



GAMING BALLISTIC, LLC

Product Catalog for Retailers

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Gaming Ballistic, LLC is the only licensed third-party publisher for Steve Jackson Games' Dungeon Fantasy RPG and The Fantasy Trip



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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	Norðlondr 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	Delters to Grow: Build a Bjorn	GBL0055S	22.49	978-1-950368-42-6
Dungeon Fantasy RPG	Delters to Grow: Fast Delters	GBL0056S	15.99	978-1-950368-44-0
Dungeon Fantasy RPG	Delters to Grow: Smart Delters	GBL0057S	15.99	978-1-950368-45-7
Dungeon Fantasy RPG	Delters to Grow: Strong Delters	GBL0058S	15.99	978-1-950368-58-7
Dungeon Fantasy RPG	The Crypt of Krysvik	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

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Product Pricing

		<i>Price per copy at order quantity...</i>				
<i>Title</i>	<i>Stock Number</i>	<i>1 copy</i>	<i>2 copies</i>	<i>3 copies</i>	<i>4 copies</i>	<i>5 copies</i>
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

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**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](#)

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!



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Delvers to Grow: Build a Björn

GBL0055S

ISBN: 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.



DUNGEON FANTASY
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The Crypt of Krysuviik

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 Krysuviik 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 Krysuviik.

Maybe you can find it before others do...

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



DUNGEON FANTASY
POWERED BY GLRPS

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GBL0058S

MSRP \$15.99

Stalwart fighters, powerful grapplers, raging barbarians, and divinely empowered warriors for the gods. All take their place on the front line of combat, meeting the foes head-on.

Built with and expanding on the material presented in the *Delvers to Grow* core book, *Strong 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.

Fully compatible with the professional template system in *Dungeon Fantasy Adventurers*, *Delvers to Grow: Strong 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: Strong Delvers.

[illegible]

Delvers to Grow: Fast Delvers

GBL0056S

ISBN: 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 stabbi-er.

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.



GBL0057S

MSRP \$15.99

Cunning bards, holy paragons, tree-friends, and subtle wizards, quick to anger. All of them break the natural order of the mundane, even while protecting it. Find within these pages examples of each type, with advice to match.

Built with and expanding on the material presented in the Delvers to Grow core book, *Smart 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.

Fully compatible with the professional template system in *Dungeon Fantasy Adventurers*, *Delvers to Grow: Smart 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: Smart Delvers.

[illegible]

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 Norðlond 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 Lögiheimli 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.



DUNGEON FANTASY
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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



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ISBN: 978-1-950368-19-8

MSRP \$12.99

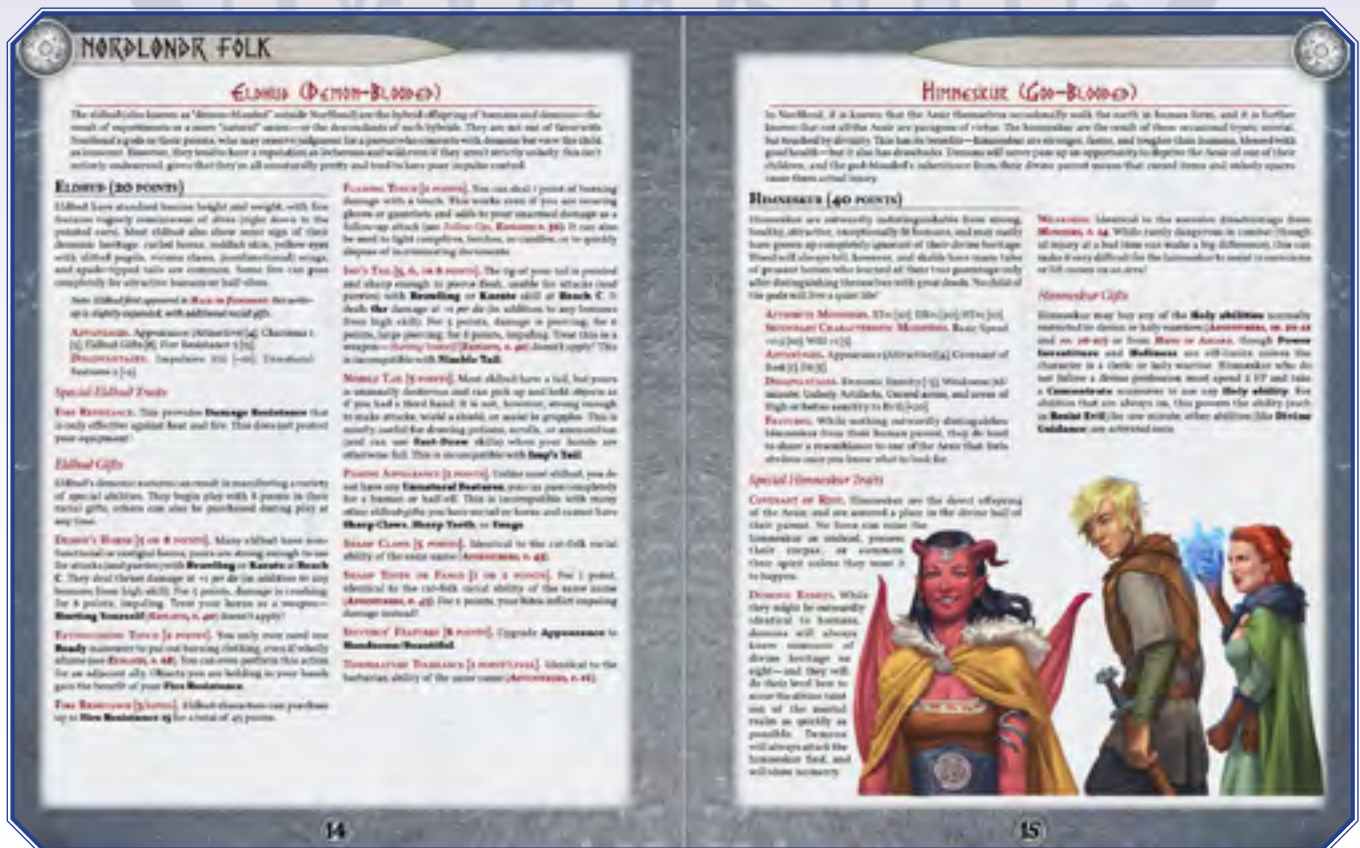
Saddle-stitched Softcover; 16 pages; 4 oz

**Wondrous variety**

Inside Norðlondr 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 Norðlond cosmology.
- Honor your gods: Take on the visage and abilities of their totem animal.
- Become one of the many hybrid races walking Norðlond: 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

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.

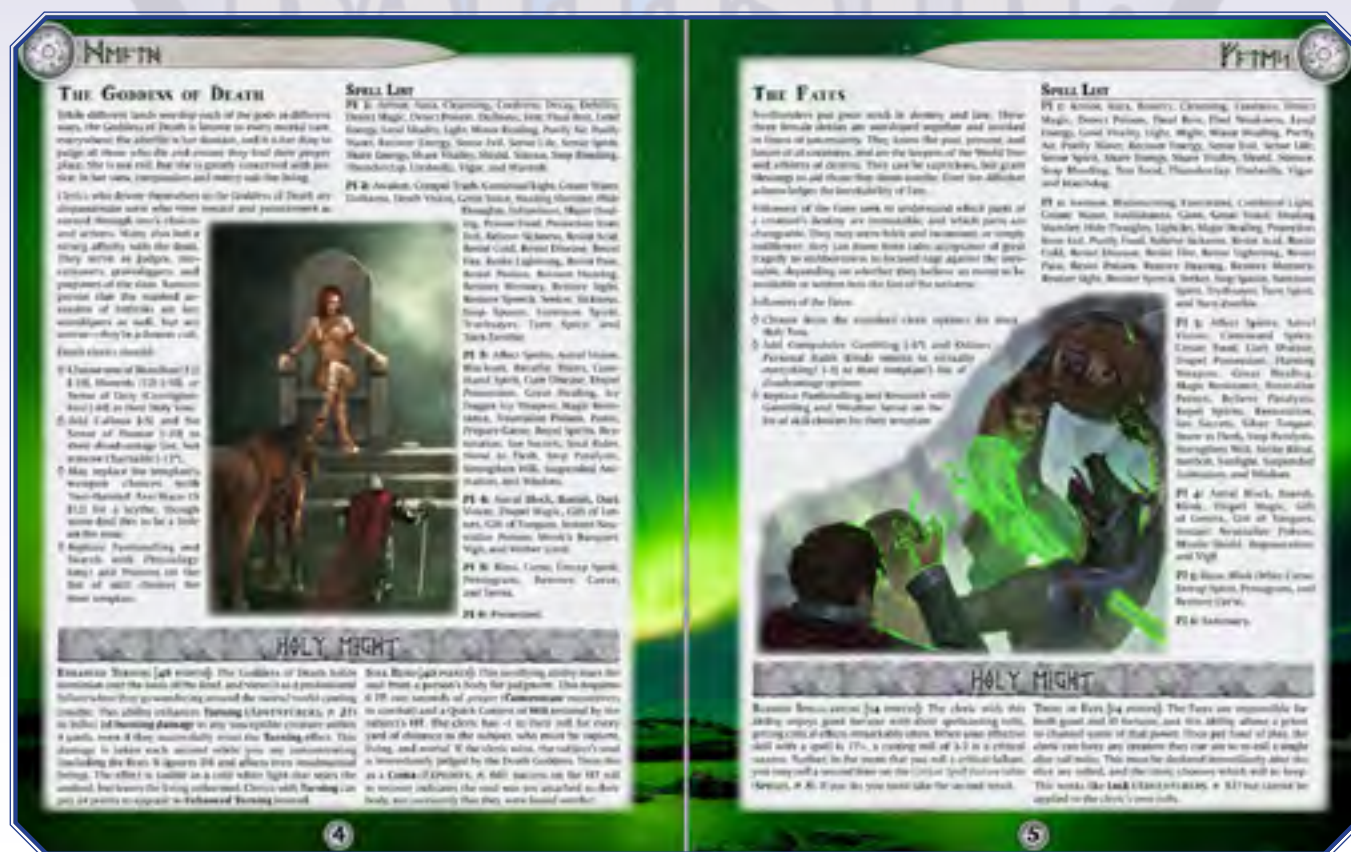
Their disciples—priests of the Allfather, the Lady of Life, the Trickster, the Lord of Warding, and all the Aesir—guard and guide their brothers and sisters. They are the sword and shield of the gods.

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



DUNGEON FANTASY
POWERED BY GLURPS

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ISBN: 978-1-950368-02-0

MSRP \$7.99

Saddle-stitched Softcover; 8 pages; 2.5 oz



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.

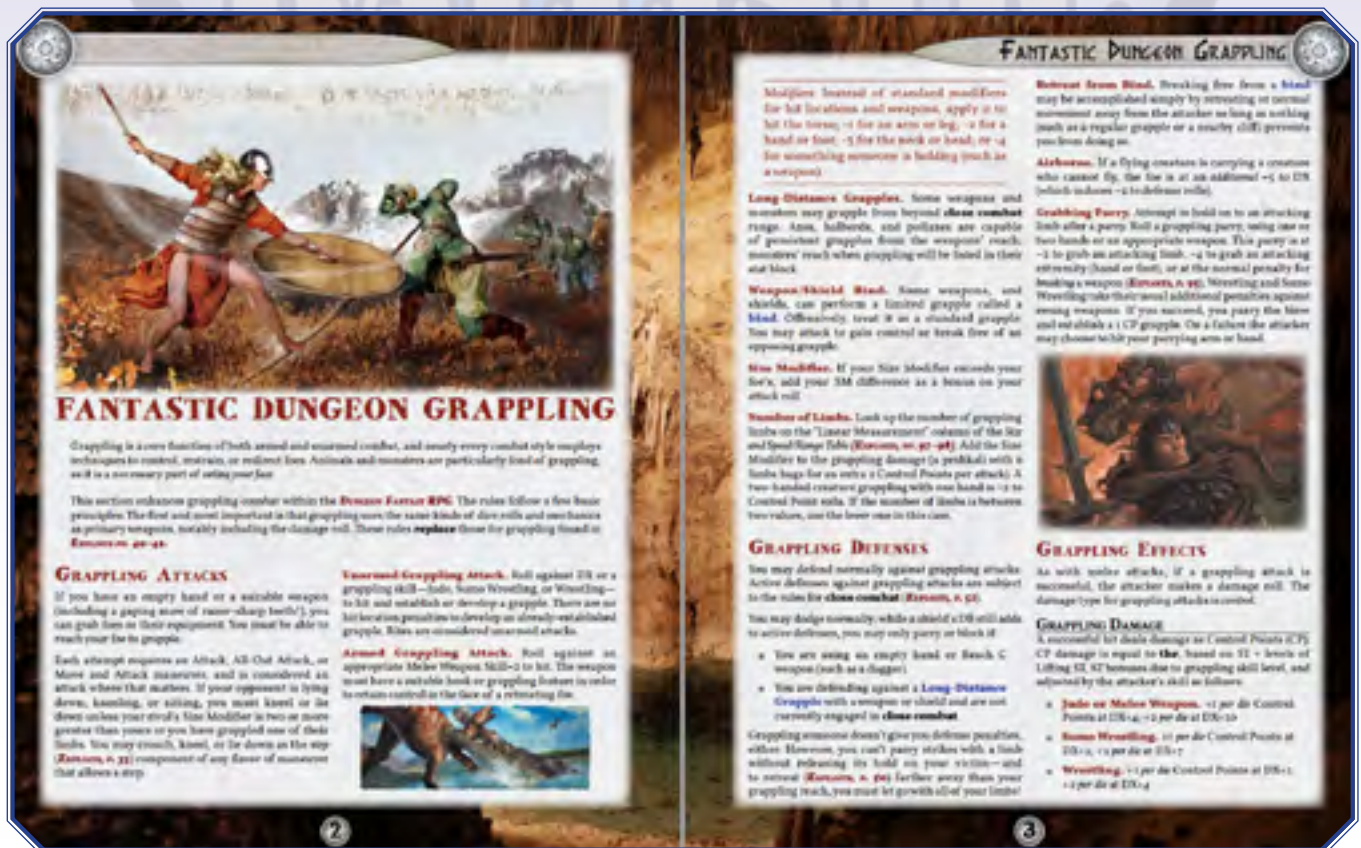
This 8-page booklet in 8×10 format takes the more complicated concepts from **GURPS** Martial Arts: Technical Grappling and distills them through years of play experience into something easily comprehended and managed at the game table.

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 3 – Bandits and Outlaws

GBL0038S

ISBN: [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 townsfolk.
- 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 rob merchant caravans, sack undefended towns, and kill and pillage anything village.

Why Bandits?

Not all are living the bandit life by choice at first will 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 resistant for real or imagined crimes. Some may dream of regaining regular society, while others enjoy the power and thrill of pillage. Still others plunder when necessary, and then live and laugh like vicars as they have made their sick to that look.

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, fear and glory, or just looking to score some coin.

Using this Book

Bandits and Outlaws contains several groups of NPCs, selected by background. A group might consist of a mix of types, others might be a squad of troops that have deserted a regular military unit. The **Bandits and Outlaws** section provides one such squad.

Look out an encounter that calls for bandits by gulping them in your time. If a bandit encounter is required, peruse the descriptions for common characters.

Some of these bandits have a point or six more in Talent: Hax (their IQ allows). This answers some adventuring experience and isn't based on characters of fewer than 34 points.

Outlaws: A bandit speaks Common if Language is not listed. If missing the **Armen**, they wear regular clothing. **Area Knowledge** specialists are black 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 assassins or pirates would-up late, later or desperate after coming to down or a vacation only to find out they don't have the ability, the performance, 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 desperate to give up their life in the game.

Discontented

32-point character

Kings do money, wanting to reach that level to get it. Lark his opportunistic, as a junior and joined a cult which was a front for the slave trade. Mostly was on guard duty looking something. The difference is to be a great fighter, but strong and clever; studies an able assistant to a notable leader. Double lower muscle of all kinds, and it gives the opportunity speaks. Focus is on learning to fight, or on the streets pursuing bandits.

ST 12, DX 9, IQ 12, MA 10

Talents: Ace/Mace, Javelin, Knife, Pistol, Recognize Value, Sweet, Whip

Weapons: Knife

Weapons: Broadsword (2d), Club (3d+1), Whip (1d-1)

Discontented

30-point tech-savvy character

It's tough to be a technician's apprentice without a single drop of magical ability. Wanting to be a mage or healer, and to come up on their feet, still, his master used him well, as a magic battery. Thousands and a bright mind, he finds work as a housekeeper, 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: Ace/Mace, Cross, Thaum, Uncommon, Knife, Silent Movement

Languages: Common, Sonnet, English

Weapons: Cross (2d-1), War axe (3d)

Weapons: Cross (2d-1), War axe (3d)

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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. Walls and Towers

The wall is 30' high and 12' thick. A walkway and battlements run inside, stairs at each corner 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 negligible-sized fighting platform at the tower top. Doors open onto the battlements any time a wall intersects a tower.

In each battlement tower (and above the gatehouse) is an **Ironskull Sergeant**, commanding five **skinning archers**. At night, towers and walls guard the interior lights to avoid spying visitors. They've memorized the battlements and tower paths. Sergeants change shift every four hours for **Ironskull** changing **some** **le-rings** to transfer control. At shift change there are three brief two-sergeant at each station before one returns to the tower.

A tower is within one reach of standing the stairs is needed. Guards shoot hostile approaching within 50 yards, or who penetrate into the courtyard without an invitation. Decisions only to make 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 late spotted, tower sergeants must draw an **undiscovered**.

Towers and gatehouse each have 218 arrows, a barrel of water, a chamber pot, a bucket of sand, and bandages.

If towers are threatened, but the **garrison** for 50' away down at reinforcements.

Ironskull Sergeants

Human soldiers.

ST 12, DX 14, HT 13, IQ 13, MA 10, EN.

Talents: Alertness, Pole Weapons, Shield, Sword, Unarmed Combat 1.

Language: Human tongue.

Weapons: Broadsword (enhanced for x1 damage), dagger.

Armor: Chainmail (enhanced), steps 4 (total: small shield (enhanced), steps 2 (total).

Equipment: Red with shielded light spell: horn, Ironskull (empty) canteen, liquid and gold pot: Pig, pet, Tagon, Graft, Cook, and four others.



© Ironskull Castle

C. Stables and Goat Shed

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

A stall is one corner contains a bloodstained mat of straw on the floor, some goat dung, and a sheep-butchery knife hanging from a wall hook. A lanky goat is munching some forage. A ladder up to a loft has some sleeping space.

The goat is a magic item stolen from a pastoral cult. **Bodiless Goat**: This black goat looks, acts, and tastes like a domesticated billy goat, save for red yellow eyes which glow at the dark. ST 15, DX 12, IQ 4 and MA 12, like for 1d-2. It regenerates 1 hit/turn, bleeding stops in seconds. Look looks repeat in minutes. Unless it's very damaged, most can be carved off in a regular basis. Offspring avoid any withers. Each square it must eat 1 fresh human heart, or turn to stone until fed at the level of 13 humans. Used by the castle for meat.

D. Barracks

Inside are 10 bunks, each with a chest for personal gear (spare clothes, coin, trophies worth 320-120). There's a policy and a study room with a card table and stools. A small cubicle serves as the sergeant's office with chairs and a washbasin.

On 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, leaving the sergeants at A & B. Should an alarm sound, they'd take five rounds 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 beef ration, jerky, flour, etc.) and water, as well as stacked stacks of rope, nails, lumber, gardening tools, cloth, four leather, tunic, tunic, and sword. Locked at night (1/100).



F. Laundry

Laundry are tubs of water and wringers for cleaning clothes (yes, ready), brushes, and racks, often hanging dirty or drying clothes of the castle's women. During the early morning hours **Beldadonna** and her **housemaid** (see L) are working here. At noon is the raised stone well. If it is not coming, during the day laundry is strong on a line to the **basinets** to dry.

Well A lid covers this well, which drains from a spring and large cisterns not underground.

Just outside the laundry is a small herb garden.

G. Inner Gate

Two portcullis secure the inner entrance. These structures are otherwise the same as the portcullis at A, save the watch mechanism is on the lower second floor (B). By day, both are open. At night, or within two hours of any alarm, guards at N drop them. The towers inside are 10 to allow guards at N and L to see here. If a small number of intruders are attacking, the guards may open the outer portcullis freely, only to slam it shut and trap intruders. The crystal window provides a view of the land in **basinets**, and the ceiling, under hole (1/10) to spot if looking up, otherwise 1/100 allows N to see up to deep **slimes** or **midstake** on the sides.

G1. Portcullis Gate

The portcullis gate is controlled (1/10) to spot if someone is up; otherwise at G1, but without a shadow or master hole.

H. Goat Hall

This square hall is furnished with a large wheeled food table, behind which sits a throne-like chair for Raelle, and benches for as many as 40 guests and relatives around four rectangular tables that may well make the room feel crowded. On cold days or evenings a few crackles away in an ornate stone hearth, flames hang from the walls, displaying the Ironskull sign.

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

I. Kitchen

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

In the hours before lunch or supper, **Beldadonna** and her **housemaid** cook. A slow pot bubbles away, goat meat stews on a spit, and bread or pie bakes in the oven, with mouth-watering smells. **Beldadonna** is present in the kitchen for most of the day, supervising chores, making snacks for the **basinets** or **inter-guards**, studying a recipe or potting book, or practicing battle fighting with her maid.

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

Beldadonna

Human bodyguard, cook, maid, and weapons dealer.

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

Talents: Acrobatics, Alertness, Charm, Cook, Courteous Grace, Housekeeping, Skills, Silver Movement, She Her, Thrown Weapons.

Language: Human tongue.

Armor: None (she's in 14' suit).

Weapons: Three daggers (one coated with **weapon poison**, her skin has secreted around body), all coated with **weapon poison**. These silver-stained daggers.

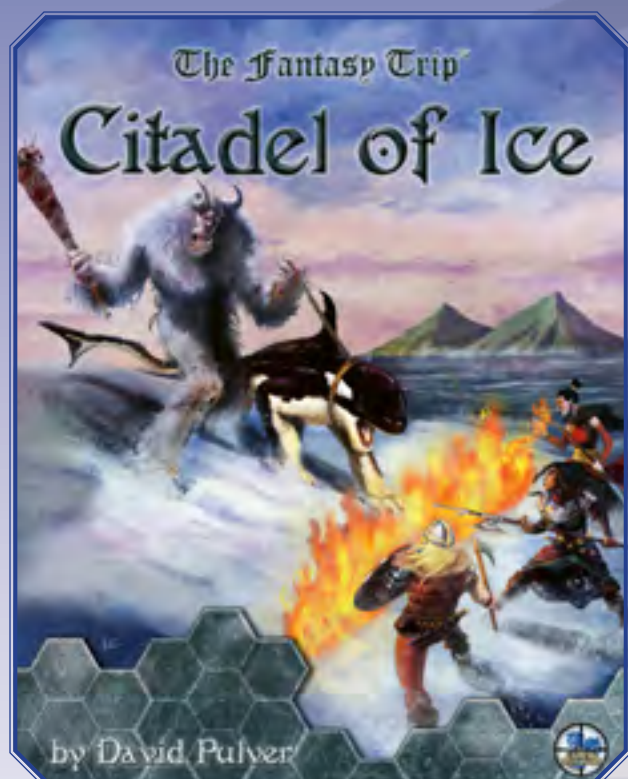
Equipment: Fancy maid's uniform, belt pouch with **basinets** gem, hidden pocket in apron (14/10) of **basinets** with **Gem of Myndil** (enhancing magic key for **Kash** spell) in hair, pocket with vital healing three **Magie** **Reinforce** drops.

The former maid and bodyguard of Tactyl, who accepted Raelle's offer to join the Ironskulls after watching her mistress and Lord Blackbird intensely at their wedding, chivalrously bearing testimony upon entering to the Duke's court, she graciously accepted Raelle's offer to accept her service and is devoted to her new employer. She's an able housekeeper, who mended in previous and unbroken. Owing to the small number of being made in Ironskull, her mending duties tend to be high. She supervises the unbroken **housemaids**, who do housework at her discretion. She also acts as Raelle's aide in writing, looking after her mistress and ensuring she eats properly. Raelle also employs her domestic skills to ensure housework or silver goods. She has a friendly relationship with the **basinets**, who are almost always anything but less than perfect.

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 . . .

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

Playing the Factions

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

Yeti

These 4 or 5 foot hominoids resemble their innately cousins, but stronger and fiercer. In the **Labyrinth**, a Yeti. There are two factions about the Citadel: converts to Enk and those who worship the ancient Enkaj cult under **Malla Chod**.

All adult yetis are agile fighters, using ice with great speed and trying to win battle with bone-chilling howls. They have scales and claws but let them move easily even in icy, darkened tunnels. In combat, yetis fight with claws, but also enjoy hand-to-hand. If an adult male fails or they're outnumbered, yetis may use their high Nin to retreat, knock contact, and gather allies to strike again. They may use **Arctic Howling**, **Saturnite**, **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, wolverine, brown amphipods trained to hunt and guard.

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

Enkajans

The icy Temple of Enk is a daughter-church of the Temple of Enk, one of the world's more popular religions.

Once known "the Omnipotent Enk" is a powerful, ancient deity worshipped by yetis. Although some Enkajans have grown to seek the gift, ordinary Enkajans secretly believe in spreading their faith. One such group of Enkajans founded and supported the iceberg temple. Of the cult of Enk does not exist in your campaign, substitute another benevolent personality (see below).

The surviving icy Temple's leaders are **Father Zenn** and **Sister Ignatia**. These Enkajan priests are wise, icy Temple spellcasters, yetis, elemental-type spells and other Enkajan or Enkajian spells. The Temple teaches Enkajian wisdom, and yetis to think the Enkajian way on. Around the altar, a Bull-dragon pet and several **yeti children**, led by the yeti **Brethan Nin**, remain faithful to Enk.



We are humble followers of the great and Omnipotent Enk, the true god! Our mother temple located at a hole of yellow yetis in the cold wastes near a great volcano. Decades ago our faith met missionaries, led by great Father Zenn here, and discovered the yeti worshiped the volcano, which they called Ong Ekajag. The teacher of this cult was then a heretic, then part of a glacial army under the volcano's shadow. In the wastes were many caves, and one held a giant hominoid, frozen in ice. We fear it is some ancient god, giant, or monster, but the yetis worshiped 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 Enk! After we won enough numbers, they drove the false cult off the iceberg, sealed off the evil cult with magic, and turned our temple atop of the crystal below we revere the bones of Enk's martyrs. Half among them (those of Enkajag). Continuing his good works, we converted more yetis, teaching them to live gently here, worshiping and lifting themselves to Enk.

"Omnipotent Enk 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 Enk for deliverance! Part of the glacier broke off: new icebergs calved. A great wave filled the bay. The open building our temple was pushed off to sea as this iceberg. But Enk was with us, and we survived above this sea of ice."

We drifted for months at sea, enduring countless tribulations. One of the hitherto worst had yetis longer. As we passed a distant island, predatory wyverns attacked the tower, and tried to take our holy altar. Worse, panicked by melting ice and growing hunger, a dozen yetis turned against Enk, swearing to the same cult of Ekajag. Led by the brotherhood yeti **Malla Chod**, 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 altar to get past the sacred seals left by the Blessed Lighthouse, or try to sacrifice our friends. What might happen then, only Enk knows!

"Fiercest struggles will yet help us save our temple, our lives, and our sacred relics before the iceberg melts!"

Cult of Ong Ekajag

If PCs investigate one of **Malla Chod's** worshippers, or negotiate with them, they will get a lead. Yetis live in this particular tribe of yetis: native religion.

"Long ago yetis hunted on glaciers by sea, near great lay under shadow of volcano god Ekajag! Our ancestors (those white bear into glacial seas) many in that lay. That's a journey into caves within. Deep inside they find heart of ice! These blood frozen giant, whom slimmers see in ice of great volcano Ekajag! For many lifetimes, we honor him with sacrifices. Followers with metal skins come on great cults, but we give their hearts to Ekajag. Then priests of Enk came with strong magic. They learned yeti speech, call Ekajag false god, make us worship Enk. Many yetis have been slain, shattered old ways, no longer are more flesh. Weakened priests sealed away heart of ice with good ice, monstrous elemental driven all who enter!"

"But volcano grew angry! All heard his wrath, even priests! Boulder rain, ash fell, ice shook, glaciers broke off into bay. Great wave pushed our iceberg into sea! Fabled priests and gips: Enk saw us. Full of ice! Our language grows, nothing melts, no dunes. Yet some

remain in old ways. Earth Enk priests, have these ages how just spirit guides, and give hearts to Ekajag! We live Ekajag's true true heart of ice, but sure yeti!"

Wyverns

Wyverns resemble **Red Dragons**, but are small, but with only two legs and a tail stinger. They're a lot like magic drakes instead of gold—the presence of a flock of wyverns is seen by adventurers as a harbinger with a sign posted "Look here!" The iceberg's **Wyverns** are recent visitors from Tiki, an island the sailing passed last week. This small flock of young, ruthless wyverns run speak in the local human tongue. If PCs interrogate one, or open negotiations, here's their perspective:

"Standing fish we spot an iceberg! Nice tower on it, maybe magical. We fly close, yes, yes! We shall laugh! We land and surely big eye-eyes, and other things, those rocks and spells at us. We let us sting them, took their magic gear, made a new quest! Some fled into caves, too dangerous to chase, wary yetis that bite in burning back! Wolf or whale, hard to say, stay away! These priests nearby, want more talk! Talk! Looking in sailing, they'll all drown. Woe, like, like,



Citadel of Ice 5

4 Citadel of Ice



Crown of Eternity

GBL0014S

ISBN: 978-1-950368-10-5

MSRP \$11.99

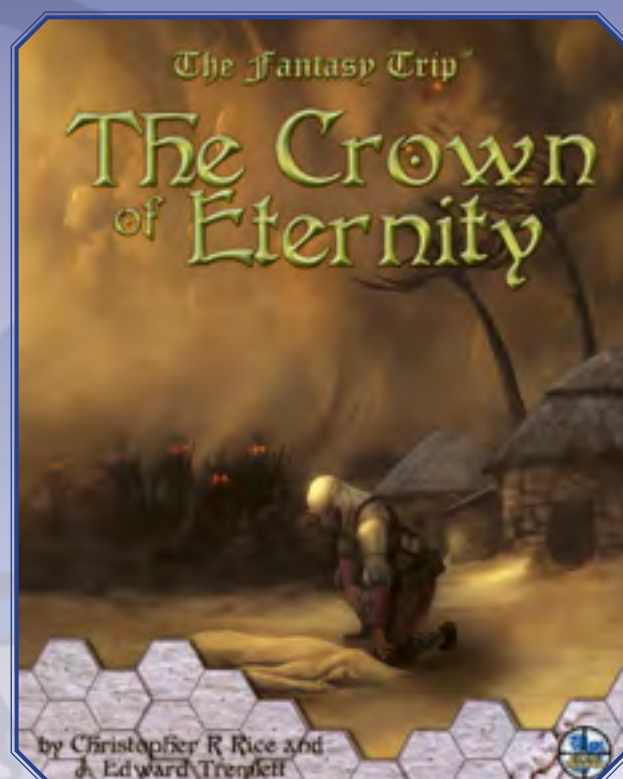
Saddle-stitched Softcover; 16 pages; 4 oz

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).

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



most and/or strong drink as people are often in one of the worst conditions, terrified of men, or both. Some say they advise the royal family, others insist they control them.

At some point, while wandering through Yabonae, the team learned **gargoyles** attack the party, warning the party a certain lost **treasure** **deagyle** to the **lawyer**, **if** **it** **it** they didn't like him, while mentioning the last's safety, they've passed the first line (standing outside damage is of an interest to the Exploratory Council).

As promised, showing the box or plaque to the League's guards gave them entrance to the Exploratory Council's underground hall, a well-organized room with wide, arched windows, one sitting between two rows of tables. A high mahogany table on a raised platform sits before three tall, tapered pillars. A nearly circular table surrounded by several plain chairs sits opposite before the high table. Each and every entrance suggests appear as the party enters the table to the party approaches.

The Council leaders first seat for two minutes, leaving all the while, and then appears to their chairs as if they'd been there all along. Cold and spindly Calhoun C.M. League treasurer, then one of the talking, with occasional brights from much. Headed forward, Alton Mason investigated report of the last great spell and desperate comments from Jewellhead Vanyon (D) Indhyna League, treasurer, and member of the League's security at the time.

Mason emphasizes the need for secrecy—demanding they wait they'll speak nothing of this. Headed back (also the last and Calhoun have been surprised there to find his guard for the Indhyna League, there as the Crown of Eternity.

Sadly, he appears to have failed and is either dead or lost to the far-flung ruins of Star-Artis. Mason greatly trusts Vanyon's last counsel, secured just a week ago to if the supposedly Indhyna team interests the death of his last search assistant, and seems convinced of his own choice. What killed him has been noted out.

If the box was returned to the team, accepting, bringing Vanyon back some \$10,000 to allow per services. Monetary League membership, and the right to help coordinate treasure the League brings all together time he needs. The League offers only \$2,000 per service if the party returns only one support plaque. If the party accepts, they're allowed



4 The Crown of Eternity

forth upon the Indhyna, leaving to Chas-Pik to the steps, and \$1000 either up (not) be supplies. And some delighted getting gifts.

LEAGUE'S BOUND

The League's need to protect across the party cannot enter their facilities, as Mason acts as a liaison. In days to come, he provides copies of League maps, planned research, and research materials. They also gift copies of League letters, which is meant to keep anything pertaining to the Crown's story.

The day before the Indhyna, Mason delivers a few things. One is half of a set of **Paired Parchments**, the reports. In case he isn't in, clear out of **yellow liquid** with the explicit instruction to use it so day even if he's been dead for more than three days. He does not elaborate further (the liquid cannot be duplicated and only works on day).

Finally, mentioning of the desert boat and whatever was, he gives much of **Amulet of Southern Protection** (which is multiple one-handed, also serving as a **Body Anchor**).

He also gives advice. "There's one of the most brilliant people on this, but he is intensely suspicious. Indhyna only half of what he says, and take that half as truth back."

MAGICAL "GIFTS"

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

Paired Parchments (Relevant to 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 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1843, 1844, 1845, 1846, 1847, 1848, 1849, 1850, 1851, 1852, 1853, 1854, 1855, 1856, 1857, 1858, 1859, 1860, 1861, 1862, 1863, 1864, 1865, 1866, 1867, 1868, 1869, 1870, 1871, 1872, 1873, 1874, 1875, 1876, 1877, 1878, 1

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MSRP \$11.99

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).

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



The Curse of the Pirate King

This adventure is presented as the second part of a series (starting with *Curse of the Pirate King*), and can be played as a standalone adventure. It contains 42 print-them-yourself tokens for monsters and NPCs appearing in the adventure (in black-and-white).

As stated in the end of *Curse of the Pirate King*, the adventure is for use with the *Curse of the Pirate King* campaign.

Part One: The Offer

The party begins in the city of Glenside, where they are given a quest to find the fabled Blade of Dawn. The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility. The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility.

There are several things to note about the quest. First, the quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility. The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility.

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Investigating the Noble

It is the first of the quest. The party is given a quest to find the fabled Blade of Dawn. The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility.

and the fabled Blade of Dawn. The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility. The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility.

There is no such thing as a free lunch. The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility. The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility.

There's No Such Thing

The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility. The quest is given to them by the local lord, Lord Glenside, who is a member of the local nobility.

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What is going on?

Language Reference		
Spoken	PC's Secret this Token?	Secret
1 [K]	Area Knowledge, Dark, Captain, Counting, Hidden	Because it is part of the fabled Blade of Dawn, and because it is a secret.
2 [K]	Area Knowledge, Counting	Because it is a secret, and because it is a secret.
3 [K]	Area Knowledge, Counting	Because it is a secret, and because it is a secret.
4 [K]	Area Knowledge, Counting	Because it is a secret, and because it is a secret.
5 [K]	Area Knowledge, Counting	Because it is a secret, and because it is a secret.
6 [K]	Area Knowledge, Counting	Because it is a secret, and because it is a secret.
7 [K]	Area Knowledge, Counting	Because it is a secret, and because it is a secret.

Curse of the Pirate King 1





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.



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 Green to Ossal

Normal Travel Rate: The journey, like Yell's journey, is not well charted. The route is 10–12 miles per day, depending on the weather. Similar ships range from 10–12 miles depending on construction and crew quality.

Potential Encounters: Red Dragons, Incubated, Sky Pirates, Irons, Red Dragons, Incubated, Sky Pirates, Irons.

The sea and travel are the most common and dangerous of all, as military, mercenary, and innocent sailors interfere with shipping between Ossal and the eastern coast. Powerful but unpredictable winds make it possible to cover the 1,400 miles or so in as little as 10–12 consecutive days of sailing (if things go well) compared to air water heading the other direction). Maps of the region are labeled "The Sea of the North" for good reason. What should be the worst of all is the fact that the sea is a high-risk zone.

Sevantes lives in a struggle with the sea. He will provide passage in the *Sevantes*, a 30-foot, curved-style ship. The rate of passage is 1000 miles per day, and the cost is 1000 per hour. Regardless of the cost, the party will be charged the last time the party took the ship to the Sea of the North. Struggling during winter is a high-risk business.

Assuming the party, like all the other, can sail, the party is a possible route, and despite the party is a good reason for the party to take it. The party is a good reason for the party to take it. The party is a good reason for the party to take it.

For more detail on ships, shipping, wind conditions, and other details to spice up the game, see *Sevantes and the Sea of the North* in *GBL 0035S*. The *Sevantes* carries Red Dragons, Incubated, Sky Pirates, Irons, Red Dragons, Incubated, Sky Pirates, Irons, Red Dragons, Incubated, Sky Pirates, Irons.



GO TO HREL

Once the party is in Hrel, they face a greatly reduced risk of attack. It is 140 miles to the sea, and the sea is the Sea of the North, the Sea of the North.

Normal Travel Rate: 10 miles per day through a mix of open country and secondary roads.

Potential Encounters: Collectors of Bones, Red Dragons, Incubated, Sky Pirates, Irons.

The entire northern half of Hrel is cultivated, whether fields or forests. Numerous paths and roads spread throughout the region, and the roads are well-maintained. The roads are well-maintained, and the roads are well-maintained.

Getting lost is nearly impossible. The full population of the Sea of the North is visible from the shore, with the sea being green to the north, south, and east, and the sea being green to the north, south, and east.

Before the party has been reached or greatly weakened, the Sea of the North is a good reason for the party to take it.

The most likely encounters are Red Dragons, Incubated, Sky Pirates, Irons, Red Dragons, Incubated, Sky Pirates, Irons.

Through the Mountains

Normal Travel Rate: 7.5 miles per day.

Potential Encounters: Collectors of Bones, Red Dragons, Incubated, Sky Pirates, Irons.

The route through the Sea of the North is a well-maintained road, 10 miles wide. The route is a well-maintained road, 10 miles wide. The route is a well-maintained road, 10 miles wide.

The Lake of the Elephants

Normal Travel Rate: 10 miles per day.

Potential Encounters: Red Dragons, Incubated, Sky Pirates, Irons.

Arriving at the lake is the most dangerous of all. The lake is a well-maintained road, 10 miles wide. The lake is a well-maintained road, 10 miles wide. The lake is a well-maintained road, 10 miles wide.



Encounter Descriptions

These events and challenges are descriptive, not prescriptive. Wild events are common, and the party is encouraged to react to them with their own creativity. The party is encouraged to react to them with their own creativity.

Encounter 1: The Sea of the North

The party is in the Sea of the North, a vast, open area. The party is in the Sea of the North, a vast, open area. The party is in the Sea of the North, a vast, open area.

Encounter 2: The Mountains

The party is in the mountains, a rugged, mountainous area. The party is in the mountains, a rugged, mountainous area. The party is in the mountains, a rugged, mountainous area.

Encounter 3: The Lake of the Elephants

The party is in the lake, a large, open area. The party is in the lake, a large, open area. The party is in the lake, a large, open area.

Encounter 4: The Sunken Library

The party is in the Sunken Library, a large, open area. The party is in the Sunken Library, a large, open area. The party is in the Sunken Library, a large, open area.

Encounter 5: The Sea of the North

The party is in the Sea of the North, a vast, open area. The party is in the Sea of the North, a vast, open area. The party is in the Sea of the North, a vast, open area.

Encounter 6: The Mountains

The party is in the mountains, a rugged, mountainous area. The party is in the mountains, a rugged, mountainous area. The party is in the mountains, a rugged, mountainous area.

Encounter 7: The Lake of the Elephants

The party is in the lake, a large, open area. The party is in the lake, a large, open area. The party is in the lake, a large, open area.

Encounter 8: The Sunken Library

The party is in the Sunken Library, a large, open area. The party is in the Sunken Library, a large, open area. The party is in the Sunken Library, a large, open area.

Encounter 9: The Sea of the North

The party is in the Sea of the North, a vast, open area. The party is in the Sea of the North, a vast, open area. The party is in the Sea of the North, a vast, open area.

Encounter 10: The Mountains

The party is in the mountains, a rugged, mountainous area. The party is in the mountains, a rugged, mountainous area. The party is in the mountains, a rugged, mountainous area.

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- Vampire Hunter Belladonna is a programmed adventure for The Fantasy Trip.
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Dragon Hunt!

GBL0031S

ISBN: 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.

[illegible]

The Fantasy Trip™

STEVE JACKSON GAMES





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 reinforcing the bridge at the end of the sixth turn (both sides have conscious figures on it), go to 1007.

If your squad is outnumbered, go to 1023; if your squad abandoned the bridge to the reptile men before the sixth turn, survivors go to 1025.

Solo/Chief Zany
Big reptile men.

WT 14, DX 12, ST 16, MA 12, IN 10.

Talents: Acrobatics, Fists, Weapons, Running, Thrown Weapons, Tracking.

Languages: Common, Reptile men.

Arms: Chained (spear) 3 hit/attack.

Weapons: Clubs/Jaws (1d+1, 2d+2 in RTT); tail (near bonus, 1d); halberd (2d); war club (no bonus) (1d+1).

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

Warriors

Three reptile men.

WT 13, DX 11, ST 15, MA 10.

Talents: Acrobatics, Fists, Weapons, Running, Thrown Weapons.

Arms: Small Shield (spear 1 hit/attack).

Weapons: Clubs/Jaws (1d+1, 2d+2 in RTT); tail (near bonus, 1d); spear (2d); war club (no bonus) (1d+1).

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



32 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 beef 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 3/MA against the latent MA in your squad. If anyone has **Naturalist** or anyone has **Heath**, roll one die lower. Success goes to 1014; failure to 1011.

115 The Overlord's horde has fallen! Each survivor earns **100 experience**.

A few minutes after your victory, a wounded Runo Gashar 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 "Curses these savages," the captain roars. "Looks like the Overlord's agents have been busy. They've stolen and are arming the reptile-men to fight! The Kingdom needs to know the Overlord is preparing to attack the long-forgotten wilderness!"

Someone needs to warn the villagers in emergency and leave the Border Guard garrison to hold the river line. If not, hundreds of reptile men, some with iron armor and armor in place of the usual crude clubs, will sweep into the Kingdom.

"Headquarters will want to know about those Frank legions!" He scribbles a message with a piece of good parchment. "I'll burn this scroll by our last runners to Fort Coric, and then by gryphon to the capital. The filing must be instant!"

He smiles warmly at you. "Good job! Give your squad **30 experience** each; go to 1001.

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

The Overlord's host gloriously pursues, joined by fresh troops from the city. The Overlord takes to the wilds, and his mocking laughter rings across the battlefield. It's a massacre.

Go to 1001; if your squad died in the King's tent or in battle, or 1005 if you're stuck guarding the baggage.



118 From the swamp, your spy sees the village about two miles away. It's a primitive settlement of several dozen loghousers 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 armor 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 standing closer is no dangerous with reptile men attacking, and prefer to head back to Coric to report, go to 1218.

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 Treston.

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 1001 if your squad survived and won, but the King was slain.

121 Mourn's walls are breached! The Kingdom's soldiers push to the gates of the enemy still mind. 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 hordes of the enemy. Orders flow discipline, breaking into houses or shops and emerging with animals of valuables. Fires start to break out.

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

It's taken damage from catapult bombardment, but the first 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 price of fighting is too high for your squad to make much difference. You can hope for a superior officer and request orders 1009, or search for another route into the palace 1008.

122 Your captain isn't pleased that you were trailing, but you spotted the tower of the Overlord's Guard. You each get **5 experience**. You conduct in quarters until your horses feed. No more publishing for you! Go to 1051.



Dark Lord's Doom 33

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