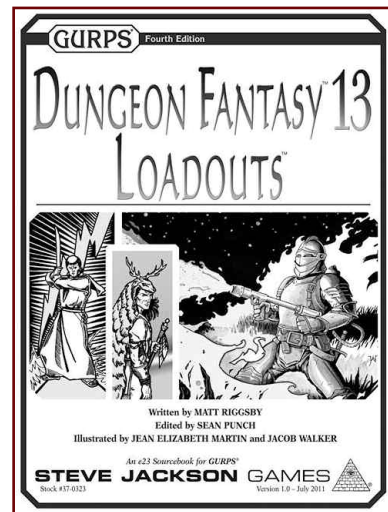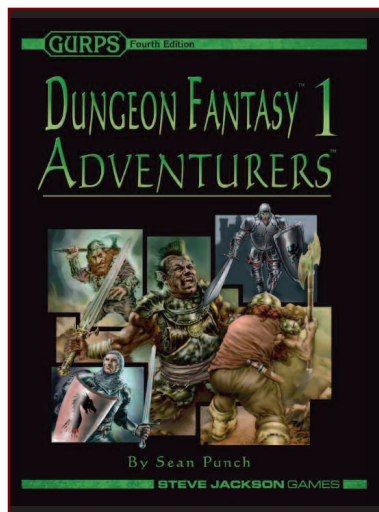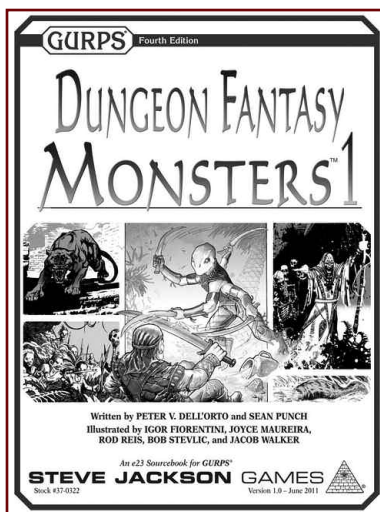
I learned that, although some of the series' genesis stems from tropes of classic roleplaying games from the beginning of the hobby, he's also emphatic that the game has its origins in *Diablo II* and *NetHack.*

One element that ties together both early fantasy roleplaying and *NetHack* is the "anything goes" mentality (see pp. 34-35); both sources are known for their flights of fancy. Another fascinating comparison is how many classic elements between the two are simply a result of one person's idea of "I thought it would be neat." Why do heroes in *NetHack* start with a pet? Because one programmer somewhere thought it would be fun, and he coded it. Why do magic missiles automatically hit their target? Because one guy thought it would be more fun for the spellcaster. In this way, these ideas have emerged not as a result of thousands of hours of testing or focus groups or precision marketing, but rather one person sharing his idea of fun with the rest of the world. (Heck, the *Dungeon Fantasy* line itself started with Sean Punch sitting at a computer and thinking, "What would be cool to include here?")

In many ways, *Pyramid* is the ultimate extension of that idea. Many of the articles that appear in our pages are the result of an author sharing what's worked in his campaign, or one gamer's solution to a problem he saw, or one writer probing an unexplored corner of the game system. I find that direct connectivity from gamer to gamer to be amazingly energizing, and it's a large portion of why the early years of RPG hobbies were such an exciting gladiatorial pit of competing ideas.

For the most part, we fans and publishers have calcified over the years. In many ways, that's good (game design is much sharper and more consistently "fun" than many older designs). Other ways, it's harder to achieve the same connectivity. Hopefully, *Pyramid* is doing its part to bring back the crazed ideas that defined the frontiers of gaming. Let us know how we did, privately at **pyramid@sjgames.com**, or via our virtual town square at **forums.sjgames.com**.

GURPS Fourth Edition — DUNGEON FANTASY MONSTERS 1
Written by PETER V. DELL'ORTO and SEAN PUNCH
Illustrated by IGOR FIORENTINI, JOYCE MAUREIRA, ROD REIS, BOB STEVLIC, and JACOB WALKER
An e23 Sourcebook for GURPS®
STEVE JACKSON GAMES
Stock #37-0322 — Version 1.0 – June 2011

GURPS Fourth Edition — DUNGEON FANTASY 1 ADVENTURERS
By Sean Punch
STEVE JACKSON GAMES

GURPS Fourth Edition — DUNGEON FANTASY 13 LOADOUTS
Written by MATT RIGGSBY
Edited by SEAN PUNCH
Illustrated by JEAN ELIZABETH MARTIN and JACOB WALKER
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THE DEMOLISHER

BY SEAN PUNCH

A time-honored fantasy RPG tradition is the profession that's reserved for members of certain races. **GURPS Dungeon Fantasy** hasn't described any of these as yet. Instead, it counsels the player to select a standard archetype, skim off points for a racial template, and make choices on their character template that suit their race's peculiarities. There *are* other options, though.

The demolisher plays on the classic RPG stereotype of dwarves who wield advanced technology. His profession is one of tough, tattooed delvers who tinker with *explosives*. Their weaponry isn't so powerful as to upset a campaign – a half-competent wizard is a bigger threat to game balance. But it's just the ticket for players who want to blow stuff up without spells or in places where magic doesn't work.

Ka-boom!

All destruction, by violent revolution or however it be, is but new creation on a wider scale.
– Thomas Carlyle

DEMOLISHER

250 points

You're one of a select few dwarves – and *only* dwarves may be demolishers! – trained to work with *shattersand* (p. 5). You know how to use it for mining, setting traps, and even launching projectiles. This is a risky profession, but what dwarf fears being torn in half by a blast when he knows the secret of cracking open veins of gold and blowing orcs into itty-bitty pieces? (Truth be told, most do, but the drive to crack open rocks and orcs is strong.) Watch out for dragons and fireballs, though . . .

Attributes: ST 13 [30]; DX 13 [60]; IQ 12 [40]; HT 13† [20].

Secondary Characteristics: Damage 1d/2d-1; BL 45 lbs.†; HP 13 [0]; Will 12 [0]; Per 12 [0]; FP 16† [0]; Basic Speed 6.00 [-10]; Basic Move 5† [0].

Advantages: Dwarf (**The Next Level,** p. 6) [20]; Luck [15]; Shtick (Can strike a flame *anywhere*) [1]; *and* Wealth (Comfortable) [10]. ● A further 40 points chosen from among ST +1 to +4 [10/level], DX +1 or +2 [20/level], IQ +1 or +2 [20/level], HT +1 to +4 [10/level], HP +1 to +3 [2/level], Absolute Direction [5], Absolute Timing [2], Combat Reflexes [15], Daredevil [15], Enhanced Defense 1-3 (Explosives)‡ [5/level], Enhanced Dodge 1 [15], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], Gizmos 1-3 [5/level], Hard to Kill [2/level], High Manual Dexterity 1-4 [5/level], High Pain Threshold [10], Rapid Healing [5], Signature Gear [Varies], improve racial Lifting ST by 1-3 [3/level] or Pickaxe Penchant by 1-3 [5/level], improve Luck [15] to Extraordinary Luck [30] for 15 points, or raise Wealth to Wealthy [20] for 10 points or Very Wealthy [30] for 20 points.

Disadvantages: Distinctive Features (Explosives License Tattoo) [-1] *and* Pyromania (15) [-2]. ● Another -15 points chosen from among Delusion ("Explosives are safe around me!") [-5], Hard of Hearing [-10], Impulsiveness [-10*], Missing Digit [-2 or -5], On the Edge [-15*], Overconfidence [-5*], Post-Combat Shakes [-5*], Wounded [-5], or worsen Pyromania from (15) [-2] to (12) [-5] for -3 points, (9) [-7] for -5 points, *or* (6) [-10] for -8 points. ● A further -20 points chosen from among the previous traits or Bad Temper [-10*], Callous [-5], Compulsive Carousing [-5*], Curious [-5*], Gluttony [-5*], Honesty [-10*], Miserliness [-10*], No Sense of Humor [-10], Odious Personal Habits [-5 to -15], Sense of Duty (Adventuring companions) [-5], Trickster [-15*], or worsen racial Greed from (12) [-15] to (9) [-22] for -7 points *or* (6) [-30] for -15 points.

Primary Skills: Explosives (A) IQ+2 [8]-14; Forced Entry (E) DX+2 [2]-15†; *and* Throwing (A) DX+2 [8]-15. ● *Two* of Crossbow, Guns (Boomstick), or Liquid Projector (Burner), all (E) DX+2 [4]-15; or Thrown Weapon (Axe/Mace) (E) DX+3 [4]-16†. ● *One* of these three 12-point melee skills packages:

1. Axe/Mace (A) DX+2 [4]-15†, Shield (E) DX+2 [4]-15, *and* Two-Handed Axe/Mace (A) DX+1 [4]-15†.
2. Axe/Mace (A) DX+3 [8]-16† *and* Shield (E) DX+2 [4]-15.
3. Two-Handed Axe/Mace (A) DX+4 [12]-17†.

Secondary Skills: Armoury (Missile Weapons) (A) IQ+1 [4]-13; Prospecting (A) IQ+1 [2]-13†; *and* Traps (A) IQ+1 [4]-13. ● *Four* of Brawling or Fast-Draw (Arrow *or* Bomb), both (E) DX+1 [2]-14; Stealth or Wrestling, both (A) DX [2]-13; Architecture or Lockpicking, both (A) IQ [2]-12; Lifting (A) HT [2]-13; Intimidation (A) Will [2]-12; Scrounging (E) Per+1 [2]-13; 2 points to raise one of these skills, Forced Entry, or Prospecting by a level; or 2 points for another primary ranged-combat skill at one level lower.

Shattersand

Shattersand is essentially gunpowder. Specifically, it is *serpentine:* low-tech (TL3), low-powered (REF 0.3) black powder. In **Dungeon Fantasy,** it's available only to those with the Dwarven Gear racial perk (that is, dwarves) *and* 8+ points in the Explosives skill (taught by grizzled dwarven masters, who tattoo the *face* of trained apprentices with an "explosives license"). However, it isn't made from saltpeter, charcoal, and sulfur; those substances' magical properties interact to create a granular fire suppressant. Dwarven alchemists – who teach no one their secrets, not even demolishers – compound it from semiprecious stones found deep underground, multiplying its cost fivefold. It's an art more closely guarded than how to enchant magic items.

Aqua et Ignis

Being gunpowder of sorts, shattersand has trouble with water and, worse, fire.

If shattersand is left sitting around, dousing it with water ruins it. A demolisher with a full day free (unlikely in the dungeon) can attempt an Explosives roll at -4 to recover it. Any failure means it's truly lost.

If shattersand parked in the open is exposed to *fire* – even 1 point of burning damage – it inflames as if triggered intentionally. Contained charges (like mines and bangers) detonate, while loose sand burns. Burning sand is certain to ignite supply caches, wagons, inns, etc.

A demolisher is trained to protect shattersand he's *carrying* from these fates. Whenever he's exposed to water or fire that the GM would count as an attack, a trap, or a hazard to passage, he gets the standard roll to dodge or avoid it. If this fails, he may try a "defense roll" against (Explosives/2)+3, adding +1 for Combat Reflexes. Success means he keeps the fire or water away from his sand (or vice versa) – even if *he* is affected. Failure means water ruins all of his shattersand, while fire triggers a blast. Use the damage dice of the single largest charge he's carrying, and apply maximum damage to him!

Background Skills: Carousing (E) HT [1]-13. ● *Five* of Knife (E) DX [1]-13; Climbing (A) DX-1 [1]-12; First Aid or Gesture, both (E) IQ [1]-12; Armoury (Body Armor *or* Melee Weapons), Cartography, Connoisseur (Weapons), Merchant, or Smith (any), all (A) IQ-1 [1]-11; Jeweler (H) IQ-2 [1]-10; Alchemy (VH) IQ-3 [1]-9; Hiking or Running, both (A) HT-1 [1]-12; Observation or Search, both (A) Per-1 [1]-11; or 1 point to raise one of these skills by a level.

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

† Includes racial modifier.

‡ Gives +1/level to Explosives-based defense rolls; see *Aqua et Ignis* (p. 5)

Customization Notes

Review *Shattersand Technology* (below) and *Other Demolisher Gear* (p. 7), select equipment, and then choose skills to match. Few demolishers start with boomsticks *and* burners, so it's rare to need both Guns and Liquid Projector – and those with Guns are unlikely to bother with Crossbow (and vice versa). Likewise, while boomstick and burner wielders often learn Two-Handed Axe/Mace, some demolishers fight with axe and shield, saving shattersand for demolition and traps.

Secondary and background skill choices depend on the demolisher's role in the party. If he's a front-line warrior, he'll want good Brawling and Wrestling, and fair Armoury skills for armor and melee weapons. If he plans to be an expert on dungeons, he might look at Architecture, Cartography, Lockpicking, and boosted Prospecting, plus a solid grasp of loot: Connoisseur, Merchant, and Jeweler. And if he prefers to blast away from afar, he'll want additional ranged combat skills, supported by Climbing and Stealth for getting into position to snipe.

Think about advantages *after* skills. Demolisher gear is expensive and heavy, so buy sufficient Signature Gear and Wealth to afford everything, and the ST and Lifting ST to carry it. Then choose traits that complement the role defined by skill choices. Warriors should consider extra ST and HT, Combat Reflexes, High Pain Threshold, and Pickaxe Penchant. Dungeon experts need improved IQ to boost the relevant skills, Absolute Direction for navigating labyrinths, and High Manual Dexterity for defeating traps. Gunners and bombardiers will appreciate DX for aim, Enhanced Dodge for ducking return fire (and dropped bombs!), and Gizmos for "free" bangers, bombs, boomstick shots, firebolts, and nageteppos (any single-use item that costs $50 or less and weighs at most BL/10 lbs. is fair game).

Disadvantages mainly play up dwarf stereotypes, which range from the good-natured stalwart (with Compulsive Carousing, Honesty, and Sense of Duty), through the amoral capitalist (pick Miserliness and worsen Greed), down to the infamous "evil dwarf" who likes setting traps (Bad Temper, Callous, and Trickster fit; No Sense of Humor *doesn't;* and severe Pyromania is likely). No demolisher is a milquetoast, though – those in the profession *love* fire, explosions, and ale, and their attitudes start at "grimly competent" (Overconfidence) and descend to "psychotic with a death wish" (Delusion and/or On the Edge).

Points from quirks are best traded for more and better gear. The template specifies only -48 of the -50 points allowed for disadvantages, so the player can squeeze out a couple more points that way, if needed.

SHATTERSAND TECHNOLOGY

Shattersand has many uses, all of them destructive. The items below are only for sale to demolishers – and only in areas where dwarves are common. Delvers traveling away from civilization should stock up in town! Treat all of this equipment as "dwarven" for the purpose of the Dwarven Gear perk (10% off), although it's listed at full price.

Explosives: Several items here cause crushing explosions ("cr ex"). Victims hit by the explosive device take full damage – and if the thing is in a pocket, stuck in their chest on a bolt, etc., they suffer *maximum* damage! For everybody else, roll damage and divide by three times distance in yards from the explosive. Use half *torso* DR against blast damage if the target isn't Sealed (no **Dungeon Fantasy** armor and few monsters have this trait).

Bulk Shattersand

Loose shattersand in a cloth bag costs $50/pound. Roll against Explosives to measure out and set a charge. Failure means the sand burns up or scatters uselessly on the first attempt to trigger it. Critical failure means it detonates while the demolisher is preparing it, causing him full (though not maximum) damage! Once set, the charge can be touched off with fire (requires a Ready maneuver and a DX-based Explosives roll), by shooting it with a firebolt (p. 7), by tossing a banger (below) on it, or via a fuse (below). Damage depends on weight:

Damage	Quantity	Damage	Quantity
1d	0.025 lb.	6d	0.8 lb.
2d	0.1 lb.	7d	1.2 lbs.
3d	0.2 lb.	8d	1.6 lbs.
4d	0.4 lb.	9d	2 lbs.
5d	0.6 lb.	10d	2.4 lbs.

For bigger booms, multiply dice and weight by the desired factor, and weight by that factor again (thus, weight increases as the *square* of the damage multiple); e.g., a 100d charge has 10 times the power of a 10d one, which multiplies weight by 100, for 240 lbs.

Loose sand is typically used to blow doors, supports, and ore veins. A successful Architecture, Forced Entry, or Prospecting roll – for structural members, portals, and mineral formations, respectively – places the charge in good contact, meaning it does *maximum* damage to the target!

Fuse: For safety, shattersand is often set off using a long fuse. Fuse burns at 4 yards/minute. This necessitates strategic planning when used for traps (Absolute Timing gets it right every time, though!). Per yard: $10, 0.2 lb.

Bangers

A *banger* is a small shattersand noisemaker, not a weapon. It takes a Ready maneuver to prepare and an Attack to toss (up to 3.5×ST yards). Anyone unfortunate enough to be touching it when it bursts suffers 1d-3 burning damage. A banger can ignite shattersand, alchemist's fire, or oil in contact with it, making it a useful detonator. Unsuspecting victims out of combat – e.g., bored orc sentries – must roll vs. IQ or be mentally stunned by the pop, rolling to recover as usual each turn thereafter. $5, 0.05 lb. apiece, but sold in strings of 20 ($100, 1 lb.).

Bombs

Bombs are spheres of thin, low-quality iron filled with shattersand and studded with alchemist's matches. They're designed to be tossed by hand (use Throwing), and explode on striking their target. Tossing one down a monster's gaping maw (only vs. a creature of SM +2 or larger on the turn after it bites, at -5 to hit) inflicts *triple* rolled damage instead of maximum damage! Otherwise, treat it as any other explosive.

Size	Damage*	Range	Cost	Weight
Small	1d [1d-4] cr ex	2.5×ST	$16	2.2 lbs.
Medium	2d [1d-2] cr ex	1.2×ST	$49	5.7 lbs.
Large	3d [1d] cr ex	0.8×ST	$97	10.1 lbs.
Huge	4d [1d+1] cr ex	0.7×ST	$160	15.2 lbs.

* Damage in brackets is *fragmentation* from the iron shell. Anybody who takes *any* explosive damage, whether or not it penetrates DR, is struck by 1d-3 fragments, plus one per full +3 SM (but always at least one). Roll hit location randomly. Damage is *cutting.* DR protects normally.

Boomsticks

The *boomstick* is a primitive cannon mounted on a pole – a *long* pole, just in case. It requires two hands. Use the Guns (Boomstick) skill to hit and the Two-Handed Axe/Mace skill to parry.

Bandoleer: Holds 12 shots, automatically protecting against water and fire. $50, 5 lbs.

Reloads: Reloading takes 30 seconds/shot. Each shot: $10, 0.17 lb.

Spiky Bits: For a version that can be wielded as a great axe using the Two-Handed Axe/Mace skill, add $30, 1 lb. For one that works as a warhammer, add $50, 0.5 lb. In either case, the ST necessary to use it as a boomstick increases by one.

Burners

Halfway between a short polearm and a boomstick, this device spews flame for *30 seconds* – 30 turns in combat – once ignited (takes a Ready maneuver). It cannot be shut off once lit. To hit, roll vs. Liquid Projector (Burner); to *parry,* use Two-Handed Axe/Mace.

Reloads: Reloading calls for 10 minutes, 3 lbs. of shattersand ($150), and a roll vs. Explosives. Failure simply wastes time; critical failures go boom. The cost on the table *includes* one load of sand.

Shattersand Ranged Weapons

Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
Boomstick, Single-Barreled	2d+1 pi++	1	55/550	6.9	1	1(30)	10†	-5	4	$240
Boomstick, Double-Barreled	2d+1 pi++	1	55/550	10.8	1	2(30i)	11†	-6	2	$370
Boomstick, Triple-Barreled	2d+1 pi++	1	55/550	14.7	1	3(30i)	12†	-7	2	$500

Weapon	Damage	Range	Weight	RoF	Shots	ST	Bulk	Cost
Burner	2d burn	2-4	10	Jet	1×30s	11†	-6	$300

Spiky Bits: Like a boomstick (above), a burner can be outfitted to work like a great axe or a warhammer. With either modification, the ST necessary to use it as a burner increases to 12. The user *can* alternate between swung and flame attacks!

Firebolts

A *firebolt* is a crossbow bolt fitted with a shattersand charge. It can be shot from any crossbow, giving -1 to Acc and subtracting 5 from both range multipliers (so a standard crossbow ends up with Acc 3 and Range ×15/×20). An alchemist's match in the nose sets it off on striking the target, causing 1d-1 cr ex. The target suffers maximum damage (5 points) from the contact explosion, in addition to the bolt's impaling damage – and if it's flammable (shattersand, alchemist's fire, even oil or tinder), it's automatically lit. Those nearby suffer explosive damage normally. $28, 0.125 lb.

Mines

Mines are intended to be buried or hidden in debris on the ground; roll against Traps to conceal one. They go off when stepped on. Damage, cost, and weight are as for bombs (p. 6). While a mine cannot be usefully hurled, it always does maximum damage (6, 12, 18, or 24 points) to the victim *and* shreds him with three fragments, each doing its usual cutting damage (1d-4, 1d-2, 1d, or 1d+1) to his foot. Those nearby suffer explosive damage but no fragmentation – mines send their lethal load *upward*.

Demolisher Power-Ups

Demolishers may spend earned points on any ability from their template, and buy up to Enhanced Defense 6 (Explosives) [5/level] (for safe handling), Enhanced Dodge 3 [15/level] (for escaping blasts), Gizmos 6 [5/level] (for improvised explosives), Lifting ST 6 [3/level] (beyond the two racial levels, for lugging around bags of sand), Pickaxe Penchant 6 [5/level] (to represent their knack for breaking things), and Ridiculous Luck [60] (to survive being a walking bomb). Best of all is Weapon Master (Shattersand Weapons) [30], giving +1/die to damage if the governing skill is at attribute+1, or +2/die at attribute+2 or better. The skill is Crossbow for firebolts (only *explosive* damage benefits); Explosives for bulk charges and bangers; Guns for boomsticks; Liquid Projector for burners; Throwing for bombs (for *explosive* damage, not fragments); and Traps for mines (ditto).

Making the Demolisher Useful

The demolisher is built around the premise that the Explosives skill is as rare and unusual as, say, Hypnotism or Power Blow. Learning it involves initiation into a secret brotherhood, as signified by the tattoo (Distinctive Features). It grants near-supernatural control over shattersand, including the special defense roll to keep it safe (*Aqua et Ignis*, p. 5).

Throwing the Explosives skill onto what's otherwise a warrior template means that it and the IQ it depends on suck away some combat effectiveness. In return, the GM should be generous to the player where explosives are involved. If *any* kind of explosive shows up in the dungeon – from mysterious alchemical elixirs to Evil Runes o' Blasting – the demolisher gets a Perbased Explosives roll to recognize it and a DX-based roll to defuse it. As with all traps, there may be penalties.

Other Demolisher Gear

Demolishers favor weapons that benefit from Pickaxe Penchant and double as Forced Entry tools – that is, those wielded with Axe/Mace, Thrown Weapon (Axe/Mace), or Two-Handed Axe/Mace. When buying from a merchant who can sell them shattersand, they can extend their Dwarven Gear discount (10% off) to several additional items found on pp. 23-30 of *Adventurers: alchemist's fire, alchemist's matches, bull's-eye lantern, helmet lamp, nageteppo* (either variety), *necklace of fireballs, oil, salamander amulet, siege stone, timed candle,* and the Flaming Weapon enchantment.

Likewise, the demolisher should be allowed to try tricks like packing one shot from a boomstick into a keyhole to blast a lock. Rather than give complex rules for demolition, which don't suit dungeon fantasy, use this guideline: If the charge seems big enough to fill a gap, hole, etc. around an obstacle, then an Explosives roll will tamp it down and let the door, lock, or whatever be blown open. Again, this roll may take penalties – anything up to the object's DR is reasonable.

Remember that the demolisher only has a niche while he can do something that other PCs cannot. Don't let them steal his thunder! Shattersand merchants won't sell to non-demolishers, however high their reaction modifiers and Merchant skills. Doing so means *certain death* at the hands of wild-eyed dwarven suicide bombers.

Regardless, this stuff is useless without training in Explosives, Guns, and/or Liquid Projector, which isn't offered to nondwarves and takes years even for dwarves. As well, the artifacts listed earlier assume the user has the Shtick "Can strike a flame *anywhere*," to ignite burners with a Ready maneuver, shoot boomsticks with an Attack, etc., without a fire source in hand. This perk is the final stage of training for dwarves who've earned their tattoo by racking up 8+ points in Explosives. Delvers who lack it must fumble with fire for 1d seconds to get anywhere with this technology. The GM should enforce this mercilessly.

Interesting loot for the demolisher is anything mentioned in *Shattersand Technology* (pp. 5-7) and *Other Demolisher Gear* (above); fine and/or dwarven Axe/Mace and Two-handed Axe/Mace weapons; unusual explosives and incendiaries that defy analysis by Alchemy but submit to Explosives; and oneoffs such as throwing axes that work like firebolts but do *much* more damage.

ABOUT THE AUTHOR

Sean "Dr. Kromm" Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell'Orto), and the *GURPS Action, GURPS Dungeon Fantasy,* and *GURPS Power-Ups* series . . . and the list keeps growing.

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DUNGEON SAINTS

BY ANTONI TEN MONRÓS

GURPS Powers: Divine Favor offers a new system to represent individuals who can channel the power of the divine into miracles, using the powers framework from *GURPS*

Powers. This article integrates *Divine Favor* into *Dungeon Fantasy.* You will need *Divine Favor* for the necessary insight into how miracles work.

Prayer is not an old woman's idle amusement. Properly understood and applied, it is the most potent instrument of action.

– Mohandas Gandhi

SAINTLY LENSES

In the same way that evil clerics and unholy warriors are variations of the cleric and holy warrior templates, saint (below) is a lens that should be applied to the cleric template, and warrior-saint to the holy warrior template. Evil saints and evil warrior-saints can be created by adding the appropriate modifications to the cleric and holy warrior templates prior to applying the lenses presented here, but this changes the list of available miracles a little; see *Evil in Dungeon Fantasy*, p. 9.

Other delvers who want to dabble in the divine should take the servant-of-the-divine lens (p. 10), while clerics and druids who want to supplement their spellcasting with divine miracles should instead look at the beatified lens (p. 10).

SAINT

0 points

You're touched by the gods, their hand on earth. When you speak, gods listen – and often answer. Unlike the cleric, you don't have a formalized list of spells; you simply ask, and gods dispose. It's not always exactly what you asked for, but it's always helpful. You might have an understanding with your patron deity, to allow you to easily produce a certain type of miracles, but unlike the warrior-saint (p. 9), your focus is on versatility.

Attributes: -2 IQ [-40].

Advantages: Replace all Power Investiture, basic or added, with Power Investiture (Divine Favor), and add Divine Favor 10 [70]. ● Instead of 25 points in Holy abilities, take 15 points in learned prayers (see pp. 10-15 and *Divine Favor*), putting any leftovers into advantages. ● In advantage options, swap all points in Holy Abilities with the same number of points in learned prayers, and add Divine Favor 11 [20], Faster Prayers (see above) [10], and Repeated Petitioner 1 to 4 (see above) [5/level] to the available options.

Spells: Remove all spells from the template.

New Advantages

Faster Prayers

10 points

You can ignore the -2 penalty to petition rolls when attempting one-second prayers.

Repeated Petitioner

5 points/level

Each level of this trait allows you to, once per day, ignore the penalties to petition and reaction rolls for multiple successful general and specific prayers. It is recommended that the GM allow no more than four levels for starting adventurers.

Customization Notes:

With most of your points taken by the Divine Favor advantage, it might seem that you don't have much choice, but learned prayers are extremely cheap and don't leave you at the mercy of the dice. With Faster Prayers, you can get a general or specific prayer in a single second. With Power Investiture giving you a bonus to reaction rolls, you can often pull impressive miracles. Repeated Petitioner allows you to do it multiple times before incurring penalties to the petition roll. If you focus on Power Investiture, you can get it up to 6, meaning that you can get Very Good reactions on a 10 or better, or Excellent reactions on a 13 or better.

WARRIOR-SAINT

0 points

You're touched by the gods, their fist on earth, to deal with pesky creatures that offend their sight. Unlike the saint (above), you're focused. Your relationship with the gods might not be as close as the saint's . . . but it doesn't need to be. You have an understanding with them, and know a set of tricks they aren't fussy about granting you.

Secondary Characteristics: -2 Will [-10].
Advantages: Replace Holiness 2 with Divine Favor 6 [+15]. ● Instead of 25 points in Holy abilities, take 20 points into learned prayers (see pp. 10-15 and *Divine Favor*), putting any leftovers into advantages. ● In advantage options, swap all points in Holy abilities with the same number of points in learned prayers, and add Divine Favor 7 or 8 [10 or 20] to the available options.

Customization Notes:

Unlike the saint, you cannot count on general and specific prayers. This means that you should take only as much Divine Favor as needed to qualify for any learned prayers you want to have. Divine Favor 6, opens, among other possibilities, Holy Touch, Confidence, Protection From Evil, Flesh Wounds, Ghost Shirt, Spirit Weapon, and Stoicism. Divine Favor 7 adds Protection From Evil (Enhanced), Righteous Fury (p. 11), and Sense True Evil. Finally, Divine Favor 8 allows Guide My Hand (p. 12), Lay on Hands, Holy Glory, and Smite. Eventually, you will want to reach Divine Favor 9 for See Evil, and Divine Favor 10 for Holy Fire (pp. 12-13) and Righteous Fury (Enhanced) (p. 13). Finally, even if it's not your focus, don't disregard general and specific prayers for out-of-combat utility.

Evil in Dungeon Fantasy

Evil in *Dungeon Fantasy* does not fit the more serious treatment given in *Good and Evil* (*Divine Favor,* p. 12). Evil in *Dungeon Fantasy* is the clichéd evil of B-movies, and while it's not necessarily weaker than good, there are some things it cannot do.

The following effects are verboten for evil saints and evil warrior-saints:

- Avenging Angel (p. 14).
- Consecrate Ground.
- Consecrate Ground (Enhanced).
- Feed the Masses.
- Feed the Masses (Enhanced).
- Final Rest.
- Flesh Wounds.
- Holy Fire.
- Holy Fire (Enhanced).
- Holy Glory.
- Holy Glory (Enhanced).
- Holy Touch.
- Lay on Hands.
- Lay on Hands (Enhanced).
- Protection From Evil.
- Protection From Evil (Enhanced).
- Raise Dead.
- Resurrection.
- Righteous Fury (p. 11).
- Righteous Fury (Enhanced) (p. 13).
- Sense True Evil.
- Sermonize.
- Smite and Smite (Enhanced).

Also, any unholy warrior who becomes a servant of the divine must pay 10 extra points for it, since he already has Social Stigma (Excommunicated), and there are no other options for the pact disadvantage.

The following effects are not available to good saints and warrior-saints:

- Corrupting Touch (p. 11).
- Corrupting Touch (Enhanced) (p. 12).
- Dark Glory (p. 12).
- Dark Glory (Enhanced) (p. 14).
- Dark Metamorphosis (p. 14).
- Desecrate Ground (p. 12).
- Desecrate Ground (Enhanced) (p. 14).
- Drain Soul (p. 15).
- Eyes of Hell (p. 11).
- Eyes of Hell (Enhanced) (p. 10).
- Mantle of the God of Lies (p. 10).
- No Rest for the Wicked (p. 13).
- Power of the Abyss (p. 11).
- Power of the Abyss (Enhanced) (p. 13).
- See Good (p. 12).
- Sense True Good (p. 11).
- Servant of the God of Lies (p. 10).
- Vampiric Touch (p. 13).
- Zombie Summoning (p. 10).
- Zombie Summoning (Enhanced) (p. 12).

With the GM's permission, it might be possible to play a saint of a deity not completely good or evil – either one aligned with nature (such as the one that druids are said to revere), or one that sits in a gray area between good and evil. Such a deity would may access to all the effects, both those presented here, and those in *GURPS Powers: Divine Favor.*

SERVANT OF THE DIVINE

50 points

All delvers pray to the gods, normally when things go south, but gods not only have heard your prayers, they also answered them. You're starting to dabble into the divine. Like the warrior-saint, you should focus on learned prayers; only pick the ones that supplement your abilities, not necessarily the same than a warrior-saint would pick.

Secondary Characteristics: +1 Will [5].
Advantages: Divine Favor 6 [25]. ● 25 points chosen among Divine Favor 7 or 8 [10 or 20] or learned prayers [varies] (see pp. 10-15 and *Divine Favor*).
Disadvantages*: Honesty [-10], Sense of Duty (Coreligionists or Good Entities) [-10], or Vow (Own no more than your horse can carry) [-10].
Skills: Esoteric Medicine (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].

* Holy warriors that become servants of the divine should note which disadvantage constitutes the pact for their Holy Might abilities, and which one constitutes the pact for their Divine Favor abilities (since they should be different).

BEATIFIED

Variable

Clerics and druids (and any who already possesses Power Investiture thanks to a *Mixing Professions* lens; see *Dungeon Fantasy 3: The Next Level,* pp. 17-36) should not take the servant-of-the-divine lens, but instead should add this power-up. The delver must purchase at least Divine Favor 6. After that, he may buy Power Investiture (Divine Favor) at 2/level, but this Power Investiture cannot exceed his original Power Investiture. Druids who follow this path (and who don't use any of the variant options presented in *Dungeon Fantasy 7: Clerics* that make them more akin to clerics) should exchange one or more disadvantages, totaling -10 points, for one of Honesty [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10].

Advantages: Divine Favor 6 [25]. ● Add Power Investiture (Divine Favor) [2/level] as an alternate ability (see description).

LEARNED PRAYERS

This selection of new prayers includes a large number of ones helpful to evil paragons, plus several suitable for servitors of good.

MINOR BLESSINGS

Minimum Reaction: Neutral

Eyes of Hell

Learned Prerequisite: Divine Favor 4.
Learned Prayer Cost: 1 point.

You can see as clearly under the light of the moon as most people see under the noon sun. Ignore up to -5 worth of darkness penalties, but you still cannot see if there is no light at all.
See also *Eyes of Hell (Enhanced)*, p. 11.

Statistics: Night Vision 5 (Divine, -10%) [5].

Servant of the God of Lies

Learned Prerequisite: Divine Favor 4.
Learned Prayer Cost: 3 points.

As Sermonize (*Divine Favor,* p. 9), but instead of a lie by act or omission ending the effect, all your assertions must be lies, or, if they have any part of truth, it must be completely misleading, and thus equivalent to a lie.

Statistics: Charisma 5 (Divine, -10%; Temporary Disadvantage, Compulsive Lying (Cannot Resist), -37%) [14].

Zombie Summoning

Learned Prerequisite: Divine Favor 4.
Learned Prayer Cost: 1 point.

Evil gods often raise corpses to act as servants of their devoted. Build the Ally as an improved zombie (*Pyramid #3/1: Tools of Trade – Wizards,* p. 16), and then add points until it reaches 15% of the paragon's point total. As a specific prayer, this miracle lasts until dawn; as a learned prayer, it is permanent, but the zombie will revert to being a corpse if Divine Favor or any other learned prayer is used. If the zombie is destroyed, any relatively fresh corpse can be used to create a replacement, a blasphemous process that takes a day and a Religious Ritual skill roll. It is obviously illegal in most of the civilized world.
See also *Zombie Summoning (Enhanced)*, p. 12.

Statistics: Ally (Zombie, Built on 15%; Constantly; Divine, -10%; Minion, +50%; Summonable, Requires a body, +50%) [5]. Uses optional low-powered Allies rules from *GURPS Supers.*

> *You can't pray a lie.*
> *– Mark Twain*

Mantle of the God of Lies

Learned Prerequisite: Divine Favor 5.
Learned Prayer Cost: 4 points.

Evil gods take great delight in sowing confusion among the servitors of good. This is one of their tools. The paragon can chose to look like anyone he sees, or he can try to create a new look, gaining +4 to Disguise rolls.

Statistics: Elastic Skin (Divine, -10%) [18].

Major Blessings

Minimum Reaction: Good

Eyes of Hell (Enhanced)

Learned Prerequisite: Divine Favor 7.
Learned Prayer Cost: 6 points.

Not even the darkness of the netherworld can block your vision. You can see perfectly under conditions of absolute darkness, even distinguishing colors.

See also *Eyes of Hell,* p. 10.

Statistics: Dark Vision (Color Vision, +20%; Divine, -10%) [28].

Power of the Abyss

Learned Prerequisite: Divine Favor 7.
Learned Prayer Cost: 6 points.

An aggressive prayer similar to Righteous Fury (below), but with a cooler name, for the followers of evil.

See also *Power of the Abyss (Enhanced),* p. 13, and *Dark Metamorphosis*, p. 14.

Statistics: Blessed 3 (Heroic Feats) (Divine, -10%) [27].

Righteous Fury

Learned Prerequisite: Divine Favor 7.
Learned Prayer Cost: 6 points.

Though your bond with divinity, you absorb holy energy, and, with it, your deity's hatred for the enemies of the faith. Add 1d to your ST, DX, and HT. This effect also modifies your secondary characteristics. It lasts for 3d seconds. As either a specific or learned prayer, it can only be called once per session.

See also *Righteous Fury (Enhanced),* p. 13, and *Avenging Angel,* p. 14.

Statistics: Blessed 3 (Heroic Feats) (Divine, -10%) [27].

Sense True Good

Learned Prerequisite: Divine Favor 7.
Learned Prayer Cost: 7 points.

Identical to Sense True Evil (***Divine Favor,*** p. 11), but sensing true good instead. This is suitable for paragons of evil.

Corrupting Touch

Learned Prerequisite: Divine Favor 8.
Learned Prayer Cost: 9 points.

Your mere touch blackens skin and warps flesh. As an attack, you can try to strike your target, using your best unarmed skill. If you hit, and he doesn't defend, he suffers 3d toxic damage. Armor offers no defense. Channeling such foul energies takes its toll on the user, though, costing him 1 FP per attack.

As a specific prayer, this can be used as many times as necessary, until the end of the next (or current, if requested mid-battle) fight.

Statistics: Toxic Attack 3d (Cosmic, Irresistible Attack, +300%; Costs Fatigue, 1 FP, -5%; Divine, -10%; Melee Attack, Reach C, Cannot parry, -35%) [42].

Divine Favor Modifiers in Dungeon Fantasy

Most modifiers under *Divine Favor Modifiers* (***Divine Favor,*** p. 5) are relevant in a ***Dungeon Fantasy*** campaign, even if some of them can be hard to get. On top of that, some extra modifiers apply.

Petition Roll Modifiers

All modifiers here apply, notably one-second prayers, are allowed by default (but see *Faster Prayers,* p. 8), except for the ones on having *devout* worshipers join you in prayer. Dungeon saints go into dungeons in small groups; they don't bring the congregation with them! Also, the penalty to petition rolls from successful general or specific prayers can be mitigated with Repeated Petitioner (p. 8). Finally, a warrior-saint's Higher Purpose (but not the similar Mortal Foe) adds to petition rolls when pursuing it.

Reaction Roll Modifiers

Situation-based modifiers should be reinterpreted through a ***Dungeon Fantasy*** lens. There are precious few situations in a dungeon where there's nothing at stake! Most typical uses (and all of them in combat) rate at least as serious as situations where people could get hurt, and if the whole party is in danger, it counts as *many* people whose lives are at stake.

Recent behavior modifiers have no place in a ***Dungeon Fantasy*** game. As long as you fulfill your required disadvantage, you are considered to be true to your religious tenets.

Sanctity applies to ***Dungeon Fantasy,*** and so do the modifiers listed. However, most low sanctity areas are either cursed, and can be cleansed, or are altars and shrines that can be temporally repurposed. See ***Dungeon Fantasy 2: Dungeons*** for more information. Additionally, a holy individual – that is, one with Holy Might or Divine Favor – with an aspergillum (p. 12) who succeeds in a Religious Ritual roll when sprinkling holy water over an area will temporally consecrate it, raising the sanctity by one level, up to neutral, for 1d×10 minutes, until the place's nature reasserts itself.

As for petition rolls, Repeated Petitioner (p. 8) helps mitigate the penalty for multiple general or specific prayers above those that your deity has granted you in a given day.

Finally, Power Investiture (Divine Favor) (up to 6) provides a bonus to reaction rolls. As with petition rolls, warrior-saint Higher Purpose also provides a bonus to reaction rolls when pursuing it.

Dark Glory

Learned Prerequisite: Divine Favor 8.
Learned Prayer Cost: 9 points.

Identical to Holy Glory (***Divine Favor,*** p. 11), but it's actual fear, not Awe. This is suitable for paragons of evil, instead of good.

See also *Dark Glory (Enhanced),* p. 14.

New Weapon Modification: Aspergillum

Any mace can be modified so it sprays holy water as it strikes, without losing damage. It must be filled prior to combat, and can hold a single bottle of holy water. After each attack, roll 1d; on a 1 the holy water has been exhausted. It can also be vigorously shaken to sprinkle the holy water over an area. Doing so requires 1d seconds, and spreads the water over an equal number of hexes, completely exhausting the holy water within the Aspergillum. +3 CF.

Guide My Hand

Learned Prerequisite: Divine Favor 8.
Learned Prayer Cost: 9 points.

The divinity overlays your vision with flashing lines, indicating your enemies' lines of attack, allowing you to parry them more easily. It also marks with glowing crosses their weak points, helping you to strike at them for exceptional damage. You gain the benefits of Weapon Master with every weapon that you have in your hands.

As a specific prayer, this lasts until the end of the next (or current, if requested midbattle) fight.

Statistics: Weapon Master (All Muscle-Powered Weapons) (Divine, -10%) [41].

Desecrate Ground

Learned Prerequisite: Divine Favor 9.
Learned Prayer Cost: 10 points.

Identical to Consecrate Ground (***Divine Favor,*** p. 12), but instead of rendering the area holy, it renders it unholy.

See also *Desecrate Ground (Enhanced),* p. 14.

See Good

Learned Prerequisite: Divine Favor 9.
Learned Prayer Cost: 11 points.

As See Evil (***Divine Favor,*** p. 12), only it detects good instead of evil, making it suitable for evil paragons.

Zombie Summoning (Enhanced)

Learned Prerequisite: Divine Favor 9.
Learned Prayer Cost: 11 points.

As Zombie Summoning (p. 10), but instead allows the reanimation and control of a horde of up to 100 zombies.

Statistics: Ally Group (100 Zombies, Built on 15%; Constantly; Divine, -10%; Minion, +50%; Summonable, Requires a body, +50%) [55]. Uses optional low-powered Allies rules from ***GURPS Supers.***

MIRACULOUS POWERS

Minimum Reaction: Very Good

Corrupting Touch (Enhanced)

Learned Prerequisite: Divine Favor 10.
Learned Prayer Cost: 12 points.

As Corrupting Touch (p. 11), but this also works when you attack, whether unarmed or with weapons – even ranged ones! You must decide whether you're activating this effect (and pay the 1 FP) before each attack.

Statistics: Toxic Attack 3d (Cosmic, Follow-Up goes off regardless of penetration, +50%; Cosmic, Irresistible Attack, +300%; Costs Fatigue, 1 FP, -5%; Divine, -10%; Follow-Up, Any Weapon or Melee Attack, +50%) [59].

Holy Fire

Learned Prerequisite: Divine Favor 10.
Learned Prayer Cost: 12 points.

You call holy fires from the heavens to incinerate enemies of the faith! This should either be a supernatural creature, such as an undead, demon, a servant of a rival faith, or a foe battled on holy ground or during a holy quest. The foe must be no further than 10 yards away. You point your arm toward the target, and clearly designate him aloud, for example by yelling, "Let the heavenly fires consume you!"

Slaves and mercenaries freed under our skirmishes speak of the turmoil of Erathia. I assume the rumors are true, but I must see the evidence with my own eyes.

*– Queen Catherine, in **Heroes of Might and Magic III: The Restoration of Erathia***

White-hot fire descends upon him, searing him with the fires of creation. This affects any target, even insubstantial or inanimate ones, inflicting 6d burning damage, though DR protects normally. As a learned prayer, this is considered an attack maneuver.

Since the attack comes from above, the target cannot retreat or dive for cover. He can only block if he had his shield facing upward (perhaps because he was expecting this attack), which unreadies it for normal use. Also, unless he is looking upward, he suffers -2 to defend, but looking upward imposes a -2 penalty to defend against ground-level attacks.

The fires started by Holy Fire are otherwise completely mundane. Because mortal flesh is too weak to channel such righteous power for long, each use costs 1 FP.

See also *Holy Fire (Enhanced)*, p. 14.

Statistics: Burning Attack 6d (Accessibility, Requires clearly designated target, who must be an enemy of the faith, -30%; Affects Insubstantial, +20%; Cosmic, No die roll required, +100%; Costs Fatigue, 1 FP, -5%; Divine, -10%; Increased 1/2D, 10×, +15%; Overhead, +30%; Reduced Range, 1/10, -30%) [57].

> *Rayne: I thought they would be afraid of me. Katarin: They only fear what they do not know.*
> *– BloodRayne*

No Rest for the Wicked

Learned Prerequisite: Divine Favor 10.
Learned Prayer Cost: 12 points.

While true resurrection might not be available to the forces of evil, evil gods can raise those that serve them as mockeries of the living, locked in a state between life and death. This ability is identical to Raise Dead (*Divine Favor,* p. 13), only the 25 points lost by the target due to this ability should represent the being's gradual transformation into an undead monster. The effect can even come bundled with advantages representing this condition, as long as the total value of the character is reduced by 25 points each time. Check the undead templates in *GURPS Magic* for inspiration.

Petrify

Learned Prerequisite: Divine Favor 10.
Learned Prayer Cost: 14 points.

When this miracle is invoked, every target within eight yards of you whom you deem a foe and can see you must make a Quick Contest using the lower of his Will or HT against your

Will. Failure results in the target permanently turning to a statue. The nature of the statue is up to the gods, but hard rock salt for good gods, and obsidian for evil gods, are traditional. This can be undone with Stone to Flesh or Remove Curse. Another paragon can also pray to reverse the miracle (requires a Good reaction). Alternatively, if he has Divine Favor 9+, he may conduct a four-hour-long ceremony to undo the effects; this must conclude with a successful Religious Ritual roll.

As a specific prayer, this miracle lasts while you take consecutive Concentrate maneuvers. It affects all appropriate targets during your turn. Channeling the immense power that this prayer represents takes a lot of effort; you lose 1 FP per turn it is used.

Statistics: Affliction 1 (HT; Area Effect, 8 yards, +150%; Based on lower of HT or Will, +40%; Costs Fatigue, 1 FP, -5%; Divine, -10%; Emanation, -20%; Extended Duration, Permanent, +150%; Maledictive 1, +100%; Paralysis, +150%; Selective Area, +20%; Vision-Based, -20%) [66].

Power of the Abyss (Enhanced)

Learned Prerequisite: Divine Favor 10.
Learned Prayer Cost: 12 points.

As Righteous Fury (Enhanced) (below), but with a better name for the followers of evil.

See also *Power of the Abyss*, p. 11, and *Dark Metamorphosis*, p. 14.

Statistics: Blessed 6 (Heroic Feats) (Divine, -10%) [54] + Damage Resistance 1 (Divine, -10%; Force-Field, +20%; Only while Blessed (Heroic Feats) is active, -10%) [5].

Righteous Fury (Enhanced)

Learned Prerequisite: Divine Favor 10.
Learned Prayer Cost: 12 points.

As Righteous Fury (p. 11), but giving instead +2d to ST, DX, and HT. Additionally, while it lasts, attacks directed at the paragon are slightly dampened, giving him DR 1 that protects him (including his eyes) and all of his carried gear.

See also *Avenging Angel*, p. 14.

Statistics: Blessed 6 (Heroic Feats) (Divine, -10%) [54] + DR 1 (Divine, -10%; Force-Field, +20%; Only while Blessed (Heroic Feats) is active, -10%) [5].

Vampiric Touch

Learned Prerequisite: Divine Favor 10.
Learned Prayer Cost: 12 points.

You can drain the essence of your foes and use it to replenish yourself. This requires a lengthy contact; a mere touch is not enough. In combat, this means you need to grapple or pin your foe. Once that condition has been fulfilled, you can, as an attack, transfer 2d HP from your victim to yourself; DR does not protect. This only works on living targets.

As a specific prayer, this miracle lasts until the end of your next fight, or until you replenish yourself to full health, if used outside of combat.

Statistics: Leech 7 (Accelerated Healing, +25%; Divine, -10%) [57].

> *Remember that howsoever you are played or by whom, your soul is in your keeping alone, even though those who presume to play you be kings or men of power. When you stand before God, you cannot say, "But I was told by others to do thus," or that virtue was not convenient at the time.*
>
> *– King Baldwin IV, in* **Kingdom of Heaven**

Desecrate Ground (Enhanced)

Learned Prerequisite: Divine Favor 11.
Learned Prayer Cost: 18 points.

Identical to Consecrate Ground (Enhanced) (see ***Divine Favor,*** p. 12), but instead of rendering the area holy, it renders it unholy.

See also *Desecrate Ground,* p. 12.

Dark Glory (Enhanced)

Learned Prerequisite: Divine Favor 12.
Learned Prayer Cost: 20 points.

Identical to Holy Glory (Enhanced) (***Divine Favor,*** p. 15), but it's actual fear, not Awe. This is suitable for paragons of evil, instead of good.

See also *Dark Glory,* p. 12.

WORLD-SHAKING MIRACLES

Minimum Reaction: Excellent

Avenging Angel

Learned Prerequisite: Divine Favor 13.
Learned Prayer Cost: 23 points.

You summon within yourself the essence of an angelical being, suffusing your body with its energy. You gain the effects of Righteous Fury (Enhanced) (p. 13), but lasting three times as long, and giving you DR 4 instead of DR 1. While it lasts, glowing wings of light emerge from your back, allowing you to fly through the air at a Move equal to twice your Basic Speed.

Doubly Enhanced Prayers

Avenging Angel (above) and Dark Metamorphosis (above) are doubly enhanced prayers, meaning that they are basically an enhanced version of the enhanced version. As specific prayers, they are requested by asking for the base prayer. If the reaction is sufficient for the enhanced version, it is granted as usual, unless the reaction is good enough for the doubly enhanced version. In that case, the doubly enhanced version is granted instead. As learned prayers, anyone who wishes to purchase a doubly enhanced prayer, and possesses either lesser version only, needs to pay the difference.

This is a doubly enhanced version of Righteous Fury, see *Doubly Enhanced Prayers* (below).

See also *Righteous Fury,* p. 11.

Statistics: Blessed 6 (Heroic Feats) (Divine, -10%; Extended Duration, ×3, +20%; Nuisance Effect, Obvious, -5%) [63] + Damage Resistance 4 (Divine, -10%; Force-Field, +20%; Only while Blessed (Heroic Feats) is active, -10%) [20] + Flight (Accessibility, only while Blessed (Heroic Feats) is active, -10%; Divine, -10%) [32].

Dark Metamorphosis

Learned Prerequisite: Divine Favor 13.
Learned Prayer Cost: 23 points.

As Avenging Angel (above), but the wings are of shadow instead of light, for the followers of evil.

See also *Power of the Abyss,* p. 11, and *Power of the Abyss (Enhanced),* p. 13.

Statistics: Blessed 6 (Heroic Feats) (Divine, -10%; Extended Duration, ×3, +20%; Nuisance Effect, Obvious, -5%) [63] + DR 4 (Divine, -10%; Force-Field, +20%; Only while Blessed (Heroic Feats) is active, -10%) [20] + Flight (Accessibility, Only while Blessed (Heroic Feats) is active, -10%; Divine, -10%) [32].

Holy Fire (Enhanced)

Learned Prerequisite: Divine Favor 13.
Learned Prayer Cost: 25 points.

As Holy Fire (pp. 12-13), but after descending, the fire spreads into a four-yard-tall column of white flames that covers a two-yard circle centered on the target, who gets no defense unless he could dodge, drop, and move two yards while doing so. The column persists for 10 seconds, inflicting full damage to anyone within the area. As a free action, you can designate a new target, who must also be an enemy of the faith, and the column will move toward it at two yards per turn, burning everything in its path (treat as large-area injury, p. B400). This costs the user 1 FP (once, not per turn!) to call upon.

Statistics: Burning Attack 6d (Accessibility, Requires clearly designated target, who must be an enemy of the faith, -30%; Affects Insubstantial, +20%; Area Effect, 2 yards, +50%; Cosmic, No die roll required, +100%; Costs 1 FP, -5%; Divine, -10%; Homing, Guided by Detect (Designated Enemies of Faith; Precise, +100%), +60%; Increased 1/2D, 10×, +15%; Mobile, 2 yards per turn, +80%; Persistent, +40%; Reduced Range (Only for the initial attack, -20%), 1/10, -24%; Selective Area, +20%) [125].

Drain Soul

Learned Prerequisite: Divine Favor 14.
Learned Prayer Cost: 30 points.

Similar to Vampiric Touch (p. 13), this ability drains the life force of the target to heal the user. Unlike that ability, it doesn't require touch. The user instead concentrates and extends his hand towards the target, and a beam of malignant light connects him to it. Roll a Quick Contest of Will every turn, modified with Speed/Range penalties. Success means that the target suffers 2d damage, while the user is healed for the same amount. No DR protects against the injury.

This miracle lasts until the end of your next fight, or until you replenish yourself to full health, if used outside of combat.

Statistics: Leech 7 (Accelerated Healing, +25%; Divine, -10%; Malediction 2, +150%; Ranged, +40%) [150].

Earthquake

Learned Prerequisite: Divine Favor 16.
Learned Prayer Cost: 38 points.

The paragon starts rhythmically stamping his foot on the floor, and the ground starts to shake. While it's barely perceptible at first, after an hour, the tremors can turn even the stoutest fortresses into rumble! The user must concentrate for an hour, while rhythmically stamping his feet on the ground at a slowly increasing rate, and make a successful Religious Ritual roll at the end. He must continue "dancing" in this way for as long as he wants the quake to continue.

The quake covers a one-mile radius area, centered on the caster. While it lasts, buildings collapse, and earth moves as if alive. Anyone in the area, save for the paragon, must roll DX-10, every second, to keep on their feet.

Statistics: Control Quakes 10 (Divine, -10%; Immediate Preparation Required, 1 hour, -75%; Natural Phenomena, +100%; Only to create a quake, no to calm it, -20%; Requires vigorous and rhythmical foot stamping during both preparation and duration, -20%) [113] + Control Quakes 20 (Divine, -10%; Does not increase the area, -50%; Immediate Preparation Required, 1 hour, -75%; Natural Phenomena, +100%; Only to create a quake, no to calm it, -20%; Requires vigorous and rhythmical foot stamping during both preparation and duration, -20%) [75].

DIVINE AURAS OF POWER AS LEARNED PRAYERS

Those who own *Pyramid #3/19: Tools of Trade – Clerics* and wish to have divine auras of power available to saints and warrior-saints should follow this procedure to turn them into learned prayers.

As learned prayers, Divine Auras of Power don't have associated Aura skills, and thus no Aura techniques. As the effect is powered by the divinity, Requires Will Roll should be removed from the Aura of Power enhancement. This will only change the cost of the Aura of Frailty, which now costs one extra point for level 1, for a total of 27 points, and imposes a -2 HT penalty per level, instead of -1 at level 1, and -2 per additional level. Finally, beneficial Auras of Power should take Cosmic (No die roll required) and Fixed Duration to remove the need to roll to bless. The effects last for three seconds after leaving the area. This raises the base cost of beneficial Divine Auras of Power by 10 points. Decide on the level of the Aura, and on the area affected, and with the modifications above, figure the new total cost of the ability, and reference the *New Learned Prayers* (**Divine Favor**, p. 9) to determine the learned prerequisite and minimum reaction of the new learned prayer. The cost of the learned prayer is obtained by dividing the cost figured above by five, and rounding up.

Bellow are some precalculated examples, assuming the above modifications, and a base area radius of eight yards.

> *Gods of the Junii, with this offering I ask you to summon Tyche, Megaera, and Nemesis, so that they witness this curse.*
>
> *– Servilia of the Junii, in **Rome***

Major Blessings

See above for details on how the values for each aura was calculated.

Aura of Frailty
Learned Prerequisite: Divine Favor 7.
Learned Prayer Cost: 7 points.
Statistics: Aura of Frailty 5 (8 yards) [31].

Aura of Chaos
Learned Prerequisite: Divine Favor 8.
Learned Prayer Cost: 9 points.
Statistics: Aura of Chaos 1 (8 yards) [42].

Aura of Cowardice
Learned Prerequisite: Divine Favor 8.
Learned Prayer Cost: 9 points.
Statistics: Aura of Cowardice 3 (8 yards) [44].

Aura of Fascination
Learned Prerequisite: Divine Favor 9.
Learned Prayer Cost: 11 points.
Statistics: Aura of Fascination 1 (8 yards) [52].

For the aristocratic elite, the merger between their cult of war and the Christian faith was seamless and total. The ceremonial surrounding the meetings the of the chapters of the orders of chivalry all over Europe was an intangible mixture of secular and sacred.
— Douglas Biggs, Sharon D. Michalove, and Albert Compton Reeves, **Reputation and Representation in Fifteenth Century Europe**

Miraculous Power

See above for details on how the values for each aura was calculated.

Aura of Mortality
Learned Prerequisite: Divine Favor 10.
Learned Prayer Cost: 12 points.
Statistics: Aura of Mortality 3 (8 yards) [70].

Aura of Warding
Learned Prerequisite: Divine Favor 10.
Learned Prayer Cost: 12 points.
Statistics: Aura of Warding 2 (8 yards) [60].

Aura of Courage
Learned Prerequisite: Divine Favor 11.
Learned Prayer Cost: 15 points.
Statistics: Aura of Courage 7 (8 yards) [74].

Aura of Free Movement
Learned Prerequisite: Divine Favor 11.
Learned Prayer Cost: 18 points.
Statistics: Aura of Free Movement 1 (8 yards) [86].

Aura of Illusion
Learned Prerequisite: Divine Favor 11.
Learned Prayer Cost: 16 points.
Statistics: Aura of Illusion 1 (8 yards) [77].

Aura of True Sight
Learned Prerequisite: Divine Favor 11.
Learned Prayer Cost: 18 points.
Statistics: Aura of True Sight 1 (8 yards) [90].

Aura of Water-Walking
Learned Prerequisite: Divine Favor 11.
Learned Prayer Cost: 15 points.
Statistics: Aura of Water-Walking 1 (8 yards) [74].

Aura of Focus
Learned Prerequisite: Divine Favor 12.
Learned Prayer Cost: 22 points.
Statistics: Aura of Focus 7 (8 yards) [110].

Aura of Might
Learned Prerequisite: Divine Favor 12.
Learned Prayer Cost: 22 points.
Statistics: Aura of Might 7 (8 yards) [110].

Aura of Protection
Learned Prerequisite: Divine Favor 12.
Learned Prayer Cost: 21 points.
Statistics: Aura of Protection 5 (8 yards) [102].

Aura of Resistance
Learned Prerequisite: Divine Favor 12.
Learned Prayer Cost: 21 points.
Statistics: Aura of Resistance 6 (8 yards) [105].

Aura of Vigor
Learned Prerequisite: Divine Favor 12.
Learned Prayer Cost: 21 points.
Statistics: Aura of Vigor 3 (8 yards) [101].

World-Shaking Miracles

See above for details on how the values for this aura was calculated.

Aura of Darkness
Learned Prerequisite: Divine Favor 14.
Learned Prayer Cost: 29 points.
Statistics: Aura of Darkness 10 (8 yards) [143].

ABOUT THE AUTHOR

Antoni Ten is a IT specialist, database administrator, and Java 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.

THE MUSKETEER

BY MATT RIGGSBY

GURPS Dungeon Fantasy incorporates a wide range of tropes found in historically flavored heroic fantasy – from cudgel-wielding barbarians to knights in shining armor. However, it scrupulously avoids guns, which, in the imagination of many, marks the dividing line between "modern day" and "olden times." Gunpowder actually predates popularly imagined knights in plate armor, but *Dungeon Fantasy* is romantic fancy, not historical simulation. Nevertheless, those with more Renaissance or Age of Sail tastes in fantasy may want to add firearms to the mix.

In *Dungeon Fantasy*, gunpowder (or an alchemical equivalent thereof – there may be several formulas, but all go *bang!* with equal effectiveness) is a carefully guarded secret, and guns are few and far between. Firearms are used by highly skilled professionals, the musketeers. These are fighting men on a level with knights, swashbucklers, and combat-oriented scouts, with their focus on the strange and noisy new weapons. Like other character types, they also have a brace of exotic abilities. In this case, they've got several potential gun-related abilities from *GURPS Gun-Fu.*

MUSKETEER

250 points

You are an elite, professional fighting man trained to use your unusual but potent weapons. Though you can rely on more conventional weapons as a backup, your MO is to go into combat with a hail of lead, smoke, and noise. But you're no mere technician. Like any other soldier, you're very much used to the rigors of battle.

Attributes: ST 13 [30]; DX 14 [80]; IQ 10 [0]; HT 13 [30].
Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 10 [0]; Per 12 [10]; FP 13 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0].
Advantages: Combat Reflexes [15] *and* Gunslinger [25].
● 55 points chosen from among ST +1 to +3 [10/level], DX +1 or +2 [20 or 40], Ambidexterity [5], Behind the Back (p. 18) [6], Cavalry Training (p. 18) [3], Danger Sense [15], Daredevil [15], Enhanced Dodge 1 [15], Extra Attack (one Guns skill) [20], Fit [5] *or* Very Fit [15], High Pain Threshold [10], Lifting ST +1 to +3 [3/level], Luck [15], Peripheral Vision [15], Signature Gear [Varies], Unfazeable [15], Wealth (Comfortable *or* Wealthy) [10 *or* 20], Weapon Bond [1], Weapon Master (weapon of choice) [20], or any of these *Gun-Fu* perks: Akimbo, Area Defense, Bank Shot, Off-Hand Weapon Training, Quick Sheathe, Quick Swap, Scattergun, Trick Shooter [1/perk].

Disadvantages: Code of Honor (Musketeer's) (p. 19) [-10]. ● -40 points chosen from among Bloodlust [-10*], Callous [-5], Chummy [-5] *or* Gregarious [-10], Compulsive Carousing [-5*], Compulsive Dueling (p. 19) [-15*], Compulsive Gambling [-5*], Compulsive Spending [-5*], Greed [-15*], Hard of Hearing [-10], Honesty [-10*], Jealousy [-10], Lecherousness [-15*], Overconfidence [-5*], or Stubbornness [-5].

Primary Skills: Fast-Draw (Ammo) (E) DX+2 [2]-16†. ● Fast-Draw (Pistol *or* Long Arm) (E) DX+2 [2]-16†. ● Guns (Musket, Pistol, Rifle, *or* Shotgun) (E) DX+5 [16]-19. The remaining three specialties all default to (E) DX+3 [0]-17.

Secondary Skills: Acrobatics (H) DX-1 [2]-13. ● *One* of Two-Handed Axe/Mace or Staff, both (A) DX+1 [4]-15. ● *One* of Brawling (E) DX+1 [2]-15; Boxing (A) DX [2]-14; or Wrestling (A) DX [2]-14. ● *One* of Cloak, Broadsword, Main-Gauche, Rapier, Saber, Shortsword, Smallsword, or Spear, all (A) DX+1 [4]-15. ● *Five* of Carousing (E) HT+1 [2]-14; Climbing (A) DX [2]-14; Hiking (A) HT [2]-13; Leadership (A) IQ [2]-10; Riding (Horse) (A) DX [2]-14; Savoir-Faire (High Society) (E) IQ+1 [2]-11; Tactics (H) IQ-1 [2]-9; or Throwing (A) DX [2]-14.

Background Skills: *Eight* of Camouflage (E) IQ [1]-10; Engineering (Combat Engineer) (H) IQ-2 [1]-8; Fast Draw (any not yet chosen) (E) DX+1 [1]-15†; First Aid (E) IQ [1]-10; Gambling (A) IQ [1]-9; Intimidation (A) Will [1]-9; Jumping (E) DX [1]-14; Observation (A) Per-1 [1]-11; Running (A) HT-1 [1]-12; Stealth (A) DX-1 [1]-13; Swimming (E) HT [1]-13; Streetwise (A) IQ [1]-9; Scrounging (E) Per [1]-12; Survival (any) (A) Per-1 [1]-11; or Seamanship (A) IQ-1 [1]-9.

* Multiplied for self-control number; see p. B120.
† Includes +1 for Combat Reflexes.

Two Explosive Possibilities

The Demolisher (pp. 4-7) and this article take two very different approaches to gunpowder in *Dungeon Fantasy.* In the former, gunpowder is replaced by a rare TL3 dwarven invention; the latter assumes mature TL4 chemistry and firearms. The two templates can certainly coexist in a game, but the GM may wish to use the weapon statistics from just one article, based on how reliable and potent he wants gunpowder to be in the game.

Customization Notes

The musketeer probably bears closest comparison to the scout. Both are missile-weapon specialists, though a musketeer's skills make him a bit more "urban" and social. Short-range guns provide better damage than muscle-powered weapons wielded by users of equivalent ST. The range isn't as good as bows, but it is better than most thrown weapons, and in many dungeon-crawl situations, "better than most thrown weapons" is more than adequate. Rifles can provide accurate fire at a longer range than anything else, making them excellent for sniping, but unlike bows, the source of a gunshot is immediately obvious. The big difference between musketeers and scouts, though, is sustainable rate of fire. While a scout can fire every few seconds for as long as he's got arrows, a musketeer can only get off a few good shots before he has to fall back on more common weapons. However, with multi-barrel guns, weapons loaded with shot, or even a bunch of cheap pistols and a good Fast Draw skill, a musketeer can have a formidable rate of fire before he has to fall back on a sword or bayonet.

There are several ways to approach building a musketeer.

Bruiser: The bruiser is something of a minimalist. He takes advantage of one or two powerful ranged attacks to soften up resistance, then moves in with more conventional weapons to mop up. Select Guns (Musket) or Guns (Shotgun) skill, and buy up a melee weapon skill. Consider getting Weapon Master for that weapon as well.

Gun Bunny: The gun bunny is dripping with small guns in his belt, bandoleer, pockets, and boot-tops, giving him very little range but a lot of firepower. Like a John Woo character wearing a tricorn hat, he relies on Fast-Draw and excellent Guns (Pistol) skill to whip out a never-ending series of lightweight guns to fill the area around him with lead. Get Extra Attack and either Ambidexterity or Off-Hand Weapon Training to keep guns in both hands as long as they hold out, and get some Wealth or possibly convert a few points to extra cash to buy lots and lots of pocket pistols.

Sniper: The sniper keeps as much distance from melee combat as possible, calmly picking off his targets. Choose Guns (Rifle) skill, and be sure to buy Camouflage, Stealth, and skills such as Climbing, which allow you to negotiate difficult environments.

In addition to these functional types, use of secondary and background skills can distinguish between a solder who rose up from a common background (who may have skills like Scrounging and Streetwise) and one from the officer class (with Leadership and Savoir-Faire and probably Wealth as well).

As with any other template, be sure that related choices line up: Buy Fast Draw skills for weapons with which the adventurer has a related Guns skill. Weapon Bond and Signature Gear should be for a weapon the person owns and has skill with.

ADVANTAGES

For Extra Attack (one Guns skill), see *Gun-Fu,* p. 15. Musketeers may also take these advantages, adapted from techniques in *Gun-Fu* but expressed as *Dungeon Fantasy*-friendly advantages.

Behind the Back

6 points

The adventurer can fire a pistol at targets outside of his arc of vision, pointing it back between his legs, upside down behind the head, around and under his arm, or in some similar stance. He must know that the target is there, and may only Aim if the target is visible in a reflective surface. The shot is at -2 in addition to any other penalties.

Cavalry Training

3 points

Removes the -2 penalty to Guns skill when firing a gun the same turn as a mount attacks *and* excludes the mount's speed from figuring Speed/Range penalties while mounted.

PERKS

A number of gun-related perks in *Gun-Fu* are appropriate to musketeers. Here's where to find them.

Perk	Page
Akimbo	17
Area Defense	17
Bank Shot	17
Off-Hand Weapon Training	20
Quick Sheathe	21
Quick Swap	21
Scattergun	21
Trick Shooter	22

If pressed, Monsieur du Vallon, whom the world had know for years as the Musketeer Porthos, would say that he knew himself to be a well-set man, twice as broad, twice as strong, twice as valiant as all the others. Pushed further, he might admit he had a fine taste in clothes and that his swordplay was the best ever seen.

– Sarah D'Almeida, **The Musketeer's Apprentice**

DISADVANTAGES

The musketeer template includes two new disadvantages.

Code of Honor (Musketeer's)

-10 points

This resembles a soldier's Code of Honor, but with special attention to a musketeer's status as an elite soldier.

A musketeer is tough and gallant. Welcome hardship as another chance to prove your bravery. Treat enemies with honor until they prove themselves unworthy. Stand up for your comrades, and die together with them if necessary. Treat your weapons with similar respect; they're a badge of honor, and anyone who might mistreat them shouldn't be allowed to hold them.

Compulsive Dueling

-15 points

You are sensitive to perceived insults, and you know only one way of resolving them: combat. Make a self-control roll whenever you, any cause to which you are dedicated, or any group of which you are a member is insulted. If you fail, you challenge the offending party to a duel. You will accept any reasonably convenient place and time for the duel and typically offer the offending party choice of weapons. You may even accept an apology in place of a fight, and fighting to first blood is entirely acceptable. However, the contest must carry with it a notable chance of death.

SKILLS

Fast-Draw (Ammo) isn't new, but it requires specific application to the weapons at hand. A successful roll while reloading any of the weapons described below reduces loading time by 20%, rounded up. Thus, a gun that takes 15 seconds to reload drops to 12 seconds, 20 seconds drops to 16, 40 to 32, and 60 to 48.

POWER-UPS

In addition to buying items on the template, there are a number of traits that work reasonably well for musketeers. Appropriate advantages include Born War-Leader (musketeers with this advantage should be allowed to buy any skills it covers, even if they aren't on the template); Rapier Wit; and the cinematic skills Blind Fighting, Breaking Blow, and Zen Marksmanship (*Gun-Fu*, p. 24; the GM may allow musketeers to take the skill without the Meditation prerequisite).

Musketeers may also learn the following perks, all from *Gun-Fu:* Bend the Bullet (p. 17), Cinematic Knockback (p. 17), Fastest Gun in the West (p. 18), Fireball Shot (p. 19), Gun Sense (p. 19), any of the Gun Shticks (p. 19), Hand Cannon (p. 19), Just Winged Him (p. 20), Muzzle Flamethrower (p. 20), Pistol-Fist (p. 21), Quick Reload (p. 21), Rope Shooter (p. 21), any of the Standard Operating Procedures (p. 22), and Supplier (p. 22). Quick Reload deserves special mention; with Quick Reload 4, a successful Fast-Draw (Ammo) roll cuts the reload time for *every* firearm to just three seconds! This allows an experienced musketeer to use the same gun repeatedly in a fight.

WEAPONS

The biggest addition necessary to make musketeers work is their guns. Here is a variety of man-portable firearms. All are based on moderately complex mechanisms resembling a wheelock or flintlock rather than simple matchlocks. They can be fired in damp conditions up to heavy rain, but must be reloaded if immersed in water.

> *I fight just as well with my left hand. If you find that this places you at a disadvantage, I do apologize.*
> – Athos, in **The Three Musketeers: The Queen's Diamonds**

Muskets

Carbine: A compact smoothbore providing both good range and good damage at a reasonable price.

Hand Cannon: Though too large for most individuals to use, musketeers who belong to very large races can carry around this heavy and very deadly weapon.

Musket: The longest of the smoothbores and primary weapon of most musketeers, providing both range and damage-dealing capability.

Pistols

Pistol: A one-handed firearm of moderate size.

Double Pistol: As a regular pistol, but double-barreled, with separate triggers for each barrel.

Heavy Pistol: Essentially a one-handed blunderbuss, capable of firing either single shots or a handful of tiny pellets.

Pocket Pistol: A tiny pistol, lightweight and easily hidden. Some musketeers carry a bandoleer full of them to fast-draw, fire, and drop to grab the next one.

Pepperbox: A four-barreled pistol, firing either one or all of its barrels at once.

Rifles

Rifled Carbine: The rifled version of the carbine. This weapon doesn't do as much damage as its less expensive equivalent, but the range exceeds any muscle-powered missile weapon.

Rifle: The rifle is expensive and particularly slow to load, but it has exceptionally good range.

I only have a handful of men. Brave musketeers, true, but not enough of them to take a fortress. But we can always try.

*– D'Artagnan,
in **The Man in the Iron Mask** (1977)*

Shotguns

Blunderbuss: A relatively short, smoothbore weapon with a flaring, bell-like muzzle. It has very short range, but most delvers don't need much more.

Double Blunderbuss: A blunderbuss with two parallel barrels.

Ammunition and Whatnot

Regular ammunition costs $50/lb. Ammunition is interchangeable between weapons with the same weight per shot.

Ammo specialized for supernatural uses is also available. Silver bullets (and silver shot) cost $200/lb. Bullets may be enchanted at rates for projectiles (see **GURPS Dungeon Fantasy 1: Adventurers,** p. 30, and **GURPS Dungeon Fantasy 8: Treasure Tables,** p. 48). Pellets fired *en masse* from heavy pistols and blunderbusses must be enchanted individually, making them prohibitively expensive.

Musketeers may also purchase grenades (p. B277) for $20 each.

Dungeon Fantasy Guns

Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	Notes
GUNS (MUSKET) (DX-4 or most other Guns-2)											
Carbine	3d pi++	2	80/800	6.5/0.08	1	1(15)	9†	-4	4	$190	
Hand Cannon	5d+1 pi++	2	120/1,200	27.5/0.3	1	1(40)	18†	-7	3	$425	
Musket	4d pi++	2	100/1,500	13/0.15	1	1(15)	10†	-6	4	$200	
GUNS (PISTOL) (DX-4 or most other Guns-2)											
Pepperbox	1d pi	1	40/420	1.9/0.06	1 or 1×4	4(20i)	7	-3	1	$325	[1]
Pistol	2d-1 pi+	1	75/450	3/0.01	1	1(20)	10	-3	2	$200	
Pistol, Double	2d-1 pi+	1	75/450	4.5/0.02	1 or 1×2	2(20i)	10	-3	2	$200	[1]
Pistol, Heavy	2d+2 pi+	2	60/630	7.75/0.04	1	1(40)	11	-4	3	$280	[2]
or	1d+1(0.5) pi-	1	15/330		1×60						
Pistol, Pocket	1d pi	1	25/300	0.7/0.008	1	1(20)	6	-1	2	$140	
GUNS (RIFLE) (DX-4 or most other Guns-2)											
Rifled Carbine	2d pi+	3	550/1,650	9.3/0.04	1	1(20)	9†	-5	2	$540	
Rifle	3d+1 pi+	3	700/2,100	11/0.06	1	1(60)	10†	-7	3	$600	
GUNS (SHOTGUN) (DX-4 or most other Guns-2)											
Blunderbuss	1d pi	1	15/100	12/0.13	1×9	1(15)	11†	-5	1	$150	[2, 3]
or	1d+1(0.5) pi-	2	15/330		1×175						
or	4d+2 pi++	1	15/100		1						
Double Blunderbuss	1d pi	1	15/100	18/0.26	1×9	2(15i)	11†	-6	1	$300	[1, 2, 3]
or	1d+1(0.5) pi-	2	15/330		1×175						
or	4d+2 pi++	1	15/100		1						

Notes

[1] The weapon has multiple barrels, each with its own trigger. It may fire either single shots or all of its shots at once. If all shots are fired together, raise ST by 1 point. Each barrel of the blunderbuss may be may be loaded with different types of ammunition.

[2] This weapon may be loaded with a variety of different kinds of ammunition, which may range from tiny shot to a single large ball, indicated by the different damage rows. A single shot costs and weighs the same regardless of type, but the musketeer must specify which type when he is buying ammunition and loading the weapon.

[3] For very large characters, the blunderbuss may be made in a one-hand version. The "pistolbuss" has the same stats, but ST increases to 15 and it loses the †.

Side Effects and Alternate Uses

Guns make a significant amount of noise, sparks, and smoke. Though the flash and bang of a firearm might be startling in a purely historical setting where such weapons are entirely novel, they're just one more source of lights and noise in a setting where fireballs and Great Purple Bolts of Power are commonplace. Darkness penalties do not apply to Vision rolls to locate the source of a gunshot; a puff of smoke is visible in the light, and a gout of sparks in the dark. Finally, firing a gun creates a one-yard cloud of smoke centered on the shooter, which lasts for 10 seconds. It gives -2 to Vision, which is *cumulative* for multiple shots to a maximum of -10.

Larger guns can be used as melee weapons. Muskets and rifles may be used as a staff. Muskets, rifles, and carbines may be fitted with bayonets. Once fixed in place (takes four Ready maneuvers), the bayonet allows the gun to be used in melee combat as a spear or, for carbines, a javelin. However, it cannot be thrown, and it throws the weapon's balance off a bit, giving -1 to Guns skill. A bayonet costs and weighs as much as a large knife. All guns except pistols may also be held by the muzzle and swung around as poorly balanced clubs. They do sw+3 cr damage, have Parry 0U, and use Two-Handed Axe/Mace skill.

It's possible to put more powder into a gun to increase its power, but it's dangerous. Make an IQ-based Guns skill roll at -2. If the roll succeeds, increase that shot's damage by 1 per die, the weapon's ST by 1, and Range by 10%. If it fails, roll 3d. On a 14 or less, the weapon misfires and the shot is lost; on a 15+, the weapon explodes per the malfunction description on p. B407. In either case, cost and weight per shot increases by half.

ABOUT THE AUTHOR

Matt Riggsby has been playing RPGs since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice that slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for artificers of engines of great healing. The marching order for the rest of his party includes a sorceress, a third-level rogue, and a pack of dogs.

Gun Control

Like introducing ninja gear, introducing guns presents a whole new batch of powerful equipment into the setting which may be coveted by those who typically don't have access to it. How does a dungeon delving campaign keep from turning into a running gun battle?

First, guns are rare. Like ninja gear, the GM may only make guns available to adventurers built on an appropriate template. And while musketeers aren't prohibited from handing out guns in quite the same way as ninja are, their Code of Honor (p. 19) makes them reluctant to do so.

Second, using a gun is harder than it looks. Most people simply don't have access to gun-related skills. If they try to fire a gun, they will be doing so at default. The GM may wish to declare that they're also hard to prepare. *Loading* a gun demands a roll against the appropriate specialty of Guns skill at +4. For anyone with Guns skill, this can be regarded as a routine activity requiring no roll *if* done "off screen" during down-time. Adventurers without Guns skill must always roll. If the roll fails, the gun will not fire, though the only way to find out if the gun is correctly loaded is to pull the trigger.

Finally, guns aren't entirely safe for the user, particularly in a ***Dungeon Fantasy*** setting. On any flame-based or burning attack that scores a critical hit or sets the target on fire, any ammunition the target is carrying *explodes*, doing 1d damage per pound. Any grenades carried explode for full damage.

This world is an uncertain realm, filled with danger. Honor undermined by the pursuit of power, freedom sacrificed when the weak are oppressed by the strong. But there are those who oppose these powerful forces, who dedicate their lives to truth, honor, and freedom. These men are known as Musketeers.

*– King Louis XIII, in **The Three Musketeers***

Eidetic Memory

The Horrific Dungeon

by David L. Pulver

A few years ago, to shake things up in my last dungeon campaign, I decided to try for a particular atmosphere: horror.

What's horrific about a medieval-fantasy adventure? Quite a lot. Just ask Beowulf as he ventured into Grendel's mother's cave . . . or better yet, those poor warriors of Hroogar's who weren't lucky enough to be Beowulf.

The Dungeon Entrance

First, I decided to go with a historical setting. I picked Northern England, 1350. Edward III reigned in England. Many men were veterans of the Second Scottish War of Independence (just concluded) and Hundred Years War (about to heat up again after a brief truce). The Black Death has just ended, leaving villages underpopulated and desolate and many ordinary folk doubting their faith in God.

One who lost his faith was Sir Thomas Hurteskeu of Lichford-Snave. To save himself and his wife from the Black Death, he sacrificed his daughter to Satan and opened a portal to Hell, performing a black-magic ritual in ancient caverns that existed under his keep. He succeeded but inadvertently released a nightmare horde of creatures from the pit. In an orgy of violence and terror, they ravaged the manor and village. The manor's priest and several parishioners sealed themselves in the church to pray for deliverance.

Their prayers did not save them from the demon horde, which smashed their way in, slaughtered the congregation, and painted the altar with the priest's blood. However, the very heavens wept – lightning bolts struck the keep, starting a fire that burned the manor to the ground. Torrential rains caused the nearby river to flood and washed away the village, as well as flooding parts of the manor's dungeon.

The Next Level

That was not the end of it. Though the village and manor were destroyed, evil still dwelt there. Over the next few years, it gradually grew in strength. Bats in unusual numbers darkened the skies. At night, red-eyed shapes were seen moving through the woods. Strange howls and cries sounded in the twilight. Woodcutters, hunters, and cottagers living within a radius of several miles began disappearing. Sometimes, portions of their bodies were found horribly mutilated. According to rumor, the demon-possessed bodies of Sir Thomas Hurteskeu and his now insane wife Isabel and a swarm of demonic horrors still preside over necromantic rites from somewhere within the ruins.

Clearly a hellish power was still awake beneath Lichford-Snave. Something had to be done. The local baron summoned some of his bravest men-at-arms and clergy, and offered them a rich reward, including knighthood and the manor, if they would only clear it of whatever foul infestation remained.

The Monster Decision

Although the monsters were indeed demons from Hell, I decided not to use any actual demons or similar exotica. Since this was an otherwise real-world setting, ordinary fairly low-level dungeon monsters – such as orcs, goblins, zombies, ghouls and giant spiders – were quite effective as demonic hellspawn that entered the world. I also decided to hamper the creatures by having them be burned by direct exposure to sunlight and take minor damage if splashed by holy water.

Average Heroes

The second element of my horrific dungeon was making the protagonists reasonably normal individuals. The adventurers were built on a straight 100 points each and restricted to no more than Comfortable wealth. No exotic or supernatural traits were permitted, nor were cinematic skills or techniques such as Rapier Wit or Trained by a Master. Everyone was human; no one had magic.

The group would be local knights and other specialists sent to investigate the rumors of horror. To keep things interesting, I played down the supernatural element initially, leaving it uncertain in the players' minds whether the reports were merely tales created by superstitious locals.

The players ended up choosing to create two warriors (one a Knight Templar with some occultism skills; the other a cousin to Hurteskeu seeking to clear the family name), a priest (with some skill in poisons, healing, and herb lore), a reformed thief, and a yeoman archer (a woman disguised as a man, as it happened).

He thinks being the Dungeon Master gives him the license to mess with our heads.

– Bill Haverchuck,
in **Freaks and Geeks** *#1.18*

DWELLING DEEPER

To make the dungeon more frightening, I chose to add certain elements. I made sure it had a number of exits, not all of which the players were aware of, with several long passages. One opened into a tomb in the local graveyard, another into a hollow tree in the woods, and a third in a well. I decided there would be "wandering monsters" that used these exits to prowl outside the dungeon at night or during bad weather or heavy fog (this *was* England . . .). With roads washed away and much of the land around the village reverted to forest, it took a good five to six hours to get there from the nearest secure manor, and a similar time to return. That meant that even if the adventurers scheduled their raids for daylight, there was a fair chance they'd either be coming or going during the night.

I enjoy slightly offbeat but simple dungeon layouts. Much of the first dungeon level was flooded with between 6" and 4' of muddy water. This was nerve wracking for the adventurers to walk through. I emphasized the "splash splash" as they moved, sounds of dripping water . . . and noises of other things moving toward them in the dark. Even with torches or lanterns handy, the water meant they were unable to see their feet, especially dangerous if they passed over a suddenly deeper area. And what is slithering around their ankles? Fish? Weeds? Eels? Monsters? Slimes? It also made combat more challenging, as someone could not just drop a torch on the ground and draw a sword! The adventurers eventually brought in some small rowboats for the more deeply flooded corridors or caverns, and the miniature lakes of rooms, which I welcomed as it let me have undead rise from the depths or tentacles reach out to drag them under.

Treasures were toned down but present. I included some holy relics and other loot that had been stolen from nearby monasteries; various "infernal" weapons the goblins carried that the heroes could use if they wished to traffic with evil; life-draining daggers; a library of Latin spell books left by the evil old lord that could be used as magical scrolls; mysterious potions; and so on. There were also villagers to be rescued before the monsters sacrificed, ate, or corrupted them. In a steal from Lovecraft, I decided to have them recruiting some of the captured children as cannibal ghouls. Additionally, witches trafficked with the creatures of the dungeon, trading kidnapped babies and Satanic worship for magic items or magical knowledge and power investiture in dark rituals.

RULES TO DIE BY

Another trick I used to increase the horror element was to track all HP myself, rather than allowing the players do so for their adventurers. The same rule was applied to NPCs. All my damage rolls were secret. I described injuries viscerally in terms of what they could see and feel – growing numbness, vision starting to fade out, etc. "The teeth close on your wrist, grinding against the bone . . ." "You're feeling weak. The blood is dripping from your leg, and you're starting to get unsteady."

I quickly realized grappling is important in a dungeon-horror game. A horror monster like an ogre or a wyvern doesn't just claw or bite. First, he grabs the victim. Then perhaps he takes a second to drool on him, or to make a ST roll to tear his helmet off. Monsters will pick up heroes and hurl them across a room. Hit location rules should definitely be used. This was a necessity to allow weaker monsters such as giant rats a chance to inflict damage (by going for feet) and permitted me to limit the lethality of the most powerful monsters by not going for vital body parts.

In a dungeon-horror game, it's important to slowly whittle down adventurers. Players tend to dislike having their heroes run away, but even a knight is likely to feel helpless and want to retreat if a monster has crippled his sword arm. A group of injured adventurers stumbling out of a dungeon at Move 3-4 can be very atmospheric time to employ a slow wandering monster such as a giant slug or slime with Move 4, as it gradually catches up on them. Will someone decide to do a valiant rearguard action to let the others escape? (In practice, it turned out that they actually dropped the unconscious body of the PC belonging to a player who had to leave early that night. While they made their escape, terrifying noises echoed behind as the were-rat ghouls that were chasing them stopped to feast . . .)

While I had mapped the dungeon in detail for my personal reference, and I generally like using hexgrid tactical combat system for my fantasy-dungeon campaigns, I chose not to do so for the horror dungeon; figures placed on the table aren't as horrific as what's imagined. (Well, some of my paint jobs were pretty terrible, but that's not quite the same thing.) The players would have transformed it into a tactical wargame. I recommend sticking with the basic combat system.

Furthermore, I consciously made a decision not to use Fright Checks. My goal in the campaign was to get the *players* scared. I felt Fright Checks would be too artificial. I only used them for Allies and employees (one of the knights had a squire, and the PCs hired a villager). With a flooded dungeon, unholy terrors, gruesome "splatterpunk" combat, and no mages for anyone to rely on, the experience was quite frightening enough!

ABOUT THE COLUMNIST

David L. Pulver is a Canadian freelance author. An avid SF fan, he began roleplaying in junior high with the newly released **Basic Dungeons & Dragons.** Upon graduating from university, he decided to become a game designer. Since then, David has written over 70 roleplaying game books, and he has worked as a staff writer, editor, and line developer for Steve Jackson Games and Guardians of Order. He is best known for creating **Transhuman Space,** co-authoring the **Big Eyes, Small Mouth** anime RPG, and writing countless **GURPS** books, including the **GURPS Basic Set,** *Fourth Edition,* and the recent **GURPS Spaceships** series.

POWERING UP: IMBUEMENTS

BY W.A. FRICK

Taken together, ***GURPS Power-Ups 1: Imbuements***, *The Perfect Defense (Pyramid #3/4: Magic on the Battlefield)*, and *The Mystic Knight (Pyramid #3/13: Thaumatology)* throw open the door for Imbuement Skills in a ***Dungeon Fantasy*** game. This article barges through that door, flaming sword in hand, and charges headlong at the nearest enemy. These optional rules, lenses, and power-ups seek to make Imbuement Skills available to more character types, bringing these potent powers deeper into the ***Dungeon Fantasy*** milieu.

Who Can Imbue?

As always, it's ultimately up to the GM which power modifiers are applicable to the Imbue advantage, and who can learn which Imbuement Skills. These rules assume that anyone with Chi Talent, Holiness, Unholiness, Power Investiture, Magery, or a Talent that simulates Magery (such as Bardic Talent or the summoner Talents in ***Dungeon Fantasy 9: Summoners***) can take the Imbue advantage, with the appropriate power modifier. Imbuement Skills available are determined by the adventurer's power modifiers, and can be further pruned with the Limited Skill Access modifier (see below).

Niche Protection: The Mystic Knight

Do the lenses and abilities in this article hedge the mystic knight out of his niche? Not really; the mystic knight as written has access to *all* Imbuement Skills, giving him an edge (imbuement-wise, anyway) over those based on other templates, who take a limited form of the Imbue advantage, or are restricted in skill selection by the source of their power. In the same way that a wizard's versatility in spell choice allows him to stand up against spell-casting templates who *also* have other powers, the mystic knight's unfettered selection of imbuements ensures that he can shine even with other imbuers in the party.

THE IMBUE ADVANTAGE

see *Power-Ups 1,* p. 4

Any character who can learn and use Imbuement Skills must have some version of the Imbue advantage, with an appropriate power modifier – usually Chi, Holy/Unholy, or Magical (all -10%). In addition, the following modifiers can be applied to create custom-tailored imbuing abilities.

Special Enhancements

Imbue Other: You can use your Imbuement Skills to bolster someone else's attacks or defenses! This requires you to Wait for your target's action (thus forfeiting your own turn), and then roll the Imbuement Skill normally when *he* attacks or defends. All normal modifiers and FP costs apply; if you're not touching him, you get an additional -1 to skill per yard that separates you, like a Regular spell. If he's unwilling to be imbued, he can resist with Will; if he doesn't resist (or fails to), he has no control over the effect of the imbuement.

If you can *only* imbue someone else's actions, and not your own, this modifier is +0%; if you can affect both yourself and others, it's worth +100%. For an additional +50%, you can use normal Speed/Range penalties to skill, instead of -1 per yard.

Special Limitations

Limited Skill Access and Limited Skill Application can be taken together if the combination makes sense; for example, an adventurer could have both Enhancement Only and Ranged Only, but someone who's limited to Defensive Imbuements *cannot* also take Limited Skill Application. Spells Only is entirely redundant with Limited Skill Application, but can be combined with Limited Skill Access as appropriate. Defensive Only (or Armor Only or Shield Only) *can* be combined with an appropriate version of Spells Only.

Limited Skill Access: Limited Skill Access (***Power-Ups 1,*** p. 4) may apply to an entire category of skills. *Examples:* Defensive Only, Enhancement Only, *or* Transformation Only, -10%; Armor Only *or* Shield Only, -20%.

Limited Skill Application: You may only learn Imbuement Skills for one or more specific combat or weapon skills. If a particular imbuement can't be applied to your chosen weapon(s) – such as a Ranged-Only Imbuement Skill when you're limited to melee weapons – you can't learn it at all. Defensive Imbuements that apply to Active Defenses *can* be learned for melee skills, and used with a Parry. *Examples:* Melee Skills Only *or* Ranged Skills Only, -10%; any four skills, -20%; three skills, -30%; two skills, -40%; one skill *or* Unarmed Only, -50%.

Spells Only: You can only learn Imbuement Skills for spells (see *General Caster Power-Up: Spell Imbuements*, below). *Examples:* Any spell, -10%; Missile Spells Only *or* Jet Spells Only *or* Blocking Spells Only, -20%; spells of one magical college only, or spells granted by a single kind of Power Investiture, -30%; any two spells, -40%; any one spell, -50%.

IMBUED POWER-UPS

Eldritch energy isn't the only power source for Imbuement Skills – clerics and holy warriors call on the power of their deities, and martial artists focus chi energy, for example. Imbuement Skills can be purchased by anyone who meets the listed prerequisites and has the Imbue advantage with the listed modifiers. Someone who's eligible for more than one kind of Imbuement power-up doesn't need to purchase Imbue multiple times, unless he has access to multiple power sources; e.g., a cleric-wizard who can use both holy and magical Imbuements must buy the Imbue advantage twice, once with the Holy limitation and once with the Magical limitation (see *Multiple Imbue Advantages*, *Power-Ups 1,* p. 4). Instead, simply remove Limited Skill Access/Application and Spells Only modifiers until the Imbue advantage allows all desired Imbuement Skills and specializations.

The Druidic, Holy, and Unholy Imbuements below are intended for the "generic" versions of those powers (found in *Dungeon Fantasy 1: Adventurers* and *Dungeon Fantasy 3: The Next Level*). Delvers created using the lenses in *Dungeon Fantasy 7: Clerics* may have different lists, as they do for spells.

General Caster Power-Up: Spell Imbuements

Spell-casters can learn to imbue certain spells, per *Imbuing Spells* (*Power-Ups 1*, p. 11) – Enhancement Skills (but not, by default, Transformation Skills) can affect Missile and jet spells, and Defensive Imbuements can affect certain defensive spells (see *Defensive Imbuements and Spells*, p. 26). A caster buys the Imbue advantage normally, with a power

modifier appropriate to his spell-casting trait (Magery, Power Investiture, etc.), and may then learn appropriate Imbuement Skills. An adventurer who can *only* imbue spells takes some form of the Spells Only limitation, above – clerics, summoners, and other limited-list casters will get at least -30% for Spells Only (One College *or* Power Investiture). When learned for spells, Imbuement Skills are IQ/VH rather than DX/VH; the adventurer's spell-casting Talent (Magery, Power Investiture, etc) adds to skill level. The skills are specialized by spell, though the GM may allow very similar spells (e.g. Fireball and Explosive Fireball) to be covered by a single skill.

Prerequisites: Magery, Power Investiture, or other casting Talent at 1+.
Imbue Advantage: PM (Holy *or* Magical, -10%); Spells Only (-10% to -50%).

The enemy outnumber us a paltry three to one – good odds for any Greek. This day we rescue a world from mysticism and tyranny and usher in a future brighter than anything we can imagine.

– Dilios, in **300**

Imbuement Skills: Imbue 1 – Forceful Blow, Ghostly Weapon, Spiritual Defense, Stealthy Attack, Supreme Control, Telescoping Weapon, Traumatic Blow. Imbue 2 – Annihilating Weapon, Arching Shot, Bank Shot, Far Shot, Guided Weapon, Reinforce Armor, Shattershot, Sudden Death. Imbue 3 – Blunting Armor, Conic Blast, Continuing Attack, Fireproof Armor, Healthful Armor, Homing Weapon, Impenetrable Armor, Insulated Armor, Multi-Shot, Nullifying Armor (Magic), Padded Armor, Penetrating Strike, Project Blow, Restorative Armor, Sovereign Armor, Widen Shield.

Bard Power-Up: Musical Imbuements

Bards may at first seem unlikely candidates for Imbuement Skills – their magical abilities aren't directly combat-related, so spell imbuements aren't useful, and melee or ranged imbuements are of limited use to a bard. However, with the Imbue Other enhancement (p. 24), bards can grant abilities to their *allies* by doing what they do best -- musical accompaniment!

Prerequisites: Bardic Magery, Bardic Talent, or Bard Song Talent 1+.
Imbue Advantage: Imbue Others (+0% or +100%) *and* Bard-Song (-30%).
Imbuement Skills: Imbue 1 – Deafening Display, Forceful Blow, Ghostly Weapon, Lighten Armor, Spiritual Defense, Stealthy Attack, Subtle Defense, Supreme Control, Thunderous Defense. Imbue 2 – Arching Shot, Bank Shot, Far Shot, Fatiguing Strike, Guided Weapon, Returning Weapon. Imbue 3 – Binding Shot, Dancing Shield, Dancing Weapon, Homing Weapon, Strike of Negation (Magic *or* Sound-based Effects), Stupefying Blow.

Cleric and Holy Warrior Power-Up: Holy Imbuements

Imbue can be purchased by clerics and holy warriors as part of the Holy Might power.

Prerequisites: Holiness or Power Investiture 1+.
Imbue Advantage: Holy (-10%).
Imbuement Skills: Imbue 1 – Deafening Display, Ghostly Weapon, Spiritual Defense, Thunderous Defense. Imbue 2 – Blinding Defense, Burning Strike, Dazzling Display, Guided Weapon. Imbue 3 – Blunting Armor, Dancing Shield, Dancing Weapon, Fireproof Armor, Healthful Armor, Homing Weapon, Impenetrable Armor, Incendiary Weapon, Insulated Armor, Nullifying Armor (Unholy), Padded Armor, Restorative Armor, Sovereign Armor, Strike of Negation (Unholy).

Druid Power-Up: Nature Imbuements

Druidic imbuements are granted by Nature or nature-oriented gods, and are part of the Druidic Arts power.

Prerequisites: Power Investiture (Druidic) 1+.
Imbue Advantage: Druidic (-10%).
Imbuement Skills: Imbue 1 – Deafening Display, Ghostly Weapon, Reinforce Weapon, Spiritual Defense, Telescoping Weapon, Thunderous Defense, Toxic Strike Underwater Strike (see p. 25). Imbue 2 – Fatiguing Strike, Returning Weapon. Imbue 3 – Binding Shot, Chilling Strike, Continuing Attack, Electric Weapon, Envenomed Weapon, Fireproof Armor, Healthful Armor, Insulated Armor, Nullifying Armor (Nature/Elemental), Restorative Armor, Shockwave.

> *To these Anglo-Saxons, the warrior saints' heroism and steadfastness to God make them both exemplar and entertainment.*
> *– Leslie K. Arnovick,*
> ***Written Reliquaries***

Evil Cleric and Unholy Warrior Power-Up: Unholy Imbuements

The servants of evil learn vile imbuements as part of the Unholy Might power.

Prerequisites: Unholiness or Power Investiture (Unholy) 1+.
Imbue Advantage: Unholy (-10%).
Imbuement Skills: Imbue 1 – Ghostly Weapon, Spiritual Defense, Stealthy Attack, Subtle Defense, Toxic Strike. Imbue 2 – Annihilating Weapon, Guided Weapon, Fatiguing Strike, Sudden Death. Imbue 3 – Chilling Strike, Continuing Attack, Corrosive Strike, Crippling Blow, Drugged Weapon, Envenomed Weapon, Homing Weapon, Nullifying Armor (Holy), Strike of Negation (Holy), Stupefying Blow, Vampiric Weapon, Vengeful Defense, Withering Strike.

Mages and Imbuement Skills

In addition to Spell Imbuements (pp. 25-26), magical casters with an appropriate version of the Imbue advantage (i.e., *without* the Spells Only limitation) can learn magical imbuements for physical weapons and armor. By default, a wizard can learn *any* Imbuement Skill allowed by his level and version of the Imbue advantage, just as an eldritch knight can; Magery acts as an equal level of the Eldritch Might Talent (*Pyramid #3/13: Thaumatology*, p. 17), adding to all Imbuement Skills as it does to spells. Like bards (see p. 26), mages using non-spell imbuements are limited by their meager combat skills, and may be most effective if they can use Imbue Other (p. 24).

Summoners

Magical adventurers with limited spell lists, such as the various templates from ***Dungeon Fantasy 9: Summoners***, can learn a handful of Imbuement Skills that are related to their specialties. They must take the Imbue advantage with the appropriate power modifier, and often with Limited Skill Access/Application. Their summoner Talents (Deathliness, Elemental Influence, etc.) add to the level of their Imbuement Skills.

Demonologist and Necromancer: As Unholy Imbuements (p. 26), but demonologists may Chilling Strike for Incendiary Weapon, and both may learn Nullifying Armor and Strike of Negation for their *own* power-source (i.e., Demonic/Unholy or Necromantic/Undead), *instead* of Holy.

Elementalist (Air): Imbue 1 – Deafening Display, Supreme Control, Thunderous Defense. Imbue 2 – Arching Shot, Far Shot, Guided Weapon, Returning Weapon. Imbue 3 – Electric Weapon, Insulated Armor.

Elementalist (Earth): Imbue 1 – Crushing Strike, Lighten Armor, Reinforce Weapon. Imbue 2 – Reinforce Armor, Shattershot. Imbue 3 – Blunting Armor, Impenetrable Armor, Padded Armor, Penetrating Strike.

Elementalist (Fire): Imbue 1 – Ghostly Weapon, Spiritual Defense. Imbue 2 – Annihilating Weapon, Burning Strike, Blinding Defense, Dazzling Display. Imbue 3 – Fireproof Armor, Incendiary Weapon.

Elementalist (Water): Imbue 1 – Rigid Armor, Stealthy Attack, Subtle Defense, Underwater Strike (see p. 25). Imbue 2 – Fatiguing Strike. Imbue 3 – Binding Shot, Chilling Strike, Impaling Strike, Restorative Armor.

Shaman: Use the holy *or* druidic list, depending on whether he's more pious or naturalistic.

Martial Artist Power-Up: Chi Imbuements

Martial artists learn their imbuements as part of the Chi Mastery power.

Prerequisites: Chi Talent 1+ *and* Trained by a Master.
Imbue Advantage: Chi (-10%), and probably Limited Skill Access, Melee Only (-10%) *or* Unarmed Only (-50%).
Imbuement Skills: Imbue 1 – Crushing Strike, Forceful Blow, Ghostly Weapon, Reinforce Weapon, Spiritual Defense, Stealthy Attack, Subtle Defense, Supreme Control, Telescoping Weapon, Traumatic Blow. Imbue 2 – Cutting Strike, Fatiguing Strike, Piercing Strike, Sudden Death. Imbue 3 – Continuing Attack, Crippling Blow, Drugged Weapon, Envenomed Weapon, Impaling Strike, Penetrating Strike, Project Blow, Stupefying Blow.

You rely too much on your senses. Eyes, ears, these are overrated. You must see with your heart.
– Grandpa Gohan,
in **Dragonball: Evolution**

IMBUED LENSES

The following lenses can applied to the indicated templates to create magical imbuement-based adventurers, similar to the mystic knight.

Scout Lens: Mystic Archer

0 points

You're a master of the bow, controlling and empowering your arrows with magical effects. Unlike a normal scout, you don't focus your attention on wilderness and survival skills, but purely on your archery – and the magic that supports it.

Attributes: ST -2 [-20]; DX +1 [20].
Secondary Characteristics: Basic Speed -0.25 [-5].
Advantages: Remove Outdoorsman 2 [-20]. ● Add Eldritch Talent 3 [15]; Imbue 2 (Limited Skill Application, Bow Only, -50%; Magical, -10%) [8]; and Magery 0 [5]. ● Add Eldritch Talent 4 or 5 [5 or 10], Imbue 3 [8], and Imbuement Perks (*Pyramid #3/13: Thaumatology*, p. 19) to the template's list of optional advantages. ● Add Eldritch Talent up to 6 [5/level] and Energy Reserve 1-20 (Magical) [3/level] to the template's power-ups.

Skills: Remove Camouflage [-2], Cartography [-4], Gesture [-2], Mimicry [-2], Navigation [-1], Observation [-2], Shadowing [-4], Tracking [-2], and Traps [-4]. ● Add Thaumatology (VH) IQ-2 [2]. ● Add 18 points in Ranged or General Imbuement Skills for the Bow, all (VH) DX-3 [1], before factoring in Eldritch Talent.

Imbuement Skills, Energy Reserves, and Power Items

The FP costs for Imbuement Skills can be paid from the appropriate type of Energy Reserve, or energy stored in a power item, exactly as though they were spells. This gives adventurers with access to the Energy Reserve power-up, such as the mystic knight, a distinct edge when using Imbuement Skills. A generous GM might allow (for example) a holy warrior with Imbue to purchase some level of Energy Reserve (Holy) . . . but this would further encroach on the mystic knight's turf, and is thus not appropriate for groups that include a mystic knight.

Swashbuckler Lens: Mystic Swordsman

0 points

Like the mystic knight, you focus magical energy into a melee weapon, but like the swashbuckler, you prefer the speed and mobility of fencing to the clanking armor and heavy weapons of the knight.

Advantages: Remove Luck [-15]. ● Add Eldritch Talent 3 [15]; Imbue 2 (Limited Skill Application, Skill for weapon of choice only, -50%; Magical, -10%) [8]; and Magery 0 [5]. ● Choose only 25 points (instead of 60) in additional advantages from the template's options. ● Add Eldritch Talent 4 or 5 [5 or 10], Imbue 3 [8], and Imbuement Perks (*Pyramid #3/13: Thaumatology*, p. 19) to the list of options. ● Add Eldritch Talent up to 6 [5/level] and Energy Reserve 1-20 (Magical) [3/level] to the template's power-ups.

Skills: Add Thaumatology (VH) IQ-2 [2]. ● Add 20 points in Melee or General Imbuement Skills for his weapon of choice, all (VH) DX-3 [1], before factoring in Eldritch Talent.

Customizing the Lenses

In essence, these lenses do for the scout and swashbuckler what the mystic knight template does for the knight. Trading out Eldritch Talent and Magery for Holiness, and the Magical power modifier for the Holy power modifier on Imbue, turns them into divine champions (and gives them access to Holy Might), but also cuts down their Imbuement Skill options. The GM *might* permit weapon masters to take the Chi power modifier instead, possibly with a Chi Imbuement Talent [5/level] that doesn't apply to other Chi skills, in place of Eldritch Talent. In any such case, the GM is encouraged to require appropriate disadvantages along with the new powers – Honesty or Sense of Duty (Good) for holy imbuers, or Disciplines of Faith (Chi) for chi-based imbuers.

Applying an Imbued lens to another *template* is a bit more tricky, but do-able. A thief or similar delver could benefit from either light melee (assassin) or ranged (sniper) imbuements, for instance. The mystic knight lens (*Pyramid #3/13: Thaumatology*, p. 18) provides the barebones for a magical imbuer – the key elements are Eldritch Talent [5/level], Imbue (Magical, -10%, and possibly other limitations) [varies], Magery 0 [5], and the desired Imbuement Skills, all of which must be bought with discretionary advantage points, points cannibalized from other abilities, or earned experience points.

ABOUT THE AUTHOR

W.A. Frick (Alex or Lex to the friends he keeps close, and the enemies he keeps closer) lives with a cat and a crazy Scottish lady. Neighbors say he mostly keeps to himself, and he has always seemed like the quiet type. His hobbies include *GURPS* (which he's played and been the Game Master of for a decade and half), watching looped playback of *MST3K* and *The Prisoner*, and collecting rare web links.

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*I know of **jaedunto.** Moraven Tolo was a Mystic swordsman. The few times I saw him fight, he was almost emotionless. Since what I did last night required magic, I have to assume I reached a level of **jaedun.***

*– Michael A. Stackpole, **The New World: Book Three of The Age of Discovery***

HISTORICALLY RICH DUNGEONS

REPURPOSED REAL ESTATE FOR *DUNGEON FANTASY*

BY J. EDWARD TREMLETT

"This is strange," Tamil the Orange said, running his gloved fingers over the ancient carvings on the crumbling, cobwebbed arches. "This isn't elven, anymore. It almost looks like it, but it's not quite right."

*Faramond, being the only elf in the group, peeked over the young mage's shoulder and crooked a long eyebrow. "It **isn't** elven, my friend. But it is very old. I think it was old when my ancestors were young."*

*"How long ago was that?" Hrothnir grumped, hefting his axe and peering up the hallway, dwarven eyes well-adjusted to the dark. "**My** ancestors built the stronghold over the temple close to 2,000 years ago, you know."*

"Five thousand years, perhaps," Faramond replied, smiling enigmatically.

*"Which would mean this was here **before** the orcs, the dwarves, **and** the elves combined," Mikaal stated the obvious.*

"Or you humans," Hrothnir spat, moving forward. "Well, let's get on with it. I'll lead . . ."

Two arrows shot out of the darkness and impaled his axe's handle. The dwarf exhaled very slowly and put the weapon down, watching as something black and slimy ate away at the wood.

"Whomever my ancestors took this from would have laid many traps against the unwary, my ally," the elf said, trying not to chuckle. "I think perhaps our thief should lead?"

Mikaal smiled ear to ear as he got out his tools. He'd thought he'd be hiding behind the others this whole time, but as they'd penetrated deeper into the decaying orc stronghold and uncovered its hidden layers – dwarven, elven, and now something entirely new and unexpected – his talents had become increasingly useful.

This had gone from delayed payback to archaeology, and he would have his due.

Every dungeon tells a story. Usually it's a linear tale of increasing challenge – going from one, simple encounter to a great showdown – with the theme of the adventure staying fairly consistent throughout. But sometimes, the tale is long in the telling, and has several different authors. The dungeon may have belonged to someone else before the current occupants, and possibly someone else before that. It could have been a hoary keep before it was a castle, a crumbling tomb before it was a labyrinth, or the resting place of something incredibly old and diabolical before the evil wizard moved in.

Not all of the secrets, dangers, or treasures of the previous occupants may have been discovered or dealt with before the PCs' arrival. Those who currently hold it may have no idea what lies a mere foot beneath their feet. Thus, what seems a straightforward dungeon crawl can turn into something entirely different, and may do so several times.

> *Every crag and gnarled tree and lonely valley has its own strange and graceful legend attached to it.*
> *– Douglas Hyde*

Welcome to the world of historically rich dungeons, in which a trip into battle is also a journey into the past, and solving ancient mysteries could mean the difference between merely surviving, or prospering beyond one's wildest dreams.

It may also prove to be deadlier than the heroes could ever imagine, as some things built over and locked away really *are* best left undisturbed.

The following generic article fully explores the idea of presenting an historically rich (or aggregate) dungeon to the players, and gives reasons for and advice on creating such adventures. It also includes tips on how to make a random background generator for historically rich dungeons, so as to help the time- or idea-strapped GM come up with an interesting timeline for any location.

JOURNEYS AND INTENTIONS

Historically rich dungeons produce a unique challenge for the adventurers. They may have only prepared for a standard dungeon crawl, but, once they're too far in to go back out, they'll have to adjust to changing circumstances. It also helps shift focus to "lesser" skills and talents, and give sometimes underutilized PCs a chance to shine. When the punitive expedition turns to diplomacy, blind navigation, and then tomb robbing, the heavy hitters might have to take a backseat to the more academic types.

Another reason is the range and variety that historically rich dungeons provide. After a few gaming sessions into a particular adventure, the players may get a little bored of the scenery, and might jump at any chance to end their ennui. If the labyrinth becomes a cavern, and the cavern leads to a seemingly abandoned underground citadel, then there have been three changes of venue, purpose, and creature encounter. Such transitions should make the adventurers realize they've wandered into a different story than the one they started out in, and can only help keep player interest higher than normal.

Lastly, these kinds of dungeons help illuminate historical matters for both PCs and players. It is one thing for them all to "know" the history of an area, but if they walk backward though it, one layer at a time, then it becomes more relevant. It also gives the GM a chance to better cement the game world's history, and exploit or expose its myths and legends.

LANDSCAPES AND HISTORY

The first step in designing an historically rich dungeon is figuring out the basic timeline of the game world itself. If the GM uses a published setting, someone may have already done most of the heavy lifting. However, the history doesn't need to be mapped out to the tiniest detail. A basic thumbnail of who was in charge, where, and when is all that's needed.

The GM should consider the following questions as he creates his world's history.

● Are there any civilizations that were around before recorded history begins? How long were they gone before it starts? How much of a mark did they leave behind? Does anyone remember them, and if not, why? (See *Who Speaks of the Ancients?,* below)

● How far back does recorded history go? Was it written by the victors or the victims? What was included, and what was left out?

● Who are the major player and monster races that show up continuously throughout that history?

● Who currently controls the area of the game world where the dungeon is to be located? Who had it last, if anyone, and for how long? Who did they take it from, and when? (Repeat as necessary)

● Are there any buried dangers in the area? Any crypto-zoological specimens lurking, or sleeping monstrosities best left alone? Bad curses, unwholesome legends, unhappy gods?

Pencil in an outline history, with the above questions in mind, and then keep it handy. It will soon be important.

PLANS AND BLUEPRINTS

The next step is to decide what the first form of the structure was. It could literally be anything, as "dungeons" don't have to be underground. It could have been a keep, a castle, a mote-and-bailey, a temple, or an above-ground tomb. It could also have been a fortified harbor, a lone signal tower, someone's grand mansion, or possibly an entire city. There are also more exotic locations, like a flotilla of ships joined together to make a floating castle, or the massive skeleton of a dead god, hollowed out and turned into a monastery for its bereaved followers.

Who Speaks of the Ancients?

One trope in certain fantasy RPGs is the notion that the current civilizations that rule the world were not the first to do so. Some time, long ago, another, much more advanced group of beings resided in the world. They ruled, perhaps uncontested, for untold ages, and then went away, leaving a vacuum that was eventually filled. The current rulers are their literal or spiritual children, and their parents' failings are echoed in their own shortcomings.

Left behind in these Ancients' wake are mystery, rumor, and ruin. Their legends and stories are echoed in current religions, their broken architecture is reflected in the oldest of temples, and their unintelligible language has subtly influenced all subsequent forms of writing. Their amazing wonders turn up every so often, but no one knows how to use them. While they left warnings behind, no one knows if they were dire prophecies, or simply scare stories for their children.

One important thing to figure out when designing a world with Ancients is just how long ago their empire existed. Some races (notably elves and dragons) are notoriously long-lived, and in order for the Ancients' bygone age to be credible, it would have to have existed hundreds of thousands – possibly even millions – of years ago.

Why does no one remember them, then? A lot can happen during that time. World-shaking cataclysms, global plagues, and worldwide conflicts erase empires and bury cities. Informational purges and inquisitions see their records burned. Godwars, reality storms, and mega-spells gone horribly wrong rewrite spacetime, warp memories, and change things around drastically.

Keep in mind that the original structure does not have to be smaller than the current structure. The new tenants may have razed almost all of it, or removed large portions of the pre-existing structure to suit their own needs. Echoes of the old building may remain in the new, but only those pieces the new owners did not care to remove or exploit would stay as they had been.

Likewise, the "dungeon" doesn't need to be an actual structure per se. Dungeon-fantasy adventures can take place in cavern systems, thick forests, dense jungles, craggy mountain ranges, and deserted islands. However, these sorts of locations tend to be *very* old; a cavern system could have been around for millions of years, and cataloging who held it, when, and for what could result in a poor ratio of preparation to payoff.

Once the location is chosen, consider the history that was created in the previous step of this process. Decide who built it, when, and why. Was it humans making a keep to defend a nearby village from orcs, who would rampage through the valley on a regular basis, 500 years ago? Was it an elf stronghold to retreat to in the autumn and winter, and left abandoned in the spring and summer when they lived inside the trees, 1,000 years in the past? Perhaps a mine city of dwarves, built over thousands of years as veins of ore were used up and turned into rooms, halls, palaces, and tombs?

As the GM makes decisions, he should note whether any buried dangers or lurking mysteries are there. Finally, make a basic sketch of the original structure, delineating how large it was. Put down the general location of any special or major features: central halls, tombs, treasure vaults, shrines, dungeons, etc. Also, mark what would have been booby-trapped, and the location of important concealed doors, secret passages, and hidden rooms.

Deeds and Evictions

Now that the original structure and original owners are set down, the history can be used to decide what happened next.

> *First floor dungeon:*
> *Assorted simple tortures.*
> *Molten lead, chopping blocks*
> *and hot boiling oil.*
> *Second floor dungeon:*
> *Jewelry department.*
> *Leg chains, ankle chains, neck*
> *chains, wrist chains, thumbscrews*
> *and nooses of the very finest rope.*
> *Basement dungeon:*
> *EVERYBODY OUT!*
>
> *– Dr. Seusss,* **The 5,000 Fingers of Dr. T**

How many times has it changed hands over the years? Who took it from whom, and what did they turn it into? How long did each group have it?

To use one of the previous examples, maybe the orcs came in force, 400 years ago, and took the keep. Then they razed the nearby villages, and used human slave labor to turn the keep into a mighty orc stronghold. Human armies swept into the valley off and on for the next 50 years, trying to take down the stronghold, but failed. Eventually they gave up and let the orcs have that valley, but built more keeps nearby to make sure the green beasts wouldn't invade further.

Over the next 350 years, perhaps the final, cataclysmic human-orc war spilled into that valley and led to the successful retaking of that stronghold. But did the humans keep it as it was, or remodel it into a proper castle? Or did they destroy it, and leave it a heap of rubble with only its underground parts intact? Who moved in then?

Or did the orcs abandoned it to go on some war run, and never return? Who inherited the abandoned stronghold after that? Scavenging goblins, kobolds in search of refuge, a rogue army of humans, or an evil wizard and his retinue of undead servants? What did they do with the place? How long did *they* have it for?

Keep a running tally of who took possession of it, when, what they did with it, and how long they had it. The list doesn't have to be too long, or contain too many actors; it's perfectly fine to have a structure go back and forth between a pair of warring races or factions for a century or more. It may actually cause more drama to do it that way, as each group could "poison the well" each time it changed hands, right up until the point when the PCs arrive.

Another option is to have the place be "abandoned" for a time. This simply means that no major race held it, and it was taken over by the sort of creatures that tend to be found in dungeons. Those beasts could be the progeny of the guardian monsters the previous tenants kept, or beings that tend to move in when more civilized races move out.

Dungeon History Generator

Sometimes a GM doesn't have a whole lot of time to carefully craft *any* dungeon, let alone something that's going to take a mental delve into the area's history, and require two or more changes in narrative direction. To help someone come up with the bare bones of an historically rich dungeon, here is a simple random generator. All that's needed to begin are some dice, and an idea of what the location is built on – plains, forest, river, mine, etc. – and who might want it.

Step 1: Decide how long the location has been there, and get an appropriate die, considering that each result is going to be multiplied by 100 years. For example, if the place is 400 years old, get a d4; if it's 1,000 years old, get a d10, etc.

Step 2: Make a numbered list of the races that would make, take, or hold the location. If the number of races isn't even, the GM can say that more numerous or conquest-happy races occupy more than one number. Either that or an off result means that the place is "abandoned," and simply home to dungeon monsters.

Step 3: Make a numbered list of typical structures the location could be: keep, fortress, castle, tomb, etc. Whether it's typically larger or smaller than the preceding location

doesn't matter; it could be a very large tomb made out of a castle, or maybe the castle was razed to make the tomb.

Step 4: Roll Steps 1, 2, and 3 until the time limit is met or breached. Feel free to reroll any results that don't seem to make sense, or don't work. Then the GM just has to figure out why the location changed hands, and what changed from owner to owner.

Example: The starting location is a valley leading to a network of canyons, and it has been there for 1,000 years. Step 1's d10 die roll comes up 3 for 300 years, Step 2's d10 roll comes up 5 for humans, Step 3's comes up 7 for keep. So for 300 years, the location was a human keep.

Going through the process again, it was an elven castle for the next 100 years. The subsequent roll reveals it was an orc prison for the next 300 years. Then it was a prison in human hands for 600 years, but since that's more than the 1,000 the GM budgeted, the excess can be truncated to 300.

The question now is if it's still occupied (GM's prerogative). But hopefully, this randomly generated history has created enough questions and intrigue to start designing an adventure for the dungeon.

Go over the sketch of the structure anew with each subsequent tenant. One way to keep things straight is to use different colored pencils for this. As before, make a note of any new important, central structures, additional hidden features, and boobytraps.

MAPS AND LEGENDS

Now that all the other questions have been answered, all that needs to be done is to actually create the dungeon, itself, and fill it with appropriate monsters and challenges.

It's recommended that the GM start with the earliest portions first, and then work forward in time, making any changes to the location's history as the map takes shape. It's also a good idea to keep colored pencils handy, so as to be able to tell, at a glance, which rooms were built or modified by whom. This makes it easier to describe the layout to the players.

Putting the dungeon together room by room is most of the battle from here, but the GM must also engineer two other aspects: an event that gets adventurers interested, and a body of rumors and stories to help them prepare for the journey. The energizing event depends on what's going on in the main scenario itself, and could have something to do with the history of the place, even if its exact significance remains somewhat opaque at the start. Failing that, the group can meet at a tavern.

As for the stories, the adventurers have centuries, possibly even millennia, of legends to comb through. Is there a story that the strange serpent mound in the plain points to the lair of a sleeping dragon? Do phantom riders patrol long-overgrown paths in the wood? Are there tales of great treasure, or the rights to a long-gone throne? Is it said to have the Five Rings of Power, or the Finger of Gorg? Are there warnings of

sleeping dangers, hidden wizards, lurking beasts, dead gods, or something too terrifying to name?

Just because it's been said doesn't mean it's true, but just because it's an old legend doesn't mean it's false, either. The real beauty will be the moments when the adventurers – and their players – realize the stories they heard as children had some basis in fact. Whether that realization saves them, or simply heralds their doom, is another matter.

Dungeons are always dark. If they weren't, they wouldn't be so unpleasant.

– Officer Short Shrift, in
The Phantom Tollbooth

ABOUT THE AUTHOR

By day an unassuming bookstore clerk, J. Edward Tremlett takes his ancient keyboard from its hiding place and unfurls his words upon the world. His bizarre lifestyle has taken him to such exotic locales as South Korea and Dubai, UAE. He is a frequent contributor to *Pyramid,* has been the editor of *The Wraith Project,* and has seen print in *The End Is Nigh* and *Worlds of Cthulhu.* He's also part of the *Echoes of Terror* anthology. Currently, he writes for Op-Ed News, and lives in Lansing, Michigan, with his wife and three cats.

ALL CHARGED UP OVER MAGIC ITEMS

BY SEAN PUNCH

Many classic fantasy RPGs and computer RPGs feature magic items that have limited uses. Temporary Enchantment (*Magic,* p. 56) gives a nod to this, but it's *expensive.* Few players would have their wizard invest 540 energy points to enchant – or the suggested $17,820 to buy – an Explosive Fireball wand that's spent after three shots! Adding insult to injury, Temporary Enchantment doesn't waive energy costs to use the thing, while the traditional explanation here is that limited internal magical "charges" fuel the castings.

> *The Heart of Therin. Legend has it the gem is composed of solid light.*
> *– Lodge, in **The Gamers: Dorkness Rising***

The solution to this puzzle appears in the same rulebook: Spell Stone (*Magic,* p. 60). This enchantment lets anyone cast a spell at no energy cost by concentrating for a turn and crushing a stone. That's it! Perhaps even better, enchantment cost depends only on the spell's usual energy cost to cast – it doesn't use the exorbitant cost to enchant an item permanently. That's because nothing permanent is being created. The stone's creator is investing the cost of a standard casting ahead of time, plus a premium to suspend it in an object indefinitely without counting as a spell "on."

This sounds a lot like charges . . . Indeed, a crafty enchanter could create a "charged" item by making lots of identical Spell Stones and stacking them inside an object with a built-in crusher. But that would be inelegant. More important, it wouldn't be how items with charges traditionally work.

An alternative is to say that a single item can contain *virtual* Spell Stones stacked up inside like fireballs in a Roman candle. It's easy to work out what this should cost:

1. Find the FP cost to cast the desired spell *once.* (*Example:* Each 3d Explosive Fireball requires 6 FP.)

2. Find the enchantment cost for a Spell Stone this big. That's 20× the FP cost in the previous step. (*Example:* A spell that costs 6 FP to cast requires 20 × 6 = 120 energy points to enchant with Spell Stone.)

3. Price the enchantment. *Economics and Enchantment* (*Magic,* p. 21) recommends $1/energy point up to 60 energy points (enough for a Spell Stone for a 3 FP spell), and $33/energy point after that. However, charged items will sell so well that $1/energy point up to 200 energy points (enough to cover a 10 FP spell) is justifiable. (*Example:* 120 energy means $120.)

4. Price the gem that Spell Stone requires. That's $10×(FP cost)^2 + $40×(FP cost). For charged items, this might describe magical ingredients other than jewels. (*Example:* A spell that costs 6 FP to cast calls for materials worth 10×6^2 + 40×6 = $600.)

5. Read the sum of the enchantment price and the gem price as "cost per charge" (CPC). (*Example:* CPC is $120 + $600 = $720.)

6. Item cost is CPC multiplied by the number of charges. (*Example:* A wand capable of 100 fireballs costs $720 × 100 = $72,000.)

If such items can be "recharged" – which is common in many settings – recharge cost should equal the enchantment price alone. (*Example:* A full recharge for that wand costs $120 × 100 = $12,000.)

Summed up in far fewer words:

$$\text{Item Cost} = [\$10 \times (\text{FP cost})^2 + \$60 \times (\text{FP cost})] \times \text{Charges}$$
$$\text{Recharge Cost} = \$20 \times (\text{FP cost}) \times \text{Charges}$$

It's up to the GM whether the usual Spell Stone enchantment can create such items. It might be a separate spell – doubtless the lucrative secret of a guild! The spell description wouldn't differ much, except to note the above assumptions and addenda.

ABOUT THE AUTHOR

For another article by *GURPS* Line Editor Sean Punch, see pp. 4-7. His biographical details are on p. 7.

Random Thought Table

The Joy of Hex

by Steven Marsh, *Pyramid* Editor

If I were lying on a psychiatrist's chair and I were asked what word came to mind when I thought of a "dungeon fantasy" campaign – at least as I'm most familiar with them – the first thing that would pop to mind would be "joy." (In my hypothetical scenario, the psychiatrist is wearing glasses and has her hair in a bun, but that's outside the scope of this column.)

I would argue that one of the biggest reasons the dungeon-crawling genre remains the most popular roleplaying style is that it's *fun*. From a structural standpoint, what makes it so? Although everyone's idea of what's fun is different – and no doubt my vision of "dungeon fantasy" doesn't match exactly with yours – I have a few ideas.

This Week's Dungeon

Picture this: You're playing in one of those angsty melodramatic "monsters we are lest monsters we become"-style RPG (a style of gaming I unashamedly confess to loving). Owing to the vagaries of the real world, you're called away for two weeks. When you return, the other players inform you, "Oh, we handled your character when you were gone. You're now the sheriff of the city, you're hunted by the mafia, and you lost one of your arms in a swordfight. Let's play!" This would likely not go over well.

However, in most dungeon-fantasy campaigns I've played, it's not only quite *possible* for a player to drop in and out of gaming . . . in some cases, it's *expected!* (I've been in games where my hero's been handed back to me and another player said, "You burned through two of your scrolls, and you need to sleep to get your spells back . . . but you gained 740 gold pieces and a potion of unknown effect." Fun!)

In addition, many campaigns allow for the GM or another player to take over for a PC whose player is indisposed. This is especially common in deep dungeons; it's hard to justify why Sir Stabalot suddenly disappeared when he was with the rest of the party two miles beneath the earth.

The acceptance of disappearing puppeteering commandeering heroes is made significantly easier because dungeon fantasy campaigns are quite often *episodic*. Once the delvers depart from the dungeon, it is seldom referred to again. (Heck, once most dungeon *rooms* are cleared, they never need be thought of again . . .) In fact, in a large dungeon, it's not uncommon for individual levels to be treated as different entities, with alternate themes, varying construction, and a whole new assortment of critters.

This gives players and the GM tremendous freedom to approach each game with a fresh mind. Sure, last week's game may have been lackluster, but there's no reason it can't be great this week. Similarly, there's little chance that a GM will punish the players this game because they did something wrong last month (at least, the punishments won't be a *surprise*). In this regard, a dungeon-fantasy adventure is pretty similar to a game of **Scrabble** or **Trivial Pursuit;** each adventure can be approached as independent of other games.

I've Got the Power!

At the same time, a dungeon-crawl game isn't like **Scrabble** or **Trivial Pursuit** – or even like an episodic television-styled RPG campaign – because it's still continuous. Heroes power up, gear gets expended, and adventurers evolve . . . even if this evolution is largely limited to mechanical effects (it's up to the player to determine how much character development he wants to bring in).

Dungeon? What Is "Dungeon"?

It's been said elsewhere, but "dungeon fantasy" isn't limited to dungeons. Towers, crypts, underground lairs, ziggurats, and more all qualify . . . as do secluded islands, pocket-dimensional realms, time-traveling castles, and more.

So long as the location elements are compartmentalized (allowing for serialized play) and contain the potential for "anything goes" mayhem, just about any locale can be suitable for a "dungeon." In fact, the more unusual a locale it is, the more it proves the limitless appeal of dungeon fantasy!

This allows for individual installments of a dungeon-fantasy campaign to feel very different, even if their premises are the same. Standing at the entryway to a dungeon as a fledgling adventurer is much more daunting than beginning the tale as an experienced hero . . . both of which are different from starting the session as a hero of renown.

There's a thrill in getting to try out new tricks, techniques, and gear that your hero has gained through adventuring. From a gamer's standpoint, it's very easy to keep playing the same hero you played last week, only with a few slightly more powerful options. This all-but-assured heroic improvement is (in my mind) a big part of the appeal of dungeon-fantasy gaming.

BRING ON THE CRAZY!

The first megadungeon presented by **DungeonADay.com** contained a level that was "four-dimensional." This was represented to the GM by appearing on a cube (although, ideally, I imagine the players shouldn't know this at the beginning). Because of this, mapping was much trickier (since starting in a room and going "east," "north," and "west" might put the person in the same room!).

To me, that one level encapsulated one quintessential element that's a huge feature of dungeon-fantasy games: They are generally limitless. Anything can happen.

Anything.

Apes who are created to be gladiators? Check!

An alternate dungeon that's contained inside a bottle? Sure!

A "dungeon" that's actually a crashed spaceship? A classic!

I know that I'm something of a minority, but I absolutely love every crazy thing that TSR did during the Second Edition of **Dungeons & Dragons:** wooden ships that sail through space (and have crazy gravity); planar-hopping oddballs; horrific patchwork realms that combine medieval, gothic, and Victorian trappings . . . I adore it all.

This kind of gonzo reveling in anything and everything is perhaps only otherwise seen in Silver Age comics (except that – unlike dungeon-fantasy campaigns – Silver Age-style comics typically have little character development and advancement). A solid detachment from reality or logic makes most campaigns much more enjoyable; it may not make sense for this random dungeon's room's walls to be made of metal, but if it prevents the heroes from using their preferred lightning bolts/mental rays/freeze blast attacks, then it forces the adventurers to change things up.

Realizing this, feel free to toss in anything and everything into a dungeon (provided it's at least remotely balanced from a game standpoint). This can be from a macro standpoint:

● A flying castle orbiting the planet (where, no doubt, the climactic confrontation destroys the flying mechanism and causes it to crash to the ground).

● A large "tower" where each higher level is taller – the bottom levels require crawling or crouching, while the higher levels contain giants and other big beasties!

Consistently Inconsistent

Dungeon-fantasy adventures also tend to be internally consistent . . . except for when they're not.

Sure, that sounds weird – bear with me!

For the most part, dungeon-fantasy adventures pride themselves on being internally logical. For example, the locales the heroes explore tend to have places with impossible magical effects, yet the PCs never try to claim them as their own. Why? Because they know the stuff won't work right for them . . . or if they *can* make that magic work, then it'll either be temporary (and perhaps not worth the effort), it won't be as powerful as it first seemed, or it'll be a terribly corrupting artifact.

Similarly, even though every town has a nearby dungeon, monsters tend not to swarm out of them and attack the weaker villagers. They're content to hang out until the heroes show up to kill them.

However, dungeon-fantasy encounters tend to *break* the rules more than other campaigns. Usually these rule breakages are the entire point of the encounter (and part of its "anything can happen" mantra.) For example, in old **Dungeons & Dragons,** players (and their heroes) grow used to the fight/heal cycle; for the most part, anything that doesn't kill you can be patched up by a cleric. However, some creatures can drain levels, which can't be healed easily; those break the rules, so they're *really* scary!

So, dungeon-fantasy adventures follow certain patterns, except when they don't . . . but those pattern-breakings are usually part of both the episodic and "anything goes" natures, and adventures tend to resume the baseline when the encounter is over.

Hopefully that all makes sense. If not, ask your local sage for more insight!

● A dungeon inside the belly of a gargantuan whale. In this case, "entering the dungeon" means convincing it to *eat* the heroes first!

. . . Or a room-to-room viewpoint:

● A large room where time moves strangely in different spots. Monsters move impossibly fast or muddle through nothing, while ranged attacks become much more challenging as they rocket to their destination or tumble slowly.

● A room where the floor is thin and brittle. Overzealous attacks can send anyone tumbling into . . . someplace undesirable!

● A dragon who's been forced into the form of a goblin (but who still has his fearsome breath weapon and resilience to damage).

Sure, it's entirely possible to do a dungeon-fantasy campaign without the crazy bits, but many of the most memorable moments in such games are the insanity. Embrace it!

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.

ODDS AND ENDS

A BIT OF BURNING ADVICE

Elsewhere in this fine tome (pp. 34-35), we note that "dungeon fantasy" isn't limited to dungeons. Although true, we'd like to make note of a special item of caution for any above-ground structures (mansions, towers, etc.):

"Sir Heroico! The evil Lord Snarlface is beginning his ritual of power from within his sinister manor house!"
"Hmm. Seal the doors shut, and set it on fire."

Relatively mundane means can destroy a relatively mundane structure with relative ease. With powerful enough magic, even a nonmagical stone structure may succumb.

Now, smart adventurers will realize that destroying the visible portion of an above-ground structure may still leave catacombs, dungeon entries, pocket dimensions, etc. untouched. However, many heroes were called to the adventuring life because their college-entrance scores were abysmal (they're not exactly the TL3-equivalent of rocket scientists), so they may well pursue this idea at least once.

The same advice can also apply to underground environs, but hearty souls who live beneath the earth tend to have more options if some joker seals the front of the catacombs and pumps water or gas therein.

HOW DO WE *BEGIN?!*

Finding the location of a dungeon is often straightforward, but figuring out how to *get in* can be equally satisfying.

• The entrance is either impossibly small ("How do we get in?") or impossibly large ("How do we open those gargantuan doors?").

• The dungeon entrance is at the bottom of a lake. The heroes either need to figure out how to drain the lake, breathe water (and risk flooding the dungeon when they open it), or otherwise get past the entrance into the good parts.

• The entrance is in the middle of town ("Oh, sure; that's always been there"), but no one can figure out how to open it. Plus, what effect will it have on the town if it *is* opened?

• The "dungeon" exists in the mind of another sapient being. "Entering the dungeon" means going into a hypnotic or psionic trance.

MURPHY'S RULES
BY GREG HYLAND

I think Senator Flesheater makes some good points.

IN *D6 FANTASY* (West End Games), GHOULS—DESPITE BEING NO SMARTER THAN SNAKES, TOADS, OR SQUIDS—HAVE A BETTER SPEAKING ABILITY THAN MOST HUMANS.

Got a *Murphy's Rule* of your own? Send it to murphy@sjgames.com

• The entrance to the "dungeon" is contained within a magic bean; watering it in special soil will cause a beanstalk to grow to the sky, which the heroes can climb to access the rest of the adventure.

Undertake this journey for the remission of your sins, with the assurance of the imperishable glory of the Kingdom of Heaven!
– Pope Urban II

ABOUT *GURPS*

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases are available on our website – see above.

GURPS rules and statistics in this magazine are specifically for the *GURPS Basic Set, Fourth Edition.* Page references that begin with B refer to that book.