


PYRAMID



Issue 3/50 December '12

DUNGEON FANTASY II



RACES AS PROFESSIONS

by Sean Punch

DARK SUMMONINGS

by W.A. Frick

SAINTLY POWER-UPS

by Antoni Ten Monró

SNOWMEN

by Peter V. Dell'Orto

SUPER DUNGEONS

by David L. Pulver

POWER-UPS FOR ASSASSINS

by Peter V. Dell'Orto

MORE DUNGEON
FANTASY LOADOUTS

by Matt Riggsby

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Color Key

Each article is color-coded to help you find your favorite sections.

Pale Blue: In This Issue

Brown: In Every Issue (letters, humor, editorial, etc.)

Dark Blue: GURPS Features

Purple: Systemless Features

COVER ART

Ken Kelly

INTERIOR ART

*Greg Hyland
Nikola Vrtis*

IN THIS ISSUE

You meet an old man in a tavern who promises you a trove of treasures you can't find anywhere else. The fruits of your quest? Behold: the second issue of *Pyramid* devoted to **GURPS *Dungeon Fantasy!***

Remember those bygone days when "being an elf" was a viable career path? Bring old-school sensibilities into new-school gaming with *Races as Professions*. Sean Punch – creator of the **GURPS *Dungeon Fantasy*** series and overlord of all **GURPS** – shows you how with two new character templates, a new skill, a new Code of Honor, and plenty of customization tips.

Get more options for dealing with demons and spirits when you participate in *Dark Summonings*. Discover four new lenses that build off **Dungeon Fantasy 9: Summoners**, new abilities, new traits, and a new racial template – the vampire!

The dungeon saints and warrior-saints from *Pyramid* #3/36: *Dungeon Fantasy* have had plenty of time to adventure and gain experience; now it's time for their own *Saintly Power-Ups!* In addition to ways to buff up your favorite faithful fighters, you'll learn how to push **GURPS *Divine Favor*** beyond the impossible with new history-shaping miracles.

When ordinary dungeons are too small and mega-dungeons are too complicated, you need *Super Dungeons*. In this installment of *Eidetic Memory*, David L. Pulver – author of **GURPS *Banestorm: Abydos*** – explores the possibilities of miles-wide adventure wonderlands, and provides a sample setting complete with backstory, **GURPS** creature stats, and a map.

From Matt Riggsby – author of **GURPS *Dungeon Fantasy 13: Loadouts*** – comes *More *Dungeon Fantasy* Loadouts*. These ready-calculated kits are custom-made for demolishers, justicars, mentalists, monster slavers, musketeers, and mystic knights who want to spend more time chopping and less time shopping!

Make your backstabbing adventurers deadlier with *Power-Ups for Assassins*. Peter V. Dell'Orto – author of **GURPS *Dungeon Fantasy 12: Ninja*** and creator of the assassin template for *Dungeon Fantasy* – describes a number of appropriate abilities and seven new perks, some of which might also be of interest to ninja.

This month's Random Thought Table considers what the Platonic ideal of a dungeon would be, and then examines an alternate advancement system. The issue wraps up with a chaotic Murphy's Rule and an Odds and Ends that includes a Peter Dell'Orto-penned *Dungeon Fantasy Monsters* suffix . . . from Hell! Plus, Peter returns for the last page where he presents two cold-minded critters who might show mercy someday – but not yeti.

The omens are clear! This *Pyramid* is both impetus and reward for your *Dungeon Fantasy* quests. Oh, and the old man in the tavern? He had 27 copper in his pockets.

Editor-in-Chief ■ STEVE JACKSON
e23 Manager ■ STEVEN MARSH
GURPS Line Editor ■ SEAN PUNCH
Assistant GURPS Line Editor ■
JASON "PK" LEVINE

Art Director ■ SAMUEL MITSCHKE
Assistant Art Director ■
BRIDGET WESTERMAN
Production Artist ■ NIKOLA VRTIS

Chief Operating Officer ■ PHILIP REED
Director of Sales ■ ROSS JEPSON
Page Design ■ PHIL REED and
JUSTIN DE WITT
Prepress Checker ■ NIKOLA VRTIS

FROM THE EDITOR

TOMORROW'S NOSTALGIA TODAY?

As an old-school gaming fan, I am always delighted by the diversity of material that was sprawled across various supplements – especially in classics like *Advanced Dungeons & Dragons*. “Where was that Jester character class? Didn’t I see a listing of *all* spell components, their rarities, and their costs? What was that adventure that had the lasers in it?”

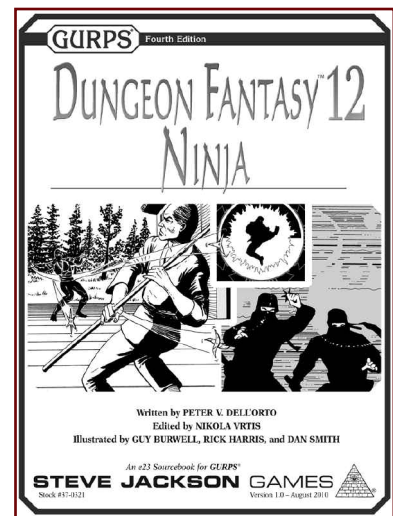
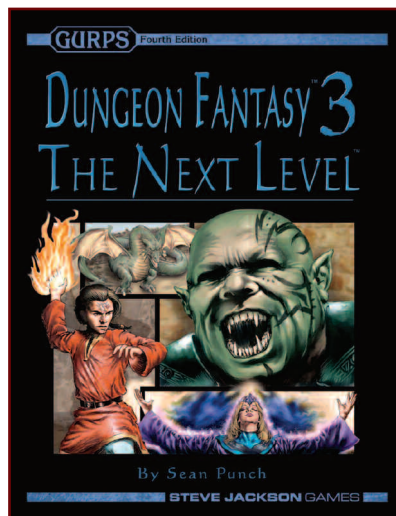
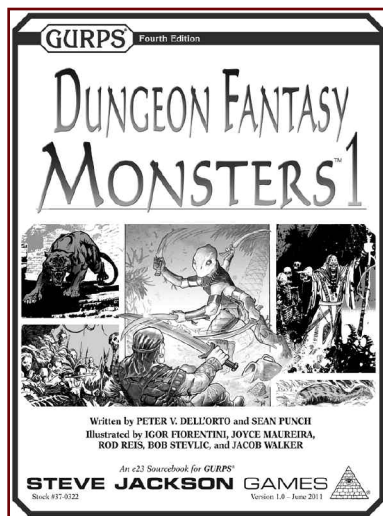
I get a lot of that same flavor as I look at the current state of *GURPS Dungeon Fantasy*. While the line benefits from the organizational and logical polish that are a feature of the entire *GURPS* line, enough coolness lurks in corners of the myriad supplements that you’re sure to stumble onto something surprising. This issue continues the tradition with more goodies that you can use to augment your own crypt-crawling campaigns. We hope there are sufficient goodies in this installment that you’ll find yourself looking back in a year and going, “Now where did I see that article about . . . ?”

FIFTY? NIFTY!

This is the 50th issue of *Pyramid’s* third volume. How cool is that?! We’d love to get a celebration going over on the forums. What have we been doing right? Which have been your favorite articles from our four-plus years? What themes would you like to see in the future? We’ve got issue #100 planned for February 2017; start making your thoughts known now for how you’d like that issue to look!

WRITE HERE, WRITE NOW

But enough about the future; let’s talk about this actual present-day issue about the fake past! Did we clear this dungeon successfully? Or should we go back to the tavern to look for another old sage’s guidance to try again? Let us know how were doing privately at pyramid@sjgames.com, or join the community at forums.sjgames.com.



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RACES AS PROFESSIONS

BY SEAN PUNCH

At the dawn of tabletop RPGs, “race” and “class” weren’t separate concepts, selected independently of one another. *Humans* were clerics, knights, thieves, wizards, and so on, but nonhumans didn’t have professions – being an elf, dwarf, or whatever was the whole picture. Even after the notion of mixing and matching emerged, players *still* weren’t free to choose whatever combination they liked; some races could only fill a short list of roles in which they typically faced a glass ceiling.

Nowadays, gamers are used to the idea of picking whatever race and profession they desire. However, early RPGs were a major influence on *GURPS Dungeon Fantasy*, and some players might want to do things “old school” in honor of that. And anybody might prefer to avoid the hassle of deciding on both a character template and a racial template, and then doing the juggling necessary to afford these on starting points. Thus, templates that cover race *and* profession in one fell swoop have something to be said for them.

Below are templates for the two most common nonhuman races, dwarves and elves. These were created by looking at what tasks the race is good at (as suggested by racial attribute bonuses and Talents), dialing up the stereotypes to 11, and factoring in the sorts of roles that these races played in old-school RPGs. Dwarves were portrayed as highly resistant warriors, gifted at mining and smithing, and handy with mechanisms such as secret doors, so they get high ST and HT, trade skills, and access to many “thief skills.” Elves were inevitably masters of the bow, sword, magic, and wilderness, so they enjoy high DX and IQ, spells, and access to broader advantage and skill choices than most of the character types in *Adventurers*. The GM could use such methods to develop similar templates for gnomes, halflings, and so on.

*Dwarves are warriors and miners;
elves are masters of everything else.*

DWARF

250 points

You’re a dwarf’s dwarf – a born delver among a race of delvers. You’ve rejected the guilds and orders of men in order to follow the ways of your people: perfecting a trade, accumulating

gold, and living a hard-but-healthy lifestyle. You pride yourself not only on your toughness but also on your wisdom; you’re aware that you’re no cleric, scholar, or wizard (time enough for that in old age!), but neither are you some foaming berserker or foppish swashbuckler, thinking with your weapon. And above all, you have *honor*.

Attributes: ST 14 [40]; DX 13 [60]; IQ 11 [20]; HT 14† [30].

Secondary Characteristics: Damage 1d/2d; BL 51 lbs.†; HP 14 [0]; Will 11 [0]; Per 11 [0]; FP 17† [0]; Basic Speed 6.00 [-15]; Basic Move 5† [0].

Advantages: Dwarf (*The Next Level*, p. 6) [20] and Wealth (Comfortable) [10]. • Another 20 points to raise Wealth to Wealthy [20] for 10 points or Very Wealthy [30] for 20 points, or to improve racial Damage Resistance (Tough Skin, -40%) by 1 [3], Lifting ST by 1-3 [3/level], Night Vision by 1-4 [1/level], Pickaxe Pendant by 1-3 [5/level], or Resistant to Poison (+3) to Resistant to Poison (+8) [7] for 2 points. • A further 45 points chosen from among the previous traits or ST +1 to +4 [10/level], DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], HT +1 to +4 [10/level], HP +1 to +4 [2/level], Will +1 to +4 [5/level], Absolute Direction [5], Dungeon Artificer 1-4 (*Sages*, p. 4) [5/level], Enhanced Parry 1 (Axe/Mace or Two-Handed Axe/Mace) [5], Equipment Bond (Any starting tool or kit) [1/item], Fearlessness [2/level], Gizmos 1-3 [5/level], Hard to Kill [2/level], Hard to Subdue [2/level], High Manual Dexterity 1-4 [5/level], High Pain Threshold [10], Luck [15] or Extraordinary Luck [30], Magic Resistance [2/level], Penetrating Voice [1], Signature Gear [Varies], Versatile [5], Weapon Bond [1], or Weapon Master (All impact weapons; see p. B208) [35].

Disadvantages: Code of Honor (Dwarf’s) [-5]. • Another -15 points chosen from among Bad Temper [-10*], Chummy [-5] or Gregarious [-10], Compulsive Carousing [-5*], Honesty [-10*], Miserliness [-10*], Overweight [-1] or Fat [-3], Sense of Duty (Adventuring companions) [-5], or worsen racial Greed from (12) [-15] to (9) [-22] for -7 points or (6) [-30] for -15 points. • A further -15 points chosen from among the previous disadvantages or Bloodlust [-10*], Bully [-10*], Callous [-5], Curious [-5*], Kleptomania [-15*], Odious Personal Habits [-5 to -15], Overconfidence [-5*], or Vow (Never refuse a challenge to combat) [-10].

Primary Skills: Axe/Mace or Two-Handed Axe/Mace (A) DX+3 [8]-16†. • One trade chosen from among Prospecting (A) IQ+4 [12]-15†; Architecture, Armoury (Body Armor or Melee Weapons), or Smith (any), all (A) IQ+3 [12]-14; Jeweler (H) IQ+2 [12]-13; or Alchemy (VH) IQ+1 [12]-12.

Secondary Skills: Survival (Subterranean) (A) Per+1 [4]-12.

● *Five* of Thrown Weapon (Axe/Mace) (E) DX+2 [2]-15†; Brawling, Crossbow, Fast-Draw (any), Knife, or Shield, all (E) DX+1 [2]-14; Axe/Mace or Two-Handed Axe/Mace (whichever wasn't selected above), both (A) DX+1 [2]-14†; Boxing, Broadsword, Shortsword, Sumo Wrestling, Throwing, or Wrestling, all (A) DX [2]-13; Flail, Sling, or Two-Handed Flail, all (H) DX-1 [2]-12; or 2 points to raise one of those skills by one level. ● *Eight* of Forced Entry (E) DX+2 [2]-15†; Stealth (A) DX [2]-13; Connoisseur (Weapons), Holdout, Lockpicking, Merchant, Smuggling, or Traps, all (A) IQ [2]-11; Strategy or Tactics, both (H) IQ-1 [2]-10; Lifting (A) HT [2]-14; Intimidation (A) Will [2]-11; Scrounging (E) Per+1 [2]-12; Search or Survival (Mountain), both (A) Per [2]-11; 2 points for another combat skill off the previous list; 2 points to buy another primary trade at three levels lower; or 2 points to improve one of these choices by one level.

Background Skills: *Five* of Knot-Tying (E) DX [1]-13; Climbing (A) DX-1 [1]-12; Escape or Pickpocket, both (H) DX-2 [1]-11; First Aid or Gesture, both (E) IQ [1]-11; Heraldry (A) IQ-1 [1]-10; Carousing (E) HT [1]-14; Hiking (A) HT-1 [1]-13; 1 point to improve one of these choices by one level; or 1 point for another secondary skill at one level lower.

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

† Includes racial modifier.

Customization Notes

Traditional dwarves *do* specialize – they just don't pursue what other races categorize as “adventuring professions.” The first thing to choose is your trade: Are you a builder (Architecture), a metalworker (Armoury or Smith), a miner (Prospecting), or somebody who works with gold (Jeweler) or even tries to transform other metals into it (Alchemy)? This will define how *dwarves* see you, which is what matters most.

Then spend a few advantage points to match. Alchemists are well-served by Dungeon Artificer – and by Magic Resistance and improved Resistant to Poison when experiments go awry in the lab. Builders want Versatile and a decent IQ. Jewelers often possess High Manual Dexterity. Miners should think about Absolute Direction and Night Vision for negotiating dark tunnels, Lifting ST for hauling ore, and maximum Pickaxe Pentchant for whacking rocks. Smiths require lots of ST, and the forge's heat often leads to High Pain Threshold and additional Damage Resistance. Anyone who's *successful* at his trade will have extra Wealth, too.

Every dwarf is also a warrior – the caverns are always under attack by some monster or other. Choose whether you use your axe in one hand or two, and then add supporting skills to complement your fighting style. A one-handed axe wielder might prefer Shield and Thrown Weapon (Axe/Mace), while a two-handed fighter who shoots a powerful crossbow and then pulls out a great axe won't bother with

shield and is likely to select Crossbow and Fast-Draw (Arrow). Almost no dwarf lacks unarmed skills, Brawling and Sumo Wrestling being favorites. Reserve some advantage points for combat capabilities (like ST, DX, HT, Enhanced Parry, Weapon Bond, and Weapon Master), and remember that Lifting ST is helpful for wrestlers while Pickaxe Pentchant aids axe use in combat.

Fit remaining noncombat skills around these choices. For instance, a miner who has Lifting ST and extra Pickaxe Pentchant would be able to carry and bash even better with the Lifting and Forced Entry skills, while a builder is likely to grasp Lockpicking and Traps. Any well-off dwarf could make use of Merchant and, well, Smuggling. And since all dwarves are combatants, consider investing in a couple of Connoisseur (Weapons), Intimidation, Strategy, and Tactics – and Armoury as a secondary profession, if it isn't your primary one. Fill out your quota with handy delving skills . . . many a dwarf is a rogue by human standards, versed at obtaining gold through Lockpicking, Pickpocket, Scrounging, Search, and Stealth.

Finally, select disadvantages that play to emphatic type. Many dwarves are jovial and outgoing, forming parties that boast Compulsive Carousing, Chummy, Overconfidence, and Sense of Duty. Others are dour penny-pinchers, proud of near-crippling Miserliness and Greed. Still others are grim cavern defenders, all Bad Temper and Bloodlust, with a Vow never to back down from a challenge. There's also a big split between dwarves with Honesty and those who exhibit Kleptomania, the former placing lawful acquisition on a pedestal alongside dwarven honor, the latter ignoring the “lawful” part and filling their packs with booty. Thieving dwarves often have their shopping privileges revoked; that's the “No Dwarven Gear” quirk, canceling the racial perk.

New Disadvantage: Code of Honor (Dwarf's)

-5 points

Traditional dwarves obey a code: Support your clan above other clans, favor dwarves over non-dwarves (putting elves second to all other non-dwarves save for goblin-kin, who come *dead* last), and respect formal business deals (those that pay in gold come first). Master a trade, never do shoddy work, never miss the chance to appreciate fine craftsmanship, and never destroy well-made goods unnecessarily. Always carry an axe.

This is worth only -5 points despite verging on total racial Intolerance in many ways because *all* aspects of it besides clan loyalty become negotiable as soon as gold enters the equation. In effect, it's little better than the pirate's code most of the time, though saying this aloud is asking for the chop.

New Skill Specialty: Survival (Subterranean)

This specialty lets the user find safe food, shelter, and water in underground settings, regardless of above-ground terrain. Roll against it to know which pale, sightless fish are edible, to turn glowing fungus into a makeshift light source, to avoid making camp under loose stalactites, etc. This skill only works for *natural* caverns, subterranean rivers, cave fungus, and so on. In artificial dungeons, it's at -5 or worse, and the GM may rule that no roll is permitted. There's no default to other Survival specialties in either direction.

Dwarf Power-Ups

Dwarves may spend earned points on any ability from their template, which already includes the racial power-ups from p. 40 of *Power-Ups*. Beyond that, a “career dwarf” has access to all general power-ups for which he meets the prerequisites (Cleaving Strike [5] being a favorite); may upgrade Resistant to Poison to full Immunity to Poison [15] and Night Vision to Infravision [10]; can purchase up to Enhanced Parry 3 (Axe/Mace or Two-Handed Axe/Mace) [5/level], Gizmos 6 [5/level], and Pickaxe Pendant 6 [5/level]; and may acquire the Artifact Lore [25] power-up of artificers, bards, innkeepers, and scholars (*Power-Ups*, p. 17). Finally, a dwarf can buy HT [10/level] up to 25 and HP up to 1.5 × ST.

*Over time, they adapted
to conditions within the cave
and tunnels that made up
the whole of their world. . . .
The tunnels favored those
with short, stocky frames and
powerful muscles adapted for
small spaces and hard climbs.*

– Terry Brooks and
Teresa Patterson,
The World of Shannara

Making the Dwarf Useful

The dwarf is a generalist. He has amazing physical stats to bolster respectable combat skills, a significant investment in his trade (and probably supporting advantages), and an inevitable smattering of all-around delving skills (Forced Entry, Lockpicking, Traps, and so on). Thus, he'll almost never be at loose ends – there will always be doors to kick in and monsters to chop up. Moreover, a dwarf could know several of Alchemy, Armoury, Connoisseur, Heraldry, Jeweler, and Merchant, and thus estimate the value of most loot; use Prospecting, Scrounging, and Search to find *more* treasure; and then exploit Wealth to sell the spoils at a good price.

Still, it's important to realize that the dwarf gives up combat clout in order to afford Wealth, wisdom, and a studied trade – the 42 points for IQ 11, Comfortable Wealth, and a trade skill would buy significant extra fighting ability. Make sure that these capabilities matter. For instance, *Dungeons* doesn't assign Architecture, Smith, and Jeweler specific tasks, but these should serve to appraise dungeon engineering, metalwork, and gems, respectively. Likewise, let a dwarf use his roguish IQ-based skills, such as Holdout and Smuggling, to reduce the risk of moving loot around. It's also fair to allow a dwarf PC to exploit his Dwarven Gear perk and Wealth to

acquire high-quality gear and turn a profit on it, perhaps dealing to other PCs!

Finally, note that traditional dwarves are the only PCs who enter play with Survival (Subterranean). This specialty is moderately limited, as it's unlikely to be of much use in dungeons, but it's good to throw in the odd exception. If nothing else, there ought to be the occasional long trek through caverns on the way to the *actual* dungeon during which the dwarf can reduce his reliance on supplies and steer friends away from dangers in the stony dark.

ELF

250 points

You're the consummate elf, living outside human settlements – and well away from dwarven mines! Sharper of eye, fletcher of foot, and wiser than mortals, your capabilities transcend the crude notion of “profession.” You excel at every endeavor from archery to magic, from swordplay to wordplay, and you've experienced more in your long years than any man could hope to see. All of this makes you a valuable addition to any party of adventurers, where you might by turns serve as scout, scholar, and spellcaster.

Attributes: ST 11+ [20]; DX 14+ [60]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 14 [0]; Per 14 [0]; FP 11 [0]; Basic Speed 6.25 [0]; Basic Move 7+ [0].

Advantages: Wood Elf (*The Next Level*, p. 8) [20]. ● Another 20 points on any of Per +1 to +4 [5/level], Basic Move +1 to +3 [5/level], Acute Vision [2/level], Charisma 1-4 [5/level], Musical Ability 1-4 [5/level], Perfect Balance [15], Silence 1 or 2 [5/level], or Voice [10], or to improve racial Appearance from Attractive to Handsome [12] for 8 points or Very Handsome [16] for 12 points, Forest Guardian by 1 or 2 [5 or 10], or Magery [10/level]. ● A further 45 points chosen from among the previous traits or ST +1 or +4 [10/level], DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], FP +1 to +3 [3/level], Basic Speed +0.75 or +1.75 [15 or 35], Absolute Direction [5], Acute Senses (any) [2/level], Animal Friend 1-4 [5/level], Combat Reflexes [15], Eidetic Memory [5] or Photographic Memory [10], Heroic Archer [20], Honest Face [1], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Night Vision 1-9 [1/level], Outdoorsman 1-4 [10/level], Signature Gear [Varies], Smooth Operator 1-3 [15/level], Wealth (Comfortable or Wealthy) [10 or 20], Weapon Master (Bow) [20], or Wild Talent 1 or 2 (Retention, +25%; Focused, Magical, -20%) [21 or 42].

Disadvantages: -25 points chosen from among ST -1 or -2 [-10 or -20], HP -1 to -3 [-2/level], Callous [-5], Code of Honor (Gentleman's) [-10], Impulsiveness [-10*], Intolerance (Urbanites) [-5], Loner [-5*], No Sense of Humor [-10], Odious Personal Habit (Mercurial) [-5], Phobia (Fire or Machinery) [-5*] or (Crowds) [-15*], Skinny [-5], Trickster [-15*], Unnatural Features 1-5 [-1/level], Vow (Vegetarianism) [-5], or Vow (Never sleep indoors or Own no more than what can be carried) [-10]. ● Another -25 points chosen from among the previous disadvantages or Bad Temper [-10*], Charitable [-15*], Curious [-5*], Honest [-10*], Overconfidence [-5*], Paranoia [-10], Selfish or Selfless [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

Primary Skills: Bow (A) DX+2 [2]-16†; Camouflage (E) IQ+2 [1]-16†; Fast-Draw (Arrow) (E) DX+2 [1]-16†; Stealth (A) DX+2 [2]-16†; and Survival (Woodlands) (A) Per+1 [1]-15†.

Secondary Skills: Three of Fast-Draw (any), Knife, Shield (Buckler), or Thrown Weapon (Knife), all (E) DX+1 [2]-15; Broadsword, Cloak, Main-Gauche, Rapier, Saber, Short-sword, Smallsword, or Staff, all (A) DX [2]-14; or 2 points to raise one of those skills by one level. • Eight of Innate Attack (any) or Jumping, both (E) DX+1 [2]-15; Boating (Unpowered), Climbing, Dancing, or Riding (Horse), all (A) DX [2]-14; Acrobatics (H) DX-1 [2]-13; First Aid, Gesture, Savoir-Faire (High Society), or Seamanship, all (E) IQ+1 [2]-15; Acting, Animal Handling (any), Armoury (Missile Weapons), Cartography, Connoisseur (any), Fast-Talk, Heraldry, Hidden Lore (Faeries, Magic Items, Magical Writings, or Nature Spirits), Navigation (Land or Sea), Poetry, Public Speaking, Research, Traps, or Weather Sense, all (A) IQ [2]-14; Diplomacy, Mimicry (Bird Calls), Musical Composition, Musical Instrument (any), Naturalist, Pharmacy (Herbal), or Veterinary, all (H) IQ-1 [2]-13; Thaumatology (VH) IQ-2 [2]-12; Carousing, Singing, or Swimming, all (E) HT+1 [2]-12; Hiking, Running, or Sex Appeal, all (A) HT [2]-11; Intimidation (A) Will [2]-14; Meditation (H) Will-1 [2]-13; Observation, Survival (any), or Tracking, all (A) Per [2]-14; 2 points for another combat skill off the previous list; or 2 points to improve one of these choices by one level.

Background Skills: 6 points to buy six additional secondary skill choices at one level lower.

Spells: 10 points in wizardly spells, which if (H) can be at IQ-2 [1]-12, IQ-1 [2]-13, IQ [4]-14, or IQ+1 [8]-15, or if (VH) can be at IQ-3 [1]-11, IQ-2 [2]-12, IQ-1 [4]-13, or IQ [8]-14. Remember to add any Magery bonus!

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

† Includes racial modifier.

Customization Notes

Elves are generalists similar to bards, their particular areas of knowledge determined by secondary and background skills. These are minor investments in points, but it's best to choose them first and define a couple of general roles. Consider picking a few skills in each of two or three areas – your superior DX and IQ ensure that even minor investments will yield competence. Then select advantages that complement these pursuits. Examples include:

Beast Whisperer: Animal Handling, Mimicry, Naturalist, Riding, Tracking, and Veterinary, enhanced by Animal Friend and perhaps Outdoorsman.

Cavorting Rogue: Acrobatics, Carousing, Climbing, Dancing, Jumping, and Sex Appeal, complemented by traits like Combat Reflexes, Luck, Perfect Balance, and more DX, Basic Speed, or Basic Move.

Courtier: Carousing, Connoisseur, Dancing, Diplomacy, Heraldry, and Savoir-Faire, supported by Charisma, Smooth Operator, Voice, and/or Wealth.

Keen-Eyed Scout: Gesture, Mimicry, Observation, Running, Tracking, and Traps, assisted by lots of Per and some of Absolute Direction, Acute Senses, Night Vision, and Silence.

Manipulative Fairy: Acting, Diplomacy, Fast-Talk, Intimidation, Savoir-Faire, and Sex Appeal, definitely

aided by Smooth Operator and possibly Charisma, Honest Face, Voice, or improved Appearance.

Troubadour: Carousing, Dancing, Musical Instrument, Poetry, Public Speaking, and Singing, almost certainly with the help of Musical Ability or Voice, and possibly Eidetic Memory or Languages.

Wilderness Wanderer: Cartography, Hiking, Naturalist, Navigation, Survival, and Weather Sense, with more Forest Guardian and advantages such as Absolute Direction and Outdoorsman.

Wise Immortal: Hidden Lore, Meditation, Pharmacy, Research, and Thaumatology, backed up by extra Magery and FP, and potentially Eidetic Memory, Wild Talent, or improved IQ.

It's just as valid to seek synergy in complementary roles (e.g., scout and wanderer, or courtier and manipulator) – which can make staking out a niche easier – as it is to favor diversity. In all cases, the traditional elf is *also* woodsman, and should consider taking as much Forest Guardian as he can afford. This will improve archery skills (Bow and Fast-Draw), which can become yet another useful focus with a judicious use of points. Heroic Archer and Weapon Master (Bow) are spectacularly valuable here.

All elves know a bit of magic, and this, too, can either support an existing role or be its own thing – possibly something as broad as “backup wizard.” With the basic Magery 0, possible wizardly spells include Climbing, Debility, Dull (Sense), Foolishness, Haste, Ignite Fire, Inspired Creation, Itch, Keen (Sense), Light, Measurement, Purify Air, Seek Air, Seek Earth, Seek Fire, Seek Food, Seek Water, Sense Foes, Sense Life, Simple Illusion, Sound, Tell Time, Test Food, and Touch. Elves with superior Magery will want *real* spells, of course. The *ne plus ultra* is Spell-Archery (*The Next Level*, p. 41), which demands Magery 3.

Other Elves?

The elf template assumes a wood elf because that's the most common kind of elf – and because with bonus DX and Basic Move, plus a couple levels of Forest Guardian right out of the gate, the wood elf is the best all-around delver. Players who prefer to play another elven subspecies are welcome to use the character template as written, plus elf power-ups, to gain the racial traits for that type; e.g., Acute Vision 2, Perfect Balance, Telescopic Vision 1, and Loner give a de facto mountain elf. Those who don't mind doing the math can switch racial templates, though losing Forest Guardian 2 means taking a big hit in core ability. However, the latter approach is necessary for the sea elf and winged elf, as these “races” sport meaningful physiological differences.

Elven Honor

Traditional elves are as honor-bound as old-school dwarves. They might lack an explicit Code of Honor, but they live by a strict code: Sense of Duty (Nature). Shadow elves don't especially respect this set of laws, though, and there may be other elves in this boat. Players who would rather not be hemmed in by these rules are welcome to swap the wood elf template for the shadow elf template.

“How?” a dubious Arianna asked. “I’ve lost my bow and arrows. The only weapon I have now is my elf magic, since I sort of left my short sword back at the town.”

– Jeanne M. Owens, *Kismet and Tell*

Disadvantages don’t always match what an elf is good at. All too often, a pretty, well-spoken elf is a standoffish snob, or a lethally accurate archer lacks the muscle to bend a powerful bow (though *elven* bows offer a workaround, and archers should consider them as Signature Gear). Classic stereotypes include the slight elf (Skinny, with lower ST and HP), the chilly and inscrutable immortal (Callous, Intolerance, No Sense of Humor, and Stubbornness), the mercurial prankster (Impulsiveness, Odious Personal Habit, Trickster, and Selfish), the high-minded protector (Charitable, Code of Honor, Honesty, Selfless, and Sense of Duty), and the cloaked wanderer (Loner, Paranoia, and a solemn Vow or two). Many elves fall into several categories.

Elf Power-Ups

Elves may use earned points to add or improve any ability from their template, which includes all the racial power-ups on p. 41 of *Power-Ups* except for the Light Walk skill, which unlocks with Acrobatics and Stealth at 14+. An elf can also gain general power-ups for which he has the prerequisites; add Telescopic Vision 1 [5]; buy up to Forest Guardian 6 [5/level] and Silence 4 [5/level]; and acquire the scout’s Bow Fencer [10], Double-Shot [6 or 7], Quick-Shot [3 or 5], and Strongbow [1] power-ups if he meets the prerequisites (see *Power-Ups*, pp. 32-33). Finally, an elf can work toward *one* of raising DX [20/level] up to 25, Per [5/level] up to 25, or Basic Move [5/level] up to +6, letting him exceed the usual limits in his chosen area.

Making the Elf Useful

An elf can easily become a force at magic, ranged combat, scouting, and social play. It may be harder to keep him out of other delvers’ business than to find him things to do! Nevertheless, the elf is as intellectual as he is physical, and so probably won’t be the best in the party in either area. Thus, it’s good to include missions that call for both facilities: sneaking through the wilderness at night to negotiate with fellow elves knowledgeable about the next adventure, winning the archery contest at the Faerie Court, or operating ahead of the party alongside the scout and thief, providing magical support. These need not feature in every scenario – if they are, the players will come to see the elf as a niche-invading menace – but the heroes should be glad to have an elf along. Of course, this may be a simple matter of him using Elven Gear to score cheap elven bows, mail, and rations for his associates.

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. . . and the list keeps growing. He lives in Montréal, Québec with his wife.



DARK SUMMONINGS

BY W.A. FRICK

The templates from *GURPS Dungeon Fantasy 9: Summoners* fill a highly specialized niche within an adventuring party: They provide spells and abilities focused on calling, controlling, and otherwise dealing with a specific kind of supernatural entity. As useful and powerful as this niche can be, sometimes it's not quite enough to reliably keep a summoner in the action – a necromancer can get quite bored when there aren't any ghosts around to talk to, zombies to rebuke, or other undead-themed challenges. He can certainly make his own fun by conjuring up allies, but if he has nothing else useful to do but summon help, he risks being upstaged by his own minions.

This article thus presents optional variants on the “dark” summoners from that supplement – the *demonologist* and the

necromancer. It is intended to expand their roles, with extended casting talents and spell lists for the original templates, as well as “multi-profession” lenses to add summoner abilities to other templates.

The GM and players should both be aware that, like the new Divine Realms introduced in *GURPS Dungeon Fantasy 7: Clerics*, these options can blur character niches. This can be good (allowing one adventurer to be more versatile, cover multiple niches in a smaller party, or back up a vital role when another delver is down) or bad (rampant toe-trampling and upstaging, as similar adventurers compete for a limited spotlight). A bit of coordination during character creation can help steer away from problems, and even allow some pretty unconventional line-ups to cover important party roles.

EXPANDED CASTERS

Certain schools of summoning teach additional magics alongside the traditional curriculum of conjurings, bindings, and banishings – spells related to the source of the summoner's power, drawing upon the same metaphysical theories or supernatural beings.

The following lenses are applied to the standard templates from *Summoners*, providing the delver access to the additional spells listed.

*Every moment of light and dark
is a miracle.*

– Walt Whitman

GRAY NECROMANCERS

Stereotypes aside, necromancy isn't really *all* about death – it's about the border *between* life and death, and the potent magics that allow one to blur and even cross that line. The gray necromancer is concerned with more than just animating corpses and binding ghosts. He also learns spells of the living and healthy body as well as the dead, in order to unlock the deepest secrets of life and death – in open defiance of the

gods' monopoly on such powers (and the cleric's corner on healing spells).

One take on the gray necromancer is that he's blending white and black magics to achieve good: healing the sick and injured, banishing evil spirits, and helping the dead to find their way to the Next World. These individuals sometimes even get along with clerics and holy warriors, considering their generally similar goals. In addition to their undead-fighting abilities, they can back up (or be) the party healer, and can even pinch-hit for a blaster-caster with their few offensive spells. This makes them generally suitable as PCs, even in more “heroic” or holy parties.

Another take is that, in spite of the lack of restorative abilities among evil clerics and unholy warriors, the Forces of Darkness *do* have access to healing magic . . .

Gray Necromancer

To create a gray necromancer, apply the following lens to the standard necromancer template (*Summoners*, p. 13).

Advantages: *Replace* Deathliness 3 [24] with Deathliness 3 (Gray Necromancy) [30]. • Spend only 14 points (instead of 20) on additional Necromantic abilities.

Spells: In addition to the standard Deathly spells (*Summoners*, p. 15), gray necromancers can learn and cast the following spells (with the alternate prerequisites listed, where appropriate):

<i>Spells</i>	<i>Prerequisites</i>
Age	Six Deathly/Necromancer spells
Agonize	Deathliness 2 and Sensitize
Animate Shadow	Command Spirit and Skull-Spirit
Astral Block	Repel Spirits and Summon Spirit
Astral Vision	Aura and Sense Spirit
Aura	Detect Magic
Bind Spirit	Command Spirit (same type) and Soul Jar
Body of Shadow	Deathliness 3 and Animate Shadow
Choke	Deathliness 1, Spasm, and four other Deathly/Necromancer spells
Clumsiness	Spasm
Command Undead*	Major Spirit and Turn Zombie
Cure Disease	Major Healing and Relieve Sickness
Deathbolt†	Deathtouch and at least five other Deathly/Necromancer spells
Debility	–
Decay	Deathliness 1
Divination (Necromancy)	Summon Spirit
Entrap Spirit	Deathliness 1, Soul Jar, and Turn Spirit
Ethereal Body	Body of Shadow
Evisceration	Deathliness 3, Frailty, and Steal Vitality
Frailty	Lend Energy
Great Healing	Deathliness 3 and Major Healing
Halt Aging	Deathliness 2 and eight Deathly/Necromancer spells
Hinder	Clumsiness
Hunger	Deathliness 1, Debility, and Decay
Instant Regeneration	Deathliness 3 and Regeneration
Instant Restoration	Deathliness 2 and Restoration
Itch	–
Lich‡	Deathliness 3, IQ 13+, Soul Jar, Zombie, and 10 other Deathly/Necromantic spells
Major Healing	Deathliness 1 and Minor Healing
Might	Lend Energy
Minor Healing	Lend Vitality
Nauseate	Deathliness 1 and Spasm
Pain	Spasm
Pestilence	Decay and Steal Vitality
Regeneration	Deathliness 2 and Restoration
Relieve Sickness	Lend Vitality
Repel Spirits	Command Spirit or Command Undead
Resist Pain	Deathliness 2 and Pain
Restoration	Major Healing
Resurrection	Instant Regeneration and Summon Spirit
Retch	Nauseate
Sensitize	Deathliness 1 and Stun
Slow Healing	Deathliness 1, Frailty, and Steal Vitality
Soul Jar‡	Deathliness 1, Steal Vitality, and five other Deathly/Necromancer spells
Spasm	Itch
Steal Energy	Minor Healing
Steal Vitality	Steal Energy
Steal Youth	Age, Steal Vitality, and Youth
Stop Healing	Slow Healing

<i>Spells</i>	<i>Prerequisites</i>
Stop Paralysis	Either Minor Healing and Paralyze Limb, or Major Healing
Strike Barren	Deathliness 1, Decay, and Steal Vitality
Stun	Pain
Throw Spell	Curse
Total Paralysis	Paralyze Limb
Vigor	Lend Vitality or Frailty
Weaken Blood	Steal Vitality
Wraith‡	Deathliness 3, IQ 13+, Halt Aging, Soul Jar, and 10 other Deathly/Necromantic spells
Youth	Deathliness 3 and Halt Aging

* Identical to Command Spirit, except that it's a Very Hard spell, and works on *any* undead, with or without a body.

† Identical to Fireball, except that it does 1d toxic damage per energy point (armor protects normally); if the target is wounded, he must make a HT roll at -1 per 2 HP damage or be physically stunned (HT roll each turn to recover). This damage *does* affect the undead, as for Deathtouch, though the stunning effect does not.

‡ These spells grant access to powerful, *permanent* advantages or templates; see *Upgrade Templates* (p. 15) before allowing a PC learn them.

*That is not dead which can eternal lie,
and with strange aeons even death
may die.*

– H.P. Lovecraft,
“The Nameless City”

New Necromantic Ability: Animate Dead

Varies

Prerequisite: Deathliness or Necromantic Talent 2+ for five zombies; Talent 4+ for 10 zombies; or Talent 6+ for 20 zombies.

As it stands, creating necromantic minions is time-consuming; the Zombie spell takes a full minute to cast, which is fine if you're not in a hurry, and you have the 8 FP *per zombie* to spare. The *Material Undead Servants* in **Summoners** (p. 25) require at least a couple of weeks to get one up and shambling, and so bodies have to be brought with you and prepped on the way if you want to send them into battle as you cackle maniacally. If they get hacked to pieces (as zombies often do), you're looking at *another* week in the body shop to repair or replace them!

But no more! You can create a zombie *on the spot* by animating a nearby corpse. You must be able to see the corpse, and it must be relatively intact (*not* blown or hacked apart, burned to ashes, below -10×HP, etc.). Take a Concentrate maneuver – often pointing at the corpse, and intoning “Rise! Rise, and serve your New Master!” or something similar – and roll against the frequency of appearance (if less than Always). If the roll succeeds, the corpse instantly becomes a zombie in your service; it begins unlife in the position it died in, most often prone, but will start to get to its feet on its turn.

Alternative Talents

As with clerics using the rules for *New Realms* (**GURPS Dungeon Fantasy 11: Power-Ups**, p. 22), the GM may allow magical casters to acquire new casting talents as alternative abilities. Which talents are available to which templates is purely a matter of taste – the GM may declare that *any* character with a magical casting talent can acquire *any* other magical talent as a power-up, or that only similar talents can be bought this way (e.g. demonologists and necromancers can each learn the other's talent, but not those of bards or elementalists). It may even be possible for a *magical* caster to learn some forms of Power Investiture as alternatives . . . demonologists and necromancers might be able to purchase Power Investiture (Unholy), for instance.

The same guidelines apply for a summoner-knight (pp. 13-14) who wishes to acquire additional power talents.

New Power-Up: New Magical or Power Talent

Variable

If the GM allows this power-up, it has a “startup” Unusual Background cost of 10 points for casting talents, or 5 points for power talents, no matter how many alternatives are made available. Once this price is paid, the character can purchase any additional talent that the GM has

declared available to him, as an alternative ability. He must already have a magical casting talent to buy other casting talents as alternatives, though a caster may buy a power talent in order to gain access to only the abilities, and not the spells, of a new kind of magic.

At least one level of a talent must be purchased to gain access to its spells or abilities, and alternative talents can never exceed the level of the original talent (the one he paid full price for). Record spells and abilities separately for each – magical spells learned under one talent (but *not* clerical, druidic, or shamanic spells) *can* serve as prerequisites for others, but even if a spell appears on multiple lists, only the *highest* talent is used to figure skill level. Never add talent levels for any reason.

Advantages: *Either* a casting talent that's normally [10/level] as an alternative ability for 2 points/level, a casting talent that's normally [8/level] as an alternative ability for 1.6 points/level*, *or* a power talent that's normally [5/level] as an alternative ability for 1 point/level; Unusual Background (Student of multiple arts) [5 or 10].

* Remember to multiply the base cost by the level, then round the total up.

The resulting zombie is nothing fancy – your basic walking corpse. Apply the Zombie template (**GURPS Magic**, p. 152) to only the *physical* attributes of the base creature (set IQ to 8, or base IQ-2, whichever is *lower*); all mental and social traits, all supernatural powers and abilities, all physical traits other than gross morphology (claws, natural DR, extra or missing limbs, etc.), and all skills of the original creature are lost. (*Exception:* If the creature died with a melee weapon *in its hand*, it has the melee skill for that weapon, at DX.) If the corpse is skeletal, use the Skeleton template instead (**Magic**, p. 152). The minion so created cannot exceed 5% of your *current* point total – the GM should eyeball it, but considering the zombie's many limitations and high negative template cost, only especially large or tough creatures should push the limits. The GM will tell you when a corpse is simply too large or powerful to be animated.

You can attempt to animate the dead a number of times per day equal to the number of Allies purchased; failed frequency of appearance rolls *do* count against your daily limit, though automatic failures (trying to animate a corpse personally killed by a holy warrior, etc.) *do not*. Further, you can have no more than *that* number of animated dead active at one time . . . so Animate Dead (Five servitors) allows you to make five attempts to animate corpses in a given day, but you can never have more than five animated at a time, especially if you begin the day with servitors left over from the day before.

Animating a new corpse when you already have the maximum number causes one of your existing zombies (selected randomly) to drop lifeless to the ground. You can willingly “dismiss” a specific zombie before animating another, in order to cull the weak from the herd. You can also have any number of *other* minions following you around, if you're so

inclined – more sturdy undead Allies (**Summoners**, p. 25), spell-created zombies, etc; the limit above applies only to zombies animated with *this* ability.

The GM may choose to allow this as an Unholy power-up as well, whether added to “generic” Unholy Might in **GURPS Dungeon Fantasy 3: The Next Level**, or to a specific deity's realm from **Clerics** (death gods being the most obvious choice, but possibly gods of the night, war gods, etc.).

Advantages: Allies (Five animated servitors; Built on 5% – see *Hordes of Minions*, **Summoners**, p. 14; Appear on 15 or less; Accessibility: Requires Corpse, -10%; Conjured, +100%; Minion, +0%; PM, -10%) [6], (Five servitors; Always Appear) [8], (10 servitors; 15 or less) [7], (10 servitors; Always Appear) [9], (20 servitors; 15 or less) [9], or (20 servitors, Always Appear) [12].

INFERNAL DIABOLIST

Some demonologists dabble with minor fiends and servant imps, playing at the edges of the Hierarchies of Hell without wreaking true evil. Others learn the demonic arts only so they can banish the foul creatures back to the pits they crawled from. The infernal diabolist is *not* one of those – he seeks not only power over the demonic, but to use that power over his fellow mortals. In addition to calling and binding demons to serve his dark ambitions, he can harness the fiery magics of the Pit to strike at his foes, employ vile hexes and curses on those who anger him, and learn the tricks and wiles used by demons to tempt mortals to sin. His wider selection of spells allows him to stand in for many other magical casters – he can play an artillery mage, fire elemental, even a sinister sort of bard.

While not *universally* evil, infernal diabolists do tend to fall more toward the mustache-twisting end of the hero-villain axis; their powers *could* be used to do nice things, but usually in pretty nasty ways (though no nastier than an evil cleric or standard demonologist). Whether this makes them any less (or more) suitable as PCs in a given campaign is, as always, up to the GM.

Infernal Diabolist

To create an infernal diabolist, apply the following lens to the standard demonologist template (*Summoners*, p. 6).

Advantages: Replace Demonic Attunement 3 [24] with Demonic Attunement 3 (Infernal Diabolism) [30]. • Spend only 12 points (instead of 18) on Demonological abilities.

Spells: In addition to the standard Demonologist spells (*Summoners*, p. 8), infernal diabolists can learn and cast the following spells (with the alternate prerequisites listed, where appropriate):

Spells	Prerequisites
Aura	Detect Magic
Berserker	Bravery
Bravery	Fear
Burning Death	Burning Touch and Curse
Burning Touch	Demonic Attunement 2, Heat, and at least five other Demonologist/Diabolist spells
Charm	Demonic Attunement 1, Loyalty, and seven other Demonologist/Diabolist spells
Command	Demonic Attunement 2 and Forgetfulness
Command Demon*	Demonic Attunement 3 and Summon Demon
Compel Lie	Emotion Control
Conceal Magic	Demonic Attunement 1 and Detect Magic
Create Fire	Ignite Fire
Daze	Foolishness
Deflect Energy	Demonic Attunement 1 and Shape Fire
Divination (Infernal Communion)	Summon Demon
Dream Projection	Dream Sending
Dream Sending	Sleep
Ecstasy	Demonic Attunement 2 and Emotion Control
Emotion Control	Loyalty
Enslave	Charm and Suggestion
Explosive Fireball	Fireball
False Aura	Aura and Conceal Magic
False Memory	Forgetfulness, and six other Demonologist/Diabolist spells
Fascinate	Daze
Fear	Any seven other Demonologist/Diabolist spells
Fireball	Demonic Attunement 1, Create Fire, and Shape Fire
Fire Cloud	Smoke and Fireball
Flame Jet	Create Fire and Shape Fire
Flaming Armor	Demonic Attunement 1, Resist Fire, and Flame Jet

Spells	Prerequisites
Flaming Missiles	Flaming Weapon
Flaming Weapon	Demonic Attunement 2 and Heat
Foolishness	IQ 12+
Forgetfulness	Demonic Attunement 1 and Foolishness
Glib Tongue	Suggestion
Great Geas	Demonic Attunement 3, Lesser Geas, and at least 14 other Demonologist/Diabolist spells
Great Hallucination	Demonic Attunement 2 and Hallucination
Hallucination	Madness and Suggestion
Heat	Create Fire and Shape Fire
Hide Emotion	Sense Emotion
Hide Thoughts	Hide Emotion
Ignite Fire	–
Infernal Fireball†	Infernal Flame and Fireball
Infernal Flame†	Burning Death
Infernal Flame Jet†	Infernal Flame and Flame Jet
Lesser Geas	Demonic Attunement 2, Command, and at least nine other Demonologist/Diabolist spells
Loyalty	Bravery, and two other Demonologist/Diabolist spells
Mage Sense	Detect Magic
Mage Sight	Detect Magic
Mass Daze	Daze and IQ 13+
Mass Sleep	Sleep and IQ 13+
Mass Suggestion	Suggestion
Madness	Forgetfulness
Mystic Mark	Demonic Attunement 1 and any four Demonologist/Diabolist spells
Nightmare	Demonic Attunement 2, Dream Sending, Fear, and Sleep
Oath	Demonic Attunement 1 and Emotion Control
Panic	Fear
Permanent Forgetfulness	Demonic Attunement 2, Forgetfulness, and IQ 13+
Permanent Madness	Demonic Attunement 2, Madness, and IQ 13+
Rain of Fire	Demonic Attunement 2 and Create Fire
Resist Fire	Heat
Seek Magic	Detect Magic
Sense Emotion	Sense Foes
Sense Foes	–
Shape Fire	Ignite Fire
Shapeshifting (Bat, Cat, Crow, Frog, or Rat)	Demonic Attunement 1, and at least six Demonologist/Diabolist spells.
Shapeshift Other (Bat, Cat, Crow, Frog, or Rat)	Shapeshift (same form) <i>or</i> Curse
Sleep	Daze
Smoke	Demonic Attunement 1 and Shape Fire
Stench	Smoke
Strike Blind	Curse
Strike Deaf	Curse
Suggestion	Emotion Control and Forgetfulness
Terror	Fear
Weaken Will	Demonic Attunement 1, Foolishness
Will Lock	Emotion Control

* Identical to Command Spirit, except that it's a Very Hard spell and works on demons – including demons that the caster *didn't* summon.

† Identical to Essential Flame, Flame Jet, and Fireball, but the fire created is *unholy*, doing toxic incendiary damage, triggering Vulnerabilities or Weaknesses of holy creatures, ignoring DR that applies only to burning damage, etc.

I mean, I really love the undead.
– Tsukiko, in **Order of the Stick**

New Demonological Ability: Banish

42 points

Prerequisites: Demonic Attunement or Talent 4; Exorcism at Will or better.

You can focus your summoner's will to send a summoned creature back from whence it came. You must be able to see (or Detect) the creature, and must take *two* consecutive Concentrate maneuvers, generally while sternly castigating the entity in an arcane tongue. On your second turn of concentration, spend 2 FP and roll a Quick Contest of your Exorcism skill vs. the target's Will; you add your summoner Talent level, but subtract the distance in yards to the target, while the target entity adds its Magic Resistance, if any. You can make an appropriate Hidden Lore or Psychology roll for a further +1 (+2 for a critical success, -1 for a failure, or -2 for

a critical failure). The GM may grant you up to +4 for other ritually significant acts, such as speaking the entity's True Name, inscribing its sigil, or brandishing objects or substances to which it has a Dread, Vulnerability, or Weakness. On the flip side, the GM may impose a penalty (up to -5), if you know *too little* about it, or worse, misidentified what *kind* of creature it is (e.g., you're trying to banish a fire elemental when it's actually a demon).

If you *win*, the creature is immediately banished – disappears in a ball of light, engulfed in flames, or simply dispersed like smoke, but one way or another, *gone* until resummoned (usually no sooner than 24 hours). It hasn't actually been killed or damaged, but its Material World privileges have been suspended for the day.

This ability only works on beings that are magically or supernaturally summoned, conjured, or created – including Summonable Allies and entities that are summoned or created entirely by spells – never on living beings, undead, golems, or other *enchanted* (as opposed to created) servitors, free-willed spirits, etc. Such a brute-force banishing is draining – successful or not, you can't make another attempt, against the same target or any other, for at least 15 seconds.

At the GM's option, this power-up could also be suitable as a Holy, Shamanic, and/or Unholy ability, and may be available in limited form to other summoners (e.g., Banish Elementals).

Advantages: Affliction 1 (Will; Banish, +250%*; Based on Will, +20%; Costs Fatigue, 2 FP, -10%; Malediction 1, +100%; PM, -10%; Takes Extra Time 1, -10%; Takes Recharge, 15 seconds, -20%) [42].

* See text. Priced comparably to Heart Attack (+300%) plus Accessibility, Summoned beings (-50%).

SUMMONER-KNIGHTS

The following are essentially summoner multi-profession lenses (see **The Next Level**, p. 17); although called "knights," they're as appropriate to add to casters as to warriors. In theory, they can be included with any template *other* than the one from which their powers are derived – a necromancer doesn't need to take the death-knight lens, because he already has access to everything in the lens. Some combinations make more sense than others, of course: A wizard-death knight with lots of necromantic spells is a natural fit, but a holy warrior-demon knight will have some *serious* explaining to do . . .

DEATH KNIGHT

+50 points

By delving into the black arts of the necromancer, you have infused yourself with the essence of Death in order to gain power over it. While you may have no head for arcane rituals and spells, you can *intuitively* tap into necromantic energies to invoke powerful abilities.

Advantages: Close to the Grave 1* [5]; Necromantic Talent 1 [5]; Night Vision 5 [5]; Spirit Empathy (Specialized, Undead, -50%) [5].

Disadvantages: In a setting where necromancy is openly forbidden by the Powers That Be, you can *either* buy the

Deceptive or Secret Aura perk (p. 14), *or* add Social Stigma (Excommunicated) [-10] and take 10 additional points of Special Abilities.

Skills: Exorcism (H) Will-1 [2]; Expert Skill (Thanatology) (H) IQ-1 [2]; Hidden Lore (Undead) (A) IQ+1 [4]; Occultism (A) IQ [2].

Special Abilities: 20 points in Necromantic Abilities (**Summoners**, p. 15); spend leftovers on Necromancer template traits.

* Gives +1 to Exorcism, Expert Skill (Thanatology), Hidden Lore (Undead), and Occultism.

New Talent: Close to the Grave

5 points/level

This talent gives +1 per level (maximum four levels) to Exorcism, Expert Skill (Thanatology), Hidden Lore (Undead), Occultism, Psychology (Undead), and Thaumatology – and to reaction rolls made by the undead! It's available to all death knights and necromancers as a power-up.

New Perk: Deceptive or Secret Aura

Prerequisite: Some kind of supernatural trait that shows up in your aura.

Your mystical aura doesn't accurately disclose your supernatural characteristics. Magical abilities (Magery and other casting talents), invested powers (Druidic, Holy, Unholy, etc.), and other supernatural traits (psionics, half-spirit racial templates, etc.) are normally obvious when someone is viewed by the Aura spell (p. B249), an appropriate Detect ability, or similar power. Your supernatural nature either shows up as something *else* (Deceptive Aura, so that Unholy detects as Holy, etc.) or is absent entirely (Secret Aura), unless the viewer *critically* succeeds his spell or detection roll. This only conceals your *aura*, not your *appearance*; an Infernal who detects as Good instead of Evil still has red skin and cloven feet.

The specifics must be detailed when the perk is taken, and can't be changed. If you take Deceptive Aura (Demonic Attunement detects as Magery), you can't later decide to conceal your magical aura altogether without buying an additional perk. You *can* take multiple aura perks, either for multiple supernatural traits (e.g. Unholy detects as Holy, *and* Deathliness is Secret), or to be able to *change* your aura (Unholy detects as Holy, *or* is Secret); in the latter case, you can switch between false auras as a free action, once per turn. *1 point per aura-trait.*

DEMON KNIGHT

+50 points

You have studied forbidden lore and contacted dark entities to bargain for power. You may be a champion of the Light, braving the temptations and corruptions of demonic power in order to fight the creatures on their own turf. Or you may be a villainous blackguard who gives the unholy warrior a run for his evil.

Advantages: Close to Hell 2* [10]; Demonic Talent 1 [5]; Spirit Empathy (Specialized, Demons, -50%) [5].

Disadvantages: In a setting where demonology is openly forbidden by the Powers That Be, you can *either* buy the Deceptive or Secret Aura perk (above), *or* add Social Stigma (Excommunicated) [-10] and take 10 additional points of Special Abilities.

Skills: Exorcism (H) Will-1 [2]; Hidden Lore (Demons) (A) IQ+1 [4]; Occultism (A) IQ [2]; Psychology (Demons) (H) IQ-1 [2].

Special Abilities: 20 points in Demonological Abilities (**Summoners**, p. 8); spend leftovers on Demonologist template traits.

* Gives +2 to Exorcism, Hidden Lore (Demons), Occultism, and Psychology (Demons).

Damodar: The forces of evil hear the call of the orb . . . they wait to pick the rotting dead carcass of Izmer.

Wicked Doctor: Good times.

– Dungeons & Dragons: Wrath of the Dragon God

NEW RACIAL TEMPLATE

Summoners and summoner-knights might be of a race that reflects their fascination with death and near-life.

VAMPIRE

60 points

Choice Professions: Barbarian, Knight, Swashbuckler, Unholy Warrior.

Marginal Professions: Cleric, Holy Warrior.

Whether the result of dark magic or an ancient curse, vampires are undead creatures who feed on the blood of the living. Some are tragic anti-heroes, attempting to overcome their affliction and use their blood-soaked powers for good . . . others embrace their appetites, and strive to remind mortals why they fear the Night.

Like elves and half-spirits, vampires are technically Unaging, but since this has no effect in most dungeon-fantasy campaigns, it's not included in this template.

The vampire template is both expensive and powerful, and like the half-spirits from *The Next Level*, it may not be appropriate for every campaign. It's up to the GM whether this template is available to starting characters, as a power-up for necromancers and death knights, only to NPC villains, or not at all.

Attribute Modifiers: ST +4 [40].

Advantages: Blood Pool 5 [15]; Combat Reflexes [15]; Doesn't Breathe [20]; DR 1 (Tough Skin) [3]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Unliving) [20]; Injury Tolerance (No Vitals; Stake-able*) [4]; Night Vision 7 [7]; Unkillable 1 (Achilles' Heels, Fire, Holy damage, Sunlight, or Stake*) [25]; Vampiric Bite [30].

Upgrade Templates

Powerful summoners often *change* to more closely resemble the types of spirits that they work with. In some cases, this is the result of a powerful spell, such as Lich or Wraith (*Magic*, pp. 159-160); in others, it may be a more gradual metamorphosis, such as a demonologist who's constantly infused with diabolical energies becoming an infernal half-spirit (*The Next Level*, p. 13), or a particularly bloodthirsty death knight developing the features of a vampire (pp. 14-15).

If the GM allows, summoners and summoner-knights can buy appropriate *racial* templates as power-ups – possibly over time, rather than all at once. These are generally treated like other power-ups in the campaign, though the GM is encouraged to set up specific *in-game* requirements (dark quests, rare and illegal ritual components, etc), as well as the normal cost in points and/or money.

Soul Jar

See *Magic*, p. 154

It's a classic – the evil wizard who can't be killed, because his soul isn't in his body, but locked away in a special container somewhere (e.g., a silver needle inside an

egg inside a duck inside a rabbit inside a chest buried under a tree on a remote island . . .). It's also a *very* powerful ability for a PC to possess, and can be achieved by casting a spell that's neither hard to learn nor terribly expensive. It's not necessarily game-breaking – bodily death is still a serious inconvenience, and the existence of the soul jar itself opens the mage up to new liabilities (anyone who possesses the soul jar can cast spells on the mage *at any range*) – but its impact is worth considering before the GM allows it.

In essence, Soul Jar grants Unkillable 3 – if the subject's body is killed, his soul survives in the jar; from there, he can use magic to take control of a new body. For the *first* casting of the spell, the GM should charge the caster (or subject, if other than the caster) 75 character points – he's literally *pouring his soul* into the jar; after that, if the spell must be recast for any reason, there's no further point cost.

Advantages: Unkillable 3 (Gadget: Breakable, DR 2, can't be repaired, -35%; Not generally carried with him, so it *can't* be targeted in combat or stolen from his person; Trigger, Possessable Victim within spell-casting range, -5%; Magical, -10%) [75].

Perks: Can burn HP for extra effort; Sanitized Metabolism; Vampiric Gifts. [3]

Disadvantages: Divine Curse (Can't enter private dwelling for the first time without invitation) [-5]; Draining (Blood, Daily) [-10]; Dread (Garlic) [-10]; Frightens Animals [-10]; Supernatural Features (No Body Heat; Pallor; Not after feeding) [-6]; Supernatural Features (No Reflection) [-10]; Uncontrollable Appetite (Blood) (12) [-15]; Unhealing (Partial) [-20]; Vulnerability (Heat/Fire x2) [-30]; Weakness (Contact with holy water and artifacts; 1d per minute) [-10]; Weakness (Sunlight; 1d per minute; Variable, -40%) [-36].

Features: Affected by True Faith, necromantic spells, etc.; neither has nor spends regular FP.

* Impaling or piercing damage from a *wooden* source – e.g., stake through the heart – does triple wounding, like a normal vitals hit; this damage can trigger death checks. The heart is -5 to target in combat; a miss by 1 hits the torso.

Vampiric Power-Ups

By virtue of their undead nature (and Vampiric Gifts perk), vampires can buy the following abilities as power-ups:

- Alternate Form (Children of the Night*) [15/form].
- *Blood Healing*: Healing (Injured Only, -20%; Self Only, +0%; Uses Blood Pool instead of FP, +0%) [24].
- Blood Pool (see below), up to 20 [3/level].
- Claws (Sharp; Switchable, +10%) [6].
- Clinging [20].
- DR (Tough Skin, -40%) up to 3 [3/level].
- Insubstantiality (Carry up to No Encumbrance, +10%) [88] or (up to Light Encumbrance, +20%) [96].
- Mind Control (Suggestion, -40%; Vision-Based, -20%) [20].

- Speak With Animals (Specialized, Children of the Night*, -40%) [15].

- Super Jump 1 or 2 [10 or 20].

- *Upgrade* Night Vision 7 [7] to Dark Vision [25] for 18 points.

- *Upgrade* Vampiric Bite for 5 points per extra HP/turn drained, up to 3 HP/turn.

- *Buy off* Divine Curse [5], Dread [10], or Uncontrollable Appetite [15].

* Children of the Night include bats, rats, wolves, etc.

New Power-Up: Blood Pool

3 points/level

Vampires have a special Energy Reserve called a *blood pool*, which can be used for anything that FP can be used for – spell-casting, special abilities, extra effort, etc. – but is *not* depleted by normal physical exertion, lack of sleep, etc. It does not recover normally through rest, but only through use of Vampiric Bite, at the normal rate (1 blood point/3 HP). A vampire may also choose to spend a blood point to heal the daily 2 damage from Draining; to heal *other* damage using blood points, buy the Blood Healing power-up.

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.

SAINTLY POWER-UPS

BY ANTONI TEN MONRÓS

Saints and warrior-saints (and their evil counterparts) – presented in *Dungeon Saints* (Pyramid #3/36: *Dungeon Fantasy*, pp. 8-16) – were not presented with their own power-ups, and the cleric and holy warrior power-ups are often not suitable for them. Paragons can, however, improve their starting level of Divine Favor, which should grant them access to a wealth of new options and even greater miracles than those described in *GURPS Powers: Divine Favor*. This article analyzes what existing power-ups suit Divine Favor users, and offers some new options – ensuring that saints and warrior-saints always have something to spend their hard earned points on.

THE POWER-UPS

These power-ups work well for both good- and evil-aligned paragons. Those building on the alternate clerics from *GURPS Dungeon Fantasy 7: Clerics* should take inspiration from their variant Holy or Unholy Might for some extra options.

Lenses

Saints and warrior-saints should use the lenses for clerics and holy warriors when mixing professions (see *GURPS Dungeon Fantasy 3: The Next Level*). Note that it is seldom cost-effective to combine Holy Might with Divine Favor, as they have significant overlap! When combining the saint or warrior-saint lens with the cleric-holy warrior lens, the 5 points reserved for Holy Might abilities should be put into *more* learned prayers. The holy warrior-cleric lens remains a viable option to provide spells to the warrior-saint, but it is not appropriate with the warrior-saint-saint lens.

Warrior-Saint-Saint

+50 points

While still very similar to the baseline warrior-saints, this lens opens up the use of Divine Favor in combat, ensuring that the warrior-saint always has a host of different ways to smite evil!

Advantages: Clerical Investment [5]; Faster Prayers (*Pyramid* #3/36, p. 8) [10]; Power Investiture (Divine Favor) 2 [20]; and Repeated Petitioner 1 (*Pyramid* #3/36, p. 8) [5].

Special Abilities: Spend 10 more points raising either Divine Favor, Power Investiture (Divine Favor), or Repeated Petitioner.

Evil Saints

Evil saints have the following power-ups in common with evil clerics (see *GURPS Dungeon Fantasy 11: Power-Ups*, p. 27):

- Alternate Forms (Demon; Divine, -10%) [Varies] as a miracle of the appropriate level.
- Close to Hell 1-4 [5/level].
- Dark Karma, Flagellant's Blessing, and Tainted Touch, without them being considered Magic Perks.
- Extraordinary or Ridiculous Luck [30 or 60].
- Power Investiture (Divine Favor) up to 6 [10/level].

Evil saints also have available the following new power-ups:

- Divine Favor up to 18 (see pp. 17-18).
- Ordained (see p. 18).

Evil Warrior-Saints

Evil warrior saints have the following power-ups in common with evil clerics (see *Power-Ups*, p. 36).

- Ally (Animal companion; Built on 100%; 12 or less; Divine, -10%; Summonable, +100%) [18] or (15 or less) [27]. This is a big, mean horse or dog instead of the classic demon (see *GURPS Dungeon Fantasy 5: Allies*, p. 13).
- Alternate Forms (Demon; Divine, -10%) [Varies] as a miracle of the appropriate level.
- Close to Hell 1-4 [5/level].
- Extraordinary or Ridiculous Luck [30 or 60].
- Higher Purpose (Slay Servitors of Good) up to 3 [5/level].
- Striking ST 1-10 (Only on surprise attack, -60%) [2/level].
- Unholy warrior perks.

As well, evil warrior saints ought to be able to purchase this new advantage:

- Practiced Petitioner [10] (see p. 18).

Saints

Saints have the following power-ups in common with clerics (see *Power-Ups*, p. 27):

- Close to Heaven 1-4 [5/level].
- Combat Medic 1 or 2 [5/level].
- Extraordinary or Ridiculous Luck [30 or 60].

Niche Protection

Unlike clerics and holy warriors, saints and warrior-saints both use the exact same powers. This makes it perfectly possible to play a warrior-saint as a combat medic, and with enough points, could theoretically make them difficult to differentiate. The key difference, as noted in *Pyramid* #3/36, is how they do their shtick.

Saints are ultimate generalists, and should rely on Divine Favor most of the time, using learned prayers only for those effects that they really need *frequently*. Repeated Petitioner, Faster Prayers, and Power Investiture (Divine Favor) are their exclusive domain, and allow them to use Divine Favor effectively, reliably, and repeatedly during combat. Also, unlike warrior-saints, not focusing on learned prayers permits them to have more than one effect active at the same time.

Warrior-saints are specialists, and their specialty is determined by their choice of learned prayers. This means that they are limited to only one divine boon at a time. As such, Divine Favor acts almost like an Unusual Background, granting access to special powers, rather than as an advantage in its own right. Even so, Divine Favor

remains an incredibly potent ability outside of combat, and can provide useful last-ditch utility. Practiced Petitioner enables warrior-saints to diversify their learned prayers while removing the need to waste turns swapping to different prayers when facing unexpected situations.

Finally, thanks to the warrior-saint's origin as a holy warrior variant, the hero's innate combat ability is second only to "pure" combatants like the knight and swashbuckler. This combat proficiency, coupled with a careful selection of learned prayers (make *sure* to take Guide My hand, Righteous Fury, or both if possible), can elevate the warrior-saint to a first-class combatant, allowing him to engage the enemy with the finest of them.

Most of the best prayers for warrior-saints are intentionally on the lower levels of Divine Favor, making Divine Favor over 10 hard to justify. Warrior-saints wishing to delve deeper into the mysteries of the divine are advised to look at the warrior-saint-saint lens (p. 16). With Practiced Petitioner *and* Faster Prayers, and Higher Purpose *and* Power Investiture (Divine Favor), the hero becomes the best miracle petitioner.

- Dismissive Wave [10].
- Flagellant's Blessing and Focused Exorcist, without them being considered Magic Perks.
- Great Prayer, as a major blessing, with a learned prerequisite of Divine Favor 7, and a learned prayer cost of 6 points.
- Healer up to 6 [10/level].
- Power Investiture (Divine Favor) up to 6 [10/level].
- Shield of Faith [30], as a major blessing, with a learned prerequisite of Divine Favor 7, and a learned prayer cost of 6 points.
- Will up to 25 before racial modifiers [5/level].

Saints also have available the following new power-ups:

- Divine Favor up to 18 (see below).
- Ordained (see p. 18).

Warrior-Saints

Warrior-saints have the following power-ups in common with holy warriors.

- Ally (Animal companion; Built on 100%; 12 or less; Divine, -10%; Summonable, +100%) [18] or (15 or less) [27]. This works like a divine servant, but is a mount or a hound (see *Allies*, p. 13).
- Close to Heaven 1-4 [5/level].
- Enhanced Block up to 2 [5/level].
- Enhanced Parry (One Melee Weapon skill) up to 2 [5/level].
- Extra Attack 1 [25].
- Extraordinary or Ridiculous Luck [30 or 60].
- Higher Purpose up to 3 [5/level].
- Shield of Faith [30], as a major blessing, with a learned prerequisite of Divine Favor 7, and a learned prayer cost of 6 points.
- Will up to 25 before racial modifiers [5/level].

Warrior-saints also may purchase this new power-up:

- Practiced Petitioner [10] (see p. 18).

EXISTING TRAITS

Some traits require slight modifications or clarifications when using this article.

Beatified

see *Pyramid* #3/36: *Dungeon Fantasy*, p. 10

Shamans, who already possess Power Investiture, can also pick this power-up, if the GM considers them just another sort of priest.

Divine Favor

see *Divine Favor*, p. 4

By default, Divine Favor only goes to 16, but for some campaigns (particularly *Dungeon Fantasy* ones), it makes sense to have Divine Favor extend past 16. Divine Favor 17 costs 230 points, and Divine Favor 18 costs 260 points.

At very high levels of Divine Favor, if the final adjusted petition roll is over 16, don't roll – your deity always hears your prayer. You still need to obtain a good enough reaction to get the miracle granted, though.

These additional levels call for a new category for miracles that have a learned prerequisite of 16-18: *history-shaping miracles*. These powerful types of miracles are not available as general prayers. They are specific prayers, and they expend significant goodwill with your deity. The mere fact of requesting a history-shaping miracle imposes a cumulative immediate -3 to Divine Favor reaction rolls for the rest of the day. This applies even to the current petition!

When constructing new history-shaping miracles, Divine Favor 17 is the learned prerequisite for any prayer with the base ability cost between 201-230, and Divine Favor 18 is required for any between 231-260. Both need a minimum reaction of Excellent. See *Beyond the Impossible* (below) for abilities that exceed 260 points. See below for examples of history-shaping miracles and adjustments for existing high-level miracles.

Beyond the Impossible

There's no reason to stop at Divine Favor 18 (aside from getting the GM's blessing). Divine Favor can be bought over 18 at 30 points/level. New tiers of miracles can be added above history-shaping miracles. Each tier, composed of three levels, imposes increasingly greater penalties to reaction rolls. For example, a hypothetical universe-shaking miracles tier, with learned prerequisites of Divine Favor 19-21, should designate a cumulative immediate -6 penalty to reaction rolls for the rest of the day. The GM who wishes to expand beyond history-shaping miracles may want to permit Power Investiture (Divine Favor) past 6 for those with high levels of Divine Favor.

Combined Prayers

Divine Favor over 10 offers little to warrior-saints. The GM who is willing to do some extra work can allow particularly devout warrior-saints to combine miracles, gaining the benefits of all of them, as a special power-up. Simply add the costs of the base traits (found in the "statistics" section after the description of each miracle), and refer to *New Learned Prayers* (*Divine Favor*, p. 9) to find the minimum reaction and Divine Favor learned prerequisite. Divide this total cost by 5, rounding up, to determine the learned prayer cost. As a learned prayer, this new prayer also has all the component learned prayers as prerequisites. As a specific prayer, it imposes -1 to the Divine Favor reaction roll per missing prerequisite. Not all miracles can be combined; the GM's word is final.

Example: A warrior-saint wishes to combine Guide My Hand [41] and Righteous Fury [27]. The total comes to 68 points. He would need Divine Favor 10 and both prayers to purchase the combined prayer, costing him 14 points. Were he to request it as a specific prayer, he would need to obtain a Very Good reaction, and would be at -2 unless he already possessed the component prayers.

Dual Prayers

Saints, with their focus on Divine Favor, may find learned prayers to be not worth having, especially the lower powered, utility ones. These version cut them off from their primary source of power. If the GM permits its inclusion, it's possible to gain this additional power-up.

Dual Prayers

20 points

Prerequisite: Divine Favor 12 and Faster Prayers.

You can have Divine Favor and a learned prayer, or two different learned prayers, active at the same time.

Statistics: Compartmentalized Mind (Limited, Divine Favor Only, -5%; No additional maneuvers, -35%; No Mental Separation, -20%) [20].

NEW TRAITS

Practiced Petitioner

10 points

As noted in *Divine Favor* (p. 6), a learned prayer requires one second of prayer (a Concentrate maneuver) before it can be used. You can invoke yours as a free action, once per turn! This has no effect on general or specific prayers; to speed those up, take Faster Prayers (*Pyramid* #3/36, p. 8).

Ordained

2 points/level

As clerics can become Beatified (*Pyramid* #3/36, p. 10) to gain a closer contact with their deity, Saints can join the ranks of the organized church, and gain access to standard clerical spells. They must purchase Power Investiture (Holy, Unholy, or any of the variant types presented in *Clerics*) for 2 points/level as an alternative ability to their Power Investiture (Divine Favor).

Advantages: Add Power Investiture (Holy, Unholy, or any other variant type) [2/level] as an alternate ability (see above).

NEW LEARNED PRAYERS

Blood of the Martyr is best for good saints and warrior-saints. Wall of Thorns is appropriate for evil saints and warrior-saints. The rest are available to both good and evil paragons.

History-Shaping Miracles

Minimum Reaction: Excellent

These are the miracles that start new religions. They will appear in both the holy books created for the new faith tradition, and the secular historical records. History-shaping miracles are always blatant and visually impressive, with all the power of the deity behind them, as their main purpose, beyond dealing with the issue at hand, is to leave indelible memories on the observers, and inspire future generations.

Blood of the Martyr

Learned Prerequisite: Divine Favor 16.

Learned Prayer Cost: 38.

You kneel and pray for your companions' wounds to be healed. In doing so, you enter a trance-like state, and an obvious supernatural aura surrounds you, while bleeding stigmata appear on your body. This aura can take the form of a visible nimbus of light or a ray of sunlight from the heavens – even at night, under a cloudy sky, in the bowels of earth, etc. No matter the special effect, it provides no benefits beyond those indicated. You cannot defend or move, not even a step, while in this state.

Each second that you remain in this state, any allies within 16 yards heal 10 HP (modified as per *High HP and Healing*, p. B424), and you lose 5 HP, which will only heal naturally. As a general or specific prayer, this miracle lasts as long as you can concentrate (and you get +2 to Will rolls to maintain concentration). As a learned prayer, you can summon it as often as needed.

Statistics: Affliction 1 (HT; Advantage, Extreme Regeneration, +1500%; All-Out, -25%; Area Effect, 16 yards, +200%; Cosmic, No die roll required, +100%; Costs 5 HP, -50%; Divine, -10%; Emanation, -20%; Fixed duration, +0%; Malediction, +100%; Nuisance Effect, HP lost to this ability can't be recovered by supernatural means, -5%; Nuisance Effect, Makes the user obvious, -5%; Nuisance Effect, User can not move at all, -5%; Reduced Duration, 1 second, -40%; Selective Area, +20%) [186].

Wall of Thorns

Learned Prerequisite: Divine Favor 17.

Learned Prayer Cost: 46.

You cause a wall of obsidian, 12 yards long by one yard tall, to rise from the ground. The blackened brambles covering it seem to seek the blood of living creatures. The wall's center can be placed anywhere within 10 yards with a Theology+4 roll – use the scatter rules (see p. B414) to see where it appears if you miss. Each yard of wall has DR 24 and 4 HP; anyone touching it takes 5d+1 impaling damage per contact. Those who try to climb it suffer the damage each turn they remain in contact. The wall lasts for 10 seconds before returning to the nether depths. As a specific prayer, you can summon one wall per second for up to a minute after the prayer is answered. As a learned prayer, you can summon one per second as long as you need the protection.

Statistics: Crushing Attack 8d (Area Effect, 4 yards, +100%; Based on IQ, Own Roll, +20%; Divine, -10%; Increased 1/2D Range, ×10, +15%; Link, +10%; Persistent, +40%; Reduced Range, ×1/10, -30%; Wall, Rigid, +30%) [110] + Impaling Attack 5d+1 (Area Effect, 4 yards, +100%; Based on IQ, Own Roll, +20%; Divine, -10%; Increased 1/2D Range, ×10, +15%; Link, +10%; Persistent, +40%; Reduced Range, ×1/10, -30%; Wall, Permeable, +30%) [117].

Panlinguistic Gift

Learned Prerequisite: Divine Favor 17.

Learned Prayer Cost: 43.

Through prayer, you and all those within 16 yards of you can read, write, and speak all languages with full native fluency. This includes obscure languages, magical languages, secret languages, and the languages of the elder things. Those who leave the area lose this capacity, but do not forget the things they learned while using it. As a specific prayer, this blessing lasts long enough to have a single conversation, or read a single text. As a learned prayer, it lasts as long as you desire.

Statistics: Affliction 1 (HT; Advantage, Language Talent, +100%; Advantage, Xeno-Omnilingual, +800%; Area Effect, 16 yards, +200%; Aura, +80%; Cosmic, No die roll required, +100%; Divine, -10%; Fixed Duration, +0%; Malediction 1, +100%; Melee Attack, Reach C, -30%; Reduced Duration, 1 second, Only after the target leaves the area, -30%; Selective Area, +20%) [143] + Xeno-Omnilingual (Accessibility, Only while the aura is

active, -10%; Divine, -10%) [64] + Language Talent (Accessibility, Only while the aura is active, -10%; Divine, -10%) [8].

Maker's Blessing

Learned Prerequisite: Divine Favor 18.

Learned Prayer Cost: 48.

You can bless a group of craftsmen with a touch and a silent prayer, one at a time, to make them work 15 times as fast, but without any extra strain. This allows them to make incredible progress on a single project, usually the construction of a monument of the faith. You must bless all workers, and they must single-mindedly work in that project, only stopping to eat, rest, and sleep. This increased speed does not apply to projects with a supernatural nature, such as enchanting. This miracle allows you to bless all craftsmen working on the project, but should you need to replace any of them, or should any of them stray, you will need to request it again, or make do with a reduced crew.

Statistics: Affliction 1 (HT; Advantage, Altered Time Rate 5 (Non-Combat Speed, -60%) +2000%; Cosmic, No die roll required, +100%; Divine, -10%; Extended Duration, Until a given project is finished, +150%; Malediction 1, +100%; Melee Attack, Reach C, Cannot parry, -35%; Terminal Condition, Engaging in activities other than creating the project in question, -20%) [239].

Updating Existing Prayers

Two existing miracles, Resurrection (*Divine Favor*, p. 16) and Earthquake (*Pyramid* #3/36: *Dungeon Fantasy*, p. 15), have a learned prerequisite of 16, and so become history-shaping miracles. The learned prerequisite and learned prayer cost stay the same for Earthquake. The learned prerequisite changes to Divine Favor 17 and the learned prayer cost changes to 46 for Resurrection.

Titan's Strength

Learned Prerequisite: Divine Favor 18.

Learned Prayer Cost: 50.

Faith can move mountains, but a couple of divinely strong arms can move them faster. While under the effects of this prayer, you gain +17 ST for the purposes of determining Basic Lift when carrying, lifting, pushing, and pulling. If you make a Will roll, you can increase this bonus to +1,500 at the cost of 1 FP per lift. As a specific prayer, you can have this active for a minute, or until you perform a single feat of strength. As a learned prayer, it lasts as long as you continue using it.

Statistics: Lifting ST 17 (Divine, -10%; Super-Effort, +400%) [250].

ABOUT THE AUTHOR

When not delving in the higher mysteries of arcane and divine lore, Antoni Ten sunlights (because he does it during the day) as a boring, self-employed IT geek. He's a born and bred atheist, so the divine mysteries have always puzzled him. This article would not have been possible without the help of Andrew "Pseudo" Fenton, Christopher R. "Ghostdancer" Rice, and Douglas Cole, who acted as sounding boards, proofread the article, and provided many ideas for it.

EIDETIC MEMORY

SUPER DUNGEONS

BY DAVID L. PULVER

One of the earliest dungeons I created for *GURPS* was a “super dungeon” – a complex that was dispersed across several miles of underground passages. This type of dungeon offers unique challenges to adventurers, combining the perils of underground delving with the survival challenges of a wilderness expedition.

A normal dungeon consists of rooms connected by corridors. A super dungeon is similar, but corridors are several miles long. The rooms may be no larger than in a normal dungeon, or, alternatively, some “rooms” could be conventional dungeon complexes or giant vaults. This is the easiest type of extended dungeon to map and can be interesting to explore, especially when the players are not expecting something so large.

What forces might create a sprawling network of caverns that span dozens of miles rather than hundreds of yards? Why would the builders take the effort to dig tunnels through miles of rock to connect relatively small sections?

Here are possible explanations.

Nature Is Strange: This is dungeon *fantasy!* In this universe, the action of geological processes happen to lead sometimes to multi-mile tunnels connecting dispersed cavern complexes.

Builders Are Weird: Ditto. Realism is not a big issue here! The builder had access to Earth magic or a near-immortal lifespan and wanted to build widely dispersed rooms.

Extended Warrens: Certain great creatures might be able to tunnel underground – giant worms or phalanxes of rock miter, for example. They chew through earth and rock, they’re 10’ wide, and like to establish nests that are miles apart so each has its own territory. Over centuries or millennia, they’ve created vast warrens. Maybe these things went extinct hundreds of thousands of years ago, but the tunnels they dug still exist.

Subterranean Realms: If underground civilizations like those of the dwarves have been enlarging natural caverns and digging mines, vaults, and dwellings for many thousands of years, they may also have dug lengthy tunnels that connect individual sectors. Construction may involve the slow action of pick and shovel over many centuries, or far swifter delving achieved with the use of Earth magic.

Dispersion Against Attack: In the time of ancient gods (or maybe last week!), wars were fought with magical weapons that could smash cities and leave smoking craters in the ground. Meteors were pulled from the heavens and fell screaming to the earth. Great wizards, monsters, and demi-gods fled the surface and hid underground. But a single dungeon complex could be easily targeted. Instead these complexes were spread out . . .

A super dungeon doesn’t have to just consist of normal sized rooms or entire complexes. Alternatives include:

Giant Vaults: Enormous underground caverns could be miles across. Usually located deep underground, they are large enough that a house, village, castle, town, city, or perhaps even several of these features can exist within them. So can other terrain features like fungi forests or great chasms. All that is required is some source of water and food capable of supporting whoever lives there.

Underground Watercourses: Subterranean lakes and rivers are an important part of many super dungeons. In the absence of these water supplies, only a few creatures (like undead, spirits, or golems) would otherwise be able to survive. Underground rivers also offer both potential obstacles if they must be forded, as well as an alternative and often faster water route.

An alternative to the dispersed super dungeon is the *mega-dungeon*. These are simply huge multi-level dungeon complexes – often with nine or more levels – that are underground cities in their own right. They’re fascinating to explore, but mapping and stocking them can overwhelm the efforts of all but the most dedicated GMs.

MAPPING AND MOVEMENT

Depending on their size, super dungeons are best mapped with a large-scale hex grid that shows tunnels and major locations. A suggested scale is a quarter mile per hex of map.

Major locations could be singular caverns or rooms, or they could be entire normal-scale dungeons. The latter type of area needs its own dungeon map. The regular map should show which of its tunnels or corridors link to the super-dungeon map.

Due to the complexities of dungeon travel, it is best to keep track of movement on an hour-by-hour basis, rather than using the daily Hiking rules, since many expeditions will only last for a fraction of a day rather than an entire day.

A party in a dungeon can travel a number of miles each hour equal to a quarter of their lowest Move – that is, one map hex times the party's Move (where a hex equals a quarter mile). This travel speed assumes typical dungeon terrain: picking one's way through bad terrain like caverns or rubble-choked passages, in poor lighting conditions, or via a sense like Infravision. If the party comes to a section of smooth corridor, they can move at twice this speed. In very bad dungeon terrain that requires squeezing through gaps or climbing, or if moving blind, they are reduced to half speed or less.

Marching underground is *tiring*. As movement is being tracked on an hour-by-hour basis, be sure to assess Fatigue as per hiking with the penalties for an hour of march in the dungeon the same as for fighting a battle (p. B426). Thus, an explorer with light encumbrance will lose 2 FP each hour. Instead of rolling daily against Hiking skill (or HT-5) to increase movement speed, roll individually to affect Fatigue. Critical failure means +2 FP; a Failure adds +1 FP for that hour of march; success means normal FP; a critical success means FP losses are -1 that hour.

Adventuring in Super-Deep Dungeons

The most interesting element of exploring a super-deep dungeon are the logistics issues faced there.

Supplies: You may be underground for a day or more, possibly several days. You'll need to carry the same camping supplies you would on a wilderness trek, or be willing to eat a lot of strange things and possibly drink from dubious water sources. Don't forget to carry enough torches or oil for lanterns. Running out of light in a typical dungeon is bad, but doing it miles underground is worse!

Travel and Fatigue: Expect to cross several miles. Careful march discipline is required to avoid getting tired just before you encounter a monster. This is even more important if you find yourself staying overnight and having to assign watches while others sleep to keep an eye out for wandering monsters.

Missile Weapons: Super-deep dungeons often have very long corridors. Missile weapons are more useful in these situations than in a regular dungeon, although poor lighting will tend to limit their overall utility.

Boats: Some explorers who venture into super-deep dungeons encounter underground rivers or lakes. Folding rafts or lightweight boats, and people who know how to use them, can be a useful alternative to finding a way around the water.

THE CAVERNS OF WILLOWDEEP

This is an example of a simple super dungeon: a series of multi-mile long tunnels that link individual caverns or rooms. It has been provided with a history, but the GM can easily adjust the details to fit the campaign.

LOCATION

Willowdeep exists below the Greythorn Forest, a gloomy wooded region in a sparsely populated corner of some human kingdom. The Greythorn was settled by humans only 200 years ago. They established the town of Blackwillow and the satellite villages of Millford and Wesp, connected by the Greenroad that ran through the woods.

History of Willowdeep

Information about Willowdeep may be picked up by adventurers from gossip in local inns, minstrel's songs, or careful research in the town's archives.

Willowdeep was a series of limestone caves that were enlarged and connected in eons past by an ancient monster, the world-worms. These extraplanar creatures, related to earth elementals, are inquisitive children of the great worms that gnaw at the root of the world. Thousands of years ago, one of the world-worms made its way upward from the great darkness. Over centuries of time, it gnawed and burrowed. Eventually, it reached the surface world and was exposed to the searing light of the sun, the harsh breath of wind, and the

stinging downpour of rain. As is the want of creatures of purest elemental earth, it then crumbled to dust. However, the tunnels it created remained. These proved a ready habitat for various nonsapient subterranean creatures (fungi, monsters, and others) and, later, a stronghold for other beings.

The first humanoids to inhabit the Willowdeep's caves were a group called the Ilbreth Aranel – the Blood-Bound of the Earth. These were a renegade druidic faction of elves, dryads, and pixies that claimed Greythorn Forest for their own. They worshipped the powers of the earth and the deep roots of trees, and built a temple underground.

When humans and dwarves first encroached upon Greythorn Forest, the Ilbreth cult attempted to drive them out, waging a guerrilla war against them. Yet, they slowly lost this struggle, and human towns sprang up as farms, mills, and commons devoured the deep woods.

A generation ago, the cult was driven to darker and more desperate measures. Their last high priestess, Ushatiel, delved deep into the earth, seeking ancient powers to awaken. She allegedly discovered a place of power – a crystal cave whose walls were embedded with countless diamonds and rubies. These were washed with the blood of captives in order to summon monstrous guardians, of which their most potent were the hybrid draco-wasps. These harried the human villages, causing great suffering.

But the Ilbreth cult's dark magic eventually led to retaliation in kind. The humans, led by the Lord Mayor of Blackwillow, hired a foreign necromancer named Sydorax the Appalling.

When Ushatiel's son Andoran – a young elf warrior – was captured during a skirmish, Sydorax infected him with a terrible pestilence, then allowed him to be “rescued” by an elf war party. The plague he was afflicted with spread to others, causing madness and degeneration. Infected by the plague, the high priestess lost control of the monstrous guardians, the draco-wasps. The creatures turned against the cult, devouring most of the elves. Only a few pixies and elves survived the plague, their minds warped. They are said to have become mindless degenerates, tiny cannibals who lost the power of flight.

The Sons of Sarn

In the decades since the defeat of the cult, the humans of Blackwillow, fearing the out-of-control monsters that still lurked within, abandoned their old town (which had been ravaged in the fighting) and settled a few miles away at High Blackwillow. The entrance to Willowdeep in the old town was sealed tight. The people went about their lives (though elves, druids, and pixies are all treated with suspicion locally: -2 to reactions).

The Greythorn Forest region had a few decades of prosperity after the terrible doom that had befallen the druid cult. Then that peace was shattered by the arrival of “the Host of Sarn,” a raiding group of orcs, trolls, and goblins led by a barbarian half-orc named Sarn Valis. They invaded the lands around Willowdeep, ravaging several villages, until a local hero named Raythar Two-Swords defeated the half-orc leader in battle. The survivors scattered, but a body guard of orcs bore their chief's corpse into Willowdeep Caverns, where they took refuge.

That was two years ago. Despite hopeful predictions that they would be eaten by monsters, a few orcs do seem to have survived. Calling themselves the Sons of Sarn, they recently raided a few merchant caravan and carried off sheep and victims to the dungeons. In response, the local sheriff, old Sir Hubert of Blackwillow, has encouraged adventurers to visit the caverns and clear it out. He has offered a bounty of 10 gold pieces for each orc, ogre, or goblin slain if their ears are brought back to him.

ABOVE GROUND

Greythorn Forest is a dense forest covering about 27 square miles of wooded and hilly terrain. It is sparsely populated country, with a few human farming villages linked by the Greenroad, a logging road that runs through the region.

High Blackwillow: This sizable farming village of 2,500 people sits on a long, low hill beside the Greenroad. Rising above it on Victory Hill is the New Keep, seat of a local knight, and Hopfrog Manor, home of a notorious inbred family of local alchemists and mages descended from the mercenary necromancer Sydorax. (They do pay well for obscure animal and monster parts from the caverns.)

The Silver Stag: This inn is located on the Greenroad halfway between High Blackwillow and Wesp. Retired adventurer Matilda Buckland (age 47) manages it. The building has secure stone walls and 20 rooms. It offers a bed and stables for weary travellers. The inn's cellar has a securely bolted trap door. Recently, the innkeeper, when expanding a wine cellar, discovered a cavern that led to an underwater river connecting with the caves of Willowdeep. Now trusted adventurers (in exchange for 2% of the take kicked back to her) are allowed to use the cellar entrance.

Old Blackwillow: This abandoned, overgrown ruin of a village was destroyed 30 years ago by the druid cult. It is located about a mile and a half from High Blackwillow next to a fast-flowing stream. Weeds and ivy choke burned-out huts and farmhouses, and the charred ruins of a manor house, saw mill, and graveyard. Blackwillow Hill is a low mound on the edge of the ruins. An iron-reinforced door in the side of Blackwillow Hill – the Willowgate – leads into the Willowdeep caverns.

Wesp: This farming hamlet of 150 people is located eight miles east of High Blackwillow and four miles from the Silver Stag. A farmer's field, called Sarn's End, is said by villagers to be the site of a battle fought a dozen years ago between local militia from Blackwillow and an invading goblin-kin warband, the Sons of Sarn. There's a cave in the woods two miles from Wesp, said to have been the den of a cannibal werebear. Deep in the cave is a sinkhole that leads to a cave complex that connects with Willowdeep. The hole is a shaft two yards wide and 10 yards deep.

Millford Bridge: North of High Blackwillow, this hamlet of 120 people sits where the Greenroad crosses Swamp Oak River. As the name implies, there's a bridge, and a small marsh – Milford Marsh – outside of town.

THE DUNGEON MAP

Each hex on the map on p. 26 represents a quarter mile. Various unintelligent monsters, including scavengers, occasionally live in these passages, as do a wide variety of fungi, molds, and lichens. Fungi of various sorts and colors – usually white, light brown, or purples – grow on the walls and the floors.

Major Tunnel: These cavernous passageways were allegedly created by the world-worm. Average width and height is three yards, varying from two to four yards. They are rough, littered with small outcrops of stalagmites on the floor and stalactites extending down from the ceiling.

Narrow Tunnels: Each averages a yard wide and two yards high. It is impossible to get mules or the like through these.

Caves: The majority of locations in the dungeon are composed of damp limestone caves created by water erosion and/or the actions of the world-worm. Many of the caves are full of red, brown, and white stony stalactites and stalagmites.

River: An underground river called the Shadowsnake cuts a narrow channel through the Willowdeep. The river is 9-12 yards wide with a depth of around four yards. It flows slowly at about 6 mph (Move 3). There's a narrow bank about one to two yards wide on either side, with a gravel beach. The cavern roof above the river is only about two to four yards above the water. The Shadowsnake offers a swift means of traversing the dungeon, and both adventurers and some denizens travel it. The water is fresh and very cold and will quickly numb anyone immersed in it. Stone stalactites hang down from the ceiling. Anyone traveling the river in a boat or raft without lights has a 1-in-6 chance of getting smacked in the head (1d-1 crushing damage) if foolish enough to do so standing.

RANDOM ENCOUNTER TABLES

When traversing major or minor passages, or waiting in open caves, check for encounters by rolling 1d each in-game hour.

An encounter occurs on 5-6 in a major tunnel or 6 in a narrow tunnel or cave. Roll a second 1d and consult the table below to determine what wanders into the neighborhood.

Result	Tunnel or Cave Encounter
1	Draco-Wasp (p. 25) on the hunt.
2	Cave Bear (p. B456) on the prowl.
3	Flock of 1d+3 Adolescent Draco-Wasps (use stats for strix, p. B461), hunting food.
4	Patrol of 1d+2 Orcs (p. 25), hunting food.
5	Swarm of Rats (p. B461), hunting food.
6	Swarm of Bats (p. B461), roaming the tunnels.

River Encounters

Each in-game hour that the adventurers spend on the Shadowsnake River (p. 22), check to see if something tries to attack them. Roll 1d; an encounter occurs on 6. Roll a second 1d and consult the table below for what shows up.

Result	River Encounter
1	Cave Shark (as tiger shark, p. B457, but eyeless and with sonar).
2	Kraken (<i>GURPS Dungeon Fantasy 5: Allies</i> , p. 10)
3	School of luminescent cave fish (edible).
4	Draco-Wasp (p. 25)
5	Raft of 1d+1 Orcs (p. 25)
6	Swarm of Bats (p. B461), flying low

1. Silver Stag Cellar

A ladder from the inn's cellar extends for eight yards before opening onto a bank of the Shadowsnake River.

2. Bear Cave

Near Wesp, this forest cave is presently inhabited by a large cave bear (p. B456), not a werebear as rumor has it. A 20' deep pit in the rear opens into a minor tunnel complex.

3. Willowgate and Bat Cave

The Willowgate opens into a large cavern (20 yards by 7 yards) with a high ceiling and a sulfurous stink. Hanging from the ceiling are six foul bats (see *GURPS Dungeon Fantasy 2: Dungeons*, p. 23). On the ground is the rotted corpse of an orc whose tunic is held up with a gold buckle (\$40, 0.1 lbs.). He has a rusty glaive and shortsword by his side. On his tunic is stitched the symbol of two-headed skeletal bird – the sign of the Sons of Sarn.

4. Children's Cave

A mushroom-filled cavern (17 yards by 8 yards) echoes with high-pitched childish laughter. It looks like a group of big-headed elfish children are playing ball – until they turn to face the explorers with red glowing eyes, and one of them kicks the “ball” in the visitors' direction . . .

The room is inhabited by seven doomchildren (*Dungeons*, p. 22) playing footfall with a severed head of a dwarf adventurer. These are pixie children who were warped by the necromantic plague (p. 22). One of the doomchildren wears a large golden-haired wig (\$500).

5. Flooded Tunnel

This stretch of caves suddenly drops to reveal a flooded area. The water is only 3' deep and runs for 240 yards. A constant “drip drip” noise reveals the source of the water: a hairline crack in the cave's ceiling. At the midpoint of the flooded area is the bloodless days-old corpse of a man in plate armor, his upper torso exposed so his body slumps against the wall. On one bony finger, he wears an emerald in a gold band, worth \$1,500. His rusting broadsword lies in the water at his feet.

There are six leaping leaches (see *GURPS Dungeon Fantasy Monsters 1*, p. 22) in the water near the corpse, who will swim toward and attack anyone approaching them.

6. Underground Beach (River)

Near a sandy cave on the north shore, several large boulders are strewn about on the beach. A crab the size of an armchair lies in wait among them, seeking its next lunch.

Close examination of the beach reveals tiny (3') humanoid and giant-rat skeletons in various states of dismemberment, with a few chunks of meat strewn about, along with a few broken spear points and chunks of wood.

In the corner of the cave is the bleached skull of an extremely large wolf. Next to it is a green bottle with a stopper in it. It holds a Greater Healing potion.

Half-sunken in the river in two yards of water is a wrecked rowboat housing a iron-bound trunk. If the trunk is lifted up, it holds 4,724 copper coins.

Giant Crab

ST: 17	HP: 17	Speed: 5.50
DX: 12	Will: 10	Move: 5
IQ: 3	Per: 10	
HT: 10	FP: 14	SM: +1
Dodge: 8	Parry: N/A	DR: 5

Crab Pincers (14): 1d+3 cutting. Reach C, 1. Any hit counts as a grapple, regardless of whether it penetrates DR. Treat as a weapon (Striker), not as a body part. It can strike with each of its pincers.

Traits: Amphibious; DR 5; Extra Attack 1; Extra Legs (eight); Injury Tolerance (No Neck); Peripheral Vision; Vibration Sense (Air).

Care and Feeding of Monsters

If a dungeon complex extends deep into the earth, what do monsters eat? Smaller monsters . . . but ultimately, many feed on plants. Since underground plants lack sunlight as source of energy, they must sustain themselves through other means. Most area fungi – molds, mushrooms, lichens, and so on, which often reach fantastic sizes in the underworld. Realistically, fungi requires organic detritus as a base to grow on, and thus they are more likely in caves or rooms near the surface, but in a dungeon reality, supernatural fungi might gain energy from ambient magic-emitting rocks in the mana-rich bosom of the earth. These could, in turn, provide an ecological basis for other underworld life.

7. Troll Bridge

This tunnel intersects the river, crossing it with a narrow stone bridge only a yard wide but 10 yards long. The bridge is two yards about the water's surface, supported by a trio of weathered pillars. There's a gap; a 7' section of the central span is missing.

A large troll (*Dungeon Fantasy Monsters 1*, p. 31) named Balquid likes to sit on the bridge, watching for fish or rafters who he can reach his long arms down to snatch. The central pillar of the bridge has a hollow base, and it is here he hides his treasure: two bags holding 273 shiny gold pieces, and a collection of 148 human, pygmy, and orc teeth.

The troll demands a tooth or a toll of 10 gold pieces from anyone who wishes to pass unmolested (lose 1 HP from sudden removal of the tooth). If overwhelmed or attacked from a distance, he'll dive off the bridge, and swim away underwater (he has Swimming-14), then try to double back, track the intruders through the dungeon, and ambush them.

8. The Pool of the Kraken

The river slowly narrows into a stream and then drains into a deep pool inside a large cavern, 40 yards across and 20 yards wide. Luminescent fungi covers the roof and upper walls, and in the center is a heart-shaped pool of dark green water 17 yards across. (The water is 15 yards deep.) The cavern floor is bare stone, slick, and very slippery.

On the stone floor near the water's edge is a single felt hat with a feather in it. Floating in the water in the midst of the pool is some treasure dropped by an adventurer that has drifted here: a foot-tall wooden icon of a female elf in a dress of leaves, a goddess or priestess with a two-headed serpent a staff in her left hand and eyes that glitter green (emeralds, each worth \$5,000, which also store 10 energy – as Powerstones – but which are only usable for powering Earth or Animal spells). The statue weighs 2 lbs. and is worth \$12,000 to a collector (\$3,000 without the emeralds).

Lurking invisibly in the murky depths of the pool is an amphibious kraken (see *Allies*, p. 10). It usually sleeps hidden near the bottom, but splashing, swimming, or throwing anything into the pool will draw its attention. Occasionally, it leaves the pool to seek out other prey. If adventurers slay the creature and scour the bottom of the pool, they will find numerous bones; bits of armor; rusted blades; a hot-to-the-touch iron box; and numerous coins (2,732 silver, 100 copper, and 1,514 gold). The iron box has a complex sliding-puzzle lock (IQ-4 check each hour to open); it holds an imprisoned Flaming Skull (*Dungeons*, p. 23), who will serve the user who releases it for one day, then fly off.

9. Giant Rats in the Pantry

Opening the wooden door covering the entrance to this cave reveals that it was once a kitchen. A chimney shaft runs 30 yards to the surface. There are two huge iron cauldrons (\$180, 20 lbs.), a large table, a couple of stools, a butcher's cleaver stuck in the table, several shelves. It was once used by the earth cult and later by the Sons of Sarn, but is now abandoned.

The kitchen is home to a gang of eight horde pygmies (see *Monsters 1*, p. 18), sprawled on tables and inside the cauldrons. These are the children and grandchildren of the most degenerate of the cult's elves and pixies who survived the pestilence, who over the decades have interbred with each other.

Four giant rats also scurry about. These are friends of the pygmies. If under attack, four of the pygmies will mount up (Riding-12) and charge into battle atop the rats.

A door in the back opens into a spice cabinet. Hanging from a hook in the ceiling is a naked human male, partly skinned. Broken pottery litters the floor, but three jars are still intact. They hold three ounces of cloves (\$150/ounce), an eight-ounce jar of mustard (\$38/ounce), and two ounces of cinnamon (\$150/ounce; -1 to resist Lecherousness or seduction for an hour). Among the mostly empty bottles on a spice rack is five ounces of orchis firegrain (\$150/ounce; +1 to First Aid if used medicinally; see *GURPS Dungeon Fantasy 8: Treasure Tables*, p. 11).

10. Spider Cave

The tunnel widens into a cave 10 yards by 12 yards, with a central brownish-red stalagmite standing up like a bloody fang. On the ground are the desiccated corpses of a mail-clad adventurer and a pair of orcs, and several smaller bones that could be anything.

Examination reveals the corpses – even the metal – were melted. Since no scorch marks or ash are present, it was probably by strong acid. The adventurer has a shortsword with a \$400 ruby in its hilt. The sword's blade was damaged by acid and is now merely cheap quality.

In a dark crack in the ceiling in the east side of the cave is a second chamber, where a large acid spider (*Dungeons*, p. 21) has its nest. It will squeeze out and crawl down to attack if adventurers search the cave or are distracted by the bodies.

Remember that acid spider glands can be salvaged to make grenades!

11. Crushroom Gallery

The tunnels leading into this cavern are damp and the walls are speckled with molds and lichen. A faint faerie glow can be seen up ahead. Suddenly they widen into a 15-yard-by-25-yard cavern, four yards high. A half dozen pale-gray and pink-and-white-spotted luminescent mushrooms the size of a man and many smaller fungi fill this gallery. The gray mushrooms are good to eat (six meals' worth), but the pink are poisonous (HT-3 roll to avoid 1d toxic injury and nauseated condition lasting hours equal to margin of failure). Hiding amid the mushrooms are two mobile crushrooms (*Dungeons*, p. 22).

One fungus is growing over a human skeleton. Clutched in bony fingers is an metal tube. The tube holds four pages torn from an illuminated manuscript with beautiful calligraphy and gold leaf. Each page is adorned with images of butterfly-winged sprites flittering about a grove of willow and oak trees that have naked humans hanging from them. Further pages show unicorn-riding elves hunting terrified human children through the deep woods. These are pages of the *Chronicle of Willowdeep*, a church-written manuscript telling of the persecution of humans when the local region's elves were under the domination of a terrifying Willow Witch (the high priestess). It might be worth \$500 to a book collector.

12. Orc's Den

A narrow passage two yards wide and 2.5 yards high curves away from the main passage. A small alcove conceals a chained dire wolf that serves as a watch dog for a gang of orcs (see below). The chain gives it three yards of movement.

Gnawed bones are scattered around its lair – a mix of human, rat, and elf. It wears a spiked iron collar.

A dozen yards past the guard wolf is the main cavern (10 yards by 6 yards). Seven orc brigands – remnants of the Sons of Sarn – have furs for sleeping on, a couple of water barrels, some sacks of mushrooms and dead rats, and a few candles.

A locked dog cage (DR 5, HP 6) contains a very hungry human boy, Rory, age 9, who was traveling with the merchants that were raided. (His father Edwin Gorthburg was killed in the fighting.) He is the last male heir to the Gorthburg merchant family, and a reward of \$5,000 would be paid for him in the town of High Blackwillow. Everyone will welcome his return except his sister Neith, 17, who would have inherited the family business if he hadn't been rescued . . .

Piled in one corner of the cave is the loot from an attack on a group of fur traders. It includes two bundles of fox pelts (\$200 and 75 lbs. each), three bundles of black bear pelts (\$500 and 75 lbs. each), and two bundles of wolf pelts (\$500 and 75 lbs. each).

Orcs (Sons of Sarn)

A typical group of dungeon orcs, but well-equipped with mail shirts, wicked-looking glaives, shortswords, large knives, leather caps, and face masks. They wear the sign of a two-headed skeletal bird.

ST: 11	HP: 13	Speed: 5.00
DX: 10	Will: 11	Move: 5
IQ: 9	Per: 11	
HT: 10	FP: 10	SM: +0
Dodge: 8	Parry: 9	DR: 4/2

Glaive (13): 1d+4 cutting, Reach 2, 3; *or* 1d+2 impaling, Reach 1-3.

Shortsword (12): 1d+1 cutting *or* 1d-1 impaling. Reach 1.

Traits: Appearance (Ugly); Bully; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).

Skills: Brawling-13; Intimidation-11; Polearm-13; Shortsword-12

13. Tomb of Sarn the Half-Orc Chief

The half-orc barbarian Sarn is buried here. He sleeps on a bed of gold (1,111 gold coins) and silver (6,665 silver pennies) arranged on a platter of four shields. At his feet are four broadswords (the enemies he last slew in single combat).

He is actually a sleeping dragr (see *Dungeon Fantasy Monsters 1*, p. 12) and will rise to deal with anyone who is about to take his stuff, or seems about to attack him.

14. Stone Forest

For the last 70 yards approaching the next section of the dungeon, the tunnel widens until it is a full five yards wide, and the ground becomes very smooth. At regular intervals, the roof is supported by slender rock pillars laboriously carved to resemble trees.

15. Acolyte Chambers

The tunnel has three small caverns that branched from it, spaced every 15 yards or so along it. They are filled with debris – broken beds, smashed tables, ancient blood stains. In the last cave, a dozen beds hold skeletons chained to them. These plague victims died while they were being treated.

An unlucky orc lies paralyzed here in the corner. He has a very slow heartbeat. A draco-wasp has stung him and implanted an egg, which will hatch in 1d hours, a draco-wasp adolescent bursting from his chest (use the statistics for strix, p. B461).

16. Crystal Cave

The “stone forest” ends in an archway. Written on it in elvish are the words “All Shall Give Homage to Those Who Gnaw the Roots of the World.”

Through the archway is a beautiful natural cave, about 30 yards in diameter. Any light is reflected from 1,000 semi-precious stones (\$20 and 0.01 lb. each; takes a minute to pry loose; total value \$20,000). The stones are embedded in the walls and the pure white stalactites that hang from the ceiling. The crystal cave is a high mana area, but only for Earth spells.

The cave's splendor is dwarfed by what lies within it: a grayish marble-colored sphere 25' in diameter! The sphere pulses gently.

This is the hive of the draco-wasps. The sphere is covered by hexagonal honeycomb paper shells. Crawling across it are four creatures that resemble a hideous hybrid of wasp and dragon. (Two more dwell inside.) These are draco-wasps, descendents of guardians created by the ancient druid cult, who will aggressively defend their nest and pursue outsiders.

Draco-Wasps

ST: 21	HP: 21	Speed: 6.50
DX: 14	Will: 12	Move: 7 (Air 14)
IQ: 9	Per: 13	
HT: 12	FP: 12	SM: +0
Dodge: 9	Parry: N/A	DR: 3

Bite (14): 2d-1 cutting. Reach C.

Acid Breath (14): Can breathe a 2-yard-wide by 10-yard-long cone of green acid magic breath once a day (5d+1 corrosion damage).

Stinging Tail (13): 2d+2 piercing. Reach C. Roll vs. HT at -1 per 2 points of penetrating damage or be frozen (paralyzed) for (20-HT) hours, minimum 1 minute.

Traits: Bad Temper (12); Dark Vision; DR 3; Flight (Winged); Horizontal; No Fine Manipulators; Peripheral Vision.

Skills: Brawling-14; Innate Attack (Breath)-14.

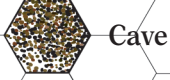
Notes: If draco-wasps paralyze a victim, they can take an extra second to implant eggs in his abdomen. These will hatch in 20+2d hours (unless removed by major surgery) and feed on each other until one draco-wasp larva remains, which does 6d injury as it tears its way out; treat the larva as a strix – see p. B461.

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.

MAP OF WILLOWDEEP

Key



Cave



River



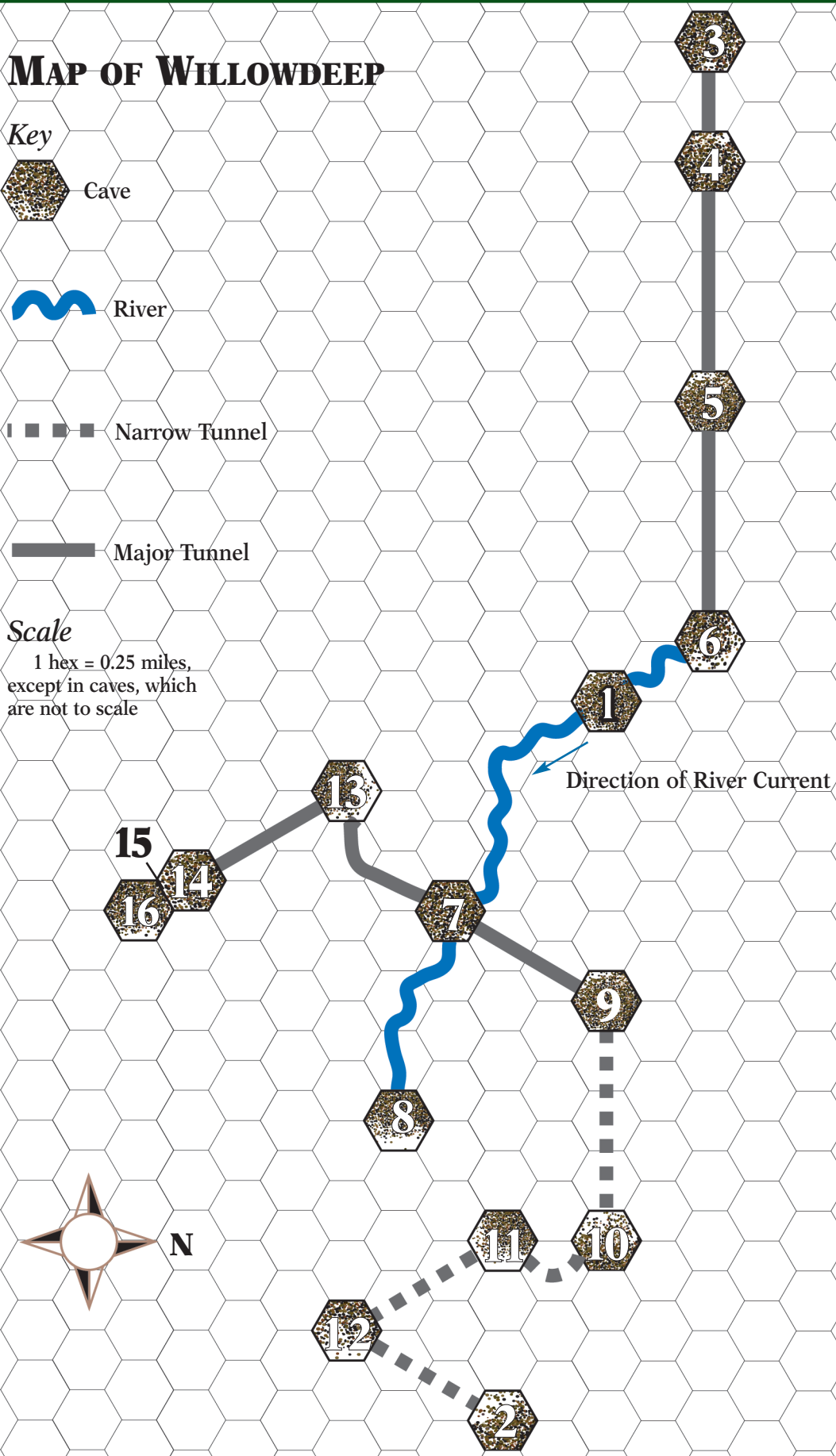
Narrow Tunnel



Major Tunnel

Scale

1 hex = 0.25 miles,
except in caves, which
are not to scale



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MORE *DUNGEON* FANTASY LOADOUTS

BY MATT RIGGSBY

GURPS Dungeon Fantasy 13: Loadouts provided ready-to-roll sets of gear for all character templates published in the first 12 *GURPS Dungeon Fantasy* supplements. But naturally, *GURPS* doesn't stand still. The kits in this article fill in the current gaps, providing loadouts for the justiciar from *Pyramid #3/10: Crime and Grime*, the mentalist from *GURPS Dungeon Fantasy 14: Psi*, the demolisher and musketeer from *Pyramid #3/36: Dungeon Fantasy*, and the monster slaver from *Pyramid #3/47: The Rogue's Life*. (For the mystic knight, see p. 32.) These loadouts use the same format and notation as *Loadouts*, and alternate SM costs and weights are computed the same way except as noted.

DEMOLISHER

Just being noisy and destructive doesn't mean that the demolisher can't have varied functions and kits. These loadouts reflect various functions the demolisher can perform.

Bombs, boomsticks, and other shattersand-related accessories *do not scale* for different-SM characters (even for items designed for scale-size weapons – science gets weird when gnomes fire full-size firebolts from their undersized crossbows). While they can be made to be handled by non-SM 0 adventurers (see *Loadouts*, p. 4), they are full-sized, operate at full effectiveness, and require the full listed ST. Though very small demolishers are a theoretical possibility, they must be exceptionally strong for their size.

Engineer

This loadout supports a demolisher who acts less as a warrior and more as a mechanic and break-in specialist. His tools provide him the ability to remove obstacles with varying degrees of subtlety, and he can fix things as well as destroy them. Select Crossbow and Axe/Mace skills. Requires a point of Signature Gear or converted to starting cash.

Engineer

\$1,373, 57.58 lbs.

Alternate SMs: -6 (\$819.74, 8.43 lbs.), -4 (\$868.25, 11.84 lbs.), -2 (\$987.67, 21.19 lbs.), -1 (\$1,179.33, 37.39 lbs.), +1 (\$1,976, 92.87 lbs.).

- *Axe* (p. B271) [**Belt or Back**] Damage sw+2 cut. \$50, 4 lbs.
- *Bangers (string of 20)* (*Pyramid #3/36*, p. 6) [**Sack or Backpack**] \$100, 1 lb.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* ×8 (p. B276) [**Quiver**] \$16, 0.48 lb.
- *Crowbar, 3'* (p. B289) [**Sack or Webbing**] \$20, 3 lbs.
- *Firebolts* ×4 (*Pyramid #3/36*, p. 7) [**Quiver**] \$112, 0.5 lb.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Helm* (p. B284) [**Head**] DR 2. \$20, 0.5 lb.
- *Lockpicks, Basic* (p. B289) [**Sack or Webbing**] \$50, 0.1 lb.
- *Shattersand, 4.5 lbs.* (*Pyramid #3/36*, p. 6) [**Sack or Backpack**] \$225, 4.5 lbs.
- *Shattersand Fuse, 5 yards* (*Pyramid #3/36*, p. 6) [**Sack or Backpack**] \$50, 1 lb.
- *Shoulder Quiver (Adventurers, p. 24)* [**Torso**] Holds up to 12 arrows. \$10, 0.5 lb.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.
- *Tool Vest (Loadouts, p. 7)* [**Torso**] -1 to applicable skills. \$240, 9 lbs.

Gunner

This kit gives the demolisher some ranged combat capability. Though it provides some bulk shattersand for utility purposes, it's mostly built around a triple-barreled boomstick that doubles as a melee weapon. Buy Guns and Two-Handed Axe/Mace skills. Requires a point of Signature Gear or converted to starting cash.

Gunner

\$1,390, 48.02 lbs.

Alternate SMs: -6 (\$1,390, 24.26 lbs.), -4 (\$1,390, 25.22 lbs.), -2 (\$1,390, 28.82 lbs.), -1 (\$1,390, 36.02 lbs.), +1 (\$1,780, 72.02 lbs.).

- *Boomstick ammo, 36 rounds* (*Pyramid #3/36*, p. 6) [**Belt**] \$360, 6.12 lbs.
- *Boomstick, Triple-Barreled* (*Pyramid #3/36*, p. 6) [**Back**] Damage 2d+1 pi++; also equipped with axe blade (which is full-size at all SM modifiers, to match the weapon). \$530, 15.7 lbs.

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Shattersand*, 2 lbs. (*Pyramid* #3/36, p. 6) [**Sack or Backpack**] \$100, 2 lbs.
- *Shattersand Fuse*, 1 yard (*Pyramid* #3/36, p. 6) [**Sack or Backpack**] \$10, 0.2 lb.

Mad Bomber

This relatively inexpensive loadout is good for the demolisher with little money and less sense of self-preservation. Although it includes an axe to use in melee and some hatchets for throwing, it's all about blowing stuff up, with a variety of bombs and a big bag of bulk shattersand. It does *not* include much in the way of armor, so Overconfidence or a Delusion are appropriate disadvantages. Buy Axe/Mace and Thrown Weapon (Axe/Mace) skills. The buyer may elect to substitute appropriately sized mines (*Pyramid* #3/36, p. 7) for some or all of the bombs when purchasing the kit.

Mad Bomber

\$887, 56.7 lbs.

Alternate SMs: -6 (\$762.20, 32.19 lbs.), -4 (\$773.25, 33.55 lbs.), -2 (\$800.34, 37.76 lbs.), -1 (\$843.66, 45.54 lbs.), 1 (\$1192, 77.7 lbs.).

- *Axe* (p. B271) [**Belt or Back**] Damage sw+2 cut. \$50, 4 lbs.
- *Hatchet* ×2 (p. B271) [**Belt**] Damage sw cut. \$80, 4 lbs.
- *Large Bomb* (*Pyramid* #3/36, p. 6) [**Sack or Backpack**] Damage 3d [1d] cr ex. \$97, 10.1 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Medium Bomb* ×2 (*Pyramid* #3/36, p. 6) [**Sack or Backpack**] Damage 2d [1d-2] cr ex. \$98, 11.4 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Shattersand*, 5 lbs. (*Pyramid* #3/36, p. 6) [**Sack or Backpack**] \$250, 5 lbs.
- *Shattersand Fuse*, 4 yards (*Pyramid* #3/36, p. 6) [**Sack or Backpack**] \$40, 0.8 lb.
- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.
- *Small Bomb* ×2 (*Pyramid* #3/36, p. 6) [**Sack or Backpack**] Damage 1d [1d-4] cr ex. \$32, 4.4 lbs.

JUSTICIAR

Unlike most other dungeon-delving types, the justiciar frequently keeps open the option of bringing his quarry back alive. Thus, while a justiciar's kit might resemble that of a scout or a lightweight knight in some ways, it also contains nonlethal weapons meant to capture rather than to kill.

King's Man

The king's man moves in polite circles from time to time, where he can't drag around conspicuous pole arms or missile weapons. Beyond a fencing sword (which practically qualifies as an item of formal wear in most *Dungeon Fantasy* settings anyway) and a small shield, his weapons can be tucked away in a pouch or under a cloak. Select Bolas, Knife, Saber, Shield, and

Throwing skills. This kit requires at least one point in Signature Gear (or two spent on the saber) or converted to cash.

King's Man

\$1,380, 51.5 lbs.

Alternate SMs: -6 (\$477.60, 1.1 lbs.), -4 (\$557.50, 4.04 lbs.), -2 (\$753.33, 12.91 lbs.), -1 (\$1,066.67, 28.99 lbs.), +1 (\$2,290, 93.25 lbs.).

- *Bolas* ×4 (p. B275) [**Torso**] Damage thr cr. \$80, 8 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Dagger* ×6 (p. B272) [**Torso**] Damage thr-1 imp. \$120, 1.5 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Saber* (p. B273) [**Torso**] Damage sw-1 cut, thr+1 imp. \$700, 2 lbs.
- *Small Buckler* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.

Adventurer Trappings

These loadouts presume that shackles, muzzles, and collars are scaled and priced as per armor, at the SM of the buyer; in other words, pixie justicars are expected to shackle SM -6 criminals, etc.

An adventurer may purchase restraining devices intended for any size target – presuming his ST and budget supports it – but they will only fit that size; they won't wrap the around the body parts of larger targets, and smaller captives will slip right out. (Ogre justicars may want to pick up a pair of SM 0 shackles if they're watching over a human city!)

For double the cost, such devices may be presumed to fit the target SM and up to three levels smaller. For example, human-size universal shackles will fit SM 0 through SM -3.

Conversely, the traps from *Adventurers* (p. 26) are presumed to already be at the intended size and do not scale based on the loadout buyer.

Mage Hunter and Watchman

Though their job descriptions differ, these two versions of the justiciar can use similar equipment. Both have strong attacks with longer-ranged weapons, with a whip to entangle limbs and a knife for desperate close-in work. Select Crossbow, Polearm, Knife, and Whip skills.

Mage Hunter or Watchman

\$874, 58.22 lbs.

Alternate SMs: -6 (\$457.06, 1.36 lbs.), -4 (\$493.50, 4.85 lbs.), -2 (\$583.33, 15.07 lbs.), -1 (\$727.67, 33.40 lbs.), +1 (\$1,536.00, 103.58 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* ×12 (p. B276) [**Quiver**] \$24, 0.72 lb.

- *Halberd* (p. B272) [**Torso**] sw+5 cut, sw+4 imp, thr+3 imp. \$150, 12 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Large Knife* (p. B272) [**Torso**] sw-2 cut, thr imp. \$40, 1 lb.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Shoulder Quiver* (p. B289) [**Torso**] Holds up to 12 bolts. \$10, 0.5 lb.
- *Whip (3 yards)* (p. B274) [**Torso**] Damage sw-2(0.5) cr. \$60, 6 lbs.

This pommel has just the right weight to counter the weight of the blade, balancing it perfectly in the hand. Perfect balance creates a sword that feels lighter than its actual weight – and is quick to strike or recover.

– *Judson Roberts,*
Viking Warrior

Retriever

This kit is for the justiciar expecting serious trouble down in the dungeon. The kit is relatively light, which gives him that much more carrying capacity for dragging his quarry back to justice, and he has both shackles and a lariat to immobilize opponents and keep them immobilized for a long time. Select *Axe/Mace, Bow, Lasso, and Shield* skills.

Retriever

\$854, 46.7 lbs.

Alternate SMs: -6 (\$408.26, 1.08 lbs.), -4 (\$447.25, 3.86 lbs.), -2 (\$543.33, 12.04 lbs.), -1 (\$697.67, 26.71 lbs.), +1 (\$1,481, 83.3 lbs.).

- *Arrows* ×12 (p. B276) [**Quiver**] \$24, 1.2 lbs.
- *Axe* (p. B271) [**Belt or Back**] Damage sw+2 cut. \$50, 4 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Lariat* (p. B276) [**Torso**] \$40, 3 lbs.

- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Regular Bow* (p. B275) [**Torso**] Damage thr+1 imp. \$100, 2 lbs.
- *Shackles (Adventurers, p. 26)* [**Torso**] \$200, 2 lbs.
- *Shoulder Quiver* (p. B289) [**Torso**] Holds up to 12 arrows. \$10, 0.5 lb.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.

MENTALIST

Like wizards and martial artists, mentalists typically rely on their own abilities rather than their gear for effectiveness. Of course, that doesn't mean that gear doesn't *help*.

Basic Mentalist

Though it provides little in the way of either offensive or defensive capability, this kit has two virtues. The first is its weight. Combined with the minimal delver's kit, a standard ST 9 mentalist is only at Light encumbrance, helping him keep his distance from danger and gather his faculties to use his abilities. The second is power. Most of the kit's monetary value is in the power item (*Adventurers*, p. 28, and *Psi*, p. 23), an amulet of semi-precious crystal possibly worn as a necklace or ornament on the helmet, providing 7 FP. Select *Staff* skill.

Basic Mentalist

\$870, 15.6 lbs.

Alternate SMs: -6 (\$831.60, 0.28 lb.), -4 (\$835, 1.09 lbs.), -2 (\$843.33, 3.66 lbs.), -1 (\$856.67, 8.49 lbs.), +1 (\$1,040, 29.15 lbs.).

- *Leather Helm* (p. B284) [**Head**] DR 2. \$20, 0.5 lb.
- *Leather Jacket* (p. B283) [**Torso, Arms**] DR 1*. \$50, 4 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Power Crystal* [**Torso**] \$680, neg.
- *Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$10, 4 lbs.
- *Razor (Treasure Tables, p. 15)* [**Torso**] \$30, 0.1 lb.
- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.

Well-Armed Mentalist

This is useful for a starting mentat, who needs to keep his physical defenses up while developing his mental talents; or warrior, who wants the gear anyway. It's not particularly heavy on its own, but combined with the minimal delver's kit, it pushes a ST 9 mentalist into Medium encumbrance, which is bad for defenses. Either increase ST to 11, have the minimal delver's kit in a bag or quick-release backpack to drop at a moment's notice, or go with the basic mentalist kit instead.

Like the basic mentalist kit, this includes a crystal amulet that acts as a power item – in this kit, it provides 5 FP. The buyer may elect to apply the cost of the power crystal instead to decoration on the saber, which would allow the weapon to act as a power item providing 8 FP, though that would make losing the weapon doubly disastrous.

Select *Saber* (with a lot of points rather than with a second melee skill), *Thrown Weapon* (*Shuriken*), and *Shield* skills. This kit requires a point of *Signature Gear* or converted to cash.

Well-Armed Mentalist

\$1,378, 27.6 lbs.

Alternate SMs: -6 (\$650.32, 0.59 lbs.), -4 (\$714.75, 2.18 lbs.), -2 (\$872.66, 6.94 lbs.), -1 (\$1,125.34, 15.56 lbs.), +1 (\$2,077, 49.9 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Leather Jacket* (p. B283) [**Torso, Arms**] DR 1*. \$50, 4 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Power Crystal* [**Torso**] \$350, neg.
- *Saber* (p. B273) [**Torso**] Damage sw-1 cut, thr+1 imp. \$700, 2 lbs.
- *Shuriken* ×6 (p. B276) [**Torso**] Damage thr-1 cut. \$18, 0.6 lb.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.

MONSTER SLAVER

Even more than the justiciar, the monster slaver needs nonlethal weapons and restraints, but he's nevertheless ready for a fight. These kits reflect distinct strategies for capturing the quarry. See *Adventure Trappings* (p. 29) for notes on the size of restraints and traps.

Active Trapper

The active trapper physically runs down his targets, getting close up to subdue them. The spear is typically used one-handed, but the slaver can put away his shield for two-handed use. The collar and muzzle are sized for the slaver's SM; thus, pixies and halflings who want to restrain human- or other differently sized prey need to refigure cost and encumbrance. This kit is on the heavy side, so the slaver may want to be ready to drop excess gear at a moment's notice and have new slaves carry some of it once they've been captured. Select Shield and Spear skills.

Active Trapper

\$820, 75.7 lbs.

Alternate SMs: -6 (\$551.20, 11.77 lbs.), -4 (\$575.00, 16.07 lbs.), -2 (\$633.32, 28.07 lbs.), -1 (\$726.68, 49.02 lbs.), +1 (\$1,455, 122.9 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Collar* (Pyramid #3/47, p. 21) [**Sack or Backpack**] \$45, 1.2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Large Knife* (p. B272) [**Torso**] sw-2 cut, thr imp. \$40, 1 lb.
- *Large Net* (p. B276) [**Torso**] \$40, 20 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Muzzle* (Pyramid #3/47, p. 21) [**Sack or Backpack**] \$60, 1.5 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Rations* ×10 (p. B288) [**Sack or Backpack**] \$20, 5 lbs.
- *Rope, 3/4" (10 yards)* (p. B288) [**Sack or Backpack**] Supports 1,100 lbs. \$25, 5 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.
- *Fine Spear* (p. B273) [**Torso**] thr+3 imp, thr+4 imp (two hands). \$120, 4 lbs.

- *Whip (2 yards)* (p. B274) [**Torso**] Damage sw-2(0.5) cr. \$40, 4 lbs.

Lurker

The lurker, as the name implies, lies in wait for his target, or at least keeps his distance as much as possible. Once the target has been disabled from a distance with the bolas or mantrap, the slaver can move in to tie it up. Select Shortsword and Bolas skills. At least some extra points from background skills should be used to improve Stealth and/or Traps.

Lurker

\$895, 55.5 lbs.

Alternate SMs: -6 (\$395.80, 17.3 lbs.), -4 (\$440.00, 20.23 lbs.), -2 (\$548.33, 27.91 lbs.), -1 (\$721.67, 40.74 lbs.), +1 (\$1,305, 80 lbs.).

- *Bolas* (p. B275) [**Torso**] Damage thr-1 cr. \$20, 2 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Large Net* (p. B276) [**Torso**] \$40, 20 lbs.
- *Leather Helm* (p. B284) [**Head**] DR 2. \$20, 0.5 lb.
- *Leather Jacket* (p. B283) [**Torso, Arms**] DR 1*. \$50, 4 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Rations* ×10 (p. B288) [**Sack or Backpack**] \$20, 5 lbs.
- *Rope, 3/4" (10 yards)* (p. B288) [**Sack or Backpack**] Supports 1,100 lbs. \$25, 5 lbs.
- *Shortsword* (p. B273) [**Torso**] sw cut, thr imp. \$400, 2 lbs.
- *Trap, Man Trap* (*Adventurers*, p. 26) [**Sack or Backpack**] \$180, 6 lbs.
- *Whip (3 yards)* (p. B274) [**Torso**] Damage sw-2(0.5) cr. \$60, 6 lbs.

*For all your days prepare,
and meet them all alike:*

*When you are
the anvil, bear –*

*When you are
the hammer, strike.*

– Edwin Marham

MUSKETEER

The most notable item in a musketeer's kit is, of course, his gun, or in the case of the gun bunny, his lots of guns. Like shattersand-based items, the musketeer's ammo and firearms (including anything attached to them, such as bayonets) do not scale.

Mystic Knight

The skills and job description of the mystic knight (*Pyramid* #3/13: *Thaumatology*, p. 16) are sufficiently close to those of the Knight that they can use the same kits. Just be sure that the character's weapon skills match the equipment he buys. The only notable gap is that mystic knights don't have Knife skill in their template, whereas most of the knight loadouts include a large knife. In these cases, a mystic knight can spend a spare point from quirks on Knife skill, take the knife to use at default, or mark it off the loadout sheet, saving himself \$40 and a pound worth of encumbrance.

Bruiser

The bruiser is probably the most straightforward of musketeers. He has his two-barreled blunderbuss and pouches of powder and shot to use when he can, and a staff to fall back on when he has to close with his enemies. Buy Shotgun and Staff skills.

Bruiser

\$833, 47.7 lbs.

Alternate SMs: -6 (\$805.58, 22.28 lbs.), -4 (\$807.15, 23.5 lbs.), -2 (\$811.93, 27.59 lbs.), -1 (\$820.67, 35.47 lbs.), +1 (\$1,166, 71.5 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Double Blunderbuss* (*Pyramid* #3/36, p. 20) [**Torso**] Damage 1d pi, 1d+1(0.5) pi-, 4d+2 pi+\$. \$300, 18 lbs.
- *Hat, Wide* (*Treasure Tables*, p. 17) [**Head**] \$18, 0.3 lb.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Helm* (p. B284) [**Head**] DR 2. \$20, 0.5 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Powder and shot, 5 double-loads for each type of shot* (*Pyramid* #3/36, p. 20) [**Belt**] \$195, 3.9 lbs.
- *Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$10, 4 lbs.

Gun Bunny

Given their light weight, the gun bunny can carry *all* of his many tiny pistols in his webbing. However, if he fears capture or needs to exercise stealth in a social situation, he might want to keep a couple hidden in his boot tops, up sleeves, and so on. Select Main-Gauche, Pistol, and Smallsword skills. This loadout requires at least three points worth of Signature Gear or converted to cash.

Gun Bunny

\$2,308, 34.85 lbs.

Alternate SMs: Alternate SMs: -6 (\$1,650.28, 11.12 lbs.), -4 (\$1,697.65, 12.22 lbs.), -2 (\$1,825.60, 15.98 lbs.), -1 (\$2,044, 23.28 lbs.), +1 (\$2,951, 57.53 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Delver's Webbing* (*Adventurers*, p. 25) [**Torso**] \$160, 3 lbs.

- *Hat, Wide* (*Treasure Tables*, p. 17) [**Head**] \$18, 0.3 lb.
- *Heavy Cloak* (p. B287) [**Torso**] DB 2. \$50, 5 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Leather Jacket* (p. B283) [**Torso, Arms**] DR 1*. \$50, 4 lbs.
- *Main-Gauche* (*Loadouts*, p. 6) [**Torso**] Damage sw-3 cut, thr imp. \$50, 1.25 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pocket Pistol ×10* (*Pyramid* #3/36, p. 20) [**Webbing**] Damage 1d pi. \$1,400, 10 lbs.
- *Powder and shot, 100 shots* (*Pyramid* #3/36, p. 20) [**Belt**] \$40, 0.8 lbs.
- *Smallsword* (p. B273) [**Torso**] Damage thr+1 imp. \$400, 1.5 lbs.

Sniper

Since the sniper works from a distance, he can stand to wear heavier armor that might slow him down a bit. The camouflage cloak won't hide the smoke and flash of his gun, but it does help him get lost again if he moves between shots. And because he's likely to see enemies closing from a long way off and have time to prepare, the sniper fixes a bayonet if he has to go to close combat. Select Rifle and Spear skills. This kit requires at least one point of Signature Gear or converted to cash.

Sniper

\$1,290, 50.2 lbs.

Alternate SMs: -6 (\$1,141.50, 13.57 lbs.), -4 (\$1,147.50, 15.05 lbs.), -2 (\$1,170, 20.6 lbs.), -1 (\$1,215, 31.7 lbs.), +1 (\$1,880, 87.2 lbs.).

- *Bayonet* (*Pyramid* #3/36, p. 21; use Large Knife stats, p. B272) [**Belt**] Damage sw-2 cut, thr imp. \$40, 1 lb.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Camouflage Heavy Cloak* (p. B287; *Loadouts*, p. 25) [**Torso**] DB 2. Select camouflage pattern at purchase; +1 to Stealth. \$150, 5 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Powder and shot, 20 shots* (*Pyramid* #3/36, p. 20) [**Belt**] \$60, 1.2 lbs.
- *Rifle* (*Pyramid* #3/36, p. 20) [**Torso**] Damage 3d+1 pi+. \$600, 11 lbs.

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 fourth-level rogue, and a pack of dogs.

POWER-UPS FOR ASSASSINS

BY PETER V. DELL'ORTO

Dungeon Fantasy 12: Ninja introduced the ninja template for dungeon delvers. It also introduced the assassin. The ninja came with a natural power-up path – various ways and paths and a great assortment of leveled traits to add to your ninja. Assassins were left in the darkness, without *any* power-ups.

This article pulls the assassins out of that darkness, powers them up, and then sticks them back in the shadows, where they belong.

*Come like shadows,
so depart!*

– William Shakespeare,
Macbeth

ASSASSIN POWER-UPS

Assassins have access to everything on their template, plus these options.

- Gizmos (up to 10) [5/level].
- Resistant to Poison +3 or +8 [5 or 7].
- Silence 1 or 2 [5/level].
- Striking ST up to 4 levels [5/level].
- Striking ST 1-10 (Only on surprise attack, -60%) [2/level].
- Weapon Master (One Weapon, picked from the weapons on the assassin template in *Ninja*, p. 9) or Weapon Master (Assassin's Weapons; see below).

• Assassins with Weapon Bond can *swap* their Weapon Bond to another weapon. Assassins sometimes need to dispose of a murder weapon and replace it with a new one . . . This takes 1d days spent customizing the replacement weapon, and adds +0.5 CF to the cost of the weapon that will receive the bond – cost for new handles, wraps, re-balancing, etc. The old weapon loses its “bond” to the assassin. This +0.5 CF does not improve the sale value of the weapon, nor does it increase its value as a Power Item if the assassin wishes to use it as one.

Weapon Master (Assassin's Weapons) includes all knives, garrotes, and shuriken, plus all the weapons covered by *one* of

the following skills, chosen at the time of purchase: Broadsword, Rapier, Shortsword, or Smallsword. This version costs 30 points.

Assassins may also take the following existing power-ups.

Backstabber

See *GURPS Dungeon Fantasy 11: Power-Ups*, p. 35

Assassins, like thieves (or, perhaps more correctly, thieves, like assassins . . .) can become skilled at delivering sneak attacks. This option is identical to the one in *Power-Ups*.

Focused Fury

See *Power-Ups*, p. 18

Some assassins rely on an all-out powerful strike in addition to stealth and craft. However, using this perk *automatically* ends any current attempt at Stealth. This perk is identical to the barbarian's perk in DF 11.

Nondetection

See *Power-Ups*, p. 35

Identical to the thief's power up of the same name.

Assassin Perks

The following perks are only available to assassins. Optionally, the GM may wish to make some of them (especially Hidden Weapons) available to ninja as well. Note that perks marked with a † require specialization, and perks with a ‡ come in levels.

Bane Brewer†

Prerequisite: Poisons-12+.

You know how to tweak a venom to work better against a specific subject. Requires specialization by Animal, Faerie, Hybrid, Mundane, Plant, or Slime (but never Construct, Demon, Elder Thing, Elemental, or Undead) for monsters, or to a specific race for sapient beings of the Mundane or Faerie class: dwarf, elf, human, etc.

Make a Poisons roll. On a success, you convert one dose of the poison to race-specific venom (such as Bladeblack to Dwarfbane Bladeblack). The poison works normally against members of other races or classes; against its specific subject, the poison is resisted at an additional -2. On a failure, the poison is ruined – spilled, diluted, or otherwise neutralized.

Assassins with this perk can also *make* their own bane poisons. When using Poisons to manufacture your own (*GURPS Dungeon Fantasy 2: Dungeons*, p. 3), you may make it as a race-specific bane.

Combat Poisoner

Prerequisite: Poisons-15+.

Normally, poisoning a weapon takes too long to do in combat. However, you've mastered the art of coating a weapon with poison *quickly*. You may poison a weapon at any time, even in combat. You must have a weapon ready in one hand, and a dose of poison ready in the other hand. Applying the poison takes a Ready action. Only one dose of poison may be so applied per turn; up to four doses total may be put on a weapon (see *Practical Poisoning*, *Dungeons*, p. 12).

Hidden Weapons†

You have learned to conceal a weapon particularly well. *Ignore* any holdout penalties for that particular weapon type when using a *Hidden Weapon* (*Dungeons*, p. 12). This works for daggers, large knives, and shortswords or smallswords. Must specialize by weapon type.

*No matter how fast light travels,
it finds the darkness has always got
there first, and is waiting for it.*

– Terry Pratchett, *Reaper Man*

Planned Assassination

One per session, you may designate a specific target for assassination *before* you enter the dungeon. Using careful planning, intense visualization, and/or practice on mock targets, you can maximize your chances for killing your target. Against *that specific target*, you get a +1 to your attack rolls. Preparing for an assassination takes knowledge of the target and 1d days of planning and practice. A distinct, individual target must be declared. "The orc chief" is sufficient provided you know of a particular one, but "any orc" or "the next orc chief I meet" is *not*. You need not know the name of the target, but you must be specific ("that big troll we ran away from last time" or "the lich-king on level 7.") This bonus lasts until you take the time to designate and research a new target.

Poison Mixer

Prerequisite: Practical Poisoner, plus Poisons-15+.

Normally, a weapon can only be poisoned with a single kind of poison. You have learned the art of mixing two poisons together without diluting their effect. Make a Poisons roll when you hit; on a success, both poisons affect the target normally (and separately, for purposes of HT rolls or DR). On a failure, only one poison works (choose randomly). You may use either one dose of one poison and one of the other, *or* two doses of each. If two doses are used, resistance rolls are at -2, per *Practical Poisoning* (*Dungeons*, p. 12).

Practical Poisoner‡

Prerequisite: Poisons-12+.

You've practiced the art of adding more doses of poison to a weapon. When making a Poisons roll to determine if you effectively use multiple doses (see *Practical Poisoning*, *Dungeons*, p. 11), add +1 per level of this perk (maximum three levels).

Weapon Cleaner†

Prerequisites: Nondetection, plus relevant skill at 16+.

Your ability to get rid of bloody weapons is so profound that you can actually hide them from magic! All attempts to use Information-class or Knowledge-college spells to trace weapons you have disposed of and no longer use – and efforts to sniff out such evidence with any similar innate superhuman sense – must win a Quick Contest with the skill you used to dispose of them.

This perk requires you to specialize by skill. Specialties are Holdout (if you carry the weapon around with you), Smuggling (if you stash it in a building, on a cart, etc.), Streetwise (if you get rid of it on the black market), and Urban Survival (for disposing of it down sewer grates and in garbage heaps). You must actually hide the weapon using that skill, and it can still be found by mundane methods.

OTHER POWER-UPS

Any general power-ups are available, if the assassin meets the prerequisites. Particularly common general power-ups for assassins include Dirty Fighting (*Power-Ups*, p. 11), Mortal Foe (*Power-Ups*, p. 12), Slayer Training (*especially* Slayer Thrust to Eye and Slayer Thrust to Vitals; *Power-Ups*, p. 13), and Trademark Move (usually for some lethal sneak attack; *Power-Ups*, p. 12). Especially keep an eye out for synergies between some of these perks – a Trademark Move combined with Slayer Training, done as a Backstab, against an unsuspecting foe (Dirty Fighting), can be extremely lethal. Remember that the assassin's role is more as backstabber than front-stabber, so pick power-ups accordingly.

ABOUT THE AUTHOR

Peter V. Dell'Orto of New Jersey was started gaming with *Dungeons & Dragons* in 1981, and has played *GURPS* since *Man to Man*. He has been writing, editing, and playtesting *GURPS* books since 1996. Peter is the author of numerous *GURPS* articles for *Pyramid* magazine; author or co-author of several e23 items (including *GURPS Dungeon Fantasy 12: Ninja*; *GURPS Dungeon Fantasy Monsters 1* and *GURPS Dungeon Fantasy 15: Henchmen*, both with Sean Punch; and *GURPS Martial Arts: Gladiators*, with Volker Bach); and a co-author of *GURPS Martial Arts* and *GURPS Low-Tech*. He is also an enthusiastic martial artist, and has competed both in Japan in amateur MMA and in the United States in submission grappling. He currently trains Kachin Bando and holds a shodan rank in Kendo. His other interests include fitness, reading, painting miniatures, and studying Japanese.

Peter presently runs a *Dungeon Fantasy* campaign for his long-time victims, err, players, where he tests out his many rule and monster ideas . . .

RANDOM THOUGHT TABLE

ON PLATO AND POWER

BY STEVEN MARSH, *PYRAMID* EDITOR

Whenever we play games, the underlying assumptions of how we play them are generally not tampered with. However, Random Thought Table prides itself on being the sleep-deprived college lounge discussion of the gaming world . . . the sort that asks, “Can you ever *really* look at a glass of water? I mean, and really know you’ve seen it?” In that spirit of strange navel gazing, we present two ideas for how to modify a *GURPS Dungeon Fantasy* game that muck with underlying assumptions that aren’t normally messed with.

PLATONIC TAVERNS

In noted comics scholar Scott McCloud’s description of the game *Three Card Nancy* – the rules of which can be found at scottmcccloud.com/4-inventions/nancy/ – he writes the following about minimalist *Nancy* illustrator Ernie Bushmiller:

Nancy is Plato’s playground. Ernie Bushmiller didn’t draw A tree, A house, A car. Oh, no. Ernie Bushmiller drew THE tree, THE house, THE car. Much has been made of the “three rocks.” Art Spiegelman explains how a drawing of three rocks in a background scene was Ernie’s way of showing us there were some rocks in the background. It was always three. Why? Because two rocks wouldn’t be “some rocks.” Two rocks would be a pair of rocks. And four rocks was unacceptable because four rocks would indicate “some rocks” but it would be one rock more than was necessary to convey the idea of “some rocks.”

The notion of Ernie Bushmiller’s iconic rocks intersects nicely with *Dungeon Fantasy* (as well as other fantasy sources), where only the bare minimum amount of detail is given to describe some aspects of the world – you know he’s the prince because he’s called The Prince and he was met at Castle G’Neric. This contrasts with the desire in fantasy gaming worlds to try to ensure that every barkeep, shop clerk, orc, dragon, and zombie is different. However, this leads to a question: *Why?* Once you’ve created a tavern or dragon you like, why can’t it keep popping up, whenever there’s a need for a “tavern” or “dragon”?

There’s a logical reason for variety in most gaming worlds: It’s unrealistic that every town in the world has a Weeping Virgin Inn, or that every dragon encountered happens to be exactly 255’

long with a scar over its left eye. However, *Dungeon Fantasy* draws on the rich tradition of computer games; it’s entirely in keeping with that source material that every temple in creation has the same healing monks who do nothing more than chant the same snippet of the Latin funeral rite.

For a different-flavored game, consider having some (or all!) aspects of recurring elements be identical. For example, all shopkeepers are the same person (or at least look like the same person, with the same name and personality, etc.). The extent that this is known within the universe is up to the GM and the group. Some possibilities include:

- It’s a running joke for the players, completely unobserved by the heroes.
- It’s something noticed by the heroes, but only as a curiosity.
- It’s actually an ingrained part of the universe, and can be used and possibly useful to the heroes. (For example, if the heroes treat the Shopkeeper poorly, he’ll remember even if they travel from town to town. Or, conversely, if the heroes can convince him to store extra material for him, they can access it later even if they’re 100 miles away . . .)

Perhaps this notion of the Platonic ideal of fantasy elements extends to the heroes as well. If one of the PCs is a barbarian, then there can’t be other barbarians in the world (while he’s still alive) because the world already has a barbarian. Of course, if he should shuffle off the mortal coil, there’s suddenly room for another barbarian (who would be free to develop in his own new ways, but would still be the world’s only barbarian). This is perhaps an extreme way of the universe extending Niche Protection (see *Pyramid* #3/44: *Alternate GURPS II*, p. 33).

What’s gained by using this unorthodox technique? Well, among other things, the universe starts making sense in the way a computer game makes sense; it loses some of its ability to surprise via novelty, but it gains familiarity (even as the campaign progresses). After all, if there’s only one tavern in the world, then they suddenly have a bar “where everybody knows your name” . . . regardless of where in the realm you travel. In the right campaign, one of the heroes might even develop a relationship with the universal element – giving a romantic interest that travels from town to town while always being in the same “place.”

THEY KEEP GROWING . . . AND GROWING . . . AND . . .

One of the core assumptions of most roleplaying games is a (more or less) linear progression of advancement – represented in *GURPS* terms by bonus character points. Why should the amount of points received per game be mostly consistent?

Yes, yes . . . Everyone answering “Because it’s part of the *Basic Set* (p. 498, to be precise)” is technically correct, but you failed your roll to detect rhetorical questions. Sure, the rules say that awards should be on the order of zero to five points per session (averaging two to three). But what’s the logic behind that?

Obviously, the single character point is the “coin of the realm” as far as *GURPS*-iness goes. A fair bit of effort has gone into ensuring that one point means one point, and 10 character points equals an increase in utility that’s roughly 10 times the value of one point. This is handy when it comes to trying to make characters and generate valid threats, but it’s tough from a hero-design standpoint when it comes to building adventurers with more advanced abilities (without GM fiat). In particular, if you want to buy (say) a new 50-point ability, then you need to save up 50 points. This means that you’re denied the utility gained from those points in the time it takes to save them; the adventure *before* you earn enough to buy that ability means that you’re 45-49 points below the power level you “should” be (and below the power level of your teammates who’ve been spending their points as they receive them). This imbalance can make it tricky to get cool high-powered abilities.

On the other hand, high-powered abilities are entirely in keeping with the genre. After a while, in other classic games, “character advancement” means you start automatically recruiting underlings, killing with a simple touch, and slinging around *wishes*. So, what’s one way to handle that in a *GURPS* game?

Well, who says you need to limit yourself to just a few points per session? (Err . . . besides the core rulebook?)

Here’s another thought-exercise hypothetical campaign . . . one that centers around faster-paced growth.

Fast Growth

Instead of awarding 0-5 bonus character points per session, have the base number of points awarded be calculated using the *Size and Speed Range Table* (p. B550), reading “Size” as the session number and the “yards” of “Linear Measurement” as the character points awarded. Here’s a restated summary of the table for the first 10 sessions or so:

Session	Bonus Character Points
1	3
2	5
3	7
4	10
5	15
6	20
7	30
8	50
9	70
10	100

The GM is perfectly permitted – and even encouraged – to vary this based on the standard awards from p. B498 (in other words, adding between 0 and 5 per session to the awards above). Alternatively, the GM might *invert* standard awards, treating bonus character points listed on the table above as a *maximum*, and *subtracting* between 0 and 5 based on poor roleplaying, failing to achieve goals, etc.

For example, after completing the sixth session, all the heroes would get 20 additional character points, modified as the GM sees fit using the standards of p. B498.

Optionally, if you want to ensure that heroes aren’t becoming “Swiss Army knives” by acquiring dozens of single-point abilities, it’s entirely within the spirit to demand that a certain number of bonus points per session be spent on one ability (or group of closely related abilities). One reasonable possibility is to require half be spent on one new power or ability (for example, after the seventh session, the GM awards 30 points, of which at least 15 must be spent all in one place). Another option is to require spending as per one step below on the chart (for example, after the ninth session, the heroes receive 70 points, of which 50 must go toward one bit of kewl new hotness).

Of course, this is a fairly finite-lifespan campaign. Continuing indefinitely, the heroes will get an extra 1,000 points after the 16th adventure, 3,000 points after the 19th, and so on. If the GM wants to flatten this out, he can change the boosted bonus awards from being at the end of the session to being at the end of each adventure or story arc. In addition, it’s not a bad idea to start the heroes at a lower point level; see *GURPS Dungeon Fantasy 15: Henchmen* for advice for how to generate weaker fledgling adventurers.

The Hero-Centered Life

One other aspect of many (but not all) *Dungeon Fantasy* campaigns is a hero-centric view of the universe. In other words, the world exists more or less as a spot for the heroes to adventure in. This certainly fits in with an iconic representation of singular barkeeps/temples/shops/etc. However, even if Platonic locales or NPCs are permitted to have game effects, those effects should probably be limited to minor boons that augment the heroes’ ability to be heroic, but don’t overshadow them doing what they do. In particular, if there’s only one tavern or shopkeeper in the realm, it might be permissible to use them as a transporter-storage locale to offload extra stuff for pickup elsewhere, but it’s *not* heroic to use them to transport the heroes *themselves*. That would overshadow the heroes’ cool cross-country critter killing!

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

PUTTING THE ABOMINATION IN ABOMINABLE

by Peter V. Dell'Orto

Ultimately, many monsters (such as the abominable snowman on p. 38) are just exceptional humanoids. A well-armed party can cut through them pretty easily. When you need to toughen up your average monster, make it "From Hell." This new suffix works just like the prefixes in *GURPS Dungeon Fantasy Monsters 1* (pp. 36-38) except you tack it at the end of the name. Why? Because "Hell Snowman" is cool, but "Snowman From Hell" is cooler. Er, colder. Whatever.

From Hell

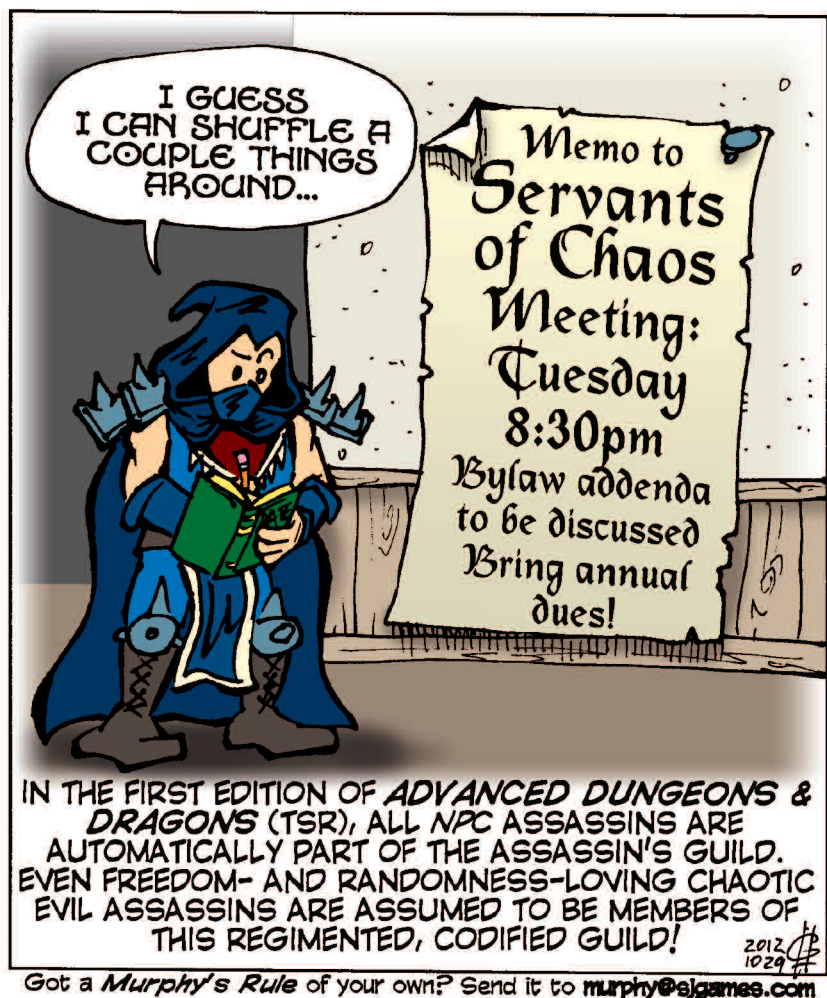
The monster is a demon from hell. Unlike Possessed (*Dungeon Fantasy Monsters 1*, p. 38), the monster class *is* demon, and they are for all purposes demons. This also makes them stronger, as demons from hell aren't subject to the prissy physical limitations of nondemonic creatures.

Creatures From Hell often have Dark Vision, Infravision, or some level of Night Vision, but it varies by individuals. Magic Resistance 5 or 10 is also common for non-spell-using demons. This suffix *can* be added to demons, but it's generally a minor enhancement – it's just easier to increase the Will and ST of the base creature or add a prefix like Determined (see *Dungeon Fantasy Monsters 1*, p. 36).

Statistics: Add +3 to Will or set Will to 15, whichever is higher. Add +2 to ST. Also add Bloodlust (12), Callous, Doesn't Breathe, Doesn't Eat or Drink, Doesn't Sleep, Damage Resistance 1, Dread (Holy Objects; 5 yards), High Pain Threshold, Immune to Metabolic Hazards, Indomitable, Lifebane, Sadism (12), and the note "Unwilling to negotiate. Truly evil." The monster's class becomes Demon.

MURPHY'S RULES

BY GREG HYLAND



Sukra employed the science of resuscitation only for the benefit of the demons. He brought back to life the demons who had fallen in battle, and he kept their ranks at an even strength.

– Vāmana Purāna

SNOWMEN

BY PETER V. DELL'ORTO

The origin of these monsters lies in a Christmas card sent to me by my co-author on *GURPS Dungeon Fantasy Monsters 1*, Sean Punch. It had a cute fuzzy snowman on the front, and he wrote: "It's an abominable snowman . . . argh, we missed that one!" in it. I promptly wrote these two guys up.

ABOMINABLE SNOWMAN

This semi-legendary creature haunts snowy mountains, icy crevasses, and arctic mazes tunneled in glacial ice. Abominable snowmen are big ape-like humanoids with long legs, thickly matted snow-white fur, and yellowish fangs. They are at least as dangerous as a polar bear, whom they often fight with for food or territory. They are clever for animals, and act with considerable cunning when fighting. They'll generally use their ability to blend with a snowy landscape to sneak up on prey. Then they'll grapple them, from behind if possible, and try to bite off their heads. If confronted at range or by well-armed foes, they'll huck chunks of ice and snow at their attackers.

Some legends claim it is friendly to children; these are sadly mistaken – they *love* children, but generally as a light snack.

ST: 22	HP: 22	Speed: 6.00
DX: 12	Will: 10	Move: 7
IQ: 7	Per: 12	
HT: 12	FP: 12	SM: +1
Dodge: 10	Parry: 11 (hands)	DR: 2

Bite (14): 2d+1 cutting. Reach C.

Claws (14): 2d+1 cutting. Reach C, 1.

Iceball (14): 2d crushing. Range 22/44.

Traits: Arm ST 3; Bad Temper (9); Chameleon 3 (only in Ice/Snow); Combat Reflexes; Protected Vision; Temperature Tolerance 10 (-135° F to 40° F); Terrain Adaptation (Ice).

Skills: Brawling-14; Stealth-14; Wrestling-14.

Class: Dire Animal

Notes: Too smart for animal spells, but Mind Control magic works normally on it. Stealth-17 in ice or snow; Stealth-20 if not moving. Effective ST 27 for grappling due to Arm ST and Wrestling skill. Adult pelts weigh 25 lbs. fresh, and are worth 1d × \$100 to merchants as winter clothing material; removing one takes a Survival (Arctic)-2 roll and 15 minutes using a sharp knife. Unwilling to negotiate but it can be distracted with raw meat in sufficient quantities (at least 50 lbs.). Unluckily for delvers, some abominable snowmen aren't merely angry snow apes – they are actually creatures *From Hell* (see p. 37).

ANIMATED SNOWMAN

Not all killer snowmen are natural creatures. Some evil wizards, perhaps hit by too many snowballs from future

knights and young barbarians when they were kids, have found a way to animate snow into killer monsters to exact their revenge. Evil wizards are like that.

Animated snowmen consist of two or three stacked spheres of snow, with evil branches for arms and decorated with evil buttons. Most have only two arms, although four or more arms are possible if the creator gets fancy. They have some kind of focus that contains their magical power. This is generally an hat, carrot, corn cob pipe, or ice-sculpture heart. They entirely lack legs or feet, yet slide along on their bottom-most sphere with ease. Stairs frustrate them completely; wizards who depend on animated snowmen for defense should install ramps.

ST: 14	HP: 14	Speed: 5.50
DX: 12	Will: 9	Move: 5
IQ: 9	Per: 9	
HT: 10	FP: 10	SM: 0
Dodge: 8	Parry: 10	DR: 0

Wooden Claws (14): 1d cutting. Reach 1. Any successful hit will be followed up with a Hug.

Hug (14): Victims who fail to break free from a grapple may be squeezed and suffocated into the snowy body of the snowman: Roll the snowman's effective ST 16 vs. the higher of the victim's ST or HT; victory inflicts crushing damage equal to the margin. In addition, the victim cannot breathe (see *Suffocation*, p. B436). This counts as an attack. Reach C.

Traits: Automaton; Doesn't Breathe; Dependency (Focus; Rare; Constantly); Fragile (Unnatural, Mitigated by focus); Immunity to Metabolic Hazards; Injury Tolerance (Homogenous, No Blood); No Legs (Slithers); Sealed; Slippery 1; Supernatural Durability (Requires Focus); Temperature Tolerance 10 (-143° F to 32° F); Terrain Adaptation (Ice, Snow); Unhealing (Total); Vulnerability (Heat/fire attacks ×2); Weakness (Intense normal heat; 1d/minute; Variable).

Skills: Brawling-14; Wrestling-14.

Class: Construct.

Notes: Focus can be attacked at -7 to hit; assume it has DR 1 and HP 5 (yes, that's a tough hat). Focus will not come off unless destroyed; it cannot be grappled and removed or tipped off with a strong wind. Destroying the focus removes Supernatural Durability – if the snowman is already at -HP, it melts instantly! Effective ST for grappling is 16. Can be healed by the original maker by packing on more snow or replacing broken branches. Unwilling to negotiate.

ABOUT THE AUTHOR

For more information about Peter, see *Power-Ups for Assassins* on pp. 33-34.

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.

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