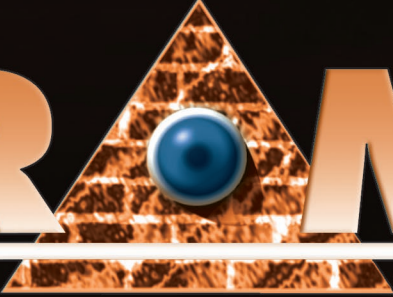


PYRAMID[®]



Issue 3/98 December '16

WELCOME TO DUNGEON FANTASY



**YOU ALL MEET
AT AN INN**
by Matt Riggsby

**GRAVE OF
THE PIRATE QUEEN**
by David L. Pulver

**BUILDING A LONG-TERM
DUNGEON FANTASY GAME**
by Peter V. Dell'Orto

**THE MONSTROUS
MONSTORUM**
by Christopher R. Rice

STEVE JACKSON GAMES

Stock #37-2698

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Pale Blue: In This Issue

Brown: In Every Issue

Green: Columnist

Dark Blue: GURPS Features

Purple: Systemless Features

COVER ART

Brandon Moore

CARTOGRAPHY

*Steven Marsh,
David L. Pulver,
Matt Riggsby,
and Nikola Vrtis*

Everyone has to start somewhere! And there's perhaps no better place than this issue to start with a **GURPS Dungeon Fantasy** campaign – or to get ready for the forthcoming **Dungeon Fantasy Roleplaying Game**. This issue is designed to help introduce you to the wonders of **GURPS Dungeon Fantasy**!

The most iconic pretense for adventure is when *You All Meet at an Inn*. Yet author Matt Riggsby – mastermind behind **GURPS Dungeon Fantasy Adventure 1: Mirror of the Fire Demon** – turns the premise on its head with an adventure where the heroes are under attack at a tavern! Can they survive the onslaught. . . or will their adventuring careers end before they can even begin?

The darkness always seems willing to generate more dangers . . . including many that are worthy of being inscribed in *The Monstrous Monstorum*. Join Christopher R. Rice – co-author of **GURPS Dungeon Fantasy 19: Incantation Magic** – as he introduces you to over a dozen new monsters well suited for fledgling heroes. Face hellwasps, dire mammoths, sky gliders, and more.

The waters have formed an icy home for many explorers of the sea, yet sometimes that treasure awaits rediscovery, like when the heroes face the *Grave of the Pirate Queen*. This month's Eidetic Memory offering from **GURPS Banestorm: Abydos** author David L. Pulver is a beginning adventure that takes the heroes through a coastal crypt in search of fortune. But the Pirate Queen's sleep will not be so easily disturbed . . . This tale features several new **GURPS** monsters, from pirate-skeletons to octopus-folk to the terrifying guardian of the temple.

Adventure crafting can be daunting, especially the task of *Building a Long-Term Dungeon Fantasy Game*. Fortunately, help is here from Peter V. Dell'Orto, author of **GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic**. Learn his tips at how to hold the **GURPS Dungeon Fantasy** series true to its origins, and how to devise a campaign that will keep those loot-seeking crypt-delvers crawling back for more.

This issue also features a Random Thought Table that serves as a primer for players looking to optimize their play experience. With this month's *Pyramid*, the world of **GURPS Dungeon Fantasy** is open to you . . . welcome!

GURPS Dungeon Fantasy: Adventurers and Dungeons support fast, simple games with a limited number of roles, skills, and options for delvers.

– GURPS Dungeon Fantasy 3: The Next Level

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FROM THE EDITOR

SIMPLY FUN!

This issue was conceived during the pretty-darn successful Kickstarter we had for the *Dungeon Fantasy Roleplaying Game*. We knew we were about to have a whole bunch of people pick up the entire *GURPS Dungeon Fantasy* line for the first time, since one of the better reward levels included the complete series. So, why not have an issue of *Pyramid* that was created as kind of a “welcome” to those folks?

In that way, this issue is designed for as much of the bare-bones *GURPS Dungeon Fantasy* experience as possible. While *Pyramid* is usually on the cutting edge of adding new and interesting rules, incorporating other *GURPS* supplements, and tying the entire product line together, this issue eschews all that to give fledgling gaming groups more of what they can benefit from right away. In fact, most of this issue can be used pretty much as-is by anyone who picks up the *Dungeon Fantasy* boxed set. (Of course – as I type this – that’s not due out for a number of months yet . . .)

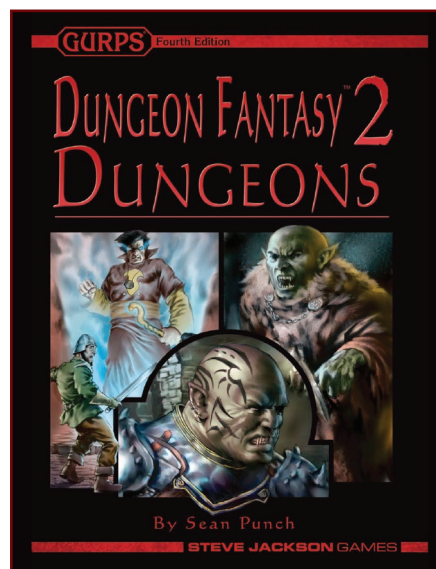
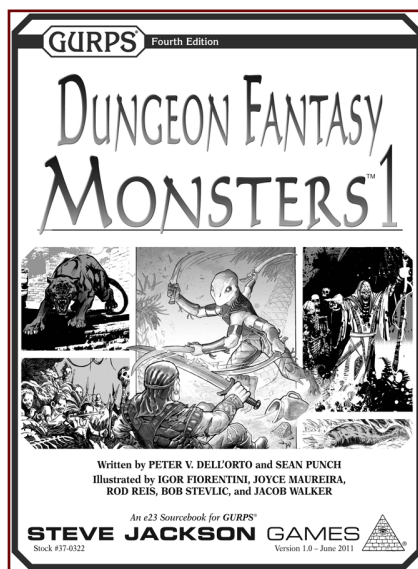
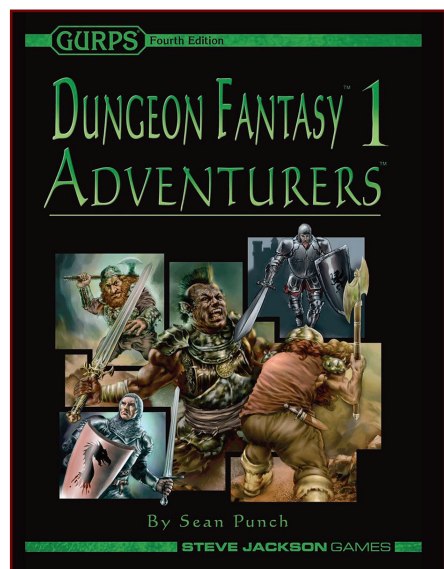
There’s a power to starting from close to square one again. It keeps players and the GM from being overwhelmed or

intimidated, and it helps those gathered around the tabletop to maintain the focus on what the core gaming experience is. (Peter V. Dell’Orto talks about this a bit on pp. 30-33.) With the *Dungeon Fantasy* boxed set firmly in our minds, now seemed like a good time to provide something a bit simpler, to hopefully help all groups – new or old – craft a great game.

So enjoy this trip back to basics. With monsters, adventures, and tips to enjoy, you’ll be on your way in no time to enjoying some company among friends at an inn where adventure begins.

WRITE HERE, WRITE NOW

This is the first time I recall doing an issue like this, specifically designed to be as accessible as possible while still being hopefully useful to a wide number of fans. How did we do? That’s up to you to say! Should we do more issues like this? If so, on what topics? Or do you prefer *Pyramid* to “push the envelope” of *GURPS* goodness? We always welcome your comments, either privately at pyramid@sjgames.com, or among the tavern-like revelry online at forums.sjgames.com.



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YOU ALL MEET AT AN INN

BY MATT RIGGSBY

One awkward aspect of starting a roleplaying campaign can be justifying why a diverse group of heroes are trusting one another with their lives. "What are these people doing together?" is not necessarily a question with an obvious answer. If the players haven't already collaborated on building characters to answer just such a question, the GM may be forced to improvise, declaring that the adventurers are all childhood friends (difficult to reconcile if they include, say, a 200-year-old forest-dwelling elf, a kung fu master raised in a lonely monastery, a barbarian fresh from his desert home and unused to civilization, and a foppish, city-dwelling swash-buckler), that they're veterans of the same army (again, not great for characters with diverse backgrounds), that they've already met and previously agreed to work together (convenient, but ultimately dodges the question). And so on.

Alternatively, the GM can just try to kill them. In this adventure, a group of adventurers are spending the night at a remote inn. The inn is attacked by wave after wave of monsters, and they have to learn to work together in order to survive the night. It doesn't matter why they're there; all the players can come up with their own justifications for their presence. Circumstances will force them together – or else.

N

In order to scale opposition to the adventuring party, this adventure uses the notation "N" to indicate the number of monsters the heroes encounter. N is the number of PCs and combat-useful companions they have with them (fighting animals and armed retainers count; most pets and household servants would not). Experienced groups are tougher. If the adventurers are, on average, worth over 250 points, add 1 to N for every additional 20 points. Round all fractions up.

THE INN

This adventure is set at an inn in a remote location. The inn, or something like it, has been in place for a very long time. It sits in the middle of a high mountain pass which is one of the few routes between a number of coastal cities to the northeast and productive plains to the southwest. The site

has in the past been used as a small monastery constructed to look after travelers as an act of religious duty, a watchtower functioning as an advance post for a more substantial fortress farther along the pass, and a station serving couriers of a large empire. The inn is a roughly square structure with a partly stone lower floor and a sturdy wooden upper one. The part of the pass it sits in is about 200 yards across; it leads north to south between steep mountainsides. The ground is rocky, with moss, low grasses, and occasional shrubs in the middle, but thick stands of pine trees to either side. The pass can be blocked by ice and snow in the depths of winter, but since the adventurers wouldn't try to come through at a time it was blocked, the weather is likely no worse than chilly.

Maps of the inn can be found on pp. 7-9.

First Floor

The outer wall is rough stone and 3' thick (DR 468, 135 HP), the remains of an old defensive fortification. The west-facing gates open onto a well-swept dirt courtyard with a well at the eastern edge, and a set of stairs to the north lead to the second floor. Old loopholes have been enlarged over time to be functional windows. All windows have shutters, which are average and iron-bound (DR 10, 34 HP). The gate is of similar construction. Internal doors are merely average wood (DR 2, 29 HP).

Starting at the top right corner of the first-floor map (p. 7) and going counterclockwise, the rooms are as follows.

Buttery/Pantry: Despite the name, the buttery stores butts, which is to say casks, not butter. There are barrels of ale, some bottles of wine, bags of flour, bunches of onions, and some preserved meats like hams and smoked venison haunches. The food stored here is good for a dozen people for at least a week without resupply.

Common Room: During colder and wetter weather, guests inclined to keep company with one another spend time here.

Innkeeper's Room: This is where the innkeeper himself lives, close to the kitchen and the gate. Should adventurers search it, it contains a suitable wardrobe for a middle-class person and about \$500 in cash.

Kitchen: In addition to built-in cabinets and fireplaces, the room contains a variety of pots and pans, cheap but durable serving vessels and eating utensils, and some perishable fresh meats and vegetables, but nothing of notable value. The innkeeper's hired help sleep here or in the stables.

Stable: There's sufficient stabling for five horses. Donkeys and similar smaller animals might double up. Additional animals and vehicles must be tethered outside.

Second Floor

The second floor is a wooden superstructure built up from the stone foundation of the first. (The map is on p. 8.) There's a railed walkway around the inside of the second floor, with doors opening into the rooms. The rooms each have two or three large beds in them and are not intended to be private, though someone might buy out a room for himself. The shutters are of similar construction to the ones downstairs (DR 10, 34 HP), while the walls are sturdy but nowhere near as sturdy as the stone walls they rest on (DR 6, 42 HP). Other than the possessions of the adventurers themselves and a few other travelers, the second-floor rooms contain nothing of value.

It's traditional for a caravan crew to get together the night before they set out, for "one for the road."

– *Caravan to Ein Arris*

THE ACTION

The adventure begins with the adventurers at the inn. Each player may come up with his own reason for why the character is there. On a religious pilgrimage? Looking for work as a mercenary? Visiting a sick aunt? As long as it's not heading to the capital to be awarded half the kingdom and a sack full of gold, everyone can follow their muse. The inn also houses a few other travelers (maybe half as many as there are adventurers) engaged in unexciting travels of their own, plus an innkeeper and two or three of his employees.

As evening begins to fall and the adventurers take their meal, they are approached, individually or as a group, by an old man with a map, offering them an opportunity for riches. He claims that, nearby, there's a tomb belonging to an ancient chieftain, buried with all his worldly possessions. It'll be a little difficult to get to, but a few capable people should be able to make their way through the mountains, break into the tomb, and recover the treasure.

And that's about when the earthquake happens and the zombies appear. The ground shakes (everyone standing must roll against DX+2 to remain standing), and a loud sound like a horn comes from the back of the courtyard; a successful Hearing roll identifies the well as the source of the sound. A moment later, N+5 horde zombies (*GURPS Dungeon Fantasy 2: Dungeons*, p. 24) suddenly show up, bursting up through the ground in and around the inn. About half come out of the ground outside of the inn and head in, while the remainder pop up from the courtyard. The zombies aren't particularly organized and will attack whoever is closest. The other residents of the inn (the old man, the innkeeper and his staff, and the other travelers) aren't any good in a fight and will die quickly, but will likely occupy enough of the initial horde zombies long enough for qualified adventurers to defeat the creatures piecemeal.

But that's just the beginning. Anyone looking out of the inn's windows sees a great many more zombies shambling toward the inn from up and down the pass in both directions. Any adventurers foolish enough to go out and fight them can kill off a number of lone zombies at first, but soon find themselves the focus of large and seemingly endless hordes. The hordes also are accompanied by occasional swarms of mad-dened crows (treat as swarms of bats; p. B461) and even foul bats (*Dungeons*, p. 23), appearing in batches of N, give or take. These swarms are entirely alive and not subject to turning by the likes of clerics and holy warriors.

The undead are clearly converging on the inn and want in. However, no more zombies are popping out of the ground inside the inn. More keep coming from the woods and from out of sight along the pass, but the local supply seems to have been exhausted. Moreover, the zombies aren't well-equipped to get in. They bash on the doors, shuttered windows, and walls, but most of them aren't strong enough to do any damage. The inn is secure for a while, so any survivors there have time to think. Still, the banging takes its toll. In 12 to 24 hours, the zombies will have smashed their way through at least one and probably more of the shutters to get into rooms inside the inn. The interior doors aren't nearly as strong and will likely fall in minutes after that, leading to a rapid demise for any remaining inhabitants. There are three obvious ways out of this fix.

Turn, Turn, Turn

If there's someone around who can turn the undead, that's a plausible path out, but not an easy one. Turning only affects those undead around at the moment when the turning is done. Zombies who are out of sight are still a problem. Anyone turning undead has to do it repeatedly as new zombies show up, probably as frequently as every two or three minutes to hold off a batch of a dozen or so zombies. In addition to the chance of losing a Will roll, there's also the danger posed by flying creatures. Attempting to escape overland means an hour or two of fighting off bat and bird attacks and possibly facing an unturned horde.

Escape

The inn backs onto a nearly sheer cliff, rising almost 250 feet until the slope moderates slightly. Someone climbing that without a rope (which the first person going up would have to do, assuming he can't fly) would go at about 5' per minute. Once a rope is in place, a climber can go 20' per minute. But it's not as easy as that. Anyone outside is subject to attacks by crows and foul bats. Foul bats hate people and go after climbers, but if crows are discouraged from going after climbers, they'll attack any rope which may be hanging around.

Root Cause

Anyone going to the well may, on a successful Vision roll, notice that something at the bottom of the well is glowing. As the sun goes down, the Vision roll gets a bonus of +4. A careful look around reveals that the surface of the water is about 30' down, but there's an opening in the side of the well a couple of feet above that. Out of sight is out of mind for the creatures flying around, so adventurers taking a rope down won't be bothered by the swarms of crows and bats.

Near the bottom is a rough opening, leading into a cavern. It may not be immediately obvious, but delvers can stop the entire zombie horde if they venture down there. And while the heroes don't know that, the hole at least suggests the possibility of another way out, or at least a more defensible position.

THE HIDDEN TEMPLE

It may ultimately come as no surprise that the ancient tower whose ruins have become an inn has the remains of an ancient shrine (p. 9) to an evil god underneath it. If adventurers can make their way through the underground chambers and destroy the idols which have raised the hordes of zombies, the entire army will collapse.

Entryway

Near the bottom of the well shaft, a rough opening leads to an unfinished, cave-like chamber. The red glow comes from a lit brazier in the center of the room and several lit torches in sconces around the edges of the room. The room is initially empty, but if anyone enters, a flame lord (*GURPS Dungeon Fantasy Monsters 1*, p. 15) leaps from the brazier, while a toxifier (*Dungeons*, p. 26) emerges from one of the torches. In addition, the sconces around the edge of the room each produce a toxifier every minute, or one extra toxifier in the room every 10 seconds, but this stops if the torches are put out.

Guardian Crypt

Two sets of locked, metal-bound doors lead to a room filled with what look like substantial gravestones. The room is occupied by N/4 stone golems (*Dungeons*, p. 26). They're under orders to kill anyone who enters the room (except, presumably, their masters, whomever they might be).

If the delvers open up the marked graves, there's both good and bad news. One of the markers has nothing under it but decaying bones and a tattered shroud. Another has something similar, but with a silver tiara worth \$8,000. The third has \$2,000 in gold coins in an engraved copper case worth \$500 on its own. The last has a fine-quality thrusting broadsword enchanted with Flaming Weapon. However, it's in the hands of a draug (*Dungeon Fantasy Monsters 1*, p. 12), who is very unhappy at being disturbed.

River Room

Most of the room is filled with water, about 10' deep. Careful observation indicates that it's flowing slowly from south to north. It wouldn't be too hard to swim across, but the cloudy water is full of leaping leeches (*Dungeon Fantasy Monsters 1*, p. 22); anyone who tries to get in the water is immediately attacked by 1d leeches. There are also N aquatic phase serpents (*GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic*, p. 17); treat as regular phase serpents but with Amphibious and Doesn't Breathe (Gills).

A chain reaches from the surface near the southwest corner up to a mechanism of gears and pulleys hanging from the ceiling at the center of the room and back down to the surface near the northeast. There's also a substantial lever in the southeast corner of the room. Pulling the lever to the left turns on the machinery in the ceiling, raising metal plates blocking the flow of water through the room and draining the

pool in about five minutes. This drains out the leaping leeches, though the phase serpents remain. Pulling it to the right opens the gates again, refilling the pool. However, the lever is protected by a trap.

Blade Trap

A set of four blades which whip out from the "control panel" in a semi-circular path, striking at the hand pulling the lever.

Detect: Per-based Traps.

Disarm: DX-based Traps.

Circumvent: Heavy objects might be placed to block the blades or wedged into place to keep them from coming out, but only with great difficulty – DX-based Traps at -4 for each of four blades.

Evade: Roll against DX at -10 to pull the lever fast enough to avoid the blades.

Effects: 1d cutting to the hand for each blade.

Shots: Infinite.

Steal: No.

Wicked Shrine

The wicked shrine is the heart of the gathering zombie horde. The room is divided into three aisles by rows of narrow (about 8" diameter) stone pillars. They're closely set enough that anyone larger than SM -1 will have a very hard time slipping through, but they can provide partial cover.

The room is occupied by a peshkali (*Dungeons*, p. 25) guarding the shrine's idols. An idol sits at the end of each aisle on a stone pedestal. The idols (DR 0, 10 HP; they qualify as Brittle) are hollow, made from fired clay, and are garishly painted and decorated to resemble demons. They don't move, but they are magical. On alternating turns, the first launches fireballs (2d burning), the second launches lightning bolts (2d-2 burning, ignores metal DR), and the third launches ice daggers (2d-2 impaling). All have an effective skill of 15. Every third turn, the pedestal under the middle idol also opens and releases a horde zombie.

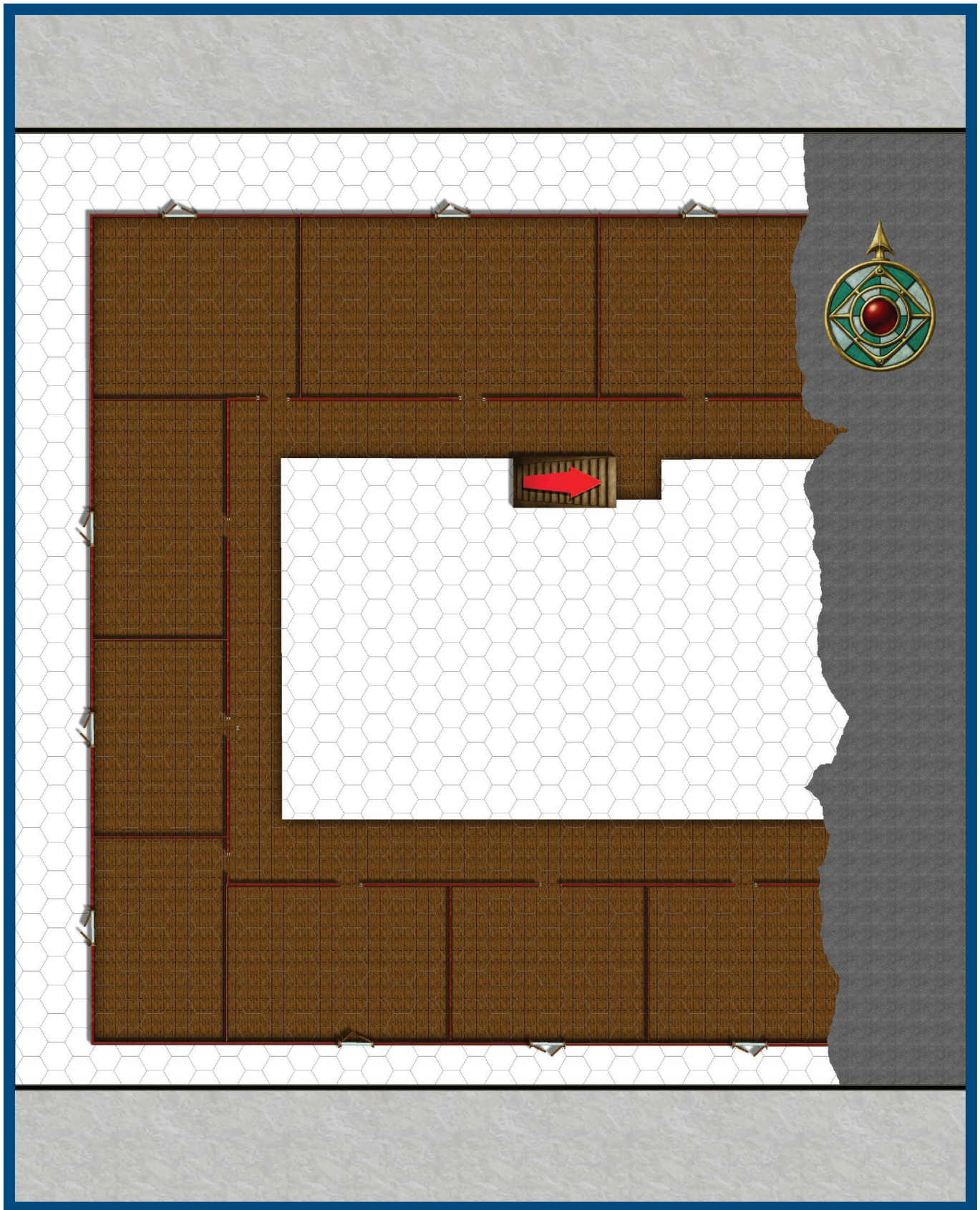
If an idol is smashed, the earth shakes again; everyone in the room must roll against DX+2 to remain standing after the first, DX to remain standing after the second, and DX-2 to remain standing after the third. However, once all three idols are destroyed, the horn sound the adventurers heard before sounds again and the middle idol stops releasing zombies. Any zombies already in the room collapse, becoming inanimate dead bodies again. More importantly – and the delvers will have to go outside to see this – the entire zombie horde around and in the inn does the same thing. The adventurers can emerge safely from the shrine, perhaps willing to go on another adventure together.

ABOUT THE AUTHOR

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

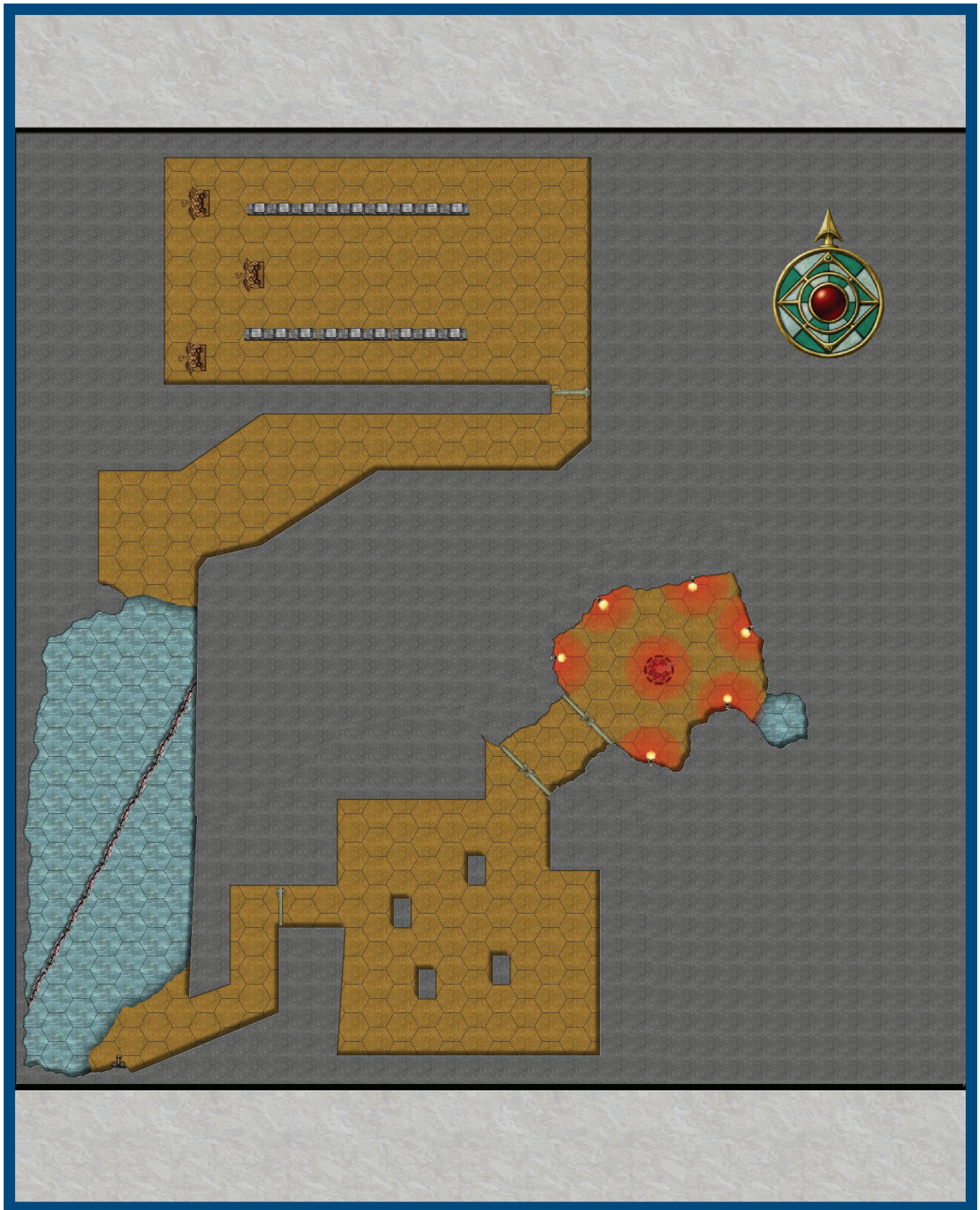


MAP OF THE INN, FIRST FLOOR
Scale: 1 hex = 1 yard



MAP OF THE INN, SECOND FLOOR

Scale: 1 hex = 1 yard



MAP OF THE HIDDEN TEMPLE

Scale: 1 hex = 1 yard

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THE MONSTROUS MONSTORUM

BY CHRISTOPHER R. RICE

Delvers need monsters to fight. This simple axiom drives many *Dungeon Fantasy* campaigns. But fighting the same old critters can be boring. Here are new and interesting creatures to kill or be killed by.

BANDIT-SNATCHER

These tiny, furry beings resemble a cross between a hairless raccoon and an elderly humanoid, with mottled skin the color of precious metals and faceted eyes reminiscent of jewels. The bane of adventurers everywhere, bandit-snatchers steal valuables (*especially* those that delvers have yet to claim, such as treasure chests or monster hoards!). What's worse, they're capable of short-range teleportation of both themselves *and* objects. This allows them to move to any place they can see – *and* they can level curses against others that causes gear to go missing when it's needed most. They are also carriers of the gold cold disease (p. 16).

ST: 10	HP: 10	Speed: 7.00
DX: 15	Will: 12	Move: 7
IQ: 12	Per: 12	
HT: 11	FP: 11	SM: -2
Dodge: 11	Parry: 12 (Brawling)	DR: 2

Bandit's Curse (15 vs. lower of Will or DX): This attack can be used by each bandit-snatcher once per hour of game play. For every three points (or fraction thereof) by

which the victim fails, one of his items becomes cursed with the appropriate effect under *Get Your Mitts Off My Stuff* (below)! This does not necessarily happen immediately; the GM can wait until a dramatically appropriate time, though this gives the delver a chance to avoid the effects via Remove Curse. Failure by 10 or more instead means that the target permanently and immediately loses one item of the GM's choice.

Bite (15): 1d cutting. Reach C. Those bitten by a bandit-snatcher must contend with gold cold (p. 12); roll at -1 per 2 points of injury.

Snatch! (15 vs. lower of Will or DX): This can only be used on an object (or person) that the bandit-snatcher could lift – apply a penalty to this roll equal to the normal encumbrance penalty. If the target is an object *and* unattended, it gets no resistance roll. The bandit-snatcher must see the target or know *exactly* where it is. *Living* targets make a roll against the better of Acrobatics at -3, Body Sense, or DX-6 or be *stunned*. Bandit-snatchers can teleport themselves automatically, without rolling, and are never stunned by their own teleports. They must see the location they're teleporting to, or know it well. If the bandit-snatchers uses this ability more than once per second, he must spend 1 FP per additional use.

Traits: Appearance (Ugly); Combat Reflexes; Greed (6); High Manual Dexterity 4; Limited Camouflage (Treasure*); Miserliness (12); Higher Purpose 2 (Steal Treasure); Lifting ST +4; Loot Sense†; Silence 2.

GET YOUR MITTS OFF MY STUFF!

Bandit-snatchers (above) can curse delvers into having bad luck with their things. (The GM can permit an adventurer to gain a generic version of the Bandit's Curse, above, created as a -5-point Divine Curse.)

- *For an item the user owns but didn't specify he was carrying and would be inconvenient to have.* After being revealed, this works as though it had been brought along from the start, and counts as encumbrance. This can't be heavier than Basic Lift/10 lbs., and can't be longer than Reach 1 if a melee weapon or have a Bulk worse than -4 if a ranged one.

- *For an item the user was carrying but was stowed.* Consumable items worth \$1d×50 or less are simply *gone*. For other items, it takes *four* times as long to locate in combat or *20* times in other situations. Tool kits and other skill-enhancing gear are rearranged, blunted, missing small bits, etc.; the gear gives -2 to rolls until the delver spends at least 1d×10 minutes rearranging the tools, sharpening knives, etc.

- *For an item the user is currently holding.* The item automatically becomes unready (if a weapon) or dropped (if a shield, tool, or other non-weapon).

Skills: Brawling-16; Body Sense-15; Camouflage-12; Filch-16; Lockpicking-18; Pickpocket-18; Sleight of Hand-17; Stealth-16.

Class: Faerie.

Notes: Willing to negotiate for loot, but rarely keep any promises. Make a reaction roll at -4 to see if they abide by the deal negotiated. Add -2 if the offer is under \$50, -1 for \$50 or more, 0 for \$100 or more, +1 for \$500 or more, +2 for \$1,000 or more, +3 for \$5,000 or more, or +4 for \$10,000 or more. Add a further +2 if it's a magical item or enchanted. On a Very Good or better reaction, they keep their word.

* Gets +2 to impersonate valuables if still and naked in a chest or hoard. This usually benefits trickery attempts using Acting, Camouflage, or Stealth.

† This works identically to the artificer power-up Artifact Lore (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 17) except it works instantly and allows them to detect the nearest source of valuables. Use the values under Notes to determine the modifier to the roll. This allows bandit-snatchers to pick the best loot out of anything they can see or had previously detected.

BOUDA

These large humanoids resemble a cross between humans and hyenas. Thanks to the structure of their large jaws, they can deliver enormously powerful bites. Most bouda (pronounced "boo-dah") live in tribal groups ruled by an oligarchy of powerful females, who are in turn led by their matron. (Since female bouda are rare, almost all bouda encountered outside the tribe are male.) They are often found in groups of

three to 13 (2d+1) in dungeons and other dangerous places as hunting packs, seeking to prove their worth as members of their tribe, and so on.

ST: 13 **HP:** 15 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 7
IQ: 9 **Per:** 10 **SM:** +0
HT: 13 **FP:** 12 **DR:** 1

Dodge: 10 **Parry:** 11 (Spear) **Block:** 11 (Shield)

Bite (15): 1d+3 cutting. Reach C. Any hit counts as a grapple, even if it doesn't penetrate DR. This allows the bouda to worry its victim – roll damage each turn as a free action! Treat as a weapon (Striker), not as a body part. If the bouda can safely use All-Out Attack (Strong), it will also spend 1 FP (thanks to Focused Fury) to do 1d+6 cutting!

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

Spear (15): 1d+3 impaling. Reach 1, 2*. Two-handed.

Thrown Spear (13): 1d+3 impaling; Acc 2; Range 13/19; Bulk -4.

Traits: Acute Hearing 1; Acute Smell and Taste 2 (Accessibility, Smell only); Appearance (Ugly); Bad Temper (12); Bloodlust (12); Combat Reflexes; Discriminatory Smell; Gluttony (12); Fit; Focused Fury; Infravision; Odious Racial Habit (Scavenger); Rapid Healing; Reduced Consumption 1 (Cast-Iron Stomach); Resistant to Metabolic Hazards (+3); Social Stigma (Savage); Striking ST 2 (Bite Only).

Skills: Brawling-15; Intimidation-10; Shield-15; Spear-15; Stealth-13; Survival (Hills or Plains)-10; Thrown Weapon (Spear)-13; Wrestling-12; other skills as appropriate.

Class: Mundane.

BOUDA AS PLAYER CHARACTERS

The GM might allow bouda as a playable race. If so, use the following template.

BOUDA

40 points

Choice Professions: Barbarian, Knight, Scout.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Most bouda are either on a quest to benefit their tribe or they've been ostracized. Most bouda encountered out of their tribe are male; *player character* bouda have no such restrictions! Since female bouda are often more intelligent than their male counterparts, the GM may allow them to raise IQ as high as 20 (instead of 19).

See the description above. Bouda stand as tall as humans of the same ST, but weigh 30 lbs. more than their height suggests.

Attribute Modifiers: ST +2 [20]; IQ -1 [-20]; HT +1 [10].

Secondary Characteristic Modifiers: HP +2 [4]; Per +1 [5]; Will +1 [5]; Basic Speed -0.25 [-5].

Advantages: Acute Hearing 1 [2]; Acute Smell and Taste 2 (Accessibility, Smell only, -40%) [3]; Combat Reflexes [15]; Damage Resistance 1 [5]; Infravision [10]; Rapid Healing [5]; Reduced Consumption 1 (Cast-Iron Stomach, -50%) [1]; Resistant to Metabolic Hazards (+3) [10]; Striker (Jaw; Cutting; Limb, Jaw, -20%) [4]; Striking ST 2 (Bite Only, -60%) [4].

Perks: Focused Fury* [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (12) [-10]; Gluttony (12) [-5]; Odious Racial Habit (Scavenger) [-5]; Social Stigma (Savage) [-10].

Quirks: Distinctive Features (Eyes glow in the dark) [-1].

Features: As long as the target's SM doesn't exceed the bouda's, any successful bite counts as a grapple of that hit location due to their powerful jaws – even if damage doesn't penetrate DR. This allows a bouda to worry their target, rolling damage every turn as a free action! In return, attacks that target their face are at +1 to hit.

* See the barbarian perk in *Power-Ups*, p. 18.

Notes: Willing to negotiate for *interesting* food (the individual bouda decides what is interesting!). Attacks against the bouda's eyes in the dark (-4 or more in Vision penalties) get +1 to hit, while Vision rolls get +1 to notice bouda. All bouda warriors wear full-body leather armor (19.5 lbs.), have a spear (4 lbs.), and carry a small shield which gives DB 1 (8 lbs.).

CORROSION CRAWLER

This odd-looking beast is scaled like a pangolin, but shaped like a very large six-legged badger and weighing 200 lbs. Attracted to metal of all kinds, which it can smell from miles away, it rabidly assaults anything stopping it from eating what it wants – even if that's a delver wearing armor! It has an aura extending two yards of its body, causing metal to quickly deteriorate (which the creatures then eats since it's been partially digested). Like the badger it resembles, it has an extremely bad attitude and flies into berserk rages whenever it takes damage or is too hungry.

Furthermore, corrosion crawlers *are* what they eat. They gain the properties of whatever metal they've been regularly consuming (at least 2% to 5% of its body weight in the last 1d days). For example, a corrosion crawler that has been snacking on meteoric iron will be immune to most magical effects, while one that's been eating orichalcum will have *triple* its normal DR!

ST: 14 **HP:** 18 **Speed:** 7.00
DX: 13 **Will:** 14 **Move:** 8
IQ: 5 **Per:** 14
HT: 14 **FP:** 14 **SM:** 0
Dodge: 11 **Parry:** 11 (Brawling) **DR:** 7

Bite (15): 1d+2 impaling. Reach C. Apply armor divisor (2) against metal armor or targets. Treat as a weapon (Striker), not as a body part.

Claw (15): 1d+2 cutting. Reach C, 1. Treat as a weapon (Striker), not as a body part.

Oxidizing Aura: Anything made of metal within two yards of the corrosion crawler takes 1d+3(2) corrosion damage on the beginning of the crawler's turn. This is a *free action* on its turn, but affected targets cannot be affected again for another four seconds, even if they leave or reenter the aura. This can turn a shortsword into useless scrap after only four exposures . . .

Traits: Berserk (6) (Battle Rage); Cannot Float; Combat Reflexes; Detect (Metal; Long-Range 1; Reflexive; Smell-Based, Reversed); Discriminatory Smell; Extra Legs (Six Legs); Flexibility; Fur; High Pain Threshold; Horizontal; Increased Consumption (Metal only); Injury Tolerance (Damage Reduction 2; Accessibility, Cutting, impaling, or piercing attacks only); Night Vision 9; Peripheral Vision; Quadruped; Regeneration (Regular); Resistant to Metabolic Hazards (+8); Temperature Tolerance 10; Tunneling (Move 5); Unfazeable; Uncontrollable Appetite (6) (Metal); Universal Digestion; Wild Animal.

Skills: Brawling-15; Stealth-15; Survival (Mountains or Subterranean)-16; Tracking-18.

Class: Dire Animal.

Notes: Corrosion crawlers can be skinned for their hides. This requires a roll at -5 against the better of Armoury (Body Armor), Naturalist, or Survival. Success provides metallic "leather" that's equivalent to chain or plate. The material uses the statistics for dragonhide (*Adventurers*, p. 27), is immune to rusting effects, and can be fashioned into any sort of armor as if were leather. One skin can be made into a full suit for a SM+0 character. Corrosion crawlers which have been eating exotic metals combine both the effects *and* the costs. For example, one eating meteoric iron would add +19 CF to the cost of the armor, in addition to the cost as corrosion-crawler leather. Such "combination" armor is highly prized, and the GM may wish to double or triple the final cost. Larger specimens are not uncommon – if the corrosion crawlers can find enough to eat. Increase ST, HP, and Oxidizing Aura, but Move and DR are unchanged. Higher SM crawlers can provide bigger armor or produce multiple suits for lower SM beings.

DIRE MAMMOTH

Dire mammoths are huge, slow-moving hills that graze on everything in their path. *Everything*. Outwardly, they resemble normal mammoths – but they have bony protrusions all over their fur and thick plates on their heads. Given their bad tempers, it's usually best to stay away from them. Ogre barbarians from the Frozen North *love* riding dire mammoths into battle!

ST: 60 **HP:** 90 **Speed:** 5.00
DX: 12 **Will:** 10 **Move:** 5
IQ: 5 **Per:** 11
HT: 14 **FP:** 14 **SM:** +4
Dodge: 9 **Parry:** 10 (Brawling) **DR:** 8

Head-Butt (12): 7d+6 crushing. Reach C-2.

Slam (12): 9d+18 crushing. Performed as an All-Out Attack (Strong). Use the normal rules for Slam attacks (p. B368). This allows the dire mammoth to move up to 10 yards in a single turn. This *also* inflicts damage to the dire mammoth equal to the target's total HP/10 in dice of damage; e.g., a 20 HP ogre would inflict 2d damage. If the dire mammoth's damage equals or exceeds the target's, the victim must make a DX roll or fall down. If the mammoth's damage is twice this amount, the person *automatically* falls down. A victim of SM +2 or smaller who falls is then automatically overrun and trampled (p. B404) for another 3d+3 crushing!

Trample (12): 7d+13 crushing. Reach C-2. This attack can only be used on targets of SM +2 or less (or SM +3 if they are lying prone). If the target's SM is +1 or less this is considered *Large-Area Injury* (p. B400). This attack may only be *dodged*.

Tusk (12): 7d+6 impaling. Reach C-2.

Traits: Acute Hearing 2; Bad Temper (15); Basic Move +5 (Only during a slam); Claws (Hooves); Combat Reflexes; Discriminatory Smell; Extra Arm 1 (Extra-Flexible; Weak, 1/2 ST); Fur; High Pain Threshold; Night Vision 4; Peripheral Vision; Quadruped; Subsonic Speech; Temperature Tolerance 5 (Cold); Terrain Adaptation (Ice/Snow); Weak Bite; Wild Animal.

Skills: Brawling-12; Survival (Arctic)-12; Swimming-14.

Class: Dire Animal.

Notes: Add Berserk (12) to bull mammoths during springtime (mating season!). *Trained* dire mammoths cost \$40,000 and have the Domestic Animal meta-trait instead of the Wild Animal meta-trait. Use the rules for *War-Trained Mounts* (p. B459) for those used in combat. Typical mammoths has ST 60 and a Basic Lift of 720 lbs., allowing it to bear 2,160 lbs. as Medium encumbrance (Move 3) or 4,320 lbs. as Heavy encumbrance (Move 2). If the mammoth attacks on its turn, its rider suffers the standard -2 to attack (see *Attacks by Mounts*, p. B297). Riding a dire mammoth requires specialized riding gear (**GURPS Dungeon Fantasy 16: Wilderness Adventures**, p. 19) that costs \$1,200 and weighs 120 lbs. War saddles cost \$2,000 and weigh 280 lbs. Optionally, a *howdah* (a type of riding platform) may be purchased allowing up to *eight* SM 0 beings to ride comfortably (and in style); this costs \$1,350 and weighs 900 lbs. Use the rules for vehicle *Occupancy* (**Wilderness Adventures**, p. 19) for different sized delvers.

EXCREMENTAL

A “night soil” elemental, this disgusting spirit collects in filthy pits, freshly manured fields, sewers, and other places where feces can be found in abundance. Resembling vaguely humanoid shaped piles of manure, mud, and half-digested matter, excrementals can cause rapid decomposition with a touch. They’re subject to some forms of magic, namely Purify Air or Purify Water (which causes them pain), magical fire (which can cause them to explode), and Plant spells (which can control them).

Excrementals are an important part of the natural order; they quickly break down decomposing biological matter into compost, feed on some of it, and move on. *Rogue* excrementals don’t wait for it to start decomposing. After all, biological matter is biological matter. . .

Anyone harmed by an excremental must resist festering fever (p. 16), at -1 per 2 HP of injury.

ST: 16	HP: 20	Speed: 6.00
DX: 12	Will: 22	Move: 6
IQ: 6	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: 10 (Brawling)	DR: 0

Decomposing Touch (12): 2d(2) toxic + follow-up 1d-1 corrosion (6 one-second cycles). Reach C-1.

It Did What . . . ? (12): Special. Jet. Range 5. If a target is hit, he suffers from Bad Smell (p. B124) until he can get to town to scrub *everything* (or uses True Water, **GURPS Dungeon Fantasy 1: Adventurers**, p. 29, or the Clean spell, **GURPS Magic**, p. 116). The spray also causes the target to be nauseated (-2 to attribute and skill rolls, and -1 to active defenses) for 3d×10 minutes due to the stench. This goes away if the target bathes in water. Anyone touching the target before then must make a DX roll or be similarly affected – you got it on you!

Poodopod (12): 1d+2 crushing *plus* follow-up Decomposing Touch. Reach C-1.

Poodopod Grapple (12): As per Decomposing Touch or Poodopod, but on further turns can squeeze (*Choke or Strangle*, p. B370); damage to neck is ×1.5.

Traits: 360° Vision; Bad Smell; Dark Vision; Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; Fragile (Combustible; Explosive); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Diffuse; Infiltration*); Limited Camouflage (Muddy†); Unfazeable; Weakness (Purify Air or Purify Water causes terrible pain for one minute).

Skills: Brawling-14; Camouflage-12; Stealth-14; Wrestling-15.
Class: Elemental.

Notes: Affected by Plant spells. If more than 10 HP of burning damage is inflicted in a single attack, the excremental is set ablaze (p. B434), taking 1d-1 injury per second until immersed in water or has rolled around on the ground for three seconds. Failure by 3+ on an HT roll (or critical failure to avoid death due to a major wound) causes the excremental to *burst*, inflicting 6d×2 crushing explosion damage to everything near it and automatically killing the excremental. A successful Herb Lore roll yields 1d vials of Druidic Fertilizer (**GURPS Dungeon Fantasy 8: Treasure Tables**, p. 36).

* Allows the excremental to ooze under barriers and through tiny holes.

† Gets +2 to impersonate mud if unmoving. This usually benefits trickery attempts using Acting, Camouflage, or Stealth.

It is pitch black. You are likely to be eaten by a grue.

– Zork

GRÜ

Pronounced “GR-WEE,” this semi-solid patch of sentient darkness resembles a hideous cross between a piranha and a puffer fish and is the size of a small dog. If viewed in the light, it’s spiky and seems to be made entirely of jaws and teeth. Thought to be the pets of *Demons from Between the Stars* (**GURPS Dungeon Fantasy Monsters 1**, p. 9), they can be found nearly anywhere it’s dark. Unlike Demons, they are not patient enough to backstab repeatedly. They *are* ambush predators, though. See *Backstabbing* (**GURPS Dungeon Fantasy 2: Dungeons**, p. 11). Their first attack is thus usually at +4 to hit.

ST: 6	HP: 6	Speed: 5.50
DX: 12	Will: 10	Move: 1 (Air Move 10)
IQ: 4	Per: 12	
HT: 10	FP: 10	SM: -2
Dodge: 11	Parry: N/A	DR: 2

Bite (13): 1d-1 impaling + shadow poison follow-up. Reach C. Any hit counts as a grapple, even if it doesn’t penetrate DR. This allows the grü to *worry* – roll damage each turn as a free action!

Shadow Poison (12): 1d-3 toxic (60 one-minute cycles). Jet, with 1/2D 3, Max 6. Targets that take more than 2/3 HP damage have their shadows disappear. This gives -2 to reactions against everyone; people without shadows are obviously soulless or demons! This effect persists until the victim is fully healed or a Remove Curse spell is cast.

Damage in excess of 1/2 HP requires that the delver make an HT roll. Failure by 5 or more, or critical failure, means the shadow becomes a Demon from *Between the Stars* (*Dungeon Fantasy Monsters 1*, p. 9). This newly created being must roll HT-3 every turn or be pulled back to wherever the demons call home. This can only happen to a delver once per encounter and the Demon's shadowy outline resembles the delver's. The delver's shadow is restored as above.

Spines (9): 1d impaling + shadow poison follow-up. Roll once per turn against *each* foe in close combat with the grü (this is a free action). Roll at -2 if the grü's attacker is fighting from below. Anyone who grapple or slams the grü is *automatically* hit, and those who slam the grü take *maximum* damage.

Traits: 360° Vision; Berserk (Battle Rage); Combat Reflexes; Chameleon 4 (Only in darkness); Dark Vision; Doesn't Breathe; Doesn't Sleep; Flight; High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; Slippery 5; Striking ST 7 (Bite Only); Temperature Tolerance 10; Unfazeable.

Skills: Brawling-13; Stealth-12 (in the dark, becomes 16 if moving or 20 if motionless).

Class: Elder Thing.

Notes: An Alchemy roll renders 1d-2 (minimum of 1) vials of Thieves' Oil (*Adventurers*, p. 29).

HELLWASP

These monstrous insects can grow around 2' long and are shades of mottled red and gold, which can change to match the surrounding environment. Its iridescent wings bioluminescence at night and are often confused with swamp-gas emissions. Since they prefer dark, humid environments, they're often found in jungles, swamps, outhouses, or sewers. Hellwasps see via infravision, and clever adventurers can distract them by creating fires, striking matches, etc.

Hellwasps reproduce by injecting tiny eggs into those they sting. Beyond the possibility of hellwasp parasitism, the poison is necrotic and rots flesh in a matter of hours if untreated.

ST: 6 **HP:** 6 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 6 (Air Move 12)
IQ: 2 **Per:** 12
HT: 11 **FP:** 11 **SM:** -3

Dodge: 10 **Parry:** N/A **DR:** 0

Necrotic Stinger (12): 1d-1 impaling + linked 2 points burning + follow-up 1d-2 toxic (60, 10-second cycles). Reach C. If a target takes more than 2/3 HP damage from the toxic follow-up, he suffers from Terrible Pain until he heals the damage fully.

Traits: 360° Vision; Chameleon 3 (Controllable); Combat Reflexes; Extra Legs (Six Legs); Flight (Winged); Horizontal; Infravision; No Fine Manipulators; Striking ST 7 (Stinger only); Wild Animal.

Skills: Brawling-12; Stealth-14; Survival (Swamp or Jungle)-14.

Class: Animal.

Notes: Targets who die from necrosis will eventually hatch a number of eggs equal to HP × 1.2 (round up). The insects

can cause their bodies to glow with brightness equivalent to a torch if they wish.

KHODOQUE CRAB

This large, electric blue crustacean can be found on land and water. The first khodoque crabs were thought to be the creation of a mad wizard determined to breed air elementals with crabs (as you do). The result is monstrously large crabs that can electrocute people who get near them and like to snack on the charred remains. Wizards who know the Season spell (*Magic*, p. 77) prove oddly effective against the khodoque – likely an aftereffect of the magic used to create this strange hybrid being.

ST: 20 **HP:** 20 **Speed:** 6.00
DX: 12 **Will:** 12 **Move:** 6
IQ: 6 **Per:** 12 (7 Water Move)
HT: 12 **FP:** 12 **SM:** 0

Dodge: 10 **Parry:** 11 (Brawling) **DR:** 5 (see Notes)

Claw (14): 2d+3 cutting + follow-up Snip. Reach C-2. Treat as a weapon (Striker), not as a body part.

Claw Grapple (12): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370); damage to neck is ×1.5.

Electric Aura: 2d burning. This harms anyone who *touches* or *is touched* by the khodoque crab in close combat. This attack treats any conductive metal armor as DR 1, regardless of its actual DR.

Electro Jet (14): 2d crushing + 1d burning. This attack treats any conductive metal armor as DR 1, regardless of its actual DR. This may be done up to three times per combat before the crab must refill its bladder with water.

Snip: Roll a Quick Contest between the crab's ST 20 and the victim's ST or HT, whichever is better. If the crab wins, then the victim takes the crab's margin of victory as *cutting* damage. Success results in no damage. DR protects normally. This is a *free* action. If the crab targeted a subject's neck, limb, or weapon (including shields), roll an additional 2d and add it to basic damage to determine if the limb has been crippled. This additional damage *doesn't* subtract from HP; it only affects whether a limb has been crippled or dismembered.

Traits: 360° Vision (Easy to Hit); Amphibious; Combat Reflexes; Extra Legs (Six Legs; Cannot Kick); Horizontal; Injury Tolerance (No Neck); No Fine Manipulators; Resistant to Metabolic Hazards (+3); Unfazeable; Ultravision; Weakness (Season spell inflicts 2d damage).

Skills: Brawling-14; Innate Attack (Jet)-14; Stealth-12; Swimming-14; Wrestling-12.

Class: Hybrid.

Notes: Has DR 20 vs. electric or water-based attacks, DR 5 otherwise. Can be butchered for its meat (make a Naturalist or Survival roll). Success yields 10 lbs. of succulent meat per point of margin, that can be sold for \$5/pound (double that to the right buyer). If the Season spell is cast on the meat, treat it as if Essential Food had been cast (*Magic*, p. 79). If Essential Food is cast in addition to Season, then every 2 lbs. of meat eaten *also* grants DR 2 vs. electrical or water-based attacks for the next 24 hours, up to DR 10.

MIMIC

A rubbery, intelligent form of slime that can shapeshift to disguise itself. Mimics generally rove around looking for prey, and lure prey into touching them so they can snag and kill their victims. They either manifest a hideously toothed mouth to gnaw or a pseudopod with a fist to pound away. They can release their Binding at will, and won't stick to the targets they strike unless they choose to.

ST: 30 **HP:** 30 **Speed:** 5.75
DX: 13 **Will:** 12 **Move:** 3
IQ: 10 **Per:** 12
HT: 13 **FP:** 12 **SM:** +0
Dodge: 9 **Parry:** N/A **DR:** 0

Munch! (11): 3d+3 crushing. Reach C, 1. Any hit counts as a grapple, even if it doesn't penetrate DR. This allows the mimic to *worry* the victim – roll damage each turn as a free action! Treat as a weapon (Striker), not as a body part.

Punch! (13): 3d+3 crushing. Reach C, 1. Treat as a weapon (Striker), not as a body part.

Traits: Amphibious; Binding 15 (Contact; Retractable*); Dark Vision; Discriminatory Smell; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Morph

(Mimicry); Injury Tolerance (Homogenous; No Blood); Invertebrate; No Legs (Slithers); No Fine Manipulators; Regeneration (Fast); Vibration Sense (Air).

Skills: Brawling-13.

Class: Slime.

Notes: Willing to negotiate for food. It's too intelligent to be affected by Animal or Plant spells – use Mind Control instead. Morph allows the mimic to duplicate any stone or wood perfectly, and take any shape roughly SM+0 in size. Shifting form takes one second but is a free action.

* When launching a binding attack, mimics may choose to hold onto a line of it. If so, on any later turn, mimics may use a Ready action to pull a bound subject toward them. A mimic's effective ST is its own ST or its Binding ST, whichever is greater. Note that if a subject's hands are free, or if someone else grabs the line, that person can pull the mimic! Releasing the line is a free action on the mimic's turn.

MUMMY

They're dusty, smell like grandma's attic, and are *mad as hell* that you are trespassing in their tomb. It's too bad they have such great loot . . . of course, sticking around in the place can lead to some *really* bad dry skin (see *Bandage Rot*, below).

DUNGEON PATHOGENS

Several monsters carry dangerous diseases and contagious curses. For convenience sake, they are all presented here.

Bandage Rot

Exposure: Contact with mummies (above) or anything they've touched requires a resistance roll (+3 for second-hand contact).

Resistance: Roll against (HT + Will) / 2 to resist. Resistant to Disease gives only half its usual bonus (round down)! Add your level of Power Investiture (Holy) or Holiness to this roll.

Schedule: 1 HP lost per hour until Cure Disease or Remove Curse is cast. Particularly nasty strains resist the spellcasting with a skill of 15.

Effects: After HP loss of 1/2, the target's skin is covered in tender boils (treat as Moderate Pain). At 2/3 HP the boils leak putrescent pus (treat as Bad Smell, a level of lowered Appearance, and Severe Pain).

Recovery: Once all HP is healed and Cure Disease or Remove Curse is cast.

Treatment: Esoteric Medicine (Holy) can be used in place of Curse Disease, but at -5 to the roll. Spells suffer no penalty, but *require* a roll against the better of Diagnosis or Occultism.

Festering Fever

Exposure: Raw sewage, manure, etc.

Resistance: Roll HT.

Schedule: 1 HP/hour until treated.

Effects: At 1/3 HP lost, inflicts -1 on all attribute and skill rolls until cured, 1/2 HP inflicts -2 on such rolls, and 2/3 HP lost inflicts -3.

Recovery: Once all HP is restored or Cure Disease is cast.

Treatment: Cure Disease stops the effect immediately, but HP are still lost. Can be treated with any Esoteric Medicine skill, at -3 per -1 to all attribute and skill rolls currently inflicted.

Gold Cold

Exposure: Being bitten by a bandit-snatcher (pp. 11-12) or touching treasure they've previously handled. Thoroughly cleaning the treasure with protective gear (DR 1+) can remove the disease.

Resistance: Roll Will at -3; -6 if the target has Greed with a self-control roll of 12 or 15; -9 if they have it at 9 or 6. Note margin of failure.

Schedule: Until Remove Curse is cast or 1d weeks has passed.

Effects: Acquire Greed with a self-control roll equal to (18 - margin of failure).

Recovery: The delver must refrain from touching anything of value that he *didn't* own prior to his infection for the duration. Failure means the target has a relapse and adds an additional 1d days to his recovery time.

Treatment: Occultism roll at -3 to determine the cause (it's rare!) or Hidden Lore (Faerie). Success allows an Esoteric Medicine roll to treat the disease. Esoteric Medicine (Druidic) gets +3 to this roll.

Mummies are the wrapped and buried dead of humanoids, cursed to guard their burial places for all eternity.

ST: 16 **HP:** 20 **Speed:** 5.00
DX: 11 **Will:** 14 **Move:** 5
IQ: 10 **Per:** 10
HT: 12 **FP:** N/A **SM:** 0
Dodge: 9 **Parry:** 11 (Unarmed) **DR:** 4

Punch (14): 1d+3 crushing. Reach C. Those hit by this attack must contend with bandage rot (p. 12); roll at -1 per 2 points of penetrating damage. Treat as a weapon (Striker), not as a body part.

Strangling Grasp (15): No damage (but check for bandage rot!), but on further turns can squeeze (*Choke or Strangle*, p. B370) with effective ST 18; damage to neck is $\times 1.5$.

Traits: Appearance (Monstrous; Universal); Cannot Learn; Combat Reflexes; Dark Vision; Dependency (Rest in own tomb 1/3 of the time; Daily); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Combustible); Frightens Animals; Ham-Fisted 2; Hidebound; High Pain Threshold; Immunity to All Mind Control; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Independent Body Parts*; No Blood; No Brains; No Vitals; Unliving); No Sense of Smell/Taste; Numb; Reprogrammable; See Invisible (Spirits); Single-Minded; Temperature Tolerance 20; Unfazeable; Unhealing (Partial; Heals in burial place); Vulnerability (Fire $\times 2$).

Skills: Brawling-14; Wrestling-15.

Class: Undead.

Notes: Affected by Control Zombie, Pentagram, and Turn Zombie; Affected by Spirit Empathy (rather than Empathy); No IQ-based skills; Will not negotiate if treasure is taken from its place of burial.

* See *Dungeon Fantasy Monsters 1*, p. 35.

NANKILSTLANI

These horse-sized birds are the servants of nature, night, or messenger gods. They resemble extremely large ravens or crows with feathers that shimmer like a starry night. They attack by strafing from above, launching their dagger-like feathers at targets, or by swooping down to claw and peck at opponents. Out of combat, they serve as omens to weary travelers who pay proper respect to the gods. They're said to be creations of He-Whose-Words-Must-Be-Heard, a god friendly to delvers – *if* they leave shinies on his altar. They're often encountered in groups (called “murders”), doing the bidding of their masters.

ST: 20 **HP:** 20 **Speed:** 7.00
DX: 12 **Will:** 14 **Move:** 7
IQ: 10 **Per:** 14 (14/42 Air Move)
HT: 14 **FP:** 12 **SM:** +1
Dodge: 11 **Parry:** 12 (Brawling) **DR:** 5

Claw (16): 2d+1 cutting. Reach C-1.

Feather Barrage (14): 1d+2 impaling. Acc 3; Range 50; RoF 7; Rcl 1. Can fire one shot, a burst of three, or all seven (for +1 to hit). Targets damaged must make an HT roll at -1 per 2 points of injury failure means they suffer from

Hemophilia (p. B138) for minutes equal to their margin of failure. Often used for *Spraying Fire* (p. B409) or a Move and Attack (at -2 to hit).

On the Wing (11): As per Claw or Peck, but made as a Move and Attack; ignore the skill cap of 9.

Peck (16): 2d+1 impaling. Reach C-1.

Traits: Acute Vision 4; Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Enhanced Move 1.5 (Air); Flight (Winged); Feathers; High Pain Threshold; Immunity to Metabolic Hazards; Immunity to Mind Control; Indomitable; Injury Tolerance (Unliving); Night Vision 9; No Fine Manipulators; Penetrating Vision; Peripheral Vision; Slippery 5 (Cosmic, True Freedom*); Telescopic Vision 2; Temperature Tolerance 4; Ultravision.

Skills: Aerobatics-13; Brawling-16; Flight-13; Innate Attack (Projectile)-14; Observation-14; Stealth-16.

Class: Divine Servitor.

Notes: Nankilstlani feathers are hard as steel and can be sold (\$10 and 0.25 lbs. per primary feather, with up to 8d feathers per bird) or turned into light scale or scale armor. Such armor gives +1 to DR and one to four levels of Slippery (Cosmic, True Freedom*). This adds +9 CF for one level, +14 CF for two levels, +29 CF for three levels, or +49 CF for four. Feathers may *also* be turned into weapons. In such cases, they cost the same as very fine weapons and cause bleeding as per Feather Barrage (above). Anything made of Nankilstlani feathers automatically has the shifting colors/textures supernatural embellishment (*Treasure Tables*, p. 56)

* In addition to the normal effects of Slippery (p. B85), this gives a bonus equal to the level on all rolls to maintain or regain freedom of movement. This includes rolls to avoid or break free of grapples or entangling weapons; to evade opponents; to use skills such as Escape or Lockpicking; and to resist any ability, spell, or weapon that restrains or paralyzes the subject. As a modifier, this is worth +300%. The GM may allow thieves to take this as a power-up. As a power-up, its prerequisites are DX 18+, Escape 22+ *or* Lockpicking 22+ *or* Escape and Lockpicking 20+.

SKY GLIDER

This innocuous-looking creatures resemble flying squirrel, but with exceptionally long ears (about 2”), nimble fingers with opposable thumbs, and a vaguely feline cast to their faces. Between 6” to 18” long, they weigh 1 to 2 lbs., and are omnivores. They possess a unique biology that allows them to generate, store, and discharge electricity (much like an electric eel) at will. While one sky glider is not dangerous, they tend to live in large groups (called a “shock”) of up to 30. Such groups can combine their abilities to bring down larger threats. They present a genuine danger to even the most experienced of adventurers.

Sky Glider (Individual)

ST: 4 **HP:** 6 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 6 (12 Air Move)
IQ: 4 **Per:** 12
HT: 11 **FP:** 13 **SM:** -4
Dodge: 10 **Parry:** N/A **DR:** 1 (see Notes)

Bite (12): 1d-4 cutting + electrical discharge (see below). Reach C.

Claw (12): 1d-4 crushing + electrical discharge (see below). Reach C.

Electrical Discharge (12): 1d-3 burning surge; Acc 3; Range 10/100. This attack treats any conductive metal armor as DR 1, regardless of its actual DR.

Traits: Brachiator; Catfall; Clinging (Accessibility, Requires Claw-Holds); Combat Reflexes; Distractible; Double-Jointed; Flight (Small Wings); Fur; Night Vision 5; Parabolic Hearing 1; Scanning Sense (Field Sense); Semi-Upright; Sharp Teeth; Striking ST 3; Super Climbing 1; Resistant to Electrical Shock (+8); Terrain Adaptation (Uneven); Vibration Sense (Air; Based on Hearing); Wild Animal.

Skills: Acrobatics-12; Brawling-12; Climbing-18; Flight-12; Innate Attack (Beam)-12; Jumping-14; Stealth-14; Urban Survival or Survival (Jungle or Woodlands)-13.

Class: Dire Animal.

Notes: Bushy tail. Adorable. Doesn't look dangerous. Will freak-out-at-chu if you rile it up. Has DR 7 (Absorption) vs. electricity; when hit, it can heal 1 HP per two points absorbed, 1 FP per three points, or raise its electrical discharge damage to 1d (next turn only) for seven points.

Sky Glider Shock

ST: 4 **HP:** 108 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 6 (12 Air Move)
IQ: 4 **Per:** 12
HT: 11 **FP:** 13 **SM:** -4

Dodge: 11 **Parry:** N/A **DR:** 1 (see Notes)

Bite (17): As for *Sky Glider (Individual)* but roll once; an additional attack hits per point of margin by which the group succeeds.

Claw (17): As for *Sky Glider (Individual)* but roll once; an additional attack hits per point of margin by which they succeed.

Electrical Discharge (17): As for *Sky Glider (Individual)* but roll once; an additional attack hits per point of margin by which they succeed.

Mass Discharge (17): As for electrical discharge, but inflicts 8d-3 burning damage against a *single* target. This costs 2 FP to use (optionally, it can burn out a flock member for 4 HP instead). For every 4 HP lost (whether from using this ability or being injured), the damage done by the discharge drops by one point, to a minimum of 1d-3.

Traits: As for *Sky Glider (Individual)*.

Skills: As for *Sky Glider (Individual)*.

Class: Dire Animal.

Notes: As for *Sky Glider (Individual)*. Most shocks are composed of approximately 30 members (optionally, roll 8d+2 to determine the number in the shock). For groups *larger* than this, use the following: HP become $3.6 \times$ (number of members); add a bonus to attack rolls equal to the number of members using the bonus from *Rapid Fire* (p. B373); and RoF becomes total number of members. Damage for the Electrical Discharge attack is increased as well: dice of damage equals (number of members) / 4. Treat fractional numbers as follows: 0.01 to 0.29 adds +1, 0.3 to 0.59 adds 1d-3, 0.6 to 0.79 adds 1d-2, and 0.8 to 0.89 adds 1d-1, and 0.9 or more adds another full 1d of damage. Increase DR vs. electrical attacks to (number of members / 5) + 7.

STONE SHARK

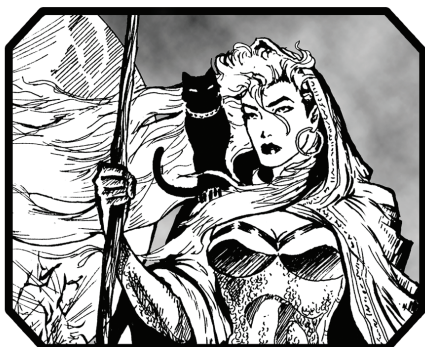
These horrific-looking beings are thought to be related to obsidian jaguars (*Dungeon Fantasy Monsters 1*, p. 24), but are not constructs. Instead, stone sharks are elementals who've slipped the dimensional walls from their reality to ours (by summoning or accident). Regardless of how they got here, they almost immediately wreak havoc on the local area, as they are superlative predators with their ability to "swim" through earth and stone. While they don't need to eat, they apparently *like* consuming flesh.

ST: 20 **HP:** 20 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 7
IQ: 4 **Per:** 12
HT: 12 **FP:** 12 **SM:** +2
Dodge: 10 **Parry:** N/A **DR:** 9

Obsidian Bite (13): 2d-2 impaling. Reach C, 1.

Traits: 3D Spatial Sense; Bad Temper (9); Berserk (12); Combat Reflexes; Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Enhanced Move 1 (Ground Speed 14; Costs Fatigue, 2 FP); Immunity to Metabolic Hazards; Injury Tolerance (Homogeneous; No Blood; No Neck); Permeation (Earth and Stone); Pressure Support 3; Sonar (30 yards); Subsonic Hearing; Universal Digestion; Unfazeable; Vibration Sense (Earth).

GURPS Fourth Edition



DUNGEON FANTASY 16 WILDERNESS ADVENTURES

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Skills: Brawling-13; Stealth-14; Survival (Underground)-14.
Class: Elemental.

Notes: Can't be bargained with, but can be delayed by feeding or lured toward or away from areas by food trails. Will eat absolutely anything.

TATTERDEMALION

Resembling a pile of worn clothing or rags, tatterdemalion are the remains of magical items that were made of cloth, leather, or fabric – given life by stray magical energies. Possessing the intelligence of a dog, tatterdemalion seek out living beings so they can be “worn” (see below). Once in possession of a body, they attack any wizards they can sense with their Magery.

ST: 6	HP: 8	Speed: 6.00
DX: 11	Will: 9	Move: 6
IQ: 4	Per: 11	
HT: 10	FP: N/A	SM: 0
Dodge: 9	Parry: N/A	DR: 2

Ensnaring Ensemble (15 vs. lower of Will or HT): After a victim has been grappled, the tatterdemalion begins to take control. This takes 1d seconds after a successful roll. The tatterdemalion can roll every second until it's been removed. Fellow delvers roll at -4 to attack it; failure means they hit the ensnared delver! Treat this as Control Person (*Magic*, p. 49), except it doesn't cost any fatigue or require a roll to use.

Raggedy Grasp (14): Effective ST for grappling is 16. Afterward, it either tries to take over its victim (Ensnaring Ensemble) or uses These Pants Are Too Tight. Often targets the groin for a skill 11 to attack . . .

These Pants Are Too Tight: Roll a Quick Contest between the clothing's effective ST 16 and the victim's ST or HT, whichever is better; victims takes that many HP of crushing damage. DR protects normally. This is a *free* action.

Traits: 360° Vision; Cannot Learn; Constriction Attack; Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Diffuse; Extra Arms (Four arms; Extra-Flexible); Fragile (Combustible; Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogeneous; No Blood; No Neck); Intolerance (Wizards); Invertebrate; Lifting ST 8 (Only for grappling); Magery 0; No Fine Manipulators; Pressure Support; Unfazeable; Unhealing (Total).

Skills: Brawling-13; Stealth-13; Wrestling-14.

Class: Construct.

Notes: Can't communicate or negotiate. Possibly bedazzled.

WINDROOT

This weeping willow-like tree stands almost 10' tall and looks like a dandelion flower writ large. While it looks like it's rooted in place, it's *not*. Windroot trees can slowly move from bad soil to better soil, or to good places to ambush “compost on the hoof” – e.g., adventurers. When anything ambulatory gets closer than eight yards to one, the tree shakes fluffy dander from its branches. This causes intense itching to anyone in the pollen cloud. Those moving within *four* yards begin to

uncontrollably sneeze, while those within *two* yards suffer severe anaphylaxis! Moreover, the tree itself will attack those close enough to it with its flexible boughs.

Windroots are often found in groups and often have a symbiotic relationship with excrementals (p. 14), who compost what the windroot kills. Windroots are also commonly found protecting druidic holy places.

ST: 30	HP: 40	Speed: 6.00
DX: 10	Will: 10	Move: 1
IQ: 2	Per: 10	
HT: 14	FP: 14	SM: +3
Dodge: N/A	Parry: 10 (Brawling)	DR: 18 (Semi-Ablative)

Branch Smack (12): 3d+2 crushing. Reach C-2. Make up to three attacks per turn.

Itchy, Sneezing, Choking Sensation (HT-3): Those within eight yards of the windroot must make an HT-3 roll *every* turn or begin itching uncontrollably (-2 to DX and DX-based skill rolls). This effect can be relieved by taking a Do Nothing maneuver to scratch. If within four yards, delvers instead begin sneezing for the next minute: -3 to DX and DX-based skill rolls, -1 to IQ and IQ-based skill rolls, and Stealth is impossible. Delvers within two yards must make an *additional* HT-3 roll or begin suffocating (p. B436). This last roll is made every 10 seconds, not every second.

Traits: Combat Reflexes; Dependency (Soil/Water; Monthly); Extra Arm (Six arms); Extra Attack 2; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous; No Blood; No Eyes; No Head; No Vitals); No Manipulators; Unfazeable; Vibration Sense (Air).

Skills: Brawling-12.

Class: Plant.

Notes: Windroot seeds are especially valuable to druids, who use them to guard holy sites. Seeds are found at the top-most branch of the tree (which only drop when there is enough fertile soil) and require a Naturalist roll at -5 or Herb Lore roll to harvest. Each tree contains 1d seeds, and each seed fetches up to 3d × \$500 to a druid grove.

Clothes make the man. Naked people have little or no influence on society.

– Mark Twain

ABOUT THE AUTHOR

Christopher R. Rice once fought a grue in the dark and didn't get eaten. From Portsmouth, Virginia, he's somehow eking a living out of writing. Of course, if he's not writing about *GURPS*, he's blogging about it. Visit his site “Ravens N' Pennies” (www.ravensnpennies.com) for more *GURPS* goodies. He wishes to thank L.A., his own personal muse, as well as the rest of his gaming group (the Headhunters); and Beth “Archangel” McCoy, the “Sith Editrix”, for being his favorite victims. Special thanks to monster-makers “Khodoque” (for the eponymous crab), Travis Foster (for the dire mammoth), and Peter Dell'Orto (for the mimic).

EIDETIC MEMORY

GRAVE OF THE PIRATE QUEEN

BY DAVID L. PULVER

This small dungeon is intended to challenge a party of beginning *GURPS Dungeon Fantasy* adventurers. It can be placed in any coastal region once haunted by pirates.

RUMORS

Rumors of the dungeon can be introduced as tavern gossip, a bard's songs, or travelers' tales. The two most important rumors, which the PCs should hear, are:

1. At a roadside inn a few days ride from the sea, travelers are talking about the recent earthquake that struck off the coast near the village of Krayhold. No one was killed, but it damaged fishing boats and the wharf. There were also landslides along Kraken's Bluff when some of the cliffs fell into the sea. Kraken's Bluff? Ah, it's one of several coastal hills that legend says are riddled with caves. In times gone by, the old folk say wicked cultists, devil worshippers, smugglers, and even pirates used them!

2. A beachcomber, Rory of Krayhold, was scrounging on the beach below Kraken's Bluff when he found a cave mouth the recent quake had uncovered. The cave extended into the hill, and inside he found an old sword blade and a gold piece. Thinking it might have been an old pirate or smuggler lair, he returned the next day with two mates, to look for more gold – but none of them returned to the village! What could have happened?

Adventurers researching the local sea coast may make appropriate Research or Area Knowledge rolls, or go to Krayhold to talk to fishers there. They may further uncover some other rumors.

- The most notorious local pirate in the region was Morag the Sea Reaver, who died a century ago in a bloody battle with the King's navy. Out of respect for their "pirate queen" her shipmates buried Morag with a portion of her treasure on some cave or island. But her grave was never found!

- Long ago the coastal hills like Kraken's Bluff were a haven for wicked cults worshipping evil gods. Superstitious fishers traded human sacrifices for protection from storms and good fishing. Some say the cultists interbred with sea

monsters, producing hybrid creatures that still dwell in the deep oceans!

- A year ago, a local fisherman claims he saw a beautiful mermaid a few miles out to sea.

- Morag and her pirates worshiped a dread god and sacrificed captives to him in bloody necromantic rites!

- In recent years, fishers sailing out in the evening or early morning have sometimes disappeared mysteriously, even in calm weather. Small boats have been found drifting in the sea, empty of their crew. The last disappearance was only a month ago, a few miles off the coast from Kraken's Bluff.

KRAKEN'S BLUFF

Krayhold, population 60, is a poor fishing hamlet on the coast, a quarter-mile from the cliffs of Kraken's Bluff. It's seen better days. There's a rickety warehouse, a pier, several clusters of hovels, and a wooden tower pretending to be a lighthouse. All show signs of recent earthquake damage. The local fishers are repairing several boats, huts, and a wharf swamped by waves caused by the quake. They also fret about the disappearance of Rory, Ufgar, and Tomkin, three young fishermen who vanished while exploring a frightening cave opened up by the quake. (See *Rumors*, above, for local gossip.) Rory's mother Olga is distraught; last year she lost her husband at sea, and now Rory's gone too...

For a copper piece each, a couple of scrawny, barefoot children will show investigators the path to the newly opened beach cave where Rory and his friends vanished. Or the adventurers could scout the beach for themselves; 15 minutes of exploring along the coast below the hills should find it.

Kraken's Bluff is one of several low hills alongside the sea-coast. Its most striking feature is that in ancient times, some of the turf was cut away to create crude giant figures of marine creatures on the landward sides of the hills: a shark, a kraken or octopus, a crab, and a fish or whale. Kids or villagers can tell the visitors it's said to be the work of ancient cults, though no one knows for sure!

The rocky hill is 700 yards long and 300 yards wide. The seaward side is a 70' cliff. A rocky beach is exposed at low tide, reduced to a mere strip at high tide.

The water rapidly becomes much deeper, to 18' just off the beach. Many small caves dot the cliffs along the beach, but most are 5' to 9' deep with nothing more interesting than a dead shark carcass, rotting fish, seaweed, or hermit crabs. The exception is Rory's cave (see below): strewn boulders and debris are scattered about its base, where part of the cliff gave way during the quake. A Tracking roll reveals three sets of footprints along the beach and around the cave mouth: Rory and two friends who ventured inside.

The Hidden Entrance

In addition to Rory's cave, there's an alternative entrance that could be discovered by diligent adventures. Several yards west down the coast from Rory's cave, and eight yards out into the water (where the water is about 20' deep) is a subterranean cave mouth partly hidden by seaweed. This leads to a water-filled tunnel 14 yards long that opens up into Room 7 (p. 24). Finding this entrance requires searching underwater in the right place. A few amphibious monsters still use it to enter or exit the dungeon, to either use it as a lair or to worship at the old sea god's temple.

THE PIRATE CAVERNS (GM INFORMATION)

This is a cavern complex located inside and under Kraken's Bluff. The caverns have been sporadically inhabited for centuries, first by cultists who worshiped "Tentacle Beard," a now mostly forgotten god of death and the sea, then by a band of sea rovers led by Morag the Pirate Queen, who slaughtered the cultists and seized the temple as her own base. Morag was eventually slain in a sea battle with the King's navy after being betrayed by a jealous lieutenant, Bloody Jack. The few remaining pirates then sailed their damaged ship back to the temple, and buried their captain within it and sealed up the caves behind them. Some treasures they left as grave goods (and because they were too few to carry all the loot away themselves). However, soon after leaving, the pirates broke their sworn vows to hunt down Bloody Jack and instead went their separate ways. Morag's furious spirit was unable to rest peacefully in her grave and has risen as an undead draug, served by the zombie corpses of some of her followers who were interred with her.

In addition to Morag, aquatic monsters also visit the complex, entering through the underwater tunnel. Aside from Rory's unfortunate party, the adventurers are the first land-dwellers to enter it since the pirates sealed it up.

For a map of the cave complex, see p. 27.

1. Rory's Cave

Squeezing past boulders and debris left by the quake, adventurers will find themselves in a deep, sandy cave. The cave disappears into the darkness.

Two-thirds of the way into the cave, a Vision roll may reveal old graffiti crudely scratched into the western wall. It reads: "The Red-Eyed Dragon rules the waves!" and is accompanied by a crude sketch of a horned skull with bat wings.

2. Side Cave

This cave has a strong fishy smell. Its floor is covered in sand. Something gleams white in one corner – a pile of half-buried bones. Doubtless these were unfortunate victims of the cave's occupant: an enormous crab who swiftly charges any intruders.

The gnawed bones are from fish and the recent remnants of two humans (Tomkin and Ufgar, unfortunate members of Rory's party) wearing torn clothes like those of local fishers. There's also part of a long rubbery tentacle. Mixed up amid the bits are a pouch with 17 gold pieces, some tattered bits of cloth, a tinderbox, the rusty head of a trident, a broken shortword, and a wooden torch.

Giant Crab

This fierce giant crab is 6' across, and looking for a new meal. It has tan skin and orange pincers and legs. It enjoys grabbing prey and pulling them apart. It isn't very bright. If reduced to 6 or fewer HP, it will retreat, scampering toward the nearest water.

ST: 18	HP: 18	Speed: 7.00
DX: 12	Will: 10	Move: 9
IQ: 3	Per: 10	
HT: 10	FP: 14	SM: +1
Dodge: 10	Parry: N/A	DR: 5/2 (see Notes)

Crab Pincers (14): 1d+4 cutting. Reach C, 1. Any hit counts as a grapple, regardless of whether it penetrates DR. Treat as a weapon (Striker), not as a body part. It can strike with each pincer.

Traits: Amphibious; Doesn't Breathe (Gills); Extra Attack 1; Extra Legs (Eight Legs); Horizontal; Injury Tolerance (No Neck); No Fine Manipulators; Peripheral Vision; Ultravision; Vibration Sense (Air); Wild Animal.

Skills: Brawling-14.

Class: Giant Animal.

Notes: If killed but not destroyed, 80 lbs. of succulent crabmeat (\$10/pound) can be salvaged. DR 5 on shell protecting torso and head; DR 2 on other locations.

GENERAL CONDITIONS

The dungeon is a mix of natural caves and tunnels, and rough-surfaced rooms crudely tunneled out of the rock. Floors are a mix of sand and undressed stone, and are damp. The rocky ceiling is low in the tunnels, varying between 5' and 7' high, and adventurers must often duck their heads. Caves and rooms have 7' to 9' ceilings, often with a few stalactites hanging down, and water dripping from above.

A strong fishy odor wafts through most of the caves, though it is even more intense in some areas, as noted in the room descriptions. The caves aren't populated enough to have wandering encounters, though the GM should take note of what monsters are nearby. The fish-folk and octopus-folk are temporary inhabitants of the dungeon and may move around the complex, be replaced by other monsters, or be reinforced by more of their kin if the PCs encounter them, but retreat without defeating them.

3. Pirate Armoury

A room with rough-hewn walls and wood furniture. On one side is a workbench with tools strewn about, some on the bench, others scattered on the floor. Near the bench is an overturned jug, a puddle of liquid spreading from it. In one corner sits a stout wooden chest, lid open, clothes strewn about in disarray. Above the bench is a wall rack with room for several weapons: two axes, four spears, two medium shields, a morningstar, and a broadsword hang there. The other weapons have been removed, now gripped in the multitudinous tentacles of two bizarre beings that just finished ransacking the chamber.

These creatures resemble human-sized octopuses, walking on four of their eight limbs! One is trying on a three-cornered hat with an impressive feather plume it filched from the chest; the other struggles to wrap a gold chain holding an amulet or locket around its bulbous head. Far more menacing than these attempts to ape the dress of land-dwellers are their arsenal of stolen weapons: each octopus-folk wields a pair of broadswords and a medium shield, doubtless recently salvaged from this armory.

In addition to the items noted above, the tools scattered on the bench collectively amount to a backpack toolkit for Armoury (Melee Weapons) (\$600, 20 lbs.). A sniff reveals the spillage from the overturned jug is ancient red wine long since turned to vinegar. The clothes chest holds four musty silk shirts (1 lb., \$10 each), a studded leather skirt (4 lbs., \$60) and a pair of leather pants (3 lbs., \$40). The arms on the rack and used by the creatures are ordinary quality, weight, and cost. See below for the hat and amulet.

Octopus-Folk

The octopus duo are two adventurers of their kind, curious and aggressive but not very bright. They are the degraded remnants of a tribe of octopus-folk, one of several aquatic races who once worshiped at the temple and now live off the coast. Their kind does not forge weapons, but they do steal them from sailors or shipwrecks. Human weapons rust or rot underwater, so they periodically acquire more by looting the pirate stores. They are carnivorous and have, in the past, attacked boats to eat unwary sailors . . .

ST: 12	HP: 12	Speed: 6.00
DX: 14	Will: 10	Move: 6
IQ: 8	Per: 11	Weight: 180 lbs.
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: 10	DR: 1 (tough skin)
	Block: 9	

Beak (14): 1d-2 large piercing. Reach C.

Broadswords (13): 1d+3 cutting. Reach 1.

Grapple (14): Constriction attack.

Ink Cloud (14): Completely obscures vision in a one-yard radius. Ranged attack: Acc 2, Range 20. Lasts 10 seconds in water, but only one second in air. Usable three times per day.

Shield Bash (13): 1d-1 crushing. Reach 1.

Tentacle Strike (14): 1d-2 crushing. Reach C, 1.

Traits: Amphibious; Callous; Chameleon 4; Construction Attack; Curious (12); Doesn't Breathe (Gills); Extra Attack

1; Extra Arms (Six; Extra-Flexible on all eight arms); Injury Tolerance (No Neck); Night Vision 5; Peripheral Vision.

Skills: Aquabatics-13; Brawling-14; Broadsword-14; Innate Attack (Breath)-14; Shield-13; Swimming-14; Wrestling-14.

Class: Mundane.

Notes: Usually makes two sword attacks, but may instead start with a grapple or end with a shield bash. Shield provides DB 2.

- The gold chain one octopus-folk wears is attached to a locket; inside is a masterful miniature painting of a regal woman, smiling as she holds a swaddled babe (0.25 lb., \$1,500). It is in fact a queen and princess from a century ago, taken from a royal treasure ship.
- The hat the other octopus-folk wears is an old musty three-cornered hat (0.5 lb., \$10) but adorned with a still-fine griffin feather plume (\$500).

*No human being,
however great, or powerful,
was ever so free as a fish.*

– John Ruskin

4. Fish-Folk's Cave

The passages leading into this cave slope gently downward. The rocky floor is damp and slippery, with a foot of water and a strong fishy odor. Several creatures are present: humanoids with silver-gray scaly bodies, webbed fingers and toes, and fish-like heads.

These fish-folk are armed with bone-tipped spears and nets. Perhaps they have been fishing, for one of them appears to have caught both a woman and a big fish in his net. A few seconds of observation (perhaps after the fight?) reveal it's one entity: a mermaid, with a woman's head and upper body, and a fish's tail, thrashing about and trying to escape from her captors. If the PCs do nothing, the fish-folk will subdue her with a few blows of their spear butts, and drag her off to the temple (pp. 25-26) for sacrifice.

Fish-Folk

These hybrid monsters have hissing voices and sharp needle-like teeth. They enjoy eating all other races. They live off the coast, where they feud with their neighboring sea folk (octopus-folk and merfolk). Like their tentacled brethren, they occasionally assail fishing boats. Their captive is Lizret, a mermaid out gathering shells and seaweed, who they pursued into the cave complex. Now they plan to sacrifice her at the temple in order to consecrate it once again to their evil sea god.

ST: 13 **HP:** 13 **Speed:** 6.00
DX: 12 **Will:** 11 **Move:** 6
IQ: 11 **Per:** 11 **Weight:** 160-190 lbs.
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** 9 **DR:** 2

Bite (13): 1d-1 cutting. Reach C.

Large Net (13): May entangle target (see p. B411); Acc 1, Max 8.

Punch (13): 1d-1 crushing. Reach C

Spear (13): 1d+2 impaling. Reach 1.

Traits: Amphibious; Appearance (Monstrous); Bad Smell; Callosity; Dependency (Immersion in water for 1/3 of each day or lose 1 HP/hour); Doesn't Breathe (Gills); DR 2; Fanaticism; Nictitating Membrane 3; Peripheral Vision; Pressure Support 3; Temperature Tolerance 12; Ultrasonic Speech.

Skills: Brawling-13; Net-13; Spear-13; Survival (Salt-Water Sea)-13.

Class: Mundane.

Notes: The fish-folk's spears are tipped with bone or stone, and hence weren't blunted by Lizret's ring (but are cheap quality).

Lizret

Lizret is a young mermaid from a community several miles down the coast. She was captured while gathering shells and seaweed. If rescued, she will be grateful and assist any friendly adventurers as best she can (given her mobility issues). If someone is both kind and valiant in her service, the mermaid may give that person her ring as a token of gratitude. She is curious about the land, but shy with regard to surface dwellers. She knows the location and history of Tentacle Beard's temple and has heard of a fearsome "storm demon" temple guardian.

Due to her lack of legs, Lizret has limited mobility in dry areas of the dungeon. Should unchivalrous PCs attempt to ransom her, she can promise her family has "treasures of the depth" (shipwrecks the PCs can explore, or perhaps pearls worth \$100-600 each) if they escort her safely back to the sea.

Steelbane Ring: Lizret still wears an enchanted silver ring that she took from a corpse in a shipwreck she explored. If the wearer takes any injury from an iron or steel weapon, the wielder of that weapon suffers the *same* injury! However, any non-magical iron or steel weapon carried by the wielder degrades in quality by one step (e.g., from fine to good) every hour. Good weapons become cheap (+2 to breakage chances); cheap weapons rust away into dust! The ring is worth \$10,500 (\$500 without the enchantment).

ST: 11 **HP:** 13 **Speed:** 6.50
DX: 13 **Will:** 12 **Move:** 6 (water)
IQ: 11 **Per:** 10 **Weight:** 112 lbs.
HT: 13 **FP:** 11 **SM:** 0
Dodge: 9 **Parry:** 9 **DR:** 0 (1 on fishy half)

Punch (13): 1d-2. Reach C.

Traits: Amphibious; Animal Empathy (Sea Creatures Only); Appearance (Beautiful); Curious (12); Doesn't Breathe (Gills); No Legs (Aquatic); Night Vision 2; Pressure

Support 2; Temperature Tolerance (Cold) 2; Speak Underwater; Voice.

Skills: Area Knowledge (Coast)-12; Knife-13; Naturalist-11; Singing-13; Scrounging-13; Survival (Salt-Water Sea)-12; Swimming-14.

Class: Mundane.

Notes: She has only 6 HP due to cuts and bruises. Notable equipment includes:

- Ring (see above).
- Shark-tooth necklace, \$200, 0.2 lb.

5. Pirate's Hall

This furnished cavern is dominated by a long wooden table (15' by 5') and two benches on which are seated several revellers. At the head is an empty throne-like chair. In one corner a cauldron hangs over a crude fireplace, with a chimney hole but no lit fire. In another corner are two chests. Adorning the walls are faded flags, recognizable with a Heraldry roll as flown by once-prominent merchant houses or noble families of the region. They were taken from ships captured during the pirates' century-old rampage.

Seated at the table are what, at first glance, appear to be seven individuals, clad in barbaric silks, hats, and breeches, making merry: eating, drinking, playing cards. However, their movements are mechanical; they do not speak, and the plates and drinking cups are empty of provender. A second glance reveals they are not people, but rather animated skeletons!

Should adventurers attempt to ransack the room, fire missiles, move to attack or disturb them, or attempt to pass through the room and open the doors leading to Rooms 6 or 10, the skeletons will cease their meaningless revels, ready their weapons and medium shields, and attack, all in eerie silence. If the creatures win, they resume their "meal."

The chests are unlocked; they hold mundane possessions. Each contains spare clothing, blankets, and personal gear: gaudy silk shirts, 8d silver pieces, and 2d gold coins. The table is solid teak and is ornamented, adorned with a depiction of a three-eyed octopus-like monster in mother of pearl. It is worth \$4,000, but weighs a hefty 800 lbs. Scattered on the table are candlestick holders with half-burned wax candles, eight gold-gilded plates (2 lbs., \$400 each) and seven pewter-and-silver goblets (0.25 lb., \$100). The back of the empty throne-like chair is shaped like a seashell and decorated with mother of pearl; its legs are carved like sea horses (60 lbs., \$2,500). The pot contains only fish bones and ashes.

Pirate Skeletons

The seven skeletons were pirates slain in a sea battle and buried in the ship (see *Ship's Grave*, pp. 24-25). After Morag became a draug, her malign charisma caused her crew to rise from the dead to serve her!

ST: 11 **HP:** 11 **Speed:** 8.00
DX: 13 **Will:** 8 **Move:** 8
IQ: 8 **Per:** 8
HT: 12 **FP:** N/A **SM:** 0
Dodge: 11 **Parry/Block:** 10 **DR:** 2

Axe (14): 1d+3 cutting. Reach 1. Two skeletons wield this.

Bony Claw (14): 1d-1 crushing. Reach C.

Broadsword (14): 1d+2 cutting or 1d+1 impaling. Reach 1. Three skeletons wield this.

Shield Bash (14): 1d-1 crushing. Reach 1.

Spear (14): 1d+1 impaling. Reach 1. Two skeletons wield this.

Traits: Appearance (Monstrous); Automaton; Brittle; Cannot Float; Cannot Learn; Dependency (Loses 1 HP per minute in no-mana areas); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; Injury Tolerance (No Blood; No Brain; No Eyes; No Vitals; Unliving); Mute; No Sense of Smell/Taste; Reprogrammable; Single-Minded; Skinny; Temperature Tolerance 10; Unfazeable; Unhealing (Total); Unnatural; Vulnerability (Crushing x2).

Skills: Brawling-14; Shield-14; one of Axe/Mace-14, Broadsword-14, or Spear-14.

Class: Undead.

Notes: Skull DR is still only 2. Unaffected by Death Vision or Sense Life, but susceptible to Pentagram, Sense Spirit, and Turn Zombie. Shield provides DB 2.

6. Morag's Chamber

This door opens into a cozy stone chamber furnished with a wooden bed covered with a bearskin rug (10 lbs., \$200) and large pillow (blue silk stuffed with goose feathers, 1 lb., \$250). A small stool sits next to a bedside table that holds an ornate lamp (2.5 lbs. \$160) and a leather-bound book, the latter pinned to the table by a dagger. A pot of dried ink and a writing quill sit beside the book. Beneath the table are a wooden chest and a pair of bunny slippers (0.5 lb., \$80 lbs.). The dagger has a gold skull-shaped hilt (0.25 lb., \$700).

The chest is iron-bound with DR 3, HP 14 with an average lock (DR 6, HP 12). The chest contains a woman's nightclothes (1 lb., \$50), copper-and-gold drinking goblet (0.2 lb., \$500), a telescope (6 lbs., \$500), a bottle of century-old mountain dwarf whiskey (very strong, 2 lbs., \$200), a cracked hand mirror in a silver frame (1 lb., \$150), and a sketched map of the caverns (p. 28).

The book is Morag's logbook. There are numerous blots, rotted pages, and bloodstains, but the following passages are readable in an awkward messy hand. Each entry is dated from a century ago.

Captain's Log: Argh, such a day! Took a merchant ship filled with silver and spices, but barely escaped the King's ships. My quartermaster Bloody Jack counsels we lay low and strike for the coast instead. He says local fishers worship a sea god with foul rites to bless their catch, bowing before an idol with black pearls for eyes. Loot!

Captain's Log: A villager we questioned gave up the hidden entrance to their temple: a great warren of caves, with not just cultists but fish-folk! We waded into them with bloody slaughter, and seized their priest and sacrificed him before his own idol! Maybe this "Tentacle Beard" will bless us too! Found an underground anchorage, big enough for a long ship! With this hidden fortress, the King's navy shan't find us!

Captain's Log: Argh, such a day! Took another merchant ship, lost nary a crewer. I slew their captain myself. Mayhap

Tentacle Beard's favor is on us after all! Good plunder, a great bejeweled chair shaped like a shell, magic, and a pile of gold I split amongst the men. We diced for the magic items, and Peg-Leg Niles got the best. Bloody Jack grumbled when he didn't get the glowing sword he wanted. We saved a few captives to bleed for the sea god.

Captain's Log: Such a day! A man on watch saw a mermaid and dived overboard. Never found him, though Bloody Jack cursed me for wasting two days searching. I said if he didn't shut his trap, I'll make Niles my quartermaster instead.

Captain's Log: Back from another great reaving! Seized a ship full of wine, and the crew is drunk as skunks! Niles and Jack quarreling over loot as usual; I broke it up. Another layover at Tentacle Beard's temple to fix the sails. Fought off more fish-folk. There's a nest of them somewhere below.

Captain's Log: Bloody Jack back from a spying mission at the capital, to earn my favor again. He says he has a plan to steal the King's treasure ship. We'll do it!

The following is written in a different hand:

*A notorious woman
in all the coasts . . .*

*– Sir Henry Sidney
of Galway*

*Quartermaster Niles (Acting Captain):
A dark day! We sailed into a trap, the King's
treasure ship packed with knights and bow-
men! 'Twas Bloody Jack who betrayed us.
Captain Morag fought like a madwoman,
so we won the day but she fell mortally with
most of our loyal crew slain. The traitor-
ous dog Bloody Jack escaped! Somehow
we made it back to the Temple, ship leaking
like a sieve. We'll lay our Pirate Queen to
rest. With her dying breath, we swore to find*

Bloody Jack and slay him, but so few sailors remain, and now they'd rather slink off to spend what shares they can carry. I'm tired and wounded. I'll bury our Pirate Queen and seal her tomb.

7. Water-Filled Cave

The middle of this bowl-shaped cave is filled with salt water that ranges from 3' to 4' deep. The floor of the cave is slimy and covered in weeds; a few small fish may be noticed darting about. In the center is a 5' wide hole in the bottom of the cave that leads to a lengthy underwater tunnel that runs 14 yards before emerging into the open sea, under 20' of water, several yards off the coast from the beach. A few aquatic monsters occasionally use this entrance.

8-9. Empty Caves

These chambers are empty caves with damp rocky or sandy floors.

10. Ship's Grave

Around the rim of this echoing cavern is a ledge one to two yards wide. The cavern is filled with a shallow pool (2' to 3' deep) in which lies a 50' long ship, battered, planks rotten, and half-sunk in the water. It was a slender open-topped wooden vessel with a single mast, with benches for 24 rowers. It has a dragon-headed prow painted with glaring red eyes.

Inside the ship, heaped about the mast is a bed of glittering blades, shields, and coins. On this bier, propped up, rests a body clad in full armor, a sword across her knees, and an axe at her belt (see *Morag the Pirate Queen*, p. 25).

At the far end of the cave, a pile of boulders and a driftwood fascine blocks what must have been an entrance that connected this water-filled cave with the outside world.

Niles and the few surviving pirates carried off the best gold coins, gems, jewels, and magic items, but left some grave goods heaped around their captain's feet. Her treasure consists of 8,723 copper coins; 2,680 silver coins; 13 gold coins (accidentally mixed up in the copper); six shortwords; two broadswords; three axes; a ST 15 crossbow; four small shields; 11 crossbow bolts; a silver collar and chain (0.5 lb., \$250); a well-carved 1'-high driftwood idol of a merman with tentacles for his beard and a fishy tail (6 lbs., \$250); a beautiful lute with silver strings (10 lbs., \$1,800); a fine narwhal's horn 8' long (resembles a unicorn horn, 22 lbs., \$1,100, usable as a cheap spear); and a tattered black flag emblazoned with a winged horned skull in crimson (2 lbs., \$20).

11. The Temple Gates

Bronze double doors, emblazoned with a symbol of a man with three heads: octopus, fish, and human. The doors are unlocked. It is guarded by two fish-folk (as in Room 4, pp. 22-23, but with spears only, no nets) who serve Haz'Rool and will try to alert him.

12. Temple of Tentacle Beard

The floor of this large triangular room is covered with multi-colored tiles patterned like seashells. Walls are painted with murals of humans, sea life, and hybrid fish or octopus beings embracing one another, cavorting in the seas and on the beach, until these hijinks turn into massacre and slaughter as they tear each other limb from limb!

In the room's center is a 6'-wide pool. Above the pool is a beam onto which are attached chains and a pulley system, to which a naked, beaten human male is chained (Rory; see *Rumors*, p. 20), soon to be lowered into the water.

Behind the pool is a 10'-high statue of a naked man with a cruel expression and glittering black eyes (pearls worth \$2,000 each). His beard is sculpted to resemble writhing tentacles, his hair is like seaweed, and he has webbed fingers and toes. This depicts a god whose domains were death and the sea. His name is long forgotten; the pirates and locals called him Tentacle Beard. He was worshiped with human sacrifice; the room is high sanctity for evil gods and low sanctity for good ones. Moreover, the statue and pool collectively have certain mystic abilities, which can be triggered by those who perform a sacrifice here.

There are four fish-folk (similar to those in Room 4, pp. 22-23) present, plus two guards outside. Their leader is Haz'Rool the Elder, who has Innate Attack-14, Leadership-10, Religious Ritual-11, and Theology-10 in addition to the usual skills. Haz'Rool sports a magical cloak made of the skin of an electric ray that grants him DR 4 vs. electricity and the ability to cast *Lightning (GURPS Magic, p. 196)* at skill 15; its value is \$25,000 (\$1,000 without the enchantments).

MORAG THE PIRATE QUEEN

The rotting corpse in the ship is Morag the Reaver. She is now a draug, a fierce undead warrior who defends her barrow. If she or the ship is attacked, or if the vessel is boarded, Morag will rise up to do battle, green witch fires glowing in her eyes.

"Who disturbs the rage-filled dreams of Morag, Pirate Queen of the Sea? Do you bring me the head of Bloody Jack, the dog who betrayed me?"

This seems unlikely, as Jack fled to spend his ill-gotten traitor's coin in some distant city and died decades ago. However, if the party happens to have an anonymous head lying about, a Fast-Talk roll to convince Morag it is Bloody Jack's might buy them some good will, and perhaps even end with "well, as your reward, you'll not taste my blade – and here, have a few baubles with my thanks!"

But her answer is more likely to be:

"No? You landlubber dogs came for my treasure and cut your way past my deathless crew? Well, prepare to die, jackals, for defiling my tomb! My blades thirst for blood, and your sun-dared souls will soon serve me in hell!"

Morag is quite agile for an undead, and is willing to leave her burial ship, leap into the water with a howl of rage, and rush toward any intruders, blades at the ready!

ST: 22	HP: 27	Speed: 7.00
DX: 14	Will: 15	Move: 7
IQ: 11	Per: 12	
HT: 14	FP: N/A	SM: 0

Dodge: 11	Parry: 12	DR: 6 (4 vs. crushing)
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Axe (16): 4d+2 cutting. Reach 1.

Fine Broadsword (16): 4d+2 cutting or 2d+3 impaling. Reach 1.

Punch (16): 2d+2 crushing (includes +1 for armored fist). Reach C.

Traits: Ambidexterity; Bad Smell; Bad Temper (12); Bloodlust (12); Charisma 3; Combat Reflexes; Dark Vision; Dependency (Rest in own tomb 1/3 of each day or lose 1 HP/hour); Doesn't Breathe; Doesn't Eat or Drink; Frightens Animals; Hidebound; High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; Injury Tolerance (No Blood; No Brain; No Eyes; No Vitals; Unliving); Intolerance (The living); Single-Minded; Temperature Tolerance 10; Unhealing (Total); Vulnerability (Fire x2).

Skills: Axe/Mace-16; Brawling-16; Broadsword-16; Leadership-13; Shield-16; Shiphandling-13; Tactics-13; Wrestling-15.

Class: Undead.

Notes: Effective ST for grappling is 23 due to Wrestling skill. Carries a fine thrusting broadsword and an axe, and fights with both. Wears mail (DR 4/2, combined with innate DR 2 above) and pot helm (her skull has total DR 6, but face DR 2). Morag wears crimson dragonhide leather boots (provide DR 3, 2 lbs., \$3,040).

In addition to waiting for their comrades to arrive with a captured mermaid, the fish-folk caught Rory. Now that they're done questioning him (he's down to 2 HP), they will sacrifice him. The young man has no useful skills beside Boating-12, Fishing-10, and Scrounging-11. If rescued, his mother and little sister will be grateful, and if the PCs ever need a fishing boat, they will have a contact.

As the logbook indicates, anyone can perform the sacrifice – even non-priests! To do so, a live victim is shackled above the pool. The onlookers chant the god's name (the fish-priests use Sloup Barzaskuop, "tentacle beard" in their lingo). The victim's thrashing in the pool awakens the sacred eels. There are three, with needle-sharp teeth, and they swim out into the pool, to slowly strip the victim's flesh from their bones, a process that takes an agonizing minute. As they do so, a dark, wet, evil presence fills the chamber. As the pool turns red with blood, the presence forms into a single, bloody tentacle. The tentacle reaches out and touches the statue's face, then vanishes. At this point, the leader of those performing the sacrifice rolls against IQ at -4, Religious Ritual (Tentacle Beard) at +6, or any other Religious Ritual at +2. If successful, that person is filled with the knowledge that he may request one of three things of the god.

- Ask a divination question related to the ocean and/or death, answered with a cryptic vision formed for a few seconds in the bloody pool.

- Summon the Guardian of the Temple to attack intruders in the cave complex. It materializes and remains one minute or until slain.

- Ask for a boon of good fortune at sea: +1 to Boating, Fishing, Seamanship, Shiphandling, Survival (Island/Beach), Swimming, skills of all worshippers attending the ceremony, for a month. (Non-cumulative with repeated sacrifices.)

Since sacrifices are stripped of valuables before being lowered in, there's nothing in the pool itself except countless bones and small tunnels to the eels' lair.

The Sacred Eels

Carnivorous eels with needle-sharp teeth and bad tempers. A dozen live in small tunnels connected beneath the sacrificial pool. In the unlikely event anyone ends up fighting them, they're ST 9, DX 13, IQ 2, HT 11, Dodge 9, and bite for 1d-2 cutting.

The Guardian of the Temple

If the temple statue is defiled (e.g., its pearl eyes are removed, or someone damages it) the guardian quickly materializes. It also can be summoned by ritual.

Just before the guardian appears, static electricity fills the room and a St. Elmo's Fire-like glow surrounds people in metal armor, tips of spears, and so on. Sparks jump off metal objects. A small storm cloud forms several feet above the pool, and out of the cloud coalesces the guardian: a flickering glowing horror resembling a jellyfish formed of lightning!

Tentacle Beard's servant is an elemental monster born of the wrath of the sea, akin to a small electric jelly (see *GURPS Dungeon Fantasy Monsters 1*, p. 13), only with an elemental nature. It strikes with "tentacles" of pure electricity and zaps anyone touching it! It has one physical tendril, with a blood-sucking vampiric mouth at the end of the stalk. It

hovers 9' up, for +2 to defend and its foes -2 to defend. It's Homogenous!

ST: 17	HP: 17	Speed: 5.50
DX: 10	Will: 12	Move: 11 (Air or Water)
IQ: 5	Per: 12	
HT: 12	FP: 12	SM: +1
Dodge: 8	Parry: N/A	DR: 5

Electrical Aura: 1d(5) burning + roll vs. HT at -1 per 2 points of penetrating damage or be physically stunned (roll vs. HT at same penalty every turn to recover). This harms anyone touching or touched by the jelly, in close combat or with a metal weapon,

Electric "Tentacles" (14): Up to four attacks as electrical aura, above. Reach C-2.

Feeding Tentacle (14): 1d+2 cutting + follow-up 3 HP/second if this pierces DR, healing the jelly 1 HP per 3 HP drained. Reach C-2.

Traits: 360° Vision; Aerial; Amphibious; Detect (Nervous Systems); Doesn't Breathe; Doesn't Sleep; DR 31 vs. electricity only; Extra Attack 3; Flight (Low Ceiling, 10'); Fragile (Unnatural); High Pain Threshold; Immunity to Disease; Immunity to Poison; Injury Tolerance (Homogeneous; No Blood; No Neck); Invertebrate; One Arm (Feeding Tube); Pressure Support 3; Sealed; Sense of Duty (Tentacle Beard's religion); Uncontrollable Appetite (12) (Mortal life force); Unaging; Unfazeable; Wild Animal.

Skills: Brawling-13.

Class: Elemental.

Notes: Make an Alchemy roll to collect the jelly's remains before they liquefy, at -1 per minute after death; success gathers one paut potion per point of success.

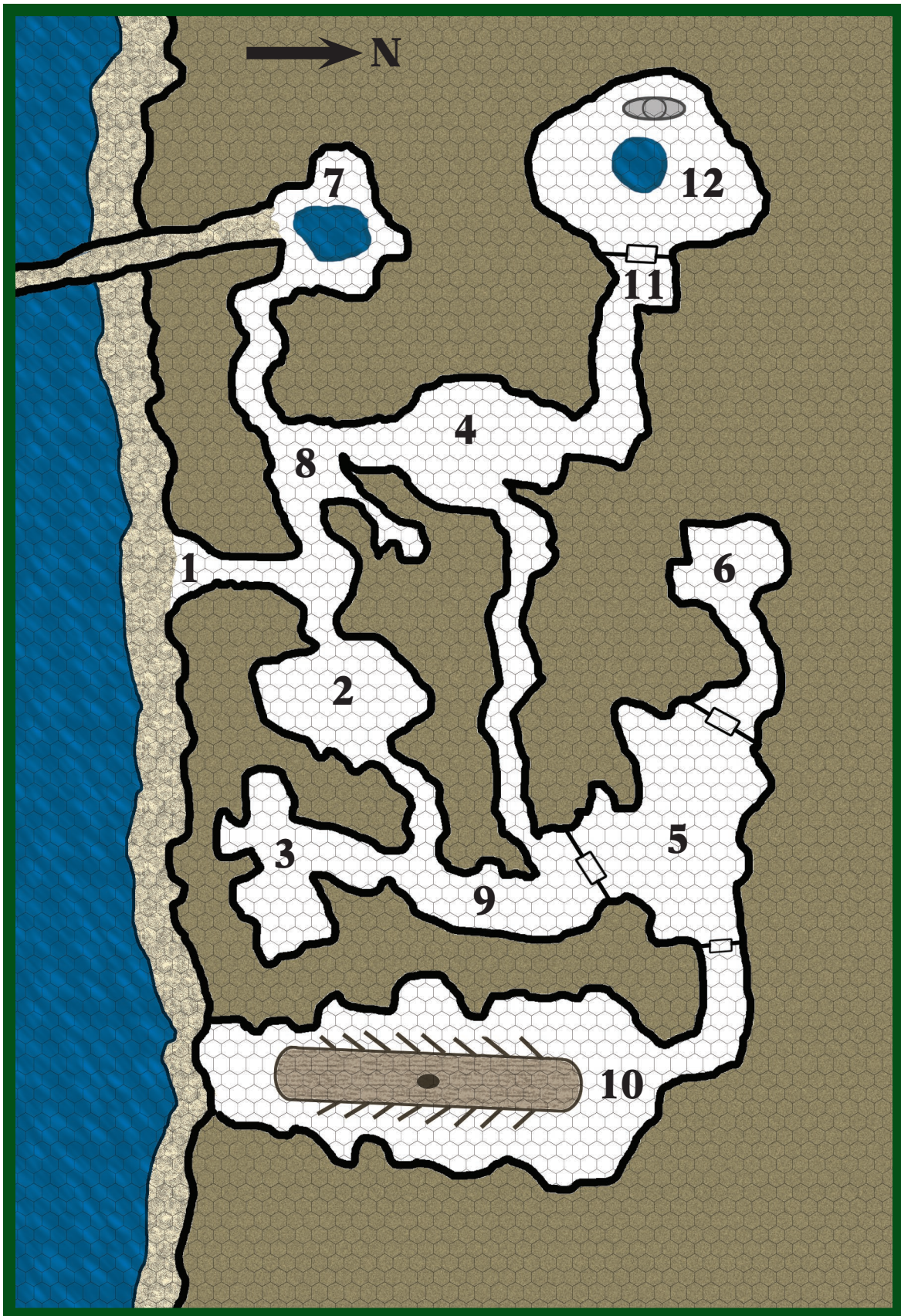
Implacable I, the Implacable Sea

*Implacable most when I
smile serene –*

– Herman Melville

ABOUT THE COLUMNIST

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



MAP OF THE GRAVE OF THE PIRATE QUEEN

Scale: 1 hex = 1 yard.



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BUILDING A LONG-TERM *DUNGEON* FANTASY GAME

BY PETER V. DELL'ORTO

So you want to play a long-term dungeon fantasy game, but keep it light, fast, and hack-and-slash? You don't want your players to turn around a couple dozen sessions later and say, "Remember when we used to delve in dungeons and kill monsters?" If so, this advice is for you.

As tight as *Dungeon Fantasy* is, it is easy to let "campaign creep" expand your game until dungeons recede in the background, consequences of delves start to pile up and multiply, and the world expands until fighting monsters for loot recedes into "remember when?" That's fine . . . if that's what you want. But how do you keep the game to its original scope? Even more importantly, how do you get it started in the first place?

The advice for achieving this goal comes down to three main points:

- Start with just what you need, so you can play right away.
- Focus on making all of the player characters useful, so everyone's choices matter every game.
- Err on the side of simplicity, so things only expand when you want them to.

One important caveat – make sure everyone is on board with this. Some players don't want just a simple hack-and-slash dungeon crawling game. That's fine! But if everyone involved wants a game like that, here is how to set one up *and keep it that way*.

START WITH HACKING THE CHARACTERS

The easiest way to build the foundation for a long-running but simple game is to start small and expand as needed. It's easy to get overwhelmed as a GM or as the players if you start with everything. With too many choices and too many books to look through, character generation takes a long time and rewards out-of-game *GURPS* expertise over in-game actions. It can make for a cluttered game featuring human knights, half-infernal barbarian-artificers, and ghoulish clerics of the fertility god all adventuring together in a socially rich pseudo-historical setting.

To keep the clutter down from the start, begin by doing some hacking. The *GURPS Dungeon Fantasy* series has dozens of professional templates, over two dozen racial templates, a bookloads of deity options, dozens of lenses, variants of the core templates – and that's just counting the main line of books. Most games don't need – or want – most of these. Not at first.

The Templates

Although numerous templates exist no single gaming group needs to use them all. In fact, it's generally easier if the GM and players decide on a subset of them to start with. A good initial approach is to go with those in *GURPS Dungeon Fantasy 1: Adventurers*, and only those *unless* some specific reasons exist to have another template. For example, if the players really want ninja or mechanically inclined dwarves, then ninja or artificers should be included and something else excluded. Templates that just don't fit – druids in a game set largely underground, or sages in a game heavily centered on combat – should be set aside for now. Similarly, since power-ups can radically change what templates are capable of, consider restricting the ones in *GURPS Dungeon Fantasy 3: The Next Level* and *GURPS Dungeon Fantasy 11: Power-Ups* to purchases with points earned in play, not from the starting pool of points.

Races can be handled the same way. Restrict PCs to just the races in *The Next Level*, or even to a subset – a campaign might have only seven PC races to start with (two kinds of elves, halflings, gnomes, humans, half-orcs, and dwarves). The GM can add more later, when the group seems ready to expand the options.

Restricting professions, races, and power-ups has two positive effects. One, it limits the number of things the GM needs to have a handle on from day one, and the higher-point traits will only show up as the game grows in power. Two, it takes away some of the intellectual load required of the players. All players need is in one book; they don't need to hunt around in several supplements to find optimal traits for their characters. No one has to pick through dozens of races to find the one that fits. And the GM has fewer strange traits to keep track of.

It is possible, however, for you to devise a campaign which will have a very minimal amount of participant attrition and enthusiast ennui, and it is not particularly difficult to do so.

– Gary Gygax, *Dungeon Masters Guide*

The Equipment

Similarly, limit gear to just that found in *Adventurers* and in any books that come with the templates the group has chosen. You have ninja? Then gear from *Dungeon Fantasy 12: Ninja* should be included. If you aren't using them, even if just to begin with? Put them aside, they're not available yet. Pull that gear out when you're ready or you find it fits a need. For handy equipment lists optimized for all the core templates, consider the printable pages offered in *GURPS Dungeon Fantasy 13: Loadouts*.

What about magic items? Same as the above. The *GURPS Dungeon Fantasy Treasures* series and *GURPS Magic* don't have to be shopping catalogs for the PCs. Restrict the heroes to magical gear in *Adventurers*, plus that in the supplements their templates come from. This really isn't a huge restriction. When the campaign needs more treasure options, then more esoteric gear can show up in town shops or mixed in with treasure troves.

The Players

The players need to make choices that support "start small." When picking disadvantages and quirks for characters, players need to focus on ones that matter most in the dungeon, not in town – or at home, during political wrangling sessions, social adventures, etc. If the game is largely (or solely) going to take place in the dungeon, or in the wilderness, traits should matter *there*.

A quirk like, "Prays every day at the local church" is nice, but "Takes a knee in prayer before attempting to disarm traps" is better. One suggests general color; the other provides in-game personality. Disadvantages like a knight's vow to accept challenges to combat are superior to a Sense of Duty to a distant nation which only acts as off-screen justification for delving in dungeons or clearing a wilderness of monsters. Motivations, traits, and personalities that drive the PC toward dungeon delves instead of away from them will get the game started and help keep it on track.

A SIMPLE WORLD

When it comes to a hack-and-slash game, you don't need a fully realized world. The easiest way to start is one town, one dungeon, and one area full of potential adventures. In fact, for the first session, all you need is a town, the wilderness between the town and dungeon (unless the dungeon is under the town), and one or two stocked rooms beyond what the PCs can clear in one session.

Here are approaches to a simple hack-and-slash game setup: dungeon of the week and the bounded sandbox.

The Dungeon of the Week

Each session, the PCs start in a new town, near a new dungeon. They play until the dungeon is largely done – cleared, the big boss slain, the choicest loot plundered – and then move on to the next town and the next dungeon. This approach has the advantage that it is the easiest to start with. All the average campaign needs is a vague town, a dungeon worth looting, and some PCs willing to leave town and loot the dungeon. A prepackaged adventure like *GURPS Dungeon Fantasy Adventure 1: Mirror of the Fire Demon* or scenarios that have appeared in *Pyramid* (such as *Grave of the Pirate Queen*, pp. 20-28, in this issue) can provide a quick start.

The GM can continuously freshen the game with new challenges, new dungeons, strange monsters, and weird towns, knowing they aren't permanent choices. If something doesn't seem like it would be sustainable, it doesn't have to appear in the next dungeon that the adventurers come across.

Generally, the heroes won't need much motivation to go seek the dungeon and explore. It's why the adventurers are in this otherwise-boring location! The GM won't need to create too many potential alternate scenes, and can essentially put the dungeon at the far end of some rails the adventurers must go down.

The downside to this approach is that the GM needs a new town, and a new dungeon, with regularity. This places a high premium on GM prep time between sessions. Even if the towns are mostly changes in name instead of content – they all have a wizard's guild, a church with Resurrection spells, a market that buys loot and sells adventuring gear – each week the dungeon needs to be fresh and new. And if the players decide to cut their losses on one and move on, at least some of the prep work is wasted.

The Bounded Sandbox

Alternatively, the GM can put down a small mapped area, with a town to base out of and plenty of adventures to go on. Legends say old maps were edged with "Here be dragons." *That* is where your world is set. On the edges of your maps, scrawl "Nothing to see here" – and mean it. Off the map is where staid civilization, loot-free encounters, and trivial problems exist. The PCs are already right in the center of (well, in the town on the edge of) all of the excitement and danger and wealth-for-the-taking to be found in the area.

Among the ways to set up this kind of area, a megadungeon (or super dungeon) and a wilderness full of ruins and dungeons are two good choices. The first is essentially “dungeon of the week” but the PCs choose which dungeon. The upside is that the players have a firm investment in the dungeon as they chose it out of many. The downside is that the GM needs many dungeons ready to go each time the heroes want to start a new one. (Of course, dungeons that the party hasn’t explored yet can be offered again at a later date, possibly with some tweaks to the rumors to make them seem more appealing.)

A megadungeon is essentially one big dungeon – large enough for repeated play, too large to be usefully “cleared” or “finished,” and chock full of monsters and loot to attract repeated delves. The upside to a megadungeon is no prep is wasted prep. Any levels you draw will eventually see use, and monsters bypassed are still there on the next delve. The PCs have the incentive to delve repeatedly and use each session to build up their chances for larger scores the next session. The downside is this needs a lot more up-front prep. You’ll need a town, a wilderness area, and all of the areas they could easily reach in the megadungeon on the first session or two. Once the game is rolling, though, this can be easy to sustain.

If an underground series of tunnels stocked with monsters and loot just breaks your brain or earns frowns of disbelief from the players, consider going even larger – a super dungeon. This is more like a wilderness crawl that takes place entirely, or at least mostly, underground, over a large area. For more on these, see David Pulver’s excellent article *Super Dungeons*, in *Pyramid* #3/50: *Dungeon Fantasy II*.

One trick to ensure the adventurers stay in the bounded sandbox is to *give the land to them*. Give them a writ granting possession of the land, or the ruined castle with the dungeons under it, or the cursed ruins, or the hill with the winding caves that lead to other worlds . . . on the condition that they keep it clear of monsters and hold it. The heroes will be less tempted to call for off-board adventures if they lose out on what they own by taking off.

SLASH AND SLASH AGAIN

After the game is set up, the GM has two challenges. First, everyone needs to be kept involved in the game. Second, the game needs to continue orbiting around the hack-and-slash center.

Keeping Everyone Involved

To keep the game going, everyone should feel involved each and every session. Not necessarily every character every session, but at least every player. Providing a diversity of challenges in dungeons is critical.

At the very least, read *Making Everyone Useful* (*GURPS Dungeon Fantasy 2: Dungeons*, p. 30) and live by its words. Note that a game focused on exploring tunnels, killing monsters, and looting treasure means combat-focused characters (fighter-types and combat-focused spellcasters) and post-combat cleanup characters (healers and trap-disarmers) always have something to do. But certain templates need a little more help.

Thieves are especially vulnerable to having their specialty stomped by wizards with Lockmaster, See Secrets, and Apportation and by barbarians with axes. Areas of low and

no mana, common usage of locks with meteoric iron components, chests and glass cases containing *delicate* treasures that will break if mangled to avoid picking a lock, and so on help make thieves useful.

Bards are fantastic at speaking – make sure there are monsters to talk to. Not everything should be instantly hostile. Loot only accessible from chatting up dungeon monsters makes the bard’s main skills useful even in the depths and not just in town.

Druids need no help in a game set in a wilderness. If the entire dungeon is underground, yet the GM allows druids, consider giving them some situations where their magic works. Long stretches of natural tunnel provide no penalty to their spells. Areas of underground swamps, gates to steaming plateaus of dinosaur-filled jungles (don’t ask), and elemental beings less hostile to “fellow nature-lovers” all help immensely to keep druids involved.

Give each person a rumor in town. Provide plenty of choices to fight or flee, to negotiate or not, puzzles for the players to solve, and hints about the game world that everyone at the table can contribute to. If the game is engaging to the people, it is a little less important if it’s engaging to their characters.

*We must ask where we are
and whither we are tending.*

– Abraham Lincoln

Keeping It Hack-and-Slash

One thing that turns a game from remaining a simple hack-and-slash game is “campaign creep.” This is when the events of each session accumulate until the game sessions later in the game aren’t about dungeons and monsters but instead are about the repercussions of actions from earlier sessions. More and more rules, templates, races, and game background get added until the group has worked their way into a very complex game with little to do with dungeons.

If everyone *wants* the game to go that way, that’s simple – just let it do so. A game growing more complex is a fairly natural process. If the GM and the players want a game of increasing scope where dungeons and looting are the start but not the finish, let it expand. Nonetheless, it’s easy to let things expand more than anyone intended, and it’s hard to reign in expansion once it takes hold. Go slowly when adding to the scope.

Simple Beats Complex

Except when it comes to dungeon creation, when there’s a choice between shallowness and depth, choose shallowness. Inevitably, as the group goes through a series of connected sessions, the GM starts answering questions about the world around the dungeons. Seemingly simple questions of theology, economics, and politics can crop up, such as “Can I get healed in town at the church?” and “Can I sell a karkadannan horn in town?” and “Who rules this kingdom?”

The answers to those should be: yes; yes and you get \$x for it; and the King. Answers more complex than that invite complications that draw game time from the dungeon to the world around it.

For a game to stay light and easy, steer away from getting weighed down with the ballast of inter-church politics, problems of wages vs. coin availability, or cultural nuances between barbarian tribes. Always err on the side of the simplest answer that lets the party get back to exploring and killing and looting. Theology centered on the “Church of the Good God” vs. “Evil things live in the dungeon and you can kill them” is what you’re going for. The political and social ramifications of a cleric of the Good God and a holy warrior of the War God going into a dungeon to kill orcs because they’re orcs are likely to drag your game out of the dungeon. If those ramifications make the game more epic, great. If they mean you spend chunks of each session dealing with them while people feel nostalgia for killing weird bear-birds and taking their stuff, they don’t belong even if they might seem appropriate.

Confront expansion head on. If in-game decisions start to pull the game in a direction the GM doesn’t want it to go – even retroactively – deal with them directly. Ask the players if everyone likes the change. If town goes from “safe base” to “hostile environment” and the players love it, keep it. If they don’t like it, roll it back to “safe base.” Whatever it takes, keep doubling down on the stuff people enjoy in the game. If the GM introduces an element and it doesn’t make the game more fun, take it out or tone it down immediately. Whatever got the

campaign started and rolling, keep doing that. Don’t let even logical extensions of those elements creep in if they ultimately detract from the issue at hand.

The goal in this kind of game is that the fun of the current session matches the fun of the *first* session. Only let it grow if the GM and the players want it to, and don’t be afraid to pare back. Start small, stay focused on the players’ enjoyment, and keep it only as big as it needs to be for the *fun* to be epic.

ABOUT THE AUTHOR

Peter V. Dell’Orto was raised in New Jersey. He started roleplaying in 1981, with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. He has been active as a *GURPS* playtester, editor, and contributing author since 1996. Peter is the author of numerous *GURPS* articles for *Pyramid* magazine; author of *GURPS Dungeon Fantasy 12: Ninja*, *GURPS Dungeon Fantasy Denizens: Barbarians*, and *GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic*; and co-author of *GURPS Dungeon Fantasy 15: Henchmen*, *GURPS Dungeon Fantasy Monsters 1*, *GURPS Low-Tech*, *GURPS Low-Tech Companion 2: Weapons and Warriors*, *GURPS Martial Arts*, and *GURPS Martial Arts: Gladiators*. Peter has run the same hack-and-slash *GURPS Dungeon Fantasy* game for over five years and more than 80 sessions mostly using one town and one megadungeon. You can read about it on his blog *Dungeon Fantastic* at dungeonfantastic.blogspot.com.

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RANDOM THOUGHT TABLE

BACK TO BASICS

BY STEVEN MARSH, *PYRAMID* EDITOR

In a lot of ways, this issue is about getting back to basics. Although Random Thought Table frequently is devoted to exploring bold new ideas, sometimes it's good to go over the straightforward stuff. Whenever I game with a new group – as a GM or a player – some ideas that strike me as totally basic are new or unintuitive to someone at the table. Here, then, is some insight into player basics that are most useful for a game (especially for dungeon-crawling campaigns).

A player is donning the role of another character . . . which, in *Dungeon Fantasy*, means doing stuff. Your biggest goal as a player is information management. In any situation, you want to find the information that shows you what you can do, as quickly as you can.

CHARACTER SHEETS

If possible, devise a “cheat sheet” of your abilities. All of them.

One of the great things about the TSR's original *Marvel Super Heroes* roleplaying games was that characters had their abilities laid out on character cards, each the size of a quarter sheet of paper. If one was a determined child, one could type out one's own character sheets for in-game use using a mechanical typewriter. Hypothetically.

In the modern era, it's easier than ever to make a personalized character portfolio. Most *GURPS* books are available to purchase as PDFs, so it's trivial to copy and paste the bits that are relevant to your gaming persona. This cheat sheet doesn't replace a traditional character sheet, although it often contains much of the same information. Mostly it's designed to keep you from having to flip through books or comb through lists.

Everyone has their own idea for what's useful, so the organization of these portfolios is mostly a matter of personal preference. For instance, I've found it most useful to have:

- *All weapons and attacks*, including the most-common attack variations. The standard *GURPS* character sheet (as seen in *GURPS Basic Set: Characters*) lists the most-vital information here. As the character sheet does, I list them by type – melee or ranged – and sort them by most- to least-used attacks.

- *All active advantages, spells, or abilities*. Anything where I'll have a choice as a player, I make sure I have what I need for the advantage. It's a personal preference as to how much or little info you want about these characteristics on your folio. Since I'm an editor, I tend to boil down the most-vital bits to have them at my fingertips. For example, I'd condense Luck to:

Luck (p. B66) [15]: Reroll single bad die roll twice and take the best of the three rolls. Use immediately after rolling dice. If GM rolls in secret, declare you're using Luck ahead of time (he'll roll three times). Only applies to personal success, damage, or reaction rolls; or outside events that affect you or your whole party; or when attacked (on attacker's roll). Must wait one hour before using again.

I list the cost (in case it's useful) and the page reference (so I can find more info if needed).

I tend to sort these by type and then alphabetically (so all my advantages are together, as are my spells, etc.).

- *All skills*. I may condense information on certain skills – especially useful or unintuitive ones – as I did with the advantages. Thus, I may note Survival as:

Survival (Woodlands)-14 (p. B223) [4]: • Live off the land, find safe food and water, avoid hazards, build shelter, for up to 10 people. Roll once per day to live safely in wilderness, or suffer 2d-4 injury on you and those in care (roll for each victim). • Roll to find travel directions, flowing water, mountain pass, etc. • Can trap wild animals. One roll per trap; 30 minutes to improvise small trap, 10 minutes to set commercial trap. *Modifiers:* -3 default penalty to use in other terrain. Up to -5 for extreme weather conditions. Equipment modifiers (p. B345).

If my character has specific equipment that applies to a skill, I'd probably list it here (along with listing it elsewhere on my cheat sheet . . . see p. 35).

- *All disadvantages*. I do the same thing with my disadvantages, so I know what I have to keep track of. I tend to put this on a separate sheet of paper, so the GM has it handy. (Like a regular character sheet, I'd list the quirks at the end.)

- *All passive advantages or abilities.* If I feel it's useful, I make note of any abilities that I *don't* have to keep track of, such as those that are factored into other stats or those that are automatic.

- *Inventory, magic items, etc.,* with descriptions. If possible, I include a short summary of bonuses provided by the item if actively used. I wouldn't bother listing (say) food, since it doesn't provide an in-game benefit outside of "not starving" . . . but if I had a tool set that provided a bonus to a skill, I would include that here.

- *Any other helpful details,* such as favors, contacts, one-shot ephemeral boons, and the like. I tend to sort these either chronologically (oldest first) or most-widely applicable ("owed favor by entire national thieves' guild" ranks above "owed 10% discount by merchant in Lostervania"). Since these are often less game-mechanical, I tend to put enough here to be able to jog my memory and the GM's:

Mayor of Barfoo (824 AYD): Saved Barfoo from troll invasion. Promised a noble title if I ever want to set down roots there.

Then I'd update this sheet after each session or adventure, printing out new copies as needed. (I suppose someday I'll have enough processor power around the game table to have these cheat sheets entirely digital, but – for the time being – printouts are the way to go.) Again, I make sure the GM has a copy if he wants or needs it, but I *especially* try to make sure he has my disadvantages.

TOKENS

As a player, I inevitably have lots of things I need to keep track of, especially when it comes to resource management. There are quite possibly as many ways to monitor stuff as there are hydrogen molecules in the universe, but here are some methods I have either used or strongly considered:

- *Pencil and paper.* Yes, it's obvious, but jotting down info on paper is often the best choice. This is especially true if the resource needs to be tracked between sessions *and* it's something that doesn't change very much over the course of an adventure. For example, character points are ideal for good ol' pencil-and-paper usage. Paper is also useful for recording info between sessions tracked via another method.

- *Plastic sheets and erasable writing instruments.* There are many variations here, but the general idea is to have the information in a plastic sheet – either a top-load protector or laminated – and draw on it using a wax pencil, dry-erase marker, or the like. Frankly, I've had limited success with pretty much all of these; they're either too easy to smear, too difficult to erase fully, too fat for nuanced notes, or some combination of all three. However, in other non-RPG games, I've had the most luck with overhead projector markers on plastic-laminated sheets for tracking large-ish things (like "which round is it").

- *Dice.* I've found that everyone's favorite multisided polyhedrals are most useful when keeping track of things that are fairly volatile *and* not terribly vital if the number gets lost. For example, I've used a large 20-sider to indicate the number of arrows or bullets my character has. The reason for the caveat about not being vital if lost is that dice have a habit of getting jostled, bumped, or accidentally rolled.

- *Counters.* Whether glass beads, coins, tiddlywink tokens, or the like, things that you need to keep track of quickly can be represented with any small object you don't mind keeping on the game table. One great aspect of counters is that they're very efficient at representing disparate items in a single batch. For example, if you have 10 regular arrows and three explosive arrows, you can put 10 green tokens and three red ones in a small pile.

- *Dials.* Depending on what you're tracking, a dial mechanism can be the ideal combination of easy to store *and* easy to adjust. It's straightforward to make your own out of cardboard and brass fasteners, or you can use an existing commercial product (such as the *Munchkin Kill-O-Meter* line of products).

- *Computers and tablets.* Obviously, you can forgo physical representations and monitor everything on a computer or tablet device. I don't find them as tactilely fun in the heat of gaming, but they *are* convenient, they're more-or-less permanent, and they avoid a lot of the issues with getting lost, jostled, or knocked off the table.

- *More exotic methods.* Humans have been tracking things since time immemorial, so you're only limited by your imagination, your budget, and possibly your risk/benefit analysis. For example, if you make heavy use of the Luck advantage, you might have a dedicated hourglass that will mark time until you can use the ability again. (A full-hour hourglass is probably a bit pricey – in the \$20 to \$40 range – but an Internet search can turn up a bunch of possibilities for making your own pretty cheap and quickly.) Or perhaps you want to make a counter system with toggle switches and a block of wood; you can probably create something that can keep track of 20 HP for under \$15.

IT FIGURES

Finally, it's great to have a miniature or figure that represents your hero, even if you aren't going to use true hex-based tactical combat. There are countless options for heroes, including paper miniatures (such as *Cardboard Heroes!*), plastic or metal, painted or unpainted. One last tip I'd offer here is that Lego minifigures are a great way to represent a character; they're fairly inexpensive, and they have a wide range of accessories that can show what a hero is doing or holding at a moment. Now if you're walking with that shield and/or torch, you can represent it in real time!

Hopefully you found something here that was helpful to you. If all of these options are things you'd already considered, then congratulations! You're probably at *least* as good a player as I am. If so, please consider sharing your tips or wisdom with our forums (see p. 3) or – if you have enough insight for an article of your own – write to us (at pyramid@sjgames.com) with an article proposal of your own.

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.

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