

# PYRAMID

Issue 3/60 October '13

## DUNGEON FANTASY III

### WIZARDRY REFINED

by Sean Punch

#### IT'S A TRAP!

by Christopher R. Rice

#### IN ALL SERIES-NESS

by Sean Punch

#### HIGH-TECH DUNGEON CRAWL

by David L. Pulver

#### MYSTIC POWER-UPS

by Antoni Ten Monrós

# STEVE JACKSON GAMES

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*It's a trick. Get an axe.*  
 – Ash Williams,  
*in Army of Darkness*

# IN THIS ISSUE

## CONTENTS

FROM THE EDITOR .....	3
WIZARDRY REFINED .....	4
	<i>by Sean Punch</i>
EIDETIC MEMORY: HIGH-TECH DUNGEON CRAWL.....	15
	<i>by David L. Pulver</i>
IT'S A TRAP! .....	17
	<i>by Christopher R. Rice</i>
MYSTIC POWER-UPS .....	26
	<i>by Antoni Ten Monró</i>
IN ALL SERIES-NESS .....	33
	<i>by Sean Punch</i>
RANDOM THOUGHT TABLE: THE DECAGOBLIN DUNGEON.....	37
	<i>by Steven Marsh, Pyramid Editor</i>
ODDS AND ENDS .....	39
ABOUT GURPS.....	40

The dungeon is restless, awaiting the invisible hands of tinkers to make them more dangerous. But fear not! There are heroes waiting to stem the tide of darkness . . . and they, too, are being molded by unseen forces, waiting to add new powers, abilities, and options. Clearly, both sides of the eternal struggle have the latest installment of *Pyramid*, devoted once more to dungeon fantasy.

Sean Punch, designer of the *GURPS Dungeon Fantasy* line, examines the spells from *GURPS Magic* in light of *Dungeon Fantasy* to bring you *Wizardry Refined*. Bards and wizards now have a one-stop tool for choosing spells, including notes on forbidden lore, revised spells, and adjusted prerequisites.

*There were four of us. We looked military. We felt totally bad. We thought we were ready. The portal beckoned . . .* Follow David L. Pulver, author of *GURPS Banestorm: Abydos*, as he leads you on a *High-Tech Dungeon Crawl*. This month's Eidetic Memory shows you how to merge the quintessential fantasy adventure theme with tricked-out TL5+ delvers. (And do we dare mention the "Dungeonmobile" – complete with *GURPS* vehicle stats?)

You kick down a door and . . . *It's a Trap!* Add variety to labyrinthine *Dungeon Fantasy* scenarios with an assortment of inanimate hazards. Torment delvers with ready-to-use traps or design your *own* dangers, from falling glass ceilings to alchemical explosions – a wealth of options, all with straightforward *GURPS* mechanics. Any feature with more than 20 tables for generating dangers and obstacles is well in the dungeon-crawling spirit!

First introduced in *Pyramid* #3/13: *Thaumatology*, the mystic knight template now has a slew of new advancement options, thanks to *Mystic Power-Ups*. In addition to dozens of power-up options, you'll find tips for limiting Imbuements, suggestions for specialized gear, and more.

*GURPS Dungeon Fantasy* creator Sean Punch reveals the history of his line *In All Series-ness*, including sources of inspiration that you can tap for your adventures. As a bonus, he reveals the new beastmaster template, which offers new magical abilities that allow this delver to influence animals – it's a *critter-cal hit!*

This month's Random Thought Table presents variations on a fiend, while Odds and Ends presents bits we couldn't squeeze anywhere else: another trap, a new wildcard skill, and a new lens for low-powered *Dungeon Fantasy* adventurers. Watch out – this month's *Pyramid* is dangerous in the wrong hands . . . or even the right ones!

### Article Colors

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

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# FROM THE EDITOR

## WORK OFF THE SHELF, MAKE YOUR OWN SHELVES, OR ANYTHING IN-BETWEEN!

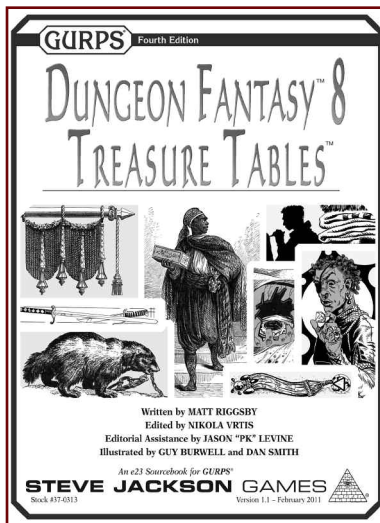
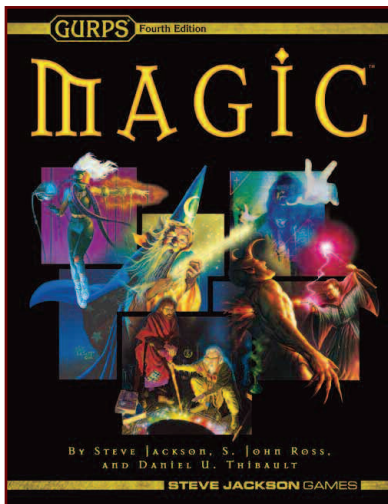
For tabletop gamers, one aspect of the “dungeon fantasy” genre is that it’s open not just to all types of *gaming* (as noted in – say – *The Joy of Hex* from *Pyramid* #3/36), but also to all types of *preparation*. If you want to game your entire dungeon-fantasy life using nothing but prepared adventures and source material, there’s enough out there to keep you happy. If you’d like to do nothing but meticulously plan adventures ahead of time, using toolkits to produce what you want, that works, too. And if you want to wing it – rolling dice as you go along – we’ve got you covered.

This issue helps all those gaming styles with such offerings as *It’s a Trap!* (pp. 17-25). Even commercial adventures can benefit from additional hazards (the classic TSR adventure *Dragon Mountain* specifically required purchasers to fill in

empty rooms with their own threats and encounters). It’s also a great resource for GMs prepping adventures ahead of time . . . or even those creating adventures on the fly. Similarly, Sean Punch’s *Wizardry Refined* (pp. 4-14) allows you to alter the underpinnings of the *GURPS Dungeon Fantasy* main magic-flinger (perfect for players and system tinkerers), while *The Decagoblin Dungeon* (pp. 37-38) shows improvisational GMs how a simple tweak can turn a lone idea into something noteworthy. Regardless of how you like to explore your dungeons, we’ve got something here for you!

## WRITE HERE, WRITE NOW

Did our return to the dungeon yield any new treasures? Or do you think we lost our way after that old man gave us a perfectly good map? Let us know how we were doing privately by sending a messenger owl to [pyramid@sjgames.com](mailto:pyramid@sjgames.com), or join the boisterous tavern that’s open 24 hours a day at [forums.sjgames.com](http://forums.sjgames.com).



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# WIZARDRY REFINED

BY SEAN PUNCH

Wizards in *GURPS Dungeon Fantasy* can work almost any magic they like, provided that they don't step on the toes of clerics or druids, and as long as they respect the short list of additional restrictions set out on p. 20 of *Dungeon Fantasy 1: Adventurers*. Even within those limits, however, wizards all too often cast spells that invade other niches or play havoc with traditional dungeon adventures. Unfortunately, *Dungeon Fantasy 1* had to leave solutions to these problems to the GM, as revisiting *GURPS Magic* in sufficient detail to do so would have added many pages of notes relevant to just two of the 11 basic templates (wizard and bard).

Now the wait is over – here are those notes! These include all of the restrictions from *Dungeon Fantasy 1* plus revised prerequisite lists, giving players of wizards and bards a one-stop tool for choosing spells. Major changes are in **boldface**.

*A wizard's power . . . must follow  
knowledge, and serve need.*

– Ursula K. Le Guin,  
*A Wizard of Earthsea*

## FORBIDDEN LORE

The list of spells that *Dungeon Fantasy 1* designates as off-limits to wizards is a quick-and-dirty one. Below is an expanded inventory.

### *Forbidden Colleges*

*Dungeon Fantasy 1* forbids several entire colleges to wizards but makes exceptions for unavoidable prerequisites. When using these revised guidelines, *Wizardly Grimoire* (pp. 6-14) provides alternative prerequisite chains that avoid such complications. The resulting list of prohibited colleges has far fewer exceptions:

**Animal** spells, without exception. These are the realm of druids alone.

**Enchantment** spells, without exception – including Lich and Wraith (both of which are also Necromantic). Such magic is the closely guarded secret of NPC enchanters and villains.

**Healing** spells, with but three exceptions: Lend Energy, Recover Energy, and Share Energy. As these manipulate

magical energy directly, wizards may learn them as Meta-Spells. All other Healing spells are the domain of clerics.

**Plant** spells, without exception. These, too, belong to druids.

**Weather** spells, with the exception of those dealing with lightning – a traditional wizardly attack – and a few others under *Wizardly Grimoire*. Wizards learn these as Air spells for all purposes. True Weather magic is restricted to druids.

### *Forbidden Spells*

Even in the colleges that *are* otherwise open to wizards, there are certain spells that *Dungeon Fantasy* is better off without:

- Aging-related spells – **Age** (Necromantic), **Steal Youth** (Necromantic), and **Youth** (Healing) – simply because *Dungeon Fantasy* neither tracks age nor charges points for age-related traits.

- Body-swapping spells that could potentially increase point total: **Exchange Bodies** (Communication and Empathy), **Permanent Machine Possession** (Technological), and **Permanent Possession** (Communication and Empathy). Assume that the gods outright disapprove of this stuff.

- **Charge Powerstone** (Meta-Spells), because *Dungeon Fantasy* uses power items instead of Powerstones, and these are recharged using rituals that are the monopoly of the same people who control Enchantments.

- Clerical spells off the following list, inspired by “Holy” Spells (*Magic*, p. 200): **Bless** (Meta-Spells), **Curse** (Meta-Spells), **Dispel Possession** (Communication and Empathy), **Monk's Banquet** (Food), **Turn Zombie** (Necromantic), and **Vigil** (Mind Control). Such magic has evaded wizards so far.

- Druidic spells off the following list: **Create Animal** and **Create Mount** (which feel more like Animal spells than Illusion and Creation spells), and **Create Spring** and **Dry Spring** (powerful, permanent Water spells that call for a strong rapport with nature).

- **Gate** spells that can short-circuit adventures: Accelerate Time, Create Door (a new addition to this list), Create Gate, Rapid Journey, Slow Time, Suspend Time, Teleport, Teleport Other, Time Out, Timeport, and Timeport Other.

- **Technological** spells off any of three lists: magic that doesn't exist simply because the *tech* it influences hasn't been invented (Awaken Computer, Body of Plastic, Identify Plastic, Machine Speech, Plastic Vision, Propel, Radio Hearing, Seek Plastic, and Shape Plastic); magic that would quickly become – ahem – overpowered if somebody worked out how to abuse it in *Dungeon Fantasy* (Draw Power and Steal Power); and all those badly out-of-idiom **Radiation** spells.



## Is Nothing Sacred?

Wizards can cast so many spells that the GM could forbid *dozens* of others – and even a few more entire colleges – without harming their niche. A reasonable place to start would be with spells that clerics or druids require Power Investiture 5+ to learn, even if such magic happens to fall into colleges otherwise open to wizards. These “high holy spells” are:

**Clerical:** Bind Spirit, Drain Mana, Earthquake, Entrap Spirit, Pentagram, Remove Curse, Sanctuary, and Suspend Mana, as well as any Planar Summons spell pertaining to a divine realm.

**Druidic:** Alter Terrain, Create Elemental, Earthquake, Entombment, Geyser, Move Terrain, and Volcano.

The GM might do the same for high-end shamanic magic, but this requires a more delicate touch, as many such spells genuinely suit wizards. Still, forbidding these top-tier spells for interacting with spirits and spirit realms would be fair:

**Shamanic:** Animate Shadow, Astral Block, Beacon, Create Elemental, Hide Object, Solidify, and Trace Teleport, plus any Planar Summons, Planar Visit, or Plane Shift spell pertaining to spirit realms.

### Non-Wizardly Casters

Looking in the opposite direction, some of these rules should logically affect *non-wizardly* spellcasters. In general:

- The revised rules under *Alternative Spellings* (below) affect *all* castings of those spells, regardless of caster type.

- *Nobody* may learn Enchantments, prohibited Gate and Technological spells, spells related to aging or permanent body-swapping, or Charge Powerstone.

- If the spell list for a non-wizardly magic-worker explicitly allows a spell that’s off-limits to wizards, that supersedes these rules.

- If a spell list specifies different prerequisites from the ones in these notes, those take precedence.

More specifically:

**Bards:** Affected exactly as wizards – bardic magic *is* wizardly magic!

**Clerics:** May learn Healing spells and spells forbidden to wizards as “holy.”

**Demonologists:** May learn Curse, despite it being clerical.

**Druids:** May learn Animal, Plant, and Weather spells. Druids *are* allowed to learn Permanent Beast Possession unless the GM wants to forbid it, and may learn Create Mount at Power Investiture 4.

**Elementalists:** Considered wizards for the purpose of these rules. Can learn spells moved from other colleges into Air, Earth, Fire, or Water.

**Necromancers:** May learn Curse, Final Rest, Lend Vitality, and Turn Zombie, despite these being clerical. Limits on Zombie and Mass Zombie apply, but use Deathliness in place of Magery.

**Shamans:** May learn *many* spells otherwise considered clerical or druidic.

## MUTATIS MUTANDIS

Where the above guidelines forbid a spell’s standard prerequisites, *Wizardly Grimoire* (pp. 6-14) assigns alternatives. Other magic needs *functional* changes if the campaign is to be fair, balanced, and fun for everyone. The GM is free to ignore all of this advice, but it addresses many common headaches that arise in *Dungeon Fantasy*.

### Alternative Spellings

A few spells lie at the root of many imbalances, and therefore call for changes that let them be useful without being *too* useful:

**Beacon** (Gate): This spell exists, but PCs can use it only to aid Plane Shift.

**Enlarge** (Body Control): Each +1 to SM costs 15 FP rather than 2 FP, which is more in line with the spell’s power.

**Enlarge Other** (Body Control): As Enlarge, above.

**Invisibility** (Light and Darkness): Ends *instantly* if the subject attacks, casts a combat spell, or does anything else more violent than moving, spying, or stealing. To compensate, it costs 4 to cast and 2 to maintain (not 5/3).

**Rain of Fire** (Fire): Ought to be a combat spell, so casting time is one *second*, not one minute!

**Reverse Missiles** (Protection and Warning): A wizard casting a Missile spell in one second can’t do more dice of damage

than his Magery, so it’s fairest to limit this spell to the same number of dice. Convert dice + adds (p. B269) to dice for comparison. Ranged attacks that do more than Magery dice of damage are *deflected*, per Missile Shield, but not *reflected*.

**See Secrets** (Knowledge): Spots inanimate objects made hard to see through physical craft. The subject must still make a Vision roll at any penalties for distance, darkness, or size. However, the magic removes all penalties for deliberate obscurity and makes the roll *uncontested* – that is, the searcher merely has to succeed at Vision in situations that would otherwise be Quick Contests against mundane concealment skills.

**Steelwraith** (Earth): To keep casters from rendering dungeons pointless by walking through barriers, delvers using this spell to walk through solid matter are just as limited as those using “Body of” spells: Everything but six pounds of (DR 0) clothing drops to the ground on the near side of the obstacle, depriving the subject of armor, weapons, and tools when he steps out again – and the magical properties of carried items are suspended while in transit. (Enemies attacking him with metal weapons *don’t* trigger these effects.)

**Walk Through Earth** (Earth): As Steelwraith, above.

### New Laws of Magic

A few *classes* of magic (not always colleges) likewise need revision.

*Armies of Darkness:* Vast undead armies can eclipse the heroes and turn every battle into a slog. To avoid this, wizards have limits on how many *permanent* slaves they can create with **Zombie**, **Mass Zombie**, and similar Necromantic spells. Find Magery level in the “Size” column of the *Size and Speed/Range Table* (p. B550) and interpret “Linear Measurement” as “zombies” rather than “yards”: three zombies for Magery 1, five for Magery 2, seven for Magery 3, 10 for Magery 4, 15 for Magery 5, or 20 for Magery 6. Past this limit, such servitors last for but one minute and the magic cannot be maintained – and “used” corpses can’t be recycled by recasting the spell.

*Contingency Plans:* To simplify record-keeping and ensure that wizards are subject to the factors intended to balance battle magic – having to concentrate, roll dice, spend FP, and cope with spells “on” – no one can have more instances of **Delay**, **Hang Spell**, **Link**, or **Reflex** (all Meta-Spells) than his Magery level. This is *in total*, not *per spell*.

*Magic Is Hard:* If a spell normally allows an advantage to replace a spell prerequisite – Acute Hearing instead of Keen Hearing, Danger Sense in lieu of Sense Danger, etc. – that’s *not* an option for wizards. Learn the spell!

### Divination

Divination spells work normally, but two versions need prerequisite changes too complex to show under *Wizardly Grimoire* (pp. 6-14):

**Astrology:** Requires Bright Vision, Hawk Vision, and Night Vision instead of Predict Weather, which is druidic.

**Extispicy:** Requires four Necromantic spells instead of four Animal spells, also to avoid druidic magic.

*One-Day Guarantee:* To keep casters from conjuring wealth instead of adventuring, spells that permanently materialize or transform valuable matter last just one day if not irreversibly consumed sooner (burning, drinking, and eating all count). They cannot be maintained – though the GM might let wizards make them permanent for 10 times usual energy cost. Spells that *reduce* value by converting matter to less-valuable mud, dust, air, etc. remain permanent. This rule restricts **Create Acid** (Water), **Create Earth** (Earth), **Create Food** (Food), **Create Fuel** (Technological), **Create Ice** (Water), **Create Water** (Water), **Earth to Stone** (Earth), **Essential Acid** (Water), **Essential Earth** (Earth), **Essential Food** (Food), **Essential Fuel** (Technological), **Essential Water** (Water), and **Water to Wine** (Food).

*Sufficiently Advanced Technology:* **Technological** spells that aren’t explicitly forbidden *do* exist. However, instead of having a firm TL, they work on any *mundane* TL0-3 artifact, fuel, etc.; are cast at -5 on machinery that exploits Gadgeteer or magical enchantment to emulate TL4, or at -10 if such methods ape TL5; and don’t work at all on anything else, however “technological” it seems. Moreover, **Machine** spells only influence tech that has moving parts *and* that can run (if poorly!) without an operator supplying ongoing muscle power – meaning few items in practice, outside of dungeons filled with dwarvish steam-tech.

## WIZARDLY GRIMOIRE

Taking into account forbidden and altered spells, here’s a complete list of what wizards *can* learn.

*Spell:* The name of the spell. An asterisk (\*) means the spell is IQ/VH instead of the usual IQ/H. A dagger (†) indicates changes deeper than alternative prerequisites; see *Mutatis Mutandis* (p. 5).

*College:* The college to which the spell belongs, revised as needed. Here and in the prerequisites, some names are abbreviated:

**Body:** Body Control

**Comm.:** Communication and Empathy

**Illusion:** Illusion and Creation

**Lt-Dk:** Light and Darkness

**Mind:** Mind Control

**Mk-Brk:** Making and Breaking

**Necro.:** Necromantic

**Protection:** Protection and Warning

*Prerequisites:* The spell’s prerequisites, revised as needed. Magery 1 is abbreviated “M1”; Magery 2, “M2”; and Magery 3, “M3.”

Spell	College	Prerequisites
Acid Ball	Water	M2 and Create Acid
Acid Jet	Water	M2, Water Jet, and Create Acid
Affect Spirits	Necro.	Solidify
Agonize	Body	M2 and Sensitize
Air Jet	Air	Shape Air
Air Vision	Air/Knowledge	Shape Air
Air Vortex	Air/Movement	M2, Body of Air, and Windstorm
Alarm	Knowledge	Tell Time
Alertness*	Mind	Any two Keen Sense spells
Alter Body	Body	Alter Visage
Alter Terrain*	Earth	M3, all four elemental “Shape” spells
Alter Visage	Body	8 Body spells and Perfect Illusion
Alter Voice	Body/Sound	4 Body spells and 4 Sound spells
Ambidexterity	Body	Grace
Analyze Magic	Knowledge	Identify Spell
Ancient History	Knowledge	History
Animate Machine†	Tech	Machine Control, and either Animation or Animate Object
Animate Object*	Mk-Brk	M2 and 3 “Shape” spells
Animate Shadow	Necro.	Skull-Spirit and Shape Darkness
Animation*	Necro.	Summon Spirit
Appotation	Movement	M1
Armor	Protection	Shield
Astral Block	Necro.	Summon Spirit and Repel Spirits
Astral Vision*	Knowledge/Necro.	Sense Spirit and See Invisible

<b>Spell</b>	<b>College</b>	<b>Prerequisites</b>
Atmosphere Dome	Protection/Air	8 Air spells, including Purify Air
Aura	Knowledge	Detect Magic
Avoid	Mind	Hide, Fear, and Forgetfulness
Awaken Craft Spirit	Mk-Brk/Necro.	Inspired Creation and Sense Spirit
Balance	Body	Grace
Ball of Lightning	Air	Apportation and Lightning
Banish	Necro.	M1 and 1 spell from each of 10 colleges
Beacon†	Gate/Movement	Plane Shift
Berserker	Mind	Bravery
Bind Spirit*	Necro.	Command Spirit and Soul Jar
Blackout	Lt-Dk	Darkness
Bladeturning	Protection	Shield <i>or</i> Turn Blade
Blink	Movement/Gate	M3, IQ 13+, and 1 spell from each of 10 colleges
Blink Other*	Movement/Gate	Blink
Block	Protection	M1
Blur	Lt-Dk	Darkness <i>or</i> Gloom
Body of Air	Air	Shape Air
Body of Flames*	Fire	Breathe Fire
Body of Ice*	Water	M2, Body of Water, and Freeze
Body of Lightning*	Air	M2 and Lightning
Body of Metal*	Tech	M2 and Shape Metal
Body of Shadow	Lt-Dk	M2, Shape Darkness, and 3 Movement spells
Body of Stone*	Earth	Stone to Flesh
Body of Water	Water	Shape Water
Body of Wind	Air	M3, Body of Air and Windstorm at 16+ each, and one spell from each of 5 colleges
Boil Water	Water	Shape Water and Heat
Boost Dexterity	Body	Grace
Boost Health	Body	Vigor
Boost Intelligence	Mind	Wisdom
Boost Strength	Body	Might
Borrow Language	Comm.	Lend Language
Borrow Skill	Comm.	Lend Skill
Bravery	Mind	Fear
Breathe Air	Air/Water	Create Water and Destroy Air
Breathe Fire*	Fire	M1, Flame Jet, and Resist Fire
Breathe Steam*	Water	M1, Steam Jet, and Resist Fire
Breathe Water	Water/Air	Create Air and Destroy Water
Bright Vision	Lt-Dk	No Blindness, and <i>either</i> Keen Vision <i>or</i> 5 Lt-Dk spells
Burning Death*	Fire/Necro.	M2, Heat, and Sickness

<b>Spell</b>	<b>College</b>	<b>Prerequisites</b>
Burning Touch	Fire	M2 and 6 Fire spells, including Heat
Cadence	Body	Grace and Haste
Catch Missile	Protection	Deflect Missile
Catch Spell*	Meta-Spell	M2, DX 12+, and Return Missile
Charm	Mind	M1, Loyalty, and 7 other Mind spells
Choke	Body	M1 and 5 Body spells, including Spasm
Clean	Mk-Brk	Restore
Climbing	Body	–
Cloud-Vaulting*	Movement	M2, Jump, and Cloud-Walking
Cloud-Walking	Movement	Walk on Air and Walk on Water
Clumsiness	Body	Spasm
Cold	Fire	Heat
Colors	Lt-Dk	Light
Command	Mind	M2 and Forgetfulness
Command Spirit	Necro.	Summon Spirit and Turn Spirit
Communication*	Comm.	Wizard Eye, Far-Hearing, Voices, and Simple Illusion
Compel Lie	Mind/Comm.	Emotion Control
Compel Truth	Comm.	M2 and Truthsayer
Complex Illusion	Illusion	Sound and Simple Illusion
Conceal Magic	Meta-Spell	Detect Magic
Concussion	Air/Sound	Shape Air and Thunderclap
Condense Steam	Water	Cold <i>or</i> Boil Water
Conduct Power*†	Tech	M1 and Seek Power
Continual Light	Lt-Dk	Light
Continual Mage Light	Lt-Dk	Mage Light and Continual Light
Continual Sunlight	Lt-Dk	Sunlight
Contract Object*	Mk-Brk	M3 and Transform Object
Control Creation	Illusion	Create Servant
Control Elemental	Any elemental	Summon Elemental for same element
Control Gate	Gate	M3 and Seek Gate
Control Illusion	Illusion	Perfect Illusion
Control Limb	Body	M1 and 5 Body spells, including Spasm
Control Person	Comm.	Soul Rider <i>or</i> Telepathy
Control Zombie	Necro.	Zombie

*Do not stand in a place of danger trusting in miracles.*  
– Arabian Proverb

<i>Spell</i>	<i>College</i>	<i>Prerequisites</i>
Converse	Sound	M1, Garble, and Silence
Cook	Food	Test Food and Create Fire
Coolness	Water/Protection	Cold
Copy	Mk-Brk	Dye and 1 written language at Accented
Corpulence*	Body	M2, Create Earth, Create Water, and 4 Body spells, including Alter Body
Counterspell	Meta-Spell	M1
Create Acid†	Water	Create Water and Create Earth
Create Air	Air	Purify Air <i>or</i> Seek Air
Create Earth†	Earth	Earth to Stone
Create Elemental	Any elemental	M2 and Control Elemental for same element
Create Fire	Fire	Ignite Fire <i>or</i> Seek Fire
Create Food†	Food	Cook and Seek Food
Create Fuel†	Tech	Seek Fuel and any 2 transmutation ("A to B") spells
Create Ice†	Water	Freeze
Create Object*	Illusion	M2, Create Earth, and Perfect Illusion
Create Servant	Illusion	M3, IQ 12+, and Create Object
Create Steam	Water	Boil Water
Create Warrior	Illusion	Create Servant
Create Water†	Water	Purify Water
Dancing Object	Movement	M2 and Apportation
Dark Vision	Lt-Dk	Night Vision <i>or</i> Infravision
Darkness	Lt-Dk	Continual Light
Daze	Mind	Foolishness
Death Vision	Necro.	M1
Deathtouch	Body	Wither Limb
Debility	Body	-
Decapitation*	Body	M2 and Alter Body
Decay	Food	Test Food
Deflect Energy	Fire	M1 and Shape Fire
Deflect Missile	Movement/Protection	Apportation
Dehydrate	Water	5 Water spells, including Destroy Water
Delay†	Meta-Spell	M3 and any 15 spells
Delayed Message	Sound	M1, Voices, and Sense Life
Destroy Air	Air	Create Air
Destroy Water	Water	Create Water
Detect Magic	Knowledge	M1
Devalue Air	Air	Destroy Air
Disintegrate*	Mk-Brk	M2, Shatter, Ruin, Earth to Air, Destroy Air, and Destroy Water
Disorient	Mind	Foolishness
Dispel Creation	Illusion	Control Creation

*Creativity takes courage.*

– *Matisse*

<i>Spell</i>	<i>College</i>	<i>Prerequisites</i>
Dispel Illusion	Illusion	Control Illusion
Dispel Magic	Meta-Spell	Counterspell and any 12 other spells
Displace Spell	Meta-Spell	Suspend Magic
Distant Blow	Movement	M2 and Apportation
Distill	Food/Water	Mature and Destroy Water
Divert Teleport*	Gate/Movement	M3 and Trace Teleport
Divination†	Knowledge	History and other spells
Drain Magery*	Meta-Spell	M3 and Suspend Magery
Drain Mana*	Meta-Spell	Dispel Magic and Suspend Mana
Dream Projection	Comm./Mind	Dream Sending
Dream Sending	Comm./Mind	Dream Viewing <i>or</i> Sleep
Dream Viewing	Comm.	Truthsayer <i>or</i> Sleep
Drunkenness	Mind	Foolishness and Clumsiness
Dullness*	Mind	Any two Dull Sense spells
Duplicate*	Illusion	Create Object and Copy
Dye	Mk-Brk	Restore and Colors
Earth to Air	Air/Earth	Create Air and Shape Earth
Earth to Stone†	Earth	M1 and Shape Earth
Earth to Water	Earth/Water	M1, Create Water, and Shape Earth
Earth Vision	Earth/Knowledge	Shape Earth
Earthquake	Earth	M2 and 6 Earth spells, including Earth Vision
Echoes of the Past	Knowledge/Sound	M2, History, and Voices
Ecstasy*	Mind	M2 and Emotion Control
Emotion Control	Mind	Loyalty <i>or</i> Mental Stun
Encrypt	Mind	Daze
Enlarge*†	Body	M2 and Alter Body
Enlarge Object*	Mk-Brk	Extend Object
Enlarge Other*†	Body	M3 and Enlarge
Enslave*	Mind	Charm and Telepathy
Entrhall	Mind	Forgetfulness, Daze, and Slow
Entombment	Earth	M2 and 5 Earth spells
Entrap Spirit	Necro.	M1, Soul Jar, and Turn Spirit
Essential Acid*†	Water	6 Acid spells
Essential Air	Air	6 Air spells
Essential Earth†	Earth	6 Earth spells
Essential Flame	Fire	6 Fire spells



<i>Spell</i>	<i>College</i>	<i>Prerequisites</i>
Essential Food*†	Food	6 Food spells, including Create Food
Essential Fuel†	Tech	6 Energy spells
Essential Water†	Water	6 Water spells
Ethereal Body*	Movement	M3, and <i>either</i> Body of Air or 6 Movement spells
Evisceration*	Necro.	M3, Apportation, and Steal Vitality
Explode*	Mk-Brk	M2, Shatter, and Apportation
Explosive Fireball	Fire	Fireball
Explosive Lightning	Air	Lightning
Extend Object*	Mk-Brk	M3 and Transform Object
Extinguish Fire	Fire	Ignite Fire
False Aura	Meta-Spell	Conceal Magic and Aura
False Memory	Mind	Forgetfulness and 6 other Mind spells
Far-Feeling	Knowledge	M1
Far-Hearing	Sound/Knowledge	M1, 4 Sound spells, and no Deafness or Hard of Hearing
Far-Tasting	Food/Knowledge	M1, Seek Food <i>or</i> Seek Air, and no anosmia
Fascinate	Mind	Daze
Fast Fire	Fire	Slow Fire
Fasten	Mk-Brk	Knot
Fear	Mind	Sense Emotion
Find Direction	Knowledge	M1
Find Weakness	Mk-Brk	1 spell from each of four elements
Fire Cloud	Fire	Shape Air and Fireball
Fireball	Fire	M1, Create Fire, and Shape Fire
Fireproof	Fire	Extinguish Fire
Flame Jet	Fire	Create Fire and Shape Fire
Flaming Armor	Fire	M1, Resist Fire, and Flame Jet
Flaming Missiles	Fire	Flaming Weapon
Flaming Weapon	Fire	M2 and Heat
Flash	Lt-Dk	Continual Light
Flesh to Ice*	Water	M1, Frostbite, and Body of Water
Flesh to Stone	Earth	Earth to Stone
Flight*	Movement	M2 and Levitation
Flying Carpet*	Movement	<i>Either</i> Flight, <i>or</i> M2 and Walk on Air
Fool's Banquet	Food	M1, Cook, and Foolishness
Foolishness	Mind	IQ 12+
Force Dome	Protection	M2, Apportation, and 2 spells from each of four elements
Force Wall	Protection	Force Dome
Forgetfulness	Mind	M1 and Foolishness
Foul Water	Water/Food	Purify Water and Decay

<i>Spell</i>	<i>College</i>	<i>Prerequisites</i>
Frailty	Body	Lend Energy
Freedom	Movement/ Protection	3 Body spells, 3 Movement spells, and 3 Protection spells
Freeze	Water	Shape Water
Frostbite	Water	Cold and Freeze
Fumble	Body	Clumsiness
Garble	Sound	Voices
Gauntiness*	Body	M2, Earth to Air, Destroy Water, and 4 Body spells, including Hunger
Geyser*	Water	6 Water spells, and <i>either</i> 4 Earth spells <i>or</i> 4 Fire spells
Gift of Letters*	Comm.	Borrow Language and 3 written languages at Accented
Gift of Tongues*	Comm.	Borrow Language and 3 spoken languages at Accented
Glass Wall	Knowledge	5 Knowledge spells <i>or</i> Earth Vision
Glib Tongue	Mind	Suggestion
Glitch†	Tech	Machine Control
Gloom	Lt-Dk	Continual Light
Glow	Lt-Dk	Continual Light
Glue	Movement	Haste
Grace	Body	Clumsiness
Grease	Movement	Haste
Great Geas*	Mind	M3 and any 15 Mind spells, including Lesser Geas
Great Hallucination*	Mind	M2 and Hallucination
Great Haste*	Movement	M1, IQ 12+, and Haste
Great Voice	Sound	Voices and Thunderclap
Great Ward	Meta-Spell	M2 and Ward
Hair Growth	Body	5 Body spells
Haircut	Body	Hair Growth
Hallucination	Mind	Madness and Suggestion
Hang Spell*†	Meta-Spell	Delay
Hardiness	Protection	Block
Haste	Movement	–
Hawk Flight*	Movement	Flight
Hawk Vision	Lt-Dk	No Blindness or Bad Sight, and <i>either</i> Keen Vision <i>or</i> 5 Lt-Dk spells
Heat	Fire	Create Fire and Shape Fire
Hide	Lt-Dk	Blur <i>or</i> Forgetfulness
Hide Emotion	Comm.	Sense Emotion
Hide Object	Gate	IQ 13+, Plane Shift Other, and 2 spells from each of 10 colleges
Hide Thoughts	Comm.	Truthsayer <i>or</i> Hide Emotion

<b>Spell</b>	<b>College</b>	<b>Prerequisites</b>
Hinder	Body/Movement	Clumsiness <i>or</i> Haste
History	Knowledge	Trace
Hold Breath	Body	M1 and Vigor
Hold Fast	Movement	Apportation
Hunger	Body/Food	M1, Debility, and Decay
Hush	Sound	Silence
Ice Dagger	Water	Ice Sphere <i>or</i> Water Jet
Ice Slick	Water	Create Ice
Ice Sphere	Water	Shape Water
Icy Breath*	Water	M1, Snow Jet, and Resist Cold
Icy Missiles	Water	Icy Weapon
Icy Touch	Water	M1 and 4 Water spells
Icy Weapon	Water	Create Water
Identify Metal	Tech	Seek Earth
Identify Spell	Knowledge	Detect Magic
Ignite Fire	Fire	-
Illusion Disguise	Illusion	Simple Illusion
Illusion Shell	Illusion	Simple Illusion
Images of the Past	Knowledge/Lt-Dk	M2, History, and Simple Illusion
Imitate Voice	Sound	Voices
Increase Burden	Movement	Apportation
Independence	Illusion	Simple Illusion
Infravision	Lt-Dk	Keen Vision <i>or</i> 5 Lt-Dk spells
Initiative	Illusion	Independence and Wisdom
Inscribe	Illusion/Mk-Brk	Simple Illusion and Copy
Insignificance	Comm.	Persuasion and Avoid
Inspired Creation*	Mk-Brk	-
Invisibility†	Lt-Dk	6 Lt-Dk spells, including Blur
Invisible Wizard Ear	Sound/Knowledge	Wizard Ear and Invisibility
Invisible Wizard Eye	Knowledge	Wizard Eye and Invisibility
Iron Arm	Protection	Resist Pain and DX 11+
Itch	Body	-
Jump	Movement	Apportation
Keen Sense	Mind	-
Knot	Mk-Brk	Stiffen
Know Illusion	Illusion	Simple Illusion
Know Location	Knowledge	M1 and Tell Position
Know Recipe	Food/Knowledge	Far-Tasting and Season
Know True Shape	Knowledge	M1, 1 body-transforming spell, and <i>either</i> Aura <i>or</i> Know Illusion
Lend Energy	Meta-Spell	M1
Lend Language	Comm.	3 Comm. spells
Lend Power†	Tech	M2 and Seek Power
Lend Skill	Comm.	Mind-Sending and IQ 11+
Lend Spell	Meta-Spell	M1, Lend Skill, and 1 spell from each of 6 colleges
Lengthen Limb	Body	M2 and Alter Body
Lesser Geas*	Mind	M2 and any 10 Mind spells, including Command

<b>Spell</b>	<b>College</b>	<b>Prerequisites</b>
Levitation	Movement	Apportation
Light	Lt-Dk	-
Light Jet	Lt-Dk	Continual Light <i>or</i> Shape Light
Light Tread	Movement	Apportation and Shape Earth
Lighten Burden	Movement	Apportation
Lightning	Air	M1 and 6 Air spells
Lightning Armor	Air	6 Lightning spells, including Resist Lightning
Lightning Missiles	Air	Lightning Weapon
Lightning Stare*	Air	Lightning and Resist Lightning
Lightning Weapon	Air	M2 and Lightning
Lightning Whip	Air	Lightning
Link†	Meta-Spell	Delay
Lockmaster	Movement	<i>Either</i> Locksmith, <i>or</i> M2 and Apportation
Locksmith	Movement	Apportation
Long March	Movement	M1, and <i>either</i> Clumsiness <i>or</i> Debility
Loyalty	Mind	Bravery and 2 other Mind spells
Lure	Mind	Emotion Control
Machine Control†	Tech	Reveal Function, Dancing Object, and Manipulate
Machine Possession†	Tech	Machine Control and Soul Rider
Machine Summoning†	Tech	Machine Control
Madness	Mind	Forgetfulness <i>or</i> Drunkenness
Mage Light	Lt-Dk	Mage Sight and Light
Mage Sense	Knowledge	Detect Magic
Mage Sight	Knowledge	Detect Magic
Mage-Stealth	Sound	Hush
Magelock	Protection	M1
Magic Resistance	Meta-Spell	M1 and 1 spell from each of 7 colleges
Magnetic Vision	Tech	Keen Vision
Maintain Spell*	Meta-Spell	Link
Malfunction†	Tech	M2 and Glitch
Manipulate	Movement	Locksmith
Mapmaker	Mk-Brk	Inscribe and Measurement
Mass Daze	Mind	IQ 13+ and Daze
Mass Sleep	Mind	IQ 13+ and Sleep
Mass Suggestion	Mind	Suggestion
Mass Zombie*†	Necro.	Zombie and Charisma 2+
Materialize	Necro.	Summon Spirit
Mature	Food	Decay <i>or</i> Season
Measurement	Knowledge	-
Melt Ice	Water	Heat <i>or</i> Freeze
Memorize	Knowledge/Mind	Wisdom <i>or</i> 6 Knowledge spells
Mental Stun	Mind	Daze <i>or</i> Stun
Message	Sound/Comm.	Great Voice and Seeker
Metal Vision	Tech/Knowledge	Shape Metal



<i>Spell</i>	<i>College</i>	<i>Prerequisites</i>
Might	Body	Lend Energy
Mind-Reading	Comm.	Truthsayer <i>or</i> Borrow Language
Mind-Search*	Comm.	Mind-Reading
Mind-Sending	Comm.	Mind-Reading
Mindlessness*	Mind	M2 and Forgetfulness
Mirror	Lt-Dk	Colors
Missile Shield	Protection	Apportation <i>or</i> Shield
Move Terrain*	Earth	Alter Terrain and Hide Object
Mud Jet	Earth/Water	Water Jet and Create Earth, <i>or</i> Create Water and Sand Jet
Musical Scribe	Sound	Scribe
Mystic Mark	Mk-Brk	Dye and Trace
Mystic Mist	Protection	M1, and <i>either</i> Watchdog <i>or</i> Shield
Nauseate	Body	2 Body spells, including Perfume
Night Vision	Lt-Dk	Keen Vision <i>or</i> 5 Lt-Dk spells
Nightingale	Protection	Sense Danger
Nightmare	Mind	M2, Death Vision, Fear, and Sleep
No-Smell	Air	Purify Air
Noise	Sound	Wall of Silence
Oath	Mind	M1 and Emotion Control
Odor	Air	No-Smell
Pain	Body	Spasm
Panic	Mind	Fear
Paralyze Limb	Body	M1 and 5 Body spells, including Clumsiness
Partial Petrification*	Earth	M2 and Flesh to Stone
Pathfinder	Knowledge	M1, IQ 12+, and 2 "Seek" spells
Peaceful Sleep	Mind	Sleep and Silence
Penetrating Spell	Meta-Spell	Delay and Find Weakness
Pentagram	Meta-Spell	Spell Shield
Perfect Illusion	Illusion	M1 and Complex Illusion
Perfume	Body	Odor
Permanent Forgetfulness*	Mind	M2, IQ13+, and Forgetfulness
Permanent Madness*	Mind	M2, IQ 13+, and Madness
Persuasion	Comm.	Sense Emotion
Pestilence	Necro.	M1, Steal Vitality, and Decay
Phantom*	Illusion	M2, Perfect Illusion, Hinder, and Apportation
Phantom Flame	Fire/Illusion	Shape Fire <i>or</i> Simple Illusion

<i>Spell</i>	<i>College</i>	<i>Prerequisites</i>
Phase	Gate	M3, and <i>either</i> Plane Shift <i>or</i> Ethereal Body
Phase Other*	Gate	Phase
Planar Summons	Gate	M1 and 1 spell from each of 10 colleges
Planar Visit*	Gate	M2, and <i>either</i> Projection <i>or</i> Planar Summons
Plane Shift*	Gate	M2 and Planar Summons for same plane
Plane Shift Other*	Gate	M3 and Plane Shift for same plane
Poison Food	Food	Purify Food
Poltergeist	Movement	Apportation
Possession*	Comm.	M1 and Control Person
Predict Earth Movement	Earth	4 Earth spells
Prehistory	Knowledge	Ancient History
Prepare Game	Food	Purify Food
Presence	Comm.	Persuasion and Lure
Preserve Food	Food	Decay
Preserve Fuel†	Tech	Test Fuel
Projection	Knowledge	Sense Spirit and 4 Knowledge spells
Pull	Movement	M2 and 4 Movement spells, including Levitation
Purify Air	Air	–
Purify Earth	Earth	6 Earth spells, including Create Earth
Purify Food	Food	Decay
Purify Fuel†	Tech	Purify Water <i>or</i> Decay
Purify Water	Water	Seek Water
Quick March	Movement	M1 and Haste
Rain of Acid	Water	M2, Create Water, and Create Earth
Rain of Fire†	Fire	M2 and Create Fire
Rain of Ice	Water	M2, Ice Dagger, and 6 Daggers
Rain of Stones	Earth	M2 and Create Earth
Rear Vision	Mind	Alertness
Rebuild†	Tech/Mk-Brk	M3, Repair, Create Object, and 3 spells of each element
Recall	Knowledge/Mind	M2, Memorize, and History
Reconstruct Spell	Knowledge	M2, History, and Identify Spell
Recover Energy	Meta-Spell	Lend Energy
Reflect	Meta-Spell	Ward
Reflect Gaze*	Protection	Mirror
Reflex†	Meta-Spell	Delay and Ward
Reflexes	Body	Grace and Haste

*Players of wizards and bards now have a one-stop tool for choosing spells.*

<b>Spell</b>	<b>College</b>	<b>Prerequisites</b>
Rejoin	Mk-Brk	Weaken and Restore
Remember Path	Knowledge	Find Direction and Memorize
Remove Aura	Meta-Spell	Dispel Magic and Aura
Remove Curse	Meta-Spell	M2, and <i>either</i> Suspend Curse <i>or</i> 1 spell from each of 15 colleges
Remove Reflection	Lt-Dk	Remove Shadow
Remove Shadow	Lt-Dk	Light
Repair	Mk-Brk	M2 and Rejoin
Repel	Movement	M2 and 4 Movement spells, including Levitation
Repel Spirits	Necro.	Banish and Turn Spirit
Reshape	Mk-Brk	M1, Weaken, and Shape Earth
Resist Acid	Water/Protection	Create Acid
Resist Cold	Fire	Heat
Resist Fire	Fire	Fireproof
Resist Lightning	Air/Protection	6 Air spells
Resist Pain	Body	M2 and Pain
Resist Pressure	Protection	Atmosphere Dome
Resist Sound	Sound/Protection	4 Sound spells
Resist Water	Water/Protection	<i>Either</i> Shape Water and Destroy Water, <i>or</i> Umbrella
Restore	Mk-Brk	Find Weakness <i>or</i> Simple Illusion
Restore Mana*	Meta-Spell	Dispel Magic and Suspend Mana
Retch	Body	Nauseate and Spasm
Retrogression	Comm.	Mind-Search and Mind-Sending
Return Missile	Protection	Catch Missile
Reveal Function†	Tech	Seek Machine
Reverse Missiles†	Protection	Missile Shield <i>or</i> Force Dome
Rive*	Mk-Brk	M2 and Shatter
Rooted Feet	Body	Hinder
Rotting Death*	Necro.	M2, Sickness, and Pestilence
Roundabout	Body	Tanglefoot
Ruin	Mk-Brk	M1, Weaken, and Decay
Sanctuary*	Gate	IQ 13+, Plane Shift Other, and 2 spells from each of 10 colleges
Sand Jet	Earth	Create Earth
Sandstorm	Air/Earth	Windstorm and Create Earth
Scents of the Past Schematic†	Knowledge/Food Tech/Knowledge	M2, History, and Odor Reveal Function and History
Scribe	Sound	Voices, Dancing Object, and 1 written language at Accented
Scry Gate	Gate	Seek Gate
Scryfool	Meta-Spell	M2, Sense Observation, and Simple Illusion
Scryguard	Meta-Spell	M1

<b>Spell</b>	<b>College</b>	<b>Prerequisites</b>
Scrywall	Meta-Spell	Scryguard
Season	Food	Test Food
See Invisible	Lt-Dk	<i>Either</i> Invisibility, <i>or</i> Dark Vision and Infravision
See Secrets†	Knowledge	Seeker and Aura
Seek Air	Air	–
Seek Coastline	Water	Seek Water
Seek Earth	Earth	–
Seek Fire	Fire	–
Seek Food	Food	–
Seek Fuel†	Tech	–
Seek Gate	Gate	M2, Seek Magic, and 1 spell from each of 10 colleges
Seek Machine†	Tech	–
Seek Magic	Knowledge/ Meta-Spell	Detect Magic
Seek Pass	Earth	Seek Earth
Seek Power†	Tech	–
Seek Water	Water	–
Seeker	Knowledge	M1, IQ 12+, and 2 “Seek” spells
Sense Danger	Protection	Sense Foes
Sense Emotion	Comm.	Sense Foes
Sense Foes	Comm.	–
Sense Life	Comm.	–
Sense Mana	Knowledge	Detect Magic
Sense Observation	Protection	Sense Danger <i>or</i> Scryguard
Sense Spirit	Necro.	<i>Either</i> Death Vision, <i>or</i> M1 and Sense Life
Sensitize	Body	M1 and Stun
Shade	Protection/Lt-Dk	Continual Light <i>or</i> Shield
Shape Air	Air	Create Air
Shape Darkness	Lt-Dk	Darkness
Shape Earth	Earth	Seek Earth
Shape Fire	Fire	Ignite Fire
Shape Light	Lt-Dk	Light
Shape Metal	Tech	M1, and <i>either</i> Shape Earth <i>or</i> 6 Tech spells
Shape Water	Water	Create Water
Share Energy	Meta-Spell	Lend Energy
Sharpen	Mk-Brk	Repair
Shatter*	Mk-Brk	M1 and Weaken
Shatterproof	Mk-Brk	Repair and Shatter
Shield	Protection	M2
Shocking Touch	Air	Lightning
Shrink*	Body	M2 and Alter Body
Shrink Object*	Mk-Brk	Contract Object
Shrink Other*	Body	M3 and Shrink
Sickness	Mind/Body	Drunkenness <i>or</i> Pestilence
Silence	Sound	Sound
Silver Tongue	Sound	Voices and Emotion Control
Simple Illusion	Illusion	Not blind and IQ 11+
Skull-Spirit	Necro.	4 other Necro. spells
Sleep	Mind	Daze
Slide	Movement	Apportation and Grease



*Indubitably, magic is one of the subtlest and most difficult of the sciences and arts. There is more opportunity for errors of comprehension, judgment and practice than in any other branch of physics.*

*– Aleister Crowley*

<b>Spell</b>	<b>College</b>	<b>Prerequisites</b>
Slow	Movement	M1, Haste, and Hinder
Slow Fall	Movement	Apportation
Slow Fire	Fire	Extinguish Fire
Slow Healing	Necro.	M1, Frailty, and Steal Vitality
Small Vision	Lt-Dk/Knowledge	No Blindness or Bad Sight, and <i>either</i> Keen Vision <i>or</i> 5 Lt-Dk spells
Smoke	Fire	Shape Fire and Extinguish Fire
Snow Jet	Water	Water Jet and Freeze
Snow Shoes	Water	Shape Water
Soilproof	Mk-Brk	Clean
Solidify	Necro.	Materialize
Soul Jar*	Necro.	M1 and 6 Necro. spells, including Steal Vitality
Soul Rider	Comm.	Mind-Reading
Sound	Sound	–
Sound Jet	Sound	Great Voice
Sound Vision	Sound	Keen Hearing
Spark Cloud	Air	Shape Air and Lightning
Spark Storm	Air	Windstorm and Lightning
Spasm	Body	Itch
Spectrum Vision*	Light	Infravision
Spell Shield	Meta-Spell	M2, Scryguard, and Magic Resistance
Spell Wall	Meta-Spell	Spell Shield
Spellguard*	Meta-Spell	Dispel Magic
Spit Acid*	Water	M3, Acid Jet, and Resist Acid
Steal Beauty*	Necro.	M3, Alter Visage, and Steal Vitality
Steal Dexterity*	Necro.	Steal Vitality and Clumsiness
Steal Energy	Necro.	Recover Energy and Share Energy
Steal Might*	Necro.	Steal Vitality and Debility
Steal Skill*	Necro.	M3, Borrow Skill, and Daze
Steal Spell*	Meta-Spell	Lend Spell and Great Ward

<b>Spell</b>	<b>College</b>	<b>Prerequisites</b>
Steal Vigor*	Necro.	Steal Vitality and Frailty
Steal Vitality	Necro.	Steal Energy
Steal Wisdom*	Necro.	Steal Vitality and Foolishness
Steam	Water	Water Jet and Boil Water
Steelwraith†	Earth	M2 and Walk Through Earth
Stench	Air	Purify Air
Stiffen	Mk-Brk	Rejoin
Stone Missile	Earth	Create Earth
Stone to Earth	Earth	Earth to Stone or any 4 Earth spells
Stone to Flesh	Earth	M2, Flesh to Stone, and Stone to Earth
Stop Healing	Necro.	Slow Healing
Stop Power	Tech	M1 and Seek Power
Strengthen Will	Mind	M1 and 6 Mind spells
Strike Barren	Body/Necro.	M1, Steal Vitality, and Decay
Strike Blind	Body	Spasm and 2 Lt-Dk spells
Strike Deaf	Body	Spasm and 2 Sound spells
Strike Dumb	Body	Spasm
Strike Numb	Body	Resist Pain
Stun	Body	Pain
Suggestion	Mind	Emotion Control and Forgetfulness
Summon Demon	Necro.	M1 and 1 spell from each of 10 colleges
Summon Elemental	Any elemental	M1, and <i>either</i> 8 spells of same element <i>or</i> 4 such spells and another Summon Elemental
Summon Shade*	Knowledge	Summon Spirit <i>or</i> Divination
Summon Spirit	Necro.	M2 and Death Vision
Sunbolt	Lt-Dk	6 Lt-Dk spells, including Sunlight
Sunlight	Lt-Dk	M1, Glow, and Colors
Suspend Curse	Meta-Spell	M1 and 1 spell from each of 12 colleges
Suspend Magery*	Meta-Spell	M2 and 2 spells from each of 10 colleges
Suspend Magic	Meta-Spell	Suspend Spell and any 8 other spells
Suspend Mana*	Meta-Spell	Suspend Magic and 1 spell from each of 10 colleges
Suspend Spell	Meta-Spell	M1 and Counterspell
Swim	Water/Move	Shape Water and Levitation
Tanglefoot	Body	Clumsiness
Telecast*	Meta-Spell	M3, IQ 13+, Wizard Eye, and 2 spells from each of 10 colleges

<i>Spell</i>	<i>College</i>	<i>Prerequisites</i>
Telepathy*	Comm.	Mind-Sending
Teleport Shield	Protection/Gate	Watchdog and Spell Shield
Tell Position	Knowledge	Measurement
Tell Time	Knowledge	–
Terror	Mind	Fear
Test Food	Food	–
Test Fuel†	Tech	–
Thirst	Body/Food	M1, Debility, and Destroy Water
Throw Spell*	Meta-Spell	Delay and Catch Spell
Thunderclap	Sound	Sound
Tickle	Body	Spasm
Timeslip	Gate	M3, IQ 13+, and 1 spell from each of 10 colleges
Timeslip Other	Gate	Timeslip
Total Paralysis	Body	Paralyze Limb
Touch	Body	–
Toughen	Mk-Brk	Shatterproof
Trace	Knowledge	Seeker
Trace Teleport	Gate/ Movement	M2, IQ 13+, and 1 spell from each of 10 colleges
Transform Body*	Body	M3 and Alter Body
Transform Object*	Mk-Brk	M2, Reshape, and 4 “Create” spells
Transform Other*	Body	Transform Body for same race
Transmogrification	Body	M3, Transform Other, Transform Object, and Flesh to Stone
Transparency	Mk-Brk	Dye and Stone to Earth
Truthsayer	Comm.	Sense Emotion
Turn Blade	Protection	Apportation <i>or</i> Spasm
Turn Spirit	Necro.	Fear and Sense Spirit
Umbrella	Water/ Protection	Shape Water <i>or</i> Shield
Undo	Movement	Locksmith
Utter Dome	Protection	Force Dome and Spell Shield
Utter Wall	Protection	Utter Dome and Spell Wall
Vexation	Comm.	Sense Emotion
Vigor	Body	Frailty <i>or</i> Might
Voices	Sound	Sound
Volcano	Earth	Earthquake and 6 Fire spells
Walk on Air	Air	Shape Air
Walk on Water	Water	Shape Water
Walk Through Earth†	Earth	4 Earth spells
Walk Through Water	Water	M1 and Shape Water
Wall of Light	Lt-Dk	Continual Light
Wall of Lightning	Air	Lightning
Wall of Silence	Sound	Silence
Wall of Wind	Air	Shape Air
Wallwalker	Movement	Apportation
Ward	Meta-Spell	M1

<i>Spell</i>	<i>College</i>	<i>Prerequisites</i>
Warmth	Fire/ Protection	Heat
Watchdog	Protection	Sense Danger
Water Jet	Water	Shape Water
Water to Wine†	Food	Purify Water and Mature
Water Vision	Water/ Knowledge	Shape Water
Weaken	Mk-Brk	Find Weakness
Weaken Blood	Body/Necro.	Sickness <i>or</i> Steal Vitality
Weaken Will	Mind	M1 and Foolishness
Weapon Self*	Mk-Brk	M2, Apportation, and 6 Mk-Brk spells, including Reshape
Whirlpool	Water	Shape Water
Will Lock	Mind	Emotion Control
Windstorm	Air	Shape Air
Winged Knife	Movement	Poltergeist
Wisdom	Mind	6 other Mind spells
Wither Limb	Body	M2 and Paralyze Limb
Wizard Ear	Knowledge/Sound	Apportation, Far-Hearing, and Sound Vision
Wizard Eye	Knowledge	Apportation and Keen Vision
Wizard Hand	Knowledge/ Movement	Manipulate and Far-Feeling
Wizard Mouth	Knowledge/ Food/Sound	Apportation, Far-Tasting, and Great Voice
Wizard Nose	Knowledge/Food	Apportation and Far-Tasting
Zombie†	Necro.	Summon Spirit and Share Energy
Zombie Summoning	Necro.	Zombie

*It is not enough to have  
a good mind; the main thing  
is to use it well.*

– *Descartes*

## 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, followed by many supplements, including the *GURPS Action*, *GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . and the list keeps growing. He lives in Montréal, Québec with his wife.



# EIDETIC MEMORY

## HIGH-TECH DUNGEON CRAWL

BY DAVID L. PULVER

I'd stocked a dungeon, and my players had spent a couple of months battling their way through it. But after one rather overenthusiastic near-Total Party Kill on my part, they were hinting it was time to move on to another genre. Preferably something with guns.

Cool. Except I'd just finished restocking the first level and much of the second and third were still unexplored, including the set-piece Hall of the Iron Golems and a haunted funeral barge with the undead medusa queen. I still wanted to run my adventure. They wanted to quit with the swords and sorcery, and shoot stuff. I suggested a compromise.

Gindal the Thief, Flubbit the Mage, and company would go into honorable retirement. Instead, we'd run one more campaign in the dungeon, with a different bunch of characters to clean out that accursed dungeon for good . . . using flamethrowers and automatic weapons.

Dungeon crawls by high-tech parties aren't new. Very early in the history of *Dungeons & Dragons* ("Sturmgeschutz & Sorcery" in *Strategic Review* #5), Gary Gygax wrote an encounter between an evil sorcerer – with monster servants – and a group of German Waffen SS soldiers ("how well does a panzerfaust do against a troll, Hans?"). Bryan Daley in *The Doomfarers of Coramonde* had a wizard summon an APC full of Vietnam-era U.S. army soldiers into a medieval fantasy world and use their .50 cal and grenades on a dragon. The movie *Aliens* and the classic computer game *Doom* and all its spawn are high-tech dungeon crawls in all but name.

For my high-tech dungeon campaign, I didn't just want to have the adventurers transported willy-nilly into the fantasy world. Rather, I wanted to explore the intersection between the modern world and the world of dungeon fantasy. The players would create a group (in this case, four) 100-point modern-day characters. I encouraged everyone to build folks who were distrustful of government (so they wouldn't involve the authorities), owned guns, and were neither extremely poor nor extremely wealthy. They also needed to have reasons to get along with each other already. I told the players that they could buy Magery if they wanted to represent latent aptitude but the world was low mana, and no one would be allowed to start with spells or supernatural advantages.

After each person gave me his background, I worked out the premise. One of the players, ex-U.S. Army veteran John Silver,

was bumming around with nothing to do. His real-estate mogul uncle offered him a job fixing up and flipping houses, and he ended up renovating a spooky old house. The last tenant, a retired professor, had died; rumor had it that the place was haunted. What Silver didn't know was that the professor been a real-life wizard, and before the old coot kicked off in a heart attack (blowing too much energy on a ritual), he'd created or opened a portal (a Gate) that led to another dimension.

Silver and his friends were visiting his place, helping him clean out the house's basement. (The other PCs – Silver's friends – were an Army Ranger war buddy who now worked as a postman, an old high school pal who was now in a motorcycle gang, and his sister, who was both a P.I. and a Wiccan high priestess). There they found a room full of mysterious occult books, and another hidden room with a shimmering blue portal. They grabbed some flashlights – and being the kind of folks they were, a few personal weapons from their vehicles, including John's trusty KelTec KSG 12-gauge with tactical light attachment. A preliminary exploration revealed dark stone passages, vaulted ceilings, pillars carved like gargoyles and tentacled gods . . . and the half-eaten corpse of a mysterious tusked humanoid with a bag of strange gold and silver coins in his pocket. Yep, a dungeon.

A slithering noise and four pairs of red glowing eyes the size of street lamps (giant two-headed snake approaching) led to a brief volley of fire and a tactical retreat. After bolting the basement door, and securing it with a heavy fridge, the PCs took the coins to a pawnbroker, and confirmed they were real gold.

They already had a few guns. They bought ammo, web gear, tactical lights, body armor, first aid kits, and night vision gear. Because of the constraints I'd set up at the start of the scenario, none of the PCs were rich, but they had a budget.

Much of the fun was in deciding what to get with about \$5,000-\$15,000, a dungeon to explore, and the TL8 *GURPS High-Tech* equipment list. The protagonists were limited to what was legal, but the campaign was set in a New England state with few firearm restrictions.

Some of the equipment choices were interesting. A few players, naturally, insisted on gear that wasn't in the standard equipment list, which I allowed if they could give me real-world price references and stats. One character wanted to buy an attack dog, but the others discouraged her (potentially too noisy).

With a flamethrower out of their price range, the ranger used Explosives and Chemistry skill to improvise napalm bombs (relatively easy to make). A third made the choice that established the definitive image of this campaign: an electric all-terrain golf cart painted black. Dubbed “The Dungeonmobile” it took the place of the traditional dungeon mule and proved an invaluable tool in narrow passages for helping the PCs carry out injured party members and extra loot. A dirt bike might also have worked.

## The Dungeon

The dungeon itself was just my medieval fantasy dungeon, though I beefed up a few of the encounters, like making sure a boss wizard had enough skill in Missile Shield to be able to cast it in one second so he wouldn’t be trivial to take down. While I wanted to give players the visceral satisfaction of gunning down mobs of orcs or powerful monsters, I added some tough, well-armed creatures that could stand several seconds of gun play (golem swordsmen and siege beasts are good for that sort of thing). I also seeded a couple of magic items near the front area that would let the adventurers magically speak the local languages, so roleplaying could be facilitated.

The dungeon layout itself was effectively *inverted*: the gateway opened deep into the dungeon (midway through the second level). Because the prior campaign had already cleared out much of the first level, I placed it so there was an easy path to the more challenging third level. They could have reached the surface and encountered the village above and the rest of the medieval fantasy world, but that never happened.

## The Sociological Ramifications Are Appalling

Shooting the crap out of monsters with shotguns and M16s was fun, but a lot of the real enjoyment came out of the fact that after each raid, the adventurers returned to the “real world” to decompress and dispose of their loot. This included adventures in their own right: Rushing to the E.R. with bite and claw wounds (“bear attack”). One PC pulling a gun on another during a heated division of magic items. Trying to find black market dealers who would take the various weirdly inscribed coins and “antiques” pulled out of the dungeon. One adventurer ended up rescuing a damsel in distress and bringing her back with him, which added romantic comedy elements as Cooper’s elf-mage girlfriend adjusted to life in modern-day Vermont. Another began filming their adventures, hoping to find some way to monetize it (*Weekly World News?*) without giving up the secret. The sale of some of the found jewelry later rebounded on them, as these eventually came to the attention of an occult underground who recognized them as bearing symbols of unworldly origin. This led to a confrontation with the cabal who were enemies of the mage who opened the gate in the first place; they wanted access to the fantasy world that the PCs were exploring.

The campaign was only planned to last six sessions, so the PCs earned too few character points to level up in the traditional sense. However, on an average raid, they pulled about \$8,000-\$50,000 in gold, jewelry, and “antiques” out of the dungeon. This let them “level up” by buying better gear (I let them buy LC 2 weapons at 10x price).

## How High-Tech?

I set this in the modern world, but a high-tech dungeon game can work in any era from TL5 on up.

*TL5:* Imagine a gate that allows adventuring parties of Napoleonic or Civil War era soldiers, cowboys, colonial adventurers, or Great White Hunters to explore a dungeon. Especially in the early TL5 era, the low rate of fire and limited shots of weapons means a TL5 party is not greatly advantaged over a medieval one. This improves as repeating firearms such as revolvers become available. Adventurers who are officers, cavalry troopers, or aristocrats will certainly have sword skills, letting them better make use of captured melee weapons like magic swords.

*TL6:* At this TL, there is a great divide between civilian weapons (revolvers, shotguns, semi-automatic pistols, bolt-action rifles) and portable military weaponry (semi-automatic or full automatic rifles, submachine guns, grenades, machine guns, flamethrowers). A party with civilian weaponry, especially if armed mainly with pistols or shotguns, faces a much greater challenge from a typical dungeon, especially as their defenses are no better and usually worse than medieval adventurers. A group with full military weaponry can easily *kill* most physical threats, but they are still in greater danger due to their lack of body armor if the enemy gets to melee range. Some technological aids such as flashlights, small compasses, or gas masks are very useful.

*TL7:* This is similar to TL6, but parties with access to military long guns are even more effective thanks to ubiquitous semi-automatic rifles, assault rifles, and battle rifles. A well-equipped group may also have grenades with various chemical fillers; while nerve gas is unlikely to be readily available, riot control agents, smoke, etc. can be quite helpful. Plentiful lightweight machine pistols and SMGs provide a close-combat edge. Technological aids like night vision goggles are lightweight.

*TL9+:* Hunting monsters is easier if you’re a cyborg with a Gatling laser. Of course, your own gear is probably worth more than any treasure you’ll find, but a team could easily be exploring for scientific reasons or to acquire access to priceless magic items.

## About the Columnist

David L. Pulver is a Canadian freelance author who has written over 70 roleplaying game books. He is best known for creating *Transhuman Space*, co-authoring the *Big Eyes, Small Mouth* anime RPG, and writing countless *GURPS* books.

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## Dungeonmobile

Terms and notation are as defined in *Vehicle Statistics* (pp. B462-463).

### DRIVING (AUTOMOBILE)/TL8

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ.	DR	Range	Cost	Loc.
8	Dungeonmobile	31	-1/3	11	1/4	0.45	0.2	+1	1	2	30	\$5,000	4WX



# IT'S A TRAP!

BY CHRISTOPHER R. RICE

From the classic pitfall trap to the magical runes that seem to haunt the ruins of forgotten cities, what dungeon is complete without a hidden trap? Or, for that matter, a *number* of hidden traps? This expansion of ideas found *GURPS Dungeon Fantasy 2: Dungeons* gives the GM advice, examples, and quick creation rules not only for traps, but for other hazards as well. *GURPS Dungeon Fantasy 8: Treasure Tables* – particularly p. 44 – is useful for determining any special properties of weapon-based dangers (such as an enchanted crossbow trap).

Definitions and terminology relating to traps can be found in *Dungeon Fantasy 2* (pp. 19-20); they have not been repeated here. Also, keep in mind that this is only a selection of popular traps; there are many *many* more than those described here!

## DEATHTRAPS 101

Not all traps are equal – but they can kill, maim, or disable just the same. However, the world of *Dungeon Fantasy* is a place where adventurers can fall down dark holes filled with spikes, consume a potion of healing, and then climb back up! Traps and other similar hazards are merely obstacles so delvers can get a chance at treasure and monsters. The following tables and guidelines are useful to the GM who is designing dungeons for delvers to plunder or who needs a quick trap for a location he has already made. At each stage, the GM can pick something suitable, or roll randomly. The examples listed

under the specific types of traps use the notation from *Dungeon Fantasy 2* (pp. 19-20).

1. Determine what sort of trap it is and what skills are needed to detect or disarm it.
2. Figure out whether the danger can be circumvented and evaded.
3. Figure out what the triggering mechanism is.
4. Decide on the quality of the trap, which provides a modifier to detection, disarm, and evasion rolls.
5. Choose the number of shots.
6. Decide whether the trap can be rearmed and how.
7. Determine whether it can be stolen.

For additional details, go to the corresponding table as directed by the *Trap Type* table to determine the danger's specific effects. Finally, use the format presented in *Dungeon Fantasy 2* to record the trap's specifics.

### Rolling Dice

If the "Roll" column of a table has a single value or range of values, roll one die. If the "Roll" column has two values or ranges separated by a comma, roll two dice but do not add them together. Instead, before rolling, designate one as the first die, and one as the second. Next, look up the result on the table. For example, "2, 4-5" means a roll of 2 on the first die, with a roll of 4 or 5 on the second die.

### 1. Trap Type

Roll	Type	Detection Skill*	Disarm Skill†	Details
1	Alchemical	Alchemy or Hazardous Materials (Magical)	Alchemy or Hazardous Materials (Magical)	18-19
2	Poison	Poisons	Poisons	20
3-4	Mechanical	Traps	DX-based Traps	20-23
5	Magical	Thaumatology	Thaumatology	23-24
6	Tricks	Traps	DX-based Traps	24-25

\* Use a *Per*-based skill roll for detecting a trap.

† The GM specifies what, if anything, happens if the disarming attempt fails. Additionally, some traps could use alternative disarm skills, such as *Armoury* (*Missile Weapons*) for neutralizing a crossbow that could be gotten to. The GM should decide if this is possible when designing the trap.

### 2. Circumventing and Evading Traps

Some traps make *noise* or draw attention to themselves in other ways. The GM should decide if a trap does this, what sense is required for the adventurer to notice it, and whether this attention-getting feature helps with detection, evasion, or both. This may give a bonus to the standard skill or let the delver substitute a certain attribute, *Sense*, skill

(usually *Per*-based for detection), or something "special" (like *Per* + *Magery*), if better.

Traps that have been found but not disarmed may be circumvented. This usually doesn't require a roll (don't step on the pressure plate!), but when it does, it's against *DX*, *Acrobatics*, or *Jumping* – and it might have a modifier. Failure to circumvent a trap means you've just triggered it!

The GM also decides whether the trap provides an opportunity to avoid its effects once triggered, which is based how he visualizes a given danger. Common skills and attributes used to evade hazards include Dodge (for most traps), HT (for gases, powders, etc.), or DX-5 (for intercepting the release mechanism

or quickly drawing back a hand; High Manual Dexterity provides its bonus). Hazards using projectiles may allow Block or Parry Missile Weapons to substitute for Dodge. The GM may opt to require a successful Sense roll to determine that the trap was triggered before the delver can attempt any evasion.

### 3. Triggering Mechanism

Roll	Type	Trap is triggered by . . .	Examples
1	Location	Being in an certain place.	A pressure plate, pivoting floor plate, etc.
2	Tripwire	Touching or being snared by a cord.	A rope, thread, cord, or wire fastened to a wall, doorframe, etc. at ankle or neck level.
3	Proximity	Being near it.	A falling block of ice shored up by smaller blocks that melt when the temperature rises.
4	Touch	Touching or contacting it.	A pressure-sensitive doorknob.
5	Durational	Time (it is cyclical).	A crushing ceiling trap that resets and sets itself off.
6	Special	Some special method of detection.	A set of Evil Runes that curse <i>only</i> mages.

### 4. Trap Quality

Power levels and point totals vary from one adventuring party to another. To better account for this, the GM may wish to modify the die rolls on this table. Add 1 for every PC or companion capable of disarming traps, but *subtract* 1 for every two non-capable PCs or companions (round down). Then use this number to modifier the die rolls on the table below. Thus, a party with a thief, a wizard, a cleric, and a barbarian has a modifier of 0.

The detect and disarm skills are determined under 1. *Trap Type*, while the sense and evade skills are decided under 2. *Circumventing and Evading Traps*.

Ignore any modifier suggestions that are irrelevant – for example, some traps cannot be disarmed, while others can't be evaded. For variance, add  $-(1d-3)$  to the listed modifier; results cannot exceed -10. As a further option, treat any roll of -11 or more as indicating that the hazard is impossible to detect, disarm, sense, or evade!

Roll	Quality	Modifier	
		Detect, Disarm, or Sense roll	Evade roll
1-2, 1-2	Crude	+8	+3
1-2, 3-4	Easy	+4	+2
1-2, 5-6	Moderate	+2	+1
3-4, 1-6	Difficult	+0	+0
5-6, 1-2	Challenging	-2	-1
5-6, 3-4	Hard	-4	-2
5-6, 5-6	Fiendish	-8	-3

### 5. Number of Shots

Not all results suit all traps; the GM should feel free to ignore nonsensical ones. Nonetheless, the number of shots can apply to almost any trap; for example, an illusion-covered pit trap could have “shots” that represent the number of times the illusion can be disrupted before it disappears.

Roll	Number of Shots*	Notes
1	Constant	Typical of pits and other “fixture” traps.
2-4	1 shot	Typical of many traps.
5	1d shots	
6	3d shots†	

\* This number may also be used as RoF for some traps that fling multiple projectiles at once. If this is the case, assign the trap a skill of 11, and roll when it is triggered; at least one projectile always hits. For every point by which this roll succeeds, one more projectile hits. See the *Rain of Daggers* (pp. 22-23) trap for an example of this.

† Alternatively, this may be an “infinite” number of shots. This is typical of magical traps (e.g., Evil Runes).

### 6a. Rearmament Option

Roll 1d to figure out whether the trap can be rearmed: 1-4 – no; 5-6 – yes. Traps that cannot be rearmed are typical of most hidden dangers found in dungeons, especially one-use crossbows, alchemical or poison traps, etc.

### 6b. Method of Rearmament

Roll	Type	Notes
1	None	The trap cannot be rearmed; it must be rebuilt from scratch.
2-3	Repair	The trap must be repaired in order to be rearmed.
4-5	Manual Reset	The trap can be rearmed by moving pieces back into place. Most mechanical traps have this sort of rearming mechanism.
6	Automatic	The trap rearms itself either immediately <i>or</i> after a set time (roll this time on the <i>Number of Shots</i> table above, treating each shot as 1 second instead).

### 7. Stealable

Roll 1d to determine whether the trap can be stolen: 1-4 – no; 5-6 – yes. Most “weapon traps” (e.g., a crossbow trap) can be taken. If the GM permits the triggering mechanism to be taken as well, he should determine weight and cost appropriately.

## ALCHEMICAL TRAPS

Most alchemical traps use ointment-style elixirs (*GURPS Magic*, pp. 213-219) or concoctions (*GURPS Dungeon Fantasy 1: Adventurers*, pp. 28-29) smeared on doorknobs, walls, or other surfaces that adventurers might make contact with.

Other alchemical traps deliver their effects through grenades (*Dungeon Fantasy 1*, p. 28) or pastilles (*GURPS Magic*, p. 213). Unlike the alchemical preparations that delvers buy in town, this “dungeon goop” seems to last *indefinitely* – at least until someone is affected by it.

Use a *Per*-based Alchemy roll to detect alchemical traps, and disarm them with the better of Alchemy or Hazardous Materials (Magical) skill. Circumventing alchemical traps may be as simple as shouting, “Don’t touch the black oozy

stuff! It’s Liquid Death!” Attempting to evade a triggered alchemical trap usually first requires a Smell or *Per* + Magery roll. Most alchemical traps are one-shot, though this is not always the case.

Triggering mechanisms can be anything, though touch is the most common. They are almost never rearmable, but a wary delver *might* be able to steal enough of it to make one dose of an elixir of its type (a *DX*-based Alchemy roll; High Manual Dexterity adds normally).

## Type of Alchemical Trap

Roll	Concoction	Effects
1, 1-3	Alkahest	1d corrosion injury on <i>any</i> tangible target, bypassing DR.
1, 4-6	Death*	Causes 4d injury, or only 2d with a HT roll.
2, 1-3	Liquid Ice	2d burning damage on contact due to extreme cold – not fire. Armor DR protects at 1/5 normal.
2, 4-6	Magebane*†	Causes mages to temporarily lose access to their magic for one hour.
3, 1-3	Sleep*	Causes living beings to roll HT-4 or sleep for 16-HT hours.
3, 4-6	Weakness*‡	Living beings suffer -3 to their ST for 1d minutes.
4, 1-3	Fear§	As per the Fear spell ( <i>GURPS Magic</i> , p. 134); resisted at Will-4.
4, 4-6	Foolishness*‡§	Living beings suffer -3 to their IQ for 1d minutes.
5, 1-3	Combustion¶	Causes 3d burning damage/second that lasts for 2d seconds <i>and</i> treats the victim’s flammability class as one level lower.
5, 4-6	Clumsiness*‡¶	Living beings suffer -3 to their DX for 1d minutes.
6, 1-3	Debilitation*†¶	Living beings suffer -3 to their HT for 1d minutes.
6, 4-6	Unluckiness§	Target <i>immediately</i> suffers an “ill-turn” as described for the Unluckiness disadvantage (p. B160). Activating this trap does <i>not</i> count as the “ill-turn.”

\* Fumes affect a two-yard radius and only those who breathe.

† The GM who has *GURPS Dungeon Fantasy 14: Psi* may opt to use Psibane instead.

‡ Multiple traps are additive, up to -12 to the attribute afflicted.

§ This elixir is in *GURPS Magic*.

¶ This is a new elixir; a version for delvers can be found below.

## Example Alchemical Traps

Here are few new traps that show what chemicals can do.

### Alkahest Siphon

Makes use of a siphon (*Magic*, p. 221) attached to a tripwire to squirt alkahest at unsuspecting adventurers.

*Detect:* *Per*-based Traps at -9.

*Disarm:* *DX*-based Traps. Failure triggers!

*Circumvent:* Automatic (don’t touch the tripwire).

*Evade:* Hearing at +1 allows a Dodge roll.

*Effects:* 1d corrosion injury (ignores all DR).

*Shots:* 1d shots.

*Rearm:* Manual, requires *DX*-based Traps roll.

*Steal:* The siphon and any remaining doses of alkahest can be stolen, but requires a *DX*-based roll against the lower of Alchemy or Traps.

### Magebane Dust

A 20’ area covered with Magebane that’s been made to look like the dust and grime typically found in a corridor.

## New Alchemical Elixirs

The following new concoctions work especially well in *Dungeon Fantasy* games.

*Clumsiness Potion* (Grenade). Fumes affect a two-yard radius. Living beings who breathe the fumes have -3 *DX*/dose (up to -12 *DX*) for 1d minutes. \$900, 1 lb.

*Debilitation Potion* (Grenade). Fumes affect a two-yard radius. Living beings who breathe the fumes have -3 *HT*/dose (up to -12 *HT*) for 1d minutes. \$800, 1 lb.

*Combustion* (Grenade). Like Alchemist’s Fire (*Dungeon Fantasy 1*, p. 28), but burns hotter. It causes 3d burning damage/second that lasts for 2d seconds and treats the target’s flammability class as if it were one step *lower*, allowing it to catch fire quicker. If left exposed to the air, there is a chance (9 or less) every minute that it may burst into flame, affecting whatever is within one yard as if it had been thrown. \$1,500, 1 lb.

*Detect:* *Per*-based Thaumatology (or *Per* + Magery) at -6.

*Disarm:* Alchemy or Hazardous Materials (Magical).

*Circumvent:* *DX* roll (don’t touch the powder!) or *DX*-5 to avoid disturbing the dust entirely. Lightwalk may be used instead at *no* penalty.

*Evade:* Smell roll at -2 allows a *HT*-2 roll not to breathe in the dust.

*Effects:* Wizards cannot cast spells for one hour.

*Shots:* 1.

*Rearm:* No.

*Steal:* Can be stolen by scraping the dust into a container; make a *DX*-based Alchemy roll (High Manual Dexterity adds to this roll).



# POISON TRAPS

Poisoned needles that spring out from a bulky lock are a popular trope and completely in genre for *Dungeon Fantasy* campaigns. Also lumped into this category are Acid and Alchemist's Fire, which, despite their names, are more chemical than elixir. The skill used to detect poison traps is a *Per*-based Poisons roll, while the skill used to disarm them is also Poisons. Most poisons are paired with a "carrier" attack (typically, a needle), and circumventing that will get around the poison as well.

A poison's trigger is usually touch-based: a doorknob with a contact poison, or a poisoned needle. If a trap can be evaded, Smell and Touch are the usual senses to roll against to realize that the danger was triggered.

Poison traps are typically one-shot and aren't rearmable. Most have only enough poison for one dose, though traps for particularly tough delvers may need  $1d/2+N$  doses per trap. (See *GURPS Dungeon Fantasy Adventure 1: Mirror of the Fire Demon* for an explanation of *N*.) Adventurers might be able to steal the object the poison is on, or scrape it into a container; this requires a *DX*-based Poisons roll, with High Manual Dexterity adding normally.

## Type of Poison Trap

Roll	Type	Effects
1	Acid	1d-3 corrosion damage.
2	Alchemist's Fire	1d burning damage per second for 30 seconds or until the target rolls on ground; armor DR protects at 1/5 normal.
3	Bladeblack*	Living beings must make an <i>immediate</i> HT-5 roll or suffer 6d injury.
4	Demon's Brew†	Living beings take 2d injury, or only 1d with a HT roll.
5	Monster Drool*	Living beings must make an <i>immediate</i> HT roll or suffer 2 points of injury.
6	Oozing Doom‡	Living beings take 2d injury, or only 1d with a HT roll.

\* This poison requires a "carrier" – a cutting or impaling attack. Use the *Mechanical Traps* table (below), rerolling any results that do not cause cutting or impaling damage, to determine the carrier attack. The trap will have *both* effects.

† Fumes affect a two-yard radius and only affects targets who breathe.

‡ This poison is a contact agent. It soaks clothing – or enters cracks in manmade or natural armor – in DR seconds.

## Example Poison Trap

This is one of the most commonly encountered types of poison traps.

### Poisoned Needle

Makes use of a hidden, spring-mounted blowgun dart to deliver poison. The trap is often hidden in a treasure chest lock or inside a door lock.

*Detect:* *Per*-based Traps or Poisons at -5.

*Disarm:* *DX*-based Traps. Failure means you've driven the dart into a exposed piece of flesh (only natural DR counts).

*Circumvent:* Automatic (don't touch the lock or open the chest).

*Evade:* Touch roll at -5 allows a *DX*-5 roll to move your hand away quickly enough to avoid the needle.

*Effects:* 1d-3 pi-. If any damage penetrates DR, then a HT-5 roll is required; failure inflicts 6d of damage.

*Shots:* 1.

*Rearm, Steal:* No – the dart is built into the housing of the lock.

# MECHANICAL TRAPS

These are the most common traps hidden within dungeons. They use physical force to injure those who spring them. The skill used to detect mechanical traps is a *Per*-based Traps roll, while the skill used to disarm them is a *DX*-based Traps roll (High Manual Dexterity adds to this roll). If the trap requires a qualifying roll to evade, Hearing and Touch rolls are the most common. Circumventing a mechanical trap is as easy as avoiding its triggering mechanism. There is no common triggering mechanism or number of shots – *all* are equally valid. Mechanical ones are usually rearmable (any method is possible, though manual is common) and stealable. The GM should allow *DX*-based Armoury (Melee Weapons or Missile Weapons) rolls, if applicable, instead of *DX*-based Traps rolls, if taking the trap itself.

Mechanical traps require a couple of additional steps during the design process. First, roll to figure out what type of trap it is. Then, determine the specifics of the danger. Optionally, for all mechanical traps, you can decide on a random hit location that they always "attack" (use the *Hit Location Table*, pp. B398-399).

For missile, melee, and projectile weapon traps, choose the specific weapon used or randomly pick one from the appropriate table on p. 21. For further information on the weapons listed in the tables, see pp. B271-276. When figuring out how much damage the device inflicts or the range, use ST 15 or determine it randomly on the *ST of Weapon Trap* table (p. 21).

For pit traps, either determine the height of the drop and the contents of the bottom, or roll randomly on the table on p. 22.

For crush traps, decide on the weight and composition of the object or roll randomly using the table on p. 22.

## Type of Mechanical Trap

Roll	Type	Notes
1	Melee Weapon	The trap uses a melee weapon (such as a sword or axe) physically mounted on gears or other mechanism.
2	Projectile Weapon	The trap uses a ranged weapon (such as a spear or dart) attached to a cog or other mechanism.
3-4	Missile Weapon	The trap uses a missile weapon (such as a bow or crossbow) attached to a spring or other mechanism.
5	Pit Trap	The trap is a hole dug into the ground (stone, wood, etc.) that is bare or filled with spikes, water, or acid.
6	Crush Trap	The trap crushes delvers with falling bricks or stones, a rolling boulder, a whole ceiling, etc. Some also have sharpened edges or spikes.

Which of the six triggering mechanisms will **this** trap have?

### ST of Weapon Trap

Roll	Type	Average ST
1	Weak	10
2-4	Moderate	15
5	Strong	20
6	Fiendish	25

### Weapon Used: Melee Weapon Traps

Roll	Weapon	Reach†	Damage*			
			ST 10	ST 15	ST 20	ST 25
1, 1-3	Axe	1	1d+2 cut/-	2d+3 cut/-	3d+4 cut/-	5d+1 cut/-
1, 4-6	Broadsword	1	1d+1 cut/1d-1 cr	2d+2 cut/1d+2 cr	3d+3 cut/2d cr	5d cut/2d+3 cr
2, 1-3	Great Axe	2	1d+3 cut/-	2d+4 cut/-	3d+5 cut/-	5d+2 cut/-
2, 4-6	Halberd	3	1d+5 cut/1d+1 imp	2d+6 cut/1d+4 imp	3d+7 cut/2d+2 imp	5d+4 cut/2d+5 imp
3, 1-3	Large Knife	1	1d-2 cut/1d-2 imp	2d-1 cut/1d+1 imp	3d-2 cut/1d+2 imp	-
3, 4-6	Long Spear	3	-/1d+1 imp	-/1d+4 imp	-/2d+2 imp	-/2d+5 imp
4, 1-3	Morningstar	1	1d+3 cr/-	2d+4 cr/-	3d+5 cr/-	5d+2 cr/-
4, 4-6	Maul	2	1d+4 cr/-	2d+5 cr/-	3d+6 cr/-	5d+3 cr/-
5, 1-3	Poleaxe	3	1d+4 cut/-	2d+5 cut/-	3d+6 cut/-	5d+3 cut/-
5, 4-6	Scythe‡	1	1d+2 cut/-	2d+3 cut/-	3d+4 cut/-	5d+1 cut/-
6, 1-3	Shortsword	1	1d cut/1d-2 imp	2d+1 cut/1d+1 imp	3d+2 cut/2d-1 imp	4d+2 cut/2d+1 imp
6, 4-6	Spear	2	-/1d+1 imp	-/1d+4 imp	-/2d+2 imp	-/2d+5 imp

\* The first number indicates swing damage, and the second is thrust damage.

† Assumes the *longest* Reach possible for the weapon.

‡ This option may do impaling damage at -2 damage.

### Weapon Used: Missile Weapon Traps

Roll	Weapon	Range*				Damage			
		ST 10	ST 15	ST 20	ST 25	ST 10	ST 15	ST 20	ST 25
1-2, 1-2	Blowpipe	40	-	-	-	1d-3 pi	-	-	-
1-2, 3-4	Composite Bow	200	300	400	625	1d+1 imp	1d+4 imp	2d+2 imp	2d+5 imp
1-2, 5-6	Crossbow	200	300	400	420	1d+2 imp	1d+5 imp	2d+3 imp	2d+4 imp
3-4, 1-2	Longbow	150	225	300	375	1d imp	1d+3 imp	2d+1 imp	2d+4 imp
3-4, 3-4	Pistol Crossbow	150	225	300	375	1d imp	1d+3 imp	2d+1 imp	2d+2 imp
3-4, 5-6	Prodd	200	300	400	420	1d+2 pi	1d+5 pi	2d+3 pi	2d+4 pi
5-6, 1-2	Regular Bow	150	225	300	375	1d-1 imp	1d+2 imp	2d imp	2d+3 imp
5-6, 3-4	Short Bow	100	150	200	210	1d-2 imp	1d+1 imp	2d-1 imp	2d+2 imp
5-6, 5-6	Shuriken	5	7	-	-	1d-3 cut	1d cut	-	-

\* Assumes a distance equal to the 1/2D of the weapon.

### Weapon Used: Projectile Weapon Traps

Roll	Weapon	Range*				Damage			
		ST 10	ST 15	ST 20	ST 25	ST 10	ST 15	ST 20	ST 25
1-2, 1-2	Large Net	7	9	12	14	special†	-	-	-
1-2, 3-4	Hatchet	15	22	30	37	1d cut	2d+1 cut	3d+2 cut	4d+2 cut
1-2, 5-6	Throwing Axe	10	15	20	25	1d+2 cut	2d+3 cut	3d+4 cut	4d+4 cut
3-4, 1-2	Harpoon	10	15	20	25	1d+3 imp	1d+6 imp	2d+4 imp	2d+6 imp
3-4, 3-4	Large Knife	8	12	16	20	1d-2 imp	1d+1 imp	1d+2 imp	-
3-4, 5-6	Small Knife	5	7	10	12	1d-3 imp	1d imp	-	-
5-6, 1-2	Dagger	5	7	10	12	1d-3 imp	1d imp	-	-
5-6, 3-4	Spear	10	15	20	25	1d+1 imp	1d+3 imp	2d+2 imp	2d+5 imp
5-6, 5-6	Javelin	15	22	30	37	1d-1 imp	1d+2 imp	2d imp	2d+3 imp

\* Assumes a distance equal to the 1/2D of the weapon.

† May entangle or ensnare the target; see *Special Ranged Weapons* (p. B411).

*Mechanical hazards are the most common type of dungeon trap.*

## Pit Trap Distance

Roll	Distance*	Damage
1, 1-3	1 yard	1d
1, 4-6	3 yards	1d+2
2, 1-3	5 yards	2d
2, 4-6	10 yards	3d
3, 1-3	15 yards	3d+2
3, 4-6	20 yards	4d
4, 1-3	25 yards	4d+2
4, 4-6	30 yards	5d
5, 1-3	35 yards	5d+2
5, 4-6	40 yards	6d-1
6, 1-3	45 yards	6d
6, 4-6	50 yards	6d+2

\* Falling distances of greater than 50 yards are not recommended as they can lead to real harm for adventurers. Calculate heights of greater than 50 yards with the *Falling Velocity Table* (p. B431) or the *Falling Damage Table* in *Dungeon Fantasy 2* (p. 19).

## Pit Trap Contents

Roll	Contents	Effects
1	Acid	Damage is halved for the initial fall, then becomes 1d-1 corrosion per second – <i>tripled</i> if you swallowed any (roll HT+3; failure indicates you swallowed).
2	Water	Damage is halved. Make a Swimming roll every round; failure leads to drowning (see <i>Swimming</i> , p. B354).
3-4	Bare	Use the listed damage on the <i>Pit Trap Distance</i> table; damage type is crushing.
5	Spiked	Use the listed damage on the <i>Pit Trap Distance</i> table; damage type is impaling.
6	Exotic	The pit is filled with something <i>strange</i> : sticky spiderwebs (possibly with spiders!) or Evil Runes that hurt those falling into the pit or summon a <i>monster</i> at the bottom!)

## Crush Trap Composition

These statistics assume a one-hex or 10-square-foot area.

Roll	Type	HP	DR	Notes
1	Brick	54	8	Represents a 3"-thick section.
2	Bronze/Iron	36	12	Represents a 1/4"-thick section.
3	Tempered Glass	15	3	Represents 1/16"-thick section.
4	Steel	38	14	Represents a 1/4"-thick section.
5	Stone	94	156†	Represents a 1'-thick section.
6	Wood	42	6	Represents a 6"-thick section.

† This is *ablative* DR (see p. B46).

## Crush Trap Damage

Roll	Distance*	Damage by Type					
		Brick	Bronze/Iron†	Tempered Glass†	Steel†	Stone	Wood
1	1 yard	5d+1	4d	2d	3d	9d+1	5d-3
2	2 yards	8d	6d-3	3d-3	6d-2	14d-3	6d
3	3 yards	9d	6d	3d-2	7d-3	16d-3	7d
4	4 yards	10d	7d-2	3d-1	7d	17d	8d
5	5 yards	11d	8d-3	3d	8d	19d	9d-2
6	6 yards	12d	8d	4d-2	9d-2	21d-1	10d-3

\* Dropping distances of greater than six yards (18') are not recommended as they can lead to instant death for adventurers (and what fun would that be?). Heights of greater than six yards can be calculated using the *Falling Velocity Table* (p. B431).

† At the GM's option, this form of crush trap can do *cutting* or *impaling* damage instead. For all types other than tempered glass, halve the listed damage, e.g., a section of bronze wall with a sharpened bottom edge could do 2d cutting versus 4d crushing. For tempered glass add +1/die of listed damage for cutting attacks!

## Example Mechanical Traps

Here's a selection of popular mechanical traps.

### Wall-Scyther

A scythe hidden inside the groove of a wall with a pressure sensitive plate (usually on the floor, but can appear anywhere). It is typically "aimed" at neck or leg level. The GM may allow the penitent man to pass (cleric, holy warrior, etc.) unscathed.

*Detect*: Per-based Traps at -7.

*Disarm*: DX-based Traps at -10.

*Circumvent*: Automatic (don't step on the pressure plate).

*Evade*: Hearing roll at -4 allows Dodge at -1.

*Effects*: 5d+1 cutting to the neck or the leg.

*Shots*: Infinite.

*Rearm*: Automatic.

*Steal*: No – the scythe is in the wall itself (only the blade is exposed).

### Rain of Daggers

A multitude of daggers that drop from the ceiling onto all those in a one-hex area as soon as they step into that hex (usually a location trigger).



*Detect*: Per-based Traps at -4.  
*Disarm*: DX-based Traps at -4.  
*Circumvent*: DX or Jumping.  
*Evade*: Block (holding your shield above you) or Dodge at -1 protects you against one dagger, plus one per margin of success.  
*Effects*: 1d imp. The trap always hits at least once and scores an extra hit per point of margin of success against skill 11.  
*Shots*: 3d "volleys" of daggers.  
*Rearm*: Automatically rearms itself.  
*Steal*: The daggers may be taken *after* the trap is sprung by simply picking them off of the floor.

### Spiked Pit

A 10'-deep pit with sharpened stakes at the bottom. The floor slides away when activated by a tripwire.

*Detect*: Per-based Traps at -6.  
*Disarm*: DX-based Traps at -6.  
*Circumvent*: Automatic (don't touch the tripwire) or DX or Jumping (automatic with ladder, board, etc.).  
*Evade*: Dodge at -2.  
*Effects*: 1d+2 impaling.  
*Shots*: Constant.  
*Rearm*: Automatic.  
*Steal*: No.

## MAGICAL TRAPS

Magical traps can take nearly any form (it *is* magic, after all!), but the most common form in *Dungeon Fantasy* are *Evil Runes* (*Dungeon Fantasy 2*, p. 18). Evil Runes are similar to wizardly spells (typically "attack" spells) and share many traits with them. This includes effective caster level, resistance rolls, and damage or debilitating effects. It's not possible to cover *all* the variations of spells and Evil Runes here, but the most common ones are addressed.

To detect magical traps, roll against *Per*-based Thaumatology (or *Per* + *Magery* for mages, if higher); disarming them usually requires a spell of some sort, such as *Dispel Magic*. Evil Runes *cannot* be disarmed! If a magical trap requires a roll to evade, most use *Perception* + *Magery*, though some Evil Runes will "charge up" audibly (a *Hearing* roll).

To circumvent Evil Runes, *don't touch them!* This can be difficult if the floor is covered with them, but that's the delver's problem. Magical traps usually have a infinite number of shots though the triggering mechanism could be just about anything. Magical traps (and especially Evil Runes) are almost never rearmable or stealable! They are usually pieces of the landscape itself.

## The Poisoned Well

While curses and enchanted fountains (*Dungeon Fantasy 2*, pp. 9 and 19 respectively) should remain rare in most dungeons, a GM may wish to quickly determine the effects of one.

### Curse Effects

Roll	Type	Effects
1-2, 1-2	Minor Curse	-1 to all rolls until the adventurer rolls a critical success.
1-2, 3-4	Moderate Curse	As for Minor Curse, but at -2 on all rolls.
1-2, 5-6	Major Curse	As for Minor Curse, but at -3 on all rolls.
3-4, 1-2	Pestilence	Causes -2 to <i>all</i> attributes until the curse is removed.
3-4, 3-4	Famine	Causes anyone who must eat or drink to suffer 3d FP loss due to starvation (p. B426).
3-4, 5-6	Delirium	Causes victims to temporarily gain the Berserk disadvantage (p. B124) for 1d rounds, attacking any target near them (friend or foe). Successful Will-4 roll ends the effect early.
5-6, 1-2	Quietus	As for the alchemical Death effect (p. 19), but <i>no</i> resistance roll is possible!
5-6, 3-4	Minor Doom	As for the alchemical Unluckiness effect (p. 19), but lasting 1d <i>days</i> .
5-6, 5-6	Major Doom	Causes victims to temporarily gain the Cursed disadvantage (p. B129) for 1d hours. Successful Will-4 roll reduces this to 1d minutes.

### Enchanted Fountain Effects

Roll	Type	Effects
1	Potion Effect	Roll on <i>Type of Alchemical Trap</i> (p. 19) to determine the effect.
2	Poison Effect	Roll on <i>Type of Poison Trap</i> (p. 20) to determine the effect.
3	Baneful Magical Effect	Roll on <i>Type of Magical Trap</i> (p. 24) to determine the effect.
4	Beneficial Magical Effect*	Determined by the GM, this is usually a spell from the Healing college, though spells that grant temporary advantages or attribute bonuses are possible as well.
5	Endowment†	Drinker gains a random trait as determined by the GM.
6	Cursed!	Reroll, using the above <i>Curse Effects</i> chart.

\* The spell is cast as Power-25 and *Magery* 5 and lasts for the base duration of the spell×1d if maintainable.

† Roll one die. On 1-3, the drinker receives an advantage; on 4-6, he receives a disadvantage. This trait is worth ±1d×5 points. Then roll an additional 3d; on 6 or less, this trait lasts for 3d hours – on a roll of 3 (unmodified), it becomes permanent! Otherwise, it lasts for 3d minutes. A natural roll of 16 or higher also inflicts an *additional* disadvantage for the duration.

## Type of Magical Trap

Roll	Spell	Effects*
1, 1-3	Burning Touch	3d burning damage; this damage ignores DR from armor but not from natural DR.
1, 4-6	Deathtouch	3d damage that ignores <i>all</i> DR.
2, 1-3	Dehydrate	3d-3 fatigue damage that ignores <i>all</i> DR. Can only be regained by rest and drinking lots of water (see <i>Starvation and Dehydration</i> , p. B426).
2, 4-6	Frostbite	Causes 3d injury that ignores <i>all</i> DR. This damage does not heal until the victim gets somewhere warm.
3, 1-3	Icy Touch	Causes immobility as the victim is encased in ice; see <i>GURPS Magic</i> , p. 188. Creates 1/2" of ice for every level of Magery.
3, 4-6	Shocking Touch	3d+3 burning damage; DR from metal armor does not protect.
4, 1-3	Strike Blind	Victim must resist with a HT roll; failure results in blindness lasting 10 seconds.
4, 4-6	Strike Deaf	Victim must resist with a HT roll; failure results in deafness lasting 10 seconds.
5, 1-3	Flesh to Stone	Victim must resist with a HT roll; failure results in being turned to stone until a Stone to Flesh spell is cast on him.
5, 4-6	Fascinate	Victim must resist with a Will roll; failure results in the victim remaining motionless and unaware of the passage of time. Can only be broken by the victim no longer seeing the trap (typically Evil Runes).
6, 1-3	Glue	All victims entering the area must make a ST roll or be affected as if by Rooted Feet ( <i>GURPS Magic</i> , p. 36). Those who fail may roll ST-5 on subsequent turns to break free, but must then roll ST each turn they remain in the area.
6, 4-6	Rotting Death	Victim must resist with a HT roll every turn for 1d+1 seconds; failure causes 1d-1 damage (or 6 points of damage on a critical failure) <i>and</i> nausea (half Move and must do nothing more than maintaining spells or giving very simple answers).

\* The effects of the spell assume the creator had Magery 3 and skill 15. When using trap quality (p. 18), *reverse* the Evade modifier and apply it to Magery (minimum 1) and then *reverse* the Detect/Disarm modifier and apply it to skill. For example, a *hard* Shocking Touch does 5d+5 burning damage (Magery 5, skill 19). The GM may adjust these values at whim, of course.

## Number of Evil Runes

Roll	Number	Notes
1-3, 1-3	1 rune	Can only affect one victim at a time; big enough to cover a doorknob or a single step on a staircase.
1-3, 4-6	1d runes	Can affect multiple victims in a singular hex or 10' section; large enough to cover a doorjamb or a door.
4-6, 1-3	1d hexes	Can affect multiple victims in multiple hexes or a 10' section per hex; big enough for a section of hallway or a small room.
4-6, 4-6	3d hexes	As above, just a larger effect.

## Example Magical Traps

Here are two of the many kinds of possible magical traps.

### Death Runes

This 20' stretch of hallway is covered from ceiling to floor in Evil Runes that cast the Deathtouch spell on anyone who passes through it.

*Detect:* Per-based Thaumatology, or Per + Magery for mages.  
*Disarm:* No.  
*Circumvent:* DX-6 to walk without stepping on runes.  
*Evade:* No.  
*Effects:* 4d injury.  
*Shots:* Infinite.  
*Steal:* No.

### Hall of Portraits

This innocuous 60' stretch of hallway has walls littered with beautifully painted portraits of wilderness scenes, people, and animals. They are in fact bespelled to cause all who gaze upon them to blissfully stare, losing track of time and where they are.

*Detect:* Per-based Thaumatology, or Per + Magery for mages.  
*Disarm:* Dispel Magic (a single portrait resists at skill 20).  
*Circumvent:* Do not look at the pretty pictures! Requires a Will-4 every 20' to not look; those with Curious must roll every 10'! Blindfolding a subject allows him to walk down the hallway unscathed (though this could lead to other problems if he's being chased).  
*Evade:* No.  
*Effects:* Resist Fascinate-20 or stand motionless until an outside force breaks your visual contact with a portrait.  
*Shots:* Infinite.  
*Steal:* No – the portraits are mystically bound to the wall.

## TRICKS

Tricks are a special blend of trap; they can be mundanely crafted optical illusions, magical obfuscation, or even a blend of the two! Only few common types of tricks listed on the table, but many other variations exist.

The skill for detecting most tricks is a Per-based Traps roll. Per-based Thaumatology is possible for illusions or other magic reliant tricks; Detect Magic and Mage Sight are also useful. Observation can be used to locate cleverly constructed architecture.

The skill for disarming these dangers (when disarming is even possible) is a *DX*-based Traps roll, though spells such as *Dispel Magic* can be required for illusions or other magic-reliant tricks. Circumventing tricks almost never makes sense. Triggering mechanisms tend to be proximity or location-based. These hazards generally have “infinite” uses, though some illusions work only once or a handful of times at most. Finally, they are rarely rearmable or stealable.

### Type of Trick

Roll	Type	Effects
1-2	Crafty Architecture	An optical illusion using mundane architecture to create “impossible objects” like infinite hallways, staircases, etc. or use to hide door or other objects in plain sight.
3-4	Portal*	A magical <i>gate</i> that transports the victim to another part of the dungeon, or directly into a trap!
5-6	Illusion	An magical illusion, taking the form of whatever the GM desires, usually hiding a object or entrance. Use <i>Per</i> + <i>Magery</i> to detect it.

\* Magic Resistance does not help if you are tricked into the portal! Anyone crossing a portal must succeed in a *Body Sense* roll or be stunned for a second. A series of portals throughout the dungeon can make for an interesting design; each portal would function as a “door” to another room. See *Dungeon Fantasy 2* (p. 9).

### Example Trick

Use this clever trick in the next dungeon, or mine it for inspiration.

#### Penrose Staircase

This cleverly constructed staircase hides the *real* stairs going down by creating an optical illusion causing those fooled into going around the same set of stairs for hours at a time.

*Detect:* *Per*-based Traps at -9.

*Disarm:* No.

*Circumvent:* No.

*Evade:* No.

*Effects:* None.

*Shots:* Constant.

*Rearm, Steal:* No, it is a piece of architecture.

## ABOUT THE AUTHOR

Christopher R. Rice knows it’s a trap, but the first step in avoiding a trap is knowing of its existence (or so he has read). From Portsmouth, Virginia, he uses his 10’ pole to bravely seek out the pressure plates before him. He dreams of being able to write full-time one day, or at least eke out a living doing it. He wishes to thank L.A., his own personal muse, as well as the rest of his gaming group; Beth “Archangel” McCoy for having the utmost patience with him; his good friend Antoni Ten Monró; and Andrew “Pseudo” Fenton and Emily “Bruno” Smirle, for being most excellent sounding boards.

## Dead, (Lava) Bath, and Beyond

Some traps go straight into the exotic. Pits filled with lava, slowly descending ceilings, bottomless holes, and so on – while in genre for *Dungeon Fantasy* – should not be put just *anywhere*. These traps, like curses or enchanted fountains, should be used sparingly.

### Crushing Room

A slowly shrinking room, with a descending ceiling or sliding walls, that if not somehow stopped will crush all inside. Typically, the points of egress or doors are locked or blocked off when the ceiling begins to descend.

*Detect:* *Per*-based Traps at -10.

*Disarm:* *DX*-based Traps at -5. Failure triggers!

*Circumvent:* Automatic (don’t go in the room).

*Evade:* No.

*Effects:* 19d-1 crushing damage to everyone in the room.

*Shots:* Infinite.

*Rearm:* Automatically.

*Steal:* No – the trap is built into the architecture of the room.

### Lava-Filled Pit

A pit (pp. 20 and 22) filled with molten rock. Death is almost assured should a delver fall in. The GM may wish to use various heat hazards (p. B434) in dungeons featuring one or more lava-filled pits.

*Detect:* *Per*-based Traps.

*Disarm:* No.

*Circumvent:* *DX* or *Jumping* – or automatic with ladder, board, etc.

*Evade:* No.

*Effects:* 8d+2 burning damage per second.

*Shots:* Constant.

*Rearm, Steal:* No – it’s a pit filled with molten rock.

### Crematory Urn Trap

A crematory urn (*GURPS Dungeon Fantasy 6: 40 Artifacts*, p. 22), bespelled to shatter and release a spirit when adventurers are near it! This sort of trap can be used to summon other monster types.

*Detect:* *Per*-based Thaumatology.

*Disarm:* No, but see below.

*Circumvent:* Automatic (don’t go into the affected area).

*Evade:* No.

*Effects:* No damage, but summons a spirit to fight delvers who try to pass the area it “guards.”

*Shots:* Constant.

*Rearm:* No.

*Steal:* *DX*-based Thaumatology roll allows you to steal the urn *if* it has not been triggered.



# MYSTIC POWER-UPS

BY ANTONI TEN MONRÓS

The mystic knight, which appeared in *Pyramid* #3/13: *Thaumatology*, predates *GURPS Dungeon Fantasy 11: Power-Ups*. While the previously listed power-ups are sufficient, mystic knights could benefit from additional choices.

## GETTING POWERED UP

Mystic knights can take one Imbuement Perk per 10 points invested in Imbuement Skills. (Note that points spent on adding Dissolving Strike, below; Efficient Imbuement, p. 29; Imbuement Transference, p. 29; Instantaneous Project Blow,

p. 29; and Killing Strike p. 30, count as points spent on Imbuement Skills for determining the number of Imbuement Perks that can be purchased.) Furthermore, mystic knights can purchase (or improve) Imbuement Skills and Imbuement Perks any time they have free points, even in combat!

Mystic knights can use power items in the same exact way as wizards. In fact, a wizard that can use Imbuements, or a mystic knight that can use wizardly spells, can power both abilities from the same power item.

For a discussion of a wildcard skill suitable for mystic knights, see *Not with a Whimper but a Bang!* on p. 39.

## NEW POWER-UPS

In addition to Eldritch Talent up to 6 [5/level], Energy Reserve (Magical) 1-20 [3/level], Enhanced Parry (Imbuement Skills) 1-3 [5/level], and the new power-ups described here, certain power-ups from *Dungeon Fantasy 11* are perfectly suitable for mystic knights.

- Enhanced Block up to 2 [5/level].
- Enhanced Parry (One Melee Weapon skill) up to 2 [5/level].
- Extra Attack 1 [25].
- Striking ST 1 or 2 [5/level].
- Ridiculous Luck [60].
- Weapon Master (Single Weapon) or Weapon Master (Single Weapon and Shield) [20 or 25].

## DISSOLVING STRIKE

22 points

*Prerequisite:* Acid Weapon-16.

Attacks enhanced by Acid Weapon (p. 27) cut through armor like a hot knife through butter. Instead of the usual DR reduction, your acid weapon now eats through 1 point of DR per *point* of damage, effectively treating all DR as ablative. If Acid Weapon is combined with other sources of corrosion damage (such as Acid Imbued Soul, p. 27, or Corrosive Strike), *all* the corrosion damage is thusly enhanced. Remember, any gear that has its DR reduced by corrosive damage to 0 is destroyed beyond repair.

*Perks:* Unique Technique (Dissolving Strike) [1].

*Techniques:* Dissolving Strike (H) Skill+0 [21].

## DISPELLING STRIKE

10 points

*Prerequisites:* Strike of Negation.

Once per turn, after making an attack that hits and wounds its target, you can attempt to use Strike of Negation as usual, without needing to waive any attacks.

*Statistics:* Extra Attack (Only for using Strike of Negation, -60%) [10].

*Powerful upgrades  
for your favorite  
mystic knight.*

## ELEMENTAL SOUL IMBUEMENTS

Mystic knights can learn to imbue much more than their weapons and armor.

They can learn to bind an elemental to their soul, allowing them to manifest part of the elemental's nature. While it's possible to bind more than one elemental to one's soul, only one can be channeled at a time.

Soul Imbuements require a Concentrate maneuver to activate, but remain on until turned off or the delver loses consciousness. If the mystic knight knows more than one Soul Imbuement, pay the listed cost for the most expensive Soul Imbuement known, and count further Soul Imbuements as Alternate Abilities, which are 1/5 the listed cost.

*Exception:* Frost Imbued Soul is already an Alternative Attack; do not reduce its cost further.

## Acid Imbued Soul

14 or 33 points

*Prerequisites:* Acid Weapon (below), Corrosive Strike, and Sovereign Armor.

Your skin starts sweating an acid that your gear is strangely immune to, or your body simply projects an entropic field that causes accelerated decay. At level 1, all your attacks gain a follow-up of 1d corrosion damage. At level 2, you gain DR 3 against corrosion damage. This DR also affects anything you are carrying or wearing, as well as your entire body (including your eyes). Additionally, you and anything you are carrying or wearing cannot have its DR reduced by corrosion damage.

*Statistics:* Level 1 is Corrosion Attack, 1d (Follow-Up, Universal, +50%; Magical -10%) [14]. Level 2 adds DR 3 (Force Field, +20%; Limited, Corrosion, -40%; Magical -10%) [11] + Sealed (Force Field, +20%; Magical, -10%; Acid Resistant only, -60%) [8].

## Cold Imbued Soul

16 or 37 points

*Prerequisites:* Chilling Strike, Drugged Weapon, and Restorative Armor.

Your body seems to absorb the heat around you. At level 1, all your attacks gain a follow-up of 1d fatigue damage with the Freezing modifier (p. B104). At level 2, you gain DR 3 against cold attacks. This DR also affects anything you are carrying or wearing, as well as your entire body (including your eyes).

# New Imbuement Skills

## Acid Weapon

Enhancement; General; DX/Very Hard

*Default:* Specialty for related weapon at same penalty as weapon default.

*Prerequisite:* Imbue 3.

The weapon or projectile becomes acid-coated. Such an attack gains a 1-point follow-up corrosion attack. For every 5 points of corrosion damage that a target suffers, reduce DR by 1. Track the total amount of corrosion damage from any source on the target to calculate DR loss.

*Modifiers:* Higher burning damage gives a penalty of -1 for 1d-3, -2 for 1d-2, -3 for 1d-1, -4 for 1d, -5 for 1d+1, -6 for 1d+2, -7 for 2d-1, -8 for 2d, -9 for 2d+1, or -10 for 2d+2; minimum damage is 1 point in all cases.

## Fulminating Strike

Transformation; General; DX/Very Hard

*Default:* Specialty for related weapon at same penalty as weapon default.

*Prerequisite:* Imbue 3.

Your weapon becomes a raw lightning. Damage becomes burning and gains the surge modifier (p. B105). It now treats metallic armor with DR over 1 as DR 1, and deals -2 damage per die. Any target that suffers even 1 point of damage from it must make a HT roll, at -1 per 2 points of penetrating damage, or be physically stunned.

*Modifiers:* -5 to reduce the damage penalty to -1 per die, and -10 to do *full* damage.

## Multistrike

Enhancement; Melee; DX/Very Hard

*Default:* Specialty for related weapon at same penalty as weapon default.

*Prerequisite:* Imbue 3.

Your attack becomes a storm of blows. You hit an extra time per 2 points of margin of success in your attack roll. A successful defense roll avoids one attack, plus one extra attack per point of margin of success. All hits from this attack do half damage (rounded down). By default, you're limited to a single extra hit, but you can increase this by taking extra penalties.

*Modifiers:* -3 for two additional hits, -5 for three additional hits, -8 for four additional hits, -10 for five additional hits. For an additional -10, the hits do *full* damage.

## Stabilized Shot

Enhancement; Ranged; DX/Very Hard

*Default:* Specialty for related weapon at same penalty as weapon default.

*Prerequisite:* Imbue 2.

You envelop your shots in a bubble of force or magic, greatly increasing its stability in flight. Reduce the Rcl stat of the weapon for this attack only by 1, to a minimum of 1.

*Modifiers:* -5 per additional -1 to Rcl. Once you reduce the Rcl to 1, you can make it into a *Very Rapid Fire* attack for an additional -10 (-5 if the attack had Rcl 1 originally). This prevents attacking multiple targets or an area with spraying fire or suppression fire – you can only ever attack *one* target – but you get *two* extra hits per point by which you make your attack roll.

Muscle-powered ranged weapons lack an Rcl stat. Use Rcl 1 for weapons with Bulk 0 to -2, Rcl 2 for weapons with Bulk -3 or -4, Rcl 3 for weapons with Bulk -5 or -6, and so on. Increase Rcl by 2 for weapons that deal Swing damage.

## Limiting Imbuements

Imbuements are a great system for creating a combatant that mixes physical prowess with magical might, with a special effects budget normally reserved for Hollywood productions. They provide a lot of versatility, and the high cost of the Imbue advantage keeps them balanced. However, if you feel that the sheer versatility of Imbuements, or the intrinsic power of some Imbuement Skills make the mystic knight upstage other delvers; or that the number of rolls Imbuements require slow your game too much, there are ways to alleviate this, sorted from less restrictive to more restrictive.

### *Make Failed Imbuement Skill Rolls Painful*

As magical skills, akin to wizard spells, critically failed Imbuement Skill rolls require a roll on the *Spell Critical Failure Table* (p. B236). As a further option, every failed Imbuement Skill roll costs 1 FP, even if the user took -5 to avoid the FP cost! The latter makes taking large penalties (e.g., from enhancing multiple Imbuement Skills) a less attractive option.

### *Require a Higher Minimum Investment Per Imbuement Skill*

If the problem is the length of the list of available Imbuement Skills on every character sheet, requiring a minimum of 2 or 4 points per skill both make failure less likely and simplify the character sheet. It is even possible to further reduce character sheet complexity by disallowing raising Imbuement Skills from this minimum buy-in, turning them

into small advantage-like packages, and making them all share the same skill level.

### *Single-Roll Imbuements*

If you find that it takes too many rolls per attack to use Imbuement Skills, and the many possible combinations seem slightly too powerful, you can make the player declare all Imbuement Skills that will be used on the attack, and then roll against the lowest Imbuement Skill used, as if it was a Combination Skill (*GURPS Power-Ups 1: Imbuements*, pp. 13-14) of all the Imbuement Skills used. Add all the FP costs and penalties for the effects desired, as normal for Combination Skills. This makes it hard to avoid FP costs altogether or use advanced effects for multiple Imbuement Skills. The adventurer must now decide for every attack if there are a few strong effects or many minor effects. It also requires only a single extra roll per attack. Defensive Imbuement Skills should follow the same rule, making armoring up against everything much harder.

### *Require Combination Skills*

If the main issue you have with Imbuement Skills is the time that players spend deciding what skills to use on each attack, because of the sheer number of permutations possible, disallowing non-Combination Imbuement Skills makes players have to decide their favorite shticks when they improve their characters. This not only speeds up play by requiring less rolls and less decisions in the heat of battle, but also allows the GM to more accurately predict what the fighter can do in combat, and gauge the opposition appropriately.

Additionally, add HT×5 to your temperature “comfort zone” when in cold environments (p. B434). You gain +3 to resist Cold effects, such as HT-based Survival (Arctic) rolls.

*Statistics:* Level 1 is Fatigue Attack, 1d (Follow-Up, Universal, +50%; Freezing, +20%; Magical -10%) [16]. Level 2 adds DR 3 (Force Field, +20%; Limited, Cold/Ice, -40%; Magical -10%) [11] + Temperature Tolerance 5 (Cold) (Magical, -10%) [5] + Resistant to Cold (+3) (Magical, -10%) [5].

### *Fire Imbued Soul*

8 or 29 points

*Prerequisites:* Burning Strike, Incendiary Weapon, and Fireproof Armor.

Your body becomes wreathed in flames that only seem to burn those you wish to burn. At level 1, all your attacks gain a follow-up of 1d burning damage; additionally, treat the flammability class (*Making Things Burn*, p. B433) of the target as a one *higher* than it actually is. At level 2, you gain DR 3 against fire or heat attacks. This DR also affects anything you are carrying or wearing, as well as your entire body (including your eyes). Additionally, add your HT×5 to your temperature “comfort zone” when in hot environments

(p. B434). You gain +3 to resist Heat effects, such as HT-based Survival (Desert) rolls.

*Statistics:* Burning Attack, 1d (Follow-Up, Universal, +50%; Incendiary, +10%; Magical -10%) [8]. Level 2 adds DR 3 (Force Field, +20%; Limited, Fire/Heat, -40%; Magical -10%) [11] + Temperature Tolerance 5 (Hot) (Magical, -10%) [5] + Resistant to Heat (+3) (Magical, -10%) [5].

### *Frost Imbued Soul*

2 points

*Prerequisites:* Cold Imbued Soul (pp. 27-28) and Frost Strike (p. 30).

Your body is so cold it burns. While channeling Cold Imbued Soul, you can alternate between inflicting the usual FP damage or “cold” burning damage (this *cannot* start fires) once per turn as a free action. Frost Imbued Soul already includes the discount for multiple Soul Imbuements; don’t apply it again.

*Statistics:* Burning Attack 1d (Follow-Up, Universal, +50%; Magical, -10%; No Incendiary Effect, -10%) [7], bought as an Alternative Attack for 1/5 cost.



## Lightning Imbued Soul

12 or 32 points

*Prerequisites:* Electric Weapon, Fulminating Strike (p. 27), and Insulated Armor.

Your body is charged with electricity, and arcs jump between your fingers, hair, etc. At level 1, all your attacks have a follow-up of 1d burning damage with the Surge modifier (p. B105), and treats metallic DR over 1 as DR 1. At level 2, you gain DR 4 against electrical attacks. This DR also affects anything you are carrying or wearing, as well as your entire body (including your eyes). Additionally, you and everything you're carrying gain +3 against electrical effects that cause stunning, paralysis, unconsciousness, and heart attacks (e.g., Lightning Bolt). This also adds to Will rolls to keep from dropping objects after an attack to the limb with electrical attack. See p. B432 for more information on electrical attacks.

*Statistics:* Level 1 is Burning Attack, 1d (Follow-Up, Universal, +50%; Magical -10%; Surge, Arcing, +100%) [12]. Level 2 adds DR 4 (Force Field, +20%; Limited, Electricity, -40%; Magical -10%) [14] + Resistant to Electric Shock (+3) (Force Field, +20%; Magical, -10%) [6].

## Venom Imbued Soul

6 or 13 points

*Prerequisites:* Envenomed Weapon, Healthful Armor, and Toxic Strike.

Your body secretes a noxious toxin that seems to seek open wounds. All your attacks deal 1d toxic damage as a follow-up. At level 2, you get +8 to resist all poison attacks.

*Statistics:* Toxic Attack, 1d (Follow-Up, Universal, +50%; Magical -10%) [6]. Level 2 adds Resistant to Poison (+8) (Magical, -10%) [7].

## EFFICIENT IMBUEMENT

7 points/skill

*Prerequisite:* any Imbuement Skill.

You've mastered one Imbuement Skill well enough that unless something goes horribly wrong, it only requires a minimal amount of energy. Reduce the FP cost of this Imbuement Skill by 1.

*Perks:* Unique Technique (Efficient Imbuement) [1].

*Techniques:* Efficient Imbuement (H) Skill+0 [6].

## IMBUEMENT TRANSFERENCE

12 points/skill

*Prerequisite:* any Imbuement Skill.

You can use one of your Imbuement Skills on other subjects. For Enhancement or Transformation Imbuement Skills, you must be able to see the person whose attack you're imbuing without obstructions at the exact moment when the attack is made. For Defensive Imbuement Skills, it's sufficient that you can see that individual. Roll normally, at a penalty equal to the range that separates you from your target (use normal range penalties, p. B550). If the target is using a skill that does

not match your Imbuement Skill specialization, you suffer an extra penalty equal to the default penalty between the skill you have the specialization for and the skill used by the target. You can only do this once per turn, and each use costs 2 FP, beyond the normal costs for the Imbuement Skill. You must specialize by Imbuement Skill.

*Perks:* Unique Technique (Imbuement Transference) [1].

*Techniques:* Imbuement Transference (H) Skill+0 [11].

## INEXTINGUISHABLE POWER

5 points

*Prerequisite:* Imbue.

This works much like the power-up of the same name under *Wizards* (*GURPS Dungeon Fantasy 11: Power-Ups*, p.36) but protects Eldritch Might instead.

*Advantages:* Protected Power (Eldritch Might)

## INSTANTANEOUS PROJECT BLOW

12 points/skill

*Prerequisite:* Project Blow-16.

You do not suffer penalties for using Project Blow immediately on the same turn or repeatedly on subsequent turns.

*Perks:* Unique Technique (Instantaneous Project Blow) [1].

*Techniques:* Instantaneous Project Blow (H) Skill+0 [11].

### Exploiting Weaknesses

Mystic knights, being able to tailor their attacks to their opposition, are ideally suited to exploit enemy weaknesses. However, what about foes that have a Weakness to magic itself? What about foes that will not go down unless struck with magical weapons or attacks? The answer is simple: any damage added as a follow-up via Imbuement Skills is magical damage, and all Transformation skills make the weapon's base damage count as both magical and coming from an enchanted weapon.

## NEW IMBUEMENT PERKS

See p. 26 for more on perk limits.

### Combo Mastery†

You've practiced a combination of Imbuement Skills so many times that it is second nature to you. Select any number of Imbuement Skills you possess, as well as what effects each will produce, and what penalty you take with each skill. As long as you use that *exact* combination, without adding or removing any Imbuement Skill, and without changing the effects produced, you can perform the whole combo with a single roll, against the lowest effective level of the Imbuement Skills involved, with an additional penalty equal to the number of Imbuement Skills used over three. A critical failure on this roll counts as a critical failure for each skill involved!

You can take this perk multiple times, each time defining a different combination of skills and options.

## Defending Dancing Weapon

*Prerequisite:* Dancing Weapon.

You may use Dancing Weapon *defensively*. Instead of attacking a target, it will try to parry all of his attacks at (skill/2)+3, with further parries at a cumulative -4. It may still dodge attacks against it.

## Imbuement-Resonant Gear

With careful inlays of magically conductive materials, arranged in mystically significant patterns, it is possible to make an item “remember” that it has been imbued, allowing the user to extend the duration of Imbuements by supplying extra energy. Meteoric-iron gear cannot be made Imbuement resonant.

On weapons, this allows the user to benefit from the Imbuements used in the immediately previous attack automatically, without any extra rolls, by paying 1 FP per Imbuement. This cost further increases by 1 FP per attack, as it becomes harder and harder to maintain the resonance. +29 CF.

*Example:* Cedric is a mystic knight wielding an Imbuement-resonant thrusting broadsword. On his previous attack, he used Penetrating Strike at -2 to gain armor divisor (3), and Vampiric Weapon at -5 to make it refill his Energy Reserve. Feeling that he was lucky enough to make the rolls last time, and not wishing to chance it again, he decides to pay 2 FP on the following attack, to maintain the benefits. Should he wish to maintain them for a third attack, it would cost him 3 FP, and so on.

On armor and shields, this permits the user to extend the duration of any Defensive Imbuement Skills that were active immediately prior to the start of the fighter’s turn for an extra turn. The cost is again 1 FP per Imbuement, and increases by 1 FP per turn. Shields that are used to attack also benefit from the rules for weapons, above. +29 CF.

*Example:* Cedric is also wearing an Imbuement-resonant steel corselet. As he’s facing a draug, he uses Blunting Armor at -5 to triple his DR against cutting damage, avoiding the deadly axe blows from his undead foe. Unwilling to take the risk of his protection fading away, on the next turn, he pays 1 FP to prolong the effect. Should his foe still be standing after that, he will need to pay 2 more FP, or need to make the roll again.

In all cases, all Imbuement Skills used on the first turn must be prolonged at the same time. Dropping or adding new Imbuement Skills immediately cancels the existing ones.

## Eldritch Charge

You can “charge” your Imbuement Skills before using them. When aiming or evaluating, you can declare what Imbuement Skills you will use on your next attack, gaining +1 to them per turn spent aiming or evaluating, up to a maximum of +3.

## Eldritch Conduit

*Prerequisite:* Imbued Weapon.

Your constant channeling of magic through your weapon has created a permanent pathway in it. The weapon selected with Imbued Weapon can be used as if it was enchanted with

the Staff spell, even if it is made of materials that would make such an enchantment impossible.

## Eldritch Finishing Move†

As Finishing Move (*Dungeon Fantasy 11*, p. 11), but instead of requiring that you stun or knockout your foe in melee combat, you must have done so with Imbuement Skills.

## Eldritch Link

*Prerequisite:* Dancing Weapon and Imbued Weapon.

You’ve formed a deep mystical link with your chosen weapon. When using the Dancing Weapon Imbuement Skill with a weapon you have selected for the Imbued Weapon perk, you can still imbue it as if it was in your hand, even if it isn’t.

## Eldritch Tether

*Prerequisite:* Imbued Weapon.

As long as the weapon you’ve selected with your Imbued Weapon perk is within 10 yards of you, you can summon it to your hand by taking a single Ready action and making a DX or Fast Draw roll at -1 per yard of distance that separates you from your weapon.

## Focused Imbuer†

You can spend additional energy on one Imbuement Skill, gaining +1 per 1 FP spent, up to a maximum of +4.

## Frost Strike

*Prerequisite:* Chilling Strike

When you use Chilling Strike, you can decide to inflict burning damage that cannot start fires, instead of fatigue damage. If you have Drugged Weapon, for an extra -2, you can decide to make the FP damage hard to recover from, as per Chilling Strike, or do burning damage that cannot start fires instead.

## KILLING STRIKE

32 points

*Prerequisite:* Crippling Blow-16.

You have learned a secret technique to make your Crippling Blow stop the heart of your target! Replace the usual effects of Crippling Blow with Heart Attack. This only affects living creatures with hearts! Creatures that are *not* classed as either animal, faerie, hybrid, or mundane are normally immune. The GM may rule otherwise in special cases.

**Perks:** Unique Technique (Killing Strike) [1].

**Techniques:** Killing Strike (H) Skill+0 [31].

## WEAPONS OF PURE MAGIC

A mystic knight needs a weapon to use most of his potential. This leaves a disarmed mystic knight at a great disadvantage! To compensate for this, the mystic knight can learn to manifest a glowing, semitransparent weapon made of magical energy. Weapons of Pure Magic weigh nothing, and are not unbalanced, despite their shapes. They cannot break other weapons, and are themselves unbreakable.

Take a Ready maneuver to manifest or dismiss it. While you have a Weapon of Pure Magic manifested, you cannot perform Imbuements of any kind (thus the weapons are Alternate Abilities to Imbue). However, you get a bonus to your weapon skill equal to your Eldritch Talent.

### *Axe of Pure Magic*

2 points

Prerequisite: Imbue 1.

You can manifest an axe, one handed but with a head big enough for a two-handed weapon. It deals sw+2 cut damage. It has Reach 1, and uses your Axe/Mace skill to attack and parry.

*Statistics:* Cutting Attack 2 points (Magical, -10%; Melee Attack, Reach 1, -25%; ST-Based, +100%) [9].

### *Mace of Pure Magic*

2 points

Prerequisite: Imbue 1.

You can manifest a massive and vicious-looking one-handed mace. It deals sw+3 cr damage, has reach 1, and uses your Axe/Mace skill to attack and parry.

*Statistics:* Crushing Attack 3 points (Magical, -10%; Melee Attack, Reach 1, -25%; ST-Based, +100%) [9].

### *Sword of Pure Magic*

2 points

Prerequisite: Imbue 1.

You can manifest a sword, broad as the palm of your hand, and impossibly thin. It deals sw+2 cut damage, or thr+1 imp damage. It has Reach 1, and uses your Broadsword skill to attack and parry.

*Statistics:* Cutting Attack 2 points (Magical, -10%; Melee Attack, Reach 1, -25%; ST-Based, +100%; Thrusting Blade, +15%) [9].

*Fear is the companion of those who do great deeds.  
– Rohan, in Mystic Knights of Tir Na Nog*

### *Maul of Pure Magic*

4 points

Prerequisite: Imbue 2.

You can manifest a huge maul, its head bigger than your head. It deals sw+7 cr damage. It has Reach 1, 2, and uses your Two-Handed Axe/Mace skill to attack and parry.

*Statistics:* Crushing Attack 7 points (Magical, -10%; Melee Attack, Reach 1, 2, -20%; ST-Based, +100%) [19]. Feature: Two-Handed.

## Armor of Pure Magic

Sometimes mystic knights go into places where weapons can be carried, but armor cannot. Some mystic knights have learned to manifest their eldritch energies as armor. This doesn't work while wearing any sort of armor heavier than non-protective clothing, and negates their ability to perform Imbuements in the same way as a Weapon of Pure Magic. It also does not allow you to manifest a Weapon of Pure Magic. Manifesting or dismissing it requires a single concentrate action.

### *Armor of Pure Magic*

2, 4, or 8 points

Prerequisite: Imbue at the same level as this trait.

You can manifest a suit of plate armor made of a semi-translucent material that is as hard as steel and yet weighs nothing. Level 1 provides DR 4, level 2 provides DR 8, and level 3 provides DR 8 with 2 levels of Hardened.

*Statistics:* Level 1 is DR 4 (Cannot Wear Armor, -40%; Magical, -10%) [10]. Level 2 is DR 8 (Cannot Wear Armor, -40%; Magical, -10%) [20]. Level 3 is DR 8 (Cannot Wear Armor, -40%; Hardened 2, +40%; Magical, -10%) [36].

### *Great Axe of Pure Magic*

4 points

Prerequisite: Imbue 2.

You can manifest a huge, double-bitted axe, with each blade two hand-spans long. It deals sw+5 cut damage. It has Reach 1, 2, and uses your Two-Handed Axe/Mace skill to attack and parry.

*Statistics:* Cutting Attack 5 points (Magical, -10%; Melee Attack, Reach 1, 2, -20%; ST-Based, +100%) [19]. Feature: Two-Handed.

### *Greatsword of Pure Magic*

4 points

Prerequisite: Imbue 2.

You can manifest an immense greatsword, as long as you are tall, and a hand-span wide, yet thinner than a sheet of parchment. It deals sw+4 cut damage, or thr+2 imp damage, has reach 1, 2, and uses your Two-Handed Sword skill to attack and parry.



*Statistics:* Cutting Attack 4 points (Magical, -10%; Melee Attack, Reach 1, 2, -20%; ST-Based, +100%; Thrusting Blade, +15%) [17]. Feature: Two-Handed.

## Halberd of Pure Magic

7 points

Prerequisite: Imbue 2.

You can manifest a dueling halberd – a polearm with an axe head a hand-span wide, a wicked hammerhead, and a vicious spike that can run a man through. It deals sw+4 cr damage, sw+4 cut damage, or thr+2 imp damage. It has Reach 1, 2, and uses your Polearm skill to attack and parry.

*Statistics:* Crushing Attack 4 points (Magical, -10%; Melee Attack, Reach 1, 2, -20%; ST-Based, +100%) [11] + Cutting Attack 4 points (Magical, -10%; Melee Attack, Reach 1, 2, -20%; ST-Based, +100%; Thrusting Blade, +15%) [17]. Feature: Two-Handed.

## Shield of Pure Magic

6 points

Prerequisite: Imbue 3.

You can manifest a small shield or buckler. It has DB 1 and deals thr cr damage. It has Reach 1 and uses your Shield skill to attack and block.

*Statistics:* Defense Bonus 1 (Magical, -10%) [27] + Striking Surface [1] (*GURPS Power-Ups 2: Perks* p. 12), both together as an alternate ability of Imbue.

## Weapon and Shield of Pure Magic

8 points

Prerequisite: Imbue 3.

You can manifest both a Shield of Pure Magic and a one-handed Weapon of Pure Magic at the same time. You cannot manifest just one or the other unless you *also* buy them individually.

*Statistics:* Shield of Pure Magic [6] and any of the one-handed Weapons of Pure Magic [2]. Both abilities, together, are an alternate ability to Imbue.

## ABOUT THE AUTHOR

Antoni Ten is an IT specialist, database administrator, and Java and web developer from Alboraya, Valencia, Spain. He's seriously thinking about jumping into Android development, and dreams of writing a full-length book for Steve Jackson Games in the future. He has gamed for over 20 years, going through many systems until he found *GURPS*, and is now also courting Fate. He wishes to thank Christopher R. "Ghostdancer" Rice and Emily "Bruno" Smirle for acting as his sounding boards, and proofreading this and many other articles.

## Weapons of Pure Magic Table

Terms and notation are as defined on pp. B268-271.

Weapon	Damage	Reach	Parry	Notes
<b>AXE/MACE (DX-5, Flail-4, or Two-Handed Axe/Mace-3)</b>				
Axe of Pure Magic	sw+2 cut	1	0	–
Mace of Pure Magic	sw+3 cr	1	0	–
<b>BROADSWORD (DX-5, Rapier-4, Saber-4, Shortsword-2, or Two-Handed Sword-4)</b>				
Sword of Pure Magic	sw+2 cut	1	0	–
<i>or</i>	thr+1 imp	1	0	–
<b>POLEARM (DX-5, Spear-4, Staff-4, or Two-Handed Axe/Mace-4)</b>				
Halberd of Pure Magic	sw+4 cut	1, 2	0	[1]
<i>or</i>	sw+4 cr	1, 2	0	[1]
<i>or</i>	thr+2 imp	1, 2	0	[1]
<b>SHIELD (DX-4)</b>				
Shield of Pure Magic	thr cr	1	0	–
<b>TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4)</b>				
Greataxe of Pure Magic	sw+5 cut	1, 2	0	[1]
Maul of Pure Magic	sw+7 cr	1, 2	0	[1]
<b>TWO-HANDED SWORD (DX-5, or Broadsword-4)</b>				
Greatsword of Pure Magic	sw+4 cut	1, 2	0	[1]
<i>or</i>	thr+2 imp	1, 2	0	[1]

### Notes

[1] Two Handed Weapon. Always requires two hands, regardless of ST

# IN ALL SERIES-NESS

BY SEAN PUNCH

*These are designer's notes for the GURPS Dungeon Fantasy series. As you'll soon learn, years-long delays (as between the series launch and this article) and tongue-in-cheek goofiness (like this piece's title) are both eminently appropriate here!*

Though we released *GURPS Dungeon Fantasy 1: Adventurers* on January 24, 2008, the *Dungeon Fantasy* series didn't simply spring into being that winter, the whim of a line developer with writing time on his hands. In fact, it started life in September 2004 – just a month after we launched *GURPS Fourth Edition* – in the form of an outline for a 240-page hardback. That document proposed *GURPS Powers*-style abilities for martial artists and bards, power items in lieu of Powerstones, rules differentiating priestly magic from the wizardly kind, a wildcard skill for each profession, and many other elements we now know and love. The original character template list named the barbarian, bard, cleric (“healer”), druid, holy warrior (“crusader”), knight, martial artist, scout, swashbuckler (“swordsmen”), thief, and wizard – not to mention the artificer and scholar of *Sages*, and the assassin that ended up waiting for *Ninja*. There was also to be a “spellsword” (which lit the fuse on *GURPS Power-Ups 1: Imbuements*, although Antoni Ten Monrós beat us to a template with “The Mystic Knight” in *Pyramid* #3/13: *Thaumatology*) and a “beastmaster” (which never did show up).

All told, that outline encompassed everything that eventually became the contents of *Adventurers*, *Dungeons*, *The Next Level*, and *Sages*. How did a planned 240-page book become 124 pages of PDFs? That was a consequence of being busy with the new edition of *GURPS* – from 2004, there was plenty of editorial work to do, and *GURPS Powers* (2005) and *GURPS Martial Arts* (2007) left no time for staff to write another full-length hardback. By 2007, though, e23 had truly taken off, offering staff writers the possibility of *shorter* items. Which led to what's probably the most important decision we made for *Dungeon Fantasy*: to rethink it as our first quick-start item, a “genre redux” for gamers who lacked the free time to wade through a shelf full of *GURPS* books in order to run a classic campaign. This called for us to remove complex, page-filling options (from do-it-yourself powers to social intricacies such as language and culture), and to punt lengthy collections of treasures and monsters to the future.

The upshot of which is that when I had a few weeks free in November 2007, I got to work on *Adventurers*, followed by *Dungeons* in December, *The Next Level* in January, and *Sages* in February. The rest, as they say, is history.

## CHAOTIC-FUNKY

From what I just said, a person could be forgiven for thinking that there was a method to our madness, but the fact of the matter is that only *Adventurers* and *Dungeons* were planned. Later volumes got the green light on the strength of earlier ones' sales success. Indeed, *Dungeon Fantasy 1-4* sold so well that we decided to throw open the series to other writers. This eventually led to works by Peter Dell'Orto, Jason “PK” Levine, Phil Masters, Matt Riggsby, and Loren Wiseman. And because we felt that a big part of the series' strength was its enthusiasm, we elected to let *writers* determine their destinies rather than issue commands from on high.

Not that there was no unifying vision! I reviewed each proposal and sent the writer any relevant notes from the original 2004 outline. That document contained thoughts on temples, innkeepers, ninja, and hirelings which I shared with the authors of *Clerics*, *Taverns*, *Ninja*, and *Henchmen*, respectively. (For that matter, its sections on mythical artifacts, power-ups, and psi powers informed my own *40 Artifacts*, *Power-Ups*, and *Psi*.) And as I hinted earlier, when we cut long lists of loot and monsters from the first few PDFs, we knew that *Treasure Tables* and *Dungeon Fantasy Monsters* releases were in the cards. I also scrutinized everything I didn't write, and served as the editor of one item (*Loadouts*) and co-author of two others (*Henchmen* and *Monsters 1*). Throughout, I verified that all added content was consistent with the first four volumes in terms of both “canon” (Evil Runes, Squid Cults, that sort of thing) and the formats established for monsters, templates, and so on.

The *order* in which *Dungeon Fantasy* items appeared wasn't planned, though. My reply to a good writer who was enthusiastic about a fun idea was never, “Your project has to wait until after we release this other thing,” and always, “When can you start?” That simply felt right – in part because it was truest to the way early fantasy RPGs were published.

## THE DAWN OF TIME AND THE DAWN OF MAGIC

Indeed, the most powerful influences on *Dungeon Fantasy* were early pen-and-paper dungeon-crawl games, starting with *Dungeons & Dragons*. I confess to being more a fan of the newfangled *Advanced D&D* (1977) than of the original white-box edition of *D&D* (1974), but perhaps the fact that I played a lot of *Tunnels & Trolls* (1975) makes up for that.

What all these games had in common was a focus on PCs slaying monsters for their loot and growing ever more powerful in the process, a philosophy that *Dungeon Fantasy* embraced in contrast to *GURPS'* distinctive slant toward realism and extensive rules for activities besides fighting, spellcasting, and looting. Those games also used character classes, which *Dungeon Fantasy* implemented as near-mandatory character templates – again, unlike *GURPS* in general.

On a more “meta” level, all of those games started off with a do-it-yourself mentality toward publishing. Products were released as people thought of and created them rather than in accordance with planned marketing strategies. There was always a mind behind the madness – whether that was Gygax or St. Andre – but it dedicated itself to keeping things “official,” not working out publication schedules. Sound familiar?

Not that *GURPS* didn't contribute to the mix. From 2002 to 2009, I ran a *GURPS*-based fantasy campaign called *The Dawn of Magic*, which served as the testbed for many of the ideas found in *Dungeon Fantasy*. My players' character concepts led to the game mechanics used for several PC archetypes, especially the artificer and the cleric. Lessons learned in play inspired me to streamline abilities and tasks as seen in *Adventurers* and *Dungeons*. Monsters from *The Dawn of Magic* appeared in *Dungeons* and *Monsters 1*, while items turned up in *40 Artifacts*. My campaign was for all intents and purposes a long and intense playtest for the series.

It wasn't just tabletop RPGs that inspired *Dungeon Fantasy*, though. Digital games played a large role as well. *NetHack* (1987) and before it *Rogue* (1980), while in some ways merely simple computer implementations of the kill-loot-and-level model of games such as *D&D* and *T&T*, were treasure troves of ideas: random altars, thrones, and pools that did bizarre things to those who interacted with them, shops that showed up in the darnedest places, mysterious potions, prayers for divine aid, and so on. *NetHack's* funky character classes were especially inspirational. A copy of *NetHack* lives on my desktop to this day, and I played it a lot while writing *Dungeon Fantasy 1-4*.

I also played and was influenced by newer, fancier video games. The most influential of these would have to be the *Diablo* series – especially *Diablo II* (2000). Few games do a better job of reducing adventuring to fighting, looting, and selling the loot . . . wash, rinse, repeat.

What video games do best is minimize the talk and the pretense of civilization. Your character goes into the dungeon, kills things, and carts out loot. Then he sells the booty to buy more gear. There are no questions about where the treasure came from – it's all absorbed into the simplistic cash economy of a sketchy town where nothing much ever changes and monsters rarely show up. Such games simplified the early tabletop gaming experience without sacrificing its essential character. I wanted to add *that* to the mix, and I did.

The one thing common to *all* of these older games, tabletop and digital alike, was the merciless borrowing of ideas from every available source. Heroes, gear, monsters, magic, etc. were swiped from any folkloric tradition or work of fiction that could be called “fantasy.” Samurai and ninja adventured alongside Celtic bards and druids, while a quasi-medieval “knight” was as likely to wield an Italian rapier or a Roman *gladius* as an arming sword. Undead were collected from all over – for instance, the African *zombi*, the Norse *draugr*, and the suspiciously Gothic vampire – and lumped into a monolithic class. Demons received a similar treatment, Hindu *rakshasa*

rubbing elbows with Aztec *tzitzimimeh*. Singular creatures such as the Minotaur became entire races, while unique artifacts like Excalibur became mass-produced tools for heroes.

*Dungeon Fantasy* had to get in on that! In the spirit of its influences, it also adopted new elements, borrowing from H.P. Lovecraft in the form of Elder Things and Squid Cults, sneaking Sho Kosugi tributes into *Ninja*, and hiding *Scanners* jokes in *Psis*. The goal, after all, wasn't to *ape* earlier games, but to structure a new game in their spirit. Thus, *Dungeon Fantasy* was destined to be old-school “kitchen sink” fantasy (so called because it includes everything but the kitchen sink – and *NetHack* includes even that).

*Dungeon Fantasy was  
inspired by many games.*

## YOU SO SILLY

Which gets to the last thing about *Dungeon Fantasy*: It is self-consciously tongue-in-cheek. The series has been criticized on these grounds, and that's a valid criticism, but it's important to remember that the old hack n' slash games it aims to emulate were silly in many respects. *Dungeon Fantasy* capitalizes on a modern perspective to point out some of the silliness.

For one thing, the people and societies in such games don't pass muster as a serious simulation: How do you justify freely mixing Bronze Age through Renaissance arms and armor when in real life, the new almost always superseded the old? How does a coin-based cash economy mesh with a superficially medieval agrarian one – and how do bags of gold *not* cause mass inflation? How can magic coexist with concerns that basic spells would obviate or render obsolete? How do the authorities keep demigod-like heroes in line? Old-school fantasy *doesn't ask these questions*. Things are they way they are and you're supposed to accept the platitude.

For another, dungeons are silly. Who excavates them? What do the monsters eat? How do they get into 10'x10' rooms underground? Here, too, kitchen-sink fantasy responds with “Who cares?”

Of course, we could have left out the puns and the “Easter egg” references to modern media, but we didn't. Still in the spirit of old-school games, *Dungeon Fantasy* is meant to be fun for the *writers*, too – a chance to cut loose with wild ideas without researching everything to death or making every turn of phrase earnestly serious. If humor was good enough for *T&T* and *NetHack*, it's plenty good for *Dungeon Fantasy*.

All of which is to say that *Dungeon Fantasy* is a beer-and-pretzels game for players and writers alike. The goal is to offer simplified, easy-to-work-with rules that let casual gamers quickly generate characters and have fun without having to read hundreds of pages of *GURPS* books or reams of campaign background and mythology. We think, or at least hope, that we've succeeded.

At the same time, the series' authors have taken great pains to ensure that the *game mechanics* are sound and eminently adaptable to serious fantasy. It's the fluff, not the crunch, that's goofy. We think we've succeeded there, too!



# HOW BEASTLY

You didn't think I'd let you go without some crunch, did you? "Beastmaster" was just a word on a page in the 2004 outline, but here's how the template might have turned out.

## BEASTMASTER

250 points

While you aren't a wizard, you have a magical talent for dealing with beasts. You can often convince them not to attack, and depending on your inclinations, you might be able to speak with them (verbally or mentally), command them, conjure them, cast spells on them, or even transform into them. This niche is of limited value in groups that spend all their time in the dungeon – but on wilderness adventures, you can name your price! Also, while you share the druid's respect for nature, your gifts *don't* depend on nature's purity; you can operate in the deepest, darkest holes against the direst of animals, provided that there's mana present.

**Attributes:** ST 11 [10]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 14 [5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

**Advantages:** Animal Empathy [5]; Beast Mastery 3 [45]; *and* Call of the Wild† [1]. • A further 40 points chosen from among 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], Per +1 to +5 [5/level], FP +1 to +3 [3/level], Basic Speed +1.00 [20], Basic Move +1 to +3 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Fit [5] *or* Very Fit [15], Luck [15] *or* Extraordinary Luck [30], Night Vision 1-9 [1/level], Outdoorsman 1-4 [10/level], Temperature Tolerance 1 or 2 [1 or 2], or additional spells and special abilities.

**Disadvantages:** Sense of Duty (Wild Nature) [-15]. • Another -10 points chosen from among Intolerance (Urbanites) [-5], Odious Personal Habit ("Scruffy," "Unrefined manners," etc.) [-5], Vow (Vegetarianism) [-5], Vow (Never sleep indoors *or* Own no more than what can be carried) [-10], or Wealth (Struggling *or* Poor) [-10 or -15]. • A further -25 points chosen from among the previous traits or Bad Temper [-10\*], Bloodlust [-10\*], Curious [-5\*], Innumerate [-5], Language: Spoken (Native)/Written (Broken *or* None) [-2 or -3], Loner [-5\*], Low TL 1 or 2 [-5 or -10], Overconfidence [-5\*], Phobia (Crowds) [-15\*], Phobia (Fire) [-5\*], or Stubbornness [-5].

**Primary Skills:** Animal Handling (any) and Disguise (Animals), both (A) IQ+2 [1]-15‡, *and* Mimicry (Animal Sounds *or* Bird Calls) and Veterinary, both (H) IQ+2 [2]-15‡.

**Secondary Skills:** Survival (any) (A) Per [2]-14 *and* Stealth (A) DX [2]-12. • Brawling (E) DX+1 [2]-13 *and* Wrestling (A) DX+1 [4]-13. • *One of* Axe/Mace, Broadsword, Spear, or Staff, all (A) DX+2 [8]-14.

• *One of* Thrown Weapon (Spear *or* Stick) (E) DX+1 [2]-13; Bolas, Spear Thrower, or Throwing, all (A) DX [2]-12; or Blowpipe, Net, or Sling, all (H) DX-1 [2]-11.

## Beast Command

This is the magical power to influence beasts. Its abilities must be bought with the Beast Command limitation.

### Power Modifier: Beast Command

-10%

Beastmaster abilities and spells are magical, and subject to the constraints on *wizardly* magic: they require mana, Dispel Magic can end their ongoing effects, and modifiers such as the -5 for low mana and penalties for Magic Resistance apply to rolls to use them. If the local mana is "aspected," only Animal-aspected matters.

### Beastmaster Abilities

Allies (Any beast in *Dungeon Fantasy 5: Allies*; PM, -10%; Summonable, +100%) [Varies]; Alternate Form (Any beast, as explained on pp. 6-11 of *Allies*; PM, -10%) [Varies]; Danger Sense (PM, -10%) [14]; Detect Animals (PM, -10%) [18]; Discriminatory Smell (PM, -10%) [14]; Mind Control (Animals Only, -25%; PM, -10%) [33]; Mind Reading (Animals Only, -25%; PM, -10%) [20]; Speak With Animals (PM, -10%) [23]; Telesend (Animals Only, -25%; PM, -10%) [20].

### Beast Mastery

15 points/level

Each level of Beast Mastery grants +1 to Animal spells (just like Magery), +1 to all rolls made for Beastmaster abilities (notably, reaction rolls for summoned Allies and any roll an ability requires to detect, control, or understand animals), +1 to reactions from animals, *and* +1 to these skills: Animal Handling, Disguise (Animals), Mimicry (Animal Sounds and Bird Calls), Packing, Riding, Teamster, and Veterinary.

## Beastmaster Spells

Beastmaster spells don't have prerequisites beyond a minimum Beast Mastery level:

**BM 1:** Beast-Rouser, Beast-Soother, and Recover Energy.

**BM 2:** Animal Control, Beast Summoning, and Master.

**BM 3:** Beast Link, Beast Speech, Hybrid Control, Repel Animal, Rider, and Spider Silk.

**BM 4:** Beast Possession, Beast Seeker, Repel Hybrids, and Rider Within.

**BM 5:** Permanent Beast Possession, Protect Animal, Shapeshifting, and Shapeshift Others.

**BM 6:** Great Shapeshift, Partial Shapeshifting, and Permanent Shapeshifting.

**Background Skills:** Eight of Jumping or Knife, both (E) DX [1]-12; Riding (any) (A) DX+2 [1]-14‡; Climbing (A) DX-1 [1]-11; Camouflage, First Aid, or Gesture, all (E) IQ [1]-13; Animal Handling (any other), Packing, or Teamster (any), all (A) IQ+2 [1]-15‡; Navigation (Land) or Weather Sense, both (A) IQ-1 [1]-12; Mimicry (Animal Sounds or Bird Calls) (H) IQ+1 [1]-14‡; Naturalist (H) IQ-2 [1]-11; Swimming (E) HT [1]-12; Hiking or Running, both (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-12; Observation, Survival (any other), or Tracking (A) Per-1 [1]-13; or 1 point to raise one of those skills by a level.

**Spells and Special Abilities:** A total of 40 points in Beast Mastery 4-6 [15/level], Beast Command abilities, and/or Beastmaster spells, which will be either (H) IQ+1 [1]-14 or (VH) IQ [1]-13 with the +3 for Beast Mastery.

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

† *Call of the Wild:* Your attunement with beasts allows you to ignore up to -5 in total penalties for giant, dire, and man-eat-

*Dar: I've never seen a . . . pilgrim . . . who could use a staff the way you did.*

*Seth: Ah, but sir, all pilgrims share a deep love of life, especially their own!*

– *The Beastmaster*

ing animals (*Dungeons*, p. 10) – though since most dungeon monsters are dire *and* man-eating or giant *and* man-eating, this mostly pares -10 down to -5. This perk relies on Animal Empathy; if you manage to lose that advantage, you also lose Call of the Wild.

‡ Includes +3 for Beast Mastery.

### Customization Notes

The beastmaster has a lot of freedom to determine how he'll operate, as he can opt to focus on spells or innate abilities, and fine-tune as he sees fit. Many beastmasters desire powerful spellcasting ability, and invest 45 of their 80 points for advantages, spells, and special abilities to get Beast Mastery 6, in order to acquire powerful magic such as Great Shapeshift, Partial Shapeshifting, and Permanent Shapeshifting. Some focus on lots of powerful Allies early on. And still others prefer to function as beast-inspired hunters and trackers, with improved physical stats and Per, and unnatural senses (Danger Sense and Discriminatory Smell).

There won't always be animals around, so a beastmaster shouldn't neglect generally useful skills. Background skill options offer many choices. A beastmaster could as easily lean toward more scout-like abilities (e.g., Camouflage, Hiking, Naturalist, Navigation, Observation, Tracking, and Weather Sense) as focus even more on beasts (extra Animal Handling specialties, another Mimicry specialty, and Packing, Riding, and Teamster).

Whatever a beastmaster is good at, remember that animals aren't especially great in combat with armed and armored opponents – few can bite through mail, much less plate, and a spear will make short work of them. While going to Beast Mastery 5 and learning Protect Animal can help, it's ultimately a good idea to choose battles wisely. All this changes if the GM makes things like armor and metal tooth caps available for animals, though! Generally, if a beastmaster trades points for gear, it's to get that sort of thing.

### ABOUT THE DESIGNER

For details about Sean Punch's background, see p. 14.



# RANDOM THOUGHT TABLE

## THE DECAGOBLIN DUNGEON

BY STEVEN MARSH, *PYRAMID* EDITOR

I've argued before that many encounters are pretty similar to each other – if you've fought one 90' × 90' room with 10 goblins, you've fought them all. However, the flip side of that observation is that each encounter can be made different by tweaking just one thing – a 90' × 90' room with 10 goblins and a *frictionless floor* will play out much more differently than the original supposition!

With that in mind, I present here a brainstorming session where I try to see how what happens when I start with the original premise – 90' × 90' room with 10 goblins – and tweak just one thing about it. Let's say it's a whole dungeon built around this premise: the Decagoblin Dungeon. (If you insist on English units, just call it something like the Slug-Furlong Dungeon of Goblins.) There's no map; just presume that each encounter leads forward to the next room and backward to the previous room.

### 1. *The Dungeon Entrance*

Our Platonic ideal of a 90' × 90' room with 10 goblins. (Unless otherwise mentioned, presume that all goblins in this adventure are armed with suitable weapons and armor . . . y'know. Goblin-y things.)

*Note:* If using an adventure of this sort, it's a good idea to set out the "rules" ahead of time, so the players know to start making connections. In this case, the entrance presents our baseline room.

### 2. *Trench Warfare*

This 90' × 90' room has an 80' × 80' square in the center, and a 4'-deep trench running around the perimeter. The trench is spanned by 10'-wide bridges at the entrance and at the exit. Ten goblins lurk in the trench, relying on the height differential to keep themselves safe; they pop up over the side, poke spears or swing swords at ankles, etc. Several of them try to remain out of sight when the heroes enter the room, hiding under the bridge and making sneak attacks as they're able. (This room shouldn't prove a huge problem for heroes, since they have the height advantage once they understand what's going on . . . but it might prove disconcerting.)

### 3. *The Really Tough Goblins*

Each goblin in this 90' × 90' room has been enchanted so that it heals all injury at the end of every turn . . . *if* it isn't killed first. (They're otherwise normal goblins.) This room might prove a challenge to heroes who are used to each picking a target and attacking separately.

### 4. *"We're Friendly!"*

The 10 goblins in this room say they *really* don't want to fight. They're being honest. If the heroes are persuasive enough, the goblins will join them . . . although it will take further persuasion to convince them to go further into the dungeon (assurances that the heroes will protect them will work).

*You think they'd go to  
all the trouble to build  
this thing if we could just  
walk out?*

*– Worth, in Cube*

### 5. *Damage Control*

The 10 goblins in this room have a futuristic ranged weapon of some sort. Although the heroes may not know its exact origins, it looks dangerous – it's akin to a chain-fed alien machine gun. The goblins can barely control it; in fact, if the heroes just leave the room and wait a minute or so, the wildly swiveling firearm probably will take care of most of the goblins.

If the heroes manage to claim the weapon, they'll find it works no better for them. There's a reason the Ancients buried it eons ago . . .



## 6. The Cube

This room is a 90' × 90' × 90' cube. All four “walls” plus the “ceiling” permit entities to stick to them as if gravity were localized to that surface, but objects/spells/etc. react as if the room’s floor were “true down.” This means that if (say) a goblin with a large rock were to stand on the ceiling and let the rock go, it would fly “above his head,” falling to the floor below.

This room has 10 goblins, including several on the ceiling – holding large rocks.

## Watch Out: It’s an Asdfghjkl!

Many fantasy campaigns add novelty by introducing new monsters. The logic is that the thrill of uncertainty is enhanced with unusual physical descriptions, mannerisms, threats, and attacks. While I love new monsters as much as the next guy, I caution about adding *too* many strange critters: When every monster is new and novel, nothing is new and novel.

Confused? Well, think about encounters in our own world. One of the most common domesticated animals known to humanity is the dog. Regardless of whether or not you’re a fan of dogs, it’s hard to deny that there is a huge degree of variance and difference in potential dog encounters. There are 300-lb. English mastiffs, 4-lb. Chihuahuas, and all sizes between. Some dogs are biters, some jumpers; some are quiet, some loud; some are smart, some not-so-much; etc. If you’re walking in a park and an unsupervised dog starts running toward you at full tilt, it’s a new encounter: Is it attacking? Does it want to play? Is it curious? Will it stop? And so on.

Although tastes vary between groups, campaigns, and game systems, my general rule is to have one or two new monsters in a reasonable-sized dungeon (one designed to be finished in a session or two), with the rest being variants of previously encountered threats of different sizes, temperaments, skills, and the like. (I’d consider enhancing an old monster with a new trait – such as those found in Chapter 2 of *GURPS Dungeon Fantasy Monsters 1* – to be reusing an old monster; a dog that can walk on walls is a novel threat, but it’s not the same as a spider with the head of an ape.)

## 7. Boom, There It Is!

Nine of the goblins in this room are convinced they’re going to blow up, because of a powerful mental suggestion. They feel compelled to fight the heroes, but they beg them not to use pointed weapons or else they’ll explode.

The tenth goblin believes the same thing, but he’s actually correct. If poked, he *will* blow up.

## 8. It’s All Done With Mirrors

This room seems to have 20 goblins. Actually, it has the usual 10 . . . plus a floor-to-ceiling mirror that extends from the corner directly to the room entrance all the way to the far corner (making it a right-triangular room that *looks* like a square).

It’s likely to be confusing, and it could result in some oddities with spells that might bounce off the mirror. Even so, it’s otherwise no more dangerous than normal.

If the heroes break the mirror – which isn’t impossible but takes a bit of effort – then the adventurers learn there are 10 more goblins in that triangular section. The monsters sigh resignedly and attack the heroes. This is a fairly straightforward battle, except for the shards of broken mirror everywhere to deal with.

## 9. The Barracks

This room contains 16 goblin-sized three-person bunk beds (in four rows of four). There are 10 goblins here, hiding among the barracks. Unfortunately, the bunks don’t actually provide much visual protection. Being pelted with pillows is a real possibility for the heroes.

Anyone who meticulously makes *all* the beds discovers that a secret panel opens in the center of the room, revealing a substantial treasure. If any players actually do this, thank them for also being *Pyramid* readers.

## 10. 'Til Death . . .

This room contains 10 female goblins. They’re the wives of the goblins from Room 4. (It turns out those goblins were trying to escape from their wives when the heroes intercepted them.) If any of the Room 4 goblins joined the heroes, then each member of that group who died along the way has a mate here who attacks in rage (“MY HUSBAND!!”). Otherwise, the heroes will either need to sort out this group marital dispute, run away (with or without their goblin companions), or otherwise resolve the situation. If the heroes get the goblins to kiss and make up, they may celebrate their rediscovered marital bliss by attacking the heroes; goblins are weird.

## 11. The Treasure Chamber

A 90' × 90' room, laden with whatever treasure will make the heroes (and players) think the event was worthwhile.

There are *nine* goblins here. The adventurers will probably spend a lot of time trying to figure out where the 10th

one is, or what happened to him. (His appearance could be a great callback in a future adventure, providing a sympathetic catalyst for an adventure or an adversary with a tie to the heroes that will make the players chuckle . . . assuming he even exists, of course.)

## As Foretold by Prophecy . . .

As you can see, by starting with a basic premise, it’s possible to tweak environment, geography, abilities, temperament, and more to create whole new encounters. Don’t feel limited by straightforward “monster to kill” possibilities, but also don’t feel you need to reinvent the wheel for each threat. With some lateral thinking, even a mundane danger can turn into something the heroes will be *goblin* up.

## 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

## BONUS TRAP

by Christopher R. Rice

In addition to the other surprises you can make with *It's a Trap* (pp. 17-25), here's a bonus pre-designed exotic danger.

### Reverse Gravity Trap

Whether it is from a permanent spell, weird ore, or elder thing curse, the gravity of a given area is reversed. This causes anything to enter the affected area to "fall" upward.

*Detect:* Per-based Thaumatology.

*Disarm:* No.

*Circumvent:* Automatic (don't go into the affected area).

*Evade:* DX-5 to grab something not in the affected area.

*Effects:* No innate damage; falling damage is possible if the ceiling is high enough, or if an adventurer "falls" badly.

*Shots:* Constant.

*Rearm, Steal:* No – it is permanent effect for a specific area.

## NOT WITH A WHIMPER BUT A BANG!

by Antoni Ten Monró

*GURPS Dungeon Fantasy 1: Adventurers* offers the option to simplify character sheets by using wildcard skills to replace the template's defining skills. However, it is not appropriate to subsume every Imbuement Skill under a single wildcard skill, just as it's not appropriate to fold every wizard spell into a single wildcard skill. Rather, Mystic Knight! takes the place of skills that are *enhanced* by Imbuement Skills.

*Mystic Knight!* (DX). Replaces Axe/Mace, Broadsword, Boxing, Bow, Brawling, Crossbow, Fast Draw (any), Flail, Forced Entry, Polearm, Shortsword, Sling, Spear, Shield, Thrown Weapon (any), Throwing, Two-Handed Axe/Mace, or Two-Handed Sword. Make an IQ-based roll for Hidden Lore (Elementals, Spirits or Undead), or Thaumatology.

Mystic Knight! is a valid specialization for Imbuement Skills.

## ROUTE FOR THE UNDERDOG

by Antoni Ten Monró

*GURPS Dungeon Fantasy 15: Henchmen* provides options for starting at lower point values. Those who wish to learn the secrets of Imbuement should use the following lens.

### Eldritch Initiate

+125 points

You may have traveled to unstable magic areas, been captured and experimented on by mad wizards, or studied moldy tomes from ancient civilizations. The result is that you've

unlocked an exotic form of magic on an instinctual level. The experience has not been easy though, and might have left you mentally, physically, or mystically scarred.

The versatile nature of Imbuements makes this lens fit almost any template. The obvious choices are archer (*Dungeon Fantasy 15*, pp. 8-9) for a character that enhances his arrows with magic; brute (*Dungeon Fantasy 15*, pp. 9-10), killer (*Dungeon Fantasy 15*, pp. 14-15), skirmisher (*Dungeon Fantasy 15*, pp. 16-17), or squire (*Dungeon Fantasy 15*, pp. 17-18) for characters wishing to combine melee might and magic; or wizard apprentice (*Dungeon Fantasy 15*, pp. 6-7) for a more combat-focused spellcaster.

*Attributes:* +1 HT [10].

*Advantages:* Eldritch Talent 2† [10]; Imbue 2 (Magical, -10%) [18]; and Magery 0† [5]. • 52 points chosen among your template's advantage options; ST +1 to +5 [10/level], DX +1 to +2 [20/level], IQ +1 to +2 [20/level], HT +1 to +5 [10/level], HP +1 to +4 [2/level], FP +1 to +3 [3/level], Basic Speed +1 or +2 [20 or 40], Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 (One melee skill) [5], Eldritch Talent 3 or 4 [5 or 10], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Imbue 3 [18], Imbued Weapon [1], Imbued Weapon Bond [1], Luck [15] or Extraordinary Luck [30], Signature Gear [Varies], or Unfazeable [15]. Put any leftovers points into more Imbuement Skills.

*Disadvantages:* Optionally change (don't add) up to -20 points of existing disadvantages of any kind for ones reflecting the mental, physical, or mystical scars left by the ordeals that you went through to acquire your new magic: Appearance (Unattractive, Ugly or Hideous) [-4, -8, or -16]; Bad Temper [-10\*], Bloodlust [-10\*], Callous [-5], Frightens Animals [-10], Magic Susceptibility 1-5 [3/level], Obsession (Slay some specific type of monster) [-5\*], One Eye [-15], Pyromania [-5\*], Social Stigma (Excommunicated)‡ [-5], Supernatural Features (Flagrant Aura or Unmistakable Power) (*GURPS Thaumatology*, p. 25) [-1 to -10], Unnatural Features 1-5 [1/level], or Wounded [-5].

*Skills:* Thaumatology (VH) IQ [2]§. • 8 points in your original template's combat skills or special skills or abilities (bardic or chi skills, spells, etc.). Put any leftover points in more Imbuement Skills.

*Imbuement Skills:* 10 Imbuement Skills, all (VH) DX-1¶ [1]§.

• A further 10 points in either existing Imbuement Skills or new Imbuement Skills, all (VH) DX-1¶ [1]§.

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

† Wizardly apprentices should replace Magery 0 and Eldritch Talent 2 with 15 points in advantages or Imbuement Skills.

‡ Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

§ Includes +2 from Eldritch Talent.

¶ Imbuements that take spells as their specialty are IQ-based instead.

## ABOUT *GURPS*

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by email: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

*New supplements and adventures.* *GURPS* continues to grow – see what’s new at [gurps.sjgames.com](http://gurps.sjgames.com), or visit [www.warehouse23.com](http://www.warehouse23.com).

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

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

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