

Product Catalog for Retailers Fall 2022 Iast revised Sept 3, 2022











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



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Product Pricing Simplified Discount Structure as of Sept 2022

Product Line	Title	Stock Number	Format	MSRP	Wholesale
Dragon Heresy	Dungeon Grappling	GBL0001S	Softcover	\$18.99	\$9.49
Dragon Heresy	Dragon Heresy Introductory Set	GBL0004H	Hardback	\$64.99	\$32.49
Dragon Heresy	Lost Hall of Tyr (2nd Edition)	GBL0006S	Softcover	\$34.99	\$17.49
Dungeon Fantasy RPG	<u>Citadel at Nordvorn</u>	GBL0007S	Softcover	\$39.99	\$19.99
Dungeon Fantasy RPG	Hall of Judgment (2nd Edition)	GBL0008S	Softcover	\$39.99	\$19.99
Dungeon Fantasy RPG	Fantastic Dungeon Grappling	GBL0009S	Softcover	\$7.99	\$3.99
The Fantasy Trip	Ironskull Castle	GBL0011S	Softcover	\$11.99	\$5.99
The Fantasy Trip	<u>Citadel of Ice</u>	GBL0012S	Softcover	\$11.99	\$5.99
The Fantasy Trip	<u>Curse of the Pirate King</u>	GBL0013S	Softcover	\$11.99	\$5.99
The Fantasy Trip	Crown of Eternity	GBL0014S	Softcover	\$11.99	\$5.99
The Fantasy Trip	<u>Vampire Hunter Belladonna</u>	GBL0015S	Softcover	\$15.99	\$7.99
Dungeon Fantasy RPG	Dragons of Rosgarth	GBL0023S	Softcover	\$36.99	\$18.49
Dungeon Fantasy RPG	Forest's End	GBL0024S	Softcover	\$33.99	\$16.99
Dungeon Fantasy RPG	Nordlondr Folk	GBL0025S	Softcover	\$13.99	\$6.99
Dungeon Fantasy RPG	Hand of Asgard	GBL0026S	Softcover	\$13.99	\$6.99
The Fantasy Trip	Dragon Hunt	GBL0031S	Softcover	\$18.99	\$9.49
The Fantasy Trip	Dark Lord's Doom	GBL0032S	Softcover	\$14.99	\$7.49
The Fantasy Trip	Roc of Sages	GBL0033S	Softcover	\$11.99	\$5.99
The Fantasy Trip	Catacombs of Living Death	GBL0034S	Softcover	\$12.99	\$6.49
The Fantasy Trip	The Sunken Library	GBL0035S	Softcover	\$17.99	\$8.99
The Fantasy Trip	Character Collection 1 - Experienced Adventurers	GBL0036S	Softcover	\$7.99	\$3.99
The Fantasy Trip	<u>Character Collection 2 - Rookies</u>	GBL0037S	Softcover	\$9.99	\$4.99
The Fantasy Trip	Character Collection 3 - Bandits and Outlaws	GBL0038S	Softcover	\$12.99	\$6.49
The Fantasy Trip	Character Collection 4 - Wizards	GBL0039S	Softcover	\$9.99	\$4.99
Dungeon Fantasy RPG	Delvers to Grow: Core Book	GBL0055S	Softcover	\$21.99	\$10.99
Dungeon Fantasy RPG	Delvers to Grow: Fast Delvers	GBL0056S	Softcover	\$15.99	\$7.99
Dungeon Fantasy RPG	Delvers to Grow: Smart Delvers	GBL0057S	Softcover	\$15.99	\$7.99
Dungeon Fantasy RPG	Delvers to Grow: Strong Delvers	GBL0058S	Softcover	\$15.99	\$7.99
Dungeon Fantasy RPG	<u>The Crypt of Krysuvik</u>	GBL0059S	Softcover	\$21.99	\$10.99
The Fantasy Trip	Tower of the Moon	GBL0061S	Softcover	\$11.99	\$5.99
Dungeon Fantasy RPG	Nordlond Bestiary and Enemies Book	GBL0063H	Hardback	\$59.99	\$29.99
The Fantasy Trip	<u>Till Death Do Us Part</u>	GBL0068S	Softcover	\$15.99	\$7.99
OSR	Till Death Do Us Part	GBL0071S	Softcover	\$15.99	\$7.99
OSR	Dark Lord's Doom	GBL0072S	Softcover	\$14.99	\$7.49
OSR	Dragon Hunt!	GBL0073S	Softcover	\$18.99	\$9.49
OSR	Vampire Hunter Belladonna Rod – Forthe	GBL0074S	Softcover	\$16.99	\$8.49

Red = Forthcoming

Free domestic shipping for retailers on orders of \$100 or more Minimum order 5 books total, any combinations

Dragon Heresy Introductory Set

GBL0004H

ISBN: 978-0-9983354-4-5

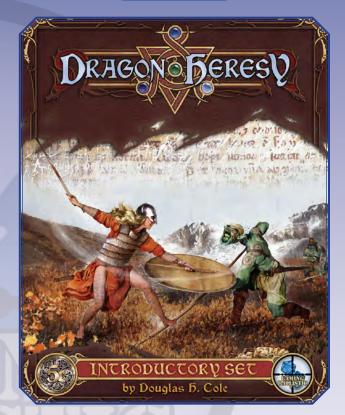
MSRP \$64.99 Smyth-sewn Hardback; 288 pages; 49.4 oz

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.







ir *daytor* contains a substantial list of creatures with which to challenge the players. These creatures serve as obstacles to be oided, or foes to be conquered.

OBSTRCCES AND OPPOSITION

Eters is a large and complex place, populated by many different creature. Each may be an obstacle (something to be avoided), of those things might point to the result of an undead plague a for (something to be fought), or even a potential ally or be factor.

For presents these continues at a sampling of the many kinds of life (and suffic) encountered as the absentious: goed regain within, records, and opposed. It is, for an opposition. Use it for impiring encounters and as a source for absentions. Each retainer entry notes appresent-habitat, and behavior, suggesting different methods for present-ing and resolving consumers.

Fors can be used to flish out a preconceived plot element. A segment of an adventure might feature fae raiding into the north of Torergay, or freads infiltrating a noble house. The book provides tools for filling out the cast of characters and danger-

some of the creatures prefer specific geographies and climates. You may only encounter certain creatures in the frozen reaches of high mountains, in forests, or even in the water. Bying ar-tention to habitat and ecosystem makes the world of Etera none alive to the players, as the kinds of file they encounter moet their expectations, creating a believable world for them to explore.

Leverage the value of using expectations and linkages in both reinforcing and contradicting ways.

Where there are gangaeðla, there are likely eðlafólk, and where both exist, there may well be true dragons. While bands of hu-manoid fae (goblins and the like) may raid indiscriminately into Torengar, they are just as frequently directed by an Alfar or Winterfas with a purpose.

Contradict expectations by creating atypical interactions be-tween creature types. Hobgoblins are being pushed out of their usual pocket dimensions and sylvan haunts by an incursion of fiends or grants. One expects to find a diverse and vibrant

179

Some creatures are intelligent and act of their own volition Others are nearly mindless.

- A **Sentience. Sapience. and Dersonality** A restruct's Intelligence, Windom, and Chrisma scores produces intermet de Van and pitters of general behavior patterns.
 Intelligence, Cranters with an Iarelligence of 4 ork pitters and with the basis of how the juncast with the work A sa cranture's Intelligence work reight abavior patterns.
 Intelligence of 4 ork pitters and the same of how and the same of how and ho
 - choice starts to have meaning. Windom. A creature's windom score is a stand-in for it cunning and perception. It is frequently much high than a corresponding Intelligence score: some creature with keen senies have advantage on checks for hearin or andl. Creatures with Watermon scores above 6 ar sentient and capable of actively perceiving and seniar

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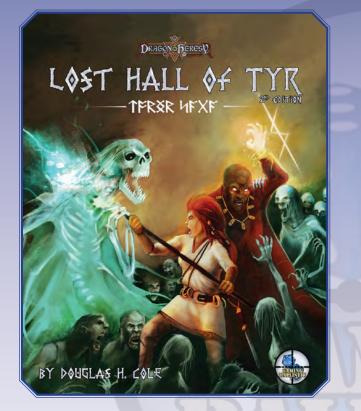






GBL0006S

Lost Hall of Tyr (2nd Edition)



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).

rn. They will stroll 30' speed seeking things to kill. The is most dangerous at dusk (when 50-80 skeletons are muting to work) and dawn (reverse commute).

lote that the doors to the Warden's chamber (the restormost passage) are holy/blessed, and skeletons will ot proceed more than halfway down that passageway. wards. Deactivating each obelisk will remove some of magical interference.

- If only two obelisks are active, do not re-roll spell damage, successful saving throws no longer cause a "no effect" results .
- If only one is active, undead do not double proficiency against Turning, and attack spells are no longer cast at disadvantage
- All magical effects are returned to normal when the third obelisk is deactivated

The valuables for some of the wealthier questors are baried in a small niche beneath each body. For each search, roll 3ds; on a roll of 8 or less, there's something valuable still present, worth $6d6 \times 10$ silver marks.

Any character who makes a DC 8 Religion check will understand that looting these tombs would be

For each tomb pillaged, roll 3d6 again...on a roll of 6 or less, the skeleton's animated spirit is enraged, and the creature transforms from a bound skeleton to an unbound varra, which can walk as it will. It somebow knows who stole its tuff, and will attempt to intercept and kill the thieves. Sarrow pillaging is lucrative but perilous in Torengar.

VILLAGER'S REST

The barrows reserved for those that served and died in Logithemilin service of the Lord of Law were set to rest in the southermanus section of the tomb. The marker placed halfway down the corridor also glows with the curse, and on top is chieded "Servants of Law." The dead are laid out in a simple set of small passages, and the bodies are laid in alcows pertaips three feet deep and a foot high, apaced like shelves.

Challenge. Unlike the wandering skeletons of questors, these are likely to be found wandering the tomb itself.

these are takey to be tooling wainering use to bind taken. Concealed, Much as with the questors, these remains are also animated each night as skeletons. There are fewer of them (only 20-30), and the magic of the curve was not atrong enough to overwhelm the rites by which these servants of Laws were laid to rest. They rise relatantly and will not pass the outer doors.

If encountered, roll tds, and on a roll of 1-5, the skeleton will turn and walk away: they are reluctant to attack the living, seeking only to return to their rest. If one is driven to attack, all others within line of sight will also turn and attempt to destroy interlopers.

The doors to the Warden's chamber (the westernmost passage) are blessed, and skeletons will not proceed more than halfway down the passage.

Rewards. There are no nickes or valuables to be found here, though holy symbols of the Lord of Law are plentiful in the alcoves.

Deactivating each obelisk will restore first nature's strength, then mana, then sanctity to "normal" levels.

A STURDY DOOR

The westernmost fork of the passage terminates at a set of still-whole double doors. They are well preserved, bound with iron, and the iron bands are etched in runes.

Challenge. Enter the chambers beyond.

Concealed. The doors are magically locked and serve as a ward against the approach of the undead. The curse animating the skeletons is too weak to drive them more than halfway down the passageway; a vaettr will not be so constrained.

The door was locked with a permanent arcane lock. It resists knock or *dispel magic* attempts; make a spell attack roll vs DC to to open the door, with advantage if you have a tiwstakn.

The runes on the door are written 'orengur. They read "Law Over All."

Alternatives. The door may be magically opened, but if magic or a tiwataka are unavailable, the characters can make a DC 18 Religion check to pray that the door is opened, a tiwataka gives advantage on the rooll, but it automatically fails if they have pillaged the graves of villagers or questors in the barrows.

INNER CHAMBER

INNEX UNAMER Passing the door, the inner chamber of the Warden's harrow seems to have also served as a war room. The hawkards guard the way as ghosts. They will know instantly if the delvers have pillaged the tomb (see below for consequences) if not, they will permit the party to speak with the Warden and High Priestess, whose ghosts wait in their inner chamber. their inner chamber.

Challenge. Communicate with the ghosts of the warden, high priestess, and huskarls.

THE HUSKARLS The huskarls of the Warden were picked warriors, each a hero in their own right. Each a paladin of credible power, they maintain the warding against the undead in the

Challenge. The huskarls will not attack or threaten the delvers in any way so long as they have not pillaged the bodies of the villagers or questors.

Concealed. If the delvers have pillaged the tomb, the huskarls will bar the way to the Warden's tomb and point the delvers back to the questor's tomb. A DC 12 Religion check will inform the miscreants that the stolen valuables nust be returned before conversation with the Warde

Rewards. Each of the six huskarl warriors is we Rewards. Each of the six huskarl varriors in wearing an Ornat (=) CF) heavy mail hawberk (3,000 gp and 55 lbs), carries a Torengur battle shield (200 gp. 6 lbs) in surprisingly good condition, and is laid to rest with Ornate (=)). Fine weapons: a knife, a spear, and a ouch-handed sword or axe. Each carries a Holy Symbol of the Law God which allows casting the bless spell once per day. If the obelisks are un-cursed, the gear remains and the huskards will allow the party to trade their own gear for that of the huskards. They will object to full-on looting.

THE WARDEN AND HIGH PRIESTESS

Conscaled. Upon returning from their journey to the cities in the south, the Warden, High Priestess (his wife), and their huskatel found the village and fortress as smoking ruin and the curse heavily upon the land around it. They retrated to the barrow, and magically sealed the door against entry. They prayed to the Law God, who intervened with the Goddess of Death the spirits of the group would be allowed to linger until the ruins were cleanaed. Rewards. At worst the Wards and

Rewards. At worst, the Wards wird creates will grant the party the moitamiake, the master relis that can be used to locate the other *tiwstake* wherever they are. Two are unaccounted for according to the Wardsen. One is the relis that Geirolf possessed, and the other is in the far north, unaccounted for according to the Warden. One is the relic that Geirolf possessed, and the other is in the far north, which will give the party solid directions to the Lost Hall of Tyr itself.



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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!

ADD



PFRPG CONDITIONS

PERPG CONDITIONS

The Pathfinder Roleplaying Game uses some slightly different terminology for certain conditions, which is noted in the title of each condition.

GRABBED (MODIFIED FROM ENTANGLED) GRAINED (MODIFIED FROM ENTANCED) The character has been gripped by a foe, but is not terribly restricted. Being grabbed impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or the bonds are anchored to an immonie opiect or tethered by an opposing force. A grabbed creature moves at half speed, cannot run or charge, and takes a - a penality on all attack rolls and to Dexterity. A grabbed character who attempts to cast a spell must make a concentration check (DC 15 + spell level) or instruments and the spectrum of the spell level or lose the spell.

GRAPPLED

A grappled creature is hindered by a creature, trap, or effect. Grappled creatures suffer the following effects. A grappled creature ... cannot move and takes a -4 penalty to Dexterity.

- suffers a -2 penalty on all attack rolls and combat maneuver checks, except those made to
- grapple or escape a grapple. **v** can take no action that requires two hands
- to perform
- cannot make attacks of opportunity. cannot use Stealth to hide from the creature grappling it, even if a special ability, such as hide in plain sight, would normally allow it to do so.
- that becomes invisible, through a spell or other ability, it gains a +2 circumstance bonus on its CMD to avoid a grappling attack, but receives no other benefit.

Casting Spells while Grappled/Grappling. Casting a spell while you have the grappled or pinned condition is difficult and requires a concentration check (DC to + the grappler's CMB + the level of the spell you're casting). Pinned creatures can only cast spells that do not ha re somatic components.

an opponent's mercy. A helpless target is treated as an opponent's mercy. A helpiess target is treated as having a Dexterity of 0 (- 5 modifier). Melee attacks against a helpiess target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpiess targets. Rogues can sneak attack helpiess targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatihe is adjacent to the target. The attacker automati-cally hits and scores a critical hit. (A rogue also gets his sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortilude save (DC 10 + damage deall) or die. Delivering a coup de grace pro-selve attacker desenventuelle vokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid death if given a coup de grace.

PRONE The character is lying on the ground. A prone attacker has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A prone defender gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that pro-vokes an attack of opportunity.

STUNNED A stunned creature drops everything held; can't take actions, takes a - 2 penalty to AC, and loses its Dexterity bonus to AC (if any).

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ATHFINDER

ROLEPLAYING GAME COMPATIBLE

Attackers receive a +4 bonus on attack rolls to perform combat maneuvers against a stunned opp

RESTRAINED (PINNED)

A pinned creature is tightly bound and can take very few actions – Restrained (Pinned) is a more severe version of grappled, and their effects do not stack. A nined creature pinned creature ... cannot move and is denied its Dexterity bonus.

PERPGCONDITIONS

w takes an additional -4 penalty to his Armor Class.

The only actions a pinned creature may usually attempt are:

- It can always attempt to free itself, usually through a combat maneuver check or Escape Artist check
- V It can take verbal and mental action

CASTING SPELLS WHILE PINNED. Casting a spell while you have the grappled or pinned condition is difficult and requires a concentration check (DC 10 + the grappler's CMB + the level of the spell you're casting), or the spell is lost. Pinned creatures can only cast spells that do not have somatic or materi-





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Nordlondr Ovinabokin: The Nordlond Bestiary and Enemies Book

ISBN: <u>978-1-950368-52-5</u>

MSRP \$59.99

Smyth-sewn Hardback; 192 pages; 36 oz

It is a truth universally acknowledged, that a fantasy roleplaying game in possession of dungeons, must be in want of more monsters. No, more than that. Even more.

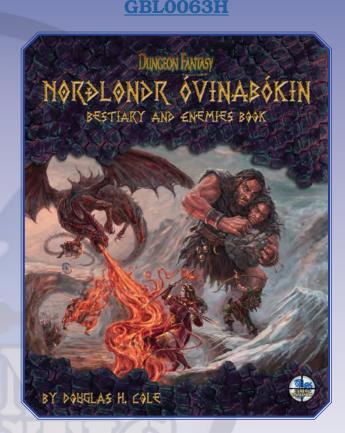
There's no question that a giant book of creatures is a boon to gamers wanting to keep campaigns fresh and exciting. For a long time, the classic big book of monsters has been hard to come by as a fully supported work for **Powered by GURPS** games.

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Sagas of looting, pillaging, and raiding for wealth and fame make a natural match for a game with a tag-line of "Smash Evil for Fun and Profit." Many monsters are transplants from other cosmologies. Or Games.

Nearly 200 monsters, each illustrated with a chapter giving guidelines to modify them to suit your needs. Each creature has context, primary and secondary stat blocks, traits, skills, and an attack chart.

Finally: A ready-for-battle giant book of monsters for Dungeon Fantasy campaigns. Never let the lack of such slow down your game again.



38. 78 BRASP 086886588 BAENADÝRIÐ (PRAYER BEAST) BANDIT/PIRATE ST 11 DX10 10 5 HT 11 ST 12 |X 11 |Q 10 HT 11 Demon Demon Whereas tyranns rely on a relatively small number of mighty combarants—the formidable horned tyran is considered line infantry—the kvöldomur take the approa-that quantity has a quality all its sown. The baenadýrið are found in vast numbers in a kvöldomur host. Mundam Bandits rove in gangs and sometimes led by much more capable miscreans. Kot all bandits are strictly and setfishly evil. Oppression, drought, disease, or famine can often drive otherwise honest lolis to ail for dhandity. Some grow to love it, though, with traits like **Bloodhust**, **Callous**, and **Sadism** being common. HP 11 WILL 12 PER 9 FP 11 HP 12 WILL 10 PER 10 FP 11 tound in vast numbers in a kvoldomur host. The baenadyrið resembles an overgrown praying mantis (and its name means praying-beast), with striking clavs and a fearsome pincer grip that it uses as a slashing cleaver and fog grappling. The baenadyrib may rend and dismember its prey, but it's not doing it for food. SM 0 Control Thresholds 20.14CM 2424CM 3CM 23.74CM 324CM SM -1 Control Thresholds 20.1450 2104500 200 21.34500 224500 Banditry is distinct from raiding in Norðlond: A bandit—by definition—is formally outcast from society, and by law a non-person akin to vermin. 2 6 12 18 24 DMg 1d-1/1d+2 2 8 16 24 32 DMg 1d-1/1d+1 The bandit is meant to be a solid "mookish" threat, mostly dangerous in ambushes and in large numbers: Weak bandits simply die in the wastes of Norðlond. For more variety. The presence of baenadyrio is one of the overt signs that an area has a demon problem. They are small and relatively easily dispatched by even mundane troops in single com-bat—but they don't engage in single combat. BASIC LIFT 45 BASIC LIFT 29 use any 62-point fighter type from DELVERS TO GROW with \$1,000 or less in gear. Defenses DR SPEED 5.25 Defenses Parry Dodge Block DR SPEED 5.50 Parry Dodge Block DR STEED 9 8 - 3 Move Block bat—but they don't engage in single compat. They crowd and dogpile foss with overwhelming attacks. They show or sweep an adversary to the ground if they can, but that tends to be incidential. the result of a share or fortu-nate collision. Baenadyrið follow the same attack methods as gjant wasps, but with more persistence and no limits on how far they will pursue an adversary. 5,1000 or less in goar. Bandits usually maraud in groups of 1d+5 individuals, taking care to raid and then flee where rear warriors cannor find them. The bandits here represent those raiding farmers: a successful ambush on a small group of warriors might yield a few more shields, a mail shirt or three, and better waporo. Or a grisly death. Parru 9+2 7*+2 9+2 2 Move 4* 8 ATTACKS A Ase (12): 1d+4 control, Reach 1. Crapple (12): 1d+1 control, Reach C. Punch (12): 1d-2 crushing, Reach C. Short Bov (12): 1d-1 minaling, Range 180/240, Acc 1. Short Bov (12): 1d-1 minaling, Reach 1. Spear (12): 1d-1 minaling, Reach 1. Two-Handed Spear (12): 1d+2 impaling, Reach 1,2*. ATTACKS Gear. Bandits have leather or cloth armor on their torso only and a leather helm (15.6 lbs), a medium shield (15 lbs), and an axe (5 lbs), Light encumbrance. In hattle, baenadyrið must be led and directed (pointed, really, *Attack that way*), and their commanders: think of them as pieces of ammunition rather than soldiers. Once dispatched at a foe, they are forgotten. Cutting Grapple (12): 1d+3 control and cutting. Reach C Grapples at ST 17 due to Lifting ST and Wrestling at DX+2. Slash (12): Id (2) cutting, Reach C, 1. Treat as weapon, not GM Note, Low-skill bandits with pricey equipment may draw delvers seeking easy money, and with good reason. Cheap weapons and armor (*Like Neu*, *Barch*) Used, *Datvins To Growp*, **2**, 71 limits the value of bandit hunting as a vocation, and fairly represents worn-down gear. is body part. Spit (12): See Corrosive Expectoration. Range 10. SPECIAL ABILITIES Corrosive Expectoration. The baenadyrid can spit a blob something. Roll Id on the creature's turn. On a roll of 5–6 it may use its spit attack. It clings tenaciously to the target are institute? an initis of corrosion damage per second when TRAITS Bad Temper (12) Bloodlust (12) Bully (12) Code of Honor (Outlaw's) Social Stigma (Outcast) and inflicts 2 points of corrosion damage per second whe if hits and for 3d seconds thereafter. The biob or spray is big enough, and spreads sufficiently upon impact, to be considered *Large-area Infary (Exercorrs, e. 53)*. SKILLS Survival (Mountain)-10 Survival (Woodlands)-10 Wrestling-11 One of: Brawling-12 Intimidation-9 Knife-12 Scrounging-10 Shield (Buckler)-12 Axe/Mace-12 Bow-12 Spear-12 TRAITS Berserk (12) Corrosive Attack Dark Vision Doesn't Breathe Doesn't Eat or Drink Doesn't Sleep Extra Legs (4 legs) Immunity to Diseas Immunity to Poison Indomitable Lifting ST 4 Unfazeable Brawling-12 Innate Attack (Spit)-12 Tracking-11 Wreetline 12





Delvers to Grow: Core Book

GBL0055S

ISBN: 978-1-950368-42-6

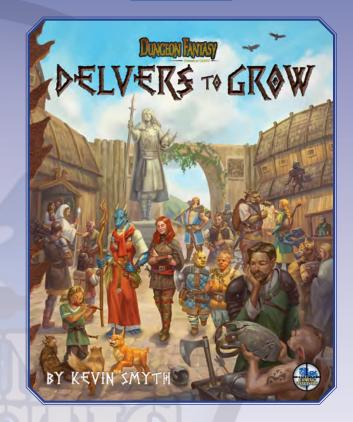
MSRP \$21.99 Saddle-stitched Softcover; 40 pages; 8 oz

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.



DELVERS TO GROW

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

MARTIAL ARTIST [25 POINTS]

MARIAL INKIST [L22 POINTS] The martial artis' basic module improves on the fast hero's already-high DX and adds the basic skills of their profession. At this point level, unarmed combat is probably not a great choice. There's no protection against *luximy Yoursd* (*Expostrs*, **n**, 40) and you don't have enough 57 to make your punches and kick hurt. Investing in a suitably exotic weapon is the best way to ensure your career last long enough to become the fastest delver on the team. ATTRIBUTES: +1 DX [20].

DISADVANTAGES: Replace to points in disadvantages from on the team. one of your disadvantage modules with Disciplines of Faith (Chi Rituals)[-to]. SECONDARY CRARACTERISTICS: +2 Per [10].

WEAPON RECOMMENSATIONS 4 62-point martial artist should definitely choose armed combat over unarmed: Flail (for nunchaku) and Staff are excellent choices. At 135 points or is points, unarmed skills come into their own as valid life choices.

SCOUT [25 POINTS]

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

Skulas: Spend one point on Acrobatics (DX/H); spend are point each on Jumping (DX/E). Meditation (Will/H). Stealth (DX/A), and Tactics (IQ/H).

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

SWASHBUCKLER [25 POINTS]

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

ADVANTAGES: Weapon Master (One Weapon) [20]; Weapon Bond (One Starting Weapon) [1].

SKILLS: Spend one point aach on Acrobatics, Carousing, Jumping, and Stealth. WEAPON RECOMMEN Rapier or Rapier and Shield (Buckler).

THIEF [25 POINTS]

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

SECONDARY CHARACTERISTICS: +2 Perception [10].

ADVANTAGES: High Manual Dexterity [5].

SILLS: Spendowski might visitual Develop (p) SiLLS: Spendowski on Acrobatics (DX/H), Carousing (HT/E), Climbing (DX/A), Escape (DX/H), Filch (DX/A), Forced Entry (DX/E), Shadowing (IQ/A), and Sleight of Hand (DX/H). Spend two points on one weapon skill on one point each on two weapon skills. WEAPON RECOMMENDATIONS: Main-Gauche, using a long knife. Or two long knives.

ADVANCED MODULES

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

(15)

MARTIAL ARTIST II [50 POINTS]

With this module, the martial artist adds Trained by a Master and some Chi skills. Depending on your other choices, the best options for those are likely the ones based on DX or HT. If you plan to take Throwing Art, you can spend points from your ranged weapon skills allocation to that instead.

SECONDARY CHARACTERISTICS: +I Basic Move [5]. ADVANTAGES: Trained by a Master [30].

Suitas: Spend three points on Acrobatics. Spend two points and on five Chi Skills (Apvsprzums, rs. 37-34). Spend on point on Meditation. Spend one point on one of your secondary wespon skills. Ideally drop this point into a skill you already have: Ranged wespon skills require dedicated investment to be useful!

SECONDARY WEAPON SKILLS: Blowpipe (DX/H), Sling (DX/H), Throwing (DX/A), or Thrown Weapon (Dart, Knife, or Shuriken) (DX/E).

Relation Your Distance. Sometimes all the acrobatics in the world worlt let a device close the age, The desper-ate or during can simple threw their bladd Anyone with an appropriate Weapon Maxwells, which was been used on the source of the source word, Smallsword, or Two-Handed Sword kill. Ranged combat statt are: Ace OF, Range 40,374 (for weapons up to % Ha) or +0.2/40.57 for heavier eness; Br 1; Shost 11(b): ST as usual for the weapon; and built equal to weight in promds plus longest Reach in grafs, rounded up (c., -3 for a rapier). Damage is the same as when used for a mele thrusting attack, modified as usual for quality, major, weapon master, and so on. KEEPING YOUR DISTANCE





The Crypt of Krysuvik

ISBN: 978-1-950368-46-4

MSRP \$21.99 Saddle-stitched Softcover; 40 pages; 8 oz

Not all sleeps peacefully in the Hunted Lands.

Generations ago, the warrior and berserker Krysuvik 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 Krysuvik.

Maybe you can find it before others do...

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

GBL0059S



BY PETER DELL'ORTO ET MARSHALL LAPIRA

HERE REPORT OF THE PARTY and apply 32 THE CRYPT OF KRYSUVIK

91.5

Room 6

Two more giant rats reside here, sheltering in a nest. They attack without provocation upon detecting the party.

2 P. Colorado, P.

Near the nest lies a deceased adventurer wearing chewed-up leather armor. The corpse has an axe (still usable, though rusty) and the rotten remains of a small shield (merely scrap). Around its neck is a small silver necklace (\$200), and underneath the body is a purse containing \$230 in coins.

Room 7 A small cave with nothing in it

SVEN'S RESPITE

<u>NURV'S INSTITE</u> Sven's Respite is a medium sized cavern (approximately 15 feet by 25 feet at ifs widest points) that is very wet and damg Opposite from where the delivers enter is a large opening that peaks out of the side of the mountain looking to where the town lies. The waterfall collects into a small pond that drains out to the main river that eventually flows through the town. Near the opening is an old rotten wooden bench with a long package tightly wrapped in well-oiled leather. Near the bench to the right of the well, a crudely chiseled inscription reads: This place of respite is the one place I can feel

crudely chiseled inscription reads: "This place of respite is the one place T can feel at peace these days. My father had grown colder and more cryptic as he's gotten older, and his days are numbered. He wished to be buried in a strange way down in the crypts under the town he helped build and I said I would have no part in it and what he's planning. Hed given me a key to the tomb which I have broken and hidden. Twe closed off the crypts and T've built a hurid mound over their entrance to be . built a burial mound over their entrance to be dedicated to my descendants. The man my father became should stay buried. I can see clearly from here, all that he built, and all he destroyed. The world must never know his destr cruelty again."

cruetty agam. The leatherbound package on the bench is an ornate bastard sword with the name Sven inlaid in gold near the guard. Due to the wrapping in an oil-soaked leather, the quality of the sword has not degraded over the wars.

REWARD

The carving has a clue to the location of the Krysuvik's real tomb in the catacombs under the town, the entrance being Sven's burial mound in the town's graveyard. Sven's Sword is an Ornate Balanced Dwarven Bastard Sword (\$7,500, 5 lbs).

THE SON

The 2011 Krysuvik gave one of his keys to his son, Sven, who wanted nothing to do with his father's unrighteous plan. His key has been hidden in plain sight. It is part of the decorative carvings on the Jarl's chair (usually left unoccupied unless the Steward is delivering a direct pronouncement from the Jarl) in the town hall. The location of the key has been passed down through the descendants of Kryawik, but the original was broken by Kryawik's son Sven. He deemed that no one should be able to open the tombs and embedded the fragments of the key in the designs on the throne in the main town hall. The current Steward knows his predecessor told him to preserve the Jarl's chair but not why. predece not why

If the pieces of the key are removed from the 12 AN chair in his presence, he is hesitant to yield up the key pieces to adventurers without a promise of a piece of the treasure (he isn't a descendant of 22 Krysuvik, so he doesn't feel the entire horde belongs to him).

Krysuvik 'k line of succession was broken by Erik Ragnarsen, Krysuvik' great great grandson who went mad searching for a way to open the tomb for its treasure, and did so carly enough that he never courted or sized children. He was killed by Leify grandfather, Bjorn Gunnarsen. He was killed by Leifs grandfather, Bjorn Gunnarsen-Bjorn accuede Erik at an Alpingi of ahandoning his responsibility to the town; Erik responded with a forthing challenge to mortal combat. Berserk and raving, Bjorn decapitated Erik in the first exchange of blows. Ever since despite its size, Skalavik has had a mayor, and now a steward, rather than noble leadership. The Kabamabr is formally employed by Jarl Orm, with Orm having been granted the formal tille of Jarl Veiddarfond, sworn of Hajarl Egil of Stordvorn, by the King. Orm is the first noble to hold stable sway over the Hunted Lands in generations. The kevs each have a styliced bow in the shane of a

The keys each have a stylized bow in the shape of a skull with a split down the forehead. . The broken

20

key embedded in the throne needs to be removed and repaired. Orrig Smiör, the town blacksmith, would be willing attempt to repair the key for a cut of the treasure. The repaired key might break when used in a sitchy lock. Orrig tells the party as much. Tif the lock is too old and rusted the key may snap.^o

THE ADVISOR

The tomb of Guntar the Wise, Krysuvik's advisor, is a The torm or Gunnar the Wise, Krysuvik's advisor, is a small five-room complex located two miles due east of the standing stone commemorating Krysuvik (see the Scappor Srear Baccourt). It was not originally built for Guntar but was a relic of a previous age. Unfortunately for delvers, the ruins have been looted, the good stuff picked over. Little remains except collapsed sections, dangerous vermin, and traps.

All is not lost! There is a bit of treasure—the last treasure-seeker to explore the ruins fell victim to a trap, and still remains within, behind a collapsed wall, carrying a copy of the key and a hint to where to use it.

The entrance to Guntar's barrow is a stone door under a stone lintel in the side of a low mound, now overgrown with grass.

overgrown with grass. CRALLING: The door isn't concealed in any way. It sits in the small hillside. The middle of the door holds is a of tall Waenberg Reux. Carved in 'tall eltering around the Warding Rune are the words. 'Speak back the name for whom I spoke wards. 'The door is slightly jammed open by a broken piece of the lintel, above, leaving roughly o' of space. If the rune is touched, or the door forced open any further, the warding rune triggers unless someone speaks Kryauvik backwards: Kirusyrk.

In order for the door to shut, the broken piece of lintel (about 20 pounds) can be forced back into place. It requires a Forced Entry check.

CONCEALED, Just past the door is an open, BLADED PT Traps, p. co). There is t' of ledge on either side, an pit is only 3 yards across, so it is easily avoided door isn't forced in too vigorously. oided if the



TO BE REAL FROM THE





(21)

Delvers to Grow: Strong Delvers

GBL0058S

ISBN: 978-1-950368-58-7 **MSRP** \$15.99

Saddle-stitched Softcover; 16 pages; 4 oz

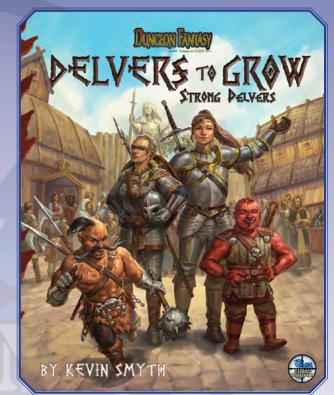
Stalwart fighters, powerful grapplers, raging barbarians, and divinely empowered warriors for the gods. All take their place on the front line of combat, meeting the foes head-on.

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.



HT

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Basic Speet 6.25 [0]

Basic Mee 5 [-5]

[2]

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W13

Per 12 (0)

Control Thresholds

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Jado-13.
Parry Missile Weapons
Push-11.
Throws Weapon (Axe/ Maco)-15.
Wrestline-11.

tions; Qty:21; Wgt10.5; \$42.00 rez Coin; Qty:2, Wgt0.04; \$400 all Backpack; Qty1; Wgt36 a5;

DX

13

Move S[0]

10

SKILLS

ed Entry-13

HUMAN HOLY WARRIOR

Liz Sharpe is a holy warrior who focused on the human need for law, order, and justice. Lizdiverget from the usual Holy Warrior template with her unique Higher Purpose (Lawbringer). Instead of hunting demons and undead, her fors are mortal lawbreakers.

7

WORLDLY FOCUS

Lis in the days letter of many generations of faithful servants of the god of law. Here skills reflect this Detect Lise, Itanimilation, and Search reflect Midden Lore, Physiology, and Psychology. Her disadvantages make her the classic "publich", and the shorys follows the call of justice even if it means putting benefit at grave visk.

Despite a litany of 'nice person' disadvantages, she is no pacifist, and her Quirk 'siolence first, mercy after' leaves pienty of room to explain to fallen forse the error of their law-breaking ways once she has their undivided attention).

HOT AND COLD RUNNING JUSTICE.

THOT AND CALL ACOMMUNICATION IN THE ACCOUNT AND CALL ACTION AND A AND A

Higher Furpose (Lawbringer) [5 points/level]: This variant of Higher Furpose (Adventurers, p. Z7) grants its bonuses when Fighting criminals-that is, civilized humanoids who have violated the law or behaved dishonorabig. It also grants nave violated the law or penaved distonoroapy, it also grants +1 per level to skill rolls when Investigating crimes, such as Search rolls to find smuqqled goods, Detect Lles during interrogation, or Shadowing rolls to trail a suspect.

merrogaton, er bhadowing rolls to träl a suspect. Protector's Kune (5) points/level): This ability can shelter the deric and their alites from the most grievous harm. Dece per session per level of this trait (maximum three), the deric can use this ability to ward aealnot the harm from one attack that just hit themselves or an alig. This reduces the higury that person takes from the attack to just i II?. This must be declared after the attack is resolved; effects such as knochbeck, incokdown, stunning, uncensciensenses, cripping and the The persist, though cripping is always temporery. (Exploits, p. of J and dismembered limbs are only crippied.

Thunderwave [15] points]: The cleric strikes the earth, projecting a thunderous wave of force. This is a one-ward wide cone attack (Explicits, p. 40) with fee 3, Janeo [0, and Bulk -2, using IX or innate Artack (Projectile) to hit. Any creature hit but the attack suffers at dice of kneckhack-could damage (Exploits, p. 33). The Thunderwave is loud; nearbu foes get a flearing roll at +4 to notice it, and any checks for wandering monsters are at = 3.

NOVICE HOLY WARRIOR NOTES

Liz used her upgrade model to puch as two powerful holy abilities, detailed in Hot and Cold Running Justice—these abilities make her much more than just another warrice with a big sword Always fight with these abilities in mind: They are not "last resort" items!

When it comes to a more mundame fight, using her bastard sword with two hands lets her parry after a tacking, but not having a shield means relying on armor as a primary defense. Her layered armor gives - 1to DX, and all that armor is heny. Hayers may want to triade down to a lighter armor set (such as the Guard's Armori to improve mobility.

JOURNEYMAN HOLY WARRIOR NOTES

Improvements in IQ and the addition of Born War-Leader help improve some of Liz's struggling skills, but otherwise there's little change from the 62-point version. ST 13 does mean getting 2d swing damage out of that big sword, though.

of that eng sword, induga. The diversification focus between "hit things really hard" and "a bunch of abilities that benefit from IQ" is particularly noticeable at the Journeyman level, as Liz particularly noticeable at the Journeyman level, as Liz puts points into IQ, IIT, and a lot of skills emphasizing

MASTER HOLY WARRIOR NOTES

new tin 1001 TRABULE TVOIES As another non-standard purchase. Lix has selects Weapon Master(Bastard Sword) with her actrs upgrade module. This (along with the skill improvements that come with being a 187-point ddver) *gwalft* improves her defenses and damage, with her sword swings dealing 24+6 cutting damage

Future upgrades may want to focus further on her ligher Purpose, improving the noncombat skills associated with bringing criminals to justice, and perhaps additional holy abilities.

NANGRICK HARDJAW 187-PT DVERGR WRESTLER \$T 13 1301

STRONG DELVERS

187-47 DVEKGK WKESTLER Magrick greve ups part of a trending carrieut, this sam of the famed exhibition strender favilys Hardjuer. While he picked up veretaing easily compain, hanggick undertunately harmed out to be a poor fit for the carnivel - far more mark heat carrin, willing to balicite the most outragoout lies and never quite catching on that the 'akill' games were rigged. Wores, anywhere cattisk de were veretling ering the lad was a disaster: clumay and accident-prone, with harely a day ongo by that didn's ace some incident or another. After a particularly rough weak that ase him bring the entire hig op down on his own head, savily needed to eased here boy of for a much after carses as a windering adventure, reasoning that delving would have fewer dangers than a circuarfull of upset carnies. Damage 14/2d-1 Lifting ST 16 Basic Lift HP 13 10 2 8 16 24 32 12101 Parry Dodge Block DR 13 (Jupo) ADVANTAGES Armoury (Body Arr Combat Reflexes Dark Vision Dwarven Gear Enhanced Parry (U [15] - Lifting ST 3
 [25] - Resistant to Poi
 [1] - Tough Skin 4
 d) 3 - Unfazeable 96 11 15 10 e/Mace-15 wling-14 rousing-12 nacisseer

[15] Lifsleikni : DISADVANTAGES Appearance, U Chemmy Easy to Read Gulfibility (r2) Ham-Fisted 2

iam-Faxon jonesty (12) - Golerance (Elder Races) is Stor e-deaf. Doesn't let that keep him fr

Exceptionally cheerful drunk (But don't tell his mom he's be drinking) out of \$250 of his starting money. Do w.[-1]Prefers Elven rations. Doesn't v

EQUIPMENT

1 10 10 10 1 T T T T

[-1]

- 552.00 Heavy Leather Helm; Qtya; Wgt:5 Heavy Leather Helm; Qtya; Wgt:5 Heavy Leather Helm; Qtya; Wgt:5 osch; Qiyr; Wgtz.z; \$60.00 osch; Qiyr; Wgtz.s,4; 860.00 tet; Qiyr; Wgtz; 820.00 er Coin; Qiyr; Wgta; 520.00 i Rations; Qiyr; Wgto; 515.00 Rations; Qiyr; Wgto; 5510.00 Vial; Qiyr; Wgto; 550.00 Heavy Leather Vest; Qty1; Wgt 12.6; St58.00
 - Jansoo Fent, i-Man; Qty:t: Wgt:t: \$50.00 Forch; Qty:t: Wgt:t: \$6.00 Water (per gallon); Qty:t: Wgt:8; \$0.00 Štýšoo - Light Scale Gauntlets; Qty:1; Wgt:16; S32.00 - Ordinary Clethes; Qty:1; Wgt:2; \$0.00 - Personal Basics; Qty:1; Wgt:2; \$5.00

6





Delvers to Grow: Fast Delvers

GBL0056S

ISBN: <u>978-1-950368-44-0</u> MSRP \$15.99

Saddle-stitched Softcover; 16 pages; 4 oz

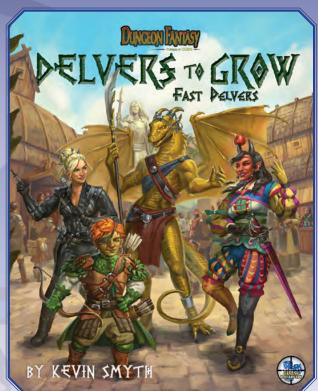
Deadly archers, subtle thieves, flamboyant swashbucklers, and dedicated unarmed martial artists deliver death from the flanks. And they'll never see it coming.

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 stabbier.

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.









Delvers to Grow: Smart Delvers

GBL0057S

ISBN: <u>978-1-950368-45-7</u>

MSRP \$15.99 Saddle-stitched Softcover; 16 pages; 4 oz

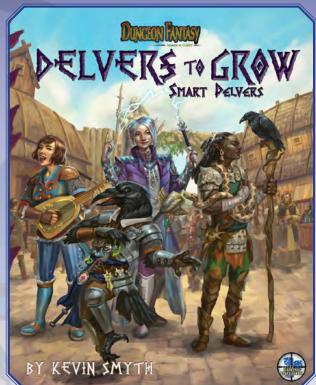
Cunning bards, holy paragons, tree-friends, and subtle wizards, quick to anger. All of them break the natural order of the mundane, even while protecting it. Find within these pages examples of each type, with advice to match.

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

Use these examples as pre-generated characters, or as demonstrations of how to make your own modules and packages.

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

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



DELIX MADIGAN	X IQ HT	HIRELINGS
Delix comes from a family of noble warrior-mages, the sort that are rich in magical talent even if they haven't been able to turn that raw power into wealth and comfort.	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Smart Delver hirelings are specialists, and they need to be effective in their speciality in order to be worth. It Thus all are 125 points. Two clerics are presented here: One death deric, pre-pricalizing in the undeed, and an eager bealer in case that niche isn't one a player craves. The wizard helps you find the dungeon and its goodles, and the bard mostly stays in torou and helps sell stuff if the party is more of the "Hukk smarth" mold.
	Move Will Basic Speed \$(0) \$2(0) \$.75(0) Per Ratic Move	AUSCIDN: DACHARDATTIR 125-PT BARDAGANT Seam back are fighters, schere are crefters. Aufgena kanne prepter ben
speech is frequently punctuated by a lightning bolt blasting its way through the nearest goblinoid dungeon denizen, so they might have a little resentment.	12 (0) 5 (0) Control Thresholds 12 CM CM 1.0×CM 52×CM FP	Kever the right processing lader of flatter to any start the array many start and functions in Sec. 10 and 10 array of the start the start of the st
Just a bit. 10 [0] 1	5 10 15 20 12 [0]	a costil to a je or hajud Taxong to conje a mittade, bat nat results to the according to conje a mittade, bat nat results to be factored as a mittade bat nat results to be mittade bat nat results to
10.15	odge Block DR 9+1 11+1 0	Exclusion 10 (100 - 10000 - 1000 - 1000 - 1000 - 1000 - 1000 - 1000 - 1000 - 1000 - 1000
Energy Reserve (Magical) 1 [9] - Trading Character Points for Money.	"if" represents Delense Bour from erady small buckler at Defect	(Gentheman's) [ab] + Xenophilis(9) [4] + Gause vial (\$90, 05,1bs) - Intolemaner (Low-class Light Townshreamer - Diodge, Move 4 Sex15 20
Harvic Spelialinger [2] Harvic Spelialinger [20] Automy Character Points for Points for Points for Points [5] Magery 3 [5] Magery 0 [5]	abuyu applies.	Arming at 11 Dynamory 12 (1 Munica 1) Experision (1) (1 Munica 1) Experision (1 Munica 1) (1 Mun
- Code of Honor (Soldier's) -	MAR MAR	Commission Infimitation - Performance (a) - Second (behavio) IO [U] 1 5 10 0 20 12 [U] - Control Allino (1) - March date (a) - Nonling (a) - Second (behavio)
Frightens Animals [-10] creepy-crawlies [-1] Intolerance (Low-Class Rabble) [-5] Makes sure their tent is away from the No Sense Of Humor [-6] of there in the party [-1]		Brewry-15 Ford Same Carlos Construction () Ford Same Carlos Construction
- Stubbornness (6) [-10] - Really likes elves (They all have Magery) - Unnatural Features (Constantly sparking [-1] with little electrical arcs) [-5] - Super arrogant about being a Mage [-1]	Contraction of the	
- Cannot float (It's a curse) [-1] SKILLS		ELGRID FORMEDOTTIR 125-PT WIZARD
 Alchemy-ti [4] • innate Attack • Shield (Buckler)-tz [4] • Speed-Reading-ti Hazardous (Projectile)-t6 [t6] • Smallsword-tz [4] • Teaching-ti Materials-ti [1] • Medilation-to [1] Wizard's Wand (tz) • Thaumatology-tz 		Magnet like Uderid are why witancis have a rep for being widtle and quick to anger. Maybe not even that addrs. Always along, magically gifted from an early age, the has the socializing transportant of a taset of berents. Societation are considerable distants to asset how with endowers who makes a magical anxietance
- Hidden Lore (Magical - Occultism-11 [1] after Writings)-12 [2] - Research-11 [1] \$PELL\$		when trying to more difficult tunds, an use, or diagnosts. For a darge system, in a data use, each data was the data use of th
Air Jet-13 [1] • Darkness-13 [1] • Lightning Weapon-13 • Spark Cloud-13 [1] • Deflect Missile-13 [1] • [1] • Spark Storm-13 [1]		anything the prior and yourly if the hast to early her rows had paid white traveling. AVMITIAGE <u>EXERNAT</u> • Energy Reserve • Magney(a) (a): East kir (\$553, \$6.33 bit) [0] [0] [40] [20]
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GBL0008S

Hall of Judgment (2nd Edition)



ISBN: 978-1-950368-05-1

MSRP \$39.99 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.
- Sxteen 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.

HALL OF JUDGMENT

FOREWORD

Im the designer of the DENGRON FAVAR RECEIPLINE GAUR, so it should come as no surprise that when the game got the green light on January 18, 2016, I was thrilled! Stave Jackson Games kapt the project largely under wrape at first. Still, we knew we'd need our loyal freelancers onside to create unproting content. supporting content, so we let them in on the secret almost at once.

The first author to express an interest in b osting the signal-within the week, in fact-was Douglas Cole, mastermind of Gaming Ballistic. He proposed interviewing SJ Games staff about the game on Gaming Ballistic's "Firing Squad." We agreed, and Doug interviewed CEO Phil Reed on August 31, 2016, and Yours Truly on September 7, 2016.

Doug also put his money where his mouth was, backing the DINGEON FANTAST ROLEPLATING GAME Kickstarter at the "Private Game Session at Gen Kickstarter at the "Private Game Session at Gen Con 2017" level. That was the opposite of cheap-especially because it meant Doug had to travel to and attend Gen Con in August 2017. There, he and I discussed the possibility of future support for the game, but 5[Cames wanted to see how the game did before committing to anything.

Doug remained a high-profile supporter as summer became autumn became winter. Then in January 2018, discussion began in earnest between \$J Games and Gaming Ballistic: Doug proposed adapting Lost HALL OF TYP as HALL OF JEDGMENT, a licensed mini-setting and scenario for the DUNCEON FANTAST ROLEPLAYING GAME.

At SJ Games, we don't issue many third-party licenses for our games because we have exacting standards. We agree to partnerships only with people we know and trust. As it happens, Doug was known to us as a longtime playtester, as a regular contributor to our 'zine, Pyramid, and as the author of GURPS MARIAL ARIST TECHNICAL GRAPTING. He He earned our trust by doing a great job, being on time and organized, and always keeping us posted on the progress of his projects.

bunch Thus, when the people who make decisions asked those who work on games, "Is this a risk worth taking?", our answer was, "Yes!" That didn's settle the question, but it improved already-good odds: We owed Doug for all the support he had given us over the years—in particular for being one of the loudest unpaid voices promoting the Descaw Exercise Research and we know he was commone who could deliver. someone who could deliver.

Which brings us to where we are today: HALL Transco orange us to where we are today. Hate or Jionauxy, designed by Douglas H. Cole and crowdfunded by you. And by backing this project, you've done something else. You've sent a message to SJ Games that there are lots of gamers willing to buy third-party content for the Diseason Fastasy Rostrature Gotte.

So what does that actually mean?

For one thing, it bodes well for Doug. The Hart or JEPOMENT Kickstarter was fully funded on opening day and is past the 400% mark as I write this. Nothing succeeds like success, so odds are that if Gaming Ballistic asks SJ Games for a license to publish more DUNCEON FANTAST ROLEPLATING GAME ontent, we'll agree. Enthusiastically

For another, it bodes well for DENCEON FANTAST ROLEPLAFING GAME fans and fans of SJ Games products in general. We now have evidence that licensing in general. We now have evidence that licensing third-party publishers to crowdfund content for our games pays off. That isn't a guarantee we'll agree to every proposal—our standards remain exacting, and we still prefer people we know and trust—but it means we'll listen. Intently.

like HALL OF JEDGMENT? I think it's cool, and I hope you'll agree!

Sean Punch. GURPS Line Editor, Steve Jackson Games July 9, 2018

PREFACE If ICULT In the International Control of the International Control of the International Control of REVISITING THE HALL

REVISITING THE TALL. The expansion of the adventure enabled me to revisit some of the concepts of Lost HALC or TR. It would get an expansion and mini-esting. I leved Descrow FATARY COTARYON and "Town" in this game got the same treatment. The journey became a core adventure segment. I got new maps (and then still more maps when I launched a kickstarter for the second, improved edition of Lost HALC or TR). The main adventure got every k for geography, and the magic in the Descrow FATARY ROLFLATER GAME enables different things than the original work. That was actually strongly beneficial.

PREFACE

The adventure is in several parts, which inform outlines for future work as well.

Town (called Isfjall). Whether the players are locals or visitors, Isfjall has something for you. Having the party wander into town in the middle of a festival was a great introductory device.

Travel. The overland journey is a quest by itself. You'll be glad for your barbarian or scout. And a cleric or druid with **Purify Food** and **Purify Water**. Lots of good encounters for campaign play, supported by rules for wilderness travel and weather.





A MODEST PROPOSAL

A TIOPEST PROPOSE T pitched an adventure to Steve while I was at GEnCon—a low-tisk conversion of Low Hatt or THE expanded to provide new content. I was eventually given a license to produce the first third-party Dewator FATERY RELEATER GASE product. It grew in the conversion to double its original length, to rist pages, including 16 pre-generated characters (which get a lot f use when I run HLL at conventions), and over 30 monsters, most unique to the setting.

Citadel at Norðvörn

ISBN: 978-1-950368-01-3

MSRP \$39.99 Smyth-sewn Softcover; 128 pages; 19.6 oz

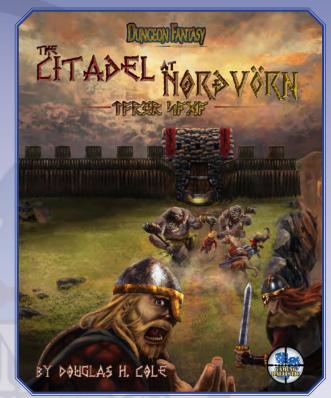
Inside you will find:

- Norðvörn. Key locations in the city, including the keep and lower town. A detailed city map. Information on law, guilds, religion, and things to buy and sell. Also a list of festivals: an excellent introduction to the city and culture.
- Löngbrú. A staging point and clearinghouse for adventure and treasure with everything required to make a good start on killing monsters and taking their stuff.
- Áinferill. 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.

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GBL0007S



THE CITANEL AT MARAVARN

GROWTH AND PROSPERITY Ainferill has many natural advantages. It sits on the Amiterii has many naturai advantages. It sits on the river bead, where boats making the long upstream pull to Nordvorn want to rest. The river itself, and its ample supply of fresh water, provides food in the form of fish, and affords the landholders and farmers the luxury of orchards, whose fruit (and bees!) create fine goods for market. While close to the border with the Dragonground, it is located at a place on the river where the Wall, and its dangerous interactions with eðlufolk and other dragonkin, are a few days travel across hills and low mountains.

A proper leader with a strategic focus could easily expand the town and its surrounding support villages. This would strengthen the jarl, as well as increasing the overall beath of the area. Increased shipbuilding contracts, attracting new merchants and new settlers to town, and a change-over in the goods produced and brought to market would all aid in this effect.

PRECONDITIONS

Property requires stability, and that's what the town lacks. Here are some things that need to just calm down in order for the leaders and people of Ainferill to return to some semblance of normalcy.

Good Harvest. While not quite as bad as the conditions inside the Veiddarlond, which seems to have gone mad, the weather around Nordvorm has taken at urn for the worse. Weeds and choking vines, blight and failed croys are occurring with increasing frequency. Folks whisper that the shanges are isom anay, and too sudden, to be entirely natural. They heard what they have, guarding against famile, rather thas bringing the crops to market. A return to healthier growing conditions will greatly aid the town in looking at the horizon, rather than the ground.

Job Openings. Asbjornwas a popular and charismatic young man, and he attracted very important folks to Elskadr with well-intentioned promises of adventure, riches, and a new life. The death of so many (see Supporting Cast for a list) left large holes in the support

structure of both Ainferill and Longbru. Filling these gaps can be left to chance and time . . . but that assumes everyone who fills those jobs is interested in growth and stability for the town. Leadership. Each of the herras views Gunnulf's erratic decision-making looking for danger and

erratic decision-making looking for danger and opportunity. The town needs better than what Gunnulf is giving, and each of the lords, from his daughter and is giving, and sect of the torus, from its cauginer and rightful her, Asleff, to his pledged huskarls, is even g the political terrain for their own advantage. They mast still maintain outward allegiance to Gunnulf: blatant disloyally is a crime of honor, and Egil would not

LET'S MAKE A DEAL (FAERIE)

73

It's old advice, and good advice: never make a deal with the Faerie. What you think you've agreed to usually isn't, and you will never come out ahead. he had incurred gambling debts in such great quantity that he felt he had no choice but to throw the dice come more time: he would seek his fortune prospecting.

There's a lot going on in the area around Norðvorn, and much of it occurred within the last two years. Any of the other issues could probably be dealt with, but the one that might rip the aorth apart had its seeds planted decades ago.

FAMILY TREE

TARLY 1 REE The Veiddartond is a rich land. It has vast resources in quarryable stone, and numerous underground caves, some a legacy of the former dragon empire, some natural, many of which are shot through with valuable precious and semi-precious stones. Where the Dragongrounds to the northeast are numored to be full of old caches of riches, including powerful enchanted tenss, the Otti and Kisastorheim forests, and the land under them, brings wealth of a more mundane sort.

It's got a problem, of course: the Faerie have no need h s got a problem, of course, the ratic take how how the to cross running water to raid out of the Frostharrow. The Weiddarlond – The Hunted Lands – got their name from being so treacherous that not even the hardy Norðlonders were willing to live there for long.

A karl of no particular prominence, Ludin Hildirsson chose to venture into the Hunted Lands to seek wealth in the form of precious stones and valuable rock (there is a form of granite in the Hunted Lands called goldstone that is considered a luxury good in the south). He journeyed alone into the Hunted Lands, an act called a special kind of stupid' by the Nordlonders, because

A TANGLED WED

intervene in that quarrel. Regardless: either Gunnulf needs to be focused on the health of the town, or new management found.

estitution. Nothing can replace the lost souls of Elskadr. But the demands of honor and duty must be satisfied, and weregeld paid for the missing and slais. The hodies found and laid to rest properly. The bracthralg demand it, family members stand at odds, and tempers flare. Even if a large foud is being suppressed by the nobility, coundless small once make Ainferill an inhorpitable place, as townsfolk seek someone to blame. someone to blame

His throw was not a lucky one: he was caught wandering by an Alfar noble hunting. He begged for his life, and agreed to exchange one debt for a nother. The Alfar directed him to a rich source of genstiones, in return for what seemed harmless. His eldest progeny would have to return on the Hunter's Moon on his 18th year to renew the bargain: the full moon after the autumnal equinox.

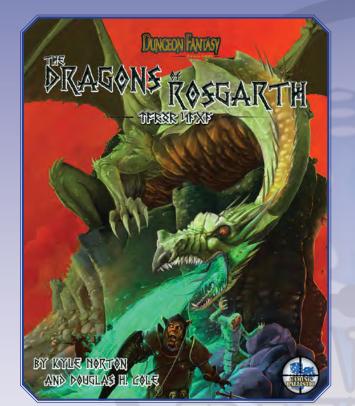
the bargain: the full moon after the autumnal equinoz. Unmarried and childless at the time, Ludin eagerly accepted He returned to the south with a rich haul. Merchants and nobles who had scorned him before now payed him heed, and where before his granbling was taken as unwise, now it was praised as boldness. He married well, and his wife delivered him a healthy son, Karis. That would be their only child. With the riches from the Hauted Lands, he invested in more sojourns into that land, and where others were raided and destroyed, his hied bands were somehow able to drive off the marauding facer and other monstrosities that plagaed the area. Where others settlements failed, his first mining camp grew into a successful town of over 1000 inhabitants he petitioned the Castellan of Nordvorn to be granted the title of riddwinold, he had been raised to Herra Ludin of the Vieddriond. He was not born to martial excellence or given as a natural, chariamatic leader of man. . but the flow of wealt from the several availa Villages from visich he natural, charismatic leader of men ... but the now or wealth from the several small villages from which he ran his gematone and goldstone mines was sufficient to convince the Castellan to ennoble him, and even turned the King's eyes toward the region





GBL0023S

Dragons of Rosgarth



ISBN: 978-1-950368-23-5

MSRP \$36.99 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

THE DRAGONS OF ROSGARTH

CLERENCE COL BARRACKS

CONTRACKS
Constraints of large room, at least sixty is deep and equality wide. The back wall is neave: the casale wall. Regular pillars ar-aged throughout support a wood-planted mis lik could be a forgular whose chimney built into the castle wall. Paties for about humanoids are arranged into a circular tern around an open space at the center the room. The pallets closest to the fire-ce contain a few wayners, some sitting in a ditative posture, some trying to sleep. A set stars leads up through an opening in the ling, shuffling and stepping can be heard, metimes softly, sometimes with firere vigo d an occasional sharp, birdlike screech.

WBLADE NEST

SHADOWBLADE NEST The barracks is where the elite <u>wyrams</u> Shapowelands rest between patrols of the castle grounds. The simple wooden door squeaks loudly on its hinges whenever it opens and the warriors inside all rouse a little to see the opens and the warriors inside all rouse a little to see the newcomer before getting back to mediation or sleep. At any given moment, there are 1d+3 of the warriors waiting for their next shift, while the remainder are on patrol inside the castle or in the forest. The upstairs is a completely open practice area, with narrow window slift shut archers can use to fire on the Courtyard in case of immunon. If someone enter without a howne how. in invasion. If someone enters without a bronze torc, they are attacked immediately. Even if those entering wear torcs, the wuyarn ask hard questions of any interlopers, and the best possible outcome is to be sent from the barracks alive and uninjured.

0200000000000 GREAT HALL

GREAT HALL Even before you open the doors, the Great Hall presents as a buge wedge of a building, its narrower front a full 20 yards wide. It juts out 30 yards from the castles main wall, and its roughly trapezoida shape must be 40 yards at the base. Inside, three rows of stone tables are situated like spokes of a wheel, allowing a good view of a larger table of fine polished wood set perpendicular as the head table. Behind the head table is a proper throne with a dragon motif, emeralds, and gold serving to accent dark, richly-standed exolt would. On the fair left and right of the base wall, doors leaders would be huging eyes, bloated breads, and complexions bugging the behavior will about despondently cleaning the already spotless surfaces.

Descon: Geswarrs: Descon: Geswarrs: The Great Hall is where the <u>Suprasure scatters</u> come to dine. Their long association and familiarity with demons, gained through their service to Svartadaudi himself, led Maendrath to dabble in summoning. He summond is Johonchildren (Mourzae, e.z.) as well as the peakkali back in the kitchens. The demons in the hall are majcicily bound to treat those wearing iters as allies. If the tore-waarers become hostile or try to steal valuables, the demons attack, drawing the peakhall out of the kitchens as well. If the players are wearing armbands, the demons practice food if asked, and never speak. Their eyes communicate pure hatted. Given any gexcuse, the domchildren fall on rule breakers with gleful malice.

PURPOSEFUL OSTENTATION A successful check vs. Connoisseur, Performance, or Psychology discerns that the room is arranged so that attention focuses on the throne at the center. The closer to that focus point, the more opulent the decorations.

278 20 2 3 D HELL'S KITCHEN

Approaching the doors to the kitchens, the diater of fine porclain and the squeak of turn-ing spins compete with what feels like a wall of beat. The kitchen area is surprisingly large-pertages like or six yards deep and stretch-ing the entire witht of the back wall of the Hall. The masters of the kitchen are obvious: muscular creatures with humanoid torsos, snake tails, and a half-doeen arms each. They speak in a horrid, rasping, epitting torgue to the smaller demons. Who leap to obey Large equinals of great beasts are rossing over the rear wall. The smell of well-acaoned meat ills the room. Along the wall closest to the fail issef, tables and racks containing fine plates and silver culture gleam, ready for use. Spice nacks are positioned every loyards or so.



ROSGARTH RUINS

ETTCHER STAFF The kitchens are managed by three **peshkali** (Mossras *H*.43) who oversee the **doomchildren** and issue all their commands in the language of *Maspehim* (also known as the *dimon* tompat). The peshkali are busily working in the kitchen and seem more well-adjusted to their current role. They have the same rules for engaging as the doomchildren, but protect the dumbwater as it leads directly down to the Lair. The peshkali intentionally give intruders chances to steal the plates and cuttery; this allows them to fall mercilessly upon the miscreant and fillet them.

CHEFS DO THAT! The peakkali are armed with four long knives (Knife-18; 3d+ cut; Reach C.;) and a frying pan (as a club and small buckler; Axe/Mace-18; Shield (Buckler)-18; Block-137; DB 5: 1,2d+cr used as a melse wargon). They use their free hand and tall to for grappling (if using *Fartastre Dresson Gaserscene*, this counts at stvo limbs). In battle, they first command the doomchildren to soften up their foes, then close in for some high-speed slice-and-dice.

The hearths are fueled by bound fire elementals (Mostrass r.85, 26) and provide ridiculous amounts of heat. The binding runse detect as magical for those with Magery. If players destroy or disable the runes, the elementals swarm out, burning everything they can. The room is *lethally* hot. Roll **HI - temperature Tolerance** or lose 1FP, then again each minute at -1. The penalty increments another -1 for every minute spent in the kitchens (ambient temperature is on the order of 145-160°F if it matters).

The dumbwaiter in the alcove leads to the Levrence Curverse. It supports an adventurer of SM o or smaller, or two of SM - 2. The descent takes about a minute. The shaft is a 55 yeard fall from the top, inflicting 36's 1 arge area crushing damage unless mitigated (Exercors P. 67).

TARE-OUT The table settings are worth \$1,000 per pound and there are 50 Bhs of the stuff on the shelves. There are 20 spice canisters in each of the four racks. Each canister weighs or 50 bs. Five are worth \$10 cach, to are \$100 cach, four are \$600, while the last is worth \$1500. The whole lot is to Ibs and \$4,360; placing them into a large sack takes one second per two canisters. Evaluating a canister takes a minute each and requires a successful roll vs Herb Lore, Merchant, or Naturalist.





Forest's End

GBL0024S

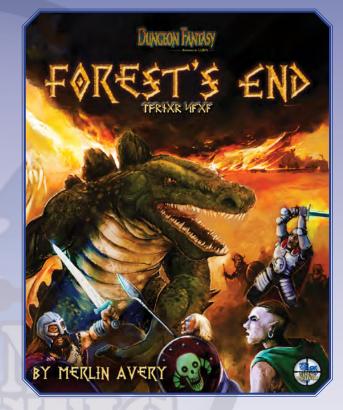
ISBN: 978-1-950368-21-1

MSRP \$33.99 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 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



SKÓGURENDA



SKOGURENDA

Skógurenda was founded upon dragonkin ruins. Portents are mixed as to whether this is auspicious, indicating the replacement of the old with the new, or represents shocking hubris. Maybe a bit of both: The town has seen both tragedy and triumph in the three years since its founding

The land upon which this city rests blends rocky wills and a heavy infusion of gold from Dalmar bridged formations with fertile soil. The town overlooks a cliff the gap. The struggles endured brought waters recede, reveaing a vide, deep strand of packed and broken shell. Before the creation of the permanent docks, these tides provided a convenie beaching point to reach the settlement. The new arrivals canse ready the work Trade and settlement. The new arrivals canse ready the work Trade and settlement.

In time, residents carved sloping switchbacked pathways into the cliff face. These paths allow easy travel to a long network of wooden docks. Longbats and deep-hulled karar can choose between a floating berth abit out to sea, or beaching boats closer in during low tide. This provides convenient access for small and large craft alike.

Despite the recent successes, a shadow has fallen over the people. What was optimism and unity gave way to distrust and contention. Not all new faces proved friendly. A simmering discontent lies over the town, though none can quite grasp at the cause. Any offering comment themselves become suspect: Few dare to point aut changing demeanor, the festering undercurrent of discontent goes unremarked. Construction of a settlement is no easy task even in less wild surroundings. The early tragedy of the Battle at Forest's End nearly was the end of the town, but strong

Unlike many towns south of Audreyn's Wall, most of the people make their home inside the settlement's wood-and-stone fortified wall. The outlying area is too unsettled to risk scattered living. Large common ar serve as livestock pens, and houses are built into existing or remnant structures.

POPULATION Roughly 1,000 people (300 or so families) call Skögurenda home. Several thousand more are transients: merchants, crafters under commission by the would-be jarl, and adventurers. A bit more than half—over toof amilies—remain of the original families from Skjaldborg. Since its founding more have flocked to the town seeking a new life. Though the Battle at Forest's fond cost many lives, immigration has maintained a healthy population. The frontier life and promises of great riches draw a different type of settler. people enamored with King Krail II's challenge.

on areas

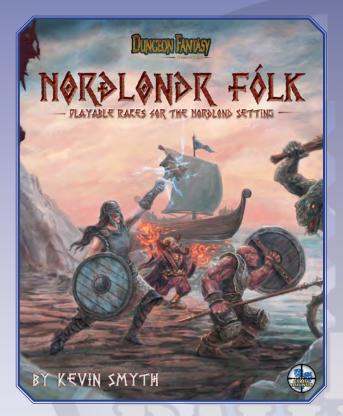
were paying off.

DEMOGRAPHICS PETROGRAPHICS Humans are the most numerous race in Skógurenda. Dwarves are next, numbering a few dozen with ties to the dwarvish training settlement to the northeast. A handful of elves have journeyed to the land with wanderlust in their hearts. A few unique races, such as eldbud, dot the population. Most of the population halls from Nordlond but some come from other human lands and dwarven Barakthel. Immigrants arrive by ship: adventurers sometimes wander in overland.

The net comparised of a struggles endured brought the Skögurenda people closer. Each month more Norðlonders arrived at the growing settlement. The new arrivals came ready to work. Trade and commerce followed, and coin flowed. The efforts of the people



GBL0025S



Norðlondr Folk

ISBN: 978-1-950368-19-8

MSRP \$13.99 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

NORDLONDR FOLK

ELDHUD (DEMON-BLOODED)

The eldhub (also known as "demon-blooded" outside NorMond) are the hybrid offspring of humans and demons—the result of experiments or a more "natural" union—or the descendants of such hybrids. They are not out of favor with NorMond's goals of their priests, who may reaserve judgment for a parent who constavitwith demons but'us the child as innoem. However, they tend to have a reputation as it cherous and wild even if they aren't strictly unbdy: this iss't entity undescence, given that they is all unnaturally prety and tend to have poor impaise control.

14

ADVANTAGES. Appearance (Attractive) [4] Charisma 1 [5]: Eldhud Gifts [8]: Fire Resistance 5 [15] DISADVANTAGES. Impulsive (12) [-10]; Unnatural Features 2 [-2].

Special Eldhuð Traits

FIRE RESISTANCE. This provides **Damage Resistance** that is only effective against heat and fire. This does not protect your equipment!

Eldhuð Gifts

any time. Sharp Claws, Sharp Teeth, or Fangs. Claws, Sharp Teeth, or Fangs. Sharp Claws, Sharp Teeth, or Fangs. Sharp Claws, Sharp Teeth, or Fangs. Sharp Teeth, or

EXTRACTISHING TOUCH [2 FORTS]. You only ever need one Beady maneury to put on binning folding, even is holding in your hands aflame (see Exercise, s. 68). You can even perform this action gain the benefit of your Fire Resistance. See Service Ser

FIRE RESISTANCE [5/LEVEL]. Eldhuð characters can purchase up to Fire Resistance 15 for a total of 45 points.

entirely understreet, given that they're all unnaturally pretty and find to have poor impulse control.
ELDHUB (20 POINTS)
Eldhob have standard human height and weight, with finis
features vaguely reminiscent of devise (right down to the
pointed ears). Note: Aldhob have standard human height and weight, with finis
features vaguely reminiscent of devise (right down to the
demonits heritage: carled horns, reddata stain, yellow steps
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DisANVATAGES. Impulaive (12) [-to]: Unnatural
Peatures =]-d.
Number Links and the state of t

nanopatitive with reliable 1 and Nimale Tati. [5 rootrs]. Most eldhaod have a tail, but yours is unusually desterous and can pick up and hold objects as if you had a third hand. It is not, however, strong enough to make attacky wield a shield, or assist in grapples. This is mostly useful for drawing potions, scrolls, or ammunition (and can use Bast Draw shills) when your hands are otherwise full. This is incompatible with Img's Tail.

Eddbud Gifts Eddbady Gifts Eddbady Gifts Eddbady a Gourse natures can result in manifesting a variety of special abilities. They begin play with a points in their racial gift; others can also be purchased during play any time. How they have a the second during play they have a the second during play and the second during play they have a the second during play and the second during play they have a the second during play and the second during play they have a the second during play and the second during play they have a the second during play and the second during play they have a the second during play and the second during play they have a the second during play and the second during play they have a the second during play and the second during play they have a the second during play and the second during play and the second during play they have a the second during play and the second during play they have a the second during play and the second during play they have a the second during play and the second during play the second during play and the second during play and the second during play the second during play and the second during play and the second during play the second during play and the second during during during the second during du

HIMNESKUR (GOD-BLOODED)

In Norohond, it is known that the Assir themselves occasionally walk the earth in human form, and it is further known that not all the Assir are paragons of virtue. The himmeskur are the result of these occasional trysts: mortal, but touched by drivinity. This has in benefits—himmeskur are stronger, faster, and tougher than human, bleased with good health—but it also has drawbacks. Demons will never pass up an opportunity to deprive the Assir of one of their children, and the god-blooded's inheritance from their divine parent means that cursed items and unholy spaces cause them actual lingy.

15

HIMNESKUR (40 POINTS)

Himmeskur are outvardly indistinguishable from strong, healthy, attractive, exceptionally fit humans, and may easily have grown go completely ignorated of their divine heart states Blood will always tell, however, and skalds have many takes of pesant hereos who learned of their divine heart states after distinguishing themselves with great deeds. No child of the gods will here against line a gainst line to the state of the state o

ATTRIBUTE MODIFIES. ST+1[10]: DX+1[20]: HT+1[10]: SECONARY CLARACTERISTIC MODIFIES. Basic Speed 405[10]: Will +1[5]: ADVANTAGES. Appearance (Attractive)[4]: Covenant of Rest[1]: Fit[5]:

Rest [1; PH [5]. DNAMVANTAGES. Demonic Enmity [-5]; Weakness (id/ minute; Unholy Artifacts, Cursed areas, and areas of High or better sancity to Evil [-20] Fexrures. While nothing outwardly distinguishes himneskur from their human parent, they do to and to share a resemblance to one of the Aesir that feels obvious once you know what to look for.

Special Himneskur Traits

COVENANT OF REST. Himmeskur are the direct offspring of the Aesir, and are assured a place in the divine hall of their parent. No force can raise the himmeskur as undead, possess their corpse, or summon their spirit unless they want it to happen. Distort Exarty. While they might be outwardly identical to humans, they might be outwardly identical to humans, know someone of divine heritage on sight-and they will do their level best to scour be drive taint out of the mortal realm as quickly as possible. Demons will always attack the himneskur first, and will show no mercy:



0





Hand of Asgard

GBL0026S

ISBN: 978-1-950368-17-4

MSRP \$13.99 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.

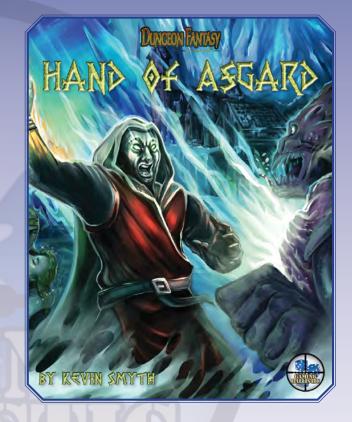
Their disciples—priests of the Allfather, the Lady of Life, the Trickster, the Lord of Warding, and all the Aesir-guard and guide their brothers and sisters. They are the sword and shield of the gods.

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



MATTH

<section-header><section-header><section-header><text><text><text><text> Death cterics should:

♦ Choose one of Bloodlust (12) [-10], Honesty (12) [-10], or Sense of Duty (Coreligion-ists) [-10] as their Holy Yow. ♦ Add Callous [-5] and No Sense of Humor [-5] and No

Add Callous [-5] and No Sense of Humor [-10] to their disadvantage List, but remove Charitable [-157]. May replace the template's weapon choices with Two-Handed Axe/Mace-15 [12] for a scatte, though

[12] for a scythe, though some find this to be a little eplace Panhandling and earch with Physiology

(any) and Poisons on the list of skill choices for their template

P1 3: Affect Spirits, Astral Vision, Blackout, Breathe Water, Com-mand Spirit, Cure Disease, Dispel Possession, Great Healing, Ice Possession, Great Healing, Ice Dagger, Icy Weapon, Magic Resis-tance, Neutralize Poison, Panic, Prepare Game, Repel Spirits, Res-toration, See Secrets, Soul Rider, Stone to Flesh, Stop Paralysis, Strengthen Will, Suspended Ani-mation, and Wisdom.

PI 4: Astral Block, Banish, Dark Vision, Dispel Magic, Gift of Let-ters, Gift of Tongues, Instant Neu-tralize Poison, Monk's Banquet, Vigil, and Wither Limb.

PI 5: Bless, Curse, Entrap Spirit, Pentagram, Remove Curse, and Terror. PI 6: Posses

THE FATES

Norðlonders put great stock in destiny and fate. These three female deities are worshiped together and invoked in times of uncertainty. They know the past, present, and timur of all creatures, and are the kopers of the World Tree and arbitres of destiny. They can be capticious, but grant lessings to ald those they deem worlds. Keen the Allfather teknowledges the inevitability of fate.

Collowers of the fates seek to understand which parts of a creature's destiny are immutable, and which parts of changeable. They may seem fidde and in constant, or simply indifferent: they can move from calm acceptance of great rangely to subbornness to focused range against the inter-table, depending on whether they believe an event to be avoidable or written into the face of the universe. Followers of the Fates:

- Choose from the standard cleric options for their
- Holy Vow. Add Compulsive Gambling [-5*] and Odious Personal Habit (Finds omens in virtually everything) [-5] to their template's fist of

disadvantage options. Replace Panhandling and Research w Gambling and Weather Sense on th list of skill choices for their template.

SPELL LIST IT: Armor, Aura, Bravery, Cleansing, Coolness, Deter Mayic, Deter Voison, Final Rest, Find Weakness, Lend Energy, Lend Vitality, Light, Might, Minor Healing, Purify Air, Purify Water, Recover, Energy, Sense Etil, Sense Life, Sense Spirit, Share Energy, Share Vitality, Shield, Silence, Stop Bleeding, Test Food, Thunderclap, Umbrella, Vigor, and Watchdog.

and Watchdog. PI 2: Awaken, Bladeturning, Cominand, Continual Light, Create Water, Foolishiness, Glow, Great Voice, Healing, Siumber, Hide Thoughts, Light Jed, Major Healing, Protection from Kvil, Parify Toola, Reister Kischness, Reist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Cold, Resist Disease, Resist Resist, Resist Cold, Resist Disease, Resist Resist, Resist Cold, Resist Disease, Resist Resist, Resist Cold, Resist, Resi

PI 3: Affect Spirits, Astral Pl 3: Anect spirits, Astrai Vision, Command Spirit, Create Food, Cure Disease, Dispel Possession, Flaming Weapon, Great Healing, Magic Resistance, Neutralize Magic Resistance, Neutralize, Repel Spirits, Restoration, Repel Spirits, Restoration, See Secrets, Silver Tongue, Stone to Hesh, Stop Paralysis, Strengthen Will, Strike Blind, Sunbolt, Sunlight, Suspended Animation, and Wisdom.

FTMH

PI 4: Astral Block, Banish, Blink, Dispel Magic, Gift of Letters, Gift of Tongues, Instant Neutralize Poison, Missile Shield, Regeneration, and Vigil.

PI 5: Bless, Blink Other, Curse, Entrap Spirit, Pentagram, and Remove Curse. PI 6: Sanctuary.

100 HOLY MIGHT EXAMPLE TRANSFE [48 rotrol]: The fooddess of Death holds. Sout Roon [40 rotrol]: The food set of Death holds. Sout Roon [40 rotrol]: The food set of Death holds. Sout Roon [40 rotrol]: The second Death Roon [40 rotrol]: The second [40 rotrol]: The second Roon [40 rotrol]: The second [40 rotrol]: The sec

C.L.C.

4

HOLY MIGHT

5

SPELLS, P. 8). If you do, you must take the second result. This works like Luck (ADVENTURERS, P. 51) but cannot applied to the cleric's own rolls.

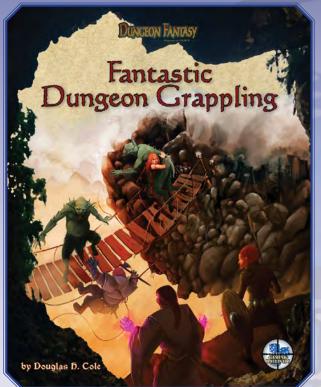
BLEASED SPELICASTING [14 POINTS]: The cleric with this TWIST OF FATE [14 POINTS]: The Fates are responsible for ability mipsy good fortune with their spelicasting rolls. both good and ill fortune, and this ability allows a prises getting critical fefters remarkably offen. When your effective to channel some of that power. Once per hour of play, the skill with a spell is 17*, a cassing roll of 3.7 is a critical televier to channel for the your consure they can use to re-roll a single success. Further, in the event that you roll a critical failure, dice roll wice. This must be declared immediately after the you may roll a second time on the *Critical Spell rolling* tube.





GBL0009S





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.



FANTASTIC DUNGEON GRAPPLING

pling is a core function of both armed and unarmed combat, and nearly every combat style employ niques to control, restrain, or redirect foes. Animals and monsters are particularly fond of grappling techniques to control, restrain, or redirec as it is a necessary part of *cating your face*.

principles. The first and most important is that grapping uses the same kinds of dice rolls and mechanics as primary weapons, notably including the damage roll. These rules **replace** those for grapping found in Executive 7, 40–41. This section enhances grappling combat within the **DENGEON FANTAST RPG**. The rules follow a few basic principles: The first and most important is that grappling uses the same kinds of dice rolls and mechanics

2

GRAPPLING ATTACKS

If you have an empty hand or a suitable weapon (including a gaping maw of razor-sharp teeth!), you can grab foes or their equipment. You must be able to reach your foe to grapple.

reach your toe to grappie. Each attengt requires an Attack, All-Out Attack, on Move and Attack maneuver, and is considered an attack where that matters. If your opponent is lying down, kneeling, or sitting, you must kneel of the down unless your rival's size Modifier is two or more greater than your or you have grappied one of their limbs. You may crouch, kneel, or lie down as the strp (*Extrons*, e.g.) component of any flavor of maneuver that allows a step.

Unarmed Grappling Attack. Roll against DX or a grappling skill—Judo, Sumo Wrestling, or Wrestling— to hit and establish or develop a grapple. There are no hit location peralities to develop an already-established grapple. Bites are considered unarmed attacks.

Armed Grappling Attack. Roll against an appropriate Melee Weapon Skill-2 to hit. The weapon



Modifiers: Instead of standard modifiers for hit locations and weapons, apply 0 to hit the torso; -1 for an arm or leg; -2 for a hand or foot; -3 for the neck or head; or -4 for something someone is holding (such as a weapon).

Long-Distance Grapples. Some weapons and monsters may grapple from beyond close combat range. Axes, halberds, and pollaxes are capable of persistent grapples from the weapons' reach; monsters' reach when grappling will be listed in their stat block stat block.

Weapon/Shield Bind. Some weapons, and shields, can perform a limited grapple called a bind. Offensively, treat it as a standard grapple: You may attack to gain control or break free of an conceing errounde opposing grapple.

Size Modifier. If your Size Modifier exceeds your foe's, add your SM difference as a bonus on your attack roll.

Number of Limbs. Look up the number of grappling limbs on the "Linear Measurement" column of the Size and Sequel Amage Table (Exrorary, no 97–98). Add the Size Modifier to the grappling damage (a peshkali with 6 limbs hugs for an extra 2 control Points per attack). A two-handed creature grappling with one hand is ~2 to Control Point rolls. If the number of limbs is between two values, use the lowr one in this case.

GRAPPLING DEFENSES

You may defend normally against grappling attacks. Active defenses against grappling attacks are subject to the rules for **close combat** (*Explore, p. 51*).

You may dodge normally; while a shield's DB still adds to active defenses, you may only parry or block if:

- You are using an empty hand or Reach C weapon (such as a dagger).
- You are defending against a Long-Dista Grapple with a weapon or shield and are currently engaged in close combat. d are not

Grapping someone doesn't give you defense penalties, either. However, you can't parry strikes with a limb without releasing its hold on your victim—and to retreat (*Executs*, p. 50) farther away than your grappling reach, you must let go with all of your limbs!

FANTASTIC DUNGEON GRAPPLING

Retreat from Bind. Breaking free from a bind may be accomplished simply by refreating or normal movement away from the attacker so long as nothing (such as a regular grapple or a nearby cliff) prevents you from doing so.

Airborne. If a flying creature is carrying a cre who cannot fly, the foe is at an *additional* -5 to DX (which induces -2 to defense rolls).

Grabbing Parry. Attempt to hold on to an attacking limb after a parry. Roll a grappling parry, using one or two hands or an appropriate weapon. This parry is at -2 to grab an attacking limb, -4 to grab an attacking extremity (hand or foot), or at the normal penalty for breaking a weapon (Explorts, P. 95). Wrestling and Sur Wrestling take their usual additional penalties again swing weapons. If you succeed, you party the blow and establish a 1 CP grapple. On a failure the attacker may choose to hit your partying arm or hand.



GRAPPLING EFFECTS

As with melee attacks, if a grappling attack is successful, the attacker makes a damage roll. The damage type for grappling attacks is control.

GRAPPLING DAMAGE

3

A successful hit deals damage as Control Points (CP). CP damage is equal to **th**, based on ST + levels of Lifting ST, ST bonuses due to grappling skill level, and adjusted by the attacker's skill as follows:

- Judo or Melee Weapon. +1 per die Control Points at DX+4; +2 per die at DX+10
- Sumo Wrestling. +1 per die Control Points at DX+2; +2 per die at DX+7
- Wrestling. +1 per die Control Points at DX+1; +2 per die at DX+4





Character Collection I – **Experienced Adventurers**

ISBN: 978-1-950368-33-4

MSRP \$7.99

Saddle-stitched Softcover; 8 pages; 2.7 oz

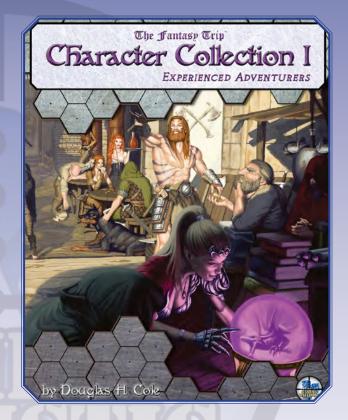
Gaming Ballistic is pleased to present the first in a series of supplemental material for Steve Jackson Games' The Fantasy Trip.

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!

GBL0036S



Experienced Adventurers

The following list is a pre-generated set of adventurers for use whenever a situation calls for one or more mundane—but seasoned—adversaries. They have been provided with arms, arms, and a second s The following list is a pre-generated set of adventurers for use whenever a situation calls for one or more mundame—but seasoned—adversaries. They have been provided with arms, armor, and an appropriate list of Talents. Extra equipment, treasure, or fine and magical gear can be added to taste, especially to complement Talents (someone with Climbing talent would probably have rope). 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 suit-able for using the character in play. Of course, GMs should tweak them to their own needs!

AVASMAL ZOHOL

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

ST 13, DX 9, IQ 11, MA 10

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

Languages: Common, Extra Language Weapons: Shortsword (2d-1), Dagger (1d-1)

Armor: Small shield (stops 1 hit)

BLATH HIGHGAZE

33-point human peddler, age 23

33-point human peedler, age 23 Weapons: Fine nammer [1641, 41 Wherever she goes, Blath is always whisting, [16-1] humming, or singing..it's a real shame she she'd have much talent for it, or else she'd have made a worthy bard' in a constant motion and always talkative, she is jaclaus of those who have more than she does. Mostly a merchant, plying the trade route between two or occasional odd job as an adventure. ST 10. DX 11. 09 12. MA1 0

ST 10, DX 11, IQ 12, MA 10 Talents (9): Area Knowledge, Busi-ness Sense, Literacy, Recognize Value, Streetwise, Sword

Languages: Common, Thieves' Argot, Extra Language Extra Language Weapons: Saber (2d-2), Dagger (1d-1)

R Experienced Adventurers

EBERA MISALDER

35-point human burglar, age 19 Dressed always in muted shades of gray and brown, a metaphorical raincloud hovers over brown, a metaphorical raincloud hovers' over Ebera wherever she travels. An experienced thief and second-story operator, she has never met a dangerous job she didn't like, and is suspicious of everyone and everything. She carefully works through the angles of any situation before ex-cuting a plan...and still takes risks most would avoid. The hammer she uses in combat is a qual-ity tool as well as a quality weapon (+1 to DX). ST 10. DX 1011 D013: MA 10 ST 10, DX 12 (11), IQ 13, MA 10

Talents (13): Alertness, Axe/Mace, Climbing, Detect Traps, Knife, Locksmith, Pickpocket, Recognize Value, Silent Movement, Streetwise

Language: Common. Thieves' Argot Weapons: Fine hammer (ld+1, +1 to DX), Dagger (ld-1)

These adventures are all "mondoar," in that noise have spells or magical apsiede assumed. They are designed to be interesting, rather than optimized. Not all use their full allocation of Taletor points, taber, allowing for some constmization. The number of points used is lated in parentheses after the

Where Area Knowledge or Ostra Language are listed, the GM must choose a specialty approprise for the campaign—most Area Knowledge specialties for these characters have to do with sea and land robtes, stops, towns, and andmute.

The adjDX listed in parenthesis after the primary stat accounts for armor worn, as well as shield use unless noted. It does not account for weapon quality. One character (Arfast) has a Ring of +1 to DX, also listed in adjDX.

Talents (1): Area Knowledge (sea routes), Boat-ing, Bow, Captain, Diplomacy, Seamanship, Swimming, Sword Language: Common Weapons: Longbow (1d+2), shortsword (2d-1), dagger (1d-1) Armor: Cloth armor (stops 1 hit) HAF SHOKUDZ

35-point human sea captain, age 36

The captain of the trading vessel Sylph. Gledrer 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

in utter ruin for him, he has nonetheless plied the oceans as first a crewman, and later an officer, of several trading vessels before purchasing his own. Seemingly argumentative in the extreme, his overly boisterous nature conceals a shrewd and perceptive negotiator. He reads wants and needs from his potential clients based on how they react to his outrageous sallies. Always on the lookout for a new venture...but he think this one will probably fail. He always thinks that. St 11 BX 101110 [012] NA 10

ST 11. DX 12 (11). IQ 12. MA 10

35-point human mercenary archer, age 24 35-point human mercenary archer, age 24 An itinerant mercenary and expert archer, Haf has been around the block more than once de-spite his youth—he will grow quite formidable if he lives to middle age! His niche is precision bow work, at adJDX 15; he is also at home in a deduced the set of the set of the set of the set of the set. fighting line, where he straps on his shield and fights at adjDX 11.

Inguist at adjock 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 whomever his is serving at the time. Everyone is looking for something, both stated and unstated. ST 12, DX 14 (11), IQ 9, MA 8

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

Language: Common

GLEDRER MIRSK

Weapons: Longbow (1d+2), broadsword (2d), dag-ger (1d-1) Armor: Leather armor (stops 2 hits): large shield (stops 2 hits; stowed when using bow giving

diDX 12)

HINDRE MADODE

35-point human chieftain, age 38 Always at the head of any situation. Hindre 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 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 the field.

Hindre is always accompanied by at least one, if not several, strong-armed companions in any situation that might turn violent. She's a planner, but with only DX 8, not a great fighter ST 14, DX 8, IQ 13, MA 10

Talents (12): Alertness, Area Knowledge, Bow.

Charisma, Diplomacy, Horsemanship, Physicker, Tactics Language: Common

Weapons: Longbow (1d+2)

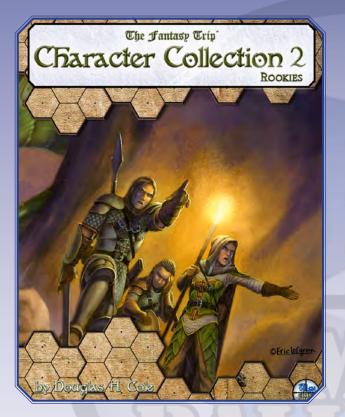


Experienced Adventurers





GBL0037S



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

They could be a young person inflicted with wanderlust. A mercenary or solider 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 compan-ions (or threats!) for less well-seasoned delvers. DX and MA: The adjDX in parenthesis accounts

for armor but not weapon quality. Each Rookie is assumed to have the usual \$1,000 for gear. is assumed to have the usual \$1,000 for gear. **Omissions:** 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 **19** 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 Hand-icaps, from *THE FARTASY THP COMPANION*, *PP.* 17–19). These give back points, in exchange for some liability. 8 Rookies

DX and MA: The values in parenthesis for DX and MA include the effects of armor and com-monly 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 adventure is provided with a short background. It provides some descriptive elements, usually including what motivates this individual to want to seek out the life of a wan-dering dungeon delver or explorer for hire. Many characters are given one or more "mundane talents, by virtue of their background. Everyone has a past; some might be more adventuring-useful than others, but everyone has one

ARDAS

32-point marine sailor He was a bright young lad expected to inherit his family's business raising bees for mead and honey. Instead, he ran away from home to be an explorer. Signing on with a vessel bound for who-cares-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 begin-nings of leadership.

Ardas 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: Axe/Mace, Beekeeper, Brawl-ing, Climbing, Seamanship, Swimming Sword, Tactics, Two Weapons

Weapons: Hatchet (1d), rapier (1d), dagger (1d-1) Armor: Cloth armor (stops 1 hit)

32-point young wizard

BRALVORK

Always traveling from place to place. Bralvork was pacing beside his parents merchant caravan as a guard and look out nearly as soon as he could walk.

out nearly as soon as he could walk. 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 conversa-tion laced through with surprisingly perceptive comments about the sur-rounding world.

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

ST 11, DX 11 (9), IQ 10, MA 10 (8) Talents: Driver, Pole Weapons, Shield Spells: Detect Life, Drop Weapon Weapons: Silver-tip spear (1d/1d+1)

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

BRIL

32-point bereft innkeeper ramme. Drought, Fire. Loss. All natural disasters, but brutal nometheless. His family—once wealthy innkeepers with the patent of petty nobility to go with it—were struck down when a wanderer brought plague into their inn. No priest nor physicker nor wizard was able to save them. Famine, Drought, Fire, Loss, All natural Taking what he could scrounge after

hanning what he could scrounge after being forced to burn 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

ST 10, DX 11, IQ 11, MA 10. Talents: Business Sense, Carousing, Charisma, Handyman, Knife, Litera-cy, Sword, Unarmed Combat II

Weapons: Fine (+1 DX) saber (2d–2), fine dagger (1d). punch (1d–1). kick (1d) Equipment: Upper-class clothing

33-point cautious hunter No dullard, Cezzi makes up for being a bit less nimble than average by knowing every fold and hide in the lands around her home. She's a skilled tracker and practiced archer, and brings home more game than most.

game than most. She lives at home with her mother, the village sorceress, who occasionally uses her as a voluntary mana battery when there's good works 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 a military company or a group courageous explorers. at fo

ST 14, DX 9, IQ 10, MA 10. Talents: Area Knowledge, Bow, Cook. Knife, Missile Weapons ×3, Tracking Weapons: Longbow (1d+2), dagger (1d-1)

Rook









Character Collection 3 **Bandits and Outlaws**

ISBN: 978-1-950368-36-5

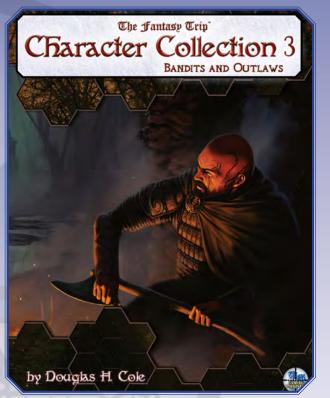
MSRP \$12.99

Saddle-stitched Softcover; 20 pages; 4.7 oz

Not all endings are happy. Some people—by desperate need or foul choicelive 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.



GBL0038S



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?

With DANDIS: Not all are living the bandit life by dint 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 rejoining regular society, while others enjoy the power and thrill of pre-dation. Still others plunder when necessary, and then try and forget the circumstances that made them sink to that level.

HISTORY AND MOTIVATION

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

USING THIS BOOK

BARDITS AND DOTLAWS 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 (the <u>Heavily Armed</u> section pres-ents one such squad).

Flesh out an encounter that calls for bandits by grabbing these to save time. If a more thematic assortment is required, peruse the descriptions for common elements.

Some of these bandits have a point or so more in Talents than their IO allows. This assume some adventuring experience and isn't found on characters of fewer than 34 points. sions: A bandit speaks Common if Lan-Omis guage is not listed. If missing the **Armor**, they wear regular clothing. **Area Knowledge** special-ties are blank to allow customization.

DUHLER 32-point slaver Eager for money; unwilling to work that hard to get it. Left his apprenticeship as a joiner and joined a cult which was a front for the slave trade. 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. Duhler loves music of all kinds, and if given the opportunity spends hours in inns listening to bards, or on the streets patronizing buskers. ST 12, DK 8, Do 12, 2M 4, 00

ST 12, DX 8, IQ 12, MA 10

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

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

Alidih

33-point outcast noblewoman A noble's daughter, carefully prepared for a worthy marriage at court ... until her parents' scandal ruined her pros pects. She seeks to restore her good name, her wealth, and her position, and will not be satisfied until some noble's son begs for her hand on his knees: Either passion or fear will do nicely. She'll kill, rob, and steal from whomever

she must to achieve her goals. Nobility can be won ... or bought.

ST 10, DX 12, IQ 11, MA 10

Talents: Bow, Courtly Graces, Dancer Diplomacy, Horsemanship, Literacy, Sword, Unarmed Combat II Weapons: Horse bow (1d), fine (+1 DX)

saber (2d-2)

STEVE JACKSON GAMES

Discontented

FESHUD

FIRAH

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

30-point unhinged assistant It's rough to be a magician's apprentice without a single drop of magical ability. Wanting to be a mage so badly, and to Wanting to be a mage so badly, and to come up so short. Still, his master used him well...as a mana battery. Paranoid and a tetch mad, he finds work as a handyman, hunter, or farmhand as 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, Cestus, Farmer, Handyman, Knife, Silent Movement Languages: Common, Sorcerers' Tongue Weapons: Cestus (1d-2), war axe (2d)

35-point escaped debtor Determined and ambitious, Firah was a accessful merchant, once. A brutal run of bad luck (or poor judgment of risk) led her to be indentured as a debtor. No way. She murdered her contract holder and seeks enough starter funds to become a merchant princess once again. Her brush with servitude has left her absolutely ruthless, determined to never be beholden to another for survival.

ST 10, DX 11 (10), IQ 14, MA 10 Talents: Assess Value, Bow, Business Sense, Charisma, Missile Weapons ×3, Streetwise, Unarmed Combat II Languages: Common, Thieves' Argot Weapons: Horse bow (1d), punch (1d-1), kick (1d+2) mor: Cloth armor (stops 1 hit)

Bandits and Outlaws 🞘

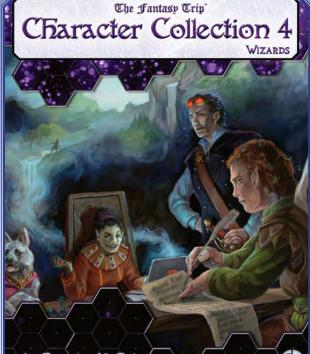


The Fantasy Trip™



GBL0039S

Character Collection 4 – Wizards



by Douglas H. Cole

ISBN: 978-1-950368-40-2 MSRP \$9.99

Saddle-stitched Softcover; 12 pages; 3.3 oz

Magicians and Wizards come in many varieties. From the classic inscrutable sage to a sly manipulator for whom getting by on their charm has a much different meaning.

- Character Collection 4 contains 40 characters for The Fantasy Trip
- Each Wizard is provided with spells and arcane abilities.
- Not all are adventurers thirsting for lucre or reclusive power-drunk schemers locked in a far-off tower.
- Features individuals ranging from 32-40 points, covering novices to arcane masters.
- Wizards provides magically endowed individuals from enchanters of items to the fearless combat mage.

Each has a unique personality and skill set. Tailor them for your campaign, grab them for foes in a random encounter, or use them as hirelings or consultants for a particular job.



Wizards

re subtle and quick to anger; others h are crafters, making items of great val sing magic where none suspect ters, plumbing ancient texts for

COUNSELORS AND CONQUERORS

COUNSELORS AND CONQUERORS WZAROS contains forty characters who vary in ability and skill set. They are non necessarily all contain mostures, and some of them cannot put up significant violent resistance. Some wizards are effectively stegm angicians whome tricks are not inter with the powerful witards are either very capable magically through not all of the soorched-earth methodology, or somewhat omni-competent adventuring types, talented with weapons and guells. They make excellent companions, guides, of world-conquerors. Wan noble neutre is without their violaria, knowledesable advi-

What noble ruler is without their scholarly, knowledgable advi-sor who is likely to wize power or summon a demon at just the worz possible moment? Or possible have just the right spell to save the day? Probably the demon thing, though.

HISTORY AND MOTIVATION

& Wizards

Each wizard is provided with a short background describing their history, attitude, or motivation. The pieces are designed to give the player or GM an idea of what they want, why they want it, and what they're willing to do to get it.

what they're willing to do to ge it. The descriptions assume that like every other person, they have a humanitoid motivations, look to achieve humanitoid guals, but are gifted with the means of doing more than the average bijon. That doesn't mean they're all successful. A lew are fruntrated and angry about it. Others looked to otherly inso the alsys that is the quest for power and enlightenment that lies at the core of speil-erd.

USING THIS BOOK

Wizards is designed to provide a 'grab-and-go' resource for play-ers and GMs alike. Only a few make good starting characters, as most are 34 points or higher. Staff and 4 points or higher.

most are 34 points or higher. Staff and Magic Items: A wiral may cometimes use an object as both Wizard's Staff and melee weapon. The mundane attack is list-ed under Wagenses the occult attack is listed under Magic Items. Talents and 1Q: Some of these characters have a point or so more in Talents than their 1Q, assuming a spend of seperience points. It is noted on each character who occess the limit.

Omissions: A wizard speaks Common if Language is not listed. If missing the Armor, they wear regular clothing. Area Knowledge emeriching an black to allow exercisionics.

AVOIDING THE LOOT PIÑATA

while it is not a mathematical certainty that any piece of magical gear that exists in the hands of a nAPC must of a necessity end up in the hands of the PSL...that's probably the way to bet, Even so, the characters are kited out with gear that fit their personality and their background. their background.

- If the players insist on treating supporting cast with interesting gear as a smorgashord of 'stuff that will eventually belong to me,' the GM can take steps (see **Duisty** for one example): ed and • Let it happen. May the best looser win...but turnabout is fair
 - play. Give less stuff. What isn't carried can't be tak
 - Restrict It. Limiting Spells (ITL, P. 158) can be as harsh as "it only works for met" Expunge (ITL, P. 31) means if it's used improperly or by the wrong soul, it won't work ever again.

ALPENORE

34-point returns and within the second second second second second second within the second s ST 9, DX 11, IQ 14, MA 10

34-point a

ts: Armourer, Unarmed Combat I

Spells: Analyze Magic, Blur, Invisibility, Light, Repair, Restore Device, Scour, Stone Flesh, Trip, Weapon/Armon

//eapons: Punch (1d-2), kick (1d-1)
rmor: Enchanted robes (stops 2 hits/attack)



ST 10, DX 14, IQ 15, MA 10

Talents: Bard, Nunchuks Spells: 4-Hex Illusion, 7-Hex Image, Control Animal, Dazzle Dispel Illusions, Fireproofing, Glamor, Iron Flesh, Look You

ons: Nunchuks (1d+1)

- Magic Items: Harp with Persuasiveness (\$12,000)

Powerstone, 15 ST (sapphire) Belt enchanted with Maintain Illusion and Maintain Image (55.000)

BENIOK

If it seems cliche for a military captain to have a wizard as an advisor and sounding board, Beniok is unaware of it. Striding dvisor and sounding board, fleniok is unaware of it. Striding through an encomponent with a silver-rioped javelin carried as if it is a poverful magical totern (it isn't). So long as he is for-ship sigven the respect his considerable organizational skills warrant, he is content to act as adjutant and aide dc camp. He is used to the yout be it the vectora of liphanning many battles, nost of them viccorious (hloagd) never by him geroandily you do Urout so, he is one transper to conflict, and when his captain is threatment, he uses his images and aversion magic to keep is threatment, be used his images and aversion magic to keep four Voice to reclose orders in result time to the fliphing units, hough they all wished that creat valce didn't sound quite vo.-ugeals).....times. ST 9, DX 11 (10), IQ 13, MA 10

33-point adi

Talents: Administrator, Literacy, Pole Weapons

- Spells: 4-Hex Image, Aid, Averi, Great Voice
- Weapons: Silver-tipped javelin (1d–1) Armor: Enchanted cloth armor (stops 2 hits/attack) Equipment: 2× Healing potion

BOZUMUR



as not to interfere with his



The Fantasy Trip™



Ironskull Castle

GBL0011S

ISBN: 978-1-950368-08-2

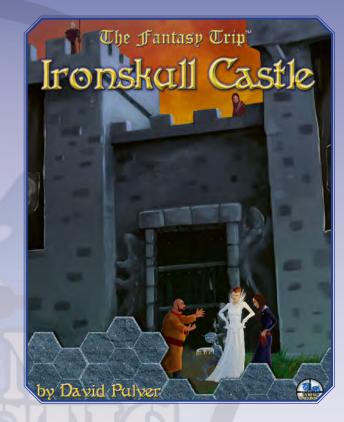
MSRP \$11.99 Saddle-stitched Softcover; 16 pages; 4 oz

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 longterm 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.



WALL AND TOWERS

D. 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 watchiower. Each tower has arrow slits in the walls, and steps leading to a megabes sized fighting plat form at the tower top. Doors open onto the battle-ments any time a wall intersects a tower.

in each battlement tower (and above the gatehouse) is an **Ironskull Sergeant** commanding five **skeleton archers**. At night, tower and wall guards douse inte-rior lights to avoid spoiling vision: they've memorized row agains to avoid spound vision: they've memorized the battlement and lower paths. Sergeants change shift every four hours (see Barracka) changing zom-ble rings to transfer control. At shift change there are thus briefly two sergeants at each station before one returns to the Barracks.

A horn is within easy reach if sounding the alarm is needed. Cuards shoot hostiles approaching within 50 yards, or who penetrate into the courtyard without an invitation. Definders saily to melee against intruders who break through the gate. If a major attack devel-ops against only one sector (e.g., the west and gate) with no other loes spotted, tower squads come down as reinforcements.

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

If horns are sounded, half the gargoyles (at W.) swoop vn as reir

Ironskull Sergeants Human soldiers

ST 12, DX 14 (11), 19 9. MA 10 (6).

Talents: Alertness. Pole Weapons, Shield, Sword, Un-armed Combat I.

Language: Human tongue

Weapons: Broadsword (enchanted for +1 damage).

Armor: Chainmail (enchanted, stops 4 hits); small shield (enchanted, stops 2 hits)

Equipment: Rod with shielded Light spell: horn nskull Company veterans, loyal and well paid: Pig-n, Tagore, Greah, Cronk, and four others. pen, Ta

STABLES AND GOAT SHED The stables hold up to 10 moun are presently stabled here. s; two riding horses

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 billy goat is munching some forage. A ladder up to a loft has extra sleeping space. The goat is a magic item stolen from a pastoral cult:

The goat is a mage term solver from a passon cure 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** 9, **DX** 12, **IQ** 6 and **MA** 12, bite for 1d-2. It regenerates 1 hit/turn: bleeding stops in seconds. Lost limbs regrow in minutes. Unless utin seconds. Lost unbis regrow in minutes. Unless ut-terly destroyed, meat can be carved off it on a regular basis. Offspring sired are stillborn. Each equinox it must eat a fresh human heart, or turn to stone until bathed in the blood of 13 humans. Used by the castle for meat.

D. BARRACKS

Inside are 10 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 cubbyhole serves as the sergeant's office with chairs and a worktable.

Six off-duty sequences and a workable. Six off-duty sequences and a workable sequences and a sequence and a seq

STOREHOUSE

This contains barrels holding food (300 man-days of trail rations, jerky, flour, etc.) and water, as well as shelved stocks of rope, nails, hunter, medical to be cloth, b



6 Tonskull Cast

The Fantasy Trip™

F. LAUBORY Inside are tube of water and urine for cleaning clothes (yes, really), buckets, and racks, often holding dirty or drying clothes of the castle denizens. During the carly morning hours Belladonna and her <u>bonematis isse</u> 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 <u>Barracks</u> 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.

GL INNER GATE

We firmly verte Two portcullis secure the keep's entrance. Their sta-tistics are otherwise the same as the portcullis at $\mathbf{A}_{\mathbf{a}}$ save the winch mechanism is on the keep's second save the winch mechanism is on the keep's second loor (**b**). By day, both are open. At night or within two turns of any alarm, guards at N after the torches inside are lit to allow guards at N and L to see loes. If a small number of intruders are attacking, the guards may open the outer portuills briefly, only to slam it shut and trap intruders. The crystal window provides a view of L land its **basilisely**, and the ceiling murder hole (3/1Q to spot if looking up, otherwise 4/ IQ) allows N's occupants to drop slimes or molotails on intruders

G2. POSTERN GATE

The postern gate is concealed (4/IQ to spot if examin-ing area); otherwise as G1, but without a window or murder hole.

H GREAT HALL

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

At noon and the hour before sunset the hall is used for meals. Belladonna and her bonemaids (see 0 serve Raelle, two Ironskull Sergeants, Gotha, and any guests. Raelle toasts the Ironskulls memory, Go-tha 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.

KITCHEN

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

no. good. In the hours before hunch or supper, **Beiladonna** and her **bonemaids** cook. A stee pot bubbles away, goat meat roasts on a spit, and bread or pie bake in the svens, with mouth-swatering smella. Pelladonna is present in the kitchen for most of the **day** supervis-ing chores, making snacks for the **basilisks** or <u>say</u>. geants, studying a recipe or poison book, or practic ing knife-fighting with her maids.

and the optimum of the second second

Belladonna

Human bodyguard, cook, maid, and vampire slayer. ST 9, DX 15, IQ 14. MA 10.

Talents: Acrobatics, Alertness, Chemist, Cook, Courtly Graces, Horsemanship, Knife, Silent Move-ment, Sha-Ken, Thrown Weapons.

Language: Human tongue. Armor: Stone Flesh ring (4 hits).

Weapons: Three daggers (one coated with weapon poison); four sha-ken (secreted around body), all coated with weapon poison. Three silver stakes (as dadgers.) daggers.)

Equipment: Fancy maid's uniform; belt pouch with Dazzle gem; hidden pocket in uniform (4/10 if searched) with Gem of Myrmidon Summoning: magic key (as Knock spell) in hair; pocket with vial holding three Magic Rainstorm drops.

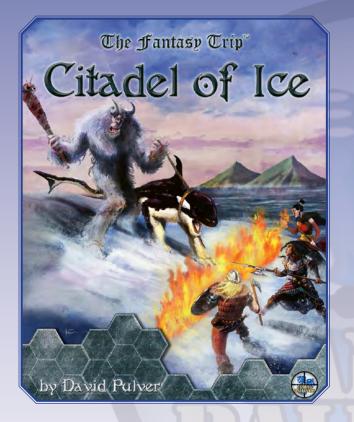
mage roy uss **knock** spell) in hair, pocket with vial holding three **Magic Rainstorm drops**. The former maid and bodyguard of Taelyth, who ac-cepted Raelle's offer to join the ironskulls after stak-ing her mastress and Lord Blackbird (østensibly at their orders). Justifiably fearing retribution upon returning to the Duke's court, she gratefully accept-ed Raelle's offer to accept her service, and is devol-ed Raelle's offer to accept her service, and is devol-ed to her new employer. She's an able housekeeper. also skilled in poisons and antidotes. Owing to the small number of living souls in ironskull, her cooking duties tend to be light. She supervises the undead bonemaids, who do housework at her direction. She also acts as Raelle's hab in valing, looking after Ire mistress and ensuring she eats properly. Raelle also er odious guests. She has a fraught relationship with the basilisks, who are obnoxious should anything be less than perfect.

Ironskull Castle



GBL0012S

Citadel of Ice



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

which include ve

YET

These 7-8' furry humanoids resemble their sasquatch cousins, but stronger and fiercer (see In THE LABYRINTH, P. 82). There are two factions aboard the 82). There are two factions aboard the citadel: converts to Enok, and those who reverted to the ancestral Ekajag cult un-der <u>Malik Chodd</u>.

der Malik Chodd. All adult yetis are agile fighters, loping for ward with great speed and leaping into battle with bone-chilling howls. Their keen senses and clawed feet let them more easily even in icy darkened tun-nels. In combat, yetis fight with clubs, but also enjoy hand-to-hand. If an ini-tial rush fails or they're outnumbered, yetis may use their high MA to re-treat, break contact, and gather allies to strike again. They may use Acute Hearing. Naturalist, silient Move-ment, and Tracking talents to shadow a party, ambushing them when they res

a party, and tracking them when they rest or are en-gaged with other loes. They also have a few pets: wolf-whales, fierce amphibians trained to hunt and guard. A few yetis know the human tongue, but speak it in halting fashion. Followers of Enok share that church's perspective (see below); the followers of the volcano god Gog Ekajag have a very different outlook.

ENOMANS

The Icy Temple of Enok is a daughter-church of the Temple of Enok, one of one of Cidri's more popular relig

religions. Critics claim 'the Omnipotent Enok' is a pyramid scheme dreamed up generations ago by rich back-ers to soak the guillible. Although some Enokian high priests may be corrupt, ordinary initiates sincerely believe in spreading their faith. One such group of zalous missionaries founded and supported the iceberg temple. (If the cult of Enok does not exist in your campaign, substitute another hierarchical proselytiz-ing faith.)

Ing and, in the surviving ley Temple's leaders are **Eather Zoran** and **Sister Ignatia**. Some Enokian priests are wiz-ards. Icy Temple spellcasters prefer elemental-type spells and abhor **Zombie or Summon Demon spells**. The Temple teaches demono-granted wishes are traps to trick the unwary into sin. Aboard the iceberg, a half-dozen yet<u>i</u> end several **yeti**. **children**, led by the yeti **Brother Nix**, remain faithful to Enok.



If PCs talk with or capture Zoran, Ignatia, or Nix, they'll explain events from their perspective to try and win adventurers over. Naturally, they sermonize:

sermonize: We are humble followers of the great and Oomipotent Enok, the true gold Our mother temple learned of a trile of godless yetis in the cold wastes near a great vokano. Decades ago our faith sent missionaries. Ied by great Father Lam-bert, and discovered the yeti worshiped the vokano, which they called Gog Eka-jag. The center of this cult was this ice-berg, then part of a glacial spur under the vokano's shadow. In the iceberg were many caves, and one held a giant humanold, frozen in ice. We fart it is some ancient iddd, giant, or monster but the yetis worshiped it as an awatar of their false god Ekajag. "Our first missionaries were martyred

Of their false god Ekajag.
Our first missionaries were martyred by the Ekajag cult, but we persevered and taught them the true faith of Enold After we won enough converts. they drove the false cult off the ice berg, sealed off the evil cave with magic, and raised our temple atop til in the crysts below we enshrine the bones of Enolk's martyrs, chief among them Bless-ed Lambert. Continuing his good works, we converted more yetis, technic is more to the gold live, worship-ing and tithing generously to Enok.

ing and tithing generously to Enok. "Omnipotent Enok tests us all: Last winter, the volca-no erupted. Ash filled the sky, and lava threatened us, but human and yei alble crowded into the ky Temple to pray to Enok for deliverance! Part of the glacier broke off, new iecbergs cathed. A great waw ellided the bay. The spur holding our temple was pushed off to es as this ischerg. But 10, Enok was with us, and we survived aboard this ark of ice."

"We drifted for months at sea, enduring countless tribulations; one of the faithful went mad with hun tribulations: one of the faithful went mad with hun-ger. As we passed a distant island, predatory wyverns attacked the tower, and tried to take our holy reliced Worse, panicked by melting ice and gnawing hunger, a dozen yeils turned against Enok, reverting to the savage cuil of Ekajag. Led by the treacherous yet Ma-lik Chold, they attacked and took two captives. Ihen iled into sealed-off cares 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 sacriffice our friends. What might happen then, only Enok knowsł

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

Citadel of Ice 5

CULT OF GOG ENAJAG

If PCs interrogate one of **Malik Chodd's** supporters, or negotiate with them, they will get a brief, firm les-son in this particular tribe of yetis' native religion:

or negotate with them, they will get a orier, itrm ies-son in this particular tribe of yetis native religion: "Long ago yeti hunted on glacier by sea, near great bay under shadow of volcano god Ekajagi Our ances-tors chase white bear onto glacial spur; many in that usy. Hunters pursue into caves within: Deep inside they find Heart of ket There stood forzen glant, whom shamans say is son of great veloants Ekajagi For many lifetimes, we honor him with sacrifices. Foreigners with metal skins came on great raffics. Foreigners gla false god, make us worship Enok. Many yetis be-lieve lies, abandon idd ways, no longer ate man-flesh. Wicked priets sealed away Heart of lee with guard-ian, monstrous elemental drowns all who enter". "Dut volcano greaw anyrV all feard his wath, even

an, monsolus eremental utowns an who enen. "Dut volcano grew angy? All feared his wrath, even priests! Smoke rose, ash fell, ice shook, glacier broke off into bay. Great wave push our iceberg into seat Foolish priests said pray. Enok save us. Full of lies! Our hunger grows, iceberg melts, we drown. Yeti must

turn to old ways. Catch Enok priests, force them how pass spirit guardian, and give hearts to Ekajag! We free Ekajag's Son from Heart of Ice, he save yet!!"

VY VLINS Wyverns resemble 2-hex dragons, horse-sized, but with only two legs and a tail stinger. They've a lust for magic items instead of gold—the presence of a flock of wyverns is seen by adventurers as a billboard with a sign posted 'Loot Here,' The iceberg's wyverns are recent visitors from Toke, an island the iceberg passed last week. This small flock of young, enthusi-astic wyverns can speak in the local human tongue. If FCs interrogate one, or open negotiations, here's their perspective:

"Hunting fish we spot an iceberg! Nice tow Futuring has we spot an iceberg ince tower on it, maybe magical. We lip close, yess, yest We sumlf magic We land and smelly big ape-men and robed priest-guys thraw rocks and spells at us. We bit or stung them, took their magic gear, made a new next! Some fiel into caves, too dangerous to chase, scary pets that bite in freezing dark! Wolf or whale, hard to say, stay away! Then priests return, want more talk-talk! Iceberg is melting, they'll all drown. We're, like, duh.

One. **ICEBERG** Surface Level Map Key: + larmestimm Ice Tower Citadel of lea



Crown of Eternity

GBL0014S

ISBN: 978-1-950368-10-5

MSRP \$11.99 Saddle-stitched Softcover; 16 pages; 4 oz

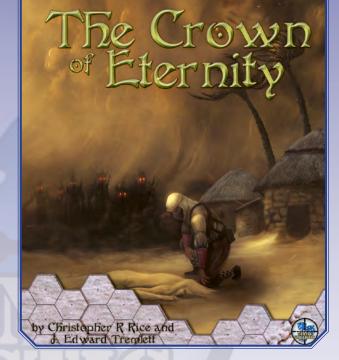
The first of a five-part series, this quest adventure tasks the party with finding a lost researcher for an exclusive league of magical explorers.

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

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

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

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oin and/or strong drink as people are either in awe of the rizard-historians, terrified of them, or both. Some say they dvise the royal family, others insist they control them.

arrive one repair some, where mass may control usar. As some point, while wandering through Yalmoor, four sum-moned gargoyies attack the party, testing the party's mettle fees Summon Gargoyie, for TRE LAPRIETER, P. 27). If they default the beasts while maintaining the box's safely, they're passed the final test, Uwording collateral damage is of no concern to the Exploratory Council.)

of no concern to the exponenticy Council) (As promised, aboving the box or plaque to the League's guards gains them entrance to the Exploratory Commi-tee's audience halls a fail, ectagonal room with whice, emade windows, ever-shifting between picturesque views of Cdfr. Alled penalements and the same the same transfer and the several plain chairs site sample table samples that the several plain chairs site supplicant before the high table; table as the party approaches. The Council modes, them wait for ten minutes, listenior all

table as the party approaches. The Council makes them wait for ten minutes, listening all the while, and then appears in their chairs as if they'd been therer all along. Cold and spinitly Calthare Cald. Lengue treasurer, does most of the talking, with occasional insights from stout, bearded historian Alder Manse (undisputed expert of the last great epoch) and depreciative comments from fey swashbuckler Valeyary of Josefrations adventur-er; and minister of the League's security at the Spirel.

Valeryan emphasizes the need for secrecy-demanding their word they'll speak nothing of this. Satisfield. Cald takes the lead, and explains how Sexuates convinced them to fund his quest for the Nameless Kingdom, there to find the Crown of Eternity.

the Crown of Elernity. Study, he appears to have failed, and is either dead or lost in the far-flung wastes of Klee-Artha. Manse gravely reads Sevantes' last message, received just a week ago. In it the supposedly fearless man laments the death of his last re-search assistant, and seems convinced of his own demise. What killed him has been edited out.

what succes num has been estimated out. If the box was returned to the Spire unspend, bringing Sevantes, back earns \$5,000 in silver per survivor, honorary League membership, and the right to keep mundane treasure (the League Reespa all magical items for study). The League Offers only \$2,500 per survivor if the party returns only the copper plaque. If the party accepts, they're offered



4 the Crown of Eternity

berth upon the Straßea, leaving for Ohm-Pok in two days, and \$500 silver up front for supplies. And some delightful parting gifts,

KLEE- ARTHA BOUND

The league's need for secret means the party cannot uti-lize their facilities, so Manse acts as a luison. In days to come, he provides copies of Sevantes' maps planned itin-erary, and research materials. They also get copies of Se-vanies' letters, edited to remove anything contradicting the Council's story.

Council's story. The day before the Simileo sails, Manse delivers a few things. One is half of a set of **Paired Parchments**, for reports. In case the cards: a small, clear wild of **yellow Highed** with the explicit instruction to use it on Jok even if he's been deals for more than three days. He does not elaborate further: the liquid cannot be duplicated and only worke on Jok.

aquita cannot be duplicated and only works on Jos. Finally, murrowing of the descrit heat and releated so that the second source of the second source of the second multiply exchanged, also serving as a Sery Aackord. He also gives advice. "Sevance is one of the most brilliant people we have, but he is notoriously unreliable. Believe only haif of what he says, and take that haif on fullite init."

MAGICAL "GIFTS"

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

Paired Parchaenesis (*HEXAGRAN* #1, P. 36) allow two-way, mostly-instant communication between two enchanted sheets of paper. Anything written on one parchment will appear on the other in blue ink. \$16,000 for the pair. The League will want them back.

Sery Anchora are sucaky. They consist of a silver mirror, enchanted with an illusion of being a worked amber pen-dant. They are also Amulets of Sunburn Protection (hut not dehydration) and are sporting Maintain Illusion to keep the magics going. Their real purpose is to allow the was susparandony and are sporting Maintain Illusion to keep the magics going. Their real purposes is to allow the League's Crystal Ball (Wr true Lawyntertr, r. r. r6g) to roll only 2/10 whose their true waverses of this am-ulet. Analyze Magic reveals spells in this order: Sunhurn Protection, Illusion, Maintain Illusion, and then the spe-cial Sery Anchor enchantment. If the Illusion is dispelled, the rule that Wwo can see, can be seen applies to the polished silver disk remaining? They can also be made into other forms and shapes...say. an ebony-wood box.

LIFE ON BOARD THE SIRALLEA

Larte OPT OCMAD THE DEPARTMENT OF TOTALIZATION Destring total catastrophe, the Seraflex delivers the party to Olan-Pok in just sity of a month. How much high-seas adventure the party comes across depends upon the GM, who could throw pitzles, strange wather, or aquatic basis inito their path. An unexpected shortage of potable water, the suris digre, or questionable shipboard food may add one die to DX and 1Q rolis due to discomfort and pain, making such encounters more challenging.

wers, and worse. wish to avoid Olan-Poik borders the Desert of Vrel, a blasted, cursed arrid elsert. Delydration, sunburn, and heat exhaus-tion are near-certain, and may cause penalties while lighting—especially if encumbered. Traveling at night might be the wisest course of action.

Harsh Elements: The Desert of Viel taxes even an expert Woodsman. Each day, a Woodsman must make 3/10 roll or take 3 hits due to exposure (1 hit with an Anulet of Sunburn Protection (ITL, r. 41). with an **Annulet of Sunburn Protection** [ITL, p, 4]. The law in Odar-Pok is swift and uncomplicated, rob-bers are robbed and killers are killed. Groups of 1d-1 S2-point fighters patrol all areas regularly, always lis-tening for cries of alarm. Thieres are dealt with on the spot-forced to give double what they took. Those who can't pap, or those accused of wave crimes, are who can't pap, or those accused of wave crimes, are unala pap a height fine. δ or gho beatm by their victims: the unitacly will lose a limb, their liberty, or their life.

A COSTLY ARRIVAL

Dona arrival at the gilded Warfs, the party must pay an entry tax dependent on their intentions: merchants pay \$100 in after upon entry, travelers pay \$10, and plightms to the Gity of versic owe only a single \$3 is liver piece. A well-dressed tasman, three soldters, and an axeman avent at the end of a long, switt-mostim line. Id visitors die before it's the party's turm-bodies taken away, heads left by the block.

DBOK. Past that gruesome sight is a sprawling grid of square blocks and even streets, leading up to the fabled Nine Towers— and a street street street street street street street young boys quickly descend, offering to carry their things, take them to an im. find them a meal, get them a good deal at the market, and other services. Most are the children of various business owners, and a number of fights break out between would-be guides over whose foreigners these are.

Olan-Pok is laid out in a predictable pattern of blocks. Each block might contain a large house, a walled-in cluster of smaller homes, or shops with living quarters for the shop-keepers above them.

keepers above them. The city is copped by the nine towers: glided monuments to the nine patron gods of the city, each 100 feet wide and 300 feet tall. They're wrapped by steepe and treacherous stati-cases leading to gidlen temples, and pligrims come from all over Cdirt to pray to the three trumwritanes of trued, com-merce, and order. Those who die attempting this are consid-ered mine-times blessed. Small consolation, perhaps.

The City of dewels sa low the first hints of Olan-Fok. The shine of its gilled vharfs' The nine towers, all giftering in the sam like a great, unwrapped m. After an eternity at say weld think finally youd mached civilization. Provided you date! It know any better, that it … The Kee Artha Jaymai and a feb C Sevanter—Day 52

Olan-Pok—the famous City of Jewels—aets as the north-ern gateway to the southern continent. If something exists, mouts open-air markets of Olan-Pok, each dedicated to a it can be purchased here. It's an infamous place, perched different item. The gene market is world removed, as are upon the edge of a hungry desert filled with bandits, slav west, and worse.



Beyond even that sits the barrier wall, guarded by squads of keen-synd archers. The area between the wall and the markets [with their tax agains] is filled with caravans—ei-ther returning or getting ready to depart.

PROPER PREPARATION

Once settled, the party probably wants some well-carried rest and relaxation-perhaps taking advantage of Ohm-Pek's nauceas inghillie and heart-enforced mid day maps. Desert supplies prove easy to find and moderately incepter-wer. If the party heart looking for something heart to find, there's a strong likelihood (12 or less on 3d) it's in one of the etty's many markets...for an extra 2d×10% over the usual price!

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

may near survey metroes. Information on Rice-Arthn itself isn't readily available; what is available always comes with a price. Most make the sign of the mine gods and fail silent. Even so, whispered rumors abound: it's a few days' north of the Black Oasis: a horitide, sinthing mist encircles it if you see black trees, turn back; the sea is black and does not move; the Water Witch is the only one whol loves there, but none know how she survives. They also hear tales of something called salt-grafte-

They also hear tales of something called **salt-wraitha**-strange, predatory creatures that scour the deserts of the unwary. They descend on carrooms, kill the strong and car-ry off the weak, those left behind only as a pile of salt. The Crown of Eternity 📥 5

The Fantasy Trip™



GBL0013S

The Fantasy Trip

Curse

Christopher R Rice and

Pirate f

Curse of the Pirate King

ISBN: 978-1-950368-12-9

MSRP \$11.99 Saddle-stitched Softcover; 16 pages; 4 oz

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

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

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



The Curse of the Pirate King

This adventure is presented as the second part of a series starting with *Twe Cherns or Errestry*, and use; Jak C. Strantes-now a revenue-a-an NPC pattor and startistic particle Provided a cough ches and ampettor to set the party on the right heading. To can stand alone, who without Strantes The education of the starting of them. The conjunction of years of 34-36 points. As noted as the end of *Twe Cherns errestry*. Seventise of the long-destroyed Finate Kingdom. A terrible curve has kept

100

Part One: The Offer

The story begans in the cav of Olan Pok, where Servater plots to encice a brave group of explorers to follow him on a dangerous supedifion. He promises (again) a journey to a teasure-liked lost induit of following Tar Coever on Errowert, "Sectioners sum-mom, them two weeks after the party returns from Rice-Arths. There are a lot of good places to pord money on Olan Pok-sone safter than others. As a stand-alone adverture, a message diverse a net to one of the party members—use of their tar-entis a character with Bard. Naturalist, or Scholar might attra-tests a character with Bard. Naturalist, or Scholar might attra-tests a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. Naturalist, or Scholar might attra-test a character with Bard. "I have a job for you. Meet me at the Ninth Room for a free lunch in two days' time. An entire island full of pirate trea-sure is open for the taking," - Jok C. Sevantes.

Hopefully the hate of treasure prompts the PCs to simply attend, or at least mystragate further. If they usoog around, they can dis-cover the following runnors and facts, As the PCs interact with labely folks (scholars, see captains, former advenuers-for-line), they may pick up a runnor if they roll a friendly or better reaction

2 Curse of the Pirate King

es' notice. The note is sit

The Fantasy Trip™

and make the Rumor roll on the <u>League Rumor</u>, table. They may have heard the rumors themselves if they have the instel talents (alternately, having the talents lowers the number of face rolled by 1 per talent. Someone with both Area Kaowiedge and Basi-ness Sense will automake ally ducover that Sevantes is part of the Indiyna League and that be supportedly ded (10/2) as certainty for any PC), and will roll J/RQ for most of the others. Only the fact that Sevares is 'mostly' dead, but not all dead (a revenant), is labely to remann a surpose

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

¹¹ promised you an abandoned island, full of pirate treasure. That is, indeed, where Ym offering to take you. But there's more to it than that. I have located the Island of Draud Vier-athu, the notorious Pirate King There I will recover the wondrows Blade of Dawn, a pricelse shistorical artiflat forged by the ancient smith Nhudruy on the life of Stygen.

I need you for protection, company, and to ensure that I can recover the Blade. The island is said to be filled with un-speakable wealth. I offer you \$75 per week for expenses, plus of course whatever you can carry off the island other than the Blode inclusion.

What do you say ?*

Doubless the PCs find this offer too gred to be true. Even so, the offer a genuine, and digging an ad questioning Sevants, or casting spells: reveals the following depending on what questions are asked (assuming the PCs dea') know these things already from accompanying Sevantes to Rilee-Artha seeking the Crewa of Elernity;

& If the PCs cast Sense Life, the result is ambiguous. Se seems to ... flicker ... in terms of being alive or not

He does not detect as an enemy, and is not lying about the job offer. The meal is a fine one; while spiced, it is not laced with arsenic, monster fluids, or any other toxin.

- ions and bodyguards from prior expeditions. Or his own fate, for that matter. He is, after all, mostly dead.
- Tor that minder. It is is not all monity teach. Sevanises has the captain's logbook of the Braon, which carried the Vizier of Nran into the last built with the Fraies King. He knows how to pet to the Fraie King's result, and that the 500-speer-long curses (there's always a curse, right?), upposedly had on the idund in fact ended a century early. He insists he is the only person alive (well, monity alive) with this information. That: cake-walk: Easy pickings. No risk whatsoever, Really.

	Lea	gue Rumors
Rell	PCs fiave this Talent?	Rumer
2/1Q	Area Knowledge, Baril, Captain, Carous- ing, Beholar	Sevantes is part of the Indhyna League, well-known as scholars and treasure hunters. The has some fame for being quite successful.
\$/1Q	Area Knowledge, Carousing	Bevantes is dead, killed by salt-wraiths on his last expedition.
4/1Q		Bevantes is only mostly dead.
4/1Q	Area Knowledge, Business Bense, Cap- tain, Carousing	Bevantes has hired groups of intrepid explorers before, and he has som fame for retrieving fabulous items for the League.
4/1Q	Area Knowledge, Bard, Business Bense, Carousing	The Indhyna League and the treasure-buster Lady Ironskull are bitte mals
4/1Q	Area Knowledge, Business Sense, Cap- tain, Carousing	Not all the adventurers who sign on with Sevantes return alive.





Roc of Sages

GBL0033S

ISBN: 978-1-950368-26-6

MSRP \$11.99 Saddle-stitched Softcover; 16 pages; 4 oz

The semi-corporeal arcane archaeologist Jok Sevantes is at it again. This is the third adventure in the Jok Sevantes campaign.

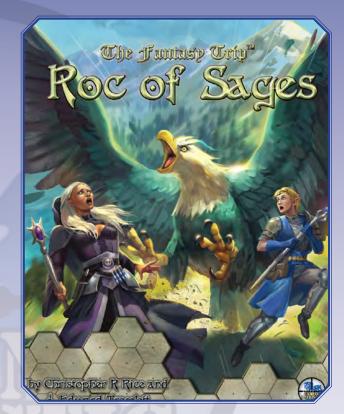
Beset by League assassing known as Collectors, the party must

- · Brave a desolate wasteland to recover the objects
- Obtain certain cast-offs from the legendary Viridian Rocs, giant creatures not known for their gentle disposition.
- · Contend with the fact that when the scatterbrained Sevantes does the planning...things never work out as intended.
- Contains 42 print-your own counters for monsters and NPCs that appear in the adventure (in black-and-white).

Roc of Sages is designed for 4-6 characters of 34 to 36 points.

While Roc of Sages is intended to follow the events of Crown of Eternity and Curse of the Pirate King, it contains advice in case you want to start a campaign with this volume.

This adventure is for use with Steve Jackson Games' The Fantasy Trip - In the Labyrinth.



Part Two: Bleak Island, Black City

Passage to Karamon is easily acquired: the small tunding vessel *Arcohan* leaves for Pol in three days, bearing merchants, sill, and supplies for the war effort against Nram. The captain—a one-yed scalawarg name Emar-is naturally enviros about their business. If they confide in him, they find his advice to be generally good. If not, be sharps add keeps to himself.

TO KARAMORN

TO KARAMORN Getting to Karamon takes about a month, and the voyage is likely to have some excitement along the way (see <u>The Voyage</u>). If the purty was open with Emar, he advises them to not disem-that a Pol, and the construmg excited the deposits them at the spravling black nightnase of Botting-var—stained by a cloud of a rati such ship-to-ship passage to Bot-tingycur for a fair price: \$500 (for all) and no questions akked. If the party was open with Email, he advises them to not disem-bark at Pol, and he can arrange safe, ship-to-ship passage to Bot-tingwar for a fair price: \$\$00 (for all) and no questions acked. If they weren't, seeking passage to "Work Island" at the harbor attracts unwanted attention from puritanical dock guards.

The Voyage են A journey by sea across moubled and monster-filled waters is never entirely risk-free. For the trip to Karamon, the GM should pick one of two options: Simple. The trip takes four weeks and roll once on the table below for odd encoun-

Variable. The trip is assand to take 6 weeks. Roll 6d. For each 5 or 6 rolled, subtract one week from the journey...but the trip will always be at lease three weeks long. For each 1 rolled, roll on the table below for an encounter.

The narral reade of the variable surfaced is longer trips are more likely to be filled with encounters. The expected out come is well a four-week trip with an encounter in it, but there is above a in it governe of no encounters, and above 1 in 4 there will be 2 or 3_as busy voyage for the hereo!

The incidents are opportunities for inte subsumed into the die roll above. asities for interaction and roleplay; delays in arrival can be

- Roll Result
- Feul winds and inclement weather push the ship off course. Someone with **Captain** can help find the proper heading. I
- A storm causes damage to the rigging and hull. It's going to take someone with **Shipbuilder** to put the vessel right again. 2
- A pirate ship attacks! Holds 6+1d crew. Half are 30-point 3
- A printer sulp attacks: Prints of the rest and septemin lighters with Seamanship. One is a 36-point fighter with Assess Value, Captain, Seamanship, and Tactics. The rest are 32-point fighters or wizards with Seamanship and appropriate spills and weapon talents.
- Three Octopuses (IN THE LABYEINTH, P. 82) attack the ship to kill the party and take their stuff. "THAT'S HOW IT FEELS!" 4 5
- A large school of carnivorous fish (IN THE LABYRENTH, P. 96) disrupt fishing for food (td ST less due to hunger and fa-tigue) Falling into the water is unadvised.
- 6 A ship drifts on the water, all aboard incapacitated by some sort of plague. The illness responds to **Cleansing** normally. The GM can also consult the Deep Bea Quecounters table (Curee or the Dirate ______ Kinso, p. 6) for a wider variety of hosele creatures.

Roc of Sages

BOTTINGVAR

Entry and Exit

27 There's no fee or documentation required to enter the town...but a criminally steep one to leave (\$1000 per person); the aforementioned puritanical dock guards collect the fees at the end of a cudgel or the point of a kuife.

a knike Hordes of pitiful would-be escapees luck just past the wharfs, begging for money. For a coin they're happy to point the way to Botting Inn (thankfully close), but they make a show of it so their colleagues can try to pick the party's pockets.

pice the party spectra: The eity's older, nicer buildings—also stained by soot and grime—are sumounded by a ranshackle armor of diaplated eithers. The wide, three stoys in a seems as ran-down as its neighbors, but its spotless servants open the doors into alturation stainon ib the yestul chas-delisers, and filled with glittering fixtures. Well-heeled guests drink fine wises while longing in confortable chairs, scenningly unaware of the squalor outside.

The Botting Inn

Are: DOILUTG INT Asking for Eiter produces a jovial, well-dressed young man who happyly shows the party to the Int's best result. He can answer any questions regarding the city, and is happy to be their guide. As for 'Mr. Citoam," Eiter simply says 'He's going... dark. You'd best see for yourself."

Sevantes rises like a shaky old man when they enter his beautiful room. His skin is turning negative in large spots, like some sort of spectral leprosy. He begins with an aside that sounds like a riddle:

You must dissolve to reform," he says, chuckling as if it's some sort of joke.

When last we were together, I mentioned some-thing about rocs?" he explains. "As it happens a darkening of viridian rocs.—also known as the Roc of Sages." —are about to make landfallon Mt. Zosi, a half-day's walk from here. These crea-

tures nest only once in three human lifetimes, so this is my only chance to gather a tooth, a feather, and an egg, from these majestic beasts. I need them.

Now, viridian rocs aren't the most docile of boasts, as you might expect. But I can prepare something to make them less likely to attack us. We can also make a detour to the White Temple, first. They have something that may tabilize me, but they definitely have what we'll need to make it to Mt. Zosi.

That reminds me. Eiter, if you could?" The young man waves a black wand over each member of the party. It glows a light blue over each of them, and becomes quite bright when it gets near the one carrying the Blade of Dewn.

Oh dear," Sevantes says. "I was afraid of that. The same thing that is happening to me is now happening to you, only much more slowly. I do apologize. We shall have to do some-thing about that!"

GM Note: Lies Jok Tells

- nisleading the party on several fronts.
- The blue wand is enchanted with a variation of Detect Life detecting its absence instead,

All the party are dying, just very slowly, Asked about specifics, he demuts: "Trust me. Everything will be fine," Unfortunately for Girer, the ward sponteneously combuses, taking its holder with it, unless a certain phrase is spoken to it every 24 hours. Jdk plans to not say it the day before they go, both to scare the party and keep them from examining the wand.

After dropping that hair-raising issue, Sevantes talks me

This has the potential to be quite profitable. For example, I only require one feather. Any others are yours, and are valu-able enough to make our last escapade seem paltry.

Jok offers \$250 a week but given what he just told them, he's willing to go up to \$350.



Sevantes wants to leave for the White Temple in three days—plet ty of time to "enjoy" Bottingvar's questionable amenities.

THE LEAGUE IN BOTTINGVAR

The League knows where Sevantes has been staying, and their "collectors" have been watching the party since they docked. They're under orders to observe but not engage, and flee if en-gaged. They might talk normal beggars into attacking them just to shudy their combat tactics, through.

RUMOR AND INNUENDO

As for other matters, runors abound (See the Black Island Ra-mors table). Eiter has never been outside Bottingvar so he can't confirm or deny any of them.

Black Island Rumors Roll 1d2 twice to

First d3	Second d3	Result
1	1	The off-road areas are full of twisted mon- sters (sort of true).
1	2	The off-road areas are full of man-cating plants (not true).
1	3	The off-road areas are full of very large sinkholes (true).
2	1	The White Temple existed before Karamorn (true).
2	2	The White Tenple's monks are renowned for their healing (true).
2	3	The White Tenple's monks turn unwelcome outsiders to stone (not true).
3	1	The Inverted tower is still there, below the waves, north of Karon (true).
3	2	None who've gone in search of the tower have returned (true).
3	3	They say the tower was made to be sunk, though none know why (true).





STEVE JACKSON GAMES

GBL0034S

The Fantasy Trip

Catacombs of

Living Death

The

Catacombs of Living Death

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 in the adventure; others are in the background as plot points.

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THE ANTIDOTE

by Christopher R Rice and & Edward Tremleft

> Dalmhand delivered a dozen doses of an antidote to Jok. That batch cures a plague victim on roll of 1-5 on 1d. Train outcourse proger technics (r. 50 m of 1 - 50 m of 1, Creating new anilote requires (0.25 lbs of the original fun-gus or the fungus from a dusk crawler, six doses of healing potion, five doses of plant poison, and one dose of Univer-sal Antidote. Costs \$4,500 plus the fungal material, but produces 2d ×6 doses of antidote per batch.

> Dalmhand has a five-pound stash of the original fungal ma-terial from Yawthan in glass vials hidden behind a bureau in his old room in the Humble Crown. Antidote made with original fungus is at full potency: dusk crawler fungus

originan iungus is at trui potency; dusk crawler fungus jok has Dalmahand's notes but needs more fungus material to make the antidote. A proper Adhemist with a shop can produce a batch per day given materials, but adhemy shops are prone to attack by the ascedic faction and its fla-gellants. The king wants Jok assiliable on a moment's notice for consultation; the Royal Physicker keeps close tabs on Se-vantes and will tattle like a four-year-old if Sevantes' cover story breaks.

THE HELM OF BAAT

The Helm of Board is made of bone fossilized into iridescent opal, carved in an ancient style. It is a self-powered Greater Magic Item that continually casts an enhanced Regenera-tion spell (*ls THE LARRENTI, P. 30*) on its wearer. It requires only 3d hours of sleep instead of a week of bedre-rest, after which the wearer is completely healed, limbs regrown, etc.

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

Everyone takes 1d3 hits on first exposure to the **Cleansing** aura; this could kill those weakened by disease even as it removes the disease itself.

removes the disease isself. The disposed Prices Bards may only hint at it, but the GM media to know. Each day as the ann ests, the Helm's wearer makes a only such the worst of 32 (DQ or 325T, Eshiner causes the loss of 1 ST as fatigue, which is not headed by the Helm or by any other means. If the wareare reaches 0 ST, they die. Removing the Helm allows normal return of tox ST due to fatigue... but each time it is removed, the user loses an attribute point! Roll 14, losing ST on a 1–2, DX on 3–4, or 10 on a 5–6. Rulers used i tonly rarely. The Helm was interred in the Catacombs of Eulogia with the last overthy Kibanite ting. Scholars researching the Helm of Baar find stories of rulers curing plagues, helping armies make or break sieges, and quickly recovering from grifterous wounds. The price is mentioned as portentious and frustratingly vague hints.

6 Catacombs of Living Death

THE MAP OF EULOGIA

This, indee of neucodata lays before setting off for Klee-Artha, Jok stole the original expedition map from the League archives, not realizing it was useless. <u>Sur Tundr</u>, 2 collector fortunate enough to posses an Amulet of Cleansing managed to enter the clatacombs and generate a more accurate map. She barely escaped with her life; she is hiding in the village of Qathan, bue doarch forciefling their bardword. O for failure and from the doarch forciefling their bardword. the duerch for defiling their holy site

PAIRED PARCHMENT

The Largue leadership uses Paired Parchments (HEXAGRAM #1, P. 361 to keep in touch with its top field agents for im-portant missions. Jok knows the secret of making them, producing them at need. What is written on one appears on the other, sometimes with a brief delay. If one is burned, the other turns to ash as well.



Places of Import

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

OLAN- POX Olan-Pok—the infamous City of Jewels—acts as the north-ern gateway to the southern continent. It is said nearly any-thing that exists can be purchased there. It perches on the edge of the Desert of Vrel, filled with bandits, slavers, and Copy of the Deservice, finder with Danton's starters, and worse. Jok "suggested" the heroes who helped him during the events of *Roc or Sacas* unload their feathers, eggs, and any other loot in Olan-Pok's world-renowned open-air markets. Jok headed directly to Larthan.

VAL-ZEA

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

ATHAN

EXTENSY The Christian realm of Athan is several hundred years old, a forested realm located between Val-Zea and Hal-Bar. A road, with well-known passes only mar the coast. The Southern Ocean marks the west border, and the fast-flow-ing Right River blends with the mighty but slower Royal River to form the southern horder of the realm. All in all, the Royal House of Athan holds way over 40,000 square miles and perhaps 600,000 souls, mostly scattered through the countryside.

Athan's terrain is lush and ranges from "forest" in the north to 'jungle' in the south. The realm is both insular and self-sufficient. Athan is a vigorous exporter of forest products (from bow stares to planks for shipbuilding to fine furniture) a well as foodstattly, including high quality liquors. It's a popular stop for coastal traders.

The main settlements along the Royal and Right Rivers—the obvious pathway to reach the Catacombs of Eulogia—list their current and usual populations, followed by the over-all reaction rolls of both Royal Knights and the population when encountering strangers or using the **Shopping** table.

E.

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

Ma

Marthan (Pop: 14.000+/7.000; Reactions: -2)

Two hundred miles south of Val-Zea, a range of jagged weaks stretches inland from the Southern Ocean, and a Two hundred miles south of Val-Zea, a range of jagged peaks stretches inland from the Southern Ocean, and a lush, verdant landscape stretches to the south. Tucked be-tween the occas and the mountains is Marthan, kjmg 60 miles north of Larthan. Athan uses Marthan as a customs station, examining and taxing goods under the watchful cyse of well-connected **Royal Knights**.

Sea of Humanity: At least double the usual population Sea of Humanity: At least double the usual population siguats in ramshackle tents or open-air campsites around the walled town. An air of siege and desperation cloaks the town. Refugees lie exhausted, destitute, or injured from wild flight from the interior of Athan. Many pray fervently for relief that will not come. Periodically, unhinged ascetics whip themselves bloody and set themselves on fire before a crucifix, attempting to purge with fire sins their scourges will not touch.

will not touch. H's Ostomary: At the north end of the town, six Royal Knights and 20 retainers search for signs of disease in the few travelers coming south wing goods or offering services. They levy a tax of 10% on durable goods, and take one-sixth of all consumable items (including personal rations) as involumary charily for the thousands of refugges sur-rounding the town. Those who will not pay the tax may not proceed south. They warn non-Christians against prose-lytizing, and when that is finished, hand over a low-value metal coin with an image of a budge stamped on it. "Don't lose it; present it to the bridge guards at Larthan to cross."

tose it; present it to the nonge guards at Larthan to cross. Here to Help: The Knights and their retainers are harried and their eyes are haunted; they see the end of their realm in the seething mass of humanity before them. A party heading south foight the plague receives the gratitude and vocal blessing of the senior knight and an escort through the throng of humanity to the croad south...which is mostly filled with refugees headed north.

Bare Larder: Marthan is starving as refugees flood Rumors that Val-Zea has closed its gates to traveler have reached the settlement, and any who do not h financial or intestinal fortitude to venture to Olanrightly fear its infam slave markets) tly outside Martl



The Fantasy Trip™



The Sunken Library

ISBN: 978-1-950368-31-0

Saddle-stitched Softcover; 40 pages; 8 oz

matters become treacherously clear.

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

· Bring all of their previously acquired (looted and pillaged) artifacts to a

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 archaeol-

• 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

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their fateful conclusion.

secret location

ogist Jok C. Sevantes.

GBL0035S

The Fantasy Trip The Sunken Library by Christopher R. Rice and J. Edward Tremlett

Southern Ocean to Ossul

Normal Travel Rate: The Amethys, Jolar Vell's smuggler ves-sel, covers 70 miles per 10–12 hours under sail in favorable winds. Similar ships range from 60–80 miles depending on construction and crew quality.

Potential Encounters: Bad Weather, Becalmed, Navy/Priva-teer/Pirate, Nosferoctopus Thralls.

The Second Trucial War threatens the honest and dishonest The second irrucal war threatens the honest and dishonest alike, as military, mercenary, and miscreant saliors inter-fere with shipping between Ossul and the eastern cities. Powerful but unpredictable winds make it possible to cover the 1,400 miles or so in as little as 10–15 continuous days of salining if things go well (compared to six weeks headed the other direction). Maps of the region are labeled "Here be Terrible Storms" for good reasons: What should be two weeks is often much longer.

weeks to outer much nonger. Secantes knows a smuggler-Jolar Yell-who will pro-vide passage is in the Amethys, a 50-foot caravel-style ship. The raw cost of passage is 5500 (extra provisions and the rowboat), plus 5400 per head...quadruple the rate for pas-sage charged the last time the party took this tirg in *RO* or SAGS. Smuggling during wartime is a high-risk business.

SNOSS simulgaring unrung warning as a ingeriox ousniess. Assuming safe transit, Jolar sails until she sees land, tacks to a parallel course, and directs the party to a spare rowboat Jok purchased as part of passage. The party is to row ashore (it takes 1 hour if anyone has **Boating**. 2 hours without it) and abandon the boat there to avoid being seen and caught by customs or soldiers

by cusoms or sources. For more detail in ships, shipping, wind conditions, and other details to spice up the game, see SUPS AND BOATS IN TFT (HEXAGRAM #1, PP. 22–25). The Amethys carries 168 man-weeks of provisions, weighing 7 tons, and is usually crewed by 24 <u>Smugglers</u> plus Vell.

abern Ocean NRAN

The Sunken Library

GO TO HREL

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

To the Kran Range

Normal Travel Rate: 15 miles per day through a mix of open country and secondary roads. Potential Encounters: Collectors or Assassins, Nosferocto-pus Thralls.

The entire northern half of Nran is cultivated, whether fields or forests. Numerous paths and roads speed travel; in some places, canals allow floating logs northwest to the coasts.

Getting lost is nearly impossible: The tall mountains of the Kran range are visible from the shoreline, with obvious low passes to the north, south, and right smack in the middle... which is on the direct route to the Lake of the Elephants.

Unless the party has been tracked or grossly misbehaves the 50-mile trek inland consists of a few days of benign hik ing. The most likely encounters are wildlife; non-predatory food animals; and farmers, foresters, and merchants.

Through the Mountains Normal Travel Rate: 7.5 miles/day

Potential Encounters: Collectors or Assassi pus Thralls

The route through the Kran Range is an easily navigated saddle pass. 10 miles wide. Well-worn trails are frequented by peddlers and merchants moving goods from the south-ern plains to the northern lands.

Elephant Steppes

Normal Travel Rate: 15 miles/day. Potential Encounters: Bandit Attack, Collectors or Assas-sins, Desert Elephants, Nosferoctopus Thralls, Thrall Am-

The final stretch of the journey to the Sunken Library. Most rainfall drops northeast of the Kran Range, leaving little for the steppes. The plains are strewn with small streams fed by glacial runoff, many of which terminate in the Lake of the Stoch were

The Lake of the Elephants

Normal Travel Rate: 15 miles/day.

Potential Encounters: Bandit Attack, Desert Elephants, Thrall Ambush

Arriving at last on the eastern shore of the Lake of the El-Arrying at last on the castern shore of the Lake of the Er-ephants, the only remaining threats are occasional desert nomad raiders and a curious blend of dromedary and pachyderm known as the <u>desert elephant</u>.

If there are any thralls still tracking the party, they attack, making a final attempt to wrest the Blade from the party

Encounter Descriptions

These events and challenges are descriptive, not prescriptive. Wild animals or monsters, new factions, or interac-ions with NPCs met along the way? Sure...but these are a good start.

The provided statistics help the GM use these encounters in game. Unless stated otherwise, roll 3d when checking random events laways, the GM does what mothes sense. For example, if being pursived by assassins, the porty runs into congestion along the roo assistic activ m, port roll frequency is the dari right of better and adjudicate from three.

BAD WEATHER

DRU WEAKITELE, Frequency: Soll every 1d days. Athan: 10 in the summer, 12 in the mountains near Marthan, no bad weather otherwise. Val-Zea: 7, Eastern shores (Nran): 12 in the spring, 9 in the winter and summer, 4 in the fall. Roll every 1d3 days at sea winter and s to Nran: 12.

Detect: 5/IQ with Captain at sea or 3/IQ with Woodsman on land; each additional Captain/Woodsman adds +2. Avoid/Diffuse: Steering around or hunkering down in the face of bad weather costs 1d3 extra days.

Tace of bad weather costs 1d s extra days. Effects: If half or more of the crew has Seamanship, roll 4/DX to avoid mishaps. Each party member with Seaman-ship contributes +1 to the roll: those with Captain add +3. Failure means a ship is damaged and pushed off course. On Ind., even a single Woodsman allows a 3/JQ coll to avoid consequences such as sodden supplies, landslides, impass-able snow-drift, etc. able snow-drifts, etc

Aftermath: It takes 44×6 hours to repair damage, and adds 4d3-5 days to travel time (this could shorten the journey!). Each of Shipbuilder, Carpenter, Handyman, or Tailor (for sailing ships) present among the crew—including the party—halves repair time (Whether there is one Tailor or five, halve repair time once). On land, unless the group is injured or snowed in, after the weather clears progress can injured or snowe resume normally.

A group of opportunistic individuals tries to take equip-ment by force.

Frequency: Roll every 3d hours. 12 between Larthan and Marthan. Add 1d to the roll if the group is obviously ready for a fight or the party crushed a similar attack within the last day. Subtract 1d at night, or if the party posts no watch.

Detect: 3/1Q: 2/1Q with Alertness. Add 3d to the roll if the scout has Stealth and makes the roll!

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

Effects: The party is attacked by a small group of bandits: See the provided **Bandits and Thugs** for attacker stats. A scout with **Stealth** is among the bandits on a noll of 1–2 on 1d. Roll 2d for quantity: if the bandits outmumber the party by the state of the state of the state of the state of the state demand surrender.

Aftermath: The bandits want portable loot. Cash is good. Spices and lightweight valuables such as gems are better. Once they have something, make a reaction roll (IA THE LAB-YRINTH, P. 7): A "Friendly" or better reaction means they go

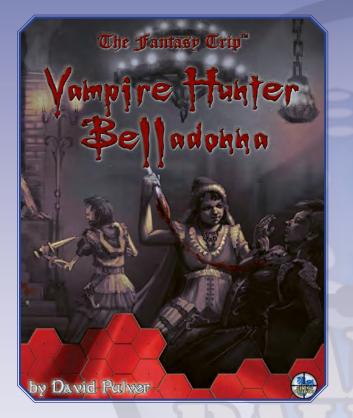
The Sunken Library 烯

The Fantasy Trip™





GBL0015S



Vampire Hunter Belladonna

ISBN: 978-1-950368-14-3

MSRP \$15.99 Saddle-stitched Softcover; 32 pages; 6.6 oz

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

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

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

085 local peasants are frightened. Several goats, tacked at night and drained of blood? The locals suspect something came out of nearby Hangman's Wood. Tom Archier, a breach young hunter hoging to impress Jenny a abspherdess he is sweet on, entered the wood-erned with his faber's magic longbox and air silver ar-rows-to hunt the bloodswcker. He haard' returned, Tom and Jenny's family offers 50 silver pieces to find Tom, or slay whatever killed him.

say suarver nuever nueve finn. Hangman's Wood got its mame a few decades ago, when an outlaw band was executed there. Folk say the ghost of their leader, betrayed by her lover for serven pieces of gold, still haunts the wood. To irrestigate Hangman's Wood go to [0044]. Otherwise, return to [087].

086 Townsfolk are living in fear: a vampire is attacking OSO inversions are uring in hear a vampire is attacking cutzens in their homes at inght. Survivor seport a stinking night-stalker that enters upstains windows, over-powers residents with brute strength, drinks their blood, and lies away. Authorities have quarantimed bite victims, boundabilities is adred to patient were shaughered, the unatabilities is adred to patient were shaughered, the upstate 10961 or move on 109211.

ou are at the village of Piper's Green 087 You are at the visions. Lodging: The Green Star (\$8/night).

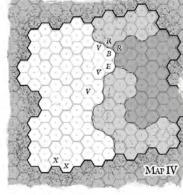
Rumor: Shepherds in the nearby hills near the edge of Hangmar's Wood are afraid of a vampire. To investigate, go to [055]. Exception: if you return here after investigating with plot word ARCHER go to [059] instead. Tarkel: North to the Black Goat inn [138] or east to Red Lake [139]. West and south are imprestrable stamp and area.

088 You recognize the tracks: a chupacabra, or goat-sucker, a cuming blood-drinking canine with a mean temper. They drink the blood of domeste animals or sleeping people, but rarely kill anything larger than a pig or goat. They are known to carry a grudge The attempt by the villagers to hunt it down must have annoyed it. Go to 1411 11411

089 Merrow Bay is a prosperous coastal town on north seacoast. Lodging: Thirsty Mermaid inn (\$12/night).

Travel: Northeast by hoat to Blackbird Island [061], east to Krag's Harbor [046], or south across the Bleak Moors [154].

LOSI. Rumors: An elderly resident, Dr. Beishazzar, is a retired vampire hunter, Now he runs an alchemy shop. To pay a visit, go to [163] Across the Bleak Moors is a halfling vil-lage haunted by a vampire.



Hat

090 As afternoon shades to evening, you come upon a lonely cottage in the woods. To enter it, leave any mounts outside and go to [167]. To camp out in the woods until dawn and then enter go to 10421; to bypass it, go to 11051.

(You can't adop the offering," the idder abouts. We'll give you to the riser too'. They mean it three viblagers rush you, armed with pichfork, torch, and ase, ied by the gay-bearded village elder wielding a quarterstaff. Set up Mag. U, a melse has each map. You're at any. X her, Each V is an armed her elder. The boy Mouseg-awie is dropped at B. Light-shade hexes are up to neck-high for MA 2, -6 DX, and drowning risk: see Ibr The Lany-RINTR, F. 121. A rowboat is at R. If you head the bast, you can east of the out-bast of the bast, you can east off.

If you board the boat, you can cast off and if not doing anything else row at MA 4, or MA 6 if you have **Boating**.

4, or next 6 if you have boaring. The boy, Mousegrave, has his arms and legs bound, so he can't move or attack. If adjacent him, you can attack his arm of leg bonds; a successful DX roll frees either hands or feet. If you free him, you lag control him as a companion.

Just off the west map edge are eight other villagers, un-armed, though half have torches. As the fight starts they shout at you to go back; if it drags on, they might act Roll I de ach turn after the second that you remain on the map: on roll of 5-6, go to [129]. Otherwise, if you kill or disable the combatants go to [121]. If you and the boy, if you brough thm, escape by leaving any land map edge, go to [101]; go to [013] if you escaped by water, e.g., by boat or stimming.

Village Elder

ST 11, DX 10, IQ 11, MA 10. Talents: Boating, Priest, Quarterstaff Weapons: Quarterstaff 1d+2

Villagers 1-3 ST 11, DX 10, IQ 9, MA 10. Talents: Axe Mace, Boating. Pole Wes Weapons: Small ax 1d+2, c pitchfork, as spear, 1d, or torch 1d-2

Mousegrave Human thief/minstrel

ST 10, DX 12, IQ 9, MA 10 (0

Talents: Bard, Boating, Knife, Literacy, Foet, Quarterstaff, Streetwise, Tracking. Equipment: Flute.

Skinny 15-year-old street musician, b scruffy hair, a flute tucked in his pocket. sician, barefoot, with

992 'It is a said tale," Belshazzar says, 'I was just 25 years old, with a beautiful young wife, Decabriana, and a lourishing alchemy business. Then came the notroious Lond Adrik Blacktind, Her seduced her and made her into one of them. A vampire." "Seeking vergenance, I began hunting them, but my passion exceeded my strength. My war against Adrik's coven went poorly. I retried from the Idel. Instead, I turned to my life work, toiling to develop a potion effective against vampires."

A few years ago, I learned Decabriana had been cast aside A few years ago, I learned Decabriana had been cast aside ty Adrik, in Aror of his newset conquest, the Duke's locely daughter Taelyth. This was lucky for her, for Adrik and Taelyth were slain when their castle was taken by Lady Ironskull. But my ex-wife Decabriana is still out there. The says, "I know she has been gathering her own minions. I have no doubt that bloodsucking witch plans to resurrect Adrik's corem whit hered as its mistress. I have not stood idle. After years of costly failures, my ultimate anti-vam-pire point has been perfected?

Clearly this old fossil has issues with his ex-wife But perhaps he could be useful. If you'd like to try wheedling him into lending you some of this "anti-vampire potion" to field-test, go to (1952). If you're Belladonna and want to reveal you stacked Adrix and Tseyth, go to (1959). If you'd rather thank him for his time and leave, go to (1950).

O33 Using those ingredients and spices from the pan-timbr might be effective, even when the pan-timbr might be effective, even diluted in a big stew pot. If you have Chemist taken, or Master Naturalist if using muchromsr.roll 3/Jg; otherwise, roll 4/Jg. If wavecessful, record plot word STEW and go to [135]: failure leads to 106.0.

994 You search the woods for several hours. If you have Tracking or Woodsman talents, go to [105]. Otherwise go to [172].

995 Thus ends Decabriana. who sought to reveve the Blackhird Coven. Remember to stake the vamps! Record plot of BLOOD. The robed corpses are normal ths, not vampires. The male vampire, Con-tine, had a book if you have the value of the state of the sta youtns, not vampires. The male vampire, Con-stantine, had a book. If you have Literacy, go to [173]. It weighs 4 lbs.

You find a campaite concealed near the grove. with a month's food for the non-vampires, camping gear, and changes of clothes. You can restock any rations here. You can camp for restock any ra the night, then go to [103].

006 If you try the climb, roll 3/DX, or 2/DX if you've climbing talent. Success means you climbed if subject otherwise you made it up the wail, but is slipped or a branch broke while descending: take 10-1 damage. Ex-ception: If you have Acrobatics: take no damage on a 3/ DX roll. If you succeeded, or fell but survived, go to [122].

997 You're visiting the woodland village of Bloodberry Vale, known for fine wine and pies.

Vale, known for fine wine and pies. Lodging: The Moorn Maid (S10/right). Travel: North to Yarrow village 10531, east to Blake's Crossing, a ferry over Thunder Kiver (1165), west to Fachie Wood [D10], or south to Blackthorn Wood [D30]. Rumors: Fachier Wood is a ruined sif village, destroyed a few years back when a young wizard lost control of her fire mage. Blackthorn Wood is primeval krest famed for a grave of glant trees, said to be 500 years odd. Beyond Thunder Niver lie many more villages and towns. A dragion once haunted the south, but was killed by mercurantes.

098 You locate a small chapel, nestled in a grove a half mile behind Throckhollow. A ing, you hear a voice raised in prayer and organ p investigate [047], or return to the village [104].

Bell





Dragon Hunt!

GBL0031S

ISBN: 978-1-950368-30-3

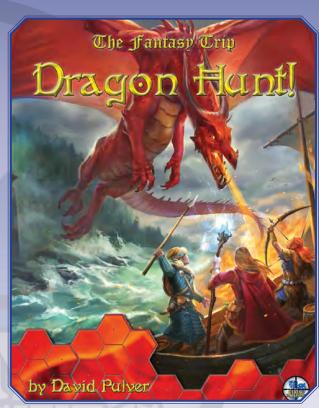
MSRP \$18.99 Saddle-stitched Softcover; 44 pages; 8.6 oz

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.



the aid of Alberic threat him as a companion. The cadaverous dragon howers in the air. Tattered, bony wings beat, seemingly too slow too keep it airborne, yet somehow it manages to fix, and its blue eyes gitter like sharks of ice. From broken teeth, a forked tongue flickers. Even from here, you can smell its fetid breath. "Prepare to suffer as I have suffered,"

Shadreth the Dracowight Hex Size/Form: 7-hex fig-

ST 60, DX 13, IQ 20, MA 8/20. Armor: Scales stop 5 hits/attack.

hits/attack. Attacks and Damage: Claw [2d], cold breath (3d; cods 5 ST), and tail lash unlike life for the set of the a thrown m, root, hyping less **Dryme** a thrown attack just like fire breath, except it can't start lines and protections from fire don't help. **Special Abilities/Weaknesses:** Up to three attacks per turn. Can only be damaged by missile spells or magical weapons. Unaffected by flusions. Like other wights Shadreth can **Drain** Strength but is unlikely to have time during a fight. Shadreth prefers to fight while lying but lands if it

Shadreth prefers to fight while llying but lands if it seems tactically advantageous. He attacks the near est foes.

If you defeat Shadreth within nine turns, you should If you dereat Shaueen within time turns, you around be able to easily rescue Freda; go to [221]. If you defeat the dragon, but took 10+ turns, go to [207]. Exception: If you are still lighting after nine turns and Alberto has died, go to [060].

Alberic has died, go to (060). II 3 If Gwystelch is neither dead nor otherwise in-capacitated, she wants the harp! If you give it to her, she'll remain your companion. Otherwise, she fights you to the death to talm it tuse the same hat-the map you fought Lilyanu on [10:4], with Owysteloch starting Id hexes away from you!. If you win, or let her have it, avoiding a fight, go to [155].

114 You don't see any more flyers in the area. To search the inn, go to [184]. Otherwise, go to [181]

The Fantasy Trip™

22 Dragen Hunt

III Hope you brought enough food and water: The desert sun is fiercet Use the <u>Camping</u> rules. Additionally, very day you camp bere, roll id. On a 1-2, nothing happens. On a roll of 3-5, check for a random encounter. On a 5-6, go to [092]. II2 You are lighting Shadret the Dracowight with the aid of Alberic (treat him as a companion).

"If you have the harp, you know about the swamp. North are stuck-up hu-mans, very boring, no magic! South is lots of magic South is lots of grass and crazy proot-waddles, but go west om there and see the seat asty fish and pirate gold! If u go east instead of west u'll find nasty humans, then hot sands, with craw-be there with tails. ly things with tails like mine! Scorpions, yes?" Go to [136].

Go to 1136]. 116 You try to sway release Ellie Dragons should be fought, not appeased! From the darkened

From the darkened bing snort. Two red eyes are visible, and then a dra-conic mout emerges, followed by the rest of the reptilian terror. It appears to be a 4-hex dragoi! As you confidently face the dragon, the villagers, in-spired by your words and example, find their own store of courage. Ashamed, Ellie's uncle rushes to untie her, begging her 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 prays for your victory. For this encounter only, the peasants and Ellie fight as your companions.

and Elite fight as your companions. Refer to MAP, III [156] to set up: dark shaded hexes are solid tree trunks, impassible, Light shaded hexes are 6' high bushes (>2 DX to attack into or out of; count as two hexes movement to enter]. Star hexes adjacent N are the mouth of the dragon's case. Place your figures [Elite, the three peasants, your own char-acters] in any E. G. or L hexes, facing toward N. Place the dragon with one of its rear hexes on or adjacent the drawe entrance at N. facing toward S. After setup. return from 1156 and co to 10121 and face the dragreturn from [156] and go to [012], and face the drag

Three Peasants Human Her

ST 11. DX 10. 19 9, MA 10. Talents: Farmer, Knife. Axe/Mace Weapons: Small a (1d+2): Dagger (1d-1).

Ellie

Human Here ST 8, DX 12, IQ 10, MA 10.

Talents: Brewer, Cook, Knife, Sex Appeal Weapons: None; takes a dagger (1d-1) if offered.

Weapons: None: takes a dagger [16-1] if offered. Fairest maid of the village. 117 Speak open into a wide entry hall. On the floor are several black, charred smudges and husks that must have once been non-human corpses, per-haps the stains left by scorpions that were long ago torn to bits or fried by dragon's fire. Mixed with these are human bones.

Beyond the hall is a chamber supported by heavy pil-lars, carved to resemble date palms. Heaped in the center is a glittering trove of arms, coins, and other treasure!

If you have PLOT WORD GORM go to [190]: if you have the PLOT WORD OUT go to [150].

the recet work OUT go to (159). 118 You're being attacked by glant wasps, bigger than any you've seen before! They have pow-erful juws, a nasty stinger, winged black and yellow striped bodies, and multiple insected legs ending in hooked claws. They're 7 long, aggressive, and too fast to outrun. If they kill or paradyze the entire party, go to (1949). If you win, go to (131).



Hex Size/Form: 2-hex figure ST 17. DX 13. IG 4. MA 6/14. Armor: Chitin stops 1 hit/attack.

Armor: Jutur stops I hit/attack. Attacks and Damage: Bite (1d-2): tail stinger (2d-2) attacks to the side or rear hexes only if on the ground: if airborne, they can sting anyone directly below them in the same bex. Stinger dam-age is for armor penetration only: just I hit is actually inflicted, but check for paralysis. for paralysis.

Special Abilities/Weaknesses: If the stinger damage penetrates armor, the victim takes only 1 hit, then rolls 4/ST saving throw; failure results in extreme pain and (more im-portantly) paralysis for an entire day.

provining paragraphs of an entire day. These are aggressive females, eager to lay eggs and find food to feed their larvae; male giant wasps are less aggressive, usually feeding on fruit. Ilog Return to wherever you came from after record-ing statistics.

The Dragon of Hook Island

Hex Size/Form: 7-hex fi

ST 60, DX 13, IQ 20, MA 8/20.

Armor: Scales stop 5 hits/attack. Attacks and Damage: Claw (2d) and breathe fire (3d; costs 5 ST), and (unless flying) tail lash (see IN THE LABYRINTH, P. 80).

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

ST 11. DX 10. 10 9. MA 10.

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

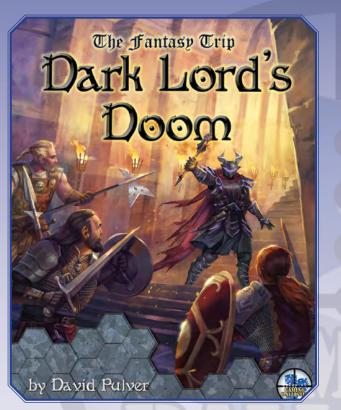
Weapons: Spear 1d+1 or Small Axe (1d+2); Dagger (1d-1). 120 After time spending After spending time circling the statue, you don't find any obvious way in besides the front door. Roll 1d. On a 1-4, return to [092]. On a 5-6, go to [092].

Hunt





GBL0032S



If your squad and the reptile men are still cont ing the bridge at the end of the sixth turn (b sides have conscious figures on it), go to $[\underline{067}]$. (both

If your squad is eliminated, go to [073]: if your squad abandoned the bridge to the reptile men before the sixth turn, survivors go to [103].

Sub-Chief Zurg

Big reptile man ST 14, DX 12 (9), IQ 10, MA 12 (8). Talents: Naturalist, Pole Weapons, Running, Thrown Weapons, Tracking,

Languages: Common. Reptile man.

Armor: Chainmail (stops 3/hits attack). Weapons: Claws/jaws (1d+1, 2d+2 in HTH); tail (rear hexes, 1d); halberd (2d); war club (on thong belt) (1d+2).

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

Warriors

Three reptile men

ST 13. DX 11. 19 8. MA 10. Talents: Axe/Mace, Fisherman, Pole Weapons,

Shield, Thrown Weapons, Armor: Small Shield (stops 1 hit/attack).

Weapons: Claws/jaws (1d+1, 2d+2 in HTH); tail (rear hexes. 1d): spear (1d); war club (on thong belt) (1d+2).

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



26 Dark Lord's Doc

Word of the massacre in the King's tent 113 II.3 spreads, and despair settles over the army. War drums sound: The Overlord's army attacks! The army is ordered to form up, but bereft of their King, the battle lines are ragged and chaotic. Go to [117].

114 A reptile-man scouting party has picked up your trail: The chase is on! Your squad leader rolls **3/MA** against the *lowest* **MA** in your squad. If *anyone* has **Naturalist** or *everyone* has Stealth, roll one die fewer. Success goes to [044]: failure to [091].

115 The Overlord Saethor has fallen! Each survivor earns 100 experience.

A few minutes after your victory, a wounded Baron Gwalathar and two squads of the Kingdom's sol-diers stagger into the chamber.

Upon discovering the dark lord's doom, you are hailed as heroes! Go to [125].

116 "Curse those savages," the captain says. "Looks like the Overlord's agents have been busy. They've united and are arming the reptile-man tribes! The Kingdom needs to know th 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 iron arms and armor in place of the usual crude clubs, will swarm into the Kingdom!

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

He smiles wearily at you. "Good job." Give your squad **20 experi-**ence; go to [096].

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

becomes a rout. The Overlord's host gleefully pur-sues, joined by fresh troops from the city. The Overlord takes to the walls, and his mocking laughter rings across the battlefield. It's a massacre.

Go to [033] if your squad died in the king's tent or in battle, or [009] if you're stuck guarding the

Dark Lord's Doom

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?



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

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.

Profin the unstance of the point out require the series of the terms of terms of the terms of the terms of terms of

head back to Cedar to report, go to [018]. 119 The hard-fought action at Osric Bridge enabled the Border Guard to evacuate threat-ened villages and hall 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 htreat. It's time to strike back. Your unit is ordered to the capital of freton. You have halted the invasion! Gain **30 experience** each: so to 1071

each; go to [107].

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

Go to [086] if your squad wore the King's armor and won, or to [076] if you fought beside the King and he survived the battle. or [0969] if your squad survived and won, but the King was slain.

121 Mourn's 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 knots of the enemy. Others lose discipline, breaking into houses or shops 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, atop Vulture Hill in the city's center.

The taken damage from catapult bombardment, but the front gate looks to be heavily defended. A formation of Kingdom men-at-arms are heavily engaged against a smaller phalanx of Dark Legion soldiers. The press of fighting is too tight for your squad to make much difference. You can hunt for a superior officer and request orders [099], or search for another route into the palace [039].

122 Your captain isn't pleased that you wer brawling, but you upheld the honor of t Border Guard. You each get **5 experience**. You mor of the confined to quarters until your bruises more pub-crawling for you! Go to [052]. es heal. No

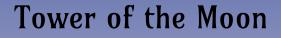


Dark Lord's Doom \$ 25

The Fantasy Trip™



GBL0061S



ISBN: 978-1-950368-50-1

The wolf-cult of the moon-goddess Lukariel Sherikira held

sway in the Barony; with the Tower of the Moon their high holy temple. After a night of screams and horror, the towerand its rumored riches-stood abandoned. The locals all know

Rumors of trouble coming from the tower spread through the local village of Waldrand. An important person is missing, her

Can you find her? Is it already too late? Who will unlock the

This is a classic side-quest horror adventure; it makes a fantastic diversion as part of any longer journey, or a one-shot.

Suggestions on where to place Waldrand and the Tower so

Just enough background to inform the scenario and give

Detailed maps of the tower, both in isometric view and

the way to the Tower. They also know to avoid it.

last known destination, the Tower of the Moon.

Rumors both true and wildly exaggerated

secrets of the lost cult of Lukariel Sherikira?

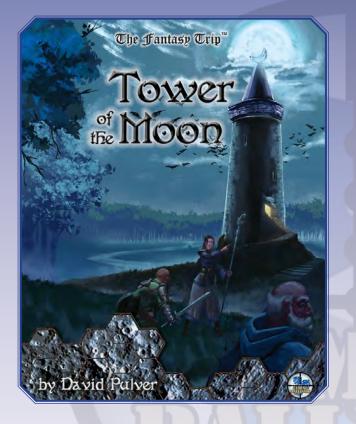
it blends into your campaign

the characters some hooks

top-down melee-scale hex size A room-by room adventure

Saddle-stitched Softcover; 16 pages; 4 oz

MSRP \$11.99





Introduction

TOWER OF THE MOON IS an adventure for THE FARTASY TRUE IN THE LANKINTH. It was written in the spirit of Gothic horror and is intended to challenge a good-sized party of three to five 32–35 point characters, or a pair of 36–39 point adventurers. The party should include at least one wizard—ideally a couple of them—who knows offensive thrown splits.

Delvers may stumble upon the TOWER OF THE MOON while exploring the wilderness, but for a stronger horror atmo sphere they might deliberately seek it out after learning of its legend from bards, sages, or idle tavern gossip.

A good place to she water and is to have to be a convenient place to stop when traveling between two larger settle-ments. That brings the party to the Sign of the Thirsty Wolf for a meal and perhaps some supplies. From there, the buttler Gervalt approaches them as candidates who might be able to help him with a problem.

THE LEGEND

The bid folks say the hill was always sacred to a local moon goddess: Lukariel Sherikira, the Howling Huntress, patron of low, hunting, dance, and wolves. A few gener-ations ago, upon becoming high priestess of Lukariel, the wizrd priestess A triesta dedicated a great chapted upon that hallowed site. Now, the tower rises like a fang atop that stark hill, silhowed site, her moon.

Tower of the Moon

 WHERE ON CIDR?
 Arresia began throm bards, sages, or idle tavern gossip.

 The Towers or the Moon can be placed in a rural region of a human-dominated area of Cidri where wolves can be too small to appear on 5-mile scale maps to the adventure- the tower, the diry village of Waldrand, and Harkwind manor-may locations of the adventure- the tower, to the appear on 5-mile scale maps to thould probably be at least 20-40 miles from any other substand all settlement.
 Arresia began taming the surrounding borderlands in her goddess's name. Her dedicated henchman Modratk-a books of dark fore-warped the laws of man and nature too small to appear on 5-mile scale maps to thould probably be at least 20-40 miles from any other substand latest for the temple as acolytes ... or transfer for her method.
 to help secure her rule and her admiration. For a decade, Artesia ruled the surrounding lands from the *TOWER or run* MOON. In that time, many youths and maldens served in the temple as acolytes... or transformed into werewolves for her guardian pack: Artesia was always accompanied and protected by these werewolves, believed sacred to Lukariel Sherikira.

Lukariel Sherikira. Mordark grew jealous of his mistress, angered that his dark services to her continued to be insufficiently rewarded: He asked to rule the tower as an equal and sought her hand in marriage. When she refused both davances, the wizard instead began learning Geas (*N THE LANFINTH, F. 31*), desiring to magically bind her into his service as his puppet and paramour (that always ends well).

Artesia discovered his plot before he could complete his studies. Filled with wrath, she ordered her werewolves to tear Mordark to pleces. Mordark was neither unprepared nor unaverged: He had brewed and imbibed a unique nor unaveraged: He had brewed and imbibed a unique potion of silver dust and wolfsbane puissant against lycan-thropes. At least lycanthropes who eat you, Feasting on his corpse, the werewolves were maddened by this poison and

went berserk. They attacked their own mistress and her acolytes, filling the tower and surrounding lands with unearthly howls and screams.

The adventure includes:

with unearthip nows and screams. All of Artesia's circle perished in the struggle, and the frenzied wolves turned against their pack mates, devouring one another. Only a few servants escaped to tell the tale, recalling whispered tales of Mordark's dying words to Artesia before he was eaten alive: "If I could not share the Tower OF THE MOON beside you in life, I will do so in death ..."

Today, the TOWER OF THE MOON is a monster-haunted ruin, its shadow falling over dark forest and desolate wilderness. Only the brave, foolish, or both dare its certete

THE LADY'S BUTLER

The LEMPY 5 DUTLER. The legend may be enough to attract curious or greedy adventurers. As for the lunar goddess Lukariel, her cuit is one of thousands of faiths found on Cidri. A Scholar or Theologian recognizes it as an obscure and fading nature-workship faith or an estoteric mystery religion that lingers among local backwoods or thill people (for god reasons).

backwoods or hill people (for good reasons). To add extra urgency and provide a further oppor-tunity for reward, CMs can introduce a personal appeal to draw the party into the tower. When char-acters visit the nearest village, some two miles from the Towrs or run Mooo, they lift find a small tavern: The Sign of the Thirsty Wolf. There, they can hear the legend of the tower directly from the innkeeper, barmaid, or other locals. They'l also encounter a butler from the village manor, looking to hire help to find a missing young noblewoman.

The Butler's Tale

The Datter's Table Lady Mariya Hawkwind, 24, is a young wizard. She's heir to Hawkwind House, a once-wealthy barrowy now fallen on hard times after its lord, Bernard Hawkwind, was taken captive in a series of territorial disputes that erupted into small-scale war between rivial noble houses. The family depleted their wealth to raise money for his ransom, only to have him die scon after release.

to have him die soon after release. Living but a day's ride from the **TONEROT THE MOON**, young Mary's grew up hearing tales of its mysteries. Upon finish-ing her wizztd's apprenticeship, she returned home and persuaded a party of three other novices and young nobles to join her to rald the tower, seeking the truth behind its legend and treasure that might resorte the family fortune. They departed Hawkwind House for the Tower loau or five days ago. No one saw them leaver, they have not returned. Mariya Hawkwind's aged mother Nina fears for her safety. She sent Gerval to offer any adventurers all they have left: a reward of 200 gold pieces (\$2,000 in silver) for Mariya's terturn, safe and allve. Should she have meth fer dentise in the Tower, the butler promises half that fee to retrieve her body and effects for decent burial.

the Tower, the butler promises had body and effects for decent burial.

The passing years since the **TOWER OF THE MOON** w night of anguish have left many trans concerning the even mysteries of the place. Some of them are designed to entert travelers, others hirt at horor and death, and still others wh waiting to be found. If pressing the residents of Hawkwind for stories about the too consult the following tables. consult me toxivery tables. Rout 1-3: Wincore HeartLusiveD TALES (Marse). 1 - Everyone knows going mean the Tower is too dangerous: The ghosts and the shadows and the werevolves will get you; they'll exit you right up ... 2 - A powerful demon is bound in the Tower, with claws for hands and the power to warp minddl

3 – The woods around the tower are filled with wolves with near ligence. They call to travelers and then the pack attacks to steal sigence, i.ney call to travelers and then the pack attacks to sheat there guid. 4 — A bat bite within sight of the Tower masks one immane to lycaethtropy. 5 — Mariya and the entire Hawkwind family are actually undead; Baron Hawkwind was never really killed, and all this runor noneense is to hide his condition. They're also much richer than they let on. Much, much richer.

WHISPER, LEGEND, AND HEARSAY

6- It was not werewolves who lived in the tower. It was wyverns, and the Tower is filled with gold and magic items. Or maybe it was dragons? ROLL 4-6: A KERNEL OF TRUTH

1 – Lady Hawkwind frequently hung about the inn She recently recruited a yel-low-haired fellow named Zoran and a scarred warrior named Eliza the Black. 2 – The old Lord Hawkwind had the blacksmith craft Mariya a silver dagger for her birthday once. She has always carried it, ever since.

3 – A trio of troublesome brigands recently decided to try their luck raiding the tower. They haven't come back either. Good riddance! 4 – Granny says the Hawkwind family is related to the wolf-priestess on her mother's side. Lady Hawkwind has the same hair, eyes, and beauty.

5 - The mad priestess Artesia was always accompanied by a pack of were wolves taken and deliberately afflicted with lycanthropy from local villages.

6 - The butter Gervalt has been actively recruiting any who would seek Mar he is utterly devoted to her family and cares not for the fate of any but her

Of course, the **Towze or the Moo**x may hold other trea-sures as well, and Gervalt repeats stories of several in an attempt to pique the interest of likely recruits (see <u>Whis-</u> per, Legend, and Hearsay).

GERVALT THE BUTLER Human Hero, age 42

Transmitterious age vacuum and the second statistic Ger-valt is devoted to the "young mixtress" (Mariya) and her mother. He is polite, but rarely says more than he needs. In fact, there's another item Gervalt only mentions if the PCs think to ask: Their party are not the first adventurers Gervalt approached over the last few days. Two other par-ties of bravos boasted they'd dare the tower. They have not returned either.

ST 9, DX 11, 10 12, MA 10 Weapons: Rapier (Id)

Talents: Alertness, Courtly Graces, Driver, Gardener, Handyman, Knife, Literacy, Recognize Value, Silent Equipment: Butler's uniform, purse with \$20 in gold

> Tower of the Moon 3





Till Death Do Us Part

GBL0031S

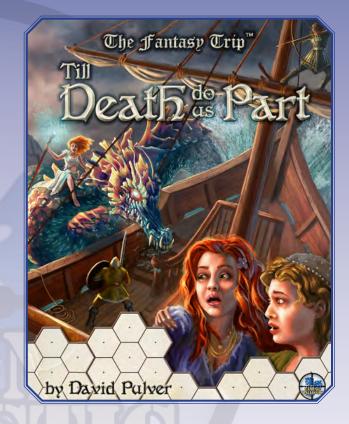
ISBN: 978-1-950368-54-9

MSRP \$15.99 Saddle-stitched Softcover; 32 pages; 8.6 oz

Politics makes strange bedfellows, and the current situation is no different as the small County of Lorne and the Barony of Prufax face an impending invasion from the omnipresent orcs from the northwest. The two realms, long-time rivals, have arranged an alliance, to be cemented by the time-honored method of a marriage between the two houses.

Till Death Do Us Part is another great solo adventure from David Pulver, escorting a small party across a treacherous route to deliver the promised future spouse to the altar in time for the wedding. It's a simple escort mission; surely nothing could go wrong.

Till Death Do Us Part is played using the In the Labyrinth rules from The Fantasy Trip (TFT). You won't need a GM ... but there are plenty of options to play with one if desired. Branching paragraphs direct you from encounter to encounter as you make choices. Three characters are provided.





Till Death Do Us Part

rne and Prufax have long had border disputes, but the growing number of orcish raids and the eat of full-scale invasion persuaded them to forge an alliance. lest their lands be gobbled up by ighul. Last year, to scal the agreement. Lorne's cighteen-yearold daughter Shirin was betrothed to the young Lord Dorian Prufax. Their marriage ceremony is set for three weeks from now. Ezdrighul, Last ve

Your mission is to escort Lady Shirin to Castle Prufax. To avoid weakening the barony's defenses and alerting orcish agents (who might launch a preemptive attack if they learn of the alliance), your party is small. You'l travel on horseback: Shirin is a skiller drier. The Count trusts you to keep her safe.

Count Lorne is the ruler of a landlocked border fief. A week's ride east, on the shores of the sea, lies the smaller rival harony of young lord Dorian Prufax. Northwest is the mountain realm of the ore-lord Edrighul; south is trackless swamp. Both are threatened by Ezdrighul's rising powr.

Interaction by Educion a rising power. There are three routes to Prutax. You might head east down the Great Road or take a north-east route using secondary roads through the northern high-lands, or a south-east route through forest trails and marshes. Once you reach Prufax lands (the border is the Than River) it's a few days to Port Skarn, the barony's largest town, where a ship should await to take you to Baron Prufax's island easile for the ny. You might instead rent a boat from a ceremony. You fishing village.

After delivering the bride you expect a rich reward, provided Shirin arrives happy and in one piece.

Common Knowledge

Collimate Environment and a grizzled red-headed veteran. His wife Countess Hedra, 37, elegant and dark-haired, is a woman of ambition. Hedra's kinfolk held land in the western highlands (including a gold mine) until it was lost to the oreisch onslaught. She hopes the coming aliance will lead to the recovery of Till Death Do Us Part

her family's territory. Hedra had hoped to accompa-ny her daughter to Prufax, but after several childless years after Shirin's birth is pregnant again and close enough to her due date that she cannot travel. enougn to ner due date that she cannot trivet. Shirin, age 18, is a kind young woman with her father's hair and mother's sparkling green eyes. She is fond of tales of chivalry and romance and loves animals. Shirin is nervous about marrying Dorian Prufax, a man she's never met, but is devoted to her family and promises to do her duty. She's excited to travel, considering it her first real adventure! Benden heine forbert to Shiftin the huttor Courst Leng

Besides being father to Shirin, the lusty Count Lorne is rumored to have had a few children born out of wedlock, from amorous encounters with pretty commoners before he married Hedra.

You know little of Lord Dorian Prufax, Shirin's husband-to-be, save that he inherited the barony from his father who fell in battle with orcs. He is 22 years old, a apparently a skilled warrior and sea captain, and said to be handsome and as sole heir to Prufax, rich.

With Count Lorne preparing to defend his lands against the orcs. Hedra pregnant, Lady Shirin must rely on you, her father's loyal retainers, to get her safe to Castle Prufax. Are you up to the challenge?

How to Play

TIL DEATH DO US PART is a programmed adventure played using the *IN* THE LABYRINTH (TL) rules from DRF PARTARY THE (TLF) YOU word need a GM. Branching paragraphs direct you from encounter to encounter as you make choices. Resolve combat using megalizes maps at the melée scale.

THE PARTY

1 HE PARTY Your party consists of up to three PCs (the retainers) plus two NPCs: Lady Shirin and her maid Derya (record their stats). Either use the <u>Typical Retain</u>. gg below (three 35-point herces), existing equivalent characters, or create 2–4 34 to 36-point characters. PCs should be herces rather than wizards.

Don't divide this party unless allowed by paragraph instructions. If party members are incapacitated, you can leave them behind or carry them. You may not abandon Lady Shirin.

not abandon Lady Shirin. Shirin and her maid have horses: Lorne provides mounts for other party members if they need they You may dismount before combat if you cannot fight while mounted. Lorne expects their healthy return. If some PCS would rather not ride, it's possible for them to walk adout while others ride; over long distances, speed is similar. Be sure to calculate encumbrance for the horse (including the rider's weight, saddle, and gear) as it strongly affects **MA** (see **TL**, p. 130).

auccts **BA** (see **IIL**, **P. 130**). **Group Equipment:** The party leader gets \$1,000 from Count Lorne for travel expenses (you may keep unspent money). *Each* character's horse also bears a saddle and bridle, tull waterskin, spare clothing, and two day's rations (total 23 lbs).

Lady Shirin Human noblewoman, age 18

ST 9, DX 12, IQ 11, MA 10 Talents: Animal Handling, Courtly Graces, Expert Horsemanship, Knife, Literacy, Horsemanship, Recognize Value, Sex Appeal, Swimming.

Languages: Common.

Weapons: Fine dagger (1d): riding horse, ST 23, DX 12, IQ 5, MA 24 (16), Attack (1d+1). Equipment: Upper-class clothing: \$200.

A kindly and adventurous young woman, Shirin follows your directions until safely at Castle Pru-fax. Nonetheless, you should treat her with every respect. It wouldn't do to have Shirin complain to her new husband or write to her father that she was ill-treated by her guards! Instead of rewards, you might end up in a dungeon ... and not the kin filled with monsters and treasure!

Derya Human n aid, age 19

ST 10, DX 11, IQ 11, MA 10 Talents: Cook, Knife, Literacy, Horsemanship, Physicker, Tailor

Languages: Comm Weapons: Dagger (1d-1)

Equipment: Physicker's chest, lantern and oil: riding horse, ST 23, DX 12, IQ 5, MA 24 (16), Attack (1d+1): 850.

(Adv), 600. A devoted maid, Derya is a serious young woman who has been with Shirin for many years: her medical training may prove helpful. She also leads a spare horse (MA 14) carrying Shirin's luggage (extra clothes, etc.); the horse won't fight.







About Gaming Ballistic

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

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IN DEVELOPMENT

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

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