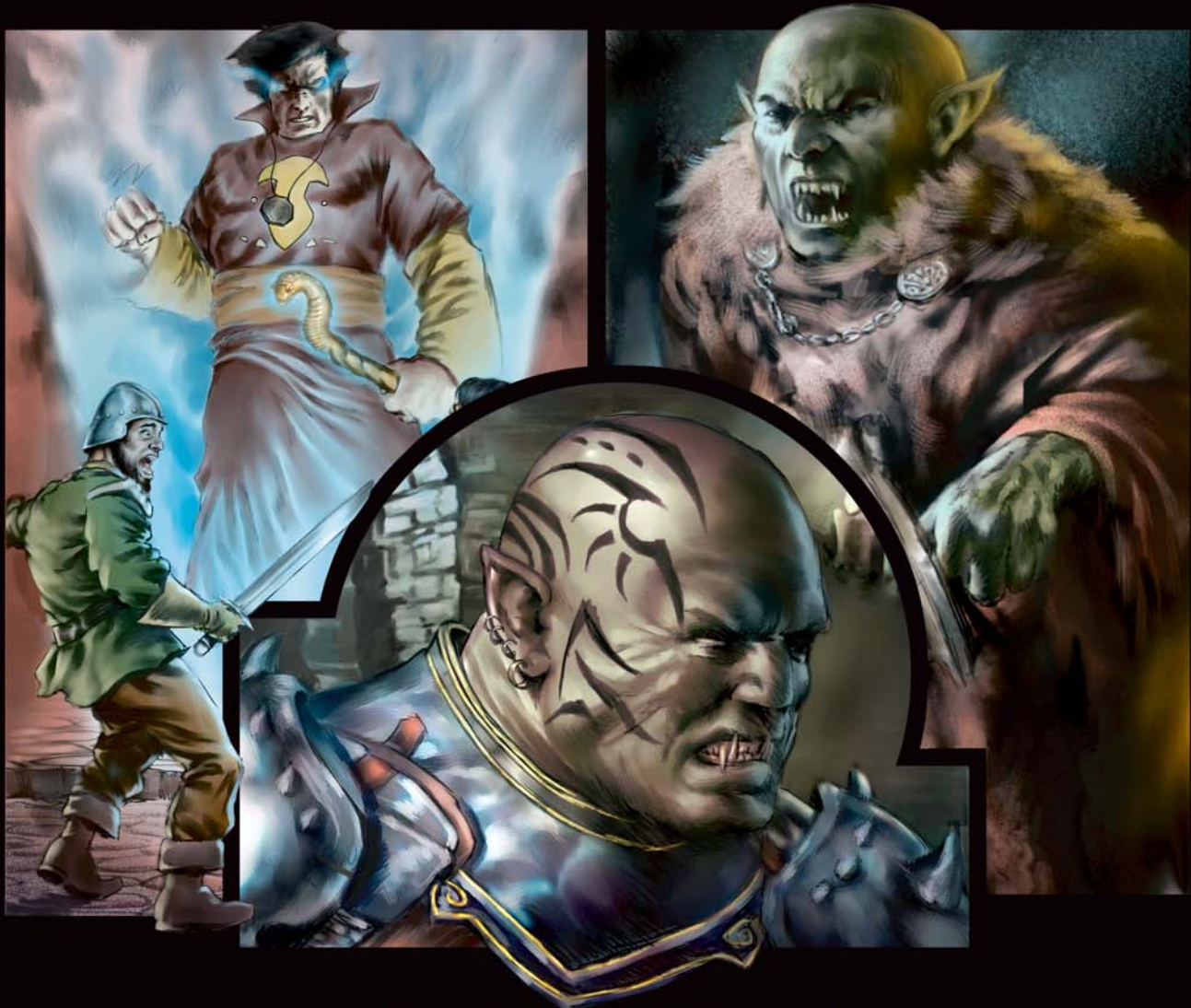


GURPS

Fourth Edition

DUNGEON FANTASY 2TM DUNGEONS



By Sean Punch

STEVE JACKSON GAMES

WELCOME TO THE DUNGEON

At the dawn of roleplaying, a typical adventure consisted of meeting an old wizard in a tavern and following his dusty map to an underground complex filled with monsters. Running the game was easy, too: roll for monsters, randomly determine treasures, and move on to the next room.

GURPS Dungeon Fantasy 2: Dungeons helps you recapture the simplicity of those classic dungeon crawls for *GURPS Fourth Edition*, with:

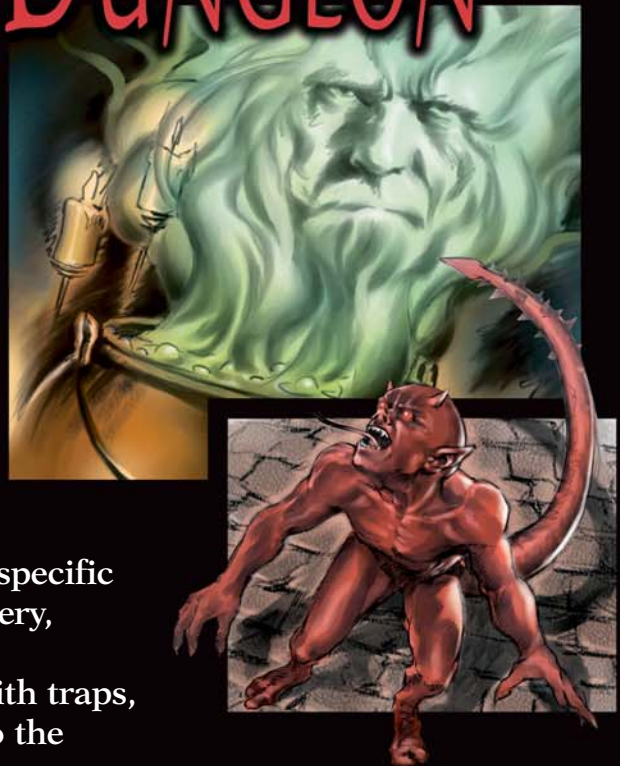
- Quick-and-dirty rules for more than 100 dungeon-specific tasks, covering preparation, exploration, skullduggery, combat, and looting.
- Suggestions on planning dungeons; filling them with traps, creatures, and treasures; and getting rumors out to the adventurers.
- Notes on balancing encounters so that players are worried but still have a fair chance (unless they deserve to be stomped!).
- Monster-design guidelines, with 19 sample creatures from the ever-popular dire wolf to the freakish mindwarper.
- Advice on such game-mastering challenges as handling player knowledge, giving out treasure, speeding up combat, keeping everybody involved, and adjudicating divine intervention.

Because sometimes you want realism, and sometimes you want to burst into a 10×10 room, slaughter the orcs, and see what's in the chest!

By Sean Punch

Cover Art by Bob Stevlic

Illustrations by Thomas Baxa, Kent Burles, Denis Loubet, Ed Northcott, and Dan Smith



**STEVE
JACKSON
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DUNGEON FANTASY™ 2

DUNGEONS



Written by **SEAN PUNCH**

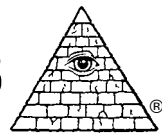
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INTRODUCTION

The term “dungeon” refers to a simple fantasy adventure. Typically, the PCs wander from room to room, killing monsters and grabbing treasure . . . A “dungeon” can also be a building, battleship, space station, etc. If the adventurers are dropped into a limited area, with little or no goal except to grab what they can and get out alive, it’s a “dungeon.”

– *GURPS Basic Set*

Dungeon Fantasy: Dungeons is about what heroes created using **Dungeon Fantasy: Adventurers** actually do: raid dungeons! For players, it offers pragmatic advice on how to (ab)use advantages and skills from the **Basic Set** before, during, and after a dungeon crawl. For the GM, it provides tips on how to keep dungeon adventures challenging but fun.

Like all **Dungeon Fantasy** titles, this isn’t a self-contained game – it’s a play aid. It gives quick-and-dirty rules that are (mostly) compatible with the **Basic Set** but that don’t require gamers to search 576 pages to find them. Most important, it shows the

GM what corners to cut and calls to make when his only goal is a fast-and-loose dungeon crawl.

The shortcuts and rules of thumb that follow probably aren’t very sensible *outside* a dungeon crawl. **GURPS** is generic, but this stuff isn’t – it’s all about adapting generic rules to the dungeon fantasy environment.

About the Author

Sean “Dr. Kromm” Punch set out to become a particle physicist and ended up as the **GURPS** Line Editor. Since 1995, he has compiled the two **GURPS Compendium** volumes, written **GURPS Wizards** and **GURPS Undead**, edited or revised over 20 other **GURPS** books, and masterminded rules for dozens more. Most recently, he created the **GURPS Basic Set, Fourth Edition** with coauthor David Pulver, wrote **GURPS Powers** with coauthor Phil Masters, and wrote **GURPS Martial Arts** with coauthor Peter V. Dell’Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.



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EXPLORING THE DUNGEON

Huzzah! The party is now at the gates of the Durance of Doom or Tunnels of Terror. Time to see lots of monsters and kill them and take their treasure! This works best with a little forethought.

Mapping

Traditionally, the GM describes what the PCs see and the players attempt to map it. Players and GM alike should read *Player-Made Maps* (p. B491) to understand how this works.

For the players to be allowed to make a map in the real world, a party member must serve as “mapper” in the game world. He requires ink, paper, and *two* free hands. He can't carry a ready torch, shield, weapon, etc.

When using the map (e.g., to predict where a tunnel comes out) leads to nonsense results, the players can ask the GM for help. He'll make a secret **Cartography** roll for the mapper. Success means he explains what's wrong so that the players can correct their map. Failure means he smiles smugly. On a critical failure, he pretends it's a success and *lies!* Even a good map of a twisted and weird dungeon will seem wrong – the GM should never reveal *that*.



Light Sources

In a typical dungeon, the party will be blind without light sources. Most lights require a hand, which *can't* be used for combat. Those marked * below are hands-free, and the first choice for fighters who must carry their own light.

A light usually *eliminates* darkness penalties to combat and vision, for everyone, in a semicircle in front of the bearer – who's presumably holding it so that *he* can see:

Candle, **Continual Light spell** (level 1)*, **Light spell***: 1 yard
Continual Light spell (level 2)*, **Glow Vial***, **Lantern**, **Torch**:
2 yards

Continual Light spell (level 3)*: 4 yards

Spells like **Glow** and **Sunlight** eliminate penalties over their entire area of effect. One of the most useful things a caster can do when combat starts is cast such a spell!

For simplicity's sake, assume that if the party has any area-effect source, vision and combat are possible at -3 out to *triple* the range of the *best* source; e.g., 6 yards if a torch, 12 yards if a 4-yard-radius Sunlight spell. After that, the ambient level applies: -3 for the lamps and candles in an evil temple, -8 for glowing slime, or total darkness for shadowy tunnel.

Other lights throw a beam that eliminates darkness penalties in a path 1 yard wide, in the direction of the carrier's choice (pointing it is a free action each turn), out to a fixed range:

*Helmet Lamp**: 5 yards

Bull's-Eye Lantern, **Light Jet spell**: 10 yards

Marching Order

The party should establish one marching order for traveling single-file down narrow passages, another for moving two abreast along typical interior corridors, and a third for walking three abreast in spacious hallways. Be sure to note gaps (between, to one side, etc.). It usually makes sense to put people who know **Traps** in front, fighters with long weapons

behind those with short ones, and delvers with missile weapons where they'll have a clear shot.

Positioning casters demands careful thought. Placing them in front lets them detect supernatural dangers but exposes them to physical ones better faced by nimble thieves and armored knights. Putting them in back lets them cast unmolested . . . unless attacked from behind. They're probably safest in the middle and/or protected by a tougher buddy.

When it becomes important to know who can see by what light sources, trips a trap, is in front (or back!) when the monsters come, etc., the GM will use the current order. If the players want to change this, they must *tell the GM*. Otherwise . . . too bad.

Hidden Doors

Secret Doors: Secret doors are things like pieces of wall that spring open, altars that roll aside, and fireplaces that drop into the floor to reveal hidden portals – but only when some hard-to-find control is manipulated. Finding them always requires an active search; the GM rolls secretly against the *highest* of Vision, **Observation**, or *Per*-based **Traps** for each searcher. Success reveals a door, if there is one; it may require an IQ-based **Traps** roll to open. These rolls *often* have steep penalties!

No “I” in “Teamwork” (No Profit Without It)

Dungeon fantasy is about the adventures of a *team* of delvers. If the GM decides that a task requires the party to pull together – or that a group effort would be fun for more of the players if it involved more of the heroes – he can use one of these rules:

With a Little Help From My Friends. If the GM feels that a hero with the skill needed for an undertaking would benefit from assistants who know the same skill or complementary skills, each helper may try his skill roll first. This gives a modifier to the final roll: +2 per critical success, +1 per success, -1 per failure, and -2 per critical failure. For example, a bard using **Singing** to distract monsters as a form of *Trickery* (p. 10) might benefit from a musical accompaniment from a few of his bard friends, who would roll against **Musical Instrument**.

Part of the Solution or Part of the Problem. In a situation where everyone needs to look out for himself but some party members lack the right skill, skilled adventurers *might* be able to cover for unskilled ones. Start with the best skill level in question, add a bonus equal to the number of delvers who *know* the skill (no defaults!), and subtract a penalty equal to party size. An example is when concealing the group’s camp using **Camouflage**; see *Camping and Posting Watches* (p. 5).

Pulling Your Weight. For combined feats of strength, the GM must first decide how many sets of hands can contribute; e.g., two heroes could lift a chest that had two handles, while four could cooperate to raise a 4-yard-wide portcullis. If combining ST for a ST roll or to deal damage (e.g., with a battering ram), use the *highest* ST plus 1/5 the total of the other ST scores (round up). If working together to lift a weight, add together everybody’s Basic Lift.

Medic!

The *best* way to get healed in battle is to yell for the cleric to cast a healing spell – or to swig a healing potion. Another unrealistic dungeon fantasy tradition is combat-speed bandaging. This requires a **First Aid** or **Esoteric Medicine** roll, at -10 for “instant” use! The medic must take a Concentrate maneuver, be close enough to touch the patient, have one hand free, and have bandages, a first aid kit (+1), or a healer’s kit (+1) ready in his other hand. Success heals 1d-3 HP; critical success restores 3 HP. Failure has no benefit; critical failure costs 2 HP. Technically, this takes time – but compared to 30 minutes, it’s instant!

“Onward to Victory!”

Fantasy warriors often shout orders, wave battle standards, and strike inspiring poses. In dungeon fantasy, this can serve a purpose . . . *if* the fighter is willing to stop hacking and slashing for a second! The options below require at least one turn and a Do Nothing maneuver. (Everything here is doing *something*, but overlooking this lets badly wounded heroes contribute while trying not to pass out.)

Advice: You can observe and advise your friends. Choose *one* companion to aid. On his turn, he can listen to you – or ignore you! If he listens, make your **Tactics** roll. The result affects all his attack and defense rolls that turn: +2 on a critical success, +1 on a success, -1 on a failure, or -2 on a critical failure. Reroll each turn. If multiple people try to advise a fighter, *he* chooses whose advice to take, and only that person may roll.

Encouragement: A successful **Leadership** roll gives +1 to your *side’s* Fright Checks, resistance rolls against mind control or fear, and self-control rolls for disadvantages that would affect combat. Critical success gives +2. This bonus lasts until your next turn, but you can roll and shout for as many turns as you like. Failure, or several people trying this at once, gives no benefit (but no penalty).

Observation: You can take a turn and ask the GM to roll **Strategy** for you. Success means he’ll reveal the enemy’s

general plan – if they have one – beyond “Kill ‘em all!” For instance, “Guard the altar,” “Keep the party away from the west wall,” or “Kill the guy wearing the Sacred Talisman.” Failure means he *lies*.

Playing Dead

If you wish to opt out of combat, feign death. This is a free action at any time – just fall down, drop your weapon (monsters *never* trust a “corpse” with a ready weapon!), and stop moving. If a monster that attacks only the living (e.g., *zombie*) would attack you, roll a Quick Contest: **Acting** vs. the *higher* of its IQ or Perception. It gets bonuses for special senses (like +4 for Discriminatory Smell); you’re at +1 at half HP, +2 at 0 HP, +3 at -HP, +4 at -3×HP, and +5 at -4×HP (you’re *really* dead at -5×HP, and succeed automatically). If you *win*, your would-be tormenter overlooks you and eats another party member.

Recognizing Magic

Those who know a spell recognize it automatically in combat. Should it become important to identify an *unknown* enemy spell (“Is Sir George asleep or dead?”), a player can ask the GM to roll against his PC’s **Thaumatology** skill. Success means the GM reveals the spell – or the *closest* spell, for spell-like effects that aren’t spells. Failure, as always, means he *lies*!

Roguish Skills in Battle

Thieves aren’t as tough as front-line fighters. In an ideal world, they would *avoid* fights. Yet they’re often out in front, scouting or looking for traps, when the whacking starts. Fortunately, roguish skills can be helpful in combat.

Backstabbing: When the GM starts combat time, anyone may try a **Stealth** roll to hide in shadows, duck into the bushes, etc.

Modifiers: A basic -5; any encumbrance penalties; +5 if the party is ambushing, no modifier in a stand-up fight, or -5 if the party is ambushed; and -5 anywhere *but* in bush or shadowy tunnels.

Erupting Slime

Most slime is only dangerous if touched or if it drips on a careless delver. This one is unusual in that it oozes around, spewing globs of toxic gunk at anything that moves, with the goal of killing the target in order to engulf it and thus reproduce. Left undestroyed in an area with dead bodies, erupting slime will convert a body into a new slime in an hour. This doubling will continue until the slimes run out of corpses. Someone turned to slime cannot be resurrected!

ST: 0 **HP:** 10 **Speed:** 6.00
DX: 12 **Will:** 0 **Move:** 1
IQ: 0 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** N/A **DR:** 0

Slimeball (12): Ranged attack (Acc 3, Range 10/100). Penetrates armor in DR seconds, and then delivers 2d toxic, reduced to 1d toxic with a HT roll.

Traits: Amphibious; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; Infiltration, Can ooze under barriers and through tiny holes); Invertebrate; No Legs (Slithers); No Manipulators; Vibration Sense (Air).

Class: Slime.

Notes: Nonsentient – *can't* communicate or negotiate. Unaffected by Animal or Plant spells that don't specifically target slimes. A dead slime can be used (or sold) as one dose of Oozing Doom.

Flaming Skull

Flaming skulls are semi-corporeal undead that resemble flying human skulls wreathed in fire. Streaking into close combat, they deliver flaming bites to their living prey. Owing to their size, speed, and diffuse nature, they're difficult targets, and can often inflict great damage before being destroyed. The jury is out on whether they're necromantic creations or free-willed evil spirits who loathe mortals.

ST: 0 **HP:** 20 **Speed:** 6.00
DX: 14 **Will:** 10 **Move:** 12 (Air)
IQ: 10 **Per:** 10
HT: 10 **FP:** N/A **SM:** -5
Dodge: 9 **Parry:** N/A **DR:** 0

Flaming Bite (14): 2 points burning. This Cosmic attack ignores *all* DR!

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Diffuse); No Fine Manipulators; No Legs (Aerial); Unfazeable.

Skills: Stealth-14.

Class: Undead.

Notes: Unwilling to negotiate. Truly evil.

Flesh-Eating Ape

Flesh-eating apes superficially resemble the banana-eating kind, but have a mouth full of meat-tearing teeth and a predatory temperament. They're strong, combative, and

have a nose for flesh, tracking tasty humans by scent. Due to their physical power, adventurers are advised to slay them before they get into close combat and grapple!

ST: 17 **HP:** 17 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 7
IQ: 6 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** 10 (Unarmed) **DR:** 1

Bite (14): 1d+2 cutting.

Fist (14): 2d crushing.

Traits: Arm ST +2 (ST 19); Brachiator; Discriminatory Smell; Ham-Fisted 1; Wild Animal.

Skills: Brawling-14; Climbing-14; Wrestling-14 (+2 ST when grappling).

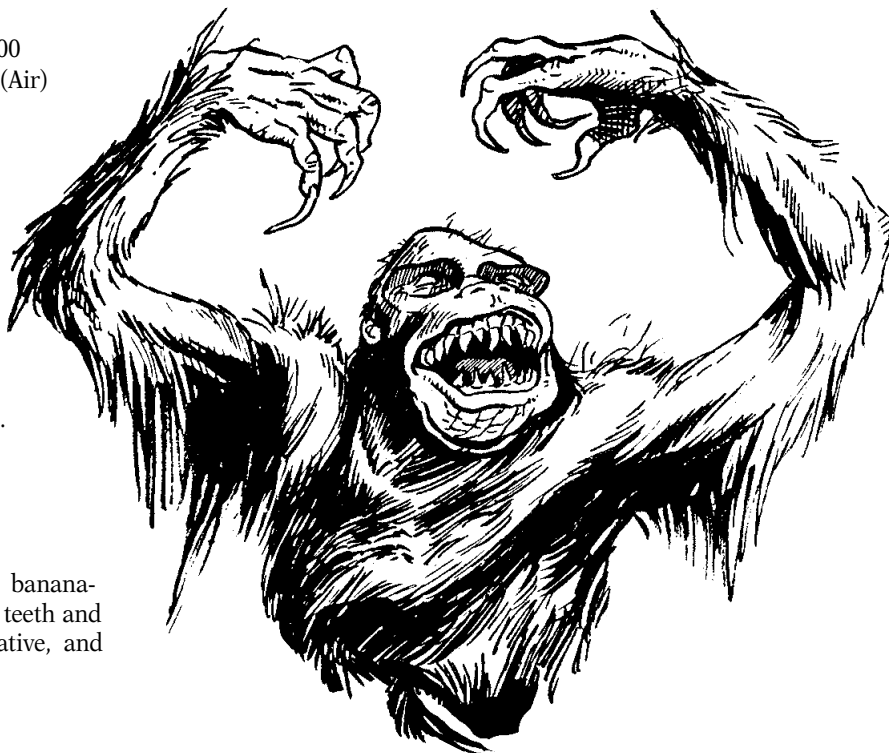
Class: Dire Animal.

Notes: Flesh-eating apes are smart enough that Animal spells *won't* work – use Mind Control magic. Arm ST and Wrestling skill give effective ST 21 for grappling, and some apes like to use Neck Snap (at ST-4, or 17, for 4d-1 damage; see p. B404) on grappled victims.

Foul Bat (Batchala)

These gigantic bats lack the fear of fire and men possessed by normal beasts. Their stench at close proximity can overcome victims before a single bite is delivered, and their mouth carries toxins that make wounds weep and bleed, causing weakness.

ST: 10 **HP:** 10 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 13 (Air)
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0



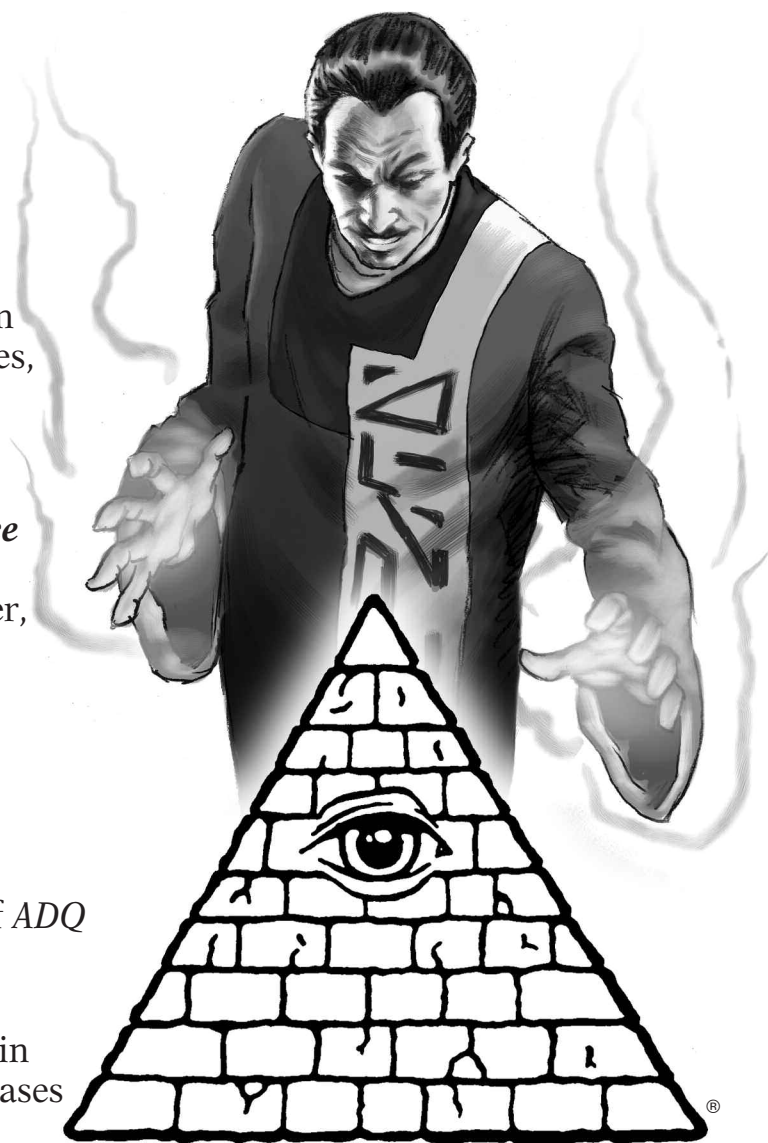
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