



GAMING BALLISTIC, LLC

Product Catalog for Retailers

Spring 2022

last revised March 5, 2022



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

**STEVE
JACKSON
GAMES**



Gaming Ballistic, LLC
18121 Ireglen Path, Lakeville MN 55044-6137 (763) 439-9234
gamingballisticllc@gmail.com • <https://gamingballistic.com>

Gaming Ballistic Product Offerings
Table of Contents

Contents

The Dragon Heresy RPG (Fifth Edition OGL)

Dragon Heresy Introductory Set	5
Lost Hall of Tyr (2nd Edition)	6
Dungeon Grappling	7

The Dungeon Fantasy RPG (Powered by GURPS)

Nordlondr Ovinabokin	8
Delvers to Grow: Core Book	9
The Crypt of Krysuviik	10
Delvers to Grow: Strong Delvers	11
Delvers to Grow: Fast Delvers	12
Delvers to Grow: Smart Delvers	13
Hall of Judgment (2nd Edition)	14
Citadel at Norðvörn	15
Dragons of Rosgarth	16
Forest's End	17
Norðlondr Folk	18
Hand of Asgard	19
Fantastic Dungeon Grappling	20

The Fantasy Trip

Character Collection 1 -	
Experienced Adventurers	21
Character Collection 2 - Rookies	22
Character Collection 3 -	
Bandits and Outlaws	23
Character Collection 4 - Wizards	24
Ironskull Castle	25
Citadel of Ice	26
Crown of Eternity	27
Curse of the Pirate King	28
Roc of Sages	29
Catacombs of Living Death	30
The Sunken Library	31
Vampire Hunter Belladonna	32
Dragon Hunt!	33
Dark Lord's Doom	34
Tower of the Moon	35

About Gaming Ballistic	36
------------------------------	----



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	Delves to Grow: Core Book	GBL0055S	22.49	978-1-950368-42-6
Dungeon Fantasy RPG	Delves to Grow: Fast Delves	GBL0056S	15.99	978-1-950368-44-0
Dungeon Fantasy RPG	Delves to Grow: Smart Delves	GBL0057S	15.99	978-1-950368-45-7
Dungeon Fantasy RPG	Delves to Grow: Strong Delves	GBL0058S	15.99	978-1-950368-58-7
Dungeon Fantasy RPG	The Crypt of Krysvik	GBL0059S	22.49	978-1-950368-46-4
Dungeon Fantasy RPG	Nordlond Bestiary and Enemies Book	GBL0063H	60.00	978-1-950368-52-5
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
The Fantasy Trip	Tower of the Moon	GBL0061S	11.99	978-1-950368-50-1

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

Free domestic shipping for retailers
on orders of \$200 or more

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 Krysuviik	GBL0059S	\$19.12	\$16.25	\$13.38	\$11.47	\$9.56
Nordlond Bestiary (Apr 2022)	GBL0063H	\$51.02	\$43.36	\$35.72	\$30.61	\$25.52
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
Tower of the Moon	GBL0061S	\$10.20	\$8.67	\$7.14	\$6.12	\$5.10

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

**Free domestic shipping for retailers
on orders of \$200 or more**

Dragon Heresy Introductory Set

GBL0004H

ISBN: 978-0-9983354-4-5

MSRP \$64.99

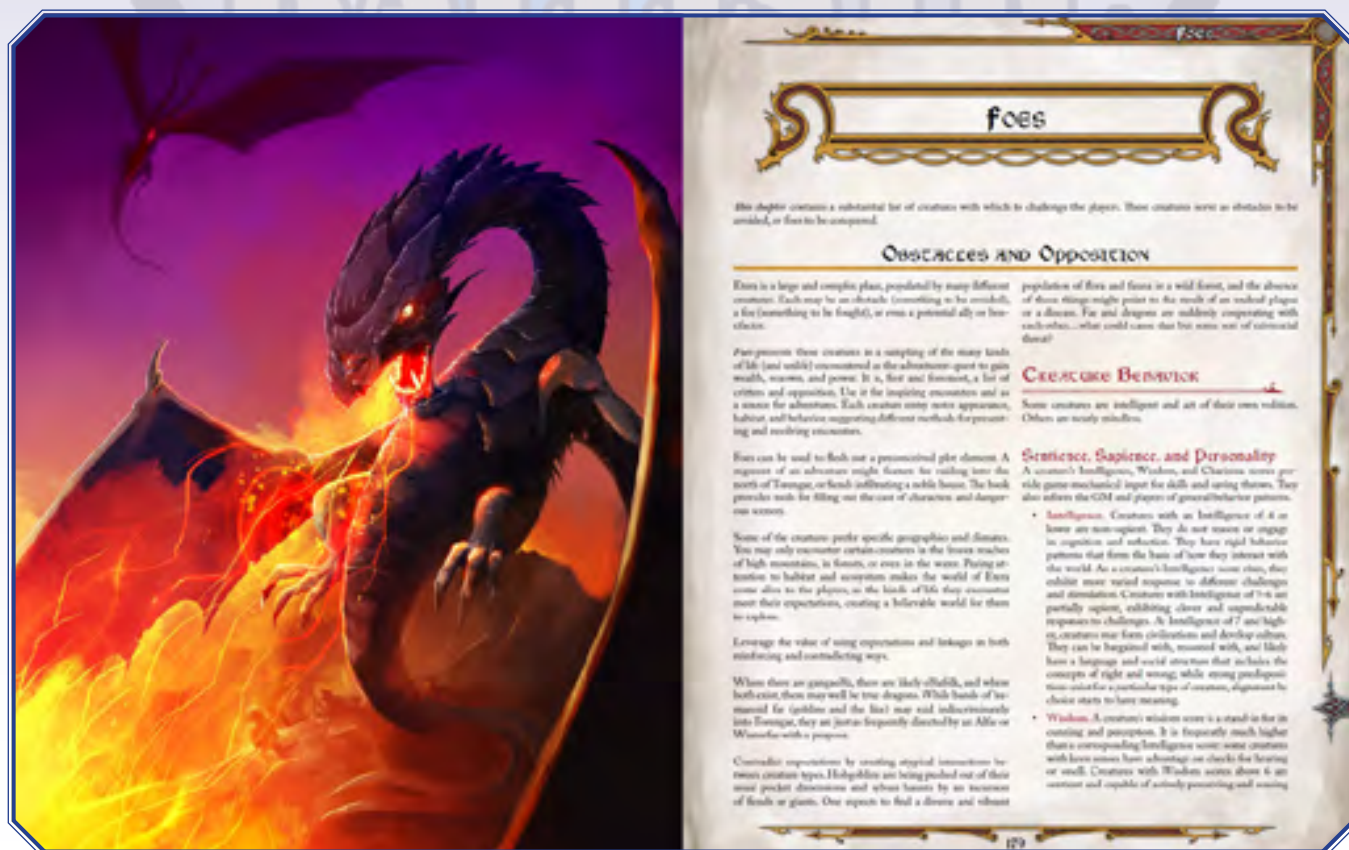
Smyth-sewn Hardback; 288 pages; 49.4 oz

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

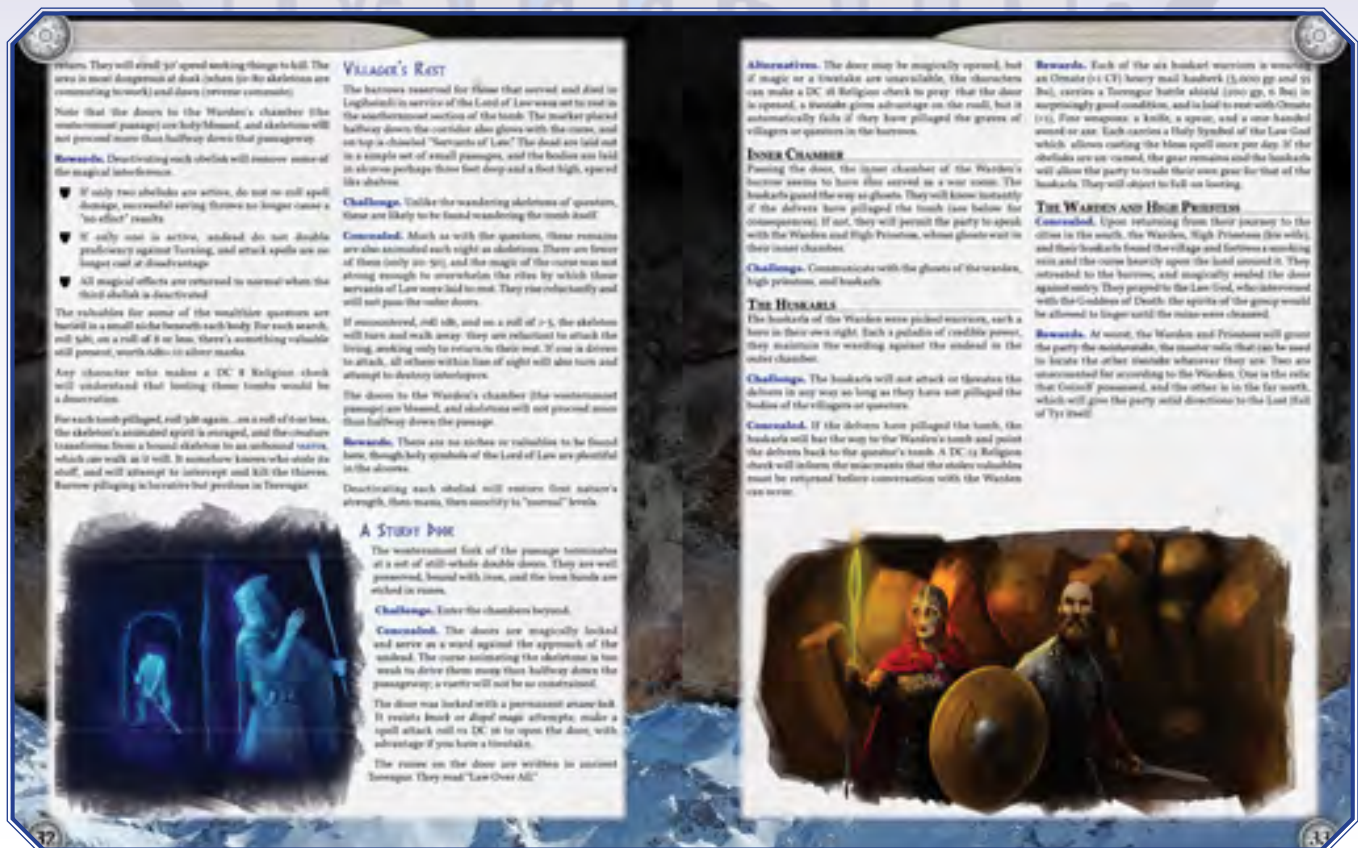
Perfect Bound Softcover; 112 pages; 19.7 oz



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



GBL0063H

MSRP \$22.49

DUNGEON FANTASY

NORDLONDR ÓVINABÓKIN

BESTIARY AND ENEMIES BOOK

BY DOUGLAS H. COLE

[illegible]

Delvers to Grow: Core Book

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.



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.



DUNGEON FANTASY
POWERED BY CLIPPS

STEVE
JACKSON
GAMES



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 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

CHRYSTALIA

187-PT. HEAVY-BUILDING MARTIAL ARTIST

Chrystalia comes from sufficiently far away that the locals have never heard of the Ministry of the Golden Scale, whatever that is—and she doesn't seem to be in any hurry to return. In truth, her attitude about ancestral martial arts made her rather unpopular, and after a thorough doubling at the hands and feet of the ministry's master, she left and vowed not to return until she had perfected the art of the blade and could prove its superiority over her husband's fighting styles. Given her incredible natural talent—something she'll tell her competitors 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
[90]	[90]	[90]	[90]
Strength	Dexterity	Intelligence	Health
10-120-1	100	100	120
100/100	100	100	120
100/100	100	100	120

HP 14 [0] 1 7 14 21 28 12 [0]

Parry Dodge Block DR

12 (Unarmed) 9 8 3

9 (Fast Missile) Weapon

ADVENTAGES

- Dragon Skin [X]
- Dragon's Breath [X]
- Dragon's Wings [X]
- Elemental Resistance [X]
- Nonliving Membrane [X]
- Shiny Claws [X]
- Shiny Teeth [X]
- Working HT (None)
- Tough Skills [X]
- Trained by a Master [X]

DISADVANTAGES

- Compulsive Working [X]
- Discipline of Faith (No Release)
- Good eye or nose [X]
- Obsession (Perfect any art at any cost) [X]
- Odious Personal Habits (Arrogant)
- Overconfidence [X]
- Restored Don (None)
- Social Winger (Memory Group)
- Swiftness [X]
- Believes others are all indiscriminately inhuman
- Refuses to people by their full names all the time
- Stores open flames for unattended stoves
- Talks about herself to third person
- Tells out the nature of attacks during combat, especially trademark moves

SKILLS

- Acrobatics [X]
- Unarmored Defense [X]
- Intense Attack (Breath) [X]
- Swimming [X]
- Kick [X]
- Meditation [X]
- Martial Strength [X]
- Parry Missile Weapons [X]
- Parry [X]
- Swiftness [X]
- Stability [X]
- Tactics [X]

EQUIPMENT (187P, 42AP, 100)

- Shin Prost (100, 100)
- Bladder (100, 100)
- Copper Canteen (100, 100)
- Shower, Napkins (100, 100)
- Yellow Vest (100, 100)
- Small Backpack (100, 100)
- Shin, 1 Man (100, 100)
- Torch (100, 100)
- Wristband (100, 100)

HALFLING SCOUT

Iron-Baptism is a study in making skill strength over strength and size. Even as a novice, he is ready to go with those at, and is only gone before 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 specialist focus to get damage to "reasonable" damage-increasing traits include a total of 14 to the base ST. He can pull from both on about how and the throughout park, bringing his base to a not-unable 117 is. Weapon Master gives 10 per die, but won't see an increase in damage until the wildly more over most into ST although this isn't much different than any other most, none of whom regularly even bodybuilding competition).

All of that together allows Iron-Baptism to launch normal arrows for 10-1 base damage, or base ones (100) for 10-1. Targeting vital areas gives a minor to the increase his skill, but will always be important.

The real cost to ST 1 is physical endurance capacity. Even with the weight and DR adjustments from (Drowning, Swimming, Run, 10, 10), it's going to be very expensive for what you get—and only permits against the most incidental damage.

Even so, it's a light inconvenience with the gear he carries into battle (100) and to get on his person). The rest has to travel with him on his whistler or be placed on pack animals for loaded around by a convenient weather or bathroom, and with only 10-1 of carrying capacity before being unbalanced, picking up a more convenient will show him down.

That's a rough place to be if you're a halfling with 100 points. He needs to prefer going over costs!

NOVICE SCOUT NOTES

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

While most scouts would use a longbow or composite bow, Iron-Baptism's low ST means a short bow is his best choice. On the bright side, short bows are cheap (they're able to afford to upgrade it to 100 and even for a reasonable price). His other equipment purchases focus on making sure he'll never run out of arrows—he's even got a whistler to carry them all!

While he's got Weapon Master (100) to further improve damage, keep in mind that without Iron-Baptism's base rate of 10-1 to see that every two times—and that only with a successful Fast-Draw roll. Make sure he stays out of melee reach!

JOURNEYMAN SCOUT NOTES

Upgrading Outdoorsman gives Iron-Baptism's non-combat skills, but the important part of the Scout (if made in Iron-Baptism) is the ability to study and find his way 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."

MASTER SCOUT NOTES

The city-point version of Iron-Baptism seems hard in the "hard" part of "Iron-Baptism," upgrading DR and Basic Move. While this doesn't do much to help his damage (and he may want to invest in his arrows, a decent whistler, or both), it means he has a skill in a short-swinging 10, which means he can target even, which is more of a target the skills with a hidden arrow) and is reasonably certain of a hit.

Training, an Eye Out

Some adventures are so skilled and lucky that they can work around even serious infirmities. For characters with both Weapon Master and Luck, the DM may allow them to reduce the Eye 1-10 to Disadvantage Features 1-10 (in which case this is (Iron-Baptism's) Disadvantage 1-10, but without a supernatural ability) by paying 10 points. Characters of a suitably physical background (DM's call) might even do the same with the Band 1-10 or a Wielder (1-10) for 10 or 10 points, respectively, representing a look or a pose that (for them) is just as good as the weapon!

What this means is that Iron-Baptism's eye patch is just a quickie 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!

GBL0057S

MSRP \$15.99

Saddle-stitched Softcover; 16 pages; 4 oz

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**



Hall of Judgment (2nd Edition)

ISBN: 978-1-950368-05-1

MSRP \$34.99

Smyth-sewn Softcover; 128 pages; 19.6 oz



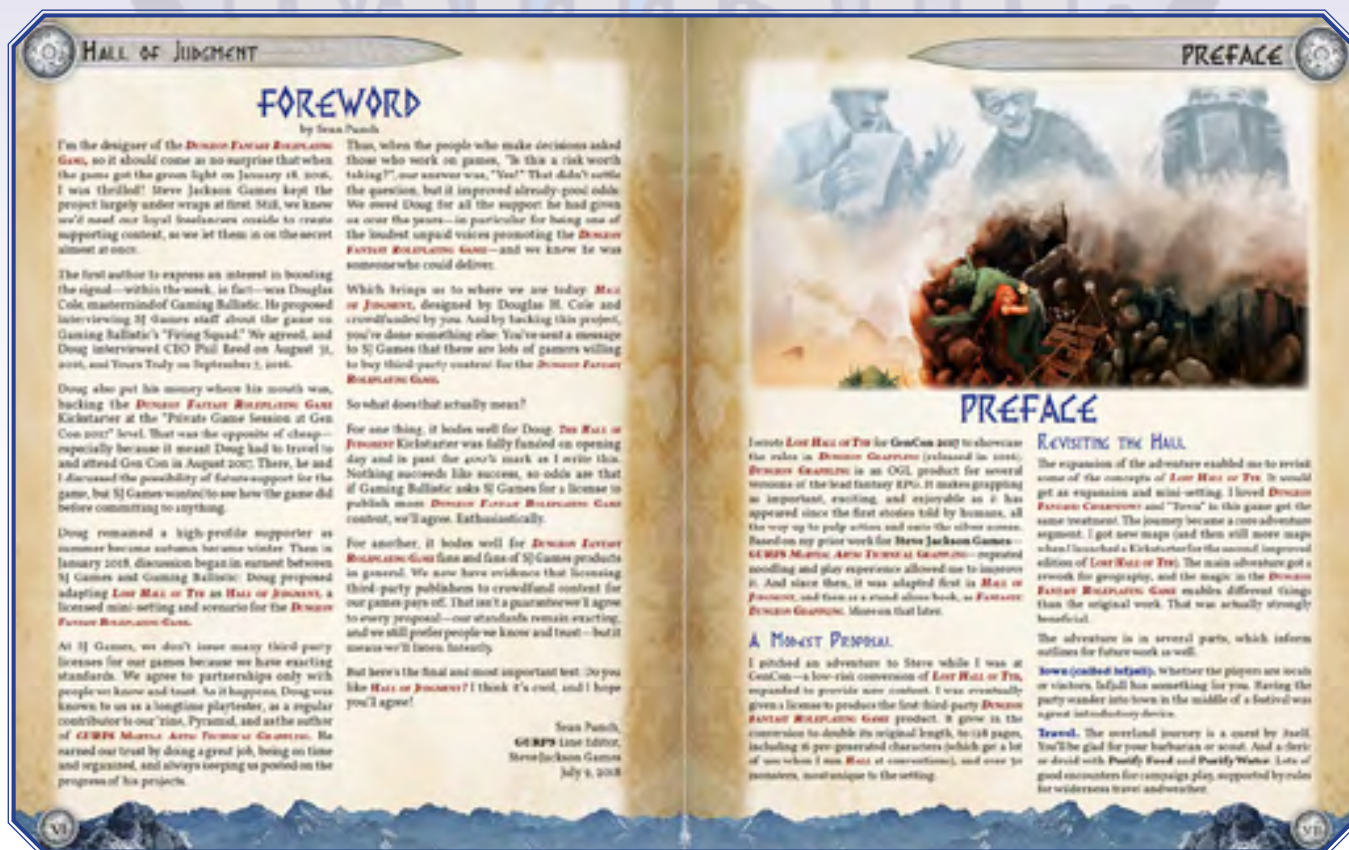
The second edition of Hall of Judgment, with superior production values and new maps.

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

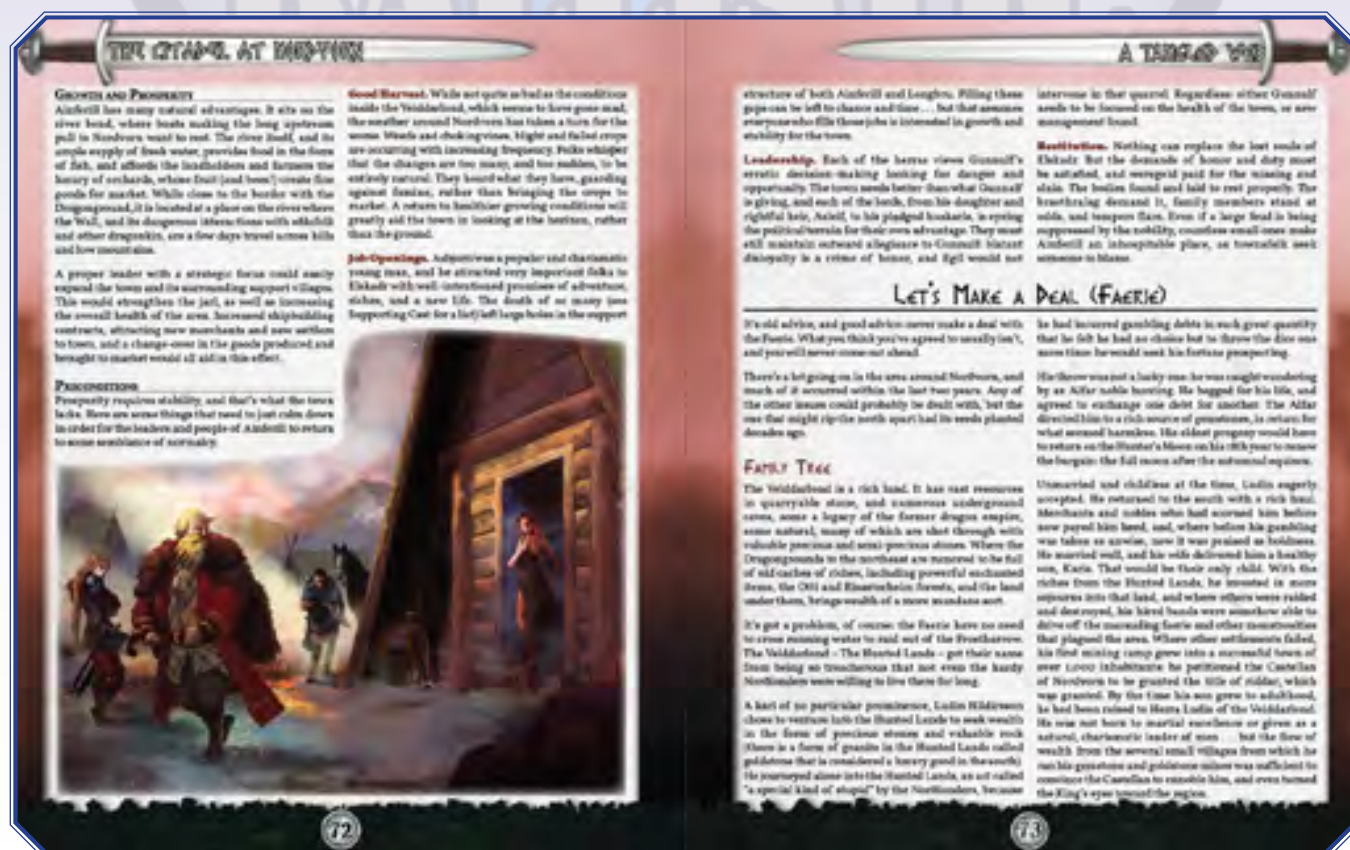
MSRP \$34.99

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.
- Långbrú. 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
POWERED BY CLIPPS

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](#)

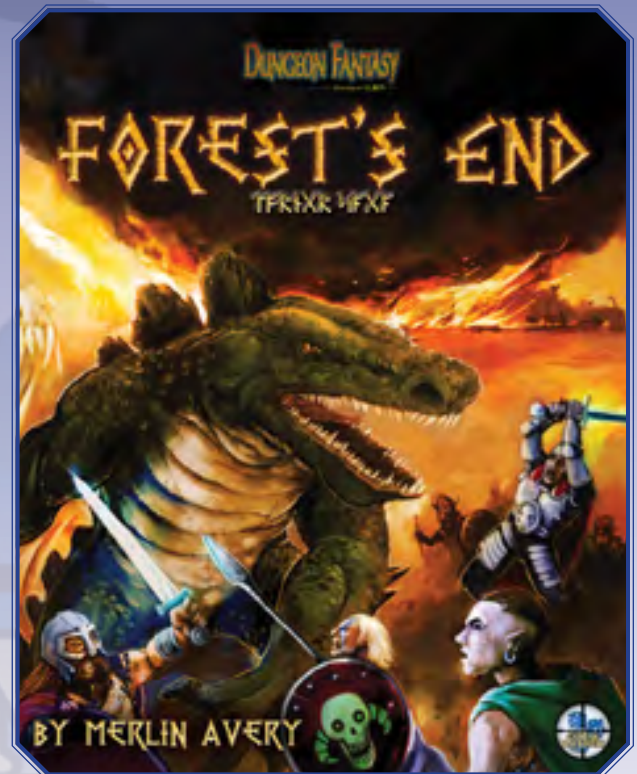
MSRP \$30.99

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



DUNGEON FANTASY
POWERED BY CLIPPS

STEVE
JACKSON
GAMES





ISBN: 978-1-950368-19-8

MSRP \$12.99

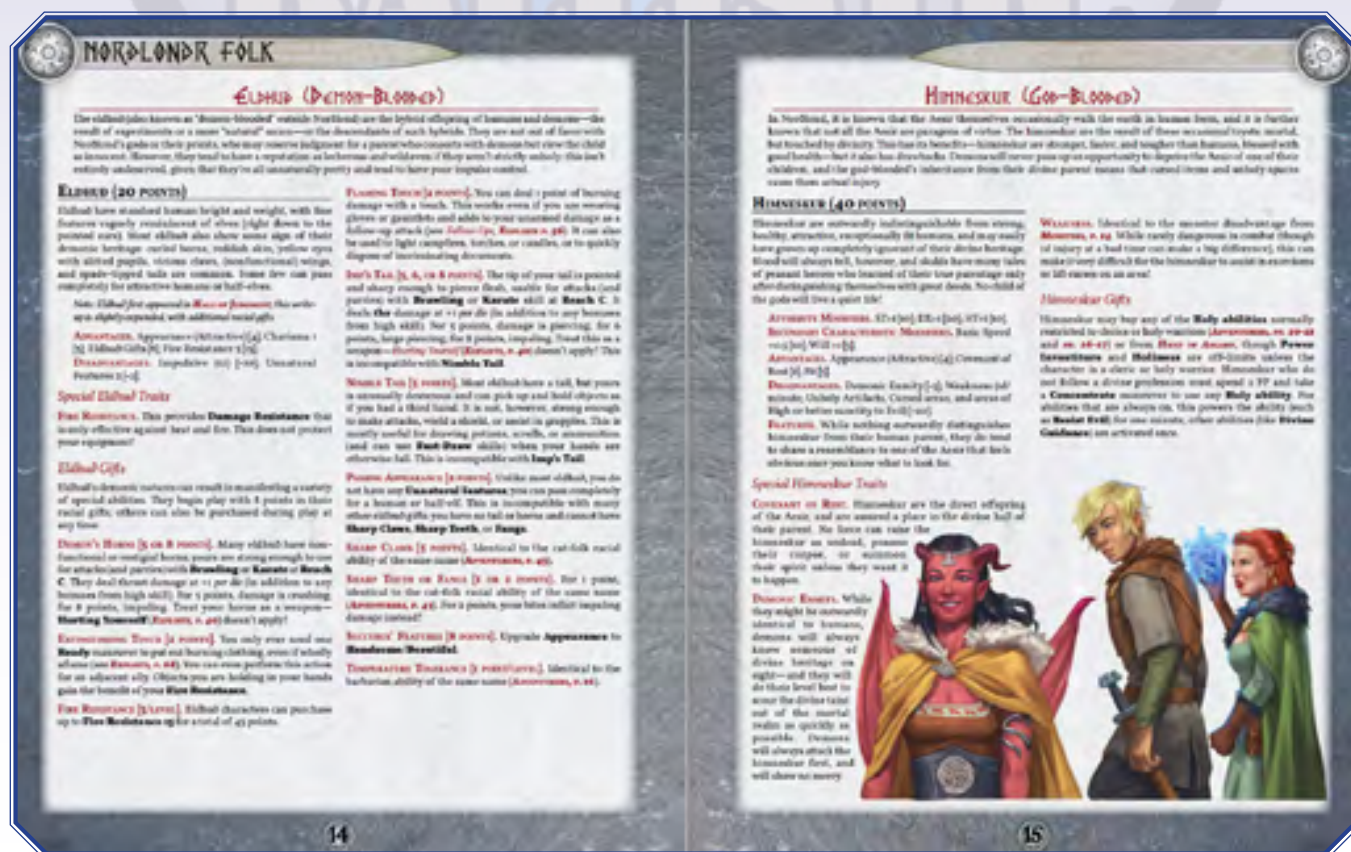
Saddle-stitched Softcover; 16 pages; 4 oz

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.

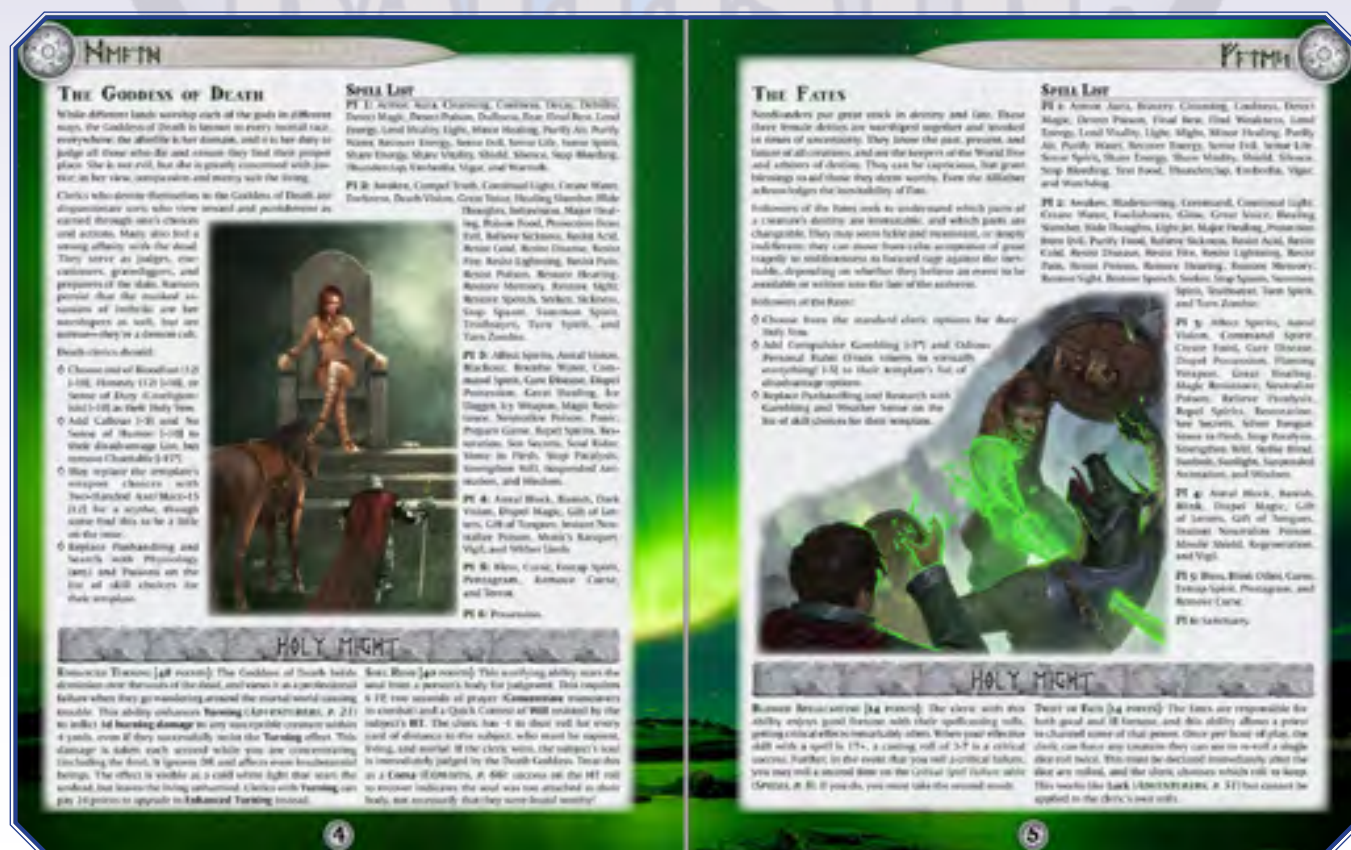
Their disciples—priests of the Allfather, the Lady of Life, the Trickster, the Lord of Warding, and all the Aesir—guard and guide their brothers and sisters. They are the sword and shield of the gods.

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 CLIPPS

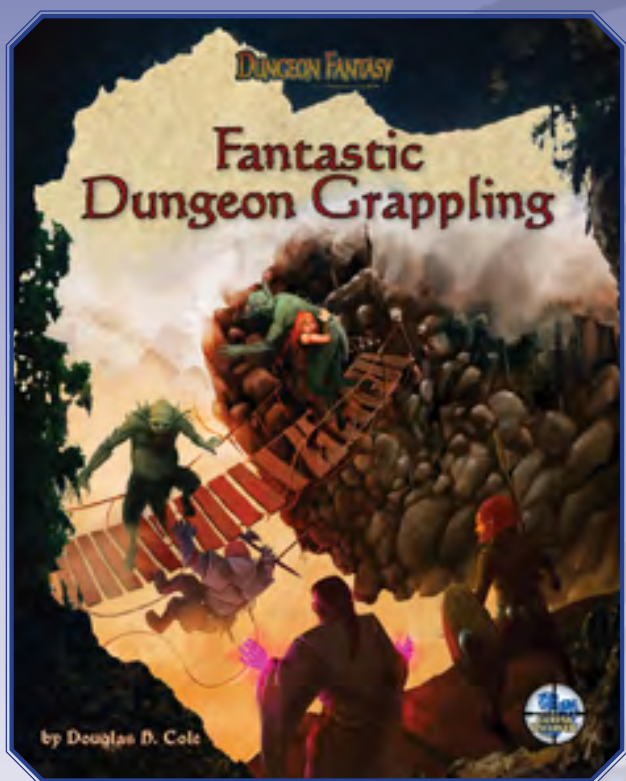
STEVE
JACKSON
GAMES



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 I – Experienced Adventurers

GBL0036S

ISBN: [978-1-950368-33-4](#)

MSRP \$7.99

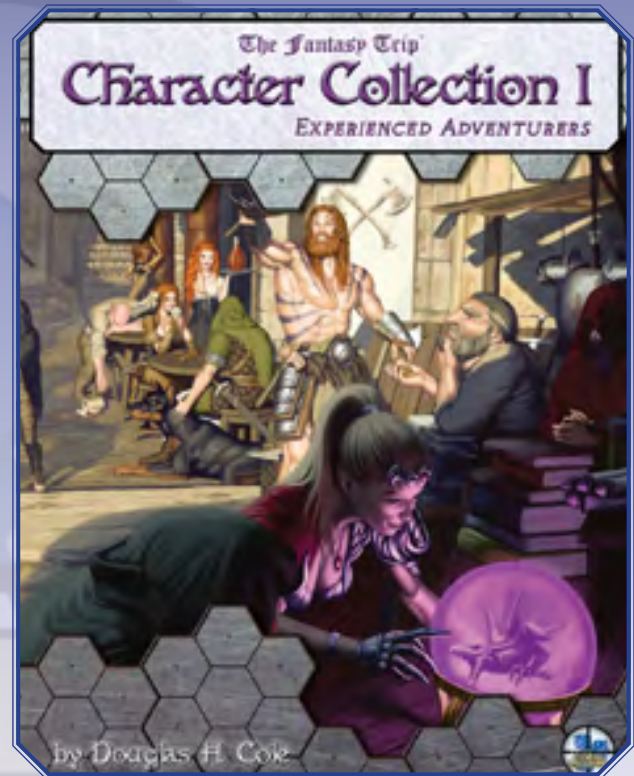
Saddle-stitched Softcover; 8 pages; 2.7 oz

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 mercenaries—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. Insurance with Climbing talent would probably have helped. In some cases (particularly those with Weapon Expertise or Mastery), it is assumed that a skilled user of a weapon will have obtained (by purchase or as spoils of war) quality armament. A personality and brief sketch of history or back-story for each entry provides guidance suitable for using the character in play. Of course, GMs should tweak them to their own needs!

ANIMAL ZERO

33-point human fighter, age 32
Always looking for a greynose, Animal is stoic, serious and serious 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, Hardiness, Shield, Swimming, Sword

Language: Common, Extra Language

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

Armor: Small shield (saves 1 hit)

BATH HIGHWAY

33-point human fighter, age 23
Wherever she goes, Bath is always wheezing, hiccupping, or singing. It's a fact whether she doesn't have much talent for it, or she should have made a worthy effort in constant motion and always talkative, she is jealous of those who have more than she does. Mostly a merchant, guiding the trade route between two or three major towns, she takes on the occasional odd job as an adventurer.

ST 10, DX 11, IQ 12, MA 10

Talents: (8) Area Knowledge, Bow, Cross Bow, Librarianship, Recognize Values, Swimming, Sword

Language: Common, Thieves' Argot, Extra Language

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

Armor: none

EXTRA MENAGER

35-point human burglar, age 29
Dressed always in muted shades of gray and brown, a metaphorical raincloud hovers over Extra 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 executing 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 1-4 to 100.

ST 10, DX 12 (11), IQ 13, MA 10

Talents: (8) Alertness, App/Misc, Climbing, Detect Traps, Knife, Locksmith, Pickpocket, Recognize Values, Silent Movement, Streetwise

Language: Common, Thieves' Argot

Weapons: Fine hammer (1d+1, +1 to DEX), Dagger (1d-1)

Armor: Cloth armor (saves 1 hit)

Character Notes

These characters are all "twisted," in that one has quite a magical quality. They are dropped in to be interesting, rather than approach them as if no one left them at their own, often, along in the campaign. The nature of pain and is hard to produce the idea.

When Bath Highway is in the Language as well, the GM must take a quality approach to the campaign. Bath Highway is a quality approach to the campaign. Bath Highway is a quality approach to the campaign.

The extra menager is a quality approach to the campaign. The extra menager is a quality approach to the campaign. The extra menager is a quality approach to the campaign.

GLORIA MINE

35-point human sea captain, age 30
The captain of the trading vessel Sylph, Gloria 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 deeply businesslike nature conceals a shrewd and perceptive negotiator. He reads wants 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 (11), IQ 12, MA 10

Talents: (8) Area Knowledge (sea routes), Boasting, Bow, Captain, Diplomacy, Seamanship, Swimming, Sword

Language: Common

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

Armor: Cloth armor (saves 1 hit)

HAIR SICKER

35-point human mercenary archer, age 24
An intense, mercenary and expert archer. Hair has been around the block more than once despite his youth—he will grow quite formidable if he lives to middle age! His rifle is precision, how 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 whoever he is serving at the time. Everyone is looking for something, both stated and unstated.

ST 12, DX 14 (13), IQ 9, MA 8

Talents: (8) Bow, Missile Weapons (2), Shield, Sword

Language: Common

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

Armor: Leather armor (saves 2 hits), large shield (saves 2 hits), shield when using bow giving adjDX 12

HARRY MADONE

35-point human chieftain, age 28
Always at the head of any situation, Harry 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.

Harry 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 9, not a great fighter.

ST 14, DX 9, IQ 13, MA 10

Talents: (12) Alertness, Area Knowledge, Bow, Charm, Diplomacy, Horsemanship, Physician, Tactics

Language: Common

Weapons: Longbow (1d+2)

Armor: none



The Fantasy Trip™

STEVE
JACKSON
GAMES



Character Collection 2 – Rookies

ISBN: 978-1-950368-38-9

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 30-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 customization.

For the GM, these characters make good hirelings for experienced adventurers, or companions for themselves for less well-armed delvers.

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

Outfitting: 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 **IQ** 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*, see page. These give back points, in exchange for some liability.

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 presented 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 delver or explorer for hire. Many characters are given one or more "special" talents, by virtue of their background. Everyone has a past; some might be more adventurous than others, but everyone has one.

Arias

30-point marine sailor

He was a bright young lad expected to inherit his family's business raising hens 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 realm'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.

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

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

Talents: Aero/Mare, Bookkeeper, Branding, Climbing, Seamanship, Swimming, Sword, Tactics, Two Weapons.

Weapons: Harrier (1d4), rapier (1d4), dagger (1d-1)

Armor: Cloth armor (slops 1 hit)



Bru

32-point bench bookkeeper

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

Taking what he could scrounge after being forced to learn 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 calling.

ST 10, DX 11, IQ 11, MA 10

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

Weapons: Fine (+1 D6) saber (2d-2), fine dagger (2d4), pouch (2d-1), lock (1d4)

Equipment: Upper-class clothing



Brucorne

32-point young veteran

Always traveling from place to place, Brucorne was posing beside his parents' merchant caravan as a guard and looks not nearly as worn as he could well.

He doesn't quite understand how he can make certain things happen, as his conversations with wizardly folk are few. 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 magic.

ST 11, DX 11 (9), IQ 10, MA 10 (9)

Talents: Drive, Pole Weapons, Shield

Spells: Detect Life, Drop Weapon

Weapons: Silver-tip spear (2d/1d-1)

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



Cezzi

30-point cautious hunter

No dunder. Cezzi makes up for being a bit less nimble than average by knowing every kink and hole in the lands around her home. She's a skilled tracker and practiced 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 meat 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 wandering explorers.

ST 14, DX 9, IQ 10, MA 10

Talents: Area Knowledge, Bow, Cook, Knife, Missile Weapons +2, Tracking

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



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 raid merchant caravans, sack undefended towns, and kill and pillage outlying villages.

Why Bandits?

Not all are living the bandit life by choice of free 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 outcast for real or imagined crimes. Some may dream of rejecting regular society, while others enjoy the power and thrill of predation. Still others glorify when necessary, and then try and forget 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 nature. 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 the **Heavy Armed** section presents one such squad.

Flash out an encounter that calls for bandits by grabbing these in some form. If a more thematic encounter is required, peruse the descriptions for common elements.

Some of these bandits have a point or no more in Talents than their HQ allows. This assumes some adventuring experience and not a band of characters of fewer than 24 points.

Outlaws: A bandit speaks **Common** if **Language** is not listed. If missing the **Arabic**, they wear regular clothing. **Area Knowledge** specialists are blank to allow customization.

Discontented

This category of bandits is reserved for those who started life trying to be something...and either failed or were never satisfied with their status. Many would-be warriors 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 rule to rule until desperation or some other force caused them to prey on their fellows.

DREIF

32-point slave

Eager for money, willing to work that hard to get it. Left his apprenticeship as a journey 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. Doubtless most of all kinds, and if given the opportunity spends hours in mere listening to facts, or on the streets pursuing leaders.

ST 12, DX 8, IQ 12, MA 10

Talents: Axe/Mace, Joust, Knife, Priest, Receptive Value, Sword, Whip

Special: Teacher

Weapons: Broadsword (D8), Club (1d6), Whip (1d4)



FIREB

30-point untrained mercenary

It's rough to be a mage'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 magic battery. Flashed and a little mad, he finds work as a handyman, hunter, or farmhand as he runs. 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, Farmer, Huntsman, Knife, Silent Movement

Language: Common, Sorcerer's Tongue

Weapons: Cross (1d4-2), war axe (2d6)



FINCH

25-point escaped debtor

Determined and ambitious, Finch was a successful merchant, once. A brutal run of bad luck for poor judgment of risk led her to be indebted as a debtor. No way. She mortgaged her contract holder and took enough starter funds to become a merchant prince once again. Her hands with servitude has left her absolutely ruthless, determined to never be beholden to another for survival.

ST 10, DX 11, IQ 10, MA 10

Talents: Arcane Value, Bow, Buckskin Sense, Charm, Missile Weapons x3, Streetwise, Unarmed Combat II

Language: Common, Thieves' Argot

Weapons: Bow bow (1d6), pistol (1d6-1), kick (1d4-2)

Armor: Cloth armor (negs 1 hit)



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 ring-shaped fighting platform of the tower top. Doors open into the battlements any time a wall intersects a tower.

In each battlement tower (and above the gatehouse) is an **Ironskull Sergeant**, commanding for **skeleton soldiers**. At night, tower and wall guards draw inner lights to avoid spotting vision. They've memorized the battlements and tower paths. Sergeants change shift every four hours (see **Barracks**) changing **sun-bite rings** to transfer control. At shift change there are three briefly ten sergeants at each station before one returns to the barracks.

A horn is within easy reach if sounding the alarm is needed. Guards shoot hostiles approaching within 50 yards, or who penetrate into the courtyard without an invitation. Undisciplined only to resist against invaders who break through the gate. If a major attack develops against only one sector (e.g., the west and gate) with an other less spotted, tower squads come down on reinforcements.

Towers and gatehouse each have 216 arrows, a barrel of water, a chamber pot, a bucket of sand, and bandages.

If towers are searched, half the **gargoyles** (4 W) sweep down on reinforcements.

Ironskull Sergeants

Human soldiers.

ST 12, DX 14, IQ 11, MA 10, WS 10.

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

Language: Human tongue.

Weapons: Broadsword (enhanced +1), dagger, dagger.

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

Equipment: Red with starlike light spell; horn. Ironskull Company veteran, loyal and well paid; Pig-pen, Tugan, Gnat, Crook, and four others.



6 Ironskull Castle

C. STABLES AND GOAT SHED

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 sharp butcher's knife hanging from a wall hook. A lolly goat is munching some forage. A ladder up to a loft has stairs 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 Billy goat, save for sad yellow eyes which glow in the dark. ST 8, DX 12, MA 12, hit for 1d-2. It regenerates 1 hit/turn, bleeding stops in seconds. Lost limbs regrow in minutes. Unless utterly destroyed, meat can be carved off it on a regular basis. Offspring used as soldiers. Each equates if most eat a fresh human heart, or torn to stone until bathed in the blood of 15 humans. Used by the castle for meat.

D. BARRACKS

Inside are 10 bunks, each with a chest for personal gear (spare clothes, coins, trophies worth \$20-120). There's a privy and a ready room with a card table and stools. A small cotchiche serves as the sergeant's office with chairs and a worktable.

For 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. If should an alarm sound, they'll take five rounds to get ready, then deploy to rock tower and the gate to give each shot a second human sergeant, or if impossible, reinforce the nearest threatened area.

E. STOREHOUSE

This contains barrels holding food (200 man-days of food ration, jerky, fruit, etc.) and water, as well as stacked stocks of rope, nails, lumber, gardening tools, cloth, foot leather, torches, tinder, and firewood. Locked at night (1/10).



F. LAUNDRY

Inside are tubs of water and urine for cleaning clothes (yes, really), buckets, and racks, often holding dirty or drying clothes of the castle-dwellers. During the early morning hours **Belldonna** and her **housemaid** (see L) are working here. At rear is the raised stone well. If it is not raining, 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 60' underground.

Just outside the laundry is a small herb garden.

G. INNER GATE

Two portcullis secure the large's entrance. Their stations are otherwise the same as the portcullis at A, save the witch mechanism in on the large's second floor (B). By day, both are open. At night, or within two turns of any alarm, guards at N drop them. The battles inside are 10 to allow guards at S and L to see down. 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 L (and its **basilisks**), and the rolling murder hole (1/10) to spot if looking up, otherwise 1/10 allows N occupants to drop stones or molten oil on intruders.

H. PORTCULLIS GATE

The portcullis gate is concealed (1/10) to spot if examining area; otherwise as G, but without a window or murder hole.

I. GOATY HALL

This apartment hall is furnished with a large stacked 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 withstand the room but crowd). 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. **Belldonna** and her **housemaid** (see L) serve Raelle, two **Ironskull Sergeants**, Gnat, and any guests. Raelle hosts the Ironskull's memory. Gnat plays his harp, and dinner conversation turns to news from guests, war stories, local politics, labyrinth tales, or business. The sergeants eat at the head table on a rotation.

J. KITCHEN

It's equipped with kitchen tables, fireplace, ovens, shelves, and washing tubs. The kitchen shelves hold pots, pans, and utensils. If not expected for feasts, a cabinet stores a silver and pewter dinner service (20 lbs. \$600).

In the hours before lunch or supper, **Belldonna** and her **housemaid** cook. A stove pot bubbles away, goat meat roasts on a spit, and bread or pie bakes in the ovens, with mouth-watering smells. **Belldonna** is present in the kitchen for most of the day, supervising chores, making snacks for the **basilisks** or **sneaks**, studying a recipe or poison book, or practicing knife-fighting with her maids.

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

Belldonna

Human bodyguard, cook, maid, and vampire slayer.

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

Talents: Acrobatics, Alertness, Chemistry, Cook, Courteous, Harassment, Knife, Silent Movement, Silver Run, Thrown Weapons.

Language: Human tongue.

Armor: Stone fleshing (4 hit).

Weapons: Three daggers (one coated with **weapon poison**), four silver-tipped arrows (body), all coated with **weapon poison**. These silver staves (see daggers).

Equipment: Four small knives; left pouch with **beetle gun**, hidden pouch in uniform (4/10) if searched with **Gem of Myriadness**; **Summoning**; magic key (see **spell**) in hair; pouch with vial holding three **Magical Bloodstone** drops.

The former maid and bodyguard of Raelle, who accepted Raelle's offer to join the Ironskulls after slaying her mistress and Lord Blackbird (secretly at their orders). Justifiably fearing retribution 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 survives the undead housemaids, who do housework at her direction. She also acts as Raelle's body in waiting, looking after her mistress and ensuring the cats properly. Raelle also employs her chemical skills to eliminate troublesome or odious guests. She has a fraught relationship with the battlements, who are omniscient should anything be less than perfect.

The Fantasy Trip™

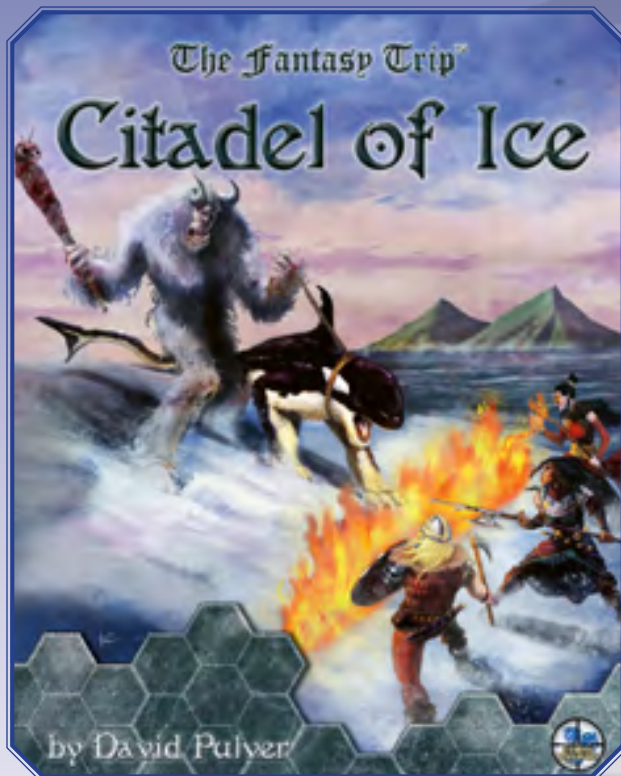
STEVE
JACKSON
GAMES



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 in the iceberg, two of which include yetsi.

Yeti

These 7-ft. furry humanoid resemble their uniquely comical, but stronger and fiercer kin in the Lowlands. A. Yeti. They are two factions aboard the iceberg: one to Eek, and those who rejected the ancient Elding cult under Malik Chudd.

All adult yetis are agile fighters, leaping like ward with great speed and leaping into battle with bone-chilling howls. Their keen senses and claws let them move easily even in icy darkness. 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*, *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 petic wolf-wholes, fierce amphibians trained to hunt and guard.

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

Encarnans

The icy Temple of Eek is a dangerous church of the Temple of Eek, one of one of Eek's more popular religions.

Critics claim "the Omnipotent Eek" is a pyromaniac scheme devised eop generations ago by rich bankers to seek the griffins. Although some Eekian high priests may be corrupt, ordinary initiates sincerely believe in spreading their faith. One such group of zealous missionaries founded and nurtured the iceberg temple. If the cult of Eek does not exist in your campaign, substitute another hierarchical proselytizing faith.

The surviving icy Temple's leaders are *Father Eek* and *Sister Agnate*. Some Eekian priests are wizards, icy Temple spellcasters prefer elemental fire spells and other Eekian or Eekian Eekian spells. The Temple teaches devout granted waders are traps to trick the unwary into sin. Aboard the iceberg, a half-dozen petic and several *yeti children*, led by the yeti *Brother Nix*, remain faithful to Eek.



If PCs talk with or capture Zorin, Agnate, or Nix, they'll explain events from their perspective to try and win adventurers over. Naturally, they're terrible.

"We are humble followers of the great and Omnipotent Eek, the true god! One another temple located of a tribe of golden pits in the cold wastes near a great volcano. Dozens ago our faith and missionaries, led by great Father Lambert, and discovered the yeti worshipped the volcano, which they called Gog Elding. The center of this cult was this iceberg, then part of a glacial spur under the volcano's shadow. In the iceberg were many races, and one held a giant humanoid, frozen in ice. We fear it is some ancient evil, giant, or monster, but the yeti worshipped it as an avatar of their false god Elding."

"Our first missionaries were martyred by the Elding cult, but we persevered and taught them the true faith of Eek! After we won enough converts, they drove the false cult off the iceberg, sealed off the evil cult with magic, and saved our temple atop it! In the crypts below we enshrine the bones of Eek's martyrs, chief among them Eek of Lambert. Continuing his good works, we converted more yetis, teaching them to live gently, love, worshiping and tilling generously to Eek."

"Omnipotent Eek took us off! 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 Eek for deliverance! Part of the glacier broke off, new icebergs calved. A great wave filled the bay. The spur holding our temple was pushed off the sea as this iceberg. But Eek was with us, and we survived almost five ark of ice."

"We drifted 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 relics! Worse, panicked by melting ice and growing hunger, a dozen yetis turned against Eek, moving to the ancient cult of Elding, led by the treacherous yeti Malik Chudd. 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 relics to get past the ancient seals left by the blessed Lambert, or try to sacrifice our friends. What might happen then, only Eek knows!"

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

CULT OF GOG ELDING

If PCs interrogate one of Malik Chudd's supporters, or negotiate with them, they will get a head, then learn in this particular tribe of pre-ice native religion:

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

"The volcano grew angry! All loved his wrath, even greatest brother rose, ash fell, ice thick, glacier broke off into bay. Great wave pushed our iceberg into sea! Fools! priests said pray. Eek save us. Full of lead our language grows, iceberg aches, we drown. Yet must

return to old ways. Catch Eek priests, force them say how pure spirit guardian, and give hearts to Elding! We free Elding's son from heart of ice, he save yeti!"

Wyverns

Wyverns resemble 2-foot dragons, four-eyed, but with only two legs and a tail stinger. They're a lot like magic items instead of gold—the presence of a flock of wyverns is seen by adventurers as a harbinger with a sign posted "Lost Vorn." The iceberg's wyverns are several centuries from Tahn, 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:

"Hunting fish we spot an iceberg! Nice tower on it, maybe magical. We fly close, yeti, yeti! We snail magic! We land and scoldly lay age stones and yoked pre-gaps (those rocks and spells at sea. We hit or strong them, took their magic gear, made a new staff! Some fled into caves, too dangerous to chase, wary yeti that late in freezing dark! Well, no whale, hard to say, stay away! Then priests return, want more talk! Cold, looking in nothing, they'll all drown. We're, like, fish."



Citadel of Ice 1

6 Citadel of Ice

MSRP \$11.99

The Fantasy Trip™

Curse of the Pirate King

by Christopher R. Rice and John R. Tynes

- 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).

by Christopher R. Rice and
J. William Thompson



The Curse of the Pirate King

As noted in the text of *Four Cases on Treasury*, Gerson's lecture of an *abecedario* (alphabet) full of treasury clerks, some of the least educated from Castile, is a mediaeval *canon* for

Part One: The Offer

Investigating the Name

Hopefully the love of science through the PCs is simply aimed at at least one major field. If they study normal, they can discuss the following issues and facts. As the PCs progress will slowly follow (includes, see caption). Issues administrators the best they can make it easier if they will, a friendly or better manner.

There's No Such Thing

I seek you for protection, company, and to ensure that I can recover the funds. The island is said to be filled with unspendable wealth. I offer you \$25 per month for expenses, plus of course whatever you can carry off the island other than the funds itself.

What do you say?"

By contrast, the one student consistently working hard in the project (and making the FC's money almost positive), he summed:

He will not reveal the nature of his knowledge until the party is out to sea, he knows of the island's location and contents from reading the long lost logbook of a sea captain who visited the island (his name Henry and the government of the book, see *Shower the Green*).

His initial offer is to pay \$130,000 per year. He's only willing to adjust the salaries if challenged on the fairness of his company's cost and productivity from prior expenditures. Or, he says, fine, the decision. Then, after all, the market.

8. Jernigan has the captain's logbook of the *Arson*, which carried the *Vindicator* of Nure into the bar battle with the Peace King. He knows how to get to the Peace King's room, and that the 500-pounder came (there's always a came, right?) supposedly lost on the island in fact needed a century since the movie he is the only person alive (well, mostly alive) with this information. These take-what-I-need-peddles. No real plotlines here.

League Runners		
Roll	PC's (Are We There?)	Runner
1/101	New Knowledge: Steel, Captain, Gaming, Debate	Peewee is part of the Indiana League, well-known as scholar and creative runner. He has tried times for being quite successful.
2/101	New Knowledge: Gaming	Peewee is dead, killed by sub-weather on his last expedition.
3/101		Peewee is only really dead.
4/101	New Knowledge: Steamer Power, Captain, Gaming	Peewee has found groups of mutated explorers before, and he has some time for entering debates since he's the League.
5/101	New Knowledge: Steel, Runner, Steer, Gaming	The Indiana League and the steamer runner Lady Isabella are best rivals.
6/101	New Knowledge: Steamer Power, Captain, Gaming	Not all the adventures who sign up with Steamers mean this.

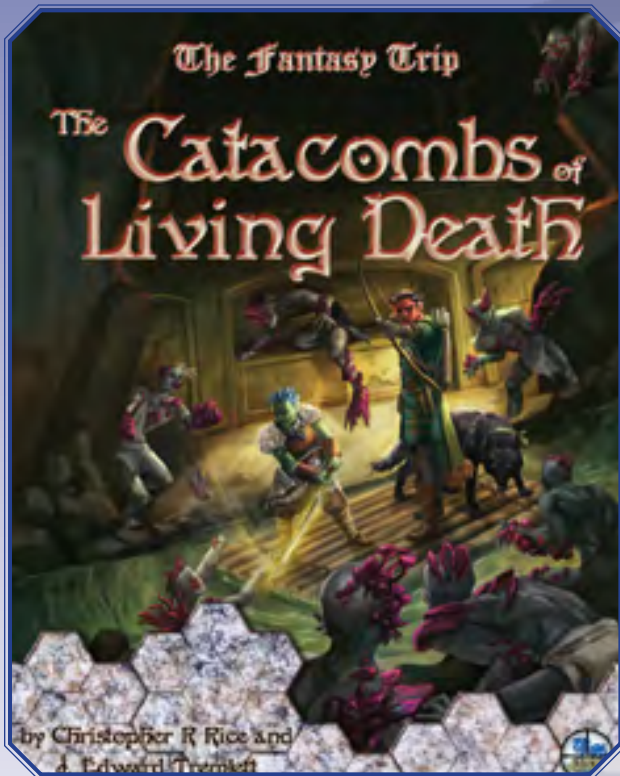
Course of the Plastic Mould 54 1



ISBN: 978-1-950368-28-0

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 to the adventures; others are in the background as plot points.

The Antidote

Cathand delivered a dozen doses of an antidote to Jok. That batch costs a player extra on roll of 1–5 on 1d.

Creating new antidotes requires 25 lbs of the original fungus or the fungus from a dark crawler, six doses of healing potion, five doses of plant poison, and one dose of Unnatural Antidote. Costs \$4,500 plus the fungal material, but produces 20–40 doses of antidote per batch.

Cathand has a three-pound stash of the original fungal material from Tanchur in glass vials hidden behind a treasure in his old room in the Funderline Caves. Antidote made with original fungus is at full potency; dark crawler fungus

Jok has Cathand's notes, but needs more fungal material to make the antidote. It's proper Athand with a shop can produce a batch per day given materials, but delivery always proves to attack by the exotic faction and its fan-fans. The king wants Jok available on a moment's notice for consultation; the Royal Physician keeps close tabs on her whereabouts and will take like a four-year-old if Sevantes' story turns false.

The Helm of Baat

The Helm of Baat is made of bone inscribed into indestructible metal, carved in an ancient style. It is a self-powered Greater Magic Item that continuously casts an enhanced Regeneration spell (the real *Lazarus* is 300 in its power). It requires only 1d hours of sleep instead of a week of bedrest, after which the wearer is completely healed, limbs regrown, etc.

The Helm projects a form of the *Chaining* spell to a radius of 40 yards even when not worn; when doctored, 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 1d3 hits on first exposure to the *Chaining* aura; this could kill those weakened by disease even as it removes the disease itself.

The Unnatural Price: Bats only only kill it, but the GM needs to know. Each day as the sun sets, the Helm's owner makes a roll vs. the score of 3/10 or 3/50. Failure causes the loss of 1 S1 as fungus, which is not healed by the Helm nor by any other means. If the owner attacks 1 S1, they die. Remaining the whole of the month means of loss 1/1 due to fatigue, but each time it is restored, the user loses an antidote point (1d3), losing 1/1 on a 1–2, 2/1 on 3–4, or 1/1 on a 5–6. Bats used in only rarely. The Helm was inscribed in the Catacombs of Eulogia with the last earthly Athand King. Scholars researching the truth of Baat find marks of other-curing plagues, helping armies make or break sieges, and quickly recovering from grievous wounds. The price is mentioned as poisonous and frustratingly vague hints.

The Map of Eulogia

Just before setting off for Koo-Bellu, Jok stole the original expedition map from the League anchors, not realizing it was useless. The *Thistle*, a Colosseum caravan enough to possess an *Antidote of Chaining*, managed to enter the Catacombs and generate a more accurate map. The party escaped with her life; she is hiding in the village of Quibon, the first destination from Volcan to be taken and from the church for debbing their holy site.

Plague Plague

The League leader ship overthrew the *Thistle* into the sea at 1/1. 1/1 to long to reach with its top field agents for important missions. Jok knows the secret of making them, producing them in need, while in written in one appears on the other, some miss with a brief delay. If one is burned, the other takes to act as well.



Places of Import

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

Chun-Pok

Chun-Pok—the infamous City of Justice—is in the northern gateway to the southern continent. It is said nearly anything that rules can be purchased there. It is perched on the edge of the Desert of Vial, filled with bandits, slavers, and worse. Jok “suggested” the horses who helped him during the events of *Roc of Sages* attend their business, eggs, and any other lost in Chun-Pok’s world-renowned open-air markets. Jok headed directly to Lanthan.

Via-Zee

The city-state of Via-Zee was a significant power before its famed gemstone mines closed 150 years ago. Now known as a waystation between Chun-Pok and Lanthan, it is still 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 line has closed Via-Zee against the plague spreading out of Lanthan.

Ryther

The Christian nation of Ryther is several hundred years old, a fervent nation located between Vol-Zee and Hal-Bat. A high-impact mountain range covers the north approach, with well-known passes only near the coast. The Southern Ocean marks the west border, and the far-flung Ryther River blends with the mighty but slower Royal River to form the southern border of the town. All in all, the Royal River of Athan holds they over 400,000 square miles and perhaps 400,000 souls, mostly scattered through the country side.

Athan’s terrain is both and ranges from “barren” in the north to “jungle” in the south. The terrain is both insular and self-sufficient. Athan is a vigorous export of local products (from raw metals to plants for shipbuilding to fine furniture) as well as handicrafts, including high-quality weapons. It’s a popular stop for coastal traders.

The main settlement along the Ryther River is the Athan pathway to reach the Catacombs of Eulogia—their current and usual population, followed by the over-all reaction rolls of both Royal Knights and the population when encountering strangers or using the *Shipping* table.

The church basement into the center part of the kingdom a century ago, working the *History* table.



Marthon (Page 14,000+7,000)

Marthonic -20

Two hundred miles south of Vol-Zee, a range of jagged peaks stretches inland from the Southern Ocean, and a lush, verdant landscape stretches to the south. Tucked between the ocean and the mountains is Marthon, lying 40 miles north of Lanthan. Athan more Marthon as a common station, examining and using goods under the watchful eyes of well-connected Royal Knights.

Sea of Wastewater: At least double the usual population sports in ramshackle towns or sprawling compounds around the walled town. An air of siege and desperation clouds the town. Refugees are exhausted, destitute, or infected from wild flights from the interior of Athan. Many give fervently the belief that will not come. Periodically, writhing armies whip themselves bloody and set themselves on fire before a crucifix, attempting to purge with the sins their scourges will not touch.

Ry’s Cemetery: At the north end of the town, six Royal Knights and 20 residents search for signs of disease in the few burials coming south with goods or offering services. They levy a tax of 10% on double goods, and take a small share of all consumable items (including personal ration) as involuntary charity for the thousands of refugees warping around the town. Those who will not pay the tax may not proceed south. They mark non-Christians against grave-robbing, and others that is limited, hand over a five-foot metal cone with an image of a bridge stamped on it. “That’s how it presents in the bridge guards at Lanthan to come.”

How to Help: The Knights and their citizens are harried and their eyes are harried; they see the end of their realm in the writhing mass of humanity before them. A party heading south to fight the plague receives the guards and vocal warning of the worst light and an escort through the throng of humanity to the road south, which is mostly filled with refugees headed north.

How Lanthan: Marthon is starving as refugees flood north. Marthon that Vol-Zee has closed its gates to outsiders (most have reached the settlement, and any who do not have the *Bracelet* or infectious tribute to venture to Chun-Pok (or rightly fear its infamous dark market) or desperately towards Marthon.



Catacombs of Living Death 37

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 Oond

Normal Travel Rate: The Anarchy, Jok's tell's rugged seas, coasts, 36 miles per day (12 hours) under sail in favorable winds. Similar ships range from 40–60 miles depending on construction and crew quality.

Potential Encounters: Bad Weather, Inclement, Navy/Privateers/Pirates, Nontoxic/Toxic Threats.

The second Tantal War threatens the lowest and distant of the, an military, mercenary, and merchant sailors learn: line with shipping between Oond and the eastern cities. Powerful but unpredictable winds make it possible to cross the 1,400 miles, or so in as little as 10–14 continuous days of sailing if things go well. Inexpensive to air water headed the other direction. Maps of the region are labeled "There be Terrible Storms" for good reason. What should be the seas is often much longer.

Sevantes knows a smuggler—Johar, Yell—who will provide passage in the Anarchy, a 14-hour coastal-style ship. The low cost of passage is 1000 even a provisions and the northeast, plus 1400 per head, quadruple the rate for passage charged the last time the party took this trip in Ruc or Nran. Smuggling during wartime is a high-risk business.

Assuming safe transit, Jok sails until the sea land, sails to a parallel course, and directs the party to a square redoubt. Jok purchased as part of passage. The party is in new waters (it takes 1 hour if anyone has **Boating**, 2 hours without it) and abandons the boat there to avoid being seen and caught by navy or soldiers.

For more detail in ships, shipping, wind conditions, and other details to spice up the game, see **Islands and Seas in THE ANARCHY #1**, pp. 23–26. The Anarchy carries 148 provisions of provisions, weighing 7 tons, and is usually crewed by 24 **Smugglers** plus Yell.



Go to Men

Once the party is ashore in Nran, they have a goodly walk ahead of them. It is 100 miles as the crow flies from Oond to the Lake of the Elephants—literally the heart of the.

To the Krom 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, roads allow foraging long northwest to the coast. Getting lost is nearly impossible. The full expanse of the Krom range is visible from the shore, with obvious low points to the north, south, and right much in the middle, which is on the direct route to the Lake of the Elephants.

Unless the party has been tracked or grossly misdirected, the inside track inland consists of a few days of foraging. The most likely encounters are subtle, non-perturbative local animals and farmers, farmers, and merchants.

Through the Mountains

Normal Travel Rate: 7.5 miles/day

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

The route through the Krom Range is an easily navigated saddle pass, 10 miles wide. 1000-foot trails are frequented by peddlers and merchants moving goods from the southern plains to the northern lands.

Elephant Stoppages

Normal Travel Rate: 11 miles/day

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

The final stretch of the journey to the Sunken Library. Most useful drops northwest of the Krom Range, leaving little for the stop. The plains are covered 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: 11 miles/day

Potential Encounters: Bandit Attack, Desert Elephants, Throat Attacks.

Arriving at last on the eastern shore of the Lake of the Elephants, the only remaining threat are occasional desert nomad raiders and a curious breed of secondary and packhorses known as the **desert elephants**.

If there are any details still lacking the party, they attack, making a final attempt to reach the Lake from the party.



Encounter Descriptions

These events and challenges are descriptions, not prescriptions. Wild animals or monsters, new factions, or interactions with NPCs are not along the way? None...but there are a good start.

The previous encounter helps the GM use these encounters in a game. (Other than the first, and the last, which are the only ones that are not strictly along the way, the GM does what makes sense. The majority of being attacked by monsters, the party can use a companion along the way, the encounter can be used as a challenge, but not right to the end and not before the end.

Frequency: Roll once per day unless indicated. Encounter once or the target number is less, which sometimes occur by chance. Adjust frequency based on circumstances or simply off a good variety of challenges along the way.

Notes: The encounter is a group of people, the setting suggests a fight. The GM can use the GM's discretion to use the encounter as a challenge or a fight. The GM can use the GM's discretion to use the encounter as a challenge or a fight. The GM can use the GM's discretion to use the encounter as a challenge or a fight.

Notes: The encounter is a group of people, the setting suggests a fight. The GM can use the GM's discretion to use the encounter as a challenge or a fight. The GM can use the GM's discretion to use the encounter as a challenge or a fight. The GM can use the GM's discretion to use the encounter as a challenge or a fight.

Bad Weather

Frequency: Roll every 10 days. Roll: 10 in the ocean, 12 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Bandit Attacks

A group of opportunistic individuals tries to take supplies from the party.

Frequency: Roll every 10 days. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

Notes: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land. Roll: 10 in the mountains, near Marthos, no land, no land, no land.

The Fantasy Trip™

STEVE JACKSON GAMES



MSRP \$15.99

The Fantasy Trip™

Vampire Hunter Belladonna

by David Pulver

- 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).

The Fantasy Trip™



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.



111 Hope you brought enough food and water. The desert sun is brutal! Use the Camping rules. Additionally, every day you camp here, roll 1d. On a 1-3, nothing happens. On a roll of 3-6, check for a random encounter. On a 3-6, go to [111].

112 You are fighting Shadeth the Draconright with the aid of Althea (find him as a companion).

The colorless dragon hovers in the air. Tattered, tatty wings beat, seemingly too slow to keep it airborne, yet somehow it manages to fly. An aura of cold surrounds it, and its talons open like claws of ice. From broken teeth, a holed tongue flickers. Even from here, you can smell its fetid breath.

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

Shadeth the Draconright

Box Size/Form: 7-foot figure.

ST 60, DX 13, IQ 20, MA 6/20.

Armor: Scales stop 5 hits/attack.

Attacks and Damage: Claw (3d6, cold breath (4d, cone 3 HT), and tail lash unless thrown for use).

Lawrence, a 4d. Its cold breath is a thrown 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 magical spells or magical weapons. Unaffected by lightning. Like other winged dragons can **Breathe Strength** but is unlikely to have time during a fight.

Shadeth prefers to fight while flying but lands if a more tactically advantageous. He attacks the nearest foe.

If you defeat Shadeth within nine turns, you should be able to easily rescue Tavia; go to [121]. If you defeat the dragon, but took the turn, go to [121]. Exception: If you are still fighting after nine turns and Althea has died, go to [121].

113 If Oryndeth is neither dead nor otherwise incapacitated, she wants the staff? If you give it to her, she'll attack your companion. Otherwise, she fights you to the death to claim it has the same fate as you fought Llyra on [108], with Gwyndol starting 1d bonus away from you. If you win, or let her have it, something is right, go to [118].

114 You don't see any more signs in the area. To search the inn, go to [118]. Otherwise, go to [118].

115 The wyvern sniffs, looks closely at you, and then says: "I see you have the Staff of the Dragon Singer! My luck 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 Staff, you know about the swamp. North are swamps; south is lots of grass and easy protection. 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 sun, with crow-like things with tails like metal scorpions, yes?" Go to [118].

116 You try to swap the villagers to release Ellie. Dragons should be fought, not appeased!

From the shattered camp, you hear a rattling sound. Two red and yellow, and then a dragon about emerges, followed by the rest of the reptilian horde. It appears to be a 4-foot dragon!

As you anxiously face the dragons, the villagers, inspired by your words and example, find their own store of courage. Ashamed, Ellie's uncle rushes to your aid, begging for forgiveness.

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

Refer to MAP III [108] to set up dark shaded houses are solid tree trunks, impossible. Light shaded houses are 0 high bushes 1-2 DX to attack into or out of (count as two houses movement to enter). Star houses adjacent N are the mouth of the dragon's cave. Place your figures (Ellie, the three peasants, your own character) in any E, G, or L house, 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 [108] and go to [101B], and face the dragon!

Three Peasants

Human Men.

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

Talents: Axe/Mace.

Weapons: Small axe (1d-4d), Dagger (1d-4).

Ellie:

Human Hero.

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

Talents: Bow, Cook, Knife, Set Appeal.

Weapons: None; takes a dagger (1d-4) if offered.

Talents: None of the village.

117 The great house doors are unlocked, and a giant open into a wide entry hall. On the floor are several black, charred smudges and tracks that must have been heavy creatures carrying perhaps the stolen left by scorpions that were being up to bats or dried by dragons' fire. Mixed with these are human bones.

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

If you have **even worse GORM** go to [118]; if you have the **even worse** OUT go to [118].

118 You're being attacked by giant wasps, bigger than any you've ever before! They have powerful jaws, a nasty stinger, winged black and yellow striped bodies, and multiple insectoid legs resting on hooked claws. They're 7' long, aggressive, and too fast to outrun. If they kill or paralyze the entire party, go to [118B]. If you win, go to [111].



Giant Wasps

Box Size/Form: 2-foot figure.

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

Armor: Chitin stops 1 hit/attack.

Attacks and Damage: Die (1d-4d) tail stings (1d-4d) attacks to the side or rear bones 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 A/W saving throw; failure results in extreme pain and more importantly paralysis for an entire day.

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

119 Return to wherever you came from after recording statistics.

The Dragon of Hook Island

Box Size/Form: 7-foot figure.

ST 60, DX 13, IQ 20, MA 6/20.

Armor: Scales stop 5 hits/attack.

Attacks and Damage: Claw (3d6) and breathe fire (3d, cone 5 HT), and lightning (1d6) both (see [108] Lawrence, a 4d).

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

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



Fishermen

Human Men.

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-4); Dagger (1d-4).

120 After spending some resting the situation, you don't find any obvious way to breathe the boat down. Roll 1d. On a 1-4, return to [108]; On a 5-6, go to [118].

The Fantasy Trip™

STEVE
JACKSON
GAMES



ISBN: 978-1-950368-25-9

MSRP \$14.99

Saddle-stitched Softcover; 28 pages; 6 oz



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 contesting the bridge at the end of the sixth turn (both sides have conscious figures on it), go to [1003].
If your squad is eliminated, go to [1023]. If your squad abandoned the bridge to the reptile men before the sixth turn, survivors go to [1006].

Sub-Chief Zurg

Big reptile man

ST 14, DX 12, VV 30, MA 12, SK 06

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

Languages: Common, Reptile man.

Armor: Chainmail (steps 3/4th attack)

Weapons: Clubs/jaws (1d4+1, 2d4+2 in RTG); tail (rear bonus, 1d4); halberd (1d6); war club (on thing belt) (1d4+2).

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

Warriors

Three reptile men

ST 13, DX 11, VV 30, MA 10

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

Armor: Small Shield (steps 1 hit/attack)

Weapons: Clubs/jaws (1d4+1, 2d4+2 in RTG); tail (rear bonus, 1d4); spear (1d4); war club (on thing belt) (1d4+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 beneath their King, the battle lines are ragged and chaotic. Go to [117].

[114] A reptilian scouting party has picked up your trail. The chase is on! Your squad leader rolls 3/MA against the lower MA in your squad. If anyone has Naturalist or anyone has Stealth, roll one die lower. Success goes to [114]; failure to [1001].

[115] The Overlord himself has fallen! Each survivor earns 300 experience.

A few minutes after your victory, a wounded Baron Overlord 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 [128].

[116] "Curse those sorcerers," the captain roars. "Look! Like the Overlord's agents have been busy. They've misled and are sending the reptile-men tribes! The Kingdom needs to know the Overlord is preparing to start the long-dreaded 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 one arm and armor in place of the usual crude robes, will swarm into the Kingdom.

"Wizards will want to know about these Dark Legions." He scribbles a message onto a piece of good parchment. "I'll have this sent by our fastest runners to Fort Oric, and then by gopher in the capital. The King must be informed!"

He smiles warmly at you. "Good job." Give your squad 30 experience; go to [1001].

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

The Overlord's host greedily pursues, joined by Dark troops into the city. The Overlord takes to the walls, and his mocking laughter rings across the battlefield. It's a massacre.

Go to [1023] if your squad died in the King's tent or in battle, or [1001] if you're stuck guarding the baggage.



[118] From the smokes, 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 peatling 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 [1001]. If you think wading closer is too dangerous with reptile men arriving, and prefer to head back to Colar to report, go to [118].

[119] The hard-fought action at Oric 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 Oric.

You have halted the invasion! Gain 30 experience each; go to [1023].

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

Go to [1001] if your squad met the King's army and won, or to [1023] 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] Mountain walls are breached. 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 hosts of the enemy. Others lose discipline, breaking into looting or sleep and emerging with armloads of valuables. Fires start to break out.

Fearing the Overlord might use this confusion to escape, you lead your squad toward the Overlord's palace, step Volume III in the city's center.

It's taken damage from catapult bombardment, but the first gate looks to be heavily damaged. A formation of Kingdom men-at-arms are heavily engaged against a smaller phalanx of Dark Legion soldiers. The press of fighting is too tight for your squad to make much difference. You can fight for a superior officer and request orders [1001], or search for another route into the palace [1001].

[122] Your captain isn't pleased that you were looting, but you upheld the honor of the Border Guard. You each get 5 experience. You're confined to quarters until your captain hears. No more grub-crawling for you! Go to [1023].



Dark Lord's Doom 26



- Suggestions on where to place Waldrand and the Tower so it blends into your campaign
- Just enough background to inform the scenario and give the characters some hooks
- Rumors both true and wildly exaggerated
- Detailed maps of the tower, both in isometric view and top-down melee-scale hex size
- A room-by room adventure



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.

All book titles, covers, maps, and content, plus Gaming Ballistic, LLC are trademarks of Gaming Ballistic, LLC.

Dungeon Fantasy Roleplaying Game™, Powered By *GURPS*®, *GURPS*®, *The Fantasy Trip*™, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, and used under license by Gaming Ballistic.

Dungeon Fantasy Roleplaying Game™ and all derived works © 2017 by Steve Jackson Games Incorporated. *The Fantasy Trip* is copyright © 1980, 2018, 2019, 2020, 2021 by Steve Jackson Games Incorporated. *The Fantasy Trip*, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, and used under license. All rights reserved. All rights reserved.

The scanning, uploading, and distribution of published and licensed material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials.

Your support of the authors’ rights is appreciated.



Gaming Ballistic, LLC
18121 Ireglen Path, Lakeville MN 55044-6137 (763) 439-9234
gamingballisticllc@gmail.com • <https://gamingballistic.com>



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