

Gaming Ballistic Product Offerings
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Product Quick Reference

<i>Product Family</i>	<i>Title</i>	<i>Stock Number</i>	<i>MSRP</i>	<i>ISBN</i>
Dragon Heresy	Dungeon Grappling	GBL0001S	\$18.99	978-0-9983354-1-4
Dragon Heresy	Dragon Heresy Introductory Set	GBL0004H	\$64.99	978-0-9983354-4-5
Dragon Heresy	Lost Hall of Tyr (2nd Edition)	GBL0006S	\$34.99	978-1-950368-99-0
Dungeon Fantasy RPG	Citadel at Norðvörn	GBL0007S	\$34.99	978-1-950368-01-3
Dungeon Fantasy RPG	Hall of Judgment (2nd Edition)	GBL0008S	\$34.99	978-1-950368-05-1
Dungeon Fantasy RPG	Fantastic Dungeon Grappling	GBL0009S	\$7.99	978-1-950368-02-0
Dungeon Fantasy RPG	Dragons of Rosgarth	GBL0023S	\$33.99	978-1-950368-23-5
Dungeon Fantasy RPG	Forest's End	GBL0024S	\$30.99	978-1-950368-21-1
Dungeon Fantasy RPG	Norðlonðr Folk	GBL0025S	\$12.99	978-1-950368-19-8
Dungeon Fantasy RPG	Hand of Asgard	GBL0026S	\$12.99	978-1-950368-17-4
Dungeon Fantasy RPG	Delvers to Grow: Build a Bjorn	GBL0055S	22.49	978-1-950368-42-6
Dungeon Fantasy RPG	Delvers to Grow: Fast Delvers	GBL0056S	15.99	978-1-950368-44-0
Dungeon Fantasy RPG	Delvers to Grow: Smart Delvers	GBL0057S	15.99	978-1-950368-45-7
Dungeon Fantasy RPG	Delvers to Grow: Strong Delvers	GBL0058S	15.99	978-1-950368-58-7
Dungeon Fantasy RPG	The Crypt of Krysvuk	GBL0059S	22.49	978-1-950368-46-4
The Fantasy Trip	Ironskull Castle	GBL0011S	\$11.99	978-1-950368-08-2
The Fantasy Trip	Citadel of Ice	GBL0012S	\$11.99	978-1-950368-06-8
The Fantasy Trip	Curse of the Pirate King	GBL0013S	\$11.99	978-1-950368-12-9
The Fantasy Trip	Crown of Eternity	GBL0014S	\$11.99	978-1-950368-10-5
The Fantasy Trip	Vampire Hunter Belladonna	GBL0015S	\$15.99	978-1-950368-14-3
The Fantasy Trip	Dragon Hunt	GBL0031S	\$19.49	978-1-950368-30-3
The Fantasy Trip	Dark Lord's Doom	GBL0032S	\$14.99	978-1-950368-25-9
The Fantasy Trip	Roc of Sages	GBL0033S	\$11.99	978-1-950368-26-6
The Fantasy Trip	Catacombs of Living Death	GBL0034S	\$12.99	978-1-950368-28-0
The Fantasy Trip	The Sunken Library	GBL0035S	\$18.99	978-1-950368-31-0
The Fantasy Trip	Character Collection 1 - Experienced Adventurers	GBL0036S	\$7.99	978-1-950368-33-4
The Fantasy Trip	Character Collection 2 - Rookies	GBL0037S	9.99	978-1-950368-38-9
The Fantasy Trip	Character Collection 3 - Bandits and Outlaws	GBL0038S	12.99	978-1-950368-36-5
The Fantasy Trip	Character Collection 4 - Wizards	GBL0039S	9.99	978-1-950368-40-2

Red italics indicate products in development but available for [pre-order](#)

**Free domestic shipping for retailers
on orders of \$100 or more**

Product Pricing

Title	Stock Number	Price per copy at order quantity...				
		1 copy	2 copies	3 copies	4 copies	5 copies
Dungeon Grappling	GBL0001S	\$16.15	\$13.73	\$11.31	\$9.69	\$8.08
Dragon Heresy Introductory Set	GBL0004H	\$55.25	\$46.96	\$38.68	\$33.15	\$27.63
Lost Hall of Tyr (2nd Edition)	GBL0006S	\$29.75	\$25.29	\$20.83	\$17.85	\$14.88
Citadel at Norðvörn	GBL0007S	\$29.75	\$25.29	\$20.83	\$17.85	\$14.88
Hall of Judgment (2nd Edition)	GBL0008S	\$29.75	\$25.29	\$20.83	\$17.85	\$14.88
Fantastic Dungeon Grappling	GBL0009S	\$6.80	\$5.78	\$4.76	\$4.08	\$3.40
Dragons of Rosgarth	GBL0023S	\$28.90	\$24.57	\$20.23	\$17.34	\$14.45
Forest's End	GBL0024S	\$26.35	\$22.40	\$18.45	\$15.81	\$13.18
Norðlondr Folk	GBL0025S	\$11.05	\$9.39	\$7.74	\$6.63	\$5.53
Hand of Asgard	GBL0026S	\$11.05	\$9.39	\$7.74	\$6.63	\$5.53
Delvers to Grow: Build a Bjorn	GBL0055S	\$19.12	\$16.25	\$13.38	\$11.47	\$9.56
Delvers to Grow: Fast Delvers	GBL0056S	\$13.60	\$11.56	\$9.52	\$8.16	\$6.80
Delvers to Grow: Smart Delvers	GBL0057S	\$13.60	\$11.56	\$9.52	\$8.16	\$6.80
Delvers to Grow: Strong Delvers	GBL0058S	\$13.60	\$11.56	\$9.52	\$8.16	\$6.80
The Crypt of Krysvik	GBL0059S	\$19.12	\$16.25	\$13.38	\$11.47	\$9.56
Delvers to Grow Omnibus	GBL0060S	\$28.05	\$23.84	\$19.64	\$16.83	\$14.03
Ironskull Castle	GBL0011S	\$10.20	\$8.67	\$7.14	\$6.12	\$5.10
Citadel of Ice	GBL0012S	\$10.20	\$8.67	\$7.14	\$6.12	\$5.10
Curse of the Pirate King	GBL0013S	\$10.20	\$8.67	\$7.14	\$6.12	\$5.10
Crown of Eternity	GBL0014S	\$10.20	\$8.67	\$7.14	\$6.12	\$5.10
Vampire Hunter Belladonna	GBL0015S	\$13.60	\$11.56	\$9.52	\$8.16	\$6.80
Dragon Hunt	GBL0031S	\$16.57	\$14.08	\$11.60	\$9.94	\$8.29
Dark Lord's Doom	GBL0032S	\$12.75	\$10.84	\$8.93	\$7.65	\$6.38
Roc of Sages	GBL0033S	\$10.20	\$8.67	\$7.14	\$6.12	\$5.10
Catacombs of Living Death	GBL0034S	\$11.05	\$9.39	\$7.74	\$6.63	\$5.53
The Sunken Library	GBL0035S	\$16.15	\$13.73	\$11.31	\$9.69	\$8.08
Character Collection 1 - Experienced Adventurers	GBL0036S	\$6.80	\$5.78	\$4.76	\$4.08	\$3.40
Character Collection 2 - Rookies	GBL0037S	\$8.50	\$7.23	\$5.95	\$5.10	\$4.25
Character Collection 3 - Bandits and Outlaws	GBL0038S	\$11.05	\$9.39	\$7.74	\$6.63	\$5.53
Character Collection 4 - Wizards	GBL0039S	\$8.50	\$7.23	\$5.95	\$5.10	\$4.25

Red italics indicate products in development but available for pre-order

**Free domestic shipping for retailers
on orders of \$100 or more**

Dragon Heresy Introductory Set

GBL0004H

ISBN: 978-0-9983354-4-5

MSRP \$64.99

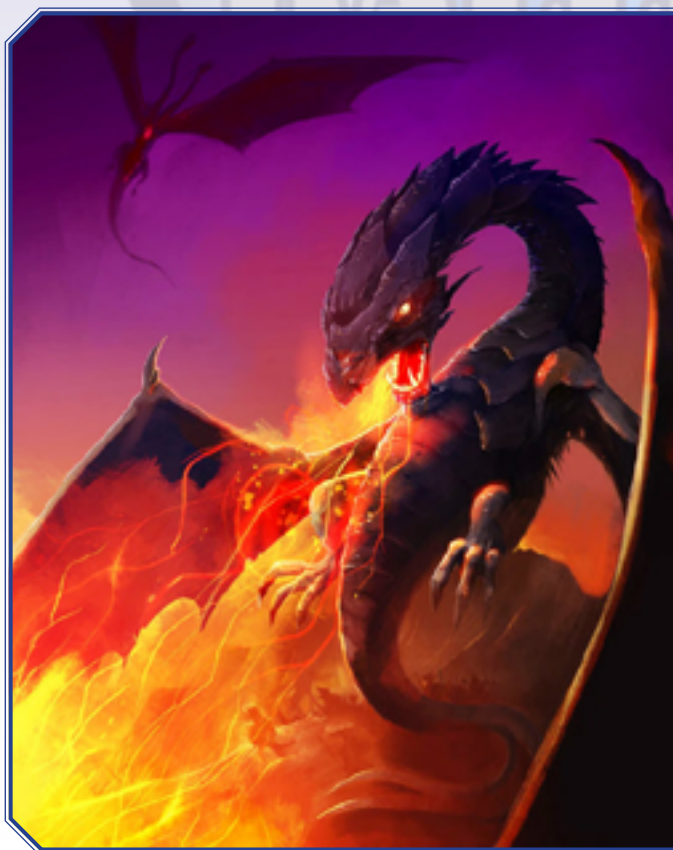
Smyth-sewn Hardback; 288 pages; 49.4 oz

The Dragon Heresy Introductory Set is a fully playable game, covering character creation, adventuring, combat, gear, and challenges. In the book you will find:

- Norse-inspired culture, cosmology, and mythology
- Deadly and tactically interesting combat
- Rules and options to bring Viking-style martial combat to the Fifth Edition of the world's most popular Fantasy RPG, with both tactical and narrative tools

In the book:

- Character creation from level 1–5
- Core mechanics, wilderness rules, random treasure generation, and more
- Combat, including shield use, grappling rules that don't suck
- Differentiation between wounds, vigor, and exhaustion
- A brief introduction to the Norse-inspired world of Etera
- Over 100 monsters custom-modified and rewritten to suit the mythology and cosmology of the Nine Realms.



ISBN: 978-1-950368-99-0

MSRP \$34.99

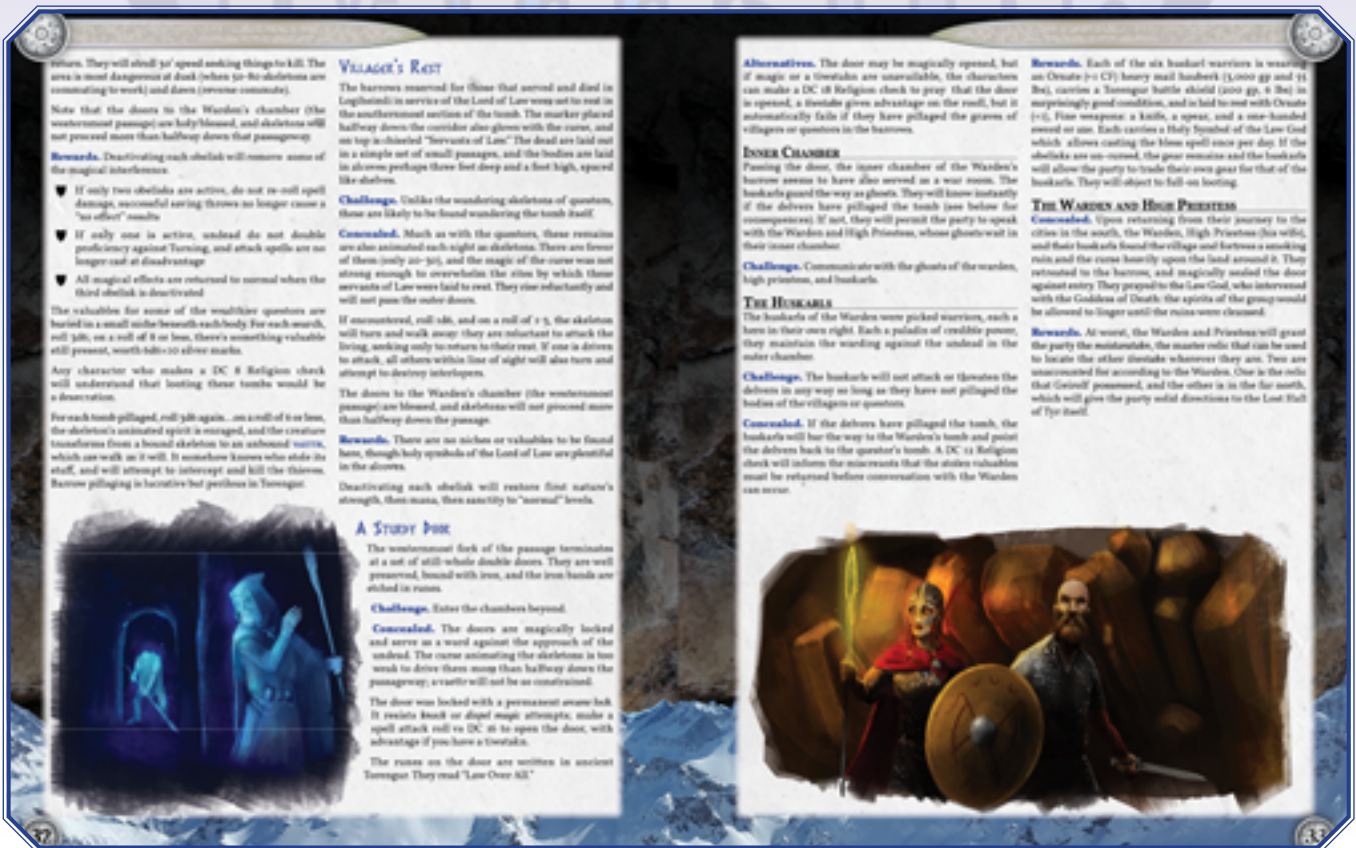
Perfect Bound Softcover; 112 pages; 19.7 oz



Lost Hall of Tyr (2nd Edition) is a mini-setting and adventure for the Dragon Heresy Roleplaying Game. Dragon Heresy is a self-contained complete game in one volume, and the Introductory Set covers Level 1-5.

Lost Hall of Tyr (2nd Edition) contains

- A non-linear adventure for 4-7 characters of Level 1-5
- A detailed workup of the Viking-inspired town of Isfjall, suitable as either a home port for an extended campaign or a jumping off point for the adventure
- Rules for overland journeys in the wild north, several adventuring locations, and of course the quest to rediscover the Lost Hall itself
- A bestiary containing all the key creatures from the adventure, including the Dragon Heresy unique stats pre-calculated (Threat DC, Hit DC, wound and control thresholds, wounds, and vigor).



Dungeon Grappling

GBL0001S

ISBN: [978-0-9983354-1-4](https://www.amazon.com/dp/9780998335414)

MSRP \$18.99

Perfect Bound Softcover; 52 pages; 7.7 oz

Live to Grapple. Grapple to Live.

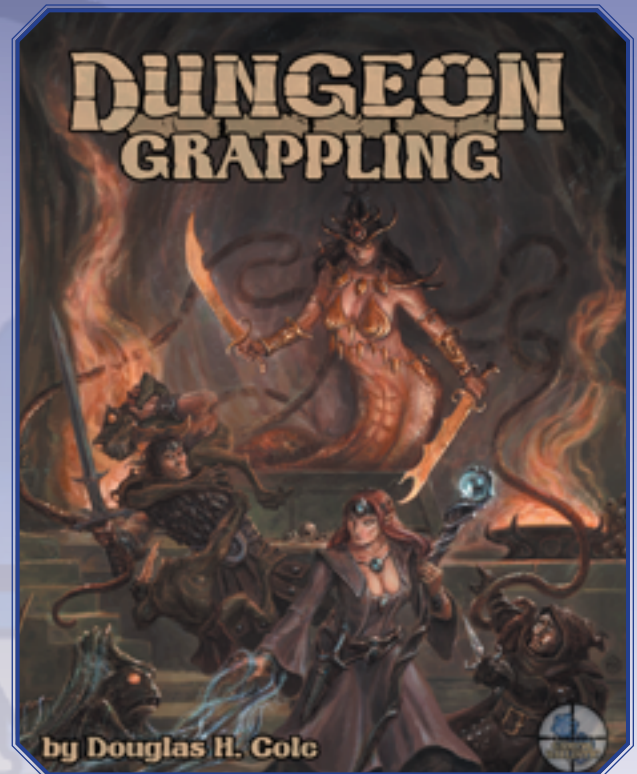
- Beowulf struggles with Grendel. Sinew parts, Grendel flees, dying.
- A dragon plunges from above. It's grasping talons seize the adventurers, bearing them away.
- Mighty Ajax and Clever Odysseus struggle against each other, yet neither can throw the other, nor be thrown.
- A python lashes out, grasping its prey first by the mouth, then its coils. It struggles weakly, then not at all.

From the first story ever told, to tales on the silver screen. They all have at least one thing in common: Grappling.

Grappling is thrilling, dangerous, and drives thousands of years of epic storytelling.

Dungeon Grappling brings those thrills to the oldest fantasy RPG

- Rules and examples for Swords and Wizardry, the Pathfinder Roleplaying Game, and 5e.
- Simple, unified mechanics, using the same concepts as weapon strikes.
- Weapons, talons, magic . . . they're all in here. Grappling just got scary again!



Delvers to Grow: Build a Björn

GBL0055S

ISBN: [978-1-950368-42-6](https://www.isbn-international.org/product/978-1-950368-42-6)

MSRP \$22.49

Saddle-stitched Softcover; 40 pages; 8 oz

Even the mightiest delver started somewhere. An apprentice, a squire or man-at-arms, a backup singer with The Backstreet Bards. Delvers to Grow allows you to take the part of those starting characters, supporting starting play as low as 62 points. Pre-built modules and packages enable a player to create a capable, playable character in minutes.

Delvers to Grow lets you start much earlier in the hero's journey, letting both players and GMs ease into the full breadth of capability that the professional delvers of the Dungeon Fantasy RPG bring to the table. Explore different challenges or use the modules to effortlessly assemble henchmen...or create a starting character to replace the dearly departed.

This is an absolutely game-changing book for those who like *GURPS* and the *Dungeon Fantasy* genre. It's the best on-ramp to *GURPS* that has ever been written. Run pick-up games at conventions or your FLGS: Each newcomer can make a character on the spot. 100% exportable to any *Dungeon Fantasy RPG* campaign with no alteration. This is the recruiting tool you've been waiting for.

Roll and Shout with Delvers to Grow.



BASIC MODULES

The fast delvers' basic modules set them quickly down the path to glory.

MARTIAL ARTIST [25 POINTS]
The martial artist's basic module improves on the fast hero's already-high DR and adds the basic skills of their profession. At this point level, unarmed combat is probably not a great choice. There's no protection against *Starting Torment* (KINETICS, p. 40) and you don't have enough ST to make your punches and kicks hurt. Investing in a suitably exotic weapon is the best way to ensure your career lasts long enough to become the fastest delver on the team.

ARMORING: +1 DR [0].

DISADVANTAGES: *Epilepsy* -10 points in disadvantages from one of your disadvantage modules with *Disciplines of Faith* (Ch. 8/Book 1) [0].

SKILLS: Spend one point on *Acrobatics* (DUE), spend one point each on *Jumping* (DUE), *Meditation* (WIS/PS), *Strength* (DUE), and *Tactics* (DUE).

WEAPON RECOMMENDATIONS: A 40-point martial artist should definitely choose armed combat over unarmed. *Fist* (for *manchukai*) and *Staff* are excellent choices. At 60 points or 80 points, unarmed skills come into their own as valid life choices.

SCOUT [25 POINTS]
The scout's initial purchases emphasize scouting, but even at this stage of their career they're the best ranged combatant around. Still, they don't get *Inner Archery* until the advanced module. This means firing an arrow every second turn and taking a full penalty on *Move* and *Attack*. Take advantage of your high *Per* to make sure you don't get surprised, and don't get caught in *snare*. The professional template allows buying up to six levels of *Basic Move* in a very real sense the scout can grow into being the fastest delver on the team.

RECOMMEND CHARACTERISTICS: +2 Per [0].

ADVANTAGES: *Outdoorsman* [0].

SKILLS: Spend one point each on *Camouflage* (DUE), *Fist-Draw* (Arrow) (DUE), *Navigation* (DUE), *Survival* (DUE), and *Tracking* (DUE).

WEAPON RECOMMENDATIONS: Bow. Anything but a bow is a backup weapon at best.

ADVANCED MODULES

The advanced modules for fast delvers contain some truly excellent advantages that are, in many cases, unique to these professions. These abilities act as five multipliers, mitigating the lower ST that the heavy investment in DR and HT required.

MARTIAL ARTIST II [50 POINTS]
With this module, the martial artist adds *Trained by a Master* and some *Chi* skills. Depending on your other choices, the best options for these are likely the ones based on DR or HT. If you plan to take *Throwing Art*, you can spend points from your ranged weapon skills allocation in that instead.

RECOMMEND CHARACTERISTICS: +1 Basic Move [0].

ADVANTAGES: *Trained by a Master* [0].

SKILLS: Spend three points on *Acrobatics*. Spend two points each on five *Chi* Skills (ARMORING, pp. 30-34). Spend one point on *Meditation*. Spend one point on one of your secondary weapon skills. Ideally drop this point into a skill you already have. Ranged weapon skills require *dedicated investment* to be useful!

RECOMMEND WEAPON BUILDS: *Blowpipe* (DUE), *Sling* (DUE), *Throwing* (DUE), or *Thrown Weapon* (Dart, Knife, or *Shuriken*) (DUE).

SMASHBUCKER [25 POINTS]
The smashbucker's initial skill choices focus on mobility both in and out of battle, with *Carousing* allowing you to play socialite when hanging out at the inn. They're the only delver whose basic module includes *Weapon Master*. They don't need high ST to deal damage, letting them focus on becoming the fastest delver on the team.

ADVANTAGES: *Weapon Master* (One Weapon) [0], *Weapon Bond* (One Starting Weapon) [0].

SKILLS: Spend one point each on *Acrobatics*, *Carousing*, *Jumping*, and *Strength*.

WEAPON RECOMMENDATIONS: Rapier or Rapier and Shield (DUE/DR).

TRIP [25 POINTS]
With a focus on high *Per*, *Stealth* work, and *entry/egress* skills, the thief's basic module is about making them a stealthy dungeon explorer, not a killing machine. Choose this profession if you want to focus on finding traps and hidden doors, bypassing locks, and scouting for the party. With a little time, experience, and remembering that *treachery* always defeats a skill, you'll earn the title of *fastest delver* on the team.

RECOMMEND CHARACTERISTICS: +2 Perception [0].

ADVANTAGES: *High Manual Dexterity* [0].

SKILLS: Spend one point each on *Acrobatics* (DUE), *Carousing* (DUE), *Climbing* (DUE), *Escape* (DUE), *Flick* (DUE), *Forceful Entry* (DUE), *Shadowing* (DUE), and *Sight of Hand* (DUE). Spend two points on one weapon skill in one point each on two weapon skills.

WEAPON RECOMMENDATIONS: *Maine Gache*, using a long knife. Or two long knives.



STEVE JACKSON GAMES



The Crypt of Krysvuik

GBL0059S

ISBN: [978-1-950368-46-4](#)

MSRP \$22.49

Saddle-stitched Softcover; 40 pages; 8 oz

Not all sleeps peacefully in the Hunted Lands.

Generations ago, the warrior and berserker Krysvuik defended the small hamlet of Skalavik from the predations of marauding bandits and wild faerie. By might and stratagem, he built

Skalavik into one of the largest settlements in the Hunted Lands northwest of the Citadel at Norðvörn.

In time, he took the fight to all enemies ... even before they became "enemies." Wounded in the greatest battle Skalavik had seen, he put an end to the bandit threat. And then died.

Probably.

He left a rich, thriving, and stable town...and rumors of a vast treasure hidden in secret places. Rumors only fools chased after.

Now, as the Hunted Lands seem to wake up angry from a long slumber, adventurers once again seek the treasure of Krysvuik.

Maybe you can find it before others do...

Crypt of Krysvuik is designed to be played with four to six characters of roughly 125 points, built with Delvers to Grow.



Delvers to Grow: Fast Delvers

GBL0056S

ISBN: [978-1-950368-44-0](https://www.isbn-international.org/product/978-1-950368-44-0)

MSRP \$15.99

Saddle-stitched Softcover; 16 pages; 4 oz

Deadly archers, subtle thieves, flamboyant swashbucklers, and dedicated unarmed martial artists deliver death from the flanks. And they'll never see it coming.

Built with and expanding on the material presented in the Delvers to Grow core book, Fast Delvers provides examples of the four key professions as they mature from 62 to 187 points.

Use these examples as pre-generated characters, or as demonstrations of how to make your own modules and packages. It's not just examples, either: The book contains advice and extra traits and abilities to make your sneaks sneakier and your stabs stabbiest.

Fully compatible with the professional template system in Dungeon Fantasy Adventurers, Delvers to Grow: Fast Delvers lets players and GMs ease into the full breadth of capability that the professional delvers of the Dungeon Fantasy RPG bring to the table.

These examples are ready to fight right out of the box. Roll and Shout with Delvers to Grow: Fast Delvers.



FAST DELVERS

CHEYSAITRA

187-PT. MAJOR-BORN TARTAR ARCHER

Cheysaitra comes from sufficiently far away that the locals have never heard of the Monastery of the Golden Scale, whatever that is—and she doesn't seem to be in any hurry to return. In truth, her attitude about unearned martial arts made her rather independent, and after a thorough doubling of the hands (and feet) of the monastery's master, she left and vowed not to return until she had perfected the art of the Mado and could prove her superiority over her-handed fighting styles. Given her incredible natural talent—something she'll tell her companions about at any opportunity—she doesn't expect it to take long. In fact, she solemnly vows it will not!

ST	DX	IQ	HT
14	14	10	12
[141]	[101]	[111]	[111]
Damage: 10-12-4	Size: 000	Per: 000	Base Speed: 42.00
Stapp: 0	Per: 000	Per: 000	Base Time: 170
HP	14	7	14
FP	21	28	12
Parry	Dodge	Block	DR
12 (Palms)	9	8	3

3 (FIGHT) MIDDLE WEAPON

ADVANTAGES

- Dragon Skin [X] - Sharp Claws [X]
- Dragon's Breath [X] - Sharp Teeth [X]
- Dragon's Wings [X] - Smoking ST (Flame) [X]
- Elemental Resistance: 2 [X] - Tough Skin [X]
- Nonliving Member: 1 [X] - Trained by a Master [X]

DISADVANTAGES

- Compulsive Yearning [X]
- Disaffection of Faith of the Riverside [X]
- Greed [X] or Hoard [X]
- Obsession (Perfect step art at any cost) [X]
- Odious Personal Habit (Arrogant) [X]
- Overconfidence [X]
- Restricted Diet (Meat) [X]
- Social Ingroup (Monastery Group) [X]
- Stubbornness [X]
- Beliefs/ideas are all indiscriminately inclusive [X]
- Refuses to people by their full names all the time [X]
- Shows open disdain for unearned martial arts [X]
- Talks about herself to the third person [X]
- Talks out the names of attacks during combat, especially trademark names [X]

SKILLS

- Acrobatics [X]	- Mental Strength [X]
- Intuitive Science [X]	- Parry (Melee Weapons) [X]
- Innate Attack (Spear) [X]	- Pilgrimage [X]
- Juggling [X]	- Negotiate (up and/or out) [X]
- Kick [X]	- Stealth [X]
- Meditation [X]	- Tactics [X]

EQUIPMENT (187A, 42.47 140)

- Mail Dress (Stk, 1, 140)
- Shako (Stk, 1, 10)
- Scepter/Cane (Stk, 1, 10)
- Obsidian Naginata (Stk, 1, 10)
- Kilted Vest (Stk, 1, 10)
- Small Backpack (Stk, 1, 10)
- Tent, 1 (Stk, 1, 10)
- Trench (Stk, 1, 10)
- Wooden Staff (Stk, 1, 10)

HALFLING SCOUT

Iron-Baptist is a study in making skill through over strength and size. Even as a novice, he is ready to go with Bone-It, and it only gets better from there.

SKILL OVER STRENGTH?

With only 117 out of the gate, it takes a lot of money to buy good equipment (and a lot of special focus to get damage to "reasonable"). Despite the strong stats (include a total of 14 to the Bone ST), he can pull from both an often low and the strength perk, bringing his low to a not-useful 117. Weapon Master gives 14 per die, but won't see an increase in damage until the solidity event (or more like 117) although this isn't much different than any other cost, one of whom regularly sees bodybuilding competitors.

All of that together allows Iron-Baptist to launch normal arrows for 10-8 base damage, or fire once (1 C/Ar) 10-11. Targeting vital areas gets easier as he increases his skill, but will always be important.

The real cost is 117 in abnormal circumstances allowance. Even with the weight and DR allowances from Dexterity (Maximum 100), it's never going to be very expensive for what you get — and only perks against the most incidental damage.

Even so, 117 is light circumstance with the gear he carries into battle (10-10 lbs and 10 lbs on his person). The rest has to travel with him on his wheelbarrow or be placed on pack animals (or loaded around by a competent stevedore or barkeep), and with only up to 100 carrying capacity before being overwhelmed, picking up a more size volume will slow him down.

That's a rough place to be if you're a halfling with Kryptomancy. He would be perfect gear over time!

NOVICE SCOUT NOTES

Using the 0-point Halfling racial template means that Iron-Baptist gets the full allotment of points for an upgrade module. For an additional cost, he's reduced DR by one from the template's guidelines to instead purchase Luck and Absolute Discretion — two advantages that will serve him well as a novice adventurer.

While most events would see a long-term or composite bow, Iron-Baptist's low ST means when Iron-Baptist's bow is used, the weight side, arrows are cheap. He's able to afford to upgrade to 100 and 100 for a reasonable price. His other equipment purchases focus on making sure he'll never run out of arrows — he's even got a wheelbarrow to carry them all!

While he's got Weapon Master (100) to further improve damage, keep in mind that without Heavy Archer he has less rate of fire in one shot every two turns — and that only with a successful Fast Draw roll. Make sure he stays out of melee reach!

JOURNEYMEN SCOUT NOTES

Upgrading Dexterity means improves Iron-Baptist's non-combat skills, but the important part of the Scout II module is Heavy Archer, unlocking the ability to study and fire his bow in a single turn. With a phenomenal skill (and Weapon Master) further reducing his penalties, he should have an easy time aiming for vulnerable targets even if they're "all the way over there."

MINUTE SCOUT NOTES

The 10-point version of Iron-Baptist arrives hard in the "last" part of "last delver," upgrading DR and Bone Bone. While this doesn't do much to help his damage (and he may want to invest in Bone Arrow, a disarm weapon, or both), it means his Bone-It is a 10-10-10-10, which means he can target areas, think in armor (or target the vital with a head in armor) and be reasonably certain of a hit.

READING OR EYE CUR

Some adventurers are so skilled and lucky that they can work around even serious handicaps. For characters with both Weapon Master and Luck, the DM may allow them to reduce the Eye [1-10] to the further Features [1-10] in skills (treat this as *Structural Features* *Uncommon* 1-10), but without a supernatural origin (or paying 10 points). Characters of a solid physical background (DM's call) might even do the same with the Head [1-10] or a Wishing Leg [1-10] for 10 or 10 points, respectively, representing a hand or a leg (or the hand) is just as good as the wheel!

What this means is that Iron-Baptist's eye patch is just a quirk; he's so good at what he does that missing an eye doesn't bother him much, but it does make him stand out in a crowd!



STEVE JACKSON GAMES



ISBN: 978-1-950368-05-1

MSRP \$34.99

Smyth-sewn Softcover; 128 pages; 19.6 oz



The second edition of Hall of Judgment, with superior production values and new maps.

Hall of Judgment was the first adventure in the Nordlond Setting. It evokes a Nordic/Viking culture without requiring deep knowledge of Norse myth and legend.

- A micro-setting and scenario for the *Dungeon Fantasy Roleplaying Game* (Powered by *GURPS*)
- Non-linear adventure for 4-6 250-point characters.
- Trek through cold, harsh mountains, facing dangerous faerie, and searching for a lost holy place, and the priceless relics within.
- Visit the town of Isfjall, a base for further adventures. Journey through the wilderness, with random encounter tables, weather hazards, and other difficulties that arise when nature itself rises against you.
- Adventuring locations include the Lögheimli Ruins, the Hall of Judgment itself, and several faerie warrens
- Each of 30 monsters that may be encountered in the scenario has stats and combat tactics provided.
- Sixteen 250-point pre-generated characters to jump right into play.

Will you unlock the secret of the Hall of Judgment?

This supplement is for use with the Dungeon Fantasy RPG boxed set.



Citadel at Norðvörn

GBL0007S

ISBN: [978-1-950368-01-3](#)

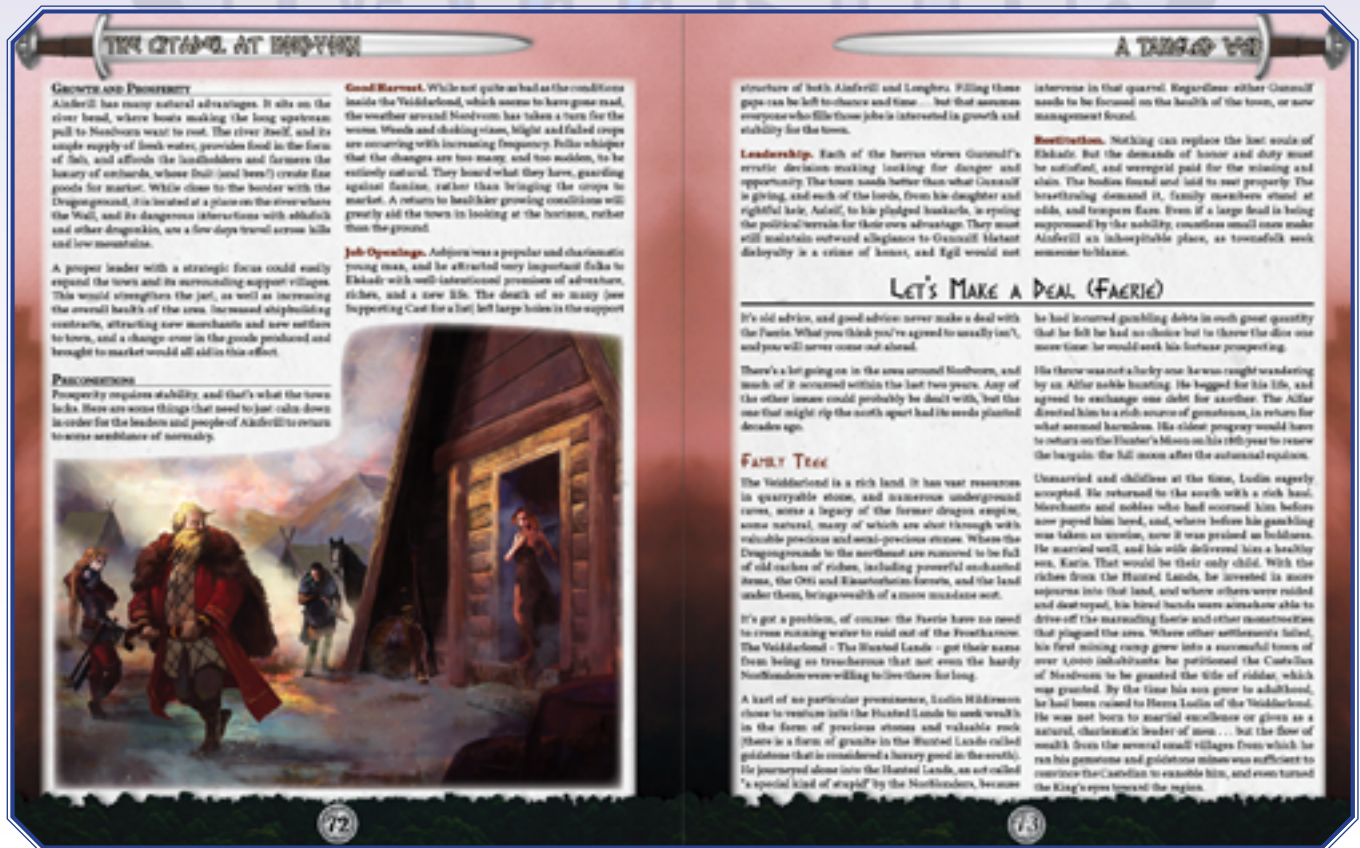
MSRP \$34.99

Smyth-sewn Softcover; 128 pages; 19.6 oz

Inside you will find:

- Norðvörn. Key locations in the city, including the keep and lower town. A detailed city map. Information on law, guilds, religion, and things to buy and sell. Also a list of festivals: an excellent introduction to the city and culture.
- Löngbrú. A staging point and clearinghouse for adventure and treasure with everything required to make a good start on killing monsters and taking their stuff.
- Áinfernill. A town in crisis. The jarl's son Asbjörn and his wife have been killed and presumed eaten by the dragonkin. Like any good story, it's all about a girl: Ylsa Elðhar. A feud, a mystery, and a revelation that may set the whole of the Hunted Lands aflame.
- Other Villages. The space between the larger settlements is not empty. Several sample villages, plus a village generation system, keep journeys from place to place from being boring.
- Supporting Cast. Meet the Castellan of Norðvörn and his wife. Learn the secret histories of the jarls. Minor Wardens, powerful nobles, and influential clerics, The Citadel at Norðvörn has you covered.
- Bestiary. A short list of important creatures to be fought and dealt with, including details on the eðlufolk and gangaeðla: the minor dragonkin.

This supplement is for use with the Dungeon Fantasy RPG boxed set.



STEVE JACKSON GAMES



ISBN: 978-1-950368-23-5

MSRP \$33.99

Smyth-sewn Softcover; 112 pages; 16.2 oz



A dragon has come again to Rosgarth Castle.

In the Norse-inspired realm of Norðlond, 100 miles south of Rosgarth, signs and portents, rumors, and reports all say the same thing: If brave thegns do not stop the threat of the dragons of Rosgarth, a new Ragnarök threatens.

Inside The Dragons of Rosgarth, find:

- Járngarðr, a city dominated by metalworking and crafting. Lovingly detailed with complete maps.
- Capabilities, back-story, and motivations of all the major players
- Encounters to spice up the 100 mile journey from Járngarðr to Rosgarth
- Multiple paths to victory...and defeat
- Over 20 new creatures in the Bestiary. Including dinosaurs. Everything is better with dinosaurs.

Can the players end the threat of the Dragons of Rosgarth?

This supplement is for use with the Dungeon Fantasy RPG boxed set



Forest's End

GBL0024S

ISBN: [978-1-950368-21-1](#)

MSRP \$30.99

Smyth-sewn Softcover; 96 pages; 14.1 oz

What's in the Book

- Introduction. A brief history of the new settlement of Skógurenda (Forest's End) and its leaders.
- History. Forest's End's past holds the key to its future.
- Skógurenda. A glorious map by Glynn Seal, details on the important structures, people, and points of interest. And Taxes.
- People, Place, and Threats. Dragons, faerie, outlanders and outlaws surrounding the town. Weather and climate to make environmental hazards legitimate.
- Cavern of Blood. A murderous Autumn Faerie is spreading death and mayhem. Can you survive the Cavern of Blood?
- The Revelry Begins. The party begins, but dragonkin gate-crashers and demon cultists are planning to drop by as well!
- Vault of Vaesukir. Vast treasure and grave dangers lie in wait in the vaults of Vaesukir the Collector.
- Bestiary. From man-eating dragonkin to elder things from beyond Yggdrasil, there's something to eat the most stalwart heart.

This supplement is for use with the Dungeon Fantasy RPG boxed set



STEVE
JACKSON
GAMES



ISBN: 978-1-950368-19-8

MSRP \$12.99

Saddle-stitched Softcover; 16 pages; 4 oz

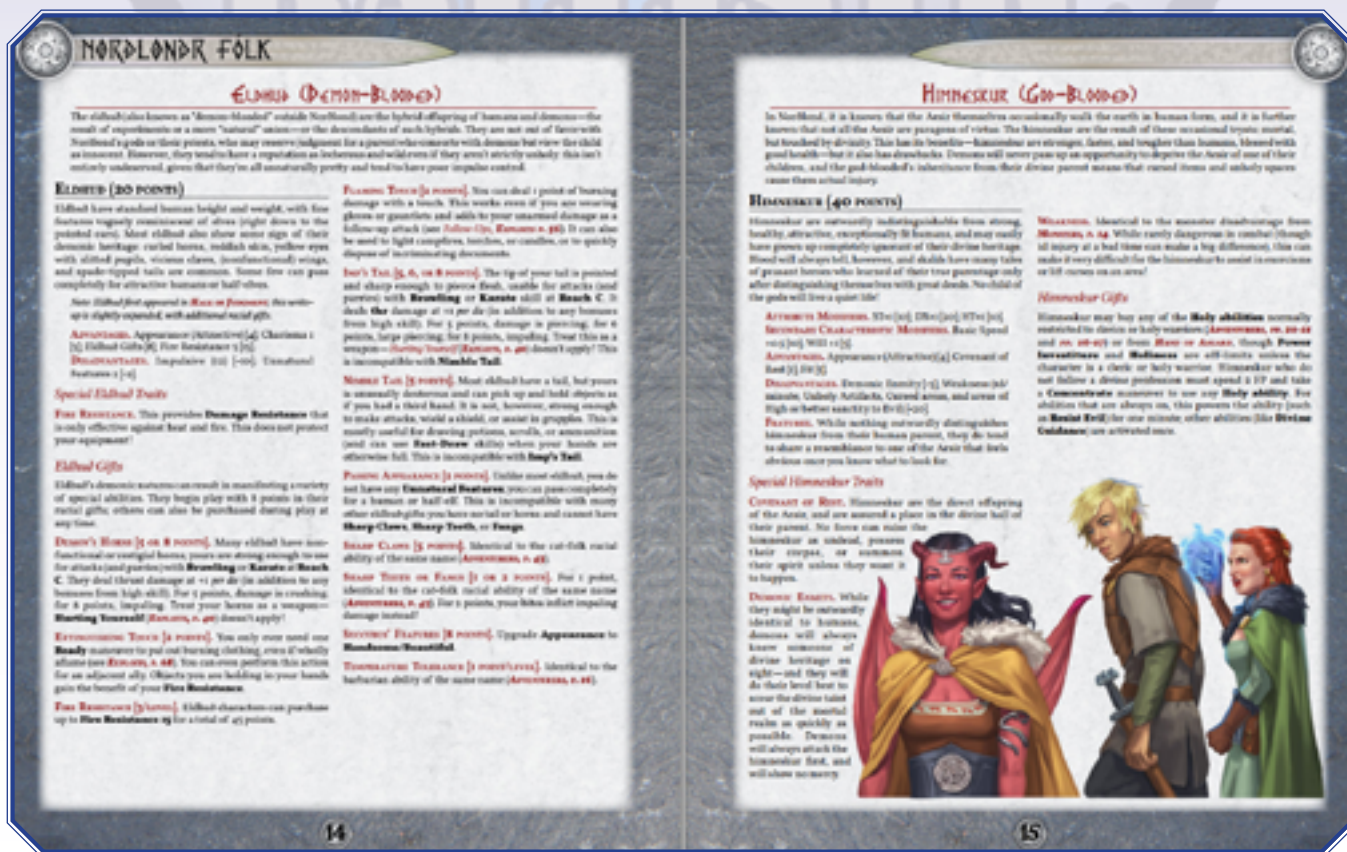


Wondrous variety

Inside Norðlonðr Fólk, find a whole new world of playable races for your character!

- 16 templates to supplement and enhance those from Dungeon Fantasy Adventurers.
- Alternate versions of elves, dwarves, and other races specific to the Norðlonð cosmology.
- Honor your gods: Take on the visage and abilities of their totem animal.
- Become one of the many hybrid races walking Norðlonð: the half-demon eldhuð, dragon-blooded, and more.

This supplement is for use with the Dungeon Fantasy RPG boxed set



Hand of Asgard

GBL0026S

ISBN: [978-1-950368-17-4](https://www.isbn-international.org/product/978-1-950368-17-4)

MSRP \$12.99

Saddle-stitched Softcover; 16 pages; 4 oz

Sword and Shepherd

The Gods of Norðlond are not distant and remote. They walk the land and influence the daily lives of the people.

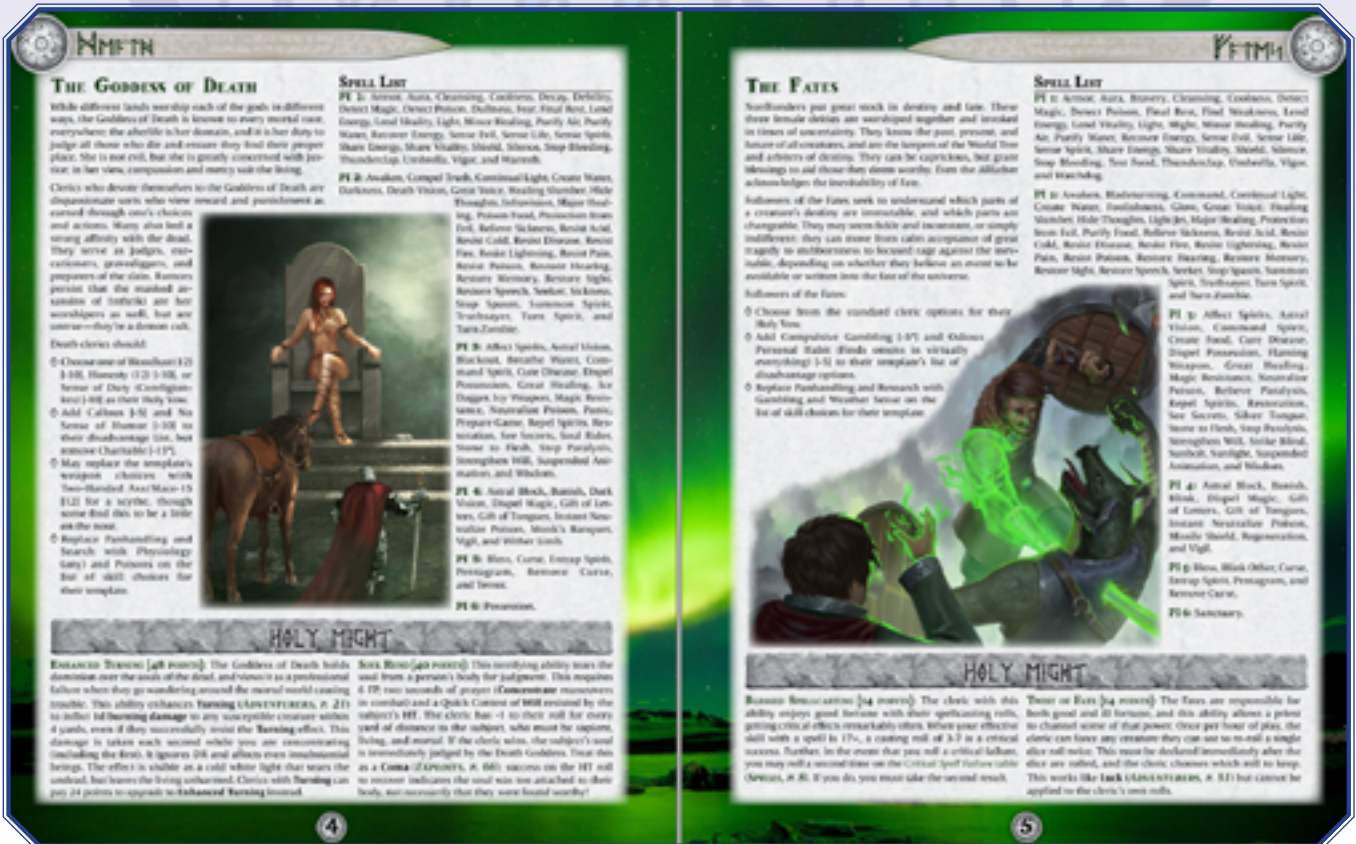
Their disciples—priests of the Allfather, the Lady of Life, the Trickster, the Lord of Warding, and all the Aesir—guard and guide their brothers and sisters. They are the sword and shield of the gods.

The Hand of Asgard.

Within the book, find:

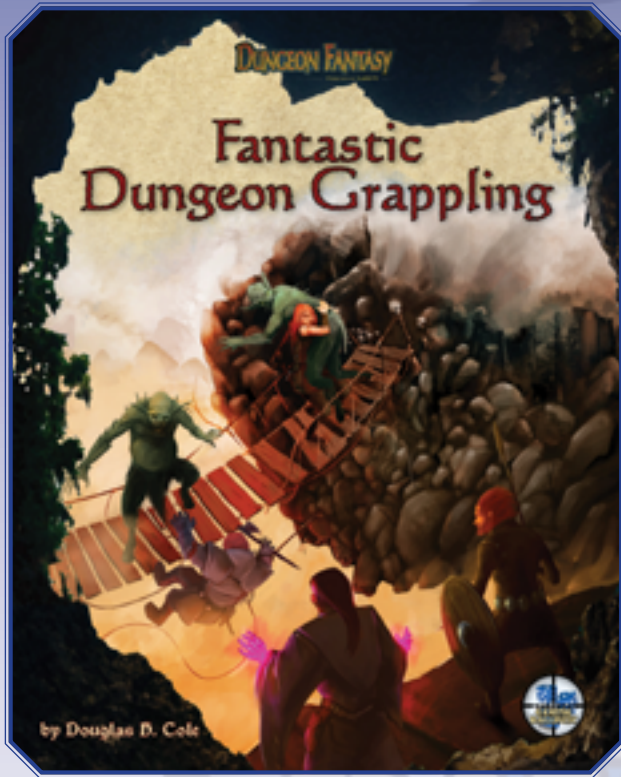
- Customized cleric templates for the Dungeon Fantasy RPG, one for each of the Aesir
- Suggestions for modifying the holy warrior traits to better suit each god, whether they serve the Queen of the World, the Lawgiver, or the Snow Queen
- More than 20 new Holy Might powers, available to any cleric or holy warrior
- A guide to the major festivals celebrated during the Norðlond year, honoring each of the Lords of Asgard

This supplement is for use with the Dungeon Fantasy RPG boxed set



STEVE JACKSON GAMES





Fantastic Dungeon Grappling takes the “attack roll, defense roll, damage roll” basic play of Powered by **GURPS** and makes it work for grappling as well. A new simplified tracking mechanism – tested over years of play – keeps this fast and light at the table.

This 8-page booklet in 8x10 format takes the more complicated concepts from **GURPS** Martial Arts: Technical Grappling and distills them through years of play experience into something easily comprehended and managed at the game table.

These brief, streamlined rules include

- Attacks and defenses
- Actions after a grapple
- Grappling by monsters and magic
- Simple mechanics to cause pain, swallow people whole, or beat a guy with another guy

Fast. Fun. Versatile. Grappling has always been part of combat; now it can be an exciting part of your game without table-flipping rage. It's, well . . . Fantastic.

This supplement is for use with the Dungeon Fantasy RPG boxed set; it is included in the Dungeon Fantasy Boxed set *reprint*.



Character Collection I – Experienced Adventurers

GBL0036S

ISBN: [978-1-950368-33-4](https://www.isbn-international.org/product/978-1-950368-33-4)

MSRP \$7.99

Saddle-stitched Softcover; 8 pages; 2.7 oz

Gaming Ballistic is pleased to present the first in a series of supplemental material for Steve Jackson Games' *The Fantasy Trip*.

Character Collections 1 – Experienced Adventurers presents twenty capable individuals to help make your The Fantasy Trip campaign come alive.

- Warriors, merchants, burglars, scouts, and spies. Plus the occasional village lout.
- Characters ranging from 33–41 points
- Enough background to provide personality and motivation; plenty of room to tailor them to any campaign.

Grab them for foes in a random encounter, as hirelings for a pressing need, or as a replacement character when the dice just don't go your way!



Experienced Adventurers

The following list is a pre-generated set of adventurers for use whenever a situation calls for one or more *mundane*—but seasoned—adventurers. They have been provided with arms, armor, and an appropriate list of Talents. Extra equipment, treasure, or fine and magical gear can be added to taste, especially to complement Talents someone with *Charming Talent* would probably have used. In some cases (particularly those with *Weapon Expertise* or *Mastery*), it is assumed that a skilled user of a weapon will have obtained it by purchase or as spoils of war-quality armament. A personality and brief sketch of history or back-story for each entry provides guidance available for using the character in play. Of course, GMs should tweak them to their own needs!

AVARIAL ZORIN

33-point human Jacobite, age 33
Always looking for a grievance, *Avarial* is obnoxious and servile in the presence of his acknowledged betters, but surprisingly generous with friends and even strangers. He is always blaming others and looking for the one big score to set him apart.

ST 13, DX 9, IQ 11, MA 10

Talents (8): Carousing, Climbing, Handiness, Shield, Swimming, Sword

Languages: Common, Extra Language

Weapons: Shortsword (2d-1), Dagger (1d-1)

Armor: Small shield (steps 1 hit)

BLATH HINGGAZE

33-point human pedler, age 23
Wherever she goes, *Blath* is always whining, bawling, or singing. It's a real shame she doesn't have much talent for it, or else she'd have made a worthy haul in constant motion and always talking. She is jealous of those who have more than she does. Mostly a merchant, plying the trade route between two or three major towns, she takes on the occasional odd job as an adventurer.

ST 10, DX 13, IQ 12, MA 10

Talents (8): Area Knowledge, Business Sense, Literacy, Recognize Value, Streetwise, Sward

Languages: Common, Thieves' Argot, Extra Language

Weapons: Saber (1d-2), Dagger (1d-1)

Armor: none

EBERA MICALDRE

35-point human burglar, age 39
Dressed always in muted shades of gray and brown, a metaphorical redoubt hovers over *Ebera* wherever she travels. An experienced thief and second-story operator, she has never met a dangerous job she didn't like, and is suspicious of everyone and everything. She carefully works through the angles of any situation before carrying a plan...and still takes risks most would avoid. The hammer she uses in combat is a quality tool as well as a quality weapon (1+1 to D20).

ST 10, DX 12 (D1), IQ 13, MA 10

Talents (12): Alertness, Area Knowledge, Detect Traps, Knife, Locksmith, Pickpocket, Recognize Value, Silent Movement, Streetwise

Languages: Common, Thieves' Argot

Weapons: Five hammers (1d+1, +1 to D20), Dagger (1d-1)

Armor: Cloth armor (steps 1 hit)

Character Notes

These characters are all "mundane," in that one has only skills that require specific training. They are *not* magical in nature, and do not possess any of the special abilities of Talents such as *Charming*, *Charm*, *Illusion*, or *Teleportation*. The color of skin and hair is provided for the sake of ease.

When Area Knowledge is given Language as listed, the GM may choose a quality appropriate to the campaign—some Area Knowledge specialists in their domains have it in such an odd ball state, such as, *music*, and *history*.

The *1d20* listed in parentheses after the primary one indicates the *armor* value, as well as *skill* or *weapon* used. It also can mean the *armor* value.

The character *Blath* has a Ring of +1 to DX, but listed as *1d20*.

GILDETH MARIN

39-point human sea captain, age 38

The captain of the trading vessel *Sylph*, *Gildeth* never met a deal he actually liked. Despite being convinced that each commercial venture will end in utter ruin for him, he has nonetheless plied the oceans as first a crewman, and later an officer, of several trading vessels before purchasing his own, seemingly argumentative in the extreme. His overly businesslike nature conceals a shrewd and perceptive negotiator. He needs waste and needs from his potential clients based on how they react to his outrageous sales. Always on the lookout for a new venture...but he thinks this one will probably fail. He always thinks that.

ST 11, DX 12 (D1), IQ 12, MA 10

Talents (12): Area Knowledge (sea routes), Boating, Bow, Captain, Diplomacy, Seamanship, Swimming, Sward

Languages: Common

Weapons: Longbow (1d+2), shortsword (2d-1), dagger (1d-1)

Armor: Cloth armor (steps 1 hit)

HINDE MADDOCK

35-point human chieftain, age 38

Always at the head of any situation, *Hinde* usually looks to resolve situations through negotiation rather than violence. This was a hard-learned lesson on the violent streets of the city she called home. A crippling injury left her less mobile than any fighter should be. Focused and clear-headed, she provides direction on and off the field.

Hinde is always accompanied by at least one, if not several, strong-armed companions in any situation that might turn violent. She's a planner, but with only DX 8, not a great fighter.

ST 14, DX 8, IQ 13, MA 10

Talents (12): Alertness, Area Knowledge, Bow, Charisma, Diplomacy, Horsemanship, Hypnotic, Tactics

Languages: Common

Weapons: Longbow (1d+2)

Armor: none

HAF SICKLER

35-point human mercenary teacher, age 24

An itinerant mercenary and expert archer, *Haf* has been around the block more than once despite his youth—he will grow quite formidable if he lives to middle age! His niche is precision bow work, at *adjDX 15*; he is also at home in a fighting line, where he straps on his shield and fights at *adjDX 11*.

He is surprisingly well-spoken for one of limited education, but is an enthusiastic combatant. He is well aware of self-interest, he is cynical about both his own motivations as well as those of whenever he is serving of the time. Everyone is looking for something, both stated and unstated.

ST 12, DX 14 (D1), IQ 9, MA 8

Talents (8): Bow, Missile Weapons III, Shield, Sward

Languages: Common

Weapons: Longbow (1d+2), broadsword (2d), dagger (1d-1)

Armor: Leather armor (steps 2 hit); large shield (steps 2 hit); stowed when using bow giving *adjDX 12*



The Fantasy Trip™

STEVE JACKSON GAMES





ISBN: [978-1-950368-38-9](https://www.amazon.com/dp/9781950368389)

MSRP \$9.99

Saddle-stitched Softcover; 12 pages; 3.3 oz

Every story has a beginning. This second Character Collection volume contains 40 starting characters for Steve Jackson Games' The Fantasy Trip.

Rookies all have one thing in common: inexperience.

- Characters range from 30–33 points
- Some are worthy town-folk, some not so worthy. Maybe they're about to embark on a (short?) life of wandering, violence, and looting.
- Each Rookie has enough background to provide personality and motivation, but with plenty of room to tailor them to any campaign.

Grab them for foes in a random encounter, as hirelings for a pressing need, or as starting characters... they may not be mighty yet, but you have to start somewhere!



Rookies

Everyone has to start somewhere. In *The Fantasy Trip*, that starting point is usually a 32-point hero or wizard—just enough to be a cut above average in one or two places. These sample characters vary from between 30–33 points, and represent someone just at the start of their adventuring journey.

They could be a young person infatuated with wanderlust, a mercenary or soldier on their first campaign, or a farmer's child, about to make their own special destiny.

Using This Book

Rookies contains 40 starting characters ranging from 30–33 points. Players looking for a quick start can grab one and start playing, perhaps with slight modifications.

For the GM, these characters make good hirelings for experienced adventurers, or companions (or thralls) for less well-seasoned heroes.

DX and MA: The *adjDX* in parenthesis accounts for armor but not weapon quality. Each Rookie is assumed to have the usual \$1,000 for gear.

Options: If a stat line is missing, assume a character speaks Common if a **Language** is not listed. If the **Armor** line is missing, they are wearing regular clothing. If the **Spells** tag is absent, they are always considered a hero for the purposes of spending **SP** points on Talents. A very few of the characters know a spell or two but are otherwise heroes; these are noted.

Handicaps: Some characters are given Handicaps, from *The Fantasy Trip Companion*, no *spell*. These give back points, in exchange for some facility.

DX and MA: The values in parenthesis for DX and MA include the effects of armor and commonly carried shields or defensive weaponry. If the character can choose between several options, that must be accounted for in play. Example: A character capable of using a large shield or two weapons does not show their DX reduced by -1 for the shield, since they may choose to wield two weapons instead.

HISTORY AND MOTIVATION

Each starting adventurer is provided with a short background. It provides some descriptive elements, usually including what motivates this individual to want to seek out the life of a wandering dungeon dweller or explorer for hire. Many characters are given one or more "mundane" talents, by virtue of their background. Everyone has a past; some might be more adventuring-*useful* than others, but everyone has one.

AELAS

32 point marine sailor

He was a bright young lad expected to inherit his family's business raising leers for meat and honey. Instead, he ran away from home to be an explorer. Signing on with a vessel bound for who-knows-where, his first trip to the docks saw him impressed into service with the ocean's navy. He welcomed it, and rapidly found himself a ship's marine engaged in boarding actions. He learned to fight, to sail, and the beginnings of leadership.

Aelas must decide whether to return to the sea, or embrace a new path in life.

ST 9, DX 11 (10), **SP 12, MA 10**

Talents: Axe/Mace, Bookkeeper, Draining, Climbing, Seamanship, Swimming, Sword, Tactics, Two Weapons

Weapons: Hatchet (1d), rapier (1d), dagger (1d-1)

Armor: Cloth armor (steps 1 hit)



BILL

32 point leech leecher

Famine, drought, fire, loss. All natural disasters, but brutal nonetheless. His family—once wealthy leechers with the patent of petty nobility to go with it—were struck down when a wanderer brought plague into their town. No priest, no physician nor wizard was able to save them.

Taking what he could scrounge after being forced to leave his own dwelling to the ground to stop the disease, he is now looking to find again what he lost: family, wealth, honor, and a home.

For now, the sword and the road are his allies.

ST 10, DX 11, **SP 11, MA 10**

Talents: Business Sense, Carousing, Charisma, Handyman, Knife, Literacy, Sword, Unarmed Combat II

Weapons: Fine (x1 DQ) saber (2d-2), fine dagger (1d), pouch (1d-1), kick (1d)

Equipment: Upper-class clothing



BRANDIK

32 point young wizard

Always traveling from place to place, Brandik was going beside his parents' merchant caravan as a guard and looking nearly as soon as he could walk.

He doesn't quite understand how he can make certain things happen, as his conversations with wisely folk see him. It makes him more than a touch odd, given to rambling strings of conversation laced through with surprisingly perceptive comments about the surrounding world.

With experience, he might grow into a real wizard. Fortunately, he is young enough to have a future in it with study and tutelage.

ST 11, DX 11 (8), **SP 10, MA 10 (8)**

Talents: Detect Life, Pole Weapons, Shield

Spells: Detect Life, Deep Weapon

Weapons: Silver-tip spear (1d/1d+1)

Armor: Leather armor (steps 2 hits), small wooden shield (steps 1 hit)



CEZZI

32 point cautious hunter

No-doubt, Cezz makes up for being a bit less nimble than average by knowing every fold and hide in the lands around her home. She's a skilled tracker and preferred archer, and brings home more game than most.

She lives at home with her mother, the village sorceress, who occasionally uses her as a voluntary mana battery when there's good work to be done. She wonders if there's more to life than what she's currently doing.

It would not take more than a gentle nudge to see her serve as a scout for a military company or a group of courageous explorers.

ST 14, DX 9, **SP 10, MA 10**

Talents: Area Knowledge, Bow, Cook, Knife, Missile Weapons <3, Tracking

Weapons: Longbow (1d-2), dagger (1d-1)



Character Collection 3 – Bandits and Outlaws

GBL0038S

ISBN: [978-1-950368-36-5](https://www.isbn-international.org/product/978-1-950368-36-5)

MSRP \$12.99

Saddle-stitched Softcover; 20 pages; 4.7 oz

Not all endings are happy. Some people—by desperate need or foul choice—live by preying on others.

- Character Collection 3 contains 72 characters for The Fantasy Trip
- Each has their own ulterior or nefarious motives.
- Featuring individuals ranging from 30-38 points
- Brigands listed by type and background
- Some are true outcasts; others conniving townsmen.
- A full dozen are an organized squad of heavily armed soldiers, freelancing in their own special way.

Each has personality and motivation. Tailor them for your campaign or grab them for foes in a random encounter.



Bandits and Outlaws

Bandits are a staple of roleplaying games, and sometimes, you just need a conflict where the monsters are of the human (or humanoid) variety. Most bandits are not Robin Hood. They do not rob from the rich and give to the poor. Instead they rob, steal, murder, plunder, and pillage their way through the world, living as parasites and predators on civilized society. They raid merchant caravans, sack undefended towns, and kill and pillage working villages.

Why BANDITS?

Not all are living the bandit life by dint of force and the desire to impose pain and suffering on others. Some were under such dire straits that they were forced into banditry, while others were made outcast for real or imagined crimes. Some may dream of rejoining regular society, while others enjoy the power and thrill of predation. Still others plunder when necessary, and then try and legitimize the circumstances that made them sink to that level.

HISTORY AND MOTIVATION

Each bandit is provided with a short background. It provides some descriptive elements, but also what motivates that particular outlaw. It may be the thrill of violence, the desire to belong to a particular group, fame and glory, or just looking to score some cash.

Using This Book

BANDITS AND OUTLAWS contains several groups of NPCs, collected by background. A gang might consist of a mix of types; others might be a squad of troops that have deserted a regular military unit like **Heavy Armed** section presents one such squad.

Flash out an encounter that calls for bandits by ganking them to see how. If a more thematic assortment is required, peruse the descriptions for common elements.

Some of these bandits have a point or so more in Talents than their IQ allows. This assumes some adventuring experience and isn't found on characters of fewer than 24 points. **Outlaw:** A bandit speaks **Common** if **Language** is not listed. If missing the **Arms**, they wear regular clothing. **Area Knowledge** specialties are blank to allow customization.

Discontented

This category of bandits is reserved for those who started life wanting to be something...and either failed or were never satisfied with their station. Many would-be wizards or priests wind up here, bitter or desperate after chasing a dream or a vocation only to find out they don't have the ability, the perseverance, or the connections to make good. Either that, or they found they could do better taking from others rather than giving. Still others wandered from role to role until desperation or some other force caused them to prey on their fellows.

Dubler

32-point thief

Eager for money, willing to work that hard to get it. Left his apprenticeship as a joiner and joined a cult which was a front for the slave trade. Mostly was on guard duty looking intimidating. Too deliberate to be a great fighter, but strong and clever; makes an able assistant to a bandit leader. Dubler loves music of all kinds, and if given the opportunity spends hours in town listening to horns, or on the streets patronizing bards.

ST 12, DX 5, IQ 12, MA 10

Talents: Axe/Mace, Joints, Knife, Priest, Recognize Value, Sword, Whip

Spells: None

Weapons: Broadsword (2d), Club (1d+1), Whip (1d-1)



Finch

30-point crafty assistant

It's tough to be a magician's apprentice without a single drop of magical ability. Wanting to be a mage so badly, and to come up so short. Still, his master used him well...as a mana battery. Frenzied and a touch mad, he finds work as a handyman, hunter, or farmhand as he can. He makes off with valuables if he can...but only after his work is done. As a result he drifts from town to town.

ST 12, DX 9, IQ 9, MA 10

Talents: Axe/Mace, Cross, Farrow, Handyman, Knife, Silent Movement

Language: Common, Secretive Tongue

Weapons: Cross (1d-2), war axe (2d)



Flash

30-point escaped debtor

Determined and ambitious, Flash was a successful merchant, once. A brutal run of bad luck for poor judgment of risk led her to be indentured as a debtor. No way. She murdered her contract holder and seeks rough justice herself to become a merchant prisoner once again. Her brush with servitude has left her absolutely ruthless, determined to never be beholden to another for survival.

ST 10, DX 11 (10), IQ 14, MA 10

Talents: Axes/Valks, Bow, Business Sense, Charisma, Missile Weapons

Language: Common, Thieves' Argot

Weapons: Horse bow (1d), pike (1d-1), stick (1d+2)

Arms: Cloth armor (leaps 1 hit)



Alibi

33-point outcast noblewoman

A noble's daughter, carefully prepared for a wealthy marriage at court...until her parents' scandal ruined her prospects. She seeks to restore her good name, her wealth, and her position, and will not be satisfied until some noble's son begs for her hand on his knees. Either passion or fear will do nicely. She'll kill, rob, and steal from whomver she must to achieve her goals. Nobility can be won...or bought.

ST 10, DX 12, IQ 11, MA 10

Talents: Bow, Courty Graces, Discreet, Espionage, Horsemanship, Library

Weapons: Unarmed Combat II

Weapons: Horse bow (1d), bow (41 DR) saber (2d-2)



Bandits and Outlaws

The Fantasy Trip™

STEVE JACKSON GAMES



Ironskull Castle

GBL0011S

ISBN: [978-1-950368-08-2](#)

MSRP \$11.99

Saddle-stitched Softcover; 16 pages; 4 oz

Visit Ironskull Castle, the headquarters of Lady Raelle Ironskull, mercenary warlord turned magical arms dealer, mistress of Eldritch Arms. Is Lady Ironskull really planning to march forth with an undead army at her back? Stop her (or join her!)

The book includes

- An entire castle filled with nasty surprises, strange magic items, and detailed NPCs.
- Advice on using Lady Raelle and the Ironskulls as a long-term threat that can spawn multiple follow-ups. (She's read the Evil Overlord manual.)
- Contains 42 print-them-yourself tokens for monsters and NPCs appearing in the adventure (in black-and-white).

This adventure is for use with Steve Jackson Games' The Fantasy Trip—In the Labyrinth, published under license by Gaming Ballistic, LLC.



B. WALL AND TOWERS

The wall is 30' high and 12" thick. A walkway and battlements run inside, stairs at each tower lead to the courtyard. At each corner, stairs lead to a small watchtower. Each tower has arrow slits in the walls, and steps leading to a wooden-slat fighting platform at the tower top. Doors open onto the battlements anytime a wall intersects a tower.

In each battlement tower land above the gatehouse is an **Ironskull Sergeant**, commanding five **skirmish archers**. At night, towers and walls glow from lantern lights to avoid spying visitors. They've measured the battlement and tower paths. Sergeants change shift every four hours (see **Ironskull** changing **watch-rings** to transfer control). At shift change there are three briefly two sergeants at each station before one returns to the barracks.

A horn is blown once each if mounting the stairs is needed. Guards shoot hostile approaching within 50 yards, or who penetrate into the courtyard without an invitation. Decisions only to notice against intruders who break through the gate. If a major attack develops against only one sector (e.g., the west and gate) with no other horn spotted, some squads come down an reinforcement.

Towers and gatehouse each have 211 arrows, a barrel of water, a chamber pot, a bucket of sand, and hand-drapes.

If horses are mounted, half the **guards** (or **WC**) mount down as reinforcements.

Ironskull Sergeants

Human soldiers.

ST 12, DX 14 (11), IQ 9, MA 10 (9).

Talents: Athletics, Pole Weapons, Shield, Sword, Unarmed Combat I.

Language: Human tongue.

Weapons: Broadsword (enchanted for +1 damage), dagger.

Armor: Chainmail (enchanted, stops 4 hits); small shield (enchanted, stops 3 hits).

Equipment: Red with shielded (light spell) horn. Ironskull (empty) satchels, liquid and wall paint: Pig-pen, Tagon, Groth, Crank, and four others.



© Ironskull Castle

C. STABLES AND GOAT SEED

The stables hold up to 10 mounts, two riding horses are presently stabled here.

A stall in one corner contains a bloodstained mat of straw on the floor, some goat dung, and a sheep-buncher's knife (hanging from a wall hook). A belly goat is munching some forage. A ladder up to a loft has extra sleeping space.

The goat is a magic item stolen from a pastoral cult. **Endless Goat**: This black goat looks, acts, and tastes like a domesticated belly goat, save for sad yellow eyes which glow in the dark. ST 9, DX 12, IQ 4 and MA 11, like for 1d-2. It regenerates 1 hit/turn, blowing stops in seconds. Lost limbs regrow in minutes. Unless utterly destroyed, meat can be carved off it on a regular basis. Offspring steal and stiffborn. Each equine it must eat a fresh human heart, or turn to stone until bathed in the blood of 13 humans. Used by the castle for meat.

D. BARRACKS

Inside are 10 beds, each with a chest for personal gear (spare clothes, coins, trophies worth 320-120).

There's a noisy and a noisy room with a card table and stools, a small cubbyhole serves as the sergeant's office with chairs and a worktable.

Six off-duty sergeants are here; at any time, half are awake, the other half sleeping. One is always on guard in the office. They change shifts every 8 hours, relieving the sergeants at A-B. Should an alarm sound, they'll take five seconds to get ready, then deploy to each tower and the gate to give each post a second human sergeant, or if impossible, reinforce the nearest threatened area.

E. STOREHOUSE

This contains barrels holding food (100 man-days of trail rations, jerky, flour, etc.) and water, as well as stacked stacks of rope, nails, lumber, gardening tools, cloth, best leather, tunic, stoles, and furs.



© Ironskull Castle

F. LAUNDRY

Basin are tubs of water and wringers for cleaning clothes (spare, ready), brooms, and racks, often holding dirty or drying clothes of the castle's denizens. During the early morning hours **Beldonna** and her **housemaid** (see L) are working here. At rear is the raised stone well. If it is not raising, during the day laundry is strung on a line to the **Barracks** to dry.

Well: A lid covers this well, which draws from a spring and large cisterns of underground.

Just outside the laundry is a small herb garden.

G. INNER GATE

Two portcullis secure the keep's entrance. Their stations are otherwise the same as the portcullis at A, save the witch mechanism is on the keep's second floor (E). By day, both are open. At night, or within two turns of any alarm, guards at N drop them. The torches inside are lit to allow guards at N and L to see foes. If a small number of intruders are attacking, the guards may open the outer portcullis briefly, only to slam it shut and trap intruders. The crystal window provides a view of 1 level in **hazards**, and the ceiling murder hole (N) to spot if looking up, otherwise (E) allows N's occupants to drop **alms** or **ordinals** on intruders.

GI. PORTHOLE GATE

The porthole gate is concealed (14/IQ) to spot if crawling (see A); otherwise as GI, but without a window or murder hole.

H. GOAT MALL

This spacious hall is furnished with a large elevated head table, behind which sits a throne-like chair for Raelle, and benches for as many as 40 guests and retainers around four rectangular tables (that may well make the room feel crowded). On cold days or evenings a fire crackles away in an ornate stone hearth. Shields hang from the walls, displaying the Ironskull sigil.

At noon and the hour before sunset the hall is used for meals. **Beldonna** and her **housemaid** (see D) serve **Raelle**, two **Ironskull Sergeants**, **Gotha**, and any guests. Raelle hosts the Ironskull's memory. Gotha plays his harp, and dinner conversation turns to news from guests, war stories, local politics, intercity tales, or business. The sergeants eat at the head table on a rotation.

I. KITCHEN

It's equipped with kitchen tables, fireplace, ovens, shelves, and washing tubs. The kitchen stables hold pots, pans, and stoneware. If not inspected for hours, a cabinet stores a silver and pewter dinner service (20 lbs. 8000).

In the hours before lunch or supper, **Beldonna** and her **housemaid** cook. A slow pot bubbles away, goat meat steaks on a spit, and bread or pie bake in the ovens, with smoke-warring stoves. **Beldonna** is present in the kitchen for most of the day, supervising chores, making snacks for the **household** or **sergeants**, studying a recipe or potting book, or practicing herbs fighting with her meats.

At night or early morning, the kitchen is empty. **Beldonna** and her maids attend Raelle at night; in early mornings, they're doing laundry or cleaning around the castle.

Beldonna

Human bodyguard, cook, maid, and vampire slayer.

ST 9, DX 15, IQ 14, MA 10.

Talents: Acrobatics, Alchemy, Chemistry, Cook, Courly Grace, Housewifery, Knife, Silver Movement, Sho-Ken, Thrown Weapons.

Language: Human tongue.

Armor: Stone Flesh (4 hit).

Weapons: Three daggers (one coated with **weapon poison**; four six-fen (secreted around body, all coated with **weapon poison**; three silver staves (no daggers)).

Equipment: Fancy maid's uniform; half pouch with **Double gem**; talismen pocket in sash (14/IQ if searched) with **Gem of Myndless Summoning**; magic key (see **Key** spell) in belt; pocket with vital holding (see **Magie Rainstorm** drops).

The former maid and bodyguard of Tethys, who accepted Raelle's offer to join the Ironskull after seeking her mistress and Lord Blackbird intently at their ancient, chastely bearing devotion upon returning to the Duke's court, she gratefully accepted Raelle's offer to accept her service, and is devoted to her new employer. She's an able housekeeper, also skilled in poisons and antidotes. Owing to the small number of living souls in Ironskull, her cooking duties tend to be light. She supervises the ancient housemaids, who do housework at her direction. She also acts as Raelle's lady in waiting, looking after her mistress and ensuring she runs properly. Raelle also employs her domestic skills to reinforce troublesome or sullen guests. She has a friendly relationship with the housemaids, who are observant should anything be less than perfect.

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The Fantasy Trip™

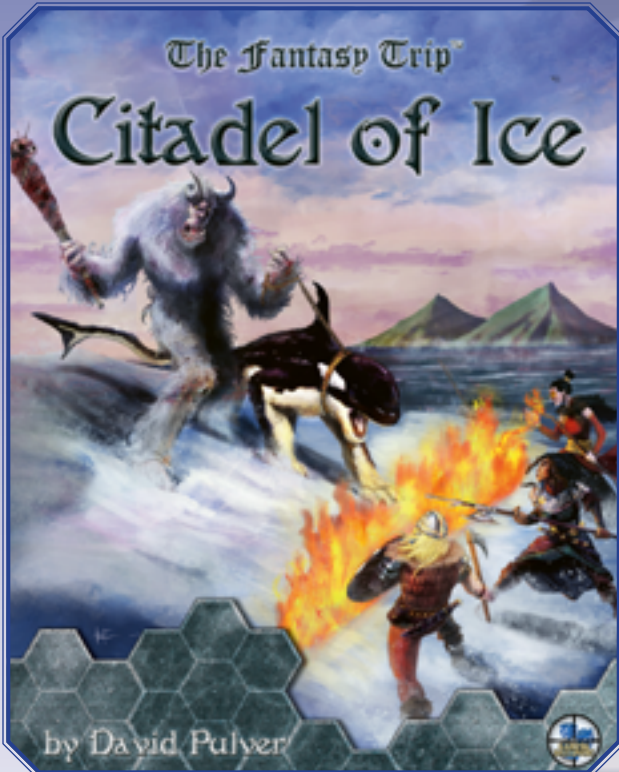
STEVE JACKSON GAMES



ISBN: 978-1-950368-06-8

MSRP \$11.99

Saddle-stitched Softcover; 16 pages; 4 oz



The dungeon is a frozen labyrinth inside an iceberg that broke loose from the coast and is drifting in the ocean.

Citadel of Ice features

- A collection of ice-themed monsters
- A secret power lying hidden beneath the ice
- Competing factions striving for control of the iceberg.
- 42 print-them-yourself tokens for monsters and NPCs appearing in the adventure (in black-and-white).

The team of adventurers must journey to the floating tomb before it melts, taking the treasure with it . . .

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Playing the Factions

There are three major factions on the iceberg, two of which include yetsi.

Yeti

These furry hominoids resemble their squatchy cousins, but stronger and fiercer. In the **Labyrinth**, a **Yeti** There are two factions among the shades: converts to Enok, and those who worship the ancestral Ekajag cult under **Malk Chodt**.

All adult yetis are agile fighters, leaping forward with great speed and leaping into battle with bone-chilling howls. Their keen senses and nimble feet let them move easily even in icy, desolate tunnels. In combat, yetis fight with clubs, but also enjoy hand-to-hand. If an initial rush fails or they're outnumbered, yetis may use their high MA to retreat, break contact, and gather allies to strike again. They may use **Arctic Hearing**, **Sustained Silent Movement**, and **Tracking** talents to shadow a party, ambushing them when they rest or are engaged with other foes. They also have a few pets: wolf-foxes, fierce amphibians trained to hunt and guard.

A few yetis know the human tongue, but speak it in halting fashion. Followers of Enok share that church's perspective (see below); the followers of the volcano god Ekajag have a very different outlook.

Enokians

The icy temple of Enok is a daughter-church of the temple of Enok, one of one of Celia's more popular religions.

Critics claim "the Outpost of Enok" is a pyramidal scheme dreamed up generations ago by rich backers to snook the gullible. Although some Enokian high priests may be corrupt, ordinary initiates sincerely believe in spreading their faith. One such group of zealous missionaries founded and supported the iceberg temple. If the cult of Enok does not exist in your campaign, substitute another hierarchical proselytizing faith.

The surviving icy temple's leaders are **Father Zoran** and **Sister Ignatia**. Some Enokian priests are wizards, by temple specifications prefer elemental-type spells and allow **Zanite** or **Humanum** domain spells. The temple teaches domain-granted wishes are traps to trick the unwary into sin. Abroad the iceberg, a half-dozen yeti and several **yeti children**, led by the yeti **Brethan Xia**, remain faithful to Enok.

If PCs talk with or capture Zoran, Ignatia, or Xia, they'll explain events from their perspective to try and win adventures over. Naturally, they've some:



"We are humble followers of the great and Omnipotent Enok, the true god! Our mother temple learned of a tribe of gullible yetis in the cold wastes near a great volcano. Decades ago our faith sent missionaries, led by great Father Lambert, and discovered the yeti worshipped the volcano, which they called Gog Ekajag. The creator of this cult was this iceberg, then part of a glacial spur under the volcano's shadow. In the starting were many caves, and one held a giant hominoid, frozen in ice. We fear it is some ancient idol, giant, or monster but the yetis worshipped it as an avatar of their false god Ekajag.

"Our first missionaries were martyred by the Ekajag cult, but we persevered and taught them the true faith of Enok! After we won enough converts, they drove the false cult off the ice—our temple atop it! In the crypts below we enshrine the bones of Enok's martyrs, chief among them blessed Lambert. Continuing his good works, we converted more yetis, teaching them to live godly lives, worshiping and tithing generously to Enok.

"Omnipotent Enok looks on all! Last winter, the volcano erupted. Ash filled the sky, and lava threatened us, but human and yeti alike crowded into the icy temple to pray to Enok for deliverance! Part of the glacier broke off: raw iceberg caked. A great wave filled the bay. The open holding our temple was pushed off to sea as this iceberg. But lo, Enok was with us, and we survived almost this act of sin."

"We drilled for months at sea, enduring countless tribulations, one of the faithful went mad with hunger. As we passed a distant island, predatory wyverns attacked the tower, and tried to take our holy relic! Worse, panicked by melting ice and growing hunger, a dozen yetis turned against Enok, revering to the savage cult of Ekajag. Led by the treacherous yeti **Malk Chodt**, they attacked and took two captives, then fled into sealed-off caves sacred to their false god. We fear they plan to steal the holy relic to get past the ancient seals left by the blessed Lambert, or try to sacrifice our friends. What might happen then, only Enok knows!

"Blessed strangers, will you help us save our temple, our lives, and our sacred relics, before the iceberg melts?"

Cult of Gog Ekajag

If PCs interrogate one of **Malk Chodt's** supporters, or negotiate with them, they will get a brief, first lesson in this particular tribe of yeti's native religion.

"Long ago yeti hunted on glaciers by sea, near great lay under shadow of volcano god Ekajag! Our ancestors chose white bear into glacial spur; many in that lay. Hunters pursue into caves within. Deep inside they find heart of ice! There stood frozen giant, whose shaman say is son of great volcano Ekajag! For many lifetimes, we honor him with sacrifices. Foreigners with metal skins came on great rafts, but we gave their hearts to Ekajag. Then priests of Enok came with strong magic. They learned yeti speech, call Ekajag false god, make us worship Enok. Many yetis believe him, abandon old ways, no longer eat man flesh. Wicked priests sealed away heart of ice with good-ies, monstrous elemental demons all who enter!"

"But volcano grew angry! All heard his wrath, even priests! Smoke rose, ash fell, ice shook, glacier broke off into bay. Great wave pushed our iceberg into sea! Fools! Priests said prep, Enok save us. Full of lust Our hunger grows, iceberg melts, we drown. Yet must

return to old ways. Catch Enok priests, force them say how pass spirit guardian, and give hearts to Ekajag! We live Ekajag's love from heart of ice, be sure you!"

Wyverns

Wyverns resemble **Black Dragons**, horse head, but with only two legs and a tail stinger. They're a host for magic items instead of gold—the presence of a flock of wyverns is seen by adventurers as a harbinger with a sign posted "Lost Item." The iceberg's **Wyverns** are recent visitors from Tolo, an island the iceberg passed last week. This small flock of young, enthusiastic wyverns can speak in the local human tongue. If PCs interrogate one, or open negotiations, here's their perspective:

"Shouting fish we spot an iceberg! Nice tower on it, maybe magical. We fly close, yes, yet! We smell magic! We land and scoldly tug up-ones and rubbed peacocks throw rocks and spells at us. We bit or sting them, took their magic gear, made a new nest! Some fled into caves, too dangerous to chase, scary yetis that live in freezing dark! Wolf or whale, hard to say, stay away! Then priests return, want more talk-talk! Looking in melting, they'll all drown. We're, like, uh,



Crown of Eternity

GBL0014S

ISBN: [978-1-950368-10-5](#)

MSRP \$11.99

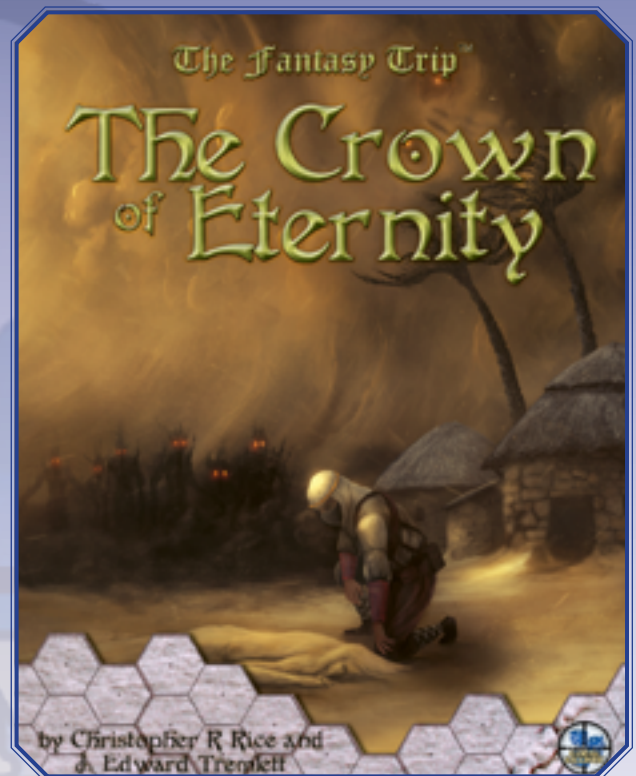
Saddle-stitched Softcover; 16 pages; 4 oz

The first of a five-part series, this quest adventure tasks the party with finding a lost researcher for an exclusive league of magical explorers.

- Seek the lost eldritch archaeologist in search of the fabled Crown of Eternity.
- Bring back the explorer . . . dead, alive, maybe a bit of both
- Succeed where a rival daredevil failed; snatch the crown from his grasp if necessary.
- This patronage quest introduces the Indhyna League, a well-funded group of treasure-seeking mages and scholars.

The last page of the adventure contains 42 print-them-yourself tokens for monsters and NPCs appearing in the adventure (in black-and-white).

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rain and/or strong drink as people are either in one of the worst locations, terrified of them, or both. See as you they advise the royal family, others insist they control them.

At some point, while wandering through Valerian, four mysterious **gargoyles** attack the party, leaving the party's castle (see **Business Dealings**, by **THE LAWRENCE**, p. 47). If they defeat the beasts while maintaining the lion's loyalty, they've gained the final key, (avoiding collateral damage is of no concern to the Exploratory Council).

As promised, showing the key or plaque to the League's guilds gains them entrance to the Exploratory Council's audience hall, a tall, octagonal room with wide, arched windows, one-stalling between picturesque views of Cadr. A high mahogany table on a raised platform sits before three tall tapestries, a much smaller table surrounded by several plain chairs sits in front of the high table; food and refreshments suggestively appear on the platform's table as the party approaches.

The Council makes them wait for ten minutes, listening all the while, and then appears in their chairs as if they'd been there all along. Cold and spindly Caliban's Cold, League treasurer, sits at the head of the table, with occasional insights from stout, bearded historian Alder. Master Investigator expert of the last great epoch and departmental consultant from the mouthwatering Valerian (D) administrator, administrator, and minister of the League's security sit at the right.

Valerian emphasizes the need for secrecy—discussing their quest they'll spread nothing of this. Caliban's Cold takes the lead, and explains how Valerian convinced them to fund his quest for the Starburst Kingdom, then to fund the Crown of Eternity.

Sadly, he appears to have failed, and is either dead or lost in the far-flung wastes of Kiv-Arhis. Master gravely reads Valerian's last message, received just a week ago in it the supposedly barren man laments the death of his last research assistant, and accuses Caliban's Cold of his own death. What killed him has been related out.

If the key was returned to the league suspended, bringing Valerian back costs 50,000 in silver per survivor, honorary League membership, and the right to keep treasure (the League keeps all treasure from its studies). The League offers only 20,000 per survivor if the party returns only the copper plaque. If the party accepts, they're offered



4. The Crown of Eternity

both upon the Indhyna, leaving for Cadr-Pik in two days, and 5000 silver per lost for supplies. And some delightful parting gifts.

ALL-ARTS BOUND

The League's need for secrecy across the party cannot utilize their facilities, so Master sets up a Subter. In days to come, he provides copies of Valerian's maps, planned structures, and research materials. They also get copies of Valerian's letters, edited to remove anything restricting the Council's work.

The day before the Indhyna calls, Master delivers a few things. One is half of a set of **Painted Parchments**, for reports, to use for entry in a scroll, clear out of **Yellow Paper** with the explicit instruction to use it on job sites if it's been found for more than three days. He does not elaborate further; the Indhyna cannot be duplicated and only works on job.

Finally, announcing of the desert heat and aridness, he gives each an **Amulet of Southern Protection** (which is slightly overhauled), also serving as a **Holy Amulet**.

He also gives advice: "Remember in one of the most brilliant people we have, but he is notoriously suspicious. Before only half of what he says, and take that half on bite back."

MAGICAL "GIFTS"

The Exploratory League provides several items of interest and utility to the party:

Painted Parchments (**RESEARCH** p. 47) show two-way, mostly-undated communication between two enchanted sheets of paper. Anything written on one parchment will appear on the other in four ink. 100,000 for the pair. The League will wait them back.

Holy Amulets are magical. They consist of a silver amulet, enchanted with an illusion of being a magical artifact. They are also **Amulets of Southern Protection** (not out deliriously) and are sporting **Maintain Illusion** to keep the magic going. Their real purpose is to allow the League's **Cryptic Bull** (see **THE LAWRENCE**, p. 47) to roll only 2,000 silver coins to use or lose the remains of this ancient **Amulet of Southern Protection**, **Illusion**, **Maintain Illusion**, and then the special **Holy Amulet** enchantment. If the Illusion is dispelled, the rule that "who can see, can be seen" applies to the polished silver disk containing. They can also be made into other items and shapes, say, an empty metal box.

Analyze Single reveals spells in this order: **Southern Protection**, **Illusion**, **Maintain Illusion**, and then the special **Holy Amulet** enchantment. If the Illusion is dispelled, the rule that "who can see, can be seen" applies to the polished silver disk containing. They can also be made into other items and shapes, say, an empty metal box.

Life On Board The Swifler

During what circumstances, the Swifler delivers the party to Cadr-Pik in just six of a month, then reveals high seas adventure the party comes across depends upon the GM, who could throw pirates, strange weather, or aquatic beasts into their path. An unexpected shortage of possible water, the sea's glare, or questionable daylight level may add one die to 100 and 50 rolls due to discomfort and pain, making such encounters more challenging.

The City of Jewels

This is the first book of *The Crown of Eternity*. The nine books, all playing in the same time, are arranged chronologically. After an introductory page that briefly sets the scene, the first book is:

The City of Jewels (p. 14)

Cadr-Pik—the former City of Jewels—acts as the northern gateway to the southern continent. If something goes wrong, it can be purchased here. It's an infamous place, packed upon the edge of a hungry desert filled with bandits, thieves, and wars.

Cadr-Pik borders the Desert of Teth, a blasted, arid and desert. Dehydration, starvation, and heat exhaustion are near-constant, and may cause penalties while fighting—especially if overwhelmed. Throwing or rage might be the wisest course of action.

Black Elements: The Desert of Teth has even an expert **Woodman**. Each day, a **Woodman** must make 2,000 rolls or take 3 hits due to exposure (1 hit with an **Amulet of Southern Protection** (p. 47), p. 48).

The law in Cadr-Pik is cruel and unscrupulous; ruthlessness is added and justice is blind. Groups of 10-15 20-point fighters patrol all areas regularly, always looking for signs of alarm. Thieves are dealt with on the spot—forced to give double what they took. Those who can't pay, or those accused of worse crimes, are marched before a nearby judge for "trial." Lucky criminals pay a hefty fine, or get beaten by their victims; the unlucky will lose a limb, their liberty, or their life.

A Costly Arrival

Upon arrival at the gilded suburb, the party must pay an entry fee dependent on their **material** (see **THE LAWRENCE**, p. 47) in silver upon entry, travelers pay 500, and pilgrims to the City of Jewels only a single 50 silver coin. A well-dressed traveler, those soldiers, and an assassin await at the end of a long, well-maintained line. 10 minutes before the party's turn—bodies taken away, heads left by the block.

Fast that grimey night is a sprawling grid of square blocks and even streets, leading up to the latest Starburst—tall, gilded monuments to the gods of Cadr-Pik. A flood of young boys quickly descend, offering to carry their things, take them to an inn, find them a meal, get them a good deal at the market, and solve services. Most are the children of various business owners, and a number of boys head out between would be guides over whose designs these are.

GETTING AROUND

Cadr-Pik is laid out in a predictable pattern of blocks. Each block might contain a large house, a well-stocked cluster of smaller houses, or shops with living quarters for the sleepers above them.

The city is equipped by the stone masons' gilded monuments to the nine patron gods of the city, each 100 feet wide and 300 feet tall. They're wrapped by steep and treacherous staircases leading to gilded temples, and pilgrims come from all over Cadr to pray to the these manifestations of magic, medicine, and order. Those who are accompanying this are most-evil star-travelers, blood-concoction, perhaps.

On the other side of the city, past the towers, are the famous open-air markets of Cadr-Pik, each dedicated to a different item. The gem market is well-tended, as are the markets for food, books, and weapons. Markets may wish to avoid the stone market, unless they like seeing that sort of thing.



Devised even that sits the barrier wall, guarded by squads of lance-armed archers. The area between the wall and the markets (the first task) is filled with caravans—those returning or giving notice to depart.

PEOPLE PERCEPTION

Once arrived, the party probably meets some well-known and unknown—perhaps taking advantage of Cadr-Pik's ancient night-life and low-ordered and the stars. Desert supplies prove easy to find and moderately inexpensive. If the party's been looking for something hard to find, there's a strong likelihood (10 or less on 30) it's in one of the city's many markets. For an extra 20-30% over the usual price!

They could travel by slipping on a caravan headed for Teth, which goes near the Sea of Bikkah. They could go it alone, armed with local knowledge and a good map. A guide is essential and money are available, though such persons may have ulterior motives.

Information on Kiv-Arhis isn't readily available, what is available always comes with a price. Most make the sign of the nine gods and fall silent.

There are, widespread rumors abound: it's a few days' north of the Black Coast, a horrible, unending, and endless; if you are black here, turn back; the sea is black and does not cover; the White Trick is the only one who flows there, but some know how the sea flows.

They also hear tales of something called **the white**—strange, predatory creatures that wear the forms of the country. They descend on caravans, kill the strong and carry off the weak, those left behind only as a pile of ash.

The Crown of Eternity 3

The Fantasy Trip™

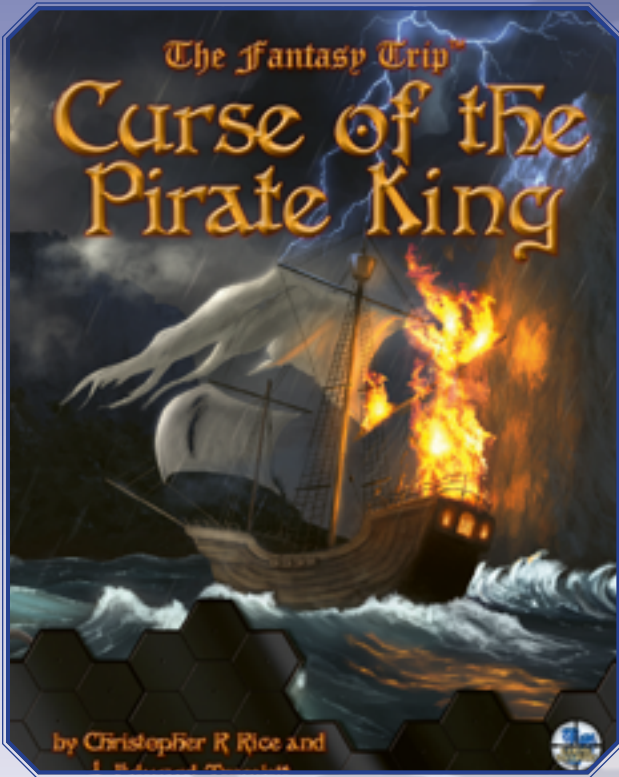
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ISBN: [978-1-950368-12-9](#)

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Saddle-stitched Softcover; 16 pages; 4 oz



A long-ago betrayal brought a centuries-long curse upon the realm of the Pirate King and his island fortress. In the second of five adventures in the Jok Sevantes campaign:

- Travel to the former capitol of a vast pirate nation, and find the fabled Blade of Dawn.
- Brave the Isle of Costora...far from uninhabited, though few walking its lands are properly described as *living*.
- Go to the lifeless rock and loot the treasure of a thousand dead buccaneers. What could go wrong?
- This quest follows the events of Crown of Eternity.
- Contains 42 print-them-yourself tokens for monsters and NPCs appearing in the adventure (in black-and-white).

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The Curse of the Pirate King

This adventure is presented as the second part of a series starting with *Five Crowns or Eternity*, and ends with *Crown of Eternity*. It contains a prelude to the next adventure, *Curse of the Pirate King*, which is a stand-alone adventure. It contains a prelude to the next adventure, *Curse of the Pirate King*, which is a stand-alone adventure. It contains a prelude to the next adventure, *Curse of the Pirate King*, which is a stand-alone adventure.

As noted at the end of *Five Crowns or Eternity*, Sevantes leaves an abandoned island full of treasure—Crown, home of the long-departed Pirate King. A terrible curse has kept

Sevantes hidden away for centuries, but Sevantes—despite his best efforts—has been found. The body of a thousand souls awaits a bold group, along with a mysterious prize: the legendary Blade of Dawn, able to cut through anything.

There are not the only things waiting for them. The conjunction of dark magic and the blade's otherworldly power created an undead menace. The pirates will again, and so too does the presence, provided they are careful. When night falls on Costora, they die—only you happen to connect Sevantes to their troubling curse.

Part One: The Offer

The story begins in the city of Glas Puk, where Sevantes plans to enter a large group of explorers to follow him on a dangerous expedition. He promises tonight a journey to a treasure-filled lost island. If following *Five Crowns or Eternity*, Sevantes can come down two weeks after the party arrives from *Five Crowns or Eternity*. There are a lot of good places to spend money in Glas Puk—some safer than others. As a stand-alone adventure, a messenger delivers a note to one of the party members—one of their allies—a character with Bard, Navigator, or Scholar might attract Sevantes' notice. The note is simple:

"I have a job for you. Meet me at the Black House for a few hours in two days' time. An entire island full of pirate treasure is open for the taking." (Jok C. Sevantes)

Investigating the Note

Hopefully the last of Sevantes' groups the PCs to simply attend, or at least investigate further. If they simply attend, they can discover the following names and facts. As the PCs interact with likely allies (Scholar, sea captain, former adventurer, the bard), they may pick up a sense of they will a benefit or better reaction

and ends the *House of the League Runners* while they may have the names themselves if they have the local talent (obviously, having the talent knows the number of dice rolled for 1 get talent. Someone with both Area Knowledge and Business Sense will automatically discover that Sevantes is part of the Indulge League and that he supposedly died (3/3) is a conspiracy for any PCs) and will roll 3/3 for most of the others. Only the fact that Sevantes is "supposedly" dead, but not all dead (is someone), is likely to remain a mystery.

Perhaps armed with additional knowledge, the PCs will accept the invitation to share a meal. If nothing else, it's free food! Of course, with respect to "free food."

There's No Such Thing

On the appointed day they meet Sevantes in a fine, rented room inside the establishment of the Five Towers. It looks much like he's been prepared. "Please, help yourself before we get down to business." If they accept and eat, he watches them with a wistful expression. If they do not, leaving a table, and he exclaims "Good! Good! Careful, I see! One can never be too careful!" Then he makes a discreet offer:

"I promised you an abandoned island full of pirate treasure. That is, indeed, where I'm offering to take you. But there's more to it than that. I have located the Island of Dead Vikings, the notorious Pirate King. There I will recover the mysterious Blade of Dawn, a precious historical artifact forged by the ancient smiths of the Isle of Viggen.

I need you for protection, company, and to ensure that I can recover the blade. The island is said to be filled with uncountable wealth. I offer you 1000 gold pieces for expenses, plus of course whatever you can carry off the island after the blade is safe."

What do you say?"

Regardless the PCs find this offer too good to be true. Even so, the offer is genuine, and digging in and questioning Sevantes, or asking spells, reveals the following depending on what questions are asked (assuming the PCs don't know those things already from accompanying Sevantes to Klor-Arto seeking the Crown of Eternity):

1. If the PCs ask how long the blade is missing, Sevantes answers to "I don't know, in terms of being alive or not."
2. He does not admit to an answer and is not long about the job offer. The result is a fine one, while spread, it is not faced with anyone, monster, traps, or any other traps.
3. If called out for either intensely watching them or (likely) loudly making the PCs uneasy about personal, he answers: "You'll have to forgive me. I do so miss dead. And since I'll be so glad to be back to normal once this is all finished, I'll pretend on his side, he seems it quite well. He's an unfortunate victim, it's in the past! The job here will take care of it."
4. He will not reveal the source of his knowledge until the party is not in any, he knows of the island's location and contents from reading the long lost logbook of a sea captain who visited the island (the same history and the pronunciation of the logbook, see *Abroad the Seas*).
5. His initial offer is to pay 5000-10000 per week. He's only willing to adjust the value of the challenge on the line of his company and self-worth. From your experience. On his own line, for four months. He is, after all, mostly dead.
6. Sevantes has the captain's logbook of the *Arcton*, which carried the *Victor of Star* into the last battle with the Pirate King. He knows how to get to the Pirate King's realm, and that the 1000-year-long curse (there's always a curse, right?) supposedly laid on the island in fact sealed a century only. He doesn't know the only person alive (well, mostly alive) with this information. They take what they pickings. He asks whatever, really.

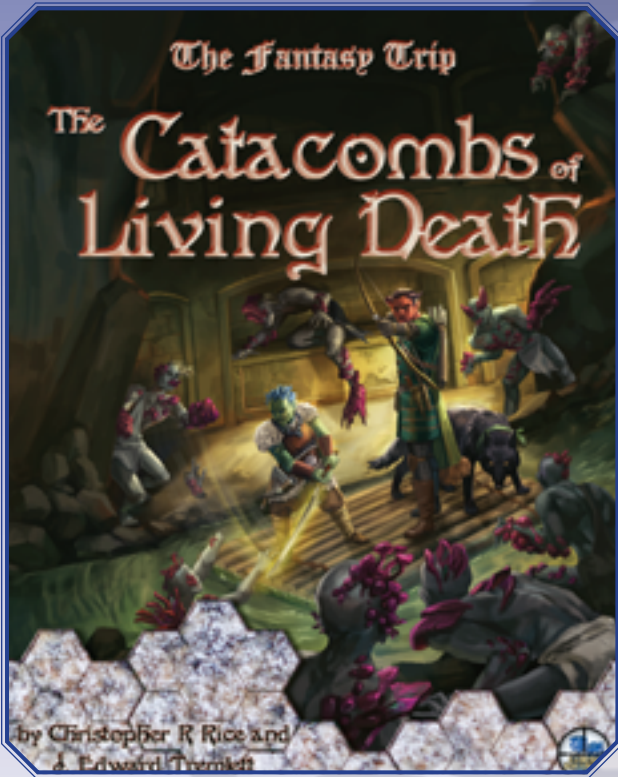
Roll	PCs Know This Talent?	Sevantes
1/3K	Area Knowledge, Bard, Captain, Conspicuous, Scholar	Sevantes is part of the Indulge League, will know as scholar and treasure hunter. Do his own best for being quite successful.
2/3K	Area Knowledge, Conspicuous	Sevantes is dead, killed by sub-wealth on his last expedition.
4/3K	Area Knowledge, Business Sense, Captain, Conspicuous	Sevantes is only nearly dead.
4/3K	Area Knowledge, Bard, Business Sense, Conspicuous	Sevantes has had groups of mixed explorers before, and he has some base for surviving hidden time for the League.
4/3K	Area Knowledge, Bard, Business Sense, Conspicuous	The Indulge League and the treasure hunter Lark Bredahl are bitter rivals.
4/3K	Area Knowledge, Business Sense, Captain, Conspicuous	Not all the adventures who sign up with Sevantes return alive.



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MSRP \$12.99

Saddle-stitched Softcover; 20 pages; 4.7 oz



The Red Plague has come to Athan.

Following the events of Roc of Sages, the always acquisitive Jok Sevantes again calls stalwart adventurers to aid him in his efforts to find and recover valuable arcane artifacts.

- Venture forth and travel through a plague-stricken land
- Enter the Catacombs of Eulogia and recover the powerful Helm of Baat.
- Nothing that powerful sits unguarded and unwatched: The present owners are certain to object strenuously.
- See Jok Sevantes' plan

Catacombs of Living Death is for 4-6 characters of 36-38 points. While designed to follow Crown of Eternity, Curse of the Pirate King, and Roc of Sages, it can be played by itself with some adjustment.

Artifacts and Key Items

Several relics and objects feature prominently in the adventure; others are in the background as plot points.

The Antidote

Dukehand delivered a dozen doses of an antidote to Jok. The batch saves a plague victim on roll of 1-5 on 1d.

Creating new antidote requires 21 lbs of the original fungus or the fungus from a black crawler, six doses of healing potion, five doses of plant poison, and one dose of Unholy-well Antidote. Costs 24,500 plus the fungal material, but produces 20-doses of antidote per batch.

Dukehand has a five-pound stash of the original fungal material from Yawthan in glass vials hidden behind a barrow in his old room in the Humble Crown. Antidote made with original fungus is a full potency; fresh crawler fungus is only a half potency; fresh crawler fungus.

Jok has Dukehand's notes but needs more fungal material to make the antidote. A proper Alchemist can produce a batch per day given materials, but alchemy shops are prone to attack by the arcane faction and its henchmen. The king warns Jok available on a moment's notice for consultation; the Royal Physician keeps clear late hours and will smile like a four-year-old if Sevantes' concern seems lively.

The Helm of Baat

The Helm of Baat is made of bone knitted into intricate spell, carved in an ancient style. It is a self-generated Greater Magic Item that continuously casts an anti-Red Plague spell of 100 LARSENIA, A 30 on its wearer. It requires only 30 hours of sleep instead of a week of bed-rest, after which the wearer is completely healed, limbs regrown, etc.

The Helm projects a form of the Cleansing spell to a radius of 40 yards even when not worn; when donned, the radius increases to 400 yards. This radius overlaps the Catacombs entrance, explaining why the Catacombs did not suffer the effects of the Red Wind Plague.

Everyone takes 1d10 hits on first exposure to the Cleansing aura; this could kill those weakened by disease even as it removes the disease itself.

The Unspoken Price: Bards may only hit at 1, but the GM needs to know. Each day on the way out, the Bard's score makes a roll on the score of 3/90 or 3/57. Failure causes the loss of 1 SE in fatigue, which is not healed by the Helm nor by any other means. If the wearer reaches 1 SE, they die. Removing the Helm allows normal scores of less SE due to fatigue... but each time it is removed, the user loses an attribute point! Full hit, losing SE on a 1-2, DX on 1-4 or 9/90 on a 3-6. Bards used it only rarely. The Helm was located in the Catacombs of Eulogia with the last merely Kilmarie King, scholars researching the Helm of Baat had stories of rulers curing plagues, helping armies make of break camps, and quickly recovering from grievous wounds. The price is mentioned as poisonous and frustratingly vague hints.

The Map of Etacua

Just before setting off for Kirevethia, Jok stole the original expedition map from the League andrews, not realizing it was ancient, the *Yanga*, a Colosseum for ancient enough to possess an *Amulet of Cleansing* managed to enter the Catacombs and generate a most accurate map. The bard escaped with her life; she is hiding in the village of Qartan. She has instructions from Yaloran-D for failure and from the church for drilling their body into.

Plague Protection

The League leadership uses *Palred Panchemon* (see page #1), a 3d to help in search with its top field agents for important missions. Jok knows the secret of making them, producing them as need. What is written on one appears on the others sometimes with a brief delay. If one is burned, the other ones to ash as well.



Places of Import

This section serves as a detailed legend for Athan and its settlements. The settlements are only given a dash of flavor, acknowledging each is simply a waypoint on the journey to the Catacombs. The towns of Athan are listed as they appear traveling upstream from Larhan to the Catacombs.

Olav-Pak

Olav-Pak—the infamous City of Jewels—is at the northern gateway to the southern continent. It is said nearly anything that exists can be purchased there. It borders on the edge of the Desert of Vud, filled with bandits, slaves, and worse. Jok "suggested" the horses who helped him during the events of *Red as Sails* arrived there; feathers, eggs, and any other item in Olav-Pak's world-renowned open-air markets. Jok headed directly to Larhan.

Val-Zea

The city-state of Val-Zea was a significant power before its famed gemstone mines closed 150 years ago. Now it serves as a waystation between Olav-Pak and Larhan, and a gateway to the cities across the southern Ocean. It is still a significant city, with strong walls and bustling trade...but it is a shabby memory of what it once was. The Emir has closed Val-Zea against the plague spreading out of Larhan.

Athan

The Christian ruins of Athan is several hundred years old, a fortified walls located between Val-Zea and Larhan. A night-impassable mountain range covers the north approach, with well-known passes only near the coast. The Southern Ocean marks the west border, and the fast-flowing Right River blends with the mighty but slower Royal River to form the southern border of the ruins. All in all, the Royal House of Athan holds over 40,000 square miles and perhaps 600,000 souls, mostly scattered through the countryside.

Athan's wealth is both and comes from "law" in the north to "justice" in the south. The ruins is both insider and self-sufficient. Athan is a vigorous exporter of forest products (from low scores to plants for shipbuilding to fine furniture) as well as handicrafts, including high quality fashions. It's a popular supplier coastal traders.

The main settlements along the Royal and Right Rivers are the obvious gateway to reach the Catacombs of Eulogia—their current and local populations, followed by the overall reaction rolls of both Royal Knights and the population who are encountering strangers or using the *Shipping Table*.

The church burrowed into the eastern part of the kingdom a century ago, seeking the Helm of Baat.

Marthon (Pop: 14,000x/7,000; Reaction: -2)

Two hundred miles south of Val-Zea, a range of jagged peaks stretches inland from the Southern Ocean, and a lush, stream landscape stretches to the south. Tucked between the ocean and the mountains is Marthon, lying 60 miles north of Larhan. Athan sees Marthon as a common source, maintaining and saving goods under the watchful eyes of well-connected Royal Knights.

Sea of Humanity: At least double the usual population squats in makeshift tents or open-air campsites around the walled town. An air of rage and desperation bleeds the town. Refugees are exhausted, destitute, or rejected from wild flight from the interior of Athan. Many pray fervently for relief that will not come. Periodically, unbogged armies whip themselves bloody and set themselves on fire before a crucifix, attempting to purge with fire into their scourges will not touch.

It's Contagious: At the north end of the town, six Royal Knights and 20 retainers search for signs of disease in the low mountains covering south with goods or offering services. They levy a tax of 10% on durable goods, and take ownership of all consumable items (including personal status) as incidental charity for the thousands of refugees surrounding the town. Those who will not pay the tax may not proceed south. They warn non-Christians against proselytizing, and when that is frustrated, hand over a low-value metal coin with an image of a bridge stamped on it. "Don't lose it; present it to the bridge guards at Larhan to cross."

Here to Help: The Knights and their retainers are harried and their eyes are haunted; they are the end of their realm in the writing mass of humanity before them. A party heading south to fight the plague receives the guidance and vocal blessing of the senior knight and an escort through the flowing of humanity to the road south...which is mostly filled with refugees headed south.

Here Lander: Marthon is starving as refugees flood north. Rumors that Val-Zea has closed its gates to travelers (true) have reached the settlement, and any who do not have the financial or material fortitude to venture to Olav-Pak (or rightly fear its infamous slave markets) or independently invade Marthon.



Catacombs of Living Death



The Sunken Library

GBL0035S

ISBN: [978-1-950368-31-0](#)

MSRP \$18.99

Saddle-stitched Softcover; 40 pages; 8 oz

Set immediately following *Catacombs of Living Death*, the heroes flee a plague-ridden landscape while being beset by many foes throughout the journey. The plans of their seemingly addled patron Jok Sevantes reach their fateful conclusion.

- Bring all of their previously acquired (looted and pillaged) artifacts to a secret location
- Effect a final arcane ritual under the waters of a lake in far-off Nran
- Searching for a supposedly lost book in the sunken Great Library of Hrel matters become treacherously clear.

The *Sunken Library* is designed for 4–6 characters of 36–38 points. It is the epic conclusion to a series of five adventures featuring the arcane archaeologist Jok C. Sevantes.



Southern Ocean to Oaxal

Normal Travel Rate: The Anarchy, Jok Yell's stronger vessel, covers 70 miles per 10–12 hours under full favorable winds. Smaller ships range from 60–80 miles depending on construction and crew quality.

Potential Encounters: Bad Weather, Incubated, Navy/Privateers/Private, Nontoxic/Toxic Threats.

The second fractal war threatens the homes and distant allies, an military, mercenary, and treasure seekers interfere with shipping between Oaxal and the eastern cities. Powerful but unpredictable winds make it possible to cover the 1,400 miles or so in little as 10–15 continuous days of sailing if things go well (compared to six weeks headed the other direction). Winds of the region are labeled "these be Terrible Storms" for good reason: What should be two weeks is often much longer.

Sevantes leaves a stranger—**Jok Yell**—who will provide passage in the Anarchy, a 30-foot covered-style ship. The rate of passage is 2000 toria provisions and the rowboats, plus 6000 per hour... quadruple the rate for passage dragged the last time the party took this trip in *Rise of Nran*. Smuggling during wartime is a high-risk business.

Assuming safe travel, Jok calls until she can lead, seeks to a parallel course, and directs the party to a spot rowboat Jok purchased as part of passage. The party to travel alone (it takes 1 hour if anyone has Rowing, 2 hours without it) and abandon the boat, there to avoid being seen and caught by customs or soldiers.

For more detail in ships, shipping, wind conditions, and other details to spice up the game, see *Notes and Maps in DFT (SUNKEN #1, pp. 22–26)*. The Anarchy carries 100 man-works of provisions, weighing 7 tons, and is usually crewed by 24 *knaveless* plus Yell.



Go to Hrel

Once the party is adrift in Nran, they face a grueling walk ahead of them. It is 130 miles as the crow flies from Oaxal to the Lake of the Elephants (northern... the heart of Hrel).

To the Kuan Range

Normal Travel Rate: 13 miles per day through a mix of open country and secondary roads.

Potential Encounters: Collectors or Assassins, Nontoxic/Toxic Threats.

The entire northern half of Nran is cultivated, whether fields or forests. Numerous paths and roads speed travel; in some places, canals allow floating logs northwest to the coast. Getting lost is nearly impossible; the tall mountains of the Kuan range are visible from the shoreline, with clear low passes to the north, south, and right (each in the middle... which is on the direct route to the Lake of the Elephants).

Unless the party has been tracked or grudgingly welcomed, the Nranite arch inland centers of a few days of benign life. The most likely encounters are subtle, non-potentially fatal animals, and thieves, barons, and merchants.

Through the Mountains

Normal Travel Rate: 7.5 miles/day.

Potential Encounters: Collectors or Assassins, Nontoxic/Toxic Threats.

The route through the Kuan Range is an easily navigated saddle pass, 10 miles wide. Well-beaten trails are frequented by peddlers and merchants moving goods from the southern plains to the northern lands.

Elephant Stoppers

Normal Travel Rate: 15 miles/day.

Potential Encounters: Bandit Attack, Collectors or Assassins, Desert Elephants, Nontoxic/Toxic Threats, Thief Ambush.

The final stretch of the journey to the Sunken Library. Wind swirls drops northeast of the Kuan Range, leaving little for the stoppers. The plains are strewn with small streams fed by glacial runoff, many of which terminate in the Lake of the Elephants.

The Lake of the Elephants

Normal Travel Rate: 13 miles/day.

Potential Encounters: Bandit Attack, Desert Elephants, Thief Ambush.

Arriving at last on the eastern shore of the Lake of the Elephants, the only remaining threats are occasional desert nomad raiders and a curious herd of domineering and psychotropic known as the *desert elephant*.

If there are any threats still tracking the party, they attack, making a final attempt to wreck the party.



Encounter Descriptions

These events and challenges are descriptive, not prescriptive. Will animals or monsters, new factions, or interactions with NPCs not along the way? Sure... but these are a good start.

The provided statistics help the GM set these encounters in game. (These events are descriptive, not prescriptive. Will animals or monsters, new factions, or interactions with NPCs not along the way? Sure... but these are a good start.)

Frequency: Roll every 1d4 days. Advance 10 in the summer, 12 in the mountains near Marhan, no bad weather otherwise. Yell-Cru: 7. Desert shores Oaxal: 12 in the spring, 9 in the winter and autumn, 4 in the fall. Roll every 1d4 days at sea to Nran: 12.

Notes: The creature equivalent to spinning a die, the setting suggests higher levels. Be flexible (see appearance abilities notes).

Avoid/Defeat: Action and Tactics that might help avoid or overcome or mitigate its severity. There is usually a specific method the statistic will suggest. In some cases, it offers a general impact.

Complexity/Notes: What happens if you don't avoid it? What are the best survival strategies?

Specialty: What happens when the situation is "over"?

Bad Weather

Frequency: Roll every 1d4 days. Advance 10 in the summer, 12 in the mountains near Marhan, no bad weather otherwise. Yell-Cru: 7. Desert shores Oaxal: 12 in the spring, 9 in the winter and autumn, 4 in the fall. Roll every 1d4 days at sea to Nran: 12.

Notes: 1/1Q with Captain at sea or 1/1Q with Woodman on land, each additional Captain/Woodman adds +1.

Avoid/Defeat: Heaving around or heaving down in the face of bad weather costs 1d4 extra days.

Effects: If half or more of the crew has Seamanship, roll 4/100 to avoid mishaps. Each party member with Seamanship contributes +1 to the roll; those with Captain add +3. Failure means a ship is damaged and pushed off course. On land, even a single Woodman allows a 1/1Q roll to avoid consequences such as sudden supplies, landslides, impassible snow-drifts, etc.

Aftermath: It takes 4d+6 hours to repair damage, and adds 4d+6 days to travel time (this could shorten the journey). Each of Shipbuilder, Carpenter, Handyman, or Teller (or sailing ships) present among the crew—including the party—halves repair time (whether there is one Teller or five, halve repair time once). On land, unless the group is injured or stranded, after the weather clears progress can resume normally.

Bandit Attacks

A group of opportunistic individuals tries to take equipment by force.

Frequency: Roll every 3d hours. 42 between Lathan and Marhan. Add 1d to the roll if the group is obviously ready for a fight or the party crushed a similar attack within the last day. Subtract 1d or more if the party gains no watch.

Notes: 1/1Q with Alchemy. Add 3d to the roll if the most has health and makes the roll.

Avoid/Defeat: Intimidation and obvious preparations force a Reaction Roll; the bandits will attack on a neutral or worse reaction.

Effects: The party is attacked by a small group of bandits; see the provided Reaction Roll. Though for attack rolls, a score with Wealth is among the bandits on a roll of 1–2 on 1d. Roll 1d for quantity; if the bandits outnumber the party by more than three-to-two, they surround the group and demand surrender.

Aftermath: The bandits want portable loot. Cash is good; silver and lightweight valuables such as gems are better. Once they have everything, make a Reaction Roll (see the Law Reaction, p. 7). A "friendly" or better reaction means they go away.

Vampire Hunter Belladonna

ISBN: [978-1-950368-14-3](https://www.isbn-international.org/product/978-1-950368-14-3)

MSRP \$15.99

Saddle-stitched Softcover; 32 pages; 6.6 oz



Play as the lethal maid Belladonna (wielder of silver stakes and deadly poisons), or as your own vampire slaying hero or wizard. Travel through the villages and wilderness near Ironskull Castle, hunting vampires (and possibly other monsters). During your quest, you may uncover disturbing rumors of the rise of a new and terrifying master vampire, and the arcane relic they seek. Can you find it first?

- Vampire Hunter Belladonna is a programmed adventure for The Fantasy Trip.
- No Game Master needed!
- A system of over 200 branching paragraphs directs you from encounter to encounter
- Resolve combat or other encounters using the TFT rules.
- Contains 42 print-them-yourself tokens for monsters and NPCs appearing in the adventure (in black-and-white).

This adventure is for use with Steve Jackson Games' The Fantasy Trip—In the Labyrinth, published under license by Gaming Ballistic, LLC.

085 Local peasants are frightened. Several goats, sheep, and chickens on nearby farms were attacked at night and drained of blood. The locals suspect something came out of nearby Hangman's Wood.

086 Drowsy folk are lying in their beds; a vampire is attacking citizens in their homes at night. Servitors report a striking night-stalker that enters upstairs windows, tears people's residents with brute strength, drinks their blood, and flies away. Authorities have questioned late victims, but after several night watchmen were slaughtered, the constabulary is afraid to patrol after dark. You can investigate **086B** or move on **086C**.

087 You are at the village of Piper's Green.
Leading: The Green Star (S/Night).

088 The manor the traveler is a chaperone, or go-between, a cunning blood-drinking creature with a mean temper. They drink the blood of domestic animals or strong people, but rarely kill anything larger than a pig or goat. They are known to carry a grudge! The strategy for the villagers to hunt it down must have succeeded it. Go to **084E**. Otherwise, return to **088E**.

089 Marrow Bay is a progressive coastal town on the north coast.

090 An afternoon stroll to evening, you come upon a lovely cottage in the woods. To enter it, leave any weapons outside and go to **090E**. To camp out in the woods until dawn and then enter go to **090E**; to bypass it, go to **090E**.

091 "You can't stop the offering," the older shrone. "We'll give you the other shrone." They mean it. These villagers march you, armed with pitch-forks, torch, and axe, led by the gray-haired village elder waiting a quarter-mile.

Set up **Map IV**, a marker for scale map. Trench at any 5 hex. Each V in an armed village, if there sides. The lone (strong) man is dropped at B. Light attack items are low-high water for half MA, darker shaded hexes is up to neck-high for MA 3, -4 GK, and drowning risk, see by your **Learn-anything**, at sea. A crescent is at B.

If you board the boat, you can cast off and if not doing anything else use at MA 4, or MA 5 if you have **Boating**.

The boy, Mousegrape, has his arms and legs bound, so he can't move or attack. If adjacent him, you can attack his arms or leg bonds; a successful GK will free other hands or feet. If you free him, you may control him as a companion.

092 "It is a sad tale," belladonna says. "I was just 20 years old, with a beautiful young wife, Decabria's son, and a flourishing silvery business. Then came the notorious Lord Adrik Blackdell. He seduced her and made her into one of them. A vampire."

"Took vengeance, I began hunting them, but my passion exceeded my strength. My war against Adrik's crew went poorly. I retired from the field, instead, I turned to my life's work, tending to develop a poison effective against vampires."

"A few years ago, I learned Decabria had been cast aside by Adrik, in favor of his second consort, the Duke's daughter Tadhri. This was lucky for her, for Adrik and Tadhri were slain when their castle was taken by Lady Ironskull. But my ex-wife Decabria is still out there," he says. "I know she has been gathering her own minions. I have no doubt that knowlocking with plans to resurrect Adrik's crew with herself as its mistress. I have not stood still. After years of costly failures, my ultimate anti-vampire poison has been perfected!"

Clearly this old fool has issues with his ex-wife! That might be effective, even diluted in a big new job. If you have **Chemist** talent, or **Master Navigator** if using **measurers**, roll 3/10; otherwise, roll 4/10. If successful, record plot used **WVW** and go to **090E**; failure leads to **086E**.

093 Using these ingredients and spices from the pan, try to make their taste, you have something you think might be effective, even diluted in a big new job. If you have **Chemist** talent, or **Master Navigator** if using **measurers**, roll 3/10; otherwise, roll 4/10. If successful, record plot used **WVW** and go to **090E**; failure leads to **086E**.

094 You search the woods for several hours. If you have **Tracking** or **Weather** talents, go to **090E**. Otherwise go to **092E**.

095 These made Decabria, who would be master vampire who would be the Blackdell's son. Remember to stake the vampire! Record plot used **BLOOD**. The robot corpse are actual youths, not vampires. The male vampire, Constanine, had a book. If you have **Literacy**, go to **092E**. It weighs 4 lbs.

You find a complete covered nest of the green, with a month's food for the non-vampires, camping gear, and changes of clothes. You can research any talents here. You can camp for the night, then go to **092E**.

096 If you try the climb, roll 3/10, or 2/10 if you're **climbing** talent. Success means you climbed it steady; otherwise you made it up the wall, but slipped or a branch broke while descending; take 10-1 damage. Exception: if you have **Acrobatics**, take no damage on a 3/10 GK roll. If you succeeded, or fell but survived, go to **092E**.

097 While visiting the woodland village of Bloodbark, you know for fire wine and jam.

Leading: The Moon Maid (S/Night).

Travel: North to Yarrow village **097E**, east to Shrike's Crossing, a ferry over Thunder River **097E**, west to Fardus Wood **097E**, or south to Blackdell's Wood **097E**.

098 You locate a small chapel, nestled in a peaceful grove a half mile behind Threeshed. Approaching, you hear a voice raised in prayer and organ music. Go investigate **098E**, or return to the village **098E**.

089 Shepherds in the nearby hills near the edge of Hangman's Wood are afraid of a vampire. To investigate, go to **086E**. Otherwise, if you return here after investigating with plot used **ARCHER**, go to **086E** instead.

090 North to the Black Gate via **090E** or east to Red Lake **090E**. West and south are impenetrable swamp and forest.

091 The manor the traveler is a chaperone, or go-between, a cunning blood-drinking creature with a mean temper. They drink the blood of domestic animals or strong people, but rarely kill anything larger than a pig or goat. They are known to carry a grudge! The strategy for the villagers to hunt it down must have succeeded it. Go to **084E**. Otherwise, return to **088E**.

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Dragon Hunt!

GBL0031S

ISBN: [978-1-950368-30-3](https://www.isbn-international.org/product/978-1-950368-30-3)

MSRP \$19.49

Saddle-stitched Softcover; 44 pages; 8.6 oz

Scaly problems are popping up all over.

Baron Gwalathar's armies marched off to war; the dragons of the wild sensed weakness, ravaging the realm. The young Baroness Tanith calls for heroes: It's time for a dragon hunt!

Dragon Hunt is a programmed adventure for two or three 37-39 point characters. It would take a truly mighty-thewed hero to tackle these dragons alone!

This adventure is for use with Steve Jackson Games' The Fantasy Trip - In the Labyrinth. It is a solo/programmed adventure that you can play by yourself, or with a group with or without a GM.



GAMING
BALLISTIC

III Hope you brought enough food and water. The desert sun is fierce! Use the Camping rules. Additionally, every day you camp here, roll 1d. On a 1-2, nothing happens. On a roll of 3-5, check for a random encounter. On a 5-6, go to [202].

III-2 You are fighting Shadrath the Dragonwright with the aid of Albert's stout lion as a companion.

The courageous dragon hovers in the air. Tailored, leathery wings beat, seemingly too slow to keep it airborne, yet somehow it manages to fly. An aura of cold surrounds it, and its blue eyes glimmer like shards of ice. From behind its neck, a forked tongue flicks. Even from here, you can smell its hot breath.

"Prepare to suffer as I have suffered," it hisses, and attacks.

Shadrath the Dragonwright

Size/Class/Form: 7-box fig.

ST 60, DX 15, IQ 20, MA 6/20.

Armor: Scales stop 5 hits/attack.

Attacks and Damage: Claw (2d6, cold breath (3d, cone 3 ST), and tail lash unless flying (see Dr. Fire).

LAZARUS, p. 60. Its cold breath is a chosen attack just like fire breath, except it can't start fires and protections from fire don't help.

Special Abilities/Weaknesses: Up to three attacks per turn. Can only be damaged by missile spells or magical weapons. Unaffected by illusion. Like other night dragons has **Dark Strength** but is unlikely to have time during a fight.

Shadrath prefers to fight while flying but lands if it seems tactically advantageous. He attacks the nearest first.

If you defeat Shadrath within nine turns, you should be able to easily rescue Freda; go to [221]. If you defeat the dragon, but took 10+ turns, go to [202].

Exception: If you are still fighting after nine turns and Albert has died, go to [202].

III-3 If Orysteth is neither dead nor otherwise incapacitated, she wants the hoop! If you give it to her, she'll remain your companion. Otherwise, she fights you to the death to claim it (use the same battle map you fought Llythra on [198], with Orysteth starting 1d boxes away from you). If you win, or let her lose it, resulting a fight, go to [198].

III-4 You don't see any more flyers in the area. To search the sea, go to [184]. Otherwise, go to [181].

III-5 The wyvern sniffs, looks closely at you, and then says: "I see you have the Hoop of the Dragon Singer! My back has been terrible, if I had known that, I wouldn't have come looking for it in these woods, no, no, no!"

"But thank you for rescuing me. I'll try to repay you for saving me with some advice."

"If you have the hoop, you know about the swamp. North are stacking treemen, very boring, no magic! South is lots of grass and craggy protrusions, but go west from there and see the sea! Tasty fish and pirate gold! If you go east instead of west you'll find nasty humans, then hot sands, with creepy things with tails like mine! Nooooo, yes!"

Go to [198].

III-6 You try to sway the villagers to release Ellie. Dragons should be fought, not appeased!

From the darkened cave, you hear a rumbling roar. Two red eyes are visible, and then a draconic snarl emerges, followed

by the rest of the reptilian terror. It appears to be a 4-box dragon!

As you confidently face the dragon, the villagers, inspired by your words and example, find their own source of courage. Ashamed, Ellie's uncle rushes to your aid, begging her forgiveness.

The three peasants ready their weapons and stand beside you, to face the monster they despised. Ellie looks gratefully at you, blinks away tears, and prays for your victory. For this encounter only, the peasants and Ellie fight as your companions.

Refer to MSP III [195] to set up: dark shaded boxes are solid tree trunks, impossible. Light shaded boxes are 4' high bushes (2 DX to attack into or out of, count as two boxes movement to enter). Star boxes adjacent to are the mouth of the dragon's cave. Place your figures (Ellie, the three peasants, your own character) in any E, G, or S boxes, facing toward N. Place the dragon with one of its rear legs on or adjacent the cave entrance at N, facing toward S. After setup, return from [196] and go to [202].

Use the dragon's stats below.

III-7 The great lumber doors are unlatched, and squeak open into a wide entry hall. On the floor are several black, charred smudges and tracks that must have once been non-human corpses perhaps the staves left by scorpions that were long ago torn to bits or fried by dragon's fire. Mixed with these are human bones.

Beyond the hall is a chamber supported by heavy pillars, carved to resemble date palms. Hooped in the center is a glittering tree of arms, roses, and other treasure!

If you have **even more GOLD** go to [190]. If you have the **PLAN WOOD** OUT go to [190].

III-8 You're being attacked by giant wasps, bigger than any you've seen before! They have powerful jaws, a nasty stinger, winged black and yellow striped bodies, and multiple insectoid legs ending in hooked claws. They're 7' long, aggressive, and too fast to outrun. If they kill or paralyze the entire party, go to [248]. If you win, go to [191].

Three Peasants

Human Heroes.

ST 11, DX 10, IQ 9, MA 10.

Talents: Axe/Mace, Fences, Knife.

Weapons: Small axe (1d-2), Dagger (1d-1).

Ellie

Human Hero.

ST 9, DX 12, IQ 10, MA 10.

Talents: Irons, Cook, Knife, Sex Appeal.

Weapons: None; takes a dagger (1d-1) if offered.

Favored maid of the village.

III-9 The great lumber doors are unlatched, and squeak open into a wide entry hall. On the floor are several black, charred smudges and tracks that must have once been non-human corpses perhaps the staves left by scorpions that were long ago torn to bits or fried by dragon's fire. Mixed with these are human bones.

Beyond the hall is a chamber supported by heavy pillars, carved to resemble date palms. Hooped in the center is a glittering tree of arms, roses, and other treasure!

If you have **even more GOLD** go to [190]. If you have the **PLAN WOOD** OUT go to [190].

III-10 You're being attacked by giant wasps, bigger than any you've seen before! They have powerful jaws, a nasty stinger, winged black and yellow striped bodies, and multiple insectoid legs ending in hooked claws. They're 7' long, aggressive, and too fast to outrun. If they kill or paralyze the entire party, go to [248]. If you win, go to [191].



Giant Wasp

Size/Class/Form: 2-box figure.

ST 17, DX 15, IQ 4, MA 6/14.

Armor: Chitin stops 1 hit/attack.

Attacks and Damage: Bite (1d-2); tail stinger (1d-2) attacks to the side or rear. Stings only if on the ground, if airborne, they can sting anyone directly below them in the same box. Stinger damage is for armor penetration only; just 1 hit is actually inflicted, but check for paralysis.

Special Abilities/Weaknesses: If the stinger damage penetrates armor, the victim takes only 1 hit, then rolls 4d/ST using those; failure results in extreme pain and leaves temporarily paralyzed for an entire day.

These are aggressive brawlers, eager to lay eggs and find food to feed their larvae; most giant wasps are less aggressive, usually feeding on fruit.

III-11 Return to wherever you came from after recording statistics.

The Dragon of Hook Island

Size/Class/Form: 7-box figure.

ST 60, DX 15, IQ 20, MA 6/20.

Armor: Scales stop 5 hits/attack.

Attacks and Damage: Claw (2d6) and breathe fire (3d6, cone 3 ST), and tail lash (see Dr. Fire).

LAZARUS, p. 60.

Special Abilities/Weaknesses: Up to three attacks per turn.

If you're fighting her on the ship, those fishermen, too, with axes, one with a spear, join you as companions.



Fishermen

Human Heroes.

ST 11, DX 10, IQ 9, MA 10.

Talents: Axe/Mace, Fisherman, Knife, Pole Weapons, Seamanship, Swimming, Thrown Weapons.

Weapons: Spear (1d-1) or Small Axe (1d-2); Dagger (1d-1).

III-12 After spending time circling the island, you don't find any obvious way to breach the front door Roll 1d. On a 1-4, return to [191]. On a 5-6, go to [202].



Another Dark Lord is on the rise, threatening to bring death and destruction to all who oppose him...and maybe a few who don't. Saethor's Dark Legion was hired to keep order in a time of famine, betrayed and massacred the council that hired him, and seized power.

With a name like "the Dark Legion," could one really expect it to end any differently?

He assimilated the Red Fang orcs and defeated the elves of Amberwood. Now, his avaricious gaze turns on the Kingdom...

This solo/programmed adventure features a squad of soldiers fighting in an all-out war to defeat the evil Lord before it's too late. Will the Dark Lord's Doom fall upon the party, or on the villain himself?

If your squad and the reptile men are still controlling the bridge at the end of the sixth turn (both sides have conscious figures on it), go to 1007.
If your squad is eliminated, go to 1023; if your squad abandoned the bridge as the reptile men before the sixth turn, survivors go to 1025.

Sub-Chief Zang
Big reptile man.

ST 14, DX 12 (8), IQ 10, MA 12 (8).

Talents: Naturalist, Pole Weapons, Running, Thrown Weapons, Tracking.

Language: Common, Reptile man.

Armor: Chainmail (steps 3/4 hit/attack).

Weapons: Club/Jaws (1d+1, 2d+2 in HT); tail (tree ferns, 1d; halfrod (2d); war club (see Strong belt) (1d+2).

Special Attacks/Defenses: May use tail plus another attack (at -4 DX for both).

Warriors

Three reptile men.

ST 13, DX 11, IQ 9, MA 10.

Talents: Axe/Mace, Fisherman, Pole Weapons, Shield, Thrown Weapons.

Armor: Small Shield (steps 1 hit/attack).

Weapons: Club/Jaws (1d+1, 2d+2 in HT); tail (tree ferns, 1d); spear (2d); war club (see Strong belt) (1d+2).

Special Attacks/Defenses: May use tail plus another attack (at -4 DX for both).



25 Dark Lord's Doom

113 Word of the massacre in the King's tent spreads, and despair settles over the army. War drums sound. The Overlord's army attacks! The army is ordered to form up, but bewt of their King, the battle lines are ragged and chaotic. Go to 1117.

114 A reptile-man scouting party has picked up your trail. The chase is on! Your squad leader rolls 2/MA against the latent MA in your squad. If anyone has **Naturalist** or anyone has **Stealth**, roll one die lower. Success goes to 1044; failure to 1041.

115 The Overlord Saethor has fallen! Each survivor earns 100 experience.
A few minutes after your victory, a wounded Baron Gwalther and two squads of the Kingdom's soldiers stagger into the chamber.

Upon discovering the dark lord's doom, you are hailed as heroes! Go to 1225.

116 "Curse those savages," the captain says. "Looks like the Overlord's agents have been busy. They've omitted and are arming the reptile-men to feed! The Kingdom needs to know the Overlord is preparing to start the long-branded war-in the west!"

Someone needs to warn the villagers to evacuate and have the Border Guard prepare to hold the river line. If not, hundreds of reptile men, some with iron armor and armor in place of the usual crude robes, will swarm into the Kingdom!

"Headquarters will want to know about those Dark Legionaries." He scribbles a message onto a piece of good parchment. "I'll have this sent by our fastest runners to Fort Coric, and then by gryphon to the capital. The King must be informed!"

He smiles wearily at you. "Good job." One your squad 30 experience; go to 1000.

117 Panic spreads like wildfire through the Kingdom's best! An orderly retreat quickly becomes a rout.

The Overlord's best goblinish gnomes, joined by fresh troops from the city. The Overlord takes to the walls, and his mocking laughter rings across the battlefield. It's a massacre.

Go to 1000 if your squad died in the king's tent or in battle, or 1000 if you're stuck guarding the baggage.



118 From the misty, your spy sees the village about two miles away. It's a primitive settlement of several dozen longhouses built on stilts, partly shrouded by smoke from peat-bog fires. Normally it has sixty or seventy residents.

Now surrounding it are the tents of hundreds more reptile men! Still more arrive as you watch. You can see a contingent coming up a trail toward the village. It seems all of the reptile men tribes of the swamp have sent warriors here. You also make out what might be a few carts or wagons, and some other figures that look smaller than reptile men. From this distance, you can't really be sure.

Perhaps the reptile men plan a major raid into the Kingdom, or maybe several tribes are going to war against another? To look for a safe way to get closer, go to 1006. If you think sneaking closer is too dangerous with reptile men arriving, and prefer to head back to Coric to report, go to 1016.

119 The hard-fought action at Coric Bridge enabled the Border Guard to evacuate threatened villages and halt the invasion of the reptile men at the river line. The Overlord's planned backstab has backfired: The Kingdom is alerted to the Overlord's threat. It's time to strike back. Your unit is ordered to the capital of Irtan.

You have halted the invasion! Gain 30 experience each; go to 1207.

120 The battle was won, yet the Overlord remains within his city, with a depleted but powerful garrison.

Go to 1006 if your squad wore the King's armor and won, or to 1076 if you fought beside the King and he survived the battle, or 1000 if your squad survived and won, but the King was slain.

121 Maces walk on rooftops. The Kingdom's soldiers pour in, but pockets of the enemy still resist. Some retreat to the Overlord's palace, preparing their last stand.

A confused battle rages through the streets of the fallen city! Many Kingdom soldiers are fighting against tents of the enemy. Others lose discipline, breaking into houses or shops and emerging with animals of valuables. Fires start to break out.

Facing the Overlord might use this confusion to escape, you lead your squad toward the Overlord's palace, atop Volturn Hill in the city's center.

It's taken damage from catapult bombardment, but the great gate looks to be heavily defended. A formation of Kingdom men-at-arms are heavily engaged against a smaller phalanx of Dark Legion soldiers. The prospect of fighting is too tight for your squad to make much difference. You can hunt for a superior officer and request orders 1000, or search for another route into the palace 1000.

122 Your captain isn't pleased that you were trailing, but you upheld the honor of the Border Guard. You each get 8 experience. You continued to quarters until your horses bred. No more pub-crawling for you! Go to 1052!



Dark Lord's Doom 25

About Gaming Ballistic

[Gaming Ballistic, LLC](#) is a publisher of roleplaying games and support materials located in Lakeville, MN. Its proprietor, Douglas Cole is officially the “Chief Everything Officer” of the company.

Gaming Ballistic is the only third-party licensed publisher currently permitted by Steve Jackson Games to produce materials for the *Dungeon Fantasy* RPG and *The Fantasy Trip*, Legacy Edition. Douglas also runs the weekly blog aggregation called *GURPS*Day.

Find all of Gaming Ballistic’s material at <https://gamingballistic.com>. He has been roleplaying since 1981 and playing *GURPS* since 1988. His first book was the gripping supplement *GURPS Martial Arts: Technical Grappling*, released through Steve Jackson Games. He has since published over two-dozen books independently through Gaming Ballistic, with more coming out each year. Douglas lives with his wife, daughters, and cats in Minnesota, where many are cold, but few are frozen.

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IN DEVELOPMENT

The following products are in development.

They have passed a successful crowdfunding hurdle and are available for pre-order at https://delverstogrow.backerkit.com/hosted_preorders

- Campaign Launched: May 7, 2021
- Campaign Funded: May 17, 2021
- Campaign Ended: May 25, 2021
- Production: June, 2021
- PDF Distribution: July 2021
- Printing, Fulfillment, and Delivery: July–August 2021