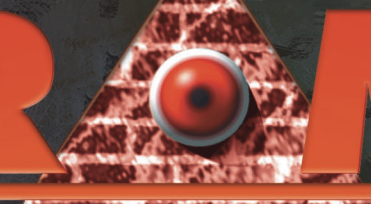


# PYRAMID<sup>®</sup>



Issue 3/106 August '17

## DUNGEON FANTASY<sup>™</sup>



POWERED BY GURPS<sup>®</sup>

### DESIGNER'S NOTES

by Sean Punch

### DEMI-HUMAN DUNGEONS

by David L. Pulver

### DEATHTRAPS

by Christopher R. Rice

### UNDEAD, UNDEAD EVERYWHERE

by Sean Punch

### QUICK EQUIPMENT KITS

by Peter V. Dell'Orto

### SECRETS OF THE LIVING TOMB

by Steven Marsh

# STEVE JACKSON GAMES

Stock #37-2706

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# IN THIS ISSUE

The *Dungeon Fantasy Roleplaying Game* is almost here, and what could be better than that? Well, how about *more*? This issue of *Pyramid* is devoted to getting ready for the big "reveal," with new monsters, gear, traps, and more that you can use as soon as you have the full game.

Plenty of effort goes into making a deluxe gaming boxed set. Go behind the scenes with Sean Punch in *Designer's Notes: Dungeon Fantasy Roleplaying Game*. Learn about how this project came to be, discover the contents of the core set and the *Dungeon Fantasy GM Screen*, and find out about the stretch-goal products. In addition, discover how to use the *Dungeon Fantasy* material with the rest of the *GURPS* line . . . or vice versa!

The proper gear can make the difference between life and death for an adventurer . . . and shopping is even easier with an assortment of *Quick Equipment Kits*. These handpicked packages by Peter V. Dell'Orto – author of *Dungeon Fantasy Magic Items* – lets you spend your coin and climb into the crypt faster than ever. Get tips for selecting which food and ammunition to bring; choose an assortment of loadouts for such key jobs as cartography, door breaking, healing, and thieving; and even acquire a few *new* pieces of gear.

Don't let those heroes get too complacent; ramp up the challenge in your dungeons with one of eight new *Deathtraps*. Constructed by Christopher R. Rice – co-author of *Dungeon Fantasy Traps* – you'll get an assortment of challenges, including physical obstacles and mental puzzles. Can you survive the magical magnetic murder machine, or escape the soul-snuffing danger of the reanimating runes?

When delvers explore underground complexes, the default assumption is that those subterranean structures were created by humans. But the fact is, other races make their own *Demi-Human Dungeons*. In this installment of *Eidetic Memory*, David L. Pulver explores the warrens of dwarves, elves, gnomes, and halflings, with intriguing insight for designing your own memorable tombs.

Nine rooms of danger and opportunity are only the beginning, with *Secrets of the Living Tomb*. A desperate escape clause, an enigmatic environment, and a missing magician are all intricately linked. Although it builds off an adventure from *Pyramid* #3/104: *Dungeon Fantasy Roleplaying Game* – and can be used in conjunction with that tale – this ready-to-use locale stands entirely on its own. Learn its history, unlock its potential, and unleash its map on unsuspecting heroes.

Tombs aren't the only places to find undead; before you know it, you'll find *Undead, Undead Everywhere*. Sean Punch describes six new types of frightening fiends, with details on appearance, tactics, and *Dungeon Fantasy* stats so that you can pop these baddies into adventures right away.

This issue also includes *The State of the Dungeon*, as we reveal the current news on *Dungeon Fantasy* happenings, plus a Random Thought Table that shows how less can be more when learning an exciting new system. The future is almost here, and it's fantastic. As ever, *Pyramid* is here to ensure you're ready for it!

## ARTICLE COLORS

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

*Pale Blue:* In This Issue

*Brown:* In Every Issue

*Green:* Columnist

*Dark Blue:* **GURPS** Features

*Purple:* Systemless Features

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# FROM THE EDITOR

## THE PIECES ARE REVEALED, AND TOMORROW LOOMS WITH THE PROMISE OF A FUTURE FORETOLD

There's a time in many fantastic stories where things are *alllllmost* ready to break into mayhem, a precipice of plot potential waiting to tumble into full-blown mayhem. "This is a piece of the Rod of the Heavens!" or "Look, on the back of the prince's amulet . . . it's not a decoration; it's a *map!*" And you know that everything is about to get *really* exciting.

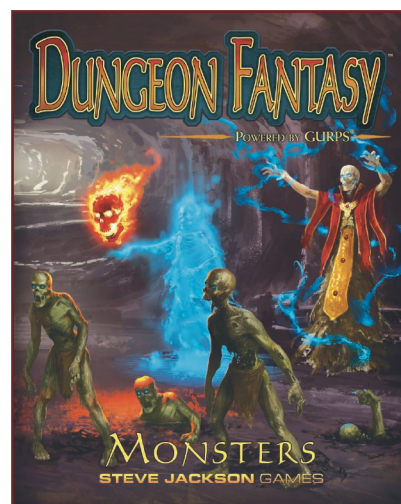
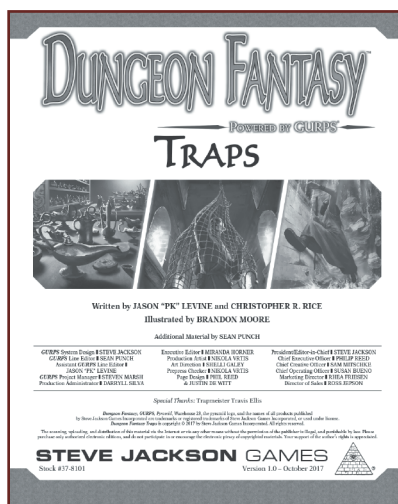
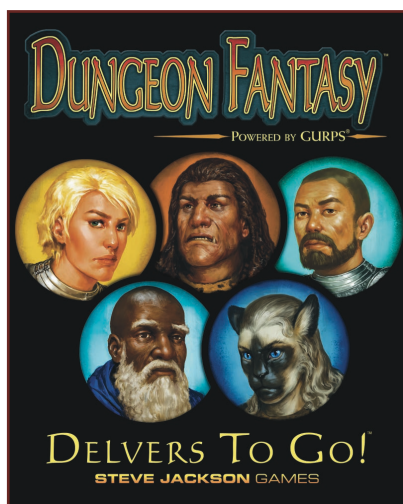
That's kind of where we're at with the *Dungeon Fantasy Roleplaying Game*. As I type this, the first physical copies have made their way into the hands of those fortunate enough to join a special game with Sean Punch at Gen Con. In addition, we sent out PDFs during that hallowed convention to appropriate Kickstarter backers. (See pp. 36-37 for more about Gen Con happenings.)

So, for the first time, gamers actually have the material they need to run their own *Dungeon Fantasy RPG* campaigns. While it's not quite the same thing as the big, beefy

boxed set being in the hands of delighted fans, it's still an important milestone . . . and one that is ramping up the excitement here at *Pyramid* as we continue to follow the map on the back of the amulet, no doubt leading to the next part of the Rod of the Heavens.

## WRITE HERE, WRITE NOW

As the glint of treasure illuminates the hallways of tomorrow, we're deeply curious as ever: How're we doing? This issue of *Pyramid* is an unusual one, since – like *Pyramid* #3/104 – it's devoted to a game that's not quite "in the wild" yet. Do you like seeing new goodies you can use in your game, along with news about what's going on in the development, behind-the-scenes notes about the product's genesis, and other elements? Or is it perhaps too much of a good thing when you don't quite have the game yet? Let us know your thoughts, privately via email at [pyramid@sjgames.com](mailto:pyramid@sjgames.com), or publicly via our rambunctious online tavern at [forums.sjgames.com](http://forums.sjgames.com). And if you're one of those lucky folks who've received the PDFs (or even the boxed set itself), you'll definitely want to share your thoughts with the rest of the crowd.



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# DESIGNER'S NOTES

# DUNGEON FANTASY ROLEPLAYING GAME

BY SEAN PUNCH

Roleplaying games are all about telling tales, and the *Dungeon Fantasy Roleplaying Game* certainly comes with an epic story!

## RUMORS AND LORE

The first inklings of the *Dungeon Fantasy RPG* date to September 2004, when a few Steve Jackson Games staff members discussed a hardback with the working title “*GURPS Dungeon Fantasy*” to follow that summer’s release of *GURPS Fourth Edition*. Several of us (Paul Chapman, Andrew Hackard, Steve Jackson, and myself, among others) contemplated the possibility of turning this into standalone boxed set. After the multi-year slog to finish Fourth Edition, however, we lacked the resources – and frankly, the energy – to develop and publish yet another complete roleplaying game. We put the idea on ice.

We periodically revisited our options for *GURPS Dungeon Fantasy* – including the possibility of a standalone “Powered by *GURPS*” game – until June 2007, when I turned in a detailed outline. That assumed a *GURPS* hardback but triggered renewed discussion of a self-contained RPG. At the time, though, supporting our relatively new digital store (e23) was a priority, so we opted for a series of PDFs for *GURPS*. We released the first, *GURPS Dungeon Fantasy 1: Adventurers*, in January 2008. For many years after, the series enjoyed success, and we published PDF after PDF without a second thought as to our decision.

Then from May to August of 2014, we discussed a boxed fantasy RPG as a potential 10th-birthday product for Fourth Edition. This time, the necessary assets were tied up in other

major productions, mainly the *Discworld Roleplaying Game*. The idea surfaced yet again in November 2015, now as a way to celebrate *GURPS*’ 30th birthday in 2016. The need to mark that event was the shove we needed!

We spent most of January 2016 brainstorming a standalone RPG consisting of a box containing rulebooks (*Adventurers, Exploits, Spells, and Monsters*), a dungeon, maps, *Cardboard Heroes*, and dice. Within weeks, I started developing the rules. This time, we resolved to *find* the necessary resources using Kickstarter. We knew we couldn’t release the game in 2016, but we could at least launch the funding campaign then. More on that later . . .

## THE DREAD DUNGEON OF DESIGN

Developing the *Dungeon Fantasy RPG* was a lot of work. At times I felt as if I were in the dungeon, fighting my way past challenge after challenge.

For one thing, while *GURPS* doesn’t deserve its reputation as a “complex game” – how hard is it to spend points, or to roll three six-sided dice and compare the total to a number? – it is a *large* game with rules for every situation (just the core is 576 pages), hundreds of supplements (nearly 300 for the current edition, 27 of those in the *GURPS Dungeon Fantasy* series alone), and an underlying assumption that you’ve played RPGs. It’s really a game *engine* that lives up to its taglines: “Anything You Want” and “Any World You Can Imagine.” My biggest challenge was scaling that down to manageable levels.

First I had to make the game friendlier, even to newcomers to RPGs. For characters, this meant discarding the idea of designing abilities – no complicated traits that require a lot of choices or math (like Shapeshifting), and definitely no enhancements or limitations to modify other traits. It meant presenting only the detail needed for dungeon raids; e.g., talking is secondary to fighting, so the list of languages is short and understanding them (or not!) is binary. It meant combining easily confused concepts, like the bard's talents for mundane and magical music – and removing subtle distinctions, such as that between advantages and perks. It meant eliminating traits nobody used (bards and talking again: Enthrallment skills don't much suit the dungeon). It meant throwing out confusing rules, like improving skills from defaults. And it meant adjusting how information is presented; character templates are easier to read, while racial templates have become lists of traits to buy, not quasi-advantages or -disadvantages that conceal a raft of important details.

For tasks and hazards, this meant getting rid of most of the “on the fly” math (slams, I'm looking at you) and many of the table lookups. It meant turning recurring rolls (for hiking, foraging for food, surviving heat and cold, etc.) into one-off success rolls. And it meant streamlining away special cases. Will anybody *really* miss the option to aim for the jaw or nose rather than the generic face, when there's no meaningful difference for most monsters anyway? Do we *need* a page-long *Fright Check Table* in a genre where the heroes rarely know fear? Does aging *matter* in a game where graying wizards and immortal elves adventure with youthful warriors, and even a week spent in town is “a long time”?

I also discarded anything that wasn't relevant to monster-infested low-tech fantasy settings. Such worlds lack guns, powered vehicles, space travel, and ultra-tech gadgets (like

force-field belts), so the relevant rules didn't make the cut. Neither did rules for tech level, because dungeon fantasy has a fixed TL: “TL Olden Times.” And neither did rules that imply sensible socioeconomics; for instance, Legality Class and Control Rating don't fit a genre where everyone accepts heavily armed warriors, card-carrying Thieves' Guild members, and reality-warping magic-users who earn a living slaying and looting. When those rules hit the cutting-room floor, so did traits linked to them, such as G-Experience, High TL, and Legal Immunity, and skills for operating high technology.

At the same time, I had to fit in specific details the **GURPS Basic Set** tends to leave up to the Game Master to judge and enforce. Without ability-design rules, special powers had to stand alone and be self-explanatory. Activities **GURPS** treats as vague skill uses – skulking in shadows and picking locks, swinging from ropes and scaling walls, foiling traps and exorcising curses, even buying and selling – had to be spelled out clearly. Bad things (poison, dismemberment, lava pits, etc.) and good things (loot!) alike needed more and better examples. And there had to be enough solid advice to players and GMs to help them lose the training wheels.

This required some serious editorial kung fu. In theory, I could simply reuse a lot of content; after all, the **GURPS Basic Set** is the origin of the guts of the game, **GURPS Magic** has all the spells, **GURPS Dungeon Fantasy 1: Adventurers** works from shorter lists of traits, and **GURPS Dungeon Fantasy 2: Dungeons** has simplified task rules. In practice, everything depends on everything else. Decoupling essential rules from those I discarded, and adjusting cross-references to match, was a feat of technical writing, not creativity; it was about perseverance, not fun. Everything that *did* make the cut needed rewriting to be simpler and clearer.

## USING THE *DUNGEON FANTASY* RPG WITH **GURPS**

A **GURPS** player might ask, “How useful would the *Dungeon Fantasy* RPG be to me? What would it add that the **GURPS Basic Set**, **GURPS Magic**, and the **GURPS Dungeon Fantasy** series don't already give me?”

If you don't own **GURPS Low-Tech** or **GURPS Martial Arts**, you'll get a lot of new weapons and armor in **Adventurers**. Even if you have **GURPS Magic**, the alphabetical spell lists in **Spells** – and the many spells rewritten for clarity – are valuable. Many of the critters in **Monsters** aren't found in any **GURPS** book; you can use them as written. The same goes for the traps and magic items in the **Traps** and **Magic Items** stretch-goal PDFs. The two adventures – *I Smell a Rat* (in the box) and *Against the Rat-Men* (stretch goal) – can be run essentially “as is” for **GURPS Dungeon Fantasy** heroes.

Which isn't to say there are no significant differences. Be on the lookout for streamlining!

Templates are simpler; for instance, bards have Bardic Talent instead of that *and* Musical Ability, and use spells and Bard-Song abilities but not Enthrallment skills (as compensation, they get Sound and Knowledge spells as well as mind-affecting magic). Some gear and abilities have been renamed – although basic functions haven't

changed, nor have cash or character-point costs. The spell list has been trimmed and prerequisites restructured to suit hack 'n' slash gaming and better differentiate between clerics, druids, and wizards. The game's approaches to Fright Checks, physical feats, and slams are quicker and easier to use. The rules for surprise are *much* clearer.

In all cases, the differences are obvious but you should pick a version and stick with it. You might actually prefer the *Dungeon Fantasy* RPG rethinks of many rules – whether because they're simpler or because you feel they're more balanced for dungeon crawling.

If you play **GURPS** but *don't* own the **GURPS Dungeon Fantasy** series, you'll be getting a *ton* of new content – templates, special abilities, gear, monsters, rules for dungeon-delving tasks, and a lot of notes on dungeon design and loot. The *Dungeon Fantasy* RPG can't replace the entire series, which has twice as many pages, none of them devoted to simplified versions of the **GURPS Basic Set** and **GURPS Magic**. However, the game includes many of the highlights and is more than enough to run a campaign – think of it as an epic “genre book,” on a par with **GURPS Fantasy** but better-suited to the hack 'n' slash subgenre.

And then I had to shoehorn in clearer explanations and new content – including an entire adventure.

The result? Five books that contain roughly as many words as the *GURPS Basic Set: Characters*. That's despite adapting both volumes of the *GURPS Basic Set*, large swaths of *GURPS Magic*, and a lot of *GURPS Dungeon Fantasy* content. Yet the pages contain a complete character-creation system with 11 professional templates, eight nonhuman racial templates, and 24 pages on gear and customizing it; full task-resolution rules, with mapped tactical combat; a bestiary of over 75 monsters (including several totally new ones); more than 350 spells; and an introductory adventure (*I Smell a Rat*).

Phew!

I wouldn't call the results "rules light," but if *GURPS* is "rules heavy," the *Dungeon Fantasy RPG* could fairly be described as "rules medium."

An equally tough challenge was doing all that work on a tight schedule. Planning and designing the guts of *GURPS Fourth Edition* took a pair of developers two years (most of 2002-2003). I had only around 60% as many words to worry about, but I also had 1/4 as much time and half as many people (I was working alone). Needless to say, it was an epic feat of compression and streamlining, if I do say so myself.

*In the course of a long career, an explorer of the world's forgotten places develops an unusual perspective on reality. I have witnessed strange events and stumbled upon snippets of manuscripts that suggest we exist to amuse beings on an utterly different plane. I would not call these entities "gods" – I would describe them as "gamesters."*

– Uncle Seamus, Wizard

## HAVE QUEST, NEED BACKER

Epic feats demand epic resources – but as mentioned already, earlier thinking about a boxed fantasy RPG based on *GURPS* was repeatedly tripped up by a lack of resources. Fortunately, this time, the lead developer – Yours Truly – wasn't busy helping to create another game (say, the *Discworld Roleplaying Game* or a new edition of *GURPS*).

Unfortunately, we knew I'd need to throw myself into this project. As it turned out, I spent February through August of 2016 doing almost nothing *but* writing and editing the rulebooks. Then I had proofs to review, art to approve, and . . . oh, we need *more* text to fill out spaces in the layout, and for the back covers, box, and web pages. Never mind the supporting products and *Pyramid* articles (like this one!). That's a lot of time – and time is money.

We knew this endeavor would come to a halt if we didn't have a way to foot the bill. However, 2016 is not 2004 or 2007. Nowadays, crowdfunding is a thing, so the answer was clear: Kickstarter. That would permit the *GURPS* Line Editor to hand off *GURPS* and develop a huge game, and enable SJ

Games to deliver high-quality components: beautiful maps, cool figures, and books with an easy-to-read layout and full-color art.

The Kickstarter campaign went live on September 1, 2016 and the project was fully funded on September 17. Naturally, we offered stretch goals to encourage backers to pledge, and add-ons to help raise funds beyond the bare minimum. We'll get to those shortly . . .

## WHAT'S IN THE CHEST?

The core game – the boxed set known as the *Dungeon Fantasy RPG* – contains two double-sided poster maps, more than 100 stand-up cardboard figures (including heroes and monsters), three custom six-sided dice, and five books, which I'll describe briefly.

### *Adventurers*

128 pages

This is the *GURPS Basic Set: Characters* stripped down to *one* genre (hack 'n' slash fantasy). By default, character creation is template-based, with players choosing from among

11 professions (barbarian, bard, cleric, druid, holy warrior, knight, martial artist, scout, swash-buckler, thief, or wizard) and nine races (cat-folk, dwarf, elf, gnome, half-elf, half-ogre, half-orc, halflings, or human). A few templates are *different* from those in *GURPS Dungeon Fantasy*; e.g., the barbarian is a fighter first and an outdoorsman second, while the bard is stretched over fewer categories of abilities but has better access to magic.

Traits also sometimes differ from their *GURPS* forms; e.g., Resistant is more fine-grained, Signature Gear works like gamers always felt it should, Very Rapid Healing is worth the points, and touchy-feely mental problems have become game-mechanically enforceable. Special abilities are presented "as is," not designed using *GURPS Powers*-type complexity. Many of the power-ups that *GURPS Dungeon Fantasy* reserves for experienced delvers are available right out of the gate.

Gear options include over 100 weapons, the full range of shields, more than a dozen varieties of armor (piecemeal or in complete suits, consistent with *GURPS Low-Tech*), miscellaneous equipment, and magic items. There are also a lot of modifiers for combat gear, because custom stuff is *cool*.

### *Exploits*

112 pages

Just as *Adventurers* starts with the *GURPS Basic Set: Characters*, adds content from *GURPS Dungeon Fantasy*, and removes anything irrelevant to hack 'n' slash, *Exploits* starts with the *GURPS Basic Set: Campaigns* and then adds and subtracts to support the genre. It contains basic rules for resolving outcomes (success rolls, Quick Contests, reaction rolls, etc.), including such *Dungeon Fantasy* favorites as complementary skill rolls. However, the focus is on *adventuring* tasks – trading, travel, exploration, athletics, thievery, and so on – and all the relevant rules are carefully coordinated with the skills in *Adventurers*.

Unsurprisingly, *fighting* gets its own chapter. Combat is turn-based on a hex map, with a sufficiently broad range of tactical choices that warriors have as many options as spellcasters. There are also entire chapters on bad stuff (injury, disease, environmental hazards, poisons, traps, etc.) and treasure. And there's a meaty chapter showing the GM how to construct dungeons, balance encounters, pace the game, deal with players, hand out character points, and so on.

## Spells

80 pages

This book opens with an explanation of how magic works given the assumptions of *Dungeon Fantasy*, covering spellcasters who rely on mana, sanctity, and Nature in equal depth. However, the bulk of it consists of more than 350 spells for bards, clerics, druids, and wizards. *Many* of these have been significantly rewritten from their original *GURPS* incarnations – and prerequisites have been revamped (and clearly organized in the *Spell Table*) – for better game balance. The same goes for the list of spells available in the first place; unsuitable categories of magic are absent (e.g., Enchantment and Technological spells), and game-breaking colleges are significantly curtailed (no Gate spells for time travel or teleportation, and Illusion and Creation spells have become Illusion spells).

Systematic changes relative to *GURPS* mostly concern energy: casters have “power items” instead of the Powerstones of *GURPS Magic*, and even novice heroes can have an Energy Reserve (not a starting option in *GURPS Dungeon Fantasy*). The *Magery and Effect* rule is standard, allowing talented casters do flashier things if they invest the energy – expect some epic magic! Yet just as many changes are subtle, like clearer spell write-ups, and formalizations of things *GURPS* assumes but fails to make explicit (e.g., a canonical definition of “jet spells”).

## Monsters

64 pages

The game's bestiary offers more than 75 fiendish foes – though that doesn't account for the many subtypes and variants. The mix features fantasy versions of real animals, including giant and mutant ones; creatures from Earth's mythology and folklore, suitably beefed up for epic violence where necessary; the usual fantasy classics (such as orcs and slimes); Things pulled from horror; and a bunch of weird originals. Most come from the *GURPS Dungeon Fantasy* series, but we've shored up glaring holes in the bestiary with some new critters, notably huge snakes and spiders, werewolves and vampires, and *dragons*.

Each creature comes with notes on behavior, tactics, treasures, and variants, where applicable. *Monsters* also contains *general* rules for monster-adventurer interactions, special

# USING *GURPS* WITH THE *DUNGEON FANTASY RPG*

How useful are *GURPS* supplements to *Dungeon Fantasy RPG* players? The answer depends on *which* supplements.

The *GURPS Dungeon Fantasy* series should mostly make sense and is the logical starting point for getting into *GURPS*. Don't bother with *GURPS Dungeon Fantasy 1: Adventurers*, *GURPS Dungeon Fantasy 2: Dungeons*, or *GURPS Dungeon Fantasy Monsters 1* – the *Dungeon Fantasy RPG* already contains all that. The rest of the series is worthwhile, but it name-drops traits, professions, and rules that will make little sense because they *didn't* go into the *Dungeon Fantasy RPG*. You can opt to either ignore this stuff or get the supplements that explain it; those are referred to by title, so it's easy to figure out what's needed.

*GURPS Magic* is fairly straightforward, too. Spell prerequisites differ, but that can be overlooked for any spell also found in *Spells*. The many spells that *aren't* in *Spells* are what's most valuable; while not all suit dungeon fantasy, the GM can pick and choose. Reading the prerequisites for these new spells as referring to spells by the same name in *Spells* is safe, even if the prerequisite chain isn't the same all the way down.

Other fantasy-themed supplements will *mostly* work. Rather than obsess on conversion, focus on world-facing effects. In hack 'n' slash fantasy, a creature requires attributes, a roll to hit, damage, active defenses, and DR. Items need effects. If something will never be bought or sold by the heroes, whether for coin or for character points, that's good enough!

Still, some things *require* the complexity of full-on *GURPS* to implement. Then you must decide whether you *want* that complexity. If so, the best bet is to invest in the *GURPS Basic Set*. Happily, learning the *Dungeon Fantasy RPG* makes it much easier to learn *GURPS*.

Introducing elements of other genres into dungeon crawls (some of the first fantasy RPGs did this, so it isn't as strange as it seems) means branching out with other *GURPS* supplements, such as *GURPS Horror* for “dark fantasy” or *GURPS Ultra-Tech* for technology indistinguishable from magic. This, too, *requires* the *GURPS Basic Set*, because it's the universal hub of the entire system.

As *Using the Dungeon Fantasy RPG with GURPS* (p. 5) notes, the games are essentially compatible but have differences. *GURPS'* approach is inevitably the more complex or at least more generic one, accounting for considerations irrelevant to hack 'n' slash fantasy. When you run into this, choose *one* version to use – double-standards are neither fair nor fun.

abilities unavailable to heroes (in a greatly abbreviated form that explains just what's essential for monsters – no point costs or airtight wording to curb abuse by rules-lawyer players), and classifying monsters unambiguously.

## *I Smell a Rat*

24 pages

This ready-to-run introductory adventure involves classic hack 'n' slash tropes: being given a quest in a tavern, traipsing about in sewers, slaying giant rats, and bringing home loot.

## SMALL TREASURES FOUND ALONG THE WAY

During the process of creating the *Dungeon Fantasy RPG* and its support, we had opportunities to shoehorn a bit more stuff into (or onto) the books:

*Words to the Wise.* A laid-out book inevitably has blank spaces that are too small for art – or that arise due to corrections that arrive too late for an art order. In *GURPS*, we customarily fill these spots with quotes from books, movies, TV shows, etc. Here, we let the 15 pregenerated delvers from *Delvers To Go!* and *Adventurers* do the talking. In some cases, they get a substantial *Speaking from Experience* box in which they offer useful advice on how nearby rules or concepts work – but in *their* voice, the words of somebody who lives in a hack 'n' slash world. Smaller slots contain short quotes; these are mostly windows into the speaker's personality, but many still offer pithy advice.

*King-Sized Character Sheet.* Of course *Adventurers* includes a character sheet! This was originally going to be a variation on the two-page/single-sheet *GURPS* version (pp. B335-336). In the end, we had enough space for a four-page/two-sheet record. As anybody who has ever played a high-powered hero is aware, that's a good thing – you can never have too much space for cool abilities and gear. (And *Spells* includes a *Spell Sheet* for further notes on spells.)

*Example of Play.* There was room enough in the back of *Exploits* to have Jason “PK” Levine write up a two-page example of what actual play looks in the *Dungeon Fantasy RPG*. This shows magic, trap detection, combat, looting, and a number of other important activities, giving players and GMs alike a better idea of how the game works.

*Record Sheets.* There was also room enough in *Exploits* to include record sheets for GMs. Filling out the *Adventure Planning Form*, *Wandering Monsters and Random Traps*, and *Room Record Sheet* makes dungeon planning a snap, while the *GM Control Sheet* is handy when running the game. Bonus: *Monsters* had space for index-card-sized sheets for monster, trap, and poison stats.

*More Monstrosity.* Space allowed us to add more critters to *Monsters* – great! But it also let me write a dozen boxes of advice to GMs on managing monsters and their special abilities in combat, and on tweaking critters' capabilities. These implement the general advice at the front of the book in specific ways that should inspire GMs to higher levels of unpleasantness.

*The Adventure Continues.* We had a page left at the back of *I Smell a Rat*, so we tossed in two bonus sections. One is about adding areas to the adventure at random, to keep players who've read the adventure off-balance or simply to add replay value. The other talks about taking extra time in town to squeeze some more money out of the loot.

*Useful Back Covers.* The text on the *Dungeon Fantasy RPG* box and *Dungeon Fantasy GM Screen* wrapper necessarily have to tell potential customers what's inside. However, *Adventurers*, *Exploits*, *Spells*, *Monsters*, and *I Smell a Rat* are in that box, while *Character Creation Cheat Sheet* and *Delvers to Go!* are in that wrapper. We could have left the back covers blank, but where's the fun in that? Instead, each cover contains tables or diagrams of value during character creation or play, effectively “extending” the *Dungeon Fantasy GM Screen* and *Character Creation Cheat Sheet*. Spread out the books on the table while gaming and you won't have to open them nearly as often!

More than that would be spoilers! It suffices to say that it's fairly linear and easily completed in a short period of time. *Advice* boxes counsel the GM on scaling encounters to the group, running combat, and reacting to unexpected player actions. The idea is to help the players learn the game and become familiar with their characters, and to show the GM how to design and run an adventure.

## UNEXPECTED TREASURES; OR, STRETCH GOALS

Because the *Dungeon Fantasy RPG* was funded via Kickstarter, stretch-goal items were inevitable! In addition to three dedicated issues of *Pyramid* – #3/104, #3/106 (this issue!), and #3/108 – look for these PDFs.

### *Dungeon Fantasy Traps*

By Jason “PK” Levine  
and Christopher R. Rice; 24 pages

This is a collection of 60 nasty, ready-made surprises for homemade adventures, aimed at the GM who's pressed

for time or short on inspiration. It offers a wide range of traps – nasty gadgets, complicated architecture, hidden poison, and malicious magic – as well as a number of devious tricks. All use a standard notation that makes them easy to use in play. Fans of *GURPS Dungeon Fantasy* should note that while some of these are from that series, most are brand spanking new (with an emphasis on being branded and spanked).

### *Dungeon Fantasy Magic Items*

By Peter V. Dell'Orto; 24 pages

The *Dungeon Fantasy RPG* treats enchantment and alchemy as things NPCs do “off-screen,” which means *Spells* does not delve into magic-item creation. *Adventurers* and *Exploits* offer a handful of magical treasures, but this emporium of enchantment greatly ups the ante with wondrous weapons, armor, wands, jewelry, potions, and more. It offers items for all the spells for which they make sense, plus other goodies besides – like one-off high-powered artifacts. All of these things can be used “as is” or serve as inspiration for the GM inventing new wonders.



## Dungeon Fantasy: Against the Rat-Men

By Matt Riggsby; 24 pages

This adventure picks up where *I Smell a Rat* left off, creating a mini-campaign. Once again, any further details would be spoilers! However, it's just stating the obvious to say that this scenario *doubles* the out-of-the-box playability of the *Dungeon Fantasy RPG* – saving the GM the effort of designing a second dungeon – and offers another example of what a good adventure should look like.

## COOL GEAR TO BUY; OR, ADD-ONS

Another consequence of using Kickstarter was optional add-ons for purchase. Most of these were simply “more of the same”: extra copies of the game (in print or PDF), extra

bases for figures, extra custom dice, etc. But two printed items qualify as genuine game supplements.

## Dungeon Fantasy GM Screen

A four-panel screen with beautiful art on the players' side and useful information on the GM's side: practically all the charts, modifiers, and tables necessary for combat and other tense moments. This comes packaged with two booklets aimed more at players.

## Character Creation Cheat Sheet

16 pages

Contents include steps to remember when creating a delver, trait lists, tables relevant to character creation, and notes on money and gear. This can't *replace Adventurers*, but it's more than enough to let a couple of people create their heroes at the same time.

## Delvers To Go!

16 pages

This contains 13 pregenerated delvers – which with the two in *Adventurers* makes 15. Players can use these “as is” or with a little customization, or take them as inspiration for how to create (or *not* create!) characters of their own. To help with the latter, each hero comes with *Design Notes* explaining what points and money were spent on, how the selected abilities and gear synergize, and any less-obvious stats on the character sheet.

## Dungeon Fantasy Companion

78 pages

A straight-up compilation of *Dungeon Fantasy Traps*, *Dungeon Fantasy Magic Items*, and *Dungeon Fantasy: Against the Rat-Men*, with a foreword by Yours Truly (if you like that kind of thing) and a master table of contents. Handy if you prefer to have *all the things* in print!

## ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Zombies*, the *GURPS Action*, *GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series, and more. Sean has been a gamer since 1979. His non-gaming interests include Argentine tango and mixology.

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# QUICK EQUIPMENT KITS

BY PETER V. DELL'ORTO

Shopping for equipment can be fun. It's sometimes enjoyable pouring over lists, choosing the right tools for the job, and probing the GM for hints about how much rope or just how many rations is a good idea.

But it can also be a drag on play. Often you just want to grab and go, and not worry that you'll find yourself at the bottom of the pit without a rope . . . or carrying a tent with no poles . . . or taking a -10 for "no equipment" when you have to pick a lock. When you're ready for adventure *now*, you no more want to shop for equipment in full detail any more than you want to rewrite your character sheet for the umpteenth time. For those situations, here are some equipment packages.

## READING LOADOUTS

You'll find the following kinds of details in each of the gear packages.

*Name:* The title of the loadout.

*Total Cost and Weight:* Below the name are the total cost and weight of the entire loadout, including all listed gear.

*Gear:* A list of the equipment that's part of the package, in the following format:

- The equipment name, including the number of items (e.g. *Iron Spikes* ×6) and any other important details (e.g. *Rope, 3/4" (10 yards)*).
- A page reference in parentheses, listing the book and page where further details (if any) can be found about the item.
- The carrying location in brackets, where the item is normally packed by a delver using the kit.
- Finally, the cost and weight of the item.

*Upgrades:* A list of ways to enhance the package with additional gear, or with *better* versions of gear already included. This always increase the final cost and weight by the amounts listed in parenthesis next to the upgrade item (e.g. "a second scroll case (+\$75, +1 lb.)")

## CONSUMABLES

The most common gear that delvers need to buy – and buy, and buy again – are consumables, such as ammunition and food. Here are some handy pre-loaded ammunition containers and food in bulk.

## Ammunition Loads

Arrows and bolts use quivers. Mix and match normal, bodkin, or cutting arrows or bolts to taste – cost is unchanged! Flaming arrows are \$2 extra apiece; cost for flaming arrows below assumes a quiver full of them.

- *Hip quiver*, loaded with 20 arrows (\$55, 3 lbs.) or 20 bolts (\$55, 2.2 lbs.). Add \$40 for flaming, \$80 for fine, or \$120 for fine, flaming arrows or bolts.
- *Hip quiver, large*, loaded with 50 arrows (\$130, 7 lbs.) or 50 bolts (\$130, 5 lbs.). Add \$100 for flaming, \$200 for fine, or \$300 for fine, flaming arrows or bolts.
- *Shoulder quiver*, loaded with 12 arrows (\$34, 1.7 lb.) or 12 bolts (\$34, 1.2 lb.). Add \$24 for flaming, \$48 for fine, or \$72 for fine, flaming arrows or bolts.

Blowpipes use small darts, usually loaded into a standard small pouch. Heavy slings, prods, slings, and staff slings use pellets or rocks loaded into a standard small pouch. Heavy-sling users sometimes need a haversack or even a *backpack* full of ammunition to last for a full delve.

- *Backpack, small*, loaded with 40 shaped rocks (\$100, 43 lbs.) for a heavy sling or 40 unshaped rocks (\$60, 43 lbs.) for a heavy sling. Half loads (20 rocks, \$80, 23 lbs. or \$60, 23 lbs.) are also common.
- *Haversack* (p. 11), loaded with 10 shaped rocks (\$40, 11 lbs.) for a heavy sling or 10 unshaped rocks (\$30, 11 lbs.) for a heavy sling.
- *Pouch*, loaded with 60 darts (\$16, 3.2 lbs.) for a blowpipe, 3 shaped rocks (\$13, 3.2 lbs.) for a heavy sling, 3 unshaped rocks (\$10, 3.2 lbs.) for a heavy sling, 50 lead pellets (\$15, 3.2 lbs.) for a prod, 50 lead pellets (\$15, 3.2 lbs.) for a sling or staff sling, 60 shaped stones (\$13, 3.2 lbs.) for a sling or staff sling, or 60 unshaped stones (\$10, 3.2 lbs.) for a sling or staff sling.

## Food in Bulk

For the cheapest-meal approach, just stick with normal rations. For the most weight-saving yet cost-effective adventuring, mix in normal rations on the way there (when you're unladen, and eating lightens the weight) and dwarven or elven rations for the delve itself and the way back (when you're hopefully loaded with treasure, or possibly toting your friends back for resurrection.) Delvers concerned about overall weight should stick with elven rations for all meals.

## Bulk Food Table

Type	Per Day	Per Week	Per Month*	Reference
Rations	\$6/1.5 lbs.	\$42/10.5 lbs.	\$180, 45 lbs.	<i>Adventurers</i> , p. 111
Dwarven Rations†	\$15, 3 lbs.	\$105, 21 lbs.	\$450, 90 lbs.	<i>Adventurers</i> , p. 113
Elven Rations	\$15, 0.5 lb.	\$105, 3.5 lbs.	\$450, 15 lbs.	<i>Adventurers</i> , p. 113

\* Assumes 30 days.

† Gain Resistant to Poison 3 if eaten for a month or more straight.

Those worried about poison should eat nothing but dwarven rations. This assumes that they are available – dwarven and elven rations are “special order” items and may be difficult to find once adventuring begins.

The table above *does not* include something to transport the food in. Use backpacks or sacks (*Adventurers*, p. 111) for most rations, though a pouch (*Adventurers*, p. 111) will carry almost a week’s worth of elven rations!

## PERSONAL GEAR PACKAGES

The following packages of gear are intended as grab-and-go kits for special purposes. You still need to pick your own clothing, weapons, armor, and any scrolls or concoctions. But these should make it faster and easier to get everything else!

Many of these packages include “special order” items (*Adventurers*, pp. 112-114). Delvers may start with them, but they might be difficult to obtain or replace once adventuring starts. Additionally, since one of the main points of using packages is to speed up equipment shopping, it is recommended that the GM just allow these packages to be freely purchased in play as is. Moreover, most of the packages would be much less effective without the special-order gear. The GM doesn’t have to be so generous with adventurers who want to get individual items or upgrades later on . . .

### Basic Delver Package

**\$80, 9.2 lbs. (17.2 lbs. with water)**

Sometimes, people forget to buy these – don’t be one of them. Includes the basic gear you need for survival, patching up wounds, a skin for water, and basic knife for utility use. Don’t forget to add food (pp. 10-11) based on how long you expect to be away from town.

- *Blanket* (*Adventurers*, p. 111) [**Torso**] \$20, 4 lbs.
- *Bandages* (*Adventurers*, p. 111) [**Pouch**] \$10, 1 lb.
- *Pouch* (*Adventurers*, p. 111) [**Belt**] \$10, 0.2 lbs.
- *Personal Basics* (*Adventurers*, p. 111) [**Pouch**] \$5, 1 lb.
- *Rope, 3/8" (10 yards)* (*Adventurers*, p. 111) [**Torso**] \$5, 1.5 lbs.
- *Small Belt Knife* (below) [**Belt**] \$15, 0.25 lb.
- *Whetstone* (*Adventurers*, p. 111) [**Pouch**] \$5, 1 lb.
- *Wineskin* (*Adventurers*, p. 111) [**Over Shoulder**] \$10, 0.25 lb. (8.25 lbs. full of water)

*Upgrades:* Take a *canteen* (+\$0, +0.75 lbs. but only +2 lbs. instead of +8 filled) instead of a wineskin if you prefer a smaller amount of liquid but a more secure container. Add a *torch* (+\$3, +1 lb.) for light or a *sack* (+\$30, +3 lbs.) for holding treasure. A *pole, 10'* (+\$8, +5 lbs.) is a good old-school choice, but you rarely need more than one per group. For a wintry

adventure, swap out the blanket for a *sleeping fur* (+\$30, +4 lbs.) Someone in the group should consider adding a *grapnel* (+\$80, +2 lbs.) to use with the group’s rope.

## NEW EQUIPMENT

The *Dungeon Fantasy Roleplaying Game* has almost everything an adventurer needs. Almost! Here are a few more items you might need on a delve into the unknown. The haversack and small belt knife are common, everyday gear.

*Haversack.* Worn on the shoulder. Holds 10 lbs. of gear. \$30, 1 lb.

*Small Belt Knife.* Tool-grade, treat as a small knife in combat but not throwable and -1 to skill. \$15, 0.25 lb.

### Cartographer’s Package

**\$237, 6.5 lbs.**

This package is meant to be carried by the party’s mapper. Chalk, glow vials, and cord are included to help mark walls and doors, leave a visual trail, measure walls when precision matters, or even leave a short trail behind you. Breadcrumbs and/or golden thread not included.

- *Chalk* ×2 (*Adventurers*, p. 112) [**Haversack**] \$2, 0.5 lb.
- *Glow Vial* ×2 (*Adventurers*, p. 115) [**Haversack**] \$60, 1 lb.
- *Haversack* (above) [**Torso**] \$30, 1 lb.
- *Paper, 20 Sheets* (*Adventurers*, p. 112) [**Scroll Case**] \$20, 1 lb.
- *Scribe’s Kit* (*Adventurers*, p. 112) [**Haversack**] \$50, 2 lbs.
- *Scroll Case* (*Adventurers*, p. 114) [**Torso**] \$75, 1 lb.

*Upgrades:* Take a shield (*Adventurers*, p. 107) and add a *shield lectern* (*Adventurers*, p. 111; +\$50, +2 lbs.) to it to allow defense while mapping *and* to protect the map from the elements (rain, wind, fire-based traps from the front arc, etc.) Include a *mapping kit* (*Adventurers*, p. 114; +\$50, +2 lbs.) to improve Cartography rolls, and/or a *wax tablet* (*Adventurers*, p. 114; +\$10, +2 lbs.) for sketching maps in wet areas or while underwater. Consider getting a second *scroll case* (+\$75, +1 lb.) for someone else to carry, and give that person a copy of the map!

### Door Breaker Package, Basic

**\$86, 13 lbs.**

This pack includes the basic tools to force a door. To finesse it, add lockpicks or take the thief skills package (p. 12).

Minimal gear for prying open a door is just a crowbar, but this kit ensures you can deal more effectively with a variety of obstacles. Iron spikes and a mallet let you keep doors open and portcullises up after you get in!

- *Crowbar, 3'* (*Adventurers*, p. 112) [**Torso**] \$20, 3 lbs.
- *Hatchet* (*Adventurers*, p. 112) [**Belt**] \$15, 3 lbs.
- *Haversack* (p. 11) [**Torso**] \$30, 1 lbs.
- *Iron Spike* ×6 (*Adventurers*, p. 111) [**Haversack**] \$6, 3 lbs.
- *Mallet* (*Adventurers*, p. 112) [**Haversack**] \$15, 3 lbs.

## Door Breaker Package, Complete

**\$276, 52 lbs.**

This set is good for dealing more thoroughly with doors and other bashable obstacles. Divided among two delvers, it's easiest split by having one adventurer carry the ram (35 lbs.), the other carry the rest of the kit (17 lbs.).

- *Acid* ×4 (*Adventurers*, p. 114) [**Haversack**] \$40, 4 lbs.
- *Crowbar, 3'* (*Adventurers*, p. 112) [**Torso**] \$20, 3 lbs.
- *Hatchet* (*Adventurers*, p. 112) [**Belt**] \$15, 3 lbs.
- *Haversack* (p. 11) [**Torso**] \$30, 1 lbs.
- *Iron Spike* ×6 (*Adventurers*, p. 111) [**Haversack**] \$6, 3 lbs.
- *Mallet* (*Adventurers*, p. 112) [**Haversack**] \$15, 3 lbs.
- *Portable Ram* (*Adventurers*, p. 113) [**Torso**] \$150, 35 lbs.

*Upgrades:* Add a *file* (*Adventurers*, p. 112; +\$40, +1 lb.) for the patient or *lockpicks* (*Adventurers*, p. 113; +\$50, +0.1 lb.) for the skillful – either or both can fit in a *pouch* (*Adventurers*, p. 111; +\$10, +0.2 lbs.). Upgrading the haversack to a *small backpack* (*Adventurers*, p. 111; +\$30, 2 lbs.) avoids the need for a pouch, and allows *many* extra doses of *acid* (+\$10, +1 lb. each) or *iron spikes* (+\$2, +0.5 lbs. each).

## Medical Package, Small

**\$70, 3.2 lbs.**

This pack is sufficient for bandaging six wounds and doing first aid. Ideal for backup healers and primary healers on a budget. For a minimal kit, take either *bandages* or a *first aid kit*.

- *Bandages* (*Adventurers*, p. 111) [**Pouch**] \$10, 1 lb.
- *Pouch* (*Adventurers*, p. 111) [**Belt**] \$10, 0.2 lbs.
- *First Aid Kit* (*Adventurers*, p. 111) [**Pouch**] \$50, 2 lbs.

## Medical Package, Large

**\$660, 35 lbs.**

A large medical package is sufficient for bandaging 30 wounds and performing First Aid, Surgery, and one Esoteric Medicine specialty (choose at purchase.) Potentially usable by eight people at once – one each for Surgery, Esoteric Medicine, and First Aid (at +1) and five people bandaging! Also useful for removing delicate monster organs as loot – which are best stored separately from the medical gear.

- *Bandages* ×5 (*Adventurers*, p. 111) [**Backpack**] \$50, 5 lbs.
- *Backpack, Small* (*Adventurers*, p. 111) [**Torso**] \$60, 3 lbs.
- *First Aid Kit* (*Adventurers*, p. 11) [**Backpack**] \$50, 2 lbs.

● *Surgical Instruments* (*Adventurers*, p. 11) [**Backpack**] \$300, 15 lbs.

● *Healer's Kit* (*Adventurers*, p. 114) [**Backpack**] \$200, 10 lbs.

*Upgrades:* Add a second *first aid kit* (+\$200, +2 lbs.) to allow two healers to work on basic injuries at the same time. A *litter* (*Adventurers*, p. 111; +\$50, +25 lbs.) won't fit in the bag but can be carried if expecting to need to tote a heavy casualty – such as a big barbarian or an armored knight – or loot!

## Thief Skills Package

**\$700, 12.6 lbs.**

This collection helps with picking locks, disarming traps, and scouting. Upgraded versions of the kit could include better lockpicks or a full-sized trap disarming kit. For a truly basic kit, just take *lockpicks*.

Warning: Does not mix with hobnailed boots!

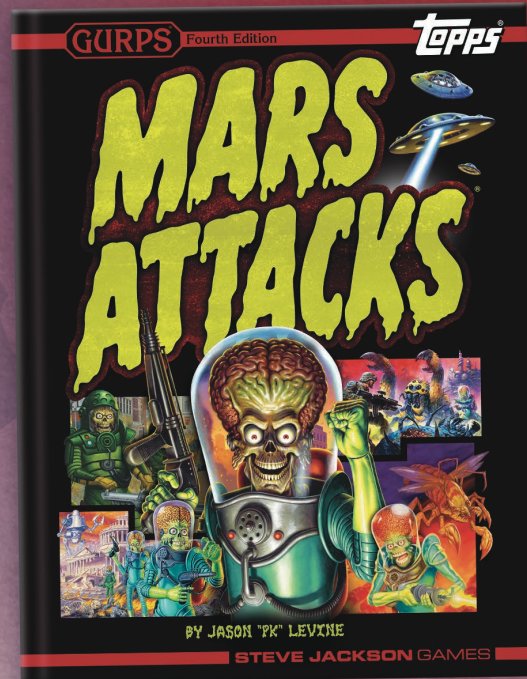
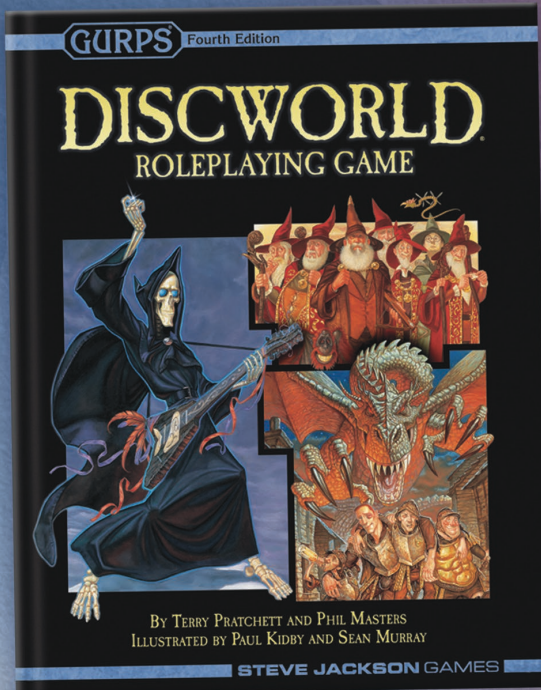
- *Acid* ×4 (*Adventurers*, p. 114) [**Haversack**] \$40, 4 lbs.
- *Haversack* (p. 11) [**Torso**] \$30, 1 lb.
- *File* (*Adventurers*, p. 112) [**Haversack**] \$40, 1 lb.
- *Lockpicks* (*Adventurers*, p. 113) [**Haversack**] \$50, 0.1 lb.
- *Mirror* (*Adventurers*, p. 114) [**Haversack**] \$15, 1 lb.
- *Ninja Slippers* (*Adventurers*, p. 113) [**Feet**] \$100, 0.5 lb.
- *Reflector* (*Adventurers*, p. 114) [**Face**] \$75, 1 lb.
- *Spy's Horn* (*Adventurers*, p. 113) [**Torso**] \$100, 2 lbs.
- *Trap Finder's Kit* (*Adventurers*, p. 113) [**Haversack**] \$250, 2 lbs.

*Upgrades:* Upgrade to good-quality *lockpicks* (+\$200, +0.4 lb.) or fine-quality *lockpicks* (+\$950, +1.9 lbs.), and/or to a fine-quality *trap finder's kit* (+\$1,000, +8 lbs.). Add a *bit and brace* (*Adventurers*, p. 113; +\$120, +5 lbs.) for drilling peep holes. A *delver's periscope* (*Adventurers*, p. 113; +\$50, +4 lbs.) is good as an addition or as an upgrade from the mirror (+\$35, +3 lbs. if replacing the mirror). If it's available, get some *visibility dust* (*Adventurers*, p. 115; +\$50, +1 lb. per use) to detect invisible traps, and consider using a *glow vial* (*Adventurers*, p. 115; +\$30, +0.5 lb.) to reduce light penalties to the point where the reflector isn't needed.

## 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](http://dungeonfantastic.blogspot.com).

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# DEATHTRAPS

BY CHRISTOPHER R. RICE

A well-placed deadly trap in a dank dungeon in some dangerous distant location goes back to the very roots of role-playing. These challenges can remind the group why the thief always checks for traps – and when it isn't avoidable, the fighter takes one for the team.

This article uses the rules from *Dungeon Fantasy Exploits*, pp. 70-71, for traps to present several new ready-to-use dangers. The following are considered lethal, near-lethal, or just not *fair*. Be careful using them in adventurers too often! One nasty deathtrap goes a *long* way.

## DEVILISH DEVICES AND DEVIOUS DOOMS

The following may use weird technology, magic or present no good choices. In short, they make the delver's life difficult.

### *False-Door Crossbow Trap*

This simple trap involves the use of several crossbows hidden within a wall, opposite a false door, or angled from the ceiling. The door may also be locked and/or trapped – GM's call. When the door is opened by more than 18", the crossbows are triggered and hit everyone in front of the door.

*Detect:* Per-based **Traps** at -6.

*Disarm:* DX-based **Traps** at -6.

*Avoid:* Automatic (don't be standing in front of the door).

*Save:* Detection or **Hearing**, or **Vision** at -6, allows any valid active defense at -3. If the crossbows are hidden within the ceiling, add an additional -1 to active defense rolls.

*Effects:* Roll against effective skill of 13 for each target; the trap hits once, plus another hit per point of success to a maximum of three. Each arrow does 1d+2 impaling damage.

*Shots:* One volley of 1d+5 bolts.

*Rearm:* Yes. Requires an **Armoury (Missile Weapons)** roll at +4.

*Steal:* Yes. Simply pick the bolts up off the ground. Getting to the crossbows is not possible – they are built into the wall!

### *Magical Magnetic Murder Machine*

Three 1'-diameter, ceiling-to-floor metal poles occupy the beginning, middle, and end of this corridor. As soon as any metal object comes within five yards of any pole, the trap activates, pulling everyone wearing metal toward the poles. The trap can be shut down by pressing a special glyph inside a hollow area at the base of each pole . . . if someone can reach it.

*Detect:* Per-based **Traps** at -6.

*Disarm:* DX-based **Traps** at -10 with no tools or with standard (metallic) trap-disarming tools; if the disarmer somehow has a set of explicitly non-metallic tools, this drops to -5. Poles may be destroyed, but have 30 HP each and DR 6. Metal weapons do damage normally, but the wielder must make a ST roll as noted below using the weight of the weapon for the base *plus* 1 per 2 points of basic damage rolled.

*Avoid:* No.

*Save:* Detection, or **Vision** at -6, allows any valid active defense at -3.

*Effects:* Make a Quick Contest between the delver's ST vs. 12 + (total weight of metal objects or gear on person / 10). Every additional active pole adds a further +2 to the base ST. If the delver wins or ties, he stays where he is or can go back one yard per point of his margin of victory. Failure means the delver moves toward the pole one yard per point by which he failed. Anyone holding a metal weapon must roll a second Quick Contest as above; failure results in the item being stuck to one of the poles. If anything living touches any of the poles, the field reverses, flinging metallic objects away from it for 1d seconds, at which point it reverses yet again. Damage from flung weapons is equal to the *base* ST (e.g., 12 for one pole, 14 for two, or 16 for three), modified by the weapon's thrust damage itself. Those in metallic armor will be flung along with their armor – if they hit a wall, treat it as if they'd fallen the distance they were flung.

This continues until no living beings touch the poles for at least 1d x 10 seconds, whereupon the trap shuts down and rearms itself.

*Shots:* Infinite.

*Rearm:* Automatic.

*Steal:* No.

*I'll lead the way. That way I know  
we won't blunder into traps.*

*– Llandor the Gray, Scout*

### *On an Oil-Slicked Precipice*

This room is covered in combustible lantern oil, with two doors – one leading in and one leading to the next room. In the center is a single unlit lantern, which must be lit by a candle to open the door out. The candles are in a small alcove along with flint and steel to light it. *Only* these candles lit by hand with the provided flint and steel will light the lantern.

Magical fire, shooting arrows strapped with a candle at the lantern, etc. automatically fail. The adventurers must get to the lantern and light it with the candle, with all that that entails.

*Detect:* Per-based **Traps** at -2.

*Disarm:* No.

*Avoid:* No.

*Save:* **DX** at -(1d+6). Optionally, **Light Walk** can be used at +4 for those who notice the oily floor.

*Effects:* Failure results in the delver falling down, taking 1d-2 crushing damage and gaining the **Total Klutz** disadvantage for 1d minutes or until he cleans himself up. Make a *separate* **DX** roll at the same penalty to avoid dropping the lit candle if he has one. Failure means he sets the room on fire and takes 3d burning damage that *ignores* DR – he’s covered in flammable oil! (On the bright side, this flash-burns the oil off.) Additionally, others inside the room take 1d+3 burning damage as the sudden ignition causes a back draft. Those *outside* the room are fine.

*Shots:* One.

*Rearm:* Yes.

*Steal:* Yes; the oil may be gathered from the room at a rate of 1d pints per 10 minutes of work. Up to 20 × 1d pints can be salvaged in this way.

## Reanimating Runes

This 10-yard stretch of hallway, corridor, or part of a room is covered in multiple evil runes that blast nearby targets with necromantic power and then raises the dead as zombies!

*Detect:* Per-based **Thaumatology**, **Theology**, or **Hidden Lore (Undead)** – or **Perception** + **Magery** for mages, or **Perception** + **Holiness** for clerics – all at -4. Make a follow-up roll against the better of **IQ** at -7, **Thaumatology**, **Theology**, or **Hidden Lore (Undead)** to reveal what the runes do.

*Disarm:* No.

*Avoid:* No.

*Save:* Make a roll against the *lower* of **HT** or **Will**. If the subject dies, roll again at -5 (add your **Holiness** talent if any) for the secondary effect (see below).

*Effects:* Failure on the first roll results in 10d of toxic damage that ignores DR. Failure on the second roll results in the victim being instantly reanimated as a zombie and immediately attacks everyone in the room. If the GM wants, dead delvers may rise as other kinds of undead instead.

*Shots:* Infinite.

*Hell Gnomes – really? Let me explain this one last time: We gnomes are a race of honest craftspeople. Ever wonder who invented the lock on your door, the trigger on your crossbow, or a dozen other clever devices you take for granted? A gnome, of course! Some traps might use gnomish technology – probably without paying the licensing fees, I should add – but that doesn’t mean there’s a conspiracy of evil gnomes out there trying to kill everyone. Everybody with a brain knows the traps, and probably the rumors, are the work of imps. The only things that trash has in common with my people are a short stature and deft hands.*

– Puddin’ Noddington, Thief

*Rearm:* Automatic.

*Steal:* No.

## Slide and Spike

Only the intricately carved footprints on the tiled floor give any clue to the purpose of this five-yard by five-yard room. Upon entry, thick walls drop down, sealing all doors, and the floor begins to move (like a treadmill). The pace starts at a reasonable one yard per second, but every 1d seconds the tiles shift direction (e.g., east to west, then north to south, then diagonally) and speed up by one yard per second!

Delvers must make a **Save** roll when the trap starts, and again every time the tiles change speed and direction. If the floor’s new pace is *less* than half of the hero’s effective **Move**, failure just means falling down; refer to *Change Posture (Exploits*, p. 29) for rules on getting back up. Any faster, and the delver is also *slammed* into the wall, as per *Effects*. Each such body slam results in bladed spikes extending a little bit further from every wall, until they ultimately jut out 1’ from the surface.

Anyone may interpose a long item (sword, polearm, etc.) between themselves and the wall, which gives a bonus equal to its **Reach** to all rolls to **Save** or get back up. However, doing so *automatically* triggers the spikes as if the aided roll were a successful slam.

Once the trap’s pace has been at 11 yards per second for 1d seconds, it shuts down for 1d minutes and resets. The walls retract and the victims may exit normally.

*Detect:* Per-based **Traps** at -6.

*Disarm:* No.

*Avoid:* Only with **Flight**.

*Save:* **DX** or **Acrobatics** roll (whichever is better) at -1 per point by which the trap’s movement exceeds his Basic **Move**; **Perfect Balance** adds its usual bonus to maintain footing.

*Effects:* The adventurer falls and is slammed into a wall. The damage is 1d, plus the floor’s current pace, plus the amount by which the pace exceeds the delver’s **Move**! For example, at a pace of five yards per second, a delver with **Move** 3 would take 1d + 5 + 2, or 1d+7 damage. The first time anyone hits a wall, this is crushing damage; the second time, it becomes cutting; on third and later slams, it is impaling.

*Shots:* Infinite.

*Rearm:* Automatic (1d minutes).

*Steal:* No.

## PERPLEXING PUZZLES AND CONFOUNDING CHICANERY

The following traps are by their nature tricky. *Most* are not immediately lethal, but they can be, given time or circumstance.

### *Between a Rock and a Hard Place*

The GM can reuse old traps, turning them into new and difficult hazards, by simply presenting the players with a Sophie's Choice: "You can be affected by trap X or trap Y, or both (or none) if you fail (or succeed) Z rolls." Basically, the GM can combine two or more traps that could logically go together. All rolls (detect, avoid, etc.) that relate to the secondary traps are at -2, rolls for *tertiary* traps are at -4, and so on. Halve this penalty for any active defense rolls a given trap might require.

### *Getting Handsy*

This 10-yard-by-10-yard square room is covered on walls, ceiling, and floor with stone hands in all shapes and sizes. When the PCs enter, the exit is blocked by the hands, which stretch out and grasp one another, forming a "door." The only way out is by solving the riddle of the room. Once inside, the hands form the shapes of faces by clasping their digits together and the faces silently mouth a message. (Specifically, they speak the riddle "Though we cannot speak aloud, our intentions can be understood even within a noisy crowd," which the GM could try actually mouthing carefully to the players. Give +10 to the roll to figure out the message if the players get close.)

The adventurers can roll against **Per** at -10 or **Lip Reading** to understand the message. Watching them for a full minute gives them +5 to this roll, which may be a problem if time is of the essence. If everyone fails the roll, the hands attack (see below), after which they'll try to communicate again.

Success means the adventurers understand that they must copy the series of signals the stone hands make if the delvers wish to leave. This requires a series of 1d rolls of **DX** or **DX**-based **Gesture** (plus **High Manual Dexterity**, **Flexibility**, or **Double-Jointed** if applicable) with -2 per roll after the first. The number of required rolls is reset along with the trap; a first attempt might need only one roll, but if it fails . . . the next iteration of the trap might demand six rolls. Failure to perform the correct gestures – which includes *anyone* moving their hands in a way that does not match the gestures (intentionally or otherwise) – means the hands become hostile, grabbing at everyone in the room and *squeezing* what they catch hold of!

*Detect:* Automatic.

*Disarm:* No.

*Avoid:* No. The hands are on walls, ceiling, and floors, and have the ability to *extend* and *grab*.

*Save:* The better of **DX**, **ST**, or unarmed grappling skill vs. 14 *plus* (6 for one contest, 5 for two contests, 4 for three contests, etc.); if the delver fails, note the margin and

roll 1d: On 1, the hands grappled his entire body (quarter his armor instead of halving it); on 2-3, the hands grappled an arm; on 4-5, the hands grappled a leg; on 6, the hands grappled the delver's neck (x1.5 injury).

*Effects:* The target suffers points of crushing damage equal to the delver's margin of failure. Armor only protects at *half* its listed value. Then the hands let go.

*Shots:* Infinite.

*Rearm:* Automatic (every 5d seconds).

*Steal:* No.

### *The Ballroom of In-fae-nite Notoriety*

This large ballroom (a 25-yard by 25-yard room) is filled with dozens of dancers, moving to the cadence set by a half dozen musicians. If the PCs try to leave the way they came in (or via any other exit), they discover that the exit doors have become mere illusions. Attacks on the dancers pass through them harmlessly – even attacks that normally affect insubstantial beings.

The host of the party (which can be anyone or anything the GM desires, but is always a fellow dancer) tells the adventurers: "To be free, you must dance, but if you do, beware, if you listen to the melody, you may never escape this lovely affair."

The adventurers must resist the effects of faerie magic (with **Will**) while beating the trap via endurance dancing. At least one person must successfully dance for three hours *without* being entranced by the music. If anyone succeeds on three sets of rolls (which do not have to be consecutive), the dancers and musicians disappear and the delvers are left in an empty ballroom.

At the GM's option, the delvers may find that only minutes (or even seconds) have passed instead of hours.

*Detect:* **Per**-based **Occultism** or **Hidden Lore (Faerie)** at +2.

*Disarm:* No. The effect is even immune to **Dispel Illusion**.

*Avoid:* Don't step in the room.

*Save:* **Will** at -2 and **HT** at -2 every hour with effects for failure as below. **Body Control**, **Carousing**, or **Dancing** may substitute for **HT**, while **Mental Strength** or **Will**-based **Hidden Lore (Faerie)** may substitute for **Will**. *Bards* or *PC faeries* roll at a further -2.

*Effects:* A failure on the **Will** roll results in the subject is effectively dazed and gains **Compulsive Dancing (6)** for the next *hour*, which does *not* count toward the three hours of dancing required to escape. *Bards* instead gain **Compulsive Music-Making (6)** and join the orchestra. A failure on the **HT** roll results in 1d-2 **FP** loss (minimum of 1 **FP**). While dancing or playing in the orchestra, victims do *not* regenerate **FP** by any means.

*Shots:* Infinite.

*Rearm:* Constant.

*Steal:* No.

### *The Lily Among the Roses*

This trap is composed of a room or enclosed garden filled with white-rose bushes. As soon as the delvers enter, thorny vines creep along the ground and walls to block all exits.



In the center of the room is a small fountain with a woman holding a bouquet of red lilies. She stands with her arm outstretched, as if to give the flowers to someone. Her face is turned away and hidden by a cascade of hair. A small inscription on the bottom of the fountain reads: “A white rose can be red if you bleed upon its petal, as a lily can be white if you will test your mettle.”

If the players can’t puzzle through the riddle, their characters can roll against **IQ** at -5, **Hidden Lore (Nature Spirits)**, **Poetry**, or **Writing** at -3 to figure it out. Those with **Power Investiture (Druidic)** may add half their trait’s level to this roll. Multiple adventurers can roll, but each person gets *one* try. If anyone succeeds, that individual understands what is required – blood (that is, HP) must be spilled in the fountain to turn the lilies white.

The necessary amount of blood is based on the *total HP* of everyone in the room. Add up the HP of all living beings in the room and average it. Next, multiply the total by  $\times 0.4$  (round up) to determine how much blood must be spilled before the vines recede.

Adventurers may “take” more of the blood cost upon themselves, but the per-person value may not be split between people. Hit Points sacrificed to the lily fountain cannot be healed magically. They must be recuperated normally.

*Example:* If five delvers have 60 HP between them, the average HP is 12. Thus, each delver must spend 5 HP. Alternatively, one person can pay 10 HP while three others pay 5 HP, or one delver can pay 25 HP and the rest can pay none.

*Detect:* Automatic.

*Disarm:* No.

*Avoid:* Don’t step in the room.

*Save:* See above.

*Effects:* See above.

*Shots:* Constant.

*Rearm, Steal:* No.

*When it comes to leaving dangerous traps lying around, the Wizards’ Guild has a lot to answer for. Stuff like runes and curses is typically their handiwork – them or the Hell Gnomes. If you need help with it, ask the nearest wizard. I say this as a proud Thief in good standing! I’ll pop open and disarm most anything that takes a jiggle and a poke, but I’m not the kind of fool to mess with black magic.*

– Hap Badapple, Thief

## ABOUT THE AUTHOR

Christopher R. Rice already knew the trap was a threat via a quest. What will he know next? From Portsmouth, Virginia, he’s spinning words and whimsy into gold. Of course, if he’s not writing about **GURPS**, he’s blogging about it. Visit his site “Ravens N’ Pennies” ([www.ravenspennies.com](http://www.ravenspennies.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); Beth “Archangel” McCoy, the “Sith Editrix”; Blake “Nemoricus” Chapman; and Christopher “Tyneras” Dorr, for being most excellent sounding boards.

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# EIDETIC MEMORY

## DEMI-HUMAN DUNGEONS

BY DAVID L. PULVER

Judging by the size of doors, passageways, furniture, and the kind of objects found within them, most dungeons seem to be originally built by and for humans. This is logical enough – humans are the most populous and best organized of the races, and creating a vast underground complex requires significant funds, personnel, or magic, as well as a decent knowledge of civil engineering.

However, other *Dungeon Fantasy* races may also build underground complexes, chief among them those “civilized” races who make up the majority of PCs: dwarves, elves, halflings, and gnomes. (The half-breeds such as half-orcs and the catfolk don’t have organized communities, so we won’t consider them as dungeon architects.)

Naturally, by the time adventurers arrive, the original dungeon owners usually have been dust for decades or centuries, leaving behind a monster-infested labyrinth. But its original racial origin often shines through in its architectural details, and perhaps some of its monsters, or treasures, giving the dungeon unique flavor of its own.

### DWARF DUNGEONS

Dwarf dungeons are the most similar to human dungeons, and dwarves are enthusiastic delvers. In fact, dwarves are often employed by other races as architects and stone masons, so there is a good chance that a human dungeon has some dwarf-work.

Dwarves build underground for most of the same reasons that humans do, e.g., as fortresses, mines, storage cellars, secure temples, and treasure houses. The chief difference is dwarves *like* to live underground, often establishing entire communities in dungeons. This may be reflected in the dungeon’s architecture. Whereas a human dungeon might have, say, barracks for soldiers, food cellars, or prison cells, many dwarf dungeons contain everything that the local clan of dwarves needs to live, enjoy life, and raise children.

Human complexes are often the cellars or actual dungeons of above-ground buildings, whether they are castles, churches, or houses. Dwarves, however, often build only the dungeon itself, omitting overworks, with perimeter security maintained

by locating it atop a mountain or in a cliff side. If the dungeon was once a major community involved in extensive trade, there is a gate-sized entrance with a road, large enough to be used by wagon loads of ore, craft goods, and other supplies. Invariably dwarf complexes boast at least one other smaller secret entrance at some distance from the first, the equivalent of a castle’s postern gate.

If the dwarf dungeon is, as usual, carved into a mountain or high hill, many of the “dungeon levels” may rise up the mountain as well as beneath it. The highest chambers, on mountain peaks, may have windows or balconies for viewing approaches to the dungeon, and perhaps have become aeries where avian monsters have come to nest.

Sometimes dwarves are enslaved to help build other dungeons. Dwarves are tricky and resentful and may have built hidden dwarf-sized chambers to aid in later slave revolts, or sabotaged parts of the dungeon to create areas of bad air . . .

### Rooms

A dwarf complex may include rooms that are organized as individual family apartments, with private living rooms, dining rooms, bed chambers, and even nurseries. Some areas are enhanced for beauty, with elegant glow worms, carved statues, and reflecting pools. There is a spacious apartment suite and throne room for the clan head (or king, depending on the size of the complex), with halls for conducting business and receiving guests. There may be distinct residential areas and a central communal square, perhaps with a fountain. Larger natural or artificial caves in their heyday may have been community meeting halls or even the sites of underground markets. There are definitely workshops and smithies of all types, and at least one underground tavern!

The look and feel of a dwarf complex is pretty much “standard-issue dungeon” with plentiful intricate stonework. There are well-placed ventilation shafts and provisions made for water sources, such as cisterns or wells. The dwarf dungeon may impress with multiple sublevels, sloping passages, and wide corridors, to facilitate the movement of wheeled carts full of ore, metalwork or food supplies.

Although shorter than humans, dwarves are better builders and spend their days in these halls, so many dwarf-built dungeons still have higher ceilings to give them a more airy feel suitable for a permanent residence. These large passages and halls now, of course, make the dungeon attractive for bigger monsters! Even so, dwarf doors are typically scaled to their own heights. Whereas the average human-built door is 6' 8" tall, the average dwarf door is 5' tall. Most humans have to use a crouching stance any time they pass through a dwarf's door.

Dwarves are inveterate miners and are always expanding their complexes. While the upper dwarf levels are fully furnished, the deeper levels become increasingly rougher, because the upper levels are used for living and workshops, and lowest levels are mine shafts. Decorated and perfectly finished stone corridors and chambers are gradually replaced with natural rock or caves. Remnants of mining operations – such as picks and other tools and carts full of ore (some ordinary tin or iron, some precious) – can be found.

Some large dwarf clans may have gone farther than merely digging mine shafts, creating multi-mile-long underground roadways that lead out into the wilderness or to more distant dwarf complexes (perhaps also now dungeons full of monsters as well). Occasionally dwarves may even lay down railway tracks for use by wheeled carts or actual trains – some dwarf-powered or pulled by creatures; others using enchantments or strange gnomish technologies. But with the passing of the original owners, what were once safe highways or transit tunnels are now traveled by monsters or evil underworld races, and serve to regularly restock the dungeon from below!

*The tunnels of my folk are places of wonder!  
Soaring vaults, glittering ornamentation,  
and unparalleled security. They would not  
be abandoned without good reason – or more  
accurately, reasons to do with direst Evil.*

*– Aelin Rock-Talker, Druid*

## Tombs

Those dwarves who do not practice cremation often inter their dead in stone tombs and crypts rather than bury them in earth. Most clans bury wealthier dwarves in style, with finely carved stone sarcophagi and plenty of expensive grave goods, e.g., full armor or elaborate gold death masks. These tombs may have been left intact even if dwarves abandoned a complex. If so, they are well-protected by traps.

## Defenses

Dwarves are mindful of security. Prosperous dwarf clans have lavished considerable expense on their gates, sometimes replacing mere iron and wood with materials like orichalcum or adamant, arranging for protective enchantments or magic passwords, or magically concealing secret doors. If lower levels link up with vast cave complexes or natural tunnels that the dwarves never fully explored, there may also be similarly secure gates to ward these areas. If the dungeon fell to an external invader, some or all of the gates may be discovered

breached and broken. However, if the dwarves' downfall was more subtle (e.g., disease, treachery, etc.), the gates may still exist, and finding a way past them could be a delver's first task. It should also be noted that enchanted gates made of valuable materials could be a treasure in themselves (although earlier delvers may have carried them off already).

Dwarves are aware of the dangers of living underground, and all dungeons have been constructed with an eye for defense. But dwarf civilians can't afford to be stepping around traps all the time, so most of these defenses are not randomly scattered but focus on entry and exit areas between levels, or places like a treasure vault. Individual family residences or workshops may also boast their own personal safes or treasure vaults, often behind secret doors, and these may be trapped. Dwarven tombs are also well-protected.

For emergencies where the complex might be penetrated by a powerful invader, the dwarven architects construct the underground equivalent of an inner keep: a secure section of each level that the dwarves could retreat to. The approaches to these fastnesses may include mazes, many traps, and long featureless rooms covered by murder holes or arrow slits for crossbow-shooters to fire at invaders. There are also concealed sally points and guardrooms with secret doors (or trap doors in floor or ceiling) so that guards can allow a force of marching intruders to get past them, then launch a surprise attack from the rear (or above or below).

For defensive purposes against taller foes like humans, orcs, elves, or ogres, dwarves may take advantage of their reduced height and construct some outer passages with low ceilings. A barely 5'-foot-high passage may force most human or orcish intruders to advance in a crouch against standing dwarves, for instance.

To secure important areas, dwarves prefer pit traps, pressure triggers, sliding or falling stone blocks and iron portcullises. They like mechanical engines such as crossbows. They are also comfortable working with fire, water, and acid, and traps such as fire jets, acid jets, or slides that deposit intruders in a furnace or pool may be used. In some cases, traps may have been triggered long ago (perhaps marked by the skeletons of their victims). Others may have been restored or rearmed by later occupants.

However, since a dwarf dungeon is a home first and foremost, the traps always have mechanical ways that the resident dwarfs can use to bypass or disarm them, whether it is a pattern of colored stones that must be walked in the right way, or a torch holder that must be pulled down, or simply weight-based traps that trigger if a giant or dragon steps on them, but not a normal dwarf. If a complex was abandoned by its rightful owners who fled into exile, their descendants may still know the secrets of these traps . . .

## Treasure

Plenty of mundane "treasure," such as furnishings, can be found in the complex. Dwarf furniture is scaled to about 3/4 the height of humans, but weight is equivalent (most dwarves are stocky and like rugged things). Dwarves work in wood, or purchase wood furniture through trade as necessary, but a lot of furnishings like chairs and beds often have iron frames or precious metal decoration.

If they can help it, dwarves also prefer to trade or purchase foodstuffs rather than farming or hunting, though they do brew good strong drink. Dwarves are prudent, however, and even if their underworlds lack innate food sources, their fastnesses have plentiful storerooms for dry goods and salted meat and fish (as well as barrels of ale, beer, and whiskey). Depending on the age of the dungeon, some of the goods may have survived. Alternatively, these storerooms may have been restocked by more recent occupants (e.g., orcs or other intelligent monsters). If the dungeon is built in a tall mountain, the dwarves may have used ice and snow for cooling, and some storage facilities for frozen foodstuffs may be found in the upper levels of the mountain, where it is cool year round.

*Ruined dwarven tunnels are risky,  
but worth raiding for the weapons alone.*  
— *Grükuk Kzaash, Knight*

## *Falling Into Ruin*

Dwarf complexes fall into ruin for a variety of reasons. The first is simple economics: they are often built around mining, and if whatever rich veins of ores or gems play out, the dwarves move elsewhere. Such a complex has little dwarf treasure of any value left behind, but retains signs of their occupancy. Another possibility is a natural disaster, such as a plague, flood, or earthquake, which led to its abandonment. However, most dwarf complexes are lost because of invasion, as the dwarf's proverbial gold and treasure makes them a target. The threat may come from above, such as a dragon, greedy human king, or army of mountain orcs. It may come from below, the deep delving awakening subterranean monsters stronger than the dwarves are. If the attack was sudden and the invaders afterward decided to colonize, plenty of dwarf artifacts should still be around, forming most of the monster's treasure.

## **HALFLING DUNGEONS**

Halflings traditionally prefer to live in holes in the ground, or more precisely, in homes carved into the side of low hills. However, they insist on them being sufficiently comfortable and not nasty, dirty, or smelly. In its heyday, a halfling warren would be located near a country road, and surrounded by fenced pasture or well-kept vegetable and flower gardens, as well as sheds and barns, and probably a few fish ponds. If there is no source of aboveground water, a nearby well is always present. The outbuildings may or may not have survived whatever fate befell the community.

### *Rooms*

Halflings of means – such as successful adventurers, town mayors, or the heads of extended families – continue to excavate larger and larger complexes over time to find space for their growing number of relatives, cooks, servants, and employees. These become the centers of local communities (villages or neighborhoods).

Halflings also show a propensity for hoarding stuff – not treasure, precisely, but material goods, much of it of quality.

They therefore need many rooms to store all of these items. Over a few generations, this can turn the interior of a hill into a underground warren as confusing and filled with treasures as any deliberately built dungeon.

Most halfling warrens are essentially the manor houses of leading citizens but some have other purposes, e.g., a prosperous inn with many rooms, or the lower cellars of a halfling with industrial pretensions. A halfling inn usually has some rooms sized for the “big folk” but specializes in halflings, gnomes, and dwarves who enjoy similar conditions.

Halflings do not dig deep, nor do they build on very high hills or mountains. Instead the uppermost level are burrowed into a convenient low hill, valley side, or embankment, or even an artificial mound if the halflings are in flat terrain. Each dwelling has at least two and often many more entries, but these are simple stout doors rather than gates. Most significantly, halfling architects leave prominent openings in the hill face for windows or light shafts. These may or may not be glazed, but always have shutters. A few chimneys and ventilation shafts rise out of lower parts of the hill.

The best rooms – bedrooms, kitchens, dining rooms, and sitting rooms – are on this lighted hill face, reliant on the windows and ventilation shafts to provide plenty of light and air. Deeper into the hill are storerooms, cellars, quarters for poor or mad relations, and rooms for storing accumulated junk such as old furniture and unwanted birthday presents.

Halflings prefer to burrow into softer earth rather than through rock. Interiors use a lot of wood paneling, especially in the upper level. Furnishings, scaled to halfling-size, are common, of good though not ostentatious quality, and (most of all) comfortable: well-stuffed arm chairs, feather beds, thick rugs, cabinets for dishes, wardrobes, book shelves, iron stoves, bathtubs, elaborate fireplaces, cribs, writing desks, and well-designed kitchens and privies. In areas where windows or skylights fail to illuminate the interior, there are niches for lamps and candelabra – nothing so barbaric as a torch holders! Naturally, invading monsters, barricades set up by desperate defenders, or fire may have devastated the original décor, but depending on the nature and barbarity of the dungeon's monstrous occupants, many furnishings could remain.

The average halfling is about 3' to 3' 6" tall. Adventurous halflings with friends from other races, or those who were running inns, may have a spare room or two furnished for the “big folk” but otherwise the majority of rooms and corridors, while of normal width (for halflings tend to a stocky build), are only 4' 6" to 5' high, forcing humans, orcs, and similar-sized beings to crouch. The average halfling door is only 3' 8" high.

### *Tombs*

Halflings tend not to put tombs in their own residences (preferring simple external graveyards), but bodies of dead halflings may be scattered through a complex that fell to violence. If they were murdered by monsters, any weapons or personal items may still lie with their bodies, or have been carried off elsewhere to the monster's lair. The prosperous master of the house and immediate family may have had a ring, gold pocket watch, or gold buttons or buckles on clothing are possible, or a wallet or belt pouch with a few coins. Women may have jeweled or gold earrings, rings, combs, or bracelets. Likewise, if monsters raided a human or other settlement nearby, they may have brought other loot into the warren.

## Defenses

Purpose-built defenses are rare. There won't be traps such as pits or hidden crossbows, but a halfling architect may, sometimes out of whimsy, have a secret door leading to a private study or vault, or a hidden trap door or two connecting to the cellar. Master bedrooms or treasure chests may have locks and keys, but otherwise these are rare. An exception to the "no traps" rule is if the warren was owned by a former halfling thief (or a halfling thieves' guild!); these may have traps in secure areas, usually of a mechanical nature and designed to confine intruders or sound alarms rather than kill.

## Treasure

Halflings, especially prosperous ones, accumulate plenty of possessions. These items, seized by whatever monsters now occupy the hall, form the majority of the available treasure. A few halflings, especially ex-adventurers or prosperous merchants, may have chests of gold or silver. The majority of treasure is fine possessions: family portraits or landscape pictures with gilt frames, quality wood furniture, clothing (albeit halfling size) trimmed with furs, and elegant rugs and carpets.

Moreover, halflings love to entertain and one place they do spend real coin is their dinner services. Every home has at least some fine-quality servingware or eating utensils. The warren of a rich halfling has silverware and glassware, quality porcelain, and perhaps even silver or gold plates and crystal drinking goblets. If the halfling bought magic items from a wizard (or received his choice of adventuring loot), items dealing with food magic, such as a wineglass or food hamper that remains always full, are likely to be present. (Nonetheless, a few halflings have a habit of accumulating

powerful artifacts without realizing exactly what they have in their possession . . .)

Some halfling cultures have an almost religious devotion to pipe smoking, inhaling a variety of substances ranging from tobacco to other weeds and herbs. Connoisseurs may have acquired stocks of rare dried smokable substances from around the world, some with unusual properties equivalent to elixirs. Providing monsters did not eat them by mistake, these may survive as interesting finds. Wealthy halflings also enjoy putting on fireworks displays for the masses, and those that do not subcontract to wandering pyromancers may retain stocks of fireworks in a back closet for these purposes. Adventurers may well find these items useful as stun grenades or smoke bombs.

Halflings often trade with dwarves and gnomes, and seem to like gadgets that improve daily life. As such, there may be mechanical devices such as a clock or dumb waiter. Religious halflings could have a shrine, typically containing well-made statuary or icons. If the house belonged to an adventurer, some weapons or armor (perhaps magical) may have been looted from him.

A prosperous halfling is likely to have considered himself a noted gourmand, so a halfling hall includes storerooms filled with small containers and large barrels full of staples such as flour, salted meat and fish, mushrooms, fruit, cheese, and vegetables, and other, high-quality foodstuffs and drink, most locally sourced but some imported from far away. Depending on how long this hall has fallen into ruin and the nature of its monsters, much may have spoiled or been eaten. But spices, salt, preserves, dried foods, salted meat and fish, or barrels of strong drink such as whiskey may still be edible for years afterward. If not to the taste of monsters, or if it was sealed tight in jars, the items may have been left unmolested.

## QUARTERLINGS

These stooped, 3'-tall, dirty, skinny, long-fingered, big-footed, and pot-bellied humanoids dressed in rags are in fact degenerate feral halflings. Their origins are unknown, but they are sometimes found in halfling-built dungeons. Most likely, they are descendants of halfling children who were orphaned or servants who became masterless when their warren fell to monsters; these weaker halflings hid (or were hidden) in pantries, ovens, or other small spaces. When the fighting was over, they had to survive on their own. Years of inbreeding and poor diet have given them large eyes adapted for the darkness, and ears sensitive to the slightest sounds. Their voices are very disturbing, the result of years of whispering to themselves. Some recall scraps of halfling nursery rhymes, riddles, or recipe books and repeat them endlessly . . .

They creep through dungeons using their natural stealth, ambushing and killing smaller creatures (such as rats or baby orcs) and stealing trinkets and scraps to adorn their lairs with what dubious comforts they can find. Some are good swimmers, if the dungeon has an underground stream or lake. With tender love and care, some

quarterlings may be reintegrated into halfling society, although others are too far gone.

<b>ST:</b> 7	<b>HP:</b> 9	<b>Speed:</b> 6.00
<b>DX:</b> 13	<b>Will:</b> 11	<b>Move:</b> 5
<b>IQ:</b> 8	<b>Per:</b> 13	
<b>HT:</b> 11	<b>FP:</b> 11	<b>SM:</b> -2
<b>Dodge:</b> 10	<b>Parry:</b> 8 (unarmed)	<b>DR:</b> 0

**Large Knife (13):** 1d-4 cutting, Reach C, 1, or 1d-3 impaling, Reach C.

**Thrown Knife (9):** 1d-3 impaling. Acc 0, Range 6/11.

**Thrown Rock (13):** 1 point of crushing. Acc 0, Range 3. Weighs 1-2 lbs. Takes one second to pick up, another to throw.

**Traits:** Cowardice (15); Disturbing Voice; Gluttony (12); Kleptomania; Night Vision 2; Silence 2.

**Skills:** Brawling-13; Climbing-14; Knife-13; Pickpocket-14; Stealth-15, Throwing-13.

**Class:** Mundane.

## Falling Into Ruin

Halfling halls normally become dungeons if something terrible happened to the surrounding community, e.g., it being overrun by goblins or other monsters. If so, most of the smaller holes and houses have been wrecked and looted, with the monsters moving the treasure into the biggest hall in the village. Thus, the halfling hall quickly takes on the character of an ordinary dungeon, albeit one whose upper levels offers more forms of easy access (in terms of windows and doors) than usual. Due to the horizontal nature of a halfling warren, “lower level” means “further into the hill” rather than “deeper.”

### *Demi-Human Undead*

When stocking elf, dwarf, gnome, or halfling dungeons, consider including undead versions from these races. A squad of shambling gnome, halfling, or elven zombies can add spice to any encounter. A bitter, miserly dwarf lord may make an excellent draug, nursing his hate while jealously guarding the treasures he was buried with. How about a halfling lich or an elven vampire?

## ELF DUNGEONS

Elves do not much like to live underground, so dungeon complexes are normally the protected lower levels of a castle, fortress, or other stronghold. Wood elves sometimes build dwelling places on or inside great trees, and an underground complex may extend down below to the tree roots. The GM should thus consider the possibility of unique elvish dungeons that are not underground at all, but are instead multiple upward levels of towers, or levels inside the trunks of giant trees, where the higher the adventurers go, the more powerful the monsters and the greater the treasure. Tree dungeons, in particular, may have a theme of rot and decay, perhaps inhabited by monster parasites who once gnawed the roots, but have now infected the trunk . . .

In the times of greatest crisis, such as an elven kingdom under assault from a dark lord, elves may be driven to build more extensive fastnesses underground. There are also legends of dark elves who disappeared from the surface world entirely.

Elves are long lived, often more so than dwarves. When they build underground, they build to last. Even if they lack a natural affinity for stone, they can't resist making things beautiful (or at least less ugly) over time. Most actual underground elven dungeons were maintained for hundreds or even thousands of years before they finally ran to seed or fell to monsters; that's time for a lot of interior decorating . . .

### *Rooms*

Elven dungeons have intricate work almost everywhere, especially if for strategic reasons (e.g. a crowded last redoubt vs. the dark lord's armies) the elves actually had to live down below. Support columns in major halls may be worked to resemble giant trees. Corridor walls are colorfully painted, frescoed, or faced with marble. Floors may be tiled or patterned with different types of stonework. In important chambers, such as meeting halls, ceilings may be laid with semi-precious

stones to glitter in the lamp light. Rooms underneath forests may be interrupted by great tree roots hanging down . . .

Elves get claustrophobic if the dark presses in and they cannot see the moon and stars. To remedy this, they make plentiful provision for light. If they can muster the wizardry, this includes permanent light enchantments in various locations or on items that can be moved from room to room. If not, there are plenty of lamps and torch holders, and larger rooms may have chandeliers, mirrors, or even reflecting pools. Where the dungeon's geobgraphy permits, light shafts are built. Some elves breed bioluminescent moss, fungi, or insects that generate additional light.

Elven dungeon levels often contain wine cellars. These may have been smashed or looted, but if occupying monsters do not drink wine (e.g., dragons and vampires), there may be stocks of truly excellent aged vintages; the best unopened wines can keep for over a century, and some elf wines even longer, although eventually its quality fades.

As with other dungeon complexes, storerooms are stocked with food and supplies for emergencies. Elves prefer at least some fresh foods with their meals, and they often make use of subterranean caverns for growing edible and medicinal fungi. These may be mixed up with other fungi chosen for their aesthetic or phosphorescent qualities, creating attractive underground gardens. Without the elves to tend them, some fungi may be replaced by more deadly or carnivorous varieties, or by monsters who enjoy snacking upon them.

Remember your grandmother who stuck sayings on a refrigerator? Elves like to carve inspirational sayings and often entire poems onto the walls of dungeons. They expected the dungeon to be well lit and did not take into account the poor eyes of adventurers with torches trying to make these out. The writing may have provide helpful information, like “this way to the sanitation chamber,” or they may be a love poem on the joys of the open, airy forest meant to reassure poor Gilariel the Dungeon Janitor while he does his shift. This is quite unlike human dungeons, where this sort of thing is usually some kind of unattractive graffiti . . .

### *Treasure*

Elves are a highly literate people. If they retreated into a dungeon, they also brought books and scrolls. There are tales of elven secret libraries where rare and ancient books and scrolls have been kept in cool, dry underground vaults, with careful measures taken to preserve them against the ages. Illiterate monsters might simply ignore such books and scrolls rather than destroying them; those that survive may have great value.

Elves tend use their treasures rather than locking them up in vaults, so dungeons do not start with much in the way of loot, except possibly stores of coin or of captured artifacts of evil (sealed away underground for safe keeping). However, when the castle or city above the dungeon falls, a variety of treasured items may have been taken into the gloomy deep by elves retreating after a last stand. Thus, dungeons have portable, valuable items such as scrolls, books, or jewelry, as well as the personal arms, clothing and gear of whatever elves met their end in the stronghold's downfall. Elven treasure is typically beautiful and/or magical.

Elves tend to prefer silver or other exotic metals over gold, and love gemstones and exquisitely carved and polished wood. But as elves live for centuries, even the simplest personal items may be finely made, elegantly decorated, and built to last.

## GNOME DUNGEONS

In some ways a gnomish dungeon is a cross between that of dwarves and halflings. Like halflings, gnomes prefer to build in hills and often do so above sea level, but like dwarves, they have multiple underground levels, which often include workshops and living quarters in subterranean levels, and occasionally mines.

What distinguishes gnomes from dwarves is the extensive use of mechanical systems and gadgets for both defense and ordinary work. Some of these include magical power sources, such as the use of golems or fire, water, or air elementals to power engines, ventilation fans, or elevators. On a more prosaic level, some gnomes master hydraulic or geothermal power sources, mostly to power heating, mining, or elevator operations.

### Rooms and Defenses

Gnomes aren't obsessed with making a dungeon beautiful or comfortable the way elves or halflings might, but their living quarters are reasonably well-furnished, albeit scaled for their own size. Underground water courses are valued. Gnomes don't build the great underground highways some dwarf clans create, but a big dungeon might have established a trading post next to an underground river that connects to a distant gnome or dwarf complex. Doors are somewhat small (5' or so). The gnomes usually can't afford to create huge vaulted chambers for the fun of it, so except where they worked to enlarge existing caverns, ceilings are typically only 6' to 7' high. Humans or elves may find this claustrophobic, but they generally won't need to crouch.

While gnomish dungeons tend to be more compact than the sprawling complexes of dwarves, they also tend to be quite complex in their internal design. Instead of two or three big levels they often have multiple sublevels. Gnomes love secret doors and false doors, and build more one-way doors than any other race. If you fall down a concealed trap door into a

pit that has a one-way secret door leading to a slide that ends in a room with a mechanical elevator . . . you're in a gnome-built dungeon.

### Treasure

Treasures are similar to those of dwarves, but with less emphasis on stores of gold, silver, or other precious materials and more on gnome gadgets, potions, and devices, especially if a reasonably intact workshop can be located. Some dungeons may have specialized workshops where master crafters worked in particular fields, e.g., the workshop of a legendary gnomish toymaker who made enchanted toys or puppets who could come to life, or a miniature dollhouse full of sentient mechanical dolls. Others may be less whimsical and more deadly, such as the weapon shops of the enigmatic "hell gnomes," which contain bizarre contraptions, clockwork attack golems, or other experiments, some functional. Pull the wrong lever or press the wrong button, and who knows what will happen?

*Argua don't much like gnome tunnels.  
Nothin' to do with traps! Even friendly  
gnome houses give Argua bumps on head  
an' sore back.*

– Argua the Barbarian

## 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.

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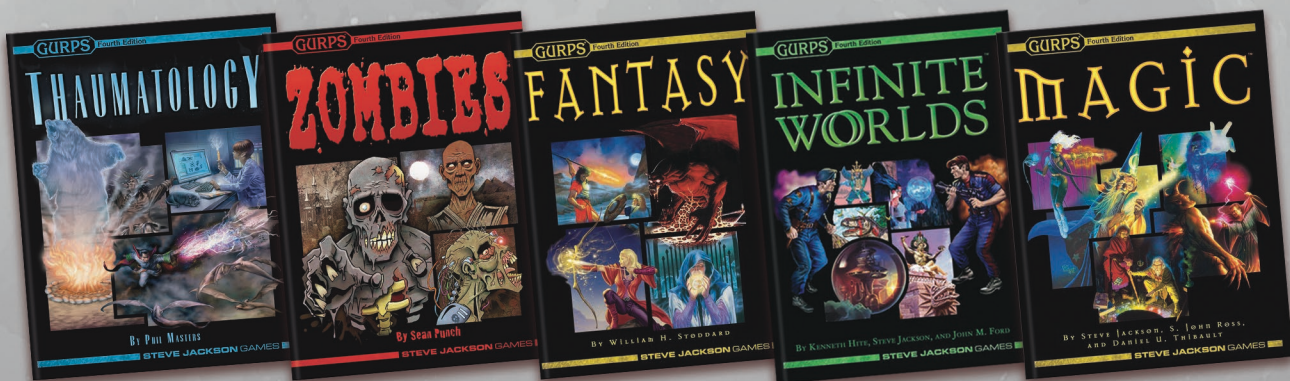
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# SECRETS OF THE LIVING TOMB

BY STEVEN MARSH

*Pyramid* #3/104: *Dungeon Fantasy Roleplaying Game* featured a solo adventure called *Trapped in the Living Tomb* that introduced some basic concepts of the *Dungeon Fantasy Roleplaying Game*. However, the locale described within that adventure contained *other* secrets . . . which may be of particular interest to GMs and adventurers alike.

Familiarity with *Trapped in the Living Tomb* is *not* required to use this material; the scenario stands entirely alone. However, if you were planning on playing the original solo adventure, you might want to do so before reading this. In addition, if you're a player whose GM might want to use it, consider waiting until later to read it. (Fortunately, there are enough options here that – even if the players think they know what to expect – the GM can still toss a curveball.)

## HISTORY

Teleportation is tricky. Most practitioners of magic can go their whole careers without ever cracking its secrets. However, a rare few have discovered that a course of action can be taken by those desperate enough: cheating. Or, more correctly, finding someone else who did the hard work, and use *their* efforts.

Such was the path taken by Cavalas, a wizard who – once upon a time – was an adventurer not unlike many other fledgling heroes, complete with companions who supported him on his endeavors. Fairly early in his adventuring career, Cavalas discovered an artifact that greatly benefited him and his associates. It was a pair of blood-red gloves, seemingly made of silk but apparently indestructible.

By themselves, these gloves weren't terribly interesting (although they radiated magic for those capable of detecting such). However, when keyed to a large arcane circle, the wearer of those gloves (and possibly others – see pp. 28-29) can *teleport* to the location of that circle.

It wasn't easy, or pleasant, or versatile, but this specific method of teleportation allowed Cavalas and his friends to avoid mortal peril, relocating to safety when the need arose. Specifically, Cavalas – with the aid of a dwarf engineer and a human inventor – combined scientific knowledge, stoneworking expertise, and magical knowhow to create a stronghold.

This stronghold took the form of a stone structure, 90' to a side and 30' tall. However, its great secret was that it could be raised or lowered into the ground. When retracted beneath the earth, it was indistinguishable from the surrounding forest (thanks in part to its overgrown and camouflaged top).

In addition, when underground, it was more or less impervious to prying eyes; even if someone had a vague idea that it was there, there was no obvious entrance . . . barring someone taking a pickaxe to the earth and falling through the stronghold's ceiling, or otherwise tunneling into the thing. This construct was far from civilization but close enough to get to town without tremendous difficulty.

Thus the refuge served two purposes. First, it was a standard (albeit well-hidden) waypoint for the adventurers – and Cavalas in particular – to conduct research, rest and heal, and plan further adventures. In addition – and perhaps most importantly – it was a safe location for Cavalas and his companions to teleport in times of trouble, using the magic of his wondrous gloves.

This escape clause served them well, allowing them to grow more quickly and powerful than most of their peers who died in dank dungeon depths.

However, Cavalas liked to dabble in the necromantic arts (although he did so for a good reason, at first). His descent into darkness drove off some – but not all – of his companions. Within a decade or two, he became seemingly indistinguishable from the monsters he had previously fought against.

Thus the story of Cavalas is one of many possible secrets and mysteries. To understand them, they are best divided into three broad categories: the sanctum itself, getting to the sanctum, and the sanctum's creator.

## THE HIDDEN SANCTUM

Cavalas' secret stronghold never had an official name. He would call it his sanctum, his refuge, the citadel, the waypoint, and countless others. Perhaps this is because he was uncreative . . . or *too* creative, using whatever name sprang to mind. Or perhaps it's because – by avoiding a true name – he could confound his enemies and obfuscate the locale's true nature and location. For convenience's sake, it will be referred to primarily as the sanctum.

The exact location of the sanctum is left for the GM to place in the game world as it's convenient. However, there are some details for locating it optimally. First, it's situated about equidistantly no less than two days' ride between two major cities – and quite possibly more, depending on how sprawled out the campaign world is. The two cities should also be roughly as far from each other as they are from the hideout.

Thus the two cities and the sanctum form a (very) rough equilateral triangle. (The GM can tweak this as desired; its default is chosen so it would be roughly convenient between two major cities, while still ensuring that no one would just stumble onto the sanctum, since the direct route between the cities would be the most logical path for travelers to take.)

The sanctum itself has 1' exterior walls and 6" interior walls, with heavy ironbound doors used throughout. Locks, though well made, are not the best quality available, as Cavalas didn't expect burglars: -3 to **Lockpicking**. (See *Exploits*, p. 82, for information on how to break free of traditional building conventions and just bash your way through doors and walls.)

All rooms of the sanctum are roughly 30' x 30' with 30' ceilings. The uppermost edges of all rooms have odd glowing runes that provide ample illumination throughout the complex. Individual rooms of the sanctum are described as follows (see the map on p. 30 for their locations).

### 1. Entryway

This nondescript room serves as the only exit from the sanctum, and another possible entryway for those who don't enter via teleportation.

None of the doors of this room are traditionally locked, although the southern door *can* be locked if there's a need. (The northern door cannot be locked; it is assumed that being buried 30' under the earth is deterrent enough for most purposes.)

### 2. Central Chamber

The only element of note in this room is a large, ornate arcane circle (30' diameter) that fills up the entire room. It seems to be permanently inscribed here. If someone wanted to destroy or disrupt it, treat it as having a DR of 39 and 30 HP. (In essence, you're trying to mar the top layer of stone the circle is inscribed in.) Doing so renders the gloves unable to teleport anyone to this room until the circle can be reestablished.

All doors from this room can be locked if need be (but they usually aren't). In addition, the doors to 1, 3, and 7 can be barred from this room (a failsafe in case Cavalas found himself under attack from the outside world or one of his experiments.)

### 3. The Puzzling Guardian

This room contains one of the first traps that Cavalas established in his sanctum. The door to this room slams one second after someone steps through the doorway; it requires a

**Per** roll to notice this is happening, and an **Acrobatics** roll is required to dodge forward or back. The doors leading from this room will then lock and remain locked until those herein deal with the threat (or die in the process).

The threat in question is a vaguely humanoid force, which asks intruders a riddle or puzzle. (Cavalas assumed that no one who dared enter the sanctum without him would have the mental wherewithal to answer correctly.) Some posers the guardian has asked in the past include:

- "If a cleric has 27 coins and gives away all but nine, how many does he have left?" [*Nine.*]
- "If Tevat has 12 gold coins, how many does he have after Strako asks for three?" [*Twelve, since there's no indication that Tevat actually gave the coins to Strako.*]
- "What is something you most assuredly have that you would never, ever know if you lost, but your friends would know it immediately?" [*Mind or brain.*]

Curiously, the guardian *can* be bamboozled, with a **Fast-Talk** roll at -2. A successful result is treated as if the guardian had been answered correctly. (Cavalas was fairly straightforward and couldn't imagine why anyone *wouldn't* want to answer one of his riddles.)

Answering incorrectly results in a bolt of energy from the guardian's eyes (2d burning against each person in the room; **Dodge** avoids). After this attack, the guardian repeats the question and permits victims to answer again.

### 4. The Vertifier

This room houses the control mechanism for the sanctum – which Cavalas called the "vertifier" – that allows this structure to raise or lower into the ground. The machine is 20' tall and irregularly shaped, taking up nearly two-thirds of the room and filling the northeast corner. It's made of metal and covered in strange runes and markings.

Activating the vertifier requires a special lever called a control arm – a metal and wooden rod about 2' long. One control arm is usually somewhere in the sanctum (Cavalas was afraid of losing it while adventuring), but there's nothing to keep someone from taking one from the hideout . . . with the understanding that it's useless *outside* the sanctum. In addition to the one rod usually stored in this structure, Cavalas frequently had one on his person.

Inserting and activating the control arm is automatic, but finding where to *put* the control arm requires a **Per** roll at -2, since that hole is small and hidden through a particularly stubborn form of invisibility. (Cavalas usually used the milky orb in Room 9 to help him find that location.)

*The most interesting "dungeons" aren't monster-infested tunnels that serve as lairs, prisons, or secret hiding places, nor are they mines or sewers put to similar uses. The dungeons worthy of tales are places designed by brilliant minds to meet curious needs. The real challenge resides not in defeating guardians, tricks, and traps, but in deducing the designer's goals. There's often as much to be learned from the adventure itself as from the snippets of writing left lying around.*

– Jag Fairchild, Bard

A **Thaumatology** roll at -5 or a **Traps** roll at no modifier will reveal that the vertifier somehow affects the entire sanctum, while a critical success with such a roll will reveal its full purpose (“it’s designed to raise this structure from or lower it to its underground position”).

Attacking the vertifier is a spectacularly bad idea; it has a DR of 7, but *any* damage causes the thing to explode (6d×20cr), along with the rest of the sanctum. Doing so will result in a roughly square crater where the sanctum once was. A **Thaumatology** or **Traps** roll at +5 reveals the danger of such a plan, as does the **Danger Sense** of anyone in the sanctum if someone is about to take a swing at it.

## 5. Skeleton Room

This door is usually locked. Cavalas has a key, but a duplicate key can also be summoned by the illusion in Room 8 (see that room for details).

The door to this room slam shut magically when anyone who isn’t Cavalas steps inside, similar to Room 3 (see that room for rules and details). It will unlock once there is no active necromantic presence in this room – in other words, when the undead herein are all slain.

This chamber is where Cavalas would conduct various necromantic experiments. It usually contains bone fragments, skulls, and skeletons in various states of assembly or disassembly. The southern wall contains a large workbench, 6’ deep and running the span of the wall.

Most of the time, at least one animated skeleton guardian waits here. (For stats, see *Dungeon Fantasy Monsters*, pp. 47-48.) Cavalas would refer to this skeleton as Father. *Why* he does so is questionable; perhaps it is, indeed, the animated skeleton of his own father . . . or perhaps the forces that animated that particular figure suggest a paternal link to Cavalas. Regardless, the Father skeleton typically wields an axe whose handle is actually a control arm used to activate the vertifier (see Room 4).

In addition to Father, there could theoretically be many, many more undead in this room, depending on what Cavalas was attempting to research or accomplish. The theoretical maximum is about 50 human-sized entities with enough room to maneuver around them, but a more reasonable threshold would be about a dozen undead.

Loot is seldom here, because Cavalas tends to assemble and use up what resources he needs very shortly during his experiments. However, sometimes (roll of 1 on 1d) he drops off something interesting here for use in future research; if so, it’s worth \$(1d × 100), weighing 10 lbs. per \$100. This equipment would bestow +2 to any skill used to attempt anything involving the construction or summoning of undead. The bench itself grants an additional +2 to those skill uses; it’s pretty much immobile, but – if the heroes attempt to do so – they now have a gargantuan piece of wood with no special properties.

## 6. Bedroom/Study Room

This is Cavalas’ sleeping area. It contains a large four-poster bed along the southern wall, with each wooden post topped with an ornate wood carved dragon. Along the western wall is a large, heavy desk (200 lbs., worth \$2,000 if someone can get it out of here) and a heavy, ornately carved chair

(50 lbs., worth \$500). A **Merchant** roll will determine that these two are clearly a set, and would be worth \$3,000 if acquired and sold together.

Amid other worthless knickknacks in this room is a strange-looking but mundane crystal skull (\$250, 1 lb.); it takes a **Per** roll at -2 or **Search** roll to find.

This room also has:

- Three books, worth \$(1d × 100) and weighing 3 lbs. each. (They’re a series of fiction stories written in Gnomish about a humanoid wizard who tries to conquer the world.)
- A large stone mortar and pestle (\$50, 6 lbs.).
- A cameo with tiny drawings of a middle-aged man and woman (\$100, 0.5 lb.). This cameo depicts Cavalas and a woman who he once loved (see p. 29).

## PREVIOUSLY, ON . . .

As noted earlier, this location is designed to be playable entirely on its own. However, if the GM wants to use it in conjunction with *Trapped in the Living Tomb* from *Pyramid* #3/104, it’s certainly possible.

In the corner of each room on the map on p. 30 are one or two numbers. If there are two numbers, the first number is a paragraph reference in *Trapped in the Living Tomb* to the first time the hero(es) encounter that room (after unlocking it or gaining entry); the second number (if it’s there) is how the room seems after subsequent visits.

In this way, an inexperienced GM can switch back and forth between the “adventure” of this article and the original solo adventure, perhaps starting with the solo adventure (adapting it for the heroes) to get a flavor of being a GM and then switching to this information in this article if the players do something odd or unexpected.

If adapting to multiple heroes, it’s suggested there be no less than one skeleton per PC in Room 5, and perhaps even two per hero if they’re particularly skilled or advanced.

## 7. Sword Attack Room/Workshop

Similar to Rooms 3 and 5, the door to this chamber slams shut and locks once one or more people step through.

The closing of the door activates another of Cavalas’ traps. Once the door closes, the room creates two cutlasses per non-Cavalas individual; each pair of swords flies through the air, targeting a different entity who isn’t Cavalas. They strike first and attack unerringly, doing 1d-1 each unless the target can **Parry** or **Dodge**. Attacks against the swords are at -4 each due to their size, but they don’t attempt to dodge or defend. Each sword has DR 4 and HP 10, and falls inert upon dropping to 0 HP. If a pair of swords successfully kills their target, they do not attack another, but clang to the ground inert. Each cutlass is worth \$500 (primarily due to the residual magic within them) and weighs 2 lbs. each.

Once no more weapons are animate in this room, the door unlocks. The trap will fabricate swords for any *new* individual who steps through, but can only summon a total of 10 swords before it needs to be reset and recharged.

There are no other features of this room.

## 8. Phantasmagoria Room

When stepped into, this room summons an illusory servant. This servant was intended as an aid to Cavalas, and was created after an imp he attempted to force into servitude betrayed Cavalas.

The illusion takes the image of a young woman clad entirely in red robes, her hands folded in front of her body. In a flat and unaffected voice, she asks anyone who enters, "Are you Cavalas?" Any affirmative answer causes her to provide full aid and access, as does a successful **Fast-Talk** roll. (Cavalas assumed the sword trap of Room 7 would take care of any intruders.)

The illusion can give those who ask the right questions the following.

- **Aid:** The illusion can provide healing energies once for up to two individuals, restoring the requestor(s) to full hit points. (The energy is necromantic in origin, and prolonged use of it will likely prove deleterious to one's soul . . . but a single use or two won't prove problematic.) Once two uses have been exhausted by the illusion, Cavalas needs to recharge and reset the necromantic healing energies.

- **Information:** The construct can offer any information that it would "witness" in the building; its perceptions extend to the entire nine-room complex, but it tends not to share specific details unless specifically asked (a successful **Interrogation** roll is required for each piece of information that the GM might be reluctant to provide). In theory, Cavalas can instruct the illusion with boundless additional information, but since the illusion was created to aid him (and not others), he hasn't seen the need to do so.

- **Access:** The construct can produce a key to Room 5, if need be. It does *not* have access to a control arm for the vertifier, but knows where one is located in the facility if need be.

## 9. Study

The east, south, and west walls of this unlocked room are lined with 10' bookshelves. These bookshelves are all heavily laden with books. However, they're also protected with a strong enchantment that keeps those books (and the shelves themselves) from being removed. Each attempt to take a book results in the grabber encountering a force field, which does 1 HP damage the first touch and double that each additional attempt (2 HP, 4, 8, etc.), resetting to 1 HP after a minute of not being touched. Attempting to place anything *on* the shelves is fine, and most extra objects can be removed as desired . . . except any new books that are added to the library, which become unremovable and part of the shelves from then on.

The only way to take any books from the shelves is by use of a unique obsidian card measuring 2" x 3", weighing 0.1 lbs., and made of an unknown – and seemingly indestructible – material. Waving this card in front of the shelves allows the waver to select *one* book . . . but only if *no* other books have been removed from the library. If the first book is returned to the shelves, someone waving the card could pick another one . . . and so on. (Cavalas devised this system after losing too many tomes from his own personal collection.)

This room also contains a large orb – approximately 3' in diameter – in the center of the room. The crystalline orb is milky gray, save for a large black spot in the center. It does, indeed, resemble a giant eyeball. Touching this orb bestows

that person with a variant of **See Secrets** (see *Dungeon Fantasy Spells*, p. 44), which lasts 24 hours and can reveal anything that has been hidden by *magical* means . . . like the hole for the control arm in the vertifier in Room 4. In theory, this orb could be reprogrammed by Cavalas to allow for additional perceptive effects, but he usually kept it tuned to this spell because he needed the vertifier to leave this building.

Finally, this room has a comfortable chair in the southeast corner. The chair contains a hidden compartment (requiring a **Per** or **Search** roll to find – the top cushion can be unscrewed). This is where Cavalas would store books he hasn't yet added to the library. Any book here is likely to be recent and not worth much – \$(1d x 25) – and the cache can't hold particularly large books (no more than 3 lbs.). The chair weighs 200 lbs. and would be worth \$5,000 to someone who appreciates really, really comfortable chairs.

*Studies and libraries remind  
me of my years in the monastery.  
Those were peaceful times, but they  
did the world little good. Fortunately,  
it seems the enemies of Good also have  
their cloisters, and these can be no less  
restful once properly sanctified.*

– Francesco Zombani, Cleric

## TELEPORTATION MADE SIMPLE

The gloves are designed to be relatively foolproof. Using them requires that the wearer activate them by saying the magic words and spending 10 FP, plus 10 FP for each sentient being touching someone wearing the gloves (or touching someone who's touching someone . . . it's possible to chain, up to a maximum of 10 entities). There is no requirement to how the 10 FP per person are acquired; any legitimate source of FP – from a power item, magical Energy Reserve, etc. – works fine, as does pushing to below negative and taking HP damage instead (see *Fatigue* in *Dungeon Fantasy Exploits*, pp. 63-65, for more). Additionally, anyone in the chain can contribute FP toward the total required, through any permissible source, but the FP must be freely given by a consenting (not unconscious) adult. Thus it's possible for someone to sacrifice his life to teleport all his friends to the circle (not that Cavalas would do that, but still . . .).

This teleportation is a one-way trip. There's no way back to the origin except whatever mundane methods the teleported individuals have access to.

Forming the target mystic circle requires etching into a large-enough locale, and a **Thaumatology** roll at -11. Etching the circle takes one hour, so offsetting the penalty by taking extra time is a good idea (see *Dungeon Fantasy Exploits*, p. 6). Once the circle is done, the wearer of the gloves touches them to the circle and spends 10 FP to establish the link between them. This link severs any previous links to prior circles.

(This means that – if the heroes acquire the gloves – they can probably think of a clever use to re-key them to their own needs, but it should be slow and expensive enough to prevent it being used trivially.)

The gloves themselves might be with Cavalas or he might have lost them. However, they are not anywhere in the sanctum, since the wizard always took them with him.

## CAVALAS

Finally, at the center of the mystery, is Cavalas himself. As a brief history: He was once an adventurer like the heroes, he fell in love with a young woman named Becca (whose image formed the basis for the illusion in Room 8), and they grew older together (the couple from the cameo in Room 6). Eventually, the woman grew older and sicker, and Cavalas grew more desperate to save her, even enlisting his former associates. Ironically, his transgression to darkness drove Becca even further away, and she died spurning his love.

Some possibilities for this enigmatic enchanter include:

*Powerful human.* Design Cavalas as if he were a 250-point human, then add 50-200 points to make him more formidable. If Cavalas still has his human associates, then you can design a party comparable to the heroes on a similar (elevated) point level.

*Not human anymore.* It's possible Cavalas' experiments with odd forces transformed him to Something Strange. See any of the ickier critters from *Dungeon Fantasy Monsters* for inspiration, or even the mummy of pp. 33-34 for another possibility.

*Dead.* It's entirely possible Cavalas died at some point in the past; that would certainly explain the relatively undisturbed aspect of the sanctum. (Maybe Cavalas somehow became Father, in Room 5). In that case, a fairly powerful locale may be findable to someone who locates his gloves and gains lore on them.

## USING THE LIVING TOMB IN A CAMPAIGN

As written, this locale is designed to be very flexible. There are three distinct elements – teleportation, a location, and a bad guy – that can all interact with each other however the GM wants. Possibilities include:

- *Occam's Razor:* The heroes fight an obsessed Cavalas at some distant location, he teleports away whenever they

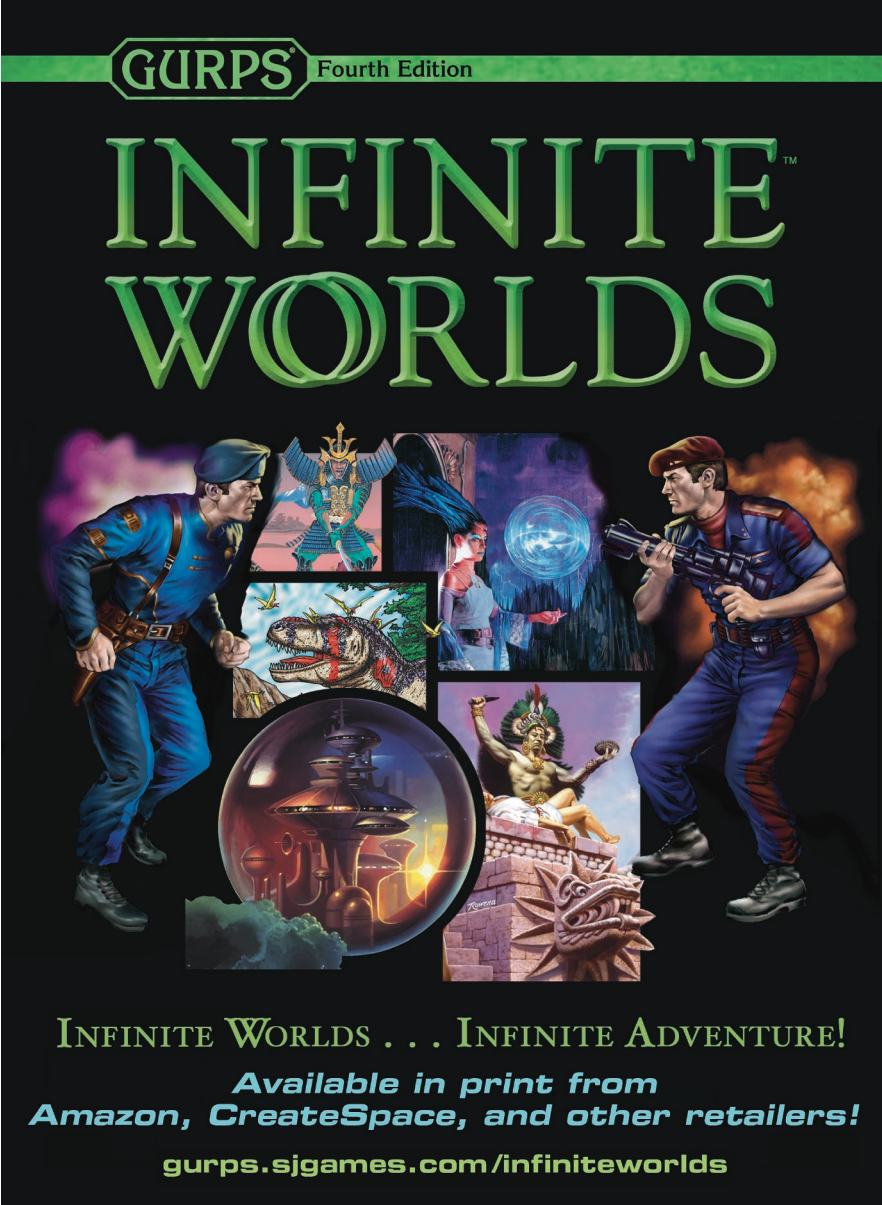
get too close to killing him, and they need to track him down to his sanctum lair.

- *This Goes . . . Where?* The heroes might end up with Cavalas' gloves while on adventure far from the sanctum, enabling themselves to teleport to an unknown destination. (This option is even better if the sanctum is somewhere the heroes are unfamiliar with, opening up a new portion of the world for exploration.)

- *Location, Location, Location:* Finally, it's quite possible to find the sanctum first – perhaps by stumbling into it via the front door (if the sanctum wasn't lowered for some reason), or by a ceiling breach (as happened in the solo adventure from *Pyramid* #3/104). In that case, the location can be as dangerous or safe as the GM wants.

## ABOUT THE AUTHOR

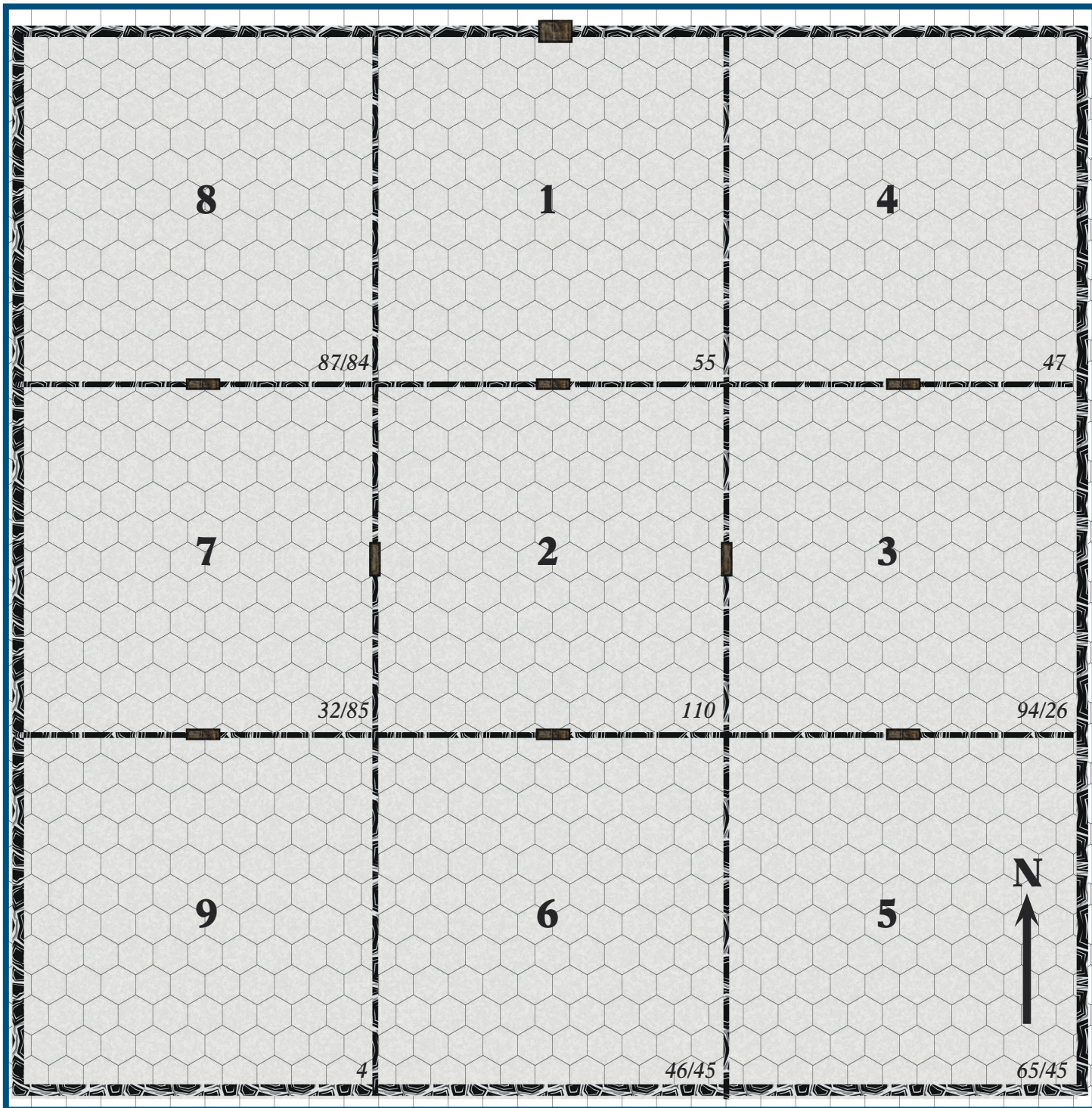
Steven Marsh is the editor of *Pyramid*. For more details on his background, see Random Thought Table, pp. 38-39.



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## MAP OF THE SANCTUM

Scale: 1 hex = 1 yard

Small numbers in the lower right corner refer to the paragraph or paragraphs that describes this room. See *Previously, On* (p. 27) for an explanation of using this map and the background details of the rooms with the adventure in *Pyramid* #3/104: *Dungeon Fantasy Roleplaying Game*. Note that all

*You make super-boring map and Miao Miao fight monsters. Deal?*

– Miao Miao, Swashbuckler

directions in *Trapped in the Living Tomb* are rotated 90° from what is shown here, because Redhair thought east was north.

# UNDEAD, UNDEAD EVERYWHERE

BY SEAN PUNCH

The undead are classic dungeon monsters, unquestionably unnatural and abhorrent. Druids dislike slaying animals, and clerics and holy warriors might question violence against opponents who are misguided rather than malign, but *nobody* has qualms about silencing the restless dead. Though not all undead are truly evil, almost everybody who isn't a necromancer agrees that corpses shouldn't wander around and dead souls belong in the afterlife.

It's easy to explain why the undead show up in the dungeon, too: The whole place is a tomb, or the lair of a dark lord – or a deadly pit where the last bunch of treasure-hunters perished.

But why stop there? The undead can appear wherever there are people (or animals, or plants) to die. Here are six new examples suited to the outdoor environments defined for the Survival skill (*Adventurers*, p. 90). They make great wandering monsters on journeys to and from the dungeon, but the GM can also use them in dungeons located in suitable surroundings.

**Drowned** (below): Traditionally haunt **island/beach** terrain, but could appear wherever there's water to drown in: **swampland**, lakes (whether in **jungle**, **mountain**, **plains**, or **woodlands**), or **desert** oases . . . or where ships wrecked on **arctic** ice. In the dungeon, they lie in wait in underground rivers, cisterns, and water-filled pit traps.

**Frozen Dead** (p. 32): Endemic to **arctic** terrain and high, cold **mountain** areas. On a dungeon adventure, they're likely to share ice caverns with frost snakes, ice weasels, ice wyrms, white puddings, and cold-breathing dragons and slorn – or to be a side effect of Frozen Runes (*Exploits*, p. 71) that have claimed many victims.

**Herd Horror** (pp. 32-33): Mostly a danger in **plains** terrain, but those based on African or water buffalo might manifest in **swampland** or marginal **woodlands**. They're dungeon dangers anywhere black magic has opened a path to the Spirit World, as they *materialize* at a full run and don't need space to be dangerous.

**Mummy** (pp. 33-34): **Arctic** and **mountain** terrain can spontaneously mummify cadavers – but the cultures famous for *creating* mummies inhabit burning **desert** sands. Mummies are equally at home in any dungeon that could be classified as a tomb.

**Swamp Wisp** (pp. 34-35): At home in **swampland**, obviously. Others hover over brackish pools in **island/beach** or **jungle** environments. Underground, water is often stagnant

(or proves to be goo . . .), and victims of drowning pits sometimes end up as drowned (below) in body but swamp wisps in spirit!

**Tomb Tree** (p. 35): Typically found lurking in **woodlands** or **jungle** terrain, although lone tomb trees also stand creepily out in the open in **plains**, or shade oases in the **desert** or the sands of **island/beach** areas. They need no sunlight and have been known to enter caves. Some even “grow” down into tombs from above.

*Those who call the undead “unnatural” are failing to account for the fact that magic is a natural force, in the presence of which the notion of “permanent death” is both naive and shortsighted.*

– Zephyra, Wizard

## DROWNED

Truly *evil* pirates or barbaric raiders sometimes go down with their ship but remain in the mortal sphere as horribly decayed undead. These “drowned” march along the ocean's bottom as a foul horde until they reach the coast, where they infest littoral caves and tidal shallows, sometimes making their way into subterranean rivers and lakes. There they wait underwater – difficult to see due to their rotten, mottled appearance – until they sense the breath of the living near the water (within 10 yards) or the splashing of a swimmer in the water.

The drowned emerge silently from the water and attempt to grapple living prey. A grappled victim is dragged toward the water at Move 4 if combined body and equipment weight don't exceed 144 lbs., Move 3 at up to 216 lbs., Move 2 at up to 432 lbs., or Move 1 at up to 720 lbs. Anyone pulled in – or simply grappled, if swimming – is held underwater and subject to *Suffocation* (*Exploits*, p. 70). *Holding Your Breath* (*Exploits*, p. 21) is possible, but this situation is “heavy exertion”: HT seconds if it takes a turn or more to reach the water, HT/2 seconds if yanked under by surprise. Anyone who drowns while so grappled reanimates as the same kind of undead (and is beyond resurrection) after three days of decay.

Destroying the drowned is fairly straightforward: They have human vital areas, fight unarmed, aren't armored (except for a membrane over the eyes), and are so rotten that a crippling blow – like a parry of a grasping hand, or an attack on an arm to rescue a friend – removes the limb (Brittle). They *aren't* Unnatural, though, and often need to be reduced to -5xHP (a total of 120 points of injury!), which is made harder by Unliving. Also, slaying just *one* isn't the issue, as they attack in hordes; even a small raiding boat holds 25-30 men, and their victims join them.

Trying to fight the drowned on their own terms is a *terrible* idea. They move as well in water as on land, don't breathe, are resistant to the cold and pressure of the deep, and have decomposed to the point of sliminess, making them difficult to grapple back. On the other hand, they heal *only* underwater and wither if kept out of water for more than eight hours; trapping them on land is a death sentence. Delvers can also try magic – the Dehydrate spell is twice as effective, and Destroy Water can injure many drowned at once.

**ST:** 15      **HP:** 20      **Speed:** 6.50  
**DX:** 13      **Will:** 13      **Move:** 6  
**IQ:** 10      **Per:** 10      (Ground or Water)  
**HT:** 13      **FP:** N/A      **SM:** 0

**Dodge:** 9      **Parry:** 10 (unarmed)      **DR:** 0

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

**Traits:** Acute Detect 4; Amphibious; Appearance (Horrific); Bad Smell; Bloodlust (6); Brittle; Cannot Learn; Dependency (Rest underwater 1/3 of each day or lose 1 HP/hour); Detect (Breath); Doesn't Breathe; Doesn't Eat or Drink; Hidebound; High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; Infectious Attack (Must *drown* victim); Intolerance (The living); Lifting ST 4; Limited Camouflage (Water); Mute; Nictitating Membrane 4; No Blood; Pressure Support; Single-Minded; Slippery 5; Temperature Tolerance 5 (Cold); Unfazeable; Unhealing (Heals only underwater); Unliving; Vibration Sense (Water); Vulnerability (Dehydration x2); Weakness (Destroy Water inflicts 3d-3 HP/casting).

**Skills:** Brawling-15; Camouflage-10 (12 if motionless in water); Stealth-13 (15 if motionless in water); Wrestling-15.

**Class:** Undead.

**Notes:** Effective ST for grappling is 21 due to Lifting ST and Wrestling skill. Detect works as well in combat as sight would for someone with a Vision roll of 14, and is unaffected by darkness, fog, intervening water, etc. Unwilling to negotiate. Truly evil.

## FROZEN DEAD

When the living are incapacitated in places where ice forms *quickly* due to cold that's supernatural in nature or degree, they sometimes freeze and enter suspended animation. Eventually, their minds go, leaving vessels for the area's uncanny forces to inhabit and reanimate!

The resulting "frozen dead" resemble horde zombies (*Monsters*, pp. 36-37) in that they're an undead force of nature. However, their condition isn't contagious, and they attack for a different reason: to defend their evil animating spirits' icy home from the living, which they perceive by body

heat (Infravision). These undead are also cunning enough to use stealth . . . and to prefer weapons to teeth.

Frozen dead are adapted to icy terrain. They're coated in ice, which slows them a bit but offers limited protection against damage, makes them slick and tricky to restrain, and renders them difficult to spot in ice-covered environments until they break out of the ice to attack! While Unliving and thus harder to injure than the living, they're also Unnatural and destroyed at -1xHP – and being frozen means they take double injury from crushing attacks (Vulnerability) and are dismembered by crippling blows (Brittle).

**ST:** 13      **HP:** 17      **Speed:** 6.00  
**DX:** 12      **Will:** 10      **Move:** 5  
**IQ:** 10      **Per:** 10  
**HT:** 12      **FP:** N/A      **SM:** 0

**Dodge:** 9      **Parry:** 10      **DR:** See Notes

**Bite or Punch (14):** 1d crushing + chill, below. Reach C.

**Chill:** Monster's hands and weapons wielded in them are phenomenally cold. Anyone injured by either suffers an *extra* 2 HP of injury, exactly as for Icy Weapon (*Spells*, pp. 69-70).

**Weapon (14):** Axe (2d+1 cutting) or knobbed club (2d crushing) + chill, above. Reach 1.

**Traits:** Appearance (Monstrous); Brittle; Cannot Learn; Dependency (Loses 1 HP per minute in no-mana areas); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; DR 10 vs. cold/ice only; High Pain Threshold; Ice Armor (see notes); Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Incurious (6); Indomitable; Infravision; Intolerance (Interlopers); Limited Camouflage (Ice); No Blood; No Sense of Smell/Taste; Slippery 5; Temperature Tolerance 10 (Cold); Terrain Adaptation (Ice); Unfazeable; Unhealing (Total); Unliving; Unnatural; Vulnerability (Crushing x2).

**Skills:** Axe/Mace-14; Brawling-14; Camouflage-10 (12 if motionless in ice); Stealth-12 (14 if motionless in ice).

**Class:** Undead.

**Notes:** Unaffected by Death Vision or Sense Life, but susceptible to Pentagram, Sense Spirit, and Turn Zombie. Ice Armor absorbs 17 points of *basic damage* from attacks, and must be chipped off before the undead can be injured; the DR 10 vs. cold/ice is permanent, and still protects after Ice Armor is gone. The underlying corpse is that of a tribal warrior – all that's left of its gear is a primitive one-handed melee weapon. Unlike zombies, frozen dead never rot or become skeletons. Uninterested in negotiation. Truly evil.

## HERD HORROR

A herd horror is the angry ghost of a large wild bovine, created either by overhunting on sacred ground or by using black magic to slaughter large numbers of beasts. Whatever the cause, the effect is the same: The spirit is tethered to the spot where the killing took place, and materializes to attack armed intruders there.

There's no way to predict or detect a herd horror attack – the spirits *aren't there* until they manifest (although Danger Sense provides its usual warning). The creatures emerge from the Spirit World at a full charge and try to gore their victims. Then they'll remain material – goring and trampling – for another nine seconds or until destroyed, whichever comes first.



Herd horrors aren't bright, have no supernatural attacks, and fight as ordinary animals – albeit *large* ones with good HT and many HP. They're Unliving and somewhat hard to injure, but *not* Unnatural; they share the tenacity of angry bulls, however, and may have to be taken down to -5×HP if they keep making HT rolls. Like most undead, they aren't susceptible to poison, suffocation, magical sleep, or similar mortal flaws. They *can* be sent back to the Spirit World by a Banish spell (five seconds and 10 energy).

**ST:** 27      **HP:** 32      **Speed:** 5.00  
**DX:** 8      **Will:** 12      **Move:** 4/8  
**IQ:** 3      **Per:** 10  
**HT:** 12      **FP:** N/A      **SM:** +2  
**Dodge:** 8      **Parry:** N/A      **DR:** 1

**Horns (12):** 3d+5(0.5) impaling. The initial *slam* with the horns is always at Move 8, and inflicts 3d+12(0.5) impaling. Treat as weapon, not as body part. Reach C, 1.

**Trample (12):** 3d+5 crushing. Only on SM 0 or smaller foes – or SM +1 or smaller, if target is lying down. Only legal defense is a dodge. *Halve* damage roll for automatic trample after knocking down victim with initial horn slam. Reach C.

**Traits:** Apparition (see notes); Bad Temper (9); Dependency (Loses 1 HP per minute in areas where Nature's strength is at -6 or worse); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; DR 2 vs. attacks on skull only; Enhanced Move (Ground); High Pain Threshold; Immunity to Disease; Immunity to Magical Control; Immunity to Poison; Night Vision 9; No Blood; Quadruped; Stubbornness (9); Temperature Tolerance 5 (Cold); Temperature Tolerance 5 (Heat); Unfazeable; Unliving; Wild Animal.

**Skills:** Brawling-12; Running-12.

**Class:** Animal/Undead.

**Notes:** Apparition lets the herd horror step out of the Spirit World, fight for 10 seconds, and then vanish automatically – it cannot stay for longer, or be detected before or after. While manifested, it's unaffected by Sense Life, most Necromantic spells, all Animal spells, and *any* spell intended to control its actions – but affected by Banish, Repel Spirits, and Sense Spirit. Total *skull* DR is 5. Armor divisor on horns doubles target's DR and means even DR 0 victims get DR 1 (two horns distribute the force). A herd horror slain within 10 seconds leaves behind horns weighing 2d×10 lbs. (yes, that much!); "ghost horn" is a valued crafting material for many magic items, worth \$75/lb. in town. Too stupid to negotiate. *Not* truly evil, but definitely evil-tempered!

## MUMMY

Some societies preserve the corpses of the wealthy and influential by dehydrating the body – normally minus its vital organs – and winding it in resin-impregnated cloth. This keeps the dead in good shape for the journey to the afterlife. High-ranking nobility and clergy are often entombed with mummified minions: an eternal entourage. Necromancers

## LEVEL UP YOUR UNDEAD

One problem with (well, *for*) undead is clerics – the Turning ability can result in one-sided battles. A fix to this is to increase Will for especially evil or powerful undead. This will also help them resist spells like Banish, Command Spirit, and Turn Spirit, where relevant. Adding levels of Resist Good (*Monsters*, p. 11) has a similar effect.

Another difficulty is holy warriors with Higher Purpose (Slay Undead). Such delvers enjoy bonuses in combat with the undead. To counteract the effects on attack and defense rolls, increase the combat skill levels of undead opponents; to offset extra damage, add a level or two of DR.

It's also possible that high-powered undead – or those with powerful masters – have an aura or item that's equivalent to Protection from Evil (*Spells*, p. 64), but against *Good*. This would give DR 1-5 and Magic Resistance 2-10 against *direct* attacks by the weapons and spells of clerics, holy warriors, and similar goodie-goodies.

Don't go overboard with this – the *point* of playing a cleric or undead-slaying holy warrior is to be good at smashing undead! But when even liches, mummies, and vampires start to feel like fodder against the delvers, it's time to confront the heroes with *real* Evil.

Undead might be powerful for reasons other than being resistant to holy folk, though. Most have stats based on their capabilities in life. Anything with a body could enjoy improved ST, DX, HT, HP, Speed, Move, combat skills, defenses, and damage. Anything that has IQ 6+ and lacks Cannot Learn (draugr, liches, mummies, vampires, etc.) might have *serious* IQ and spellcasting ability.

Finally, remember that innate abilities aren't the only way to make the undead scary. Free-willed entities traditionally have enslaved undead servitors, usually skeletons or zombies. Tombs full of treasure are also full of traps. And whatever killed the now-undead person – e.g., the marsh that swallowed the drowned or swamp wisp, or the unnatural cold that slew the frozen dead – could be waiting to claim new victims.

regard such masters and servants alike as raw materials for undead slaves; the notes for zombies (*Monsters*, p. 62) describe these mummies.

Sometimes, the mummies *are* the necromancers! Such entities are free-willed and extremely powerful, physically and supernaturally. Their merest touch transmits a slow-but-deadly curse. They inevitably command any minor undead found nearby (particularly zombies preserved as lesser mummies). They also possess an intimate knowledge of their tomb, which is laced with traps *they* know how to avoid – a few of which are liable to be magical and programmed to let the mummy pass effortlessly.

A mummy cannot be strangled or poisoned; sustains no extra injury from hits to the eyes, skull, or vitals; and must be reduced to -10×HP to be destroyed (due to Unkillable). Though it may *rest* in a sarcophagus, it doesn't have to and it never *sleeps* – it just uses that location to regenerate. Destroying the sarcophagus won't harm the mummy but will prevent it from restoring itself if injured but not destroyed. The best way to deal with a mummy is to burn it, as fire inflicts double injury.

All undead merit destruction. Misguided or malicious people might bargain with such beings, but we are speaking of Evil: Undead by choice are Evil by choice, while unwilling undead are victims of Evil and deserve final rest. There are rare exceptions where unthinking flora and fauna remain active in death owing to perverse energies, but such monstrosities endanger good folk and must be eliminated as well. I would go so far as to say that knowingly suffering the undead to exist is an act of Evil, though I know tactics may dictate otherwise.

– Sister Miriam Suntemple, Cleric

Very powerful mummies have superior attributes (especially Will) and can possess a host of special abilities, including Resist Good, Terror, and an aura that inspires Higher Purpose in their undead slaves, granting servitors in visual range +1 on rolls in combat where the mummy is in danger.

**ST:** 20                    **HP:** 25                    **Speed:** 6.00  
**DX:** 12                    **Will:** 16                    **Move:** 5  
**IQ:** 14                    **Per:** 14  
**HT:** 12                    **FP:** N/A                    **SM:** 0  
**Dodge:** 9                    **Parry:** 10                    **DR:** 2

**Kick (12):** 2d+1 crushing + mummy's touch, below. Reach C, 1.

**Mummy's Touch:** Anyone touched must resist mummy's Will (typically 16) with HT. Resist Evil helps; Magic Resistance and Resistant to Disease don't. Failure to resist means being cursed with a rotting disease that inflicts 1 HP instantly and 1 HP/hour afterward until the victim dies or receives a Remove Curse spell (which must beat the mummy's Will). Subjects cannot heal lost HP through any means until cured! Dying before receiving Remove Curse means coming back as a zombie loyal to the mummy (hostile to its enemies, if it's destroyed). Defeating the mummy *won't* end the curse. Nobody can suffer from more than one such curse at a time.

**Punch (14):** 2d crushing + mummy's touch, above. Reach C.  
**Shortsword (14):** 3d+2 cutting or 2d impaling. Reach 1.

**Traits:** Appearance (Monstrous); Dark Vision; Dependency (Loses 1 HP per minute in no-mana areas); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Disease; Immunity to Poison; Indomitable; Intolerance (Tomb-raiders); No Blood; No Brain; No Eyes; No Vitals; Regeneration (2 HP/hour, but only in sarcophagus); Temperature Tolerance 5 (Cold); Temperature Tolerance 5 (Heat); Unfazeable; Unhealing (Heals only in sarcophagus); Unkillable; Unliving; Vulnerability (Fire x2).

**Skills:** Brawling-14; Shortsword-14; and several of Hidden Lore, Intimidation, Leadership, Occultism, Religious Ritual, Savoir-Faire, Theology, and Traps at 14+.

**Class:** Undead.

**Notes:** Listed DR 2 assumes leathery skin wrapped in thick cloth; mummies with lots of metal funerary amulets add from +1 to +5 to DR, each +1 corresponding to \$1,000 worth of recoverable amulets. For former nobility, shortsword is usually high quality and/or magical. Former clergy have Energy Reserve 25+ (Holy), Power Investiture 3+,

clerical spells at level 15+, and Dependency (Loses 1 HP per minute in no-sanctity areas) instead of Dependency on mana. The needed sanctity is usually Evil in nature and never less than normal (and often high) in their tomb. Spells tend to be identical to harmful wizardly ones – anything the GM feels dark gods would grant – plus Illusion Disguise to let the mummy pose as a living person. Mummies attack tomb-raiders on sight but *sometimes* negotiate with delvers who haven't stolen or defiled *anything*, though any deal offered will do Good no favors. Truly evil.

## SWAMP WISP

Swamp wisps are semi-corporeal undead that take the form of luminous vapor. Most scholars agree they're the spirits of those who drowned or otherwise died horribly in the swampy terrain they haunt. Not all are found outdoors! Many deep places contain rank pools of stagnant water or *goo*, and some wisps appear to be the result of death by flesh-eating slime (*Monsters*, pp. 48-49).

Swamp wisps overcome their prey with toxic gas. There's no attack roll – regardless of its combat maneuver, a wisp "hits" if it ends its turn in close combat with someone. Anyone who runs *through* a wisp is also affected. No matter how many wisps someone is exposed to, roll resistance once per turn, on the victim's turn.

The gas causes only fatigue at first, but at 0 FP, each FP lost costs 1 HP as well. In an actual swamp, the bubbling gas causes those who fall unconscious and collapse to sink – death is then due to *Suffocation* (*Exploits*, p. 70), not poison. Those who drown this way give rise to a new swamp wisp in 24 hours, at which point resurrection is impossible.

Swamp wisps are evasive, Diffuse (but *not* insubstantial), and lack vital areas, making them difficult to harm. However, they're *also* Unnatural and dispelled at -1xHP. If injured but not destroyed, they eventually heal on their own at roughly human rates.

**ST:** 0                    **HP:** 10                    **Speed:** 6.00  
**DX:** 14                    **Will:** 16                    **Move:** 12 (Air)  
**IQ:** 10                    **Per:** 10  
**HT:** 10                    **FP:** N/A                    **SM:** 0  
**Dodge:** 12                    **Parry:** N/A                    **DR:** 0

**Swamp Gas (Resisted by HT-4):** Contact agent filling a single hex. Each second, living beings in that area must resist or lose 2 FP *per point of failure*. Roll just once per turn, no matter how many exposures occur.

**Traits:** Aerial; Bad Smell; Bloodlust (12); Cannot Learn; Diffuse (Infiltration); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Enhanced Dodge 3; Flight (Lighter Than Air); High Pain Threshold; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; Infectious Attack (Must suffocate victim in swamp); Intolerance (The living); Mute; No Eyes; No Head; No Manipulators; No Neck; Unfazeable; Unnatural; Vibration Sense (Air).

**Skills:** Stealth-14.

**Class:** Undead.

**Notes:** A swamp wisp is a vaguely humanoid gas cloud (with front, back, and side hexes) that fills one hex on a battle map. It cannot see in the dark, but its glow works like torchlight for it and nearby opponents, unless suppressed to use Stealth – and it's sensitive to vibrations caused by living or moving foes, even invisible ones. Strong winds can blow the wisp around but inflict no harm. Weapons enchanted to affect spirits or insubstantial entities bypass Diffuse and damage it normally. Unwilling to negotiate. Truly evil.

## TOMB TREE

A tomb tree is the result of a corpse becoming trapped *within* a tree under unnatural circumstances. A common cause is a murder victim stashed in a hollow tree in a haunted forest. Another is a Plant spell gone awry – the suspended animation effect of Arboreal Immurement fails, Walk Through Wood leaves someone in a tree, or a druid uses Create Plant to conjure a tree in a sacred burial ground. Such a tree may wither and become the vessel of the dead person's restless spirit.

Tomb trees are no longer living plants; they're sustained by occult energies, not soil, sunlight, and water. They can *choose* to root to heal injuries, but only at the slow rate of *Natural Recovery* (**Exploits**, p. 62). Much worse, they're *animate* and can slither around on their roots, clinging to steep slopes and even "growing" down from above in caves or tombs, hunting mortals and pummeling them to death.

In combat, a tomb tree can "see" all around itself despite lacking eyes, and strike and parry enemies on all sides using up to six limbs. It's Homogeneous and lacks vital spots, which makes whittling away its many HP difficult. Fortunately,

tomb trees are the very definition of Unnatural, put to rest at -1×HP. Their dry, dead wood is also susceptible to flame: *double* injury.

<b>ST:</b> 42	<b>HP:</b> 42	<b>Speed:</b> 5.50
<b>DX:</b> 10	<b>Will:</b> 12	<b>Move:</b> 6
<b>IQ:</b> 10	<b>Per:</b> 10	
<b>HT:</b> 12	<b>FP:</b> N/A	<b>SM:</b> +1

<b>Dodge:</b> 8	<b>Parry:</b> 8 (×6)	<b>DR:</b> 6
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**Branch Strike (10):** Up to six attacks! 4d+2 crushing. Treat as weapons, not body parts. Reach C, 1.

**Traits:** 360° Vision; Cannot Learn; Dark Vision; Dependency (Loses 1 HP per minute in areas where Nature's strength is at -6 or worse); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra-Flexible; High Pain Threshold; Homogeneous; Immunity to Disease; Immunity to Magical Control; Immunity to Poison; Indomitable; Intolerance (The living); Limited Camouflage (Forest); Mute; No Blood; No Eyes; No Fine Manipulators; No Head; No Neck; No Sense of Smell/Taste; Slithers; Spider Climb (Move 3); Subsonic Hearing; Unfazeable; Unnatural; Vulnerability (Fire ×2).

**Skills:** Camouflage-12 (14 if motionless in forest); Stealth-12 (14 if motionless in forest).

**Class:** Plant/Undead.

**Notes:** Unaffected by Sense Life, most Necromantic spells, all Plant spells, and *any* spell intended to control its actions – but affected by Repel Spirits, Sense Spirit, and Turn Spirit. Some tomb trees are taller, though no more robust; SM +2 gives Move 7, while SM +3 gives Move 8 and reach C-2. Chopping open a defeated tomb tree gives access to the corpse within, which may carry almost any kind of gear. Too alien to negotiate. *Usually* truly evil, but the GM may make exceptions for righteously vengeful souls.

## ABOUT THE AUTHOR

Sean Punch is the *GURPS* Line Editor and designer of the *Dungeon Fantasy Roleplaying Game* and the *GURPS Dungeon Fantasy* series, among many other contributions to *GURPS*. For more details about Sean, see p. 9.



The fear has grown . . .

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# THE STATE OF THE DUNGEON

When a game both exists and doesn't exist at the same time, it's not a recasting of quantum quandaries; it's a reflection on the current state of the *Dungeon Fantasy Roleplaying Game*.

As I type this, countless crates of the *Dungeon Fantasy RPG* (and the *Dungeon Fantasy GM Screen*) are on a big boat, making their way from the printer across the seas to our fair shores. Those items will then be turned around shortly after arrival to get shipped out to Kickstarter backers, distributors, and eager fans.

But mere days ago (as of the time of composing this) was Gen Con, the premier August gaming convention and the 50th installment of that venerable institution. As a special Gen Con surprise, we sent out all the PDF rewards to Kickstarter backers who were supposed to receive them. (If you pledged at a level where you were supposed to receive the PDFs and you don't seem to have them, first make sure you have an active Warehouse 23 account – at [warehouse23.com](http://warehouse23.com) – and then email [kickstart@sjgames.com](mailto:kickstart@sjgames.com) with that email information and we can help figure it out.)

Gen Con also had other exciting *Dungeon Fantasy RPG* news. Sean Punch served as the GM for the handful of lucky

fans who backed at the highest levels of the original Kickstarter, subjecting heroes to his own brand of mayhem (and – rumor has it – receiving their physical items at the same time to boot). Photos of those special sessions are on p. 37.

At the booth itself, Steve Jackson Games ran quick *Dungeon Fantasy* combat demos all weekend, providing attendees with a taste of the system – and giving zombies a taste of steel! These newbie-friendly encounters seemed well received, with the maps and figures (with their custom bases) drawing special appreciation. According to Jimmie (pictured below, on the right), “The demo table at the booth was pretty consistently busy throughout the convention. I don't have any specific numbers, but my feeling from when I was manning that table was that I showed it off to at least as many people unfamiliar with *GURPS* as those who were familiar and wanted to see the new game, possibly more.”

As a final item of interest, make sure you check out the “unboxing” video for the *Dungeon Fantasy GM Screen* (if you haven't already). The *GM Screen* is a “secret weapon” as far as support for the game goes, with ready-to-use sample heroes and a guide to help speed up character creation.





(That's in addition to the beautiful and handy screen itself, of course.) That video is currently residing online at [facebook.com/sjgames/videos/10155383795906007](https://www.facebook.com/sjgames/videos/10155383795906007).

"It's on a boat" may not seem like the most exciting update, but it's nevertheless been a thrilling time for *Dungeon Fantasy* fans . . . and the culmination of this excitement is just months away!



# RANDOM THOUGHT TABLE

## KEEPING IT SIMPLER, FOR STARTERS

BY STEVEN MARSH, *PYRAMID* EDITOR

They say that one of the joys of having children is getting to re-encounter beloved experiences, as if they were new. Sharing them with your younglings gives you a chance to see the delight on their faces as they hear one-liners you've adored for decades, witness the excitement as their minds are blown by TV-show plot twists, or watch as they happily play with a toy or game you enjoyed in your childhood.

I can confirm this in my experience, having gotten to see my own son as he's relived elements of my own adolescence. With his grandparents, he recently went on the full gamut of amusement park rides at Six Flags Great America (in a way my creaky middle-aged body can no longer endure). As a family, we've shared visits to *The Twilight Zone*, getting to eat in a diner with William Shatner, experiencing an alien invasion with Agnes Moorehead, and learning why beauty is in the eye of the beholder.

I'm reminded of this fact now that – as of mere days ago – many fans are finally starting to get to see the text of the *Dungeon Fantasy Roleplaying Game* for the first time (for most people digitally, but see pp. 36-37). It's been a wonderful opportunity to look at the set for the first time in months with fresher eyes, even if (as I write this) my own eyes are anything *but* fresh from four days of Gen Con. Fortunately, initial reactions to the *Dungeon Fantasy RPG* seem to be that those who are reading it are really enjoying what they're seeing.

Being around lots of folks who are experiencing many games for the first time at Gen Con has reminded me that jumping off the deep end into a new game can be a scary experience. But – as fortune would have it – dungeon-crawl fantasy RPGs offer arguably the best opportunity to make up rules and experiences with almost a complete buy-in from the audience; it's probably the only genre where saying "a wizard did it" with a shrug is complete and valid justification for whatever craziness you want to inflict on the heroes.

That freedom means it's possible to make acclimating to the *Dungeon Fantasy RPG* even easier, simply by ignoring

rules or situations you don't want to deal with immediately. Here is some insight into how to do exactly that, as you prepare – perhaps for the first time – for your *Dungeon Fantasy* campaign.

*Adventurers are commonplace: heroes are in short supply. Anybody will face hardship if cornered or offered sufficient coin. But seeking out hardship and taking it on for honor alone – that is heroism!*

– Sir Yvor Gryffyn, Knight

## I NEED A HERO

Character creation can be one of the most daunting elements of many games. Fortunately, the new *Dungeon Fantasy* set streamlines this process considerably, making it possible to follow the easy-to-read templates to generate a hero in a minimal amount of time. Add in some ready-to-buy gear (like the quick equipment kits of pp. 10-12) and you can be playing even sooner.

But lots of folks don't like jumping into the dungeon-delving deep end with their own heroes right away, and some inexperienced GMs can't offer the insight that many new players want when creating exactly the hero they're envisioning.

That's okay! The *Dungeon Fantasy* material that's out there offers no less than *two* ready-to-use options. First, *Delvers to Go!* – the sample characters booklet from the *Dungeon Fantasy GM Screen* – means that players can pick from a baker's dozen of fully realized adventurers (including their gear); players can pick the heroes they want and begin playing at a moment's notice.

But even if you don't have the **GM Screen** set yet, that's okay! The boxed set itself comes with two sample characters in the **Adventurers** book: the half-orc knight Grükuk Kzaash and the human cleric Francesco Zombani. If the idea is just to get players' feet with the basics of the **Dungeon Fantasy** game, then it's certainly possible to run a short adventure or three with two players at a time, using just those two delvers. Maybe they're acquiring the map and keys that will be used by the "real" heroes – that is, the delvers who the players will eventually create – in a few adventures.

In fact, by coming up with slightly different backstories, multiple players can run versions of the same character! Maybe Grükuk encouraged her older siblings Kukgrü and Grügre (who happen to have *very* similar stats to her) to join her for adventure, and Francesco brought a couple of other members from his religious order (again, with virtually identical character sheets) on his travels. Voilà! You now have a six-character party. Sure, they're not the most creative group, but it's only for the players to get their feet wet . . . and having pretty much interchangeable minor heroes in a dungeon-crawl game is par for the course for many realms.

I'd also be remiss if I didn't mention that there's one more hero available at a moment's notice: Redhair from *Pyramid* #3/104: *Dungeon Fantasy Roleplaying Game*. This swash-buckler is not the most optimized build in creation – it was designed to be easy to understand to minimize option paralysis – but it can be a good last-minute choice for a player looking to control a straightforward hero who should be pretty darn competent in a narrow window . . . and *really* lucky the rest of the time.

## DEATH CALLED IN SICK TODAY

When I'm feeling impish, one of the things I like to do is to see how various computer and video games handle it when the hero dies immediately . . . that is, when I play deliberately bad. For example, the narrator from one of the Spider-Man video games will specifically berate the player if the hero dies on the first tutorial goon (which takes a *lot* of time and effort, because said goon does minimal damage).

So imagine my surprise when I first played **Dragon Age II** – which opens with your hero trapped on the field of an exciting battle scene – and tried to die. I literally couldn't; sure, the bad guys were doing damage, but they never quite knocked me down to 0 hit points; after a while, I just stayed above not-dead, as bad guys continued to wail on me and I steadfastly refused to touch my controller in defense.

Sure, that game turns deadly soon enough after that, but – as far as a tutorial goes – it was a perfectly valid approach. And there's no reason you can't crib something like that for a **Dungeon Fantasy** game.

If you're getting your feet wet, why not concoct a short scenario where the heroes can't die? Maybe the villainous necromancer who created the dungeon (see? "A wizard did it.") was dabbling in full-fledged healing arts – a no-no for non-clerics – and it didn't go according to plan, resulting in a location where the heroes are simply knocked unconscious regardless of how negative their hit points get. Perhaps the heroes need to travel to the center of the dungeon to

deactivate whatever the Magical MacGuffin is that's keeping death from working – since it's probably causing havoc for the surrounding landscape. ("The local butchers are getting tired of their inability to kill animals for sale, and they need you to investigate!")

Of course, if the "nothing can die" effect applies to the monsters as well, that could lead to some ethical quandaries for the heroes. (Or maybe not . . . **Dungeon Fantasy** often doesn't concern itself with non-loot-acquiring quandaries. It's probably best just to roll the unconscious baddies into a pit so they won't bother you.)

During this adventure, the GM could keep track of how injury is (or isn't) working: how much damage the heroes are taking, where they *would* be in serious trouble or dead, what kind of encounters are particularly deadly, and so on. Then, once the heroes leave that locale, the GM hopefully has more insight into how lethal the **Dungeon Fantasy** game is in general (and how deadly specific monsters are). Such a dungeon would also be a chance to present the heroes with memorable encounters that outstrip their fledgling abilities: "Did we ever tell you about the time we got knocked out by a large dragon on our first adventure?"

## WEIGHT, WEIGHT . . . DON'T TELL ME!

In a similar way, maybe gravity doesn't work quite right for a specific early dungeon, resulting in an environment that just so happens to create a situation where encumbrance isn't a concern . . . so long as they don't go over the extra-heavy encumbrance level (see **Adventurers**, p. 12).

Sure, in the full **Dungeon Fantasy RPG** it's pretty vital that the players keep track of encumbrance, once the game is in full swing – otherwise, there isn't much reason for the heroes not to drape layers of armor over themselves and carry out every bit of loot with even the slightest bit of value. But for the first few adventures, the heroes can barely afford a mediocre set of armor, let alone layers of protection. So, again, if "a wizard did it" and encumbrance isn't a concern for a particular crypt, then it can give the players and GM a chance to acclimate to the rest of the game. (And for bonus points, the GM can make this an integral part of the dungeon's theme: "How are we ever going to get that entire bookshelf of tomes back to town for the sage to investigate?" "Well, we can at least get it as far as the dungeon entrance fairly easily . . ." "Oh, right.")

With some creativity, the GM can handwave a lot of concerns about the **Dungeon Fantasy RPG** for an adventure or three. Remember not to be afraid to have a wizard do your dirty work for you as you're learning the ropes!

## 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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Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

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