

FOREWORD

By Sean Punch

For those who missed the **HALL OF JUDGMENT** foreword: Hi, I'm the designer of **Steve Jackson Games' DUNGEON FANTASY ROLEPLAYING GAME**. **Gaming Ballistic** has invited me back to write a few words about **THE CITADEL AT NORDVORN**, which I find exciting for several reasons.

The **DUNGEON FANTASY ROLEPLAYING GAME** Kickstarter campaign was funded in less than three weeks (September 1-17, 2016)—a success by most measures. Still, the RPG market is flooded nowadays, with new products pushing old ones off shelves in mere weeks, too. Success is hard to *sustain*. In our case, post-Kickstarter sales weren't strong enough to justify more in-house support for the game.

Fortunately for us, Douglas Cole—hajarl of **Gaming Ballistic**—wanted to take up the quarrel (jarls love quarrels). He proposed adapting **LOST HALL OF TYR** as **HALL OF JUDGMENT** for the **DUNGEON FANTASY ROLEPLAYING GAME**, and *that* Kickstarter campaign was fully funded in 11.5 hours on June 19, 2018. That's a success even by exacting standards!

On the heels of that success, Doug came back to **SJ Games** and asked if we'd be interested in seeing him publish more support. He and I started an informal discussion on July 25, 2018. That heated up over the summer and eventually involved Alain Dawson, Director of Licensing; Phil Reed, CEO; and Steve Jackson, Hajarl (okay, "President and Editor-in-Chief").

It took considerable number-crunching and soul-searching, but Doug's figures and answers finally convinced us: On October 16, 2018, **SJ Games** issued **Gaming Ballistic** a license to publish *three DUNGEON FANTASY ROLEPLAYING GAME* supplements, **THE CITADEL AT NORDVORN** being the first. We've since signed off on a smaller item in addition to these.

Now we watch and wait. If this supplement and the two that follow do well, we're likely to extend Doug's license further. I won't claim the sky's the limit, mostly because it isn't my place to commit Doug's time. That said, if the lean operation that is **Gaming Ballistic** can support a product from **SJ Games**—which is larger and more diversified, with the overhead that implies—we might just have a winning formula.

But there's more to it than that.

For one thing, thanks to the success of **HALL OF JUDGMENT**, **SJ Games** has decided to reexamine supporting the **DUNGEON FANTASY ROLEPLAYING GAME** in house. I'm writing this in February 2019, and in March, we'll be launching a Kickstarter for a reprint of the game along with the release of a second collection of monsters, **DUNGEON FANTASY MONSTERS 2**. If you're reading this in the future, you'll know how that went... but all I can do right now is cast the runes. Still, if our Kickstarter and **THE CITADEL AT NORDVORN** both fly, you can expect more releases across the board.

For another, Doug has done me an honor: He tells me that a mini-setting of mine—**GURPS DUNGEON FANTASY SETTING: CAVERN TOWN**—was an inspiration for how to present a town in RPG writing. In his words, it's like a checklist for everything you have to include if you want the place to be not just interesting color but also *useful* in a game with real players who want to do really crazy stuff. It inspired not the *locations* in **HALL OF JUDGMENT** and **THE CITADEL AT NORDVORN**, but how they were presented. Your support of those works is a big vote of confidence for me, personally.

But this is Doug's party, not mine, so I'll get back on message: Thank you Doug and thank you Doug's customers! The continued backing of **Gaming Ballistic's** projects is a *fantastic* vote of support for the **DUNGEON FANTASY ROLEPLAYING GAME**.

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