



GAMING BALLISTIC, LLC

Product Catalog for Retailers Fall 2022

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

**STEVE
JACKSON
GAMES**



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Product Pricing

Simplified Discount Structure as of Sept 2022

<i>Product Line</i>	<i>Title</i>	<i>Stock Number</i>	<i>Format</i>	<i>MSRP</i>	<i>Wholesale</i>
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	Citadel at Nordvorn	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	Citadel of Ice	GBL0012S	Softcover	\$11.99	\$5.99
The Fantasy Trip	Curse of the Pirate King	GBL0013S	Softcover	\$11.99	\$5.99
The Fantasy Trip	Crown of Eternity	GBL0014S	Softcover	\$11.99	\$5.99
The Fantasy Trip	Vampire Hunter Belladonna	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	Character Collection 2 - Rookies	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	Delves to Grow: Core Book	GBL0055S	Softcover	\$21.99	\$10.99
Dungeon Fantasy RPG	Delves to Grow: Fast Delves	GBL0056S	Softcover	\$15.99	\$7.99
Dungeon Fantasy RPG	Delves to Grow: Smart Delves	GBL0057S	Softcover	\$15.99	\$7.99
Dungeon Fantasy RPG	Delves to Grow: Strong Delves	GBL0058S	Softcover	\$15.99	\$7.99
Dungeon Fantasy RPG	The Crypt of Krysvik	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	Till Death Do Us Part	GBL0068S	Softcover	\$15.99	\$7.99
<i>OSR</i>	<i>Till Death Do Us Part</i>	<i>GBL0071S</i>	<i>Softcover</i>	<i>\$15.99</i>	<i>\$7.99</i>
<i>OSR</i>	<i>Dark Lord's Doom</i>	<i>GBL0072S</i>	<i>Softcover</i>	<i>\$14.99</i>	<i>\$7.49</i>
<i>OSR</i>	<i>Dragon Hunt!</i>	<i>GBL0073S</i>	<i>Softcover</i>	<i>\$18.99</i>	<i>\$9.49</i>
<i>OSR</i>	<i>Vampire Hunter Belladonna</i>	<i>GBL0074S</i>	<i>Softcover</i>	<i>\$16.99</i>	<i>\$8.49</i>

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

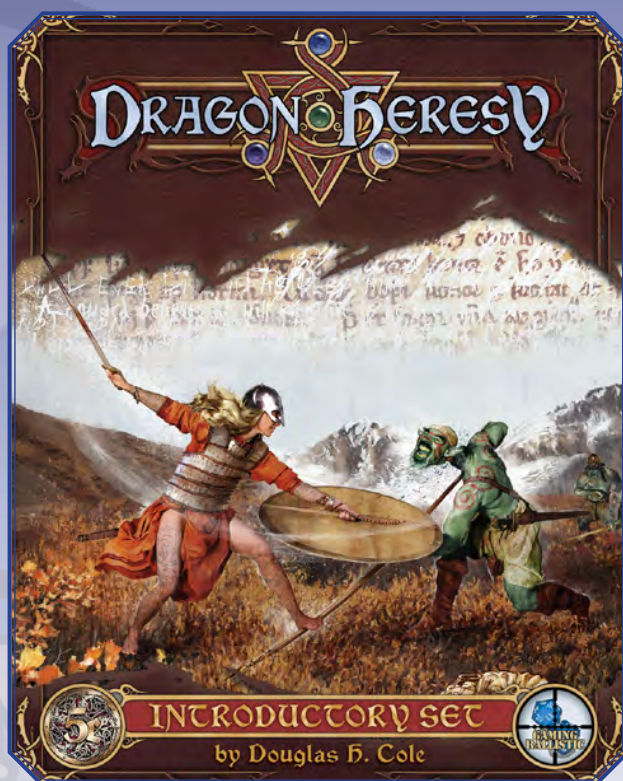
Smyth-sewn Hardback; 288 pages; 49.4 oz

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.

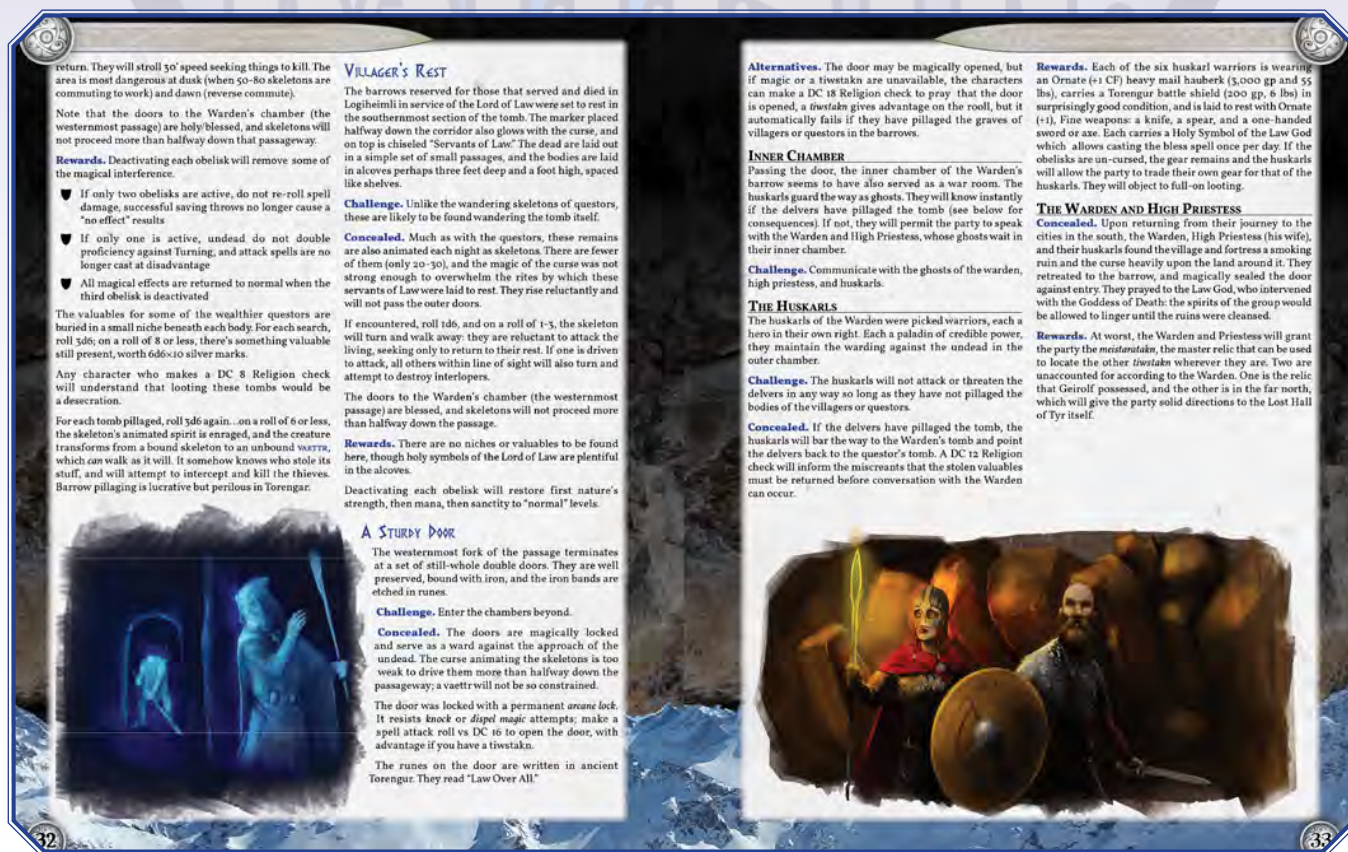




Lost Hall of Tyr (2nd Edition) is a mini-setting and adventure for the Dragon Heresy Roleplaying Game. Dragon Heresy is a self-contained complete game in one volume, and the Introductory Set covers Level 1-5.

Lost Hall of Tyr (2nd Edition) contains

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



Dungeon Grappling

GBL0001S

ISBN: [978-0-9983354-1-4](#)

MSRP \$18.99

Perfect Bound Softcover; 52 pages; 7.7 oz

Live to Grapple. Grapple to Live.

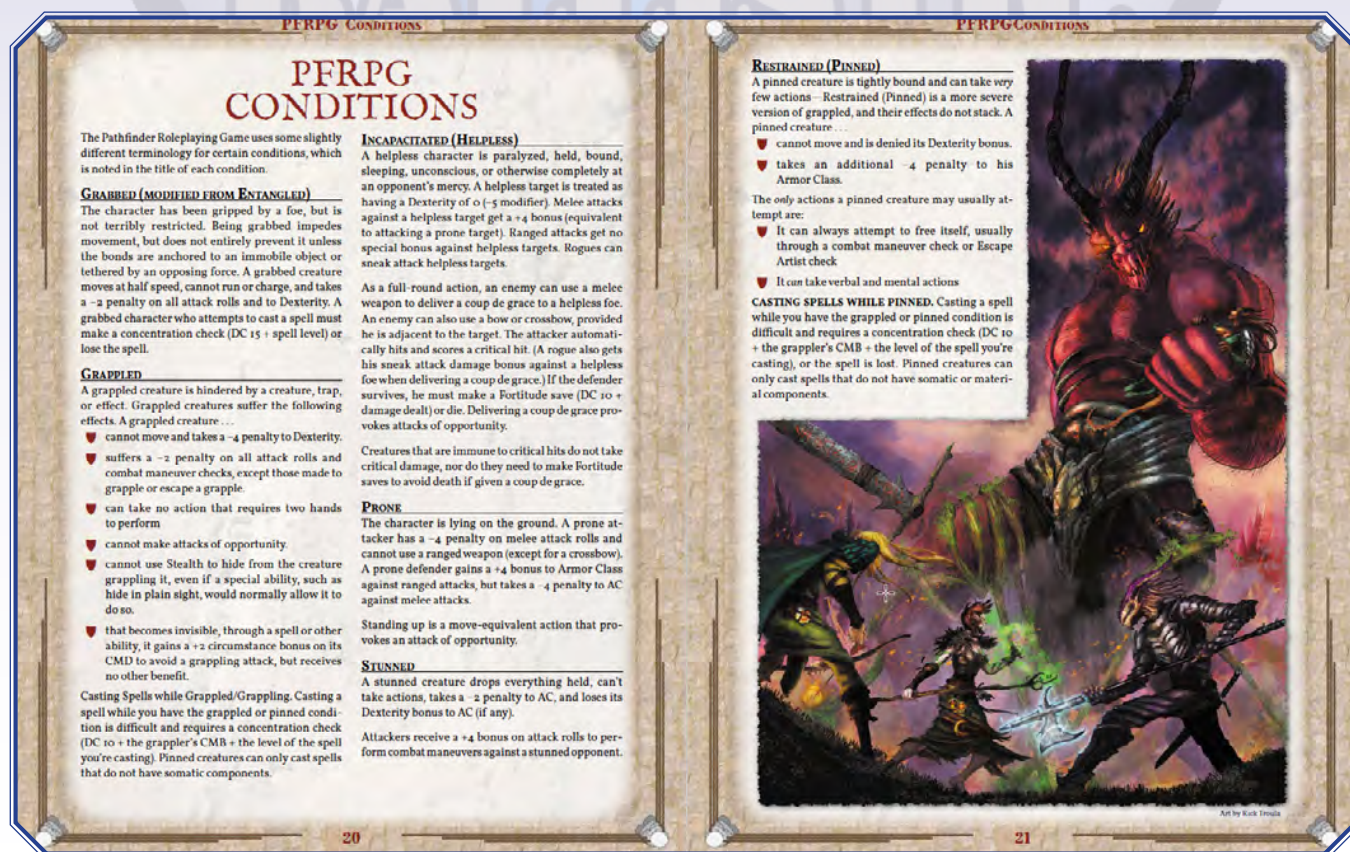
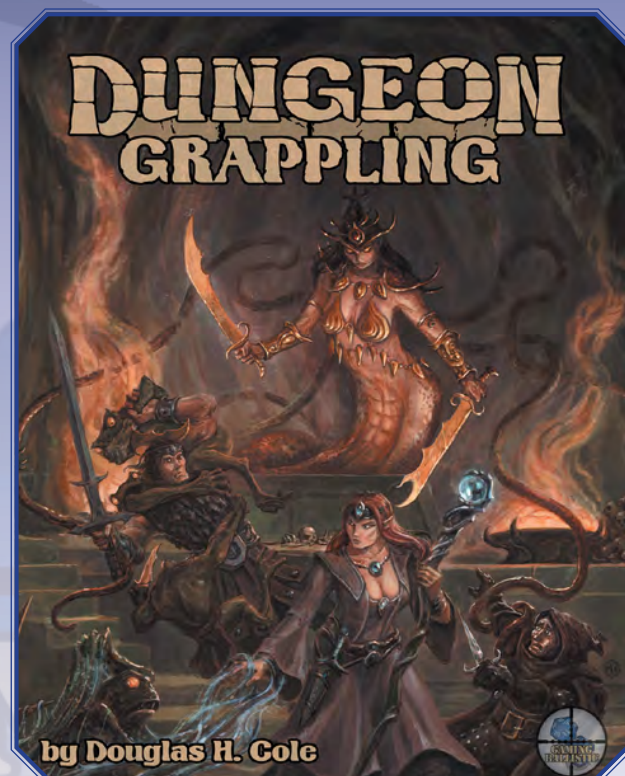
- Beowulf struggles with Grendel. Sinew parts, Grendel flees, dying.
- A dragon plunges from above. It's grasping talons seize the adventurers, bearing them away.
- Mighty Ajax and Clever Odysseus struggle against each other, yet neither can throw the other, nor be thrown.
- A python lashes out, grasping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

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

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

Dungeon Grappling brings those thrills to the oldest fantasy RPG

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



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Nordlondr Ovinabokin:

The Nordlond Bestiary and Enemies Book

GBL0063H

ISBN: 978-1-950368-52-5

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.

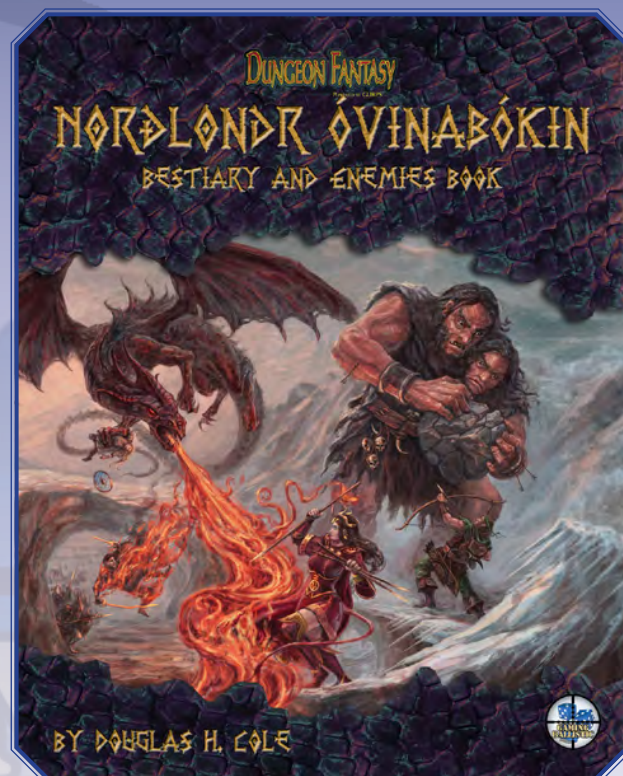
There's no question that a giant book of creatures is a boon to gamers wanting to keep campaigns fresh and exciting. For a long time, the classic big book of monsters has been hard to come by as a fully supported work for **Powered by GURPS** games.

No longer.

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.



BAENADYRIÐ (PRAYER BEAST)

Demon

Whereas tyrants rely on a relatively small number of mighty combatants—the formidable horned tyrant is considered fine infantry—the kvöldomur take the approach that quantity has a quality all its own. The baenadyrið are found in vast numbers in a kvöldomur host.

The baenadyrið resembles an overgrown praying mantis (and its name means praying-beast), with striking claws and a fearsome pincer grip that it uses as a slashing cleaver and for grappling. The baenadyrið may rend and dismember its prey, but it's not doing it for food.

The presence of baenadyrið 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 combat—but they don't engage in single combat.

They crowd and dogpile foes with overwhelming attacks. They shove or sweep an adversary to the ground if they can, but that tends to be incidental, the result of a slam or fortunate collision. Baenadyrið follow the same attack methods as giant wasps, but with more persistence and no limits on how far they will pursue an adversary.

In battle, 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 as a foe, they are forgotten.

SPECIAL ABILITIES

Corrosive Expectoration. The baenadyrið can spit a blob of something. Roll 1d on the creature's turn. On a roll of 5-6 it may use its spit attack. It clings tenaciously to the target, and inflicts 2 points of corrosion damage per second when it hits and for 3d seconds thereafter. The blob or spray is big enough, and spreads sufficiently upon impact, to be considered *Large-area Injury* (Explosions, p. 33).

TRAITS

- Berserk (12)
- Corrosive Attack
- Dark Vision
- Doesn't Breathe
- Doesn't Eat or Drink
- Doesn't Sleep
- Extra Legs (4 legs)
- Immunity to Disease
- Immunity to Poison
- Indomitable
- Lifting ST 4
- Unfazeable

SKILLS

- Brawling-12
- Innate Attack (Spit)-12
- Tracking-11
- Wrestling-12

BANDIT/PIRATE

Mundane

Bandits rove in gangs and sometimes led by much more capable miscreants. Not all bandits are strictly and selfishly evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry. Some grow to love it, though, with traits like *Bloodlust*, *Calfous*, and *Sadism* being common.

Banditry is distinct from raiding in Nordlond: A bandit—by definition—is formally outcast from society, and by law a non-person akin to vermin.

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 Nordlond. For more variety, use any 62-point fighter type from *DRIVERS TO GROW* with \$1,000 or less in gear.

Bandits usually maraud in groups of 1d+5 individuals, taking care to raid and then flee where *real* warriors cannot 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 weapons. Or a grisly death.

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.

GM Note. Low-skill bandits with pricey equipment may draw delvers seeking easy money, and with good reason. Cheap weapons and armor (*Like New, Rarely Used, Drivers to Grow*, p. 37) limits the value of bandit hunting as a vocation, and fairly represents worn-down gear.

SKILLS

- Brawling-12
- Intimidation-9
- Knife-12
- Scrounging-10
- Shield (Buckler)-12
- Stealth-9*
- Streetwise-9
- Survival (Mountain)-10
- Survival (Woodlands)-10
- Wrestling-11
- One of:
 - Axe/Mace-12
 - Bow-12
 - Spear-12

TRAITS

- Bad Temper (12)
- Bloodlust (12)
- Bully (12)
- Code of Honor (Outlaw*)
- Social Stigma (Outcast)

DUNGEON FANTASY
POWERED BY GURPS

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Delvers to Grow: Core Book

GBL0055S

ISBN: 978-1-950368-42-6

MSRP \$21.99

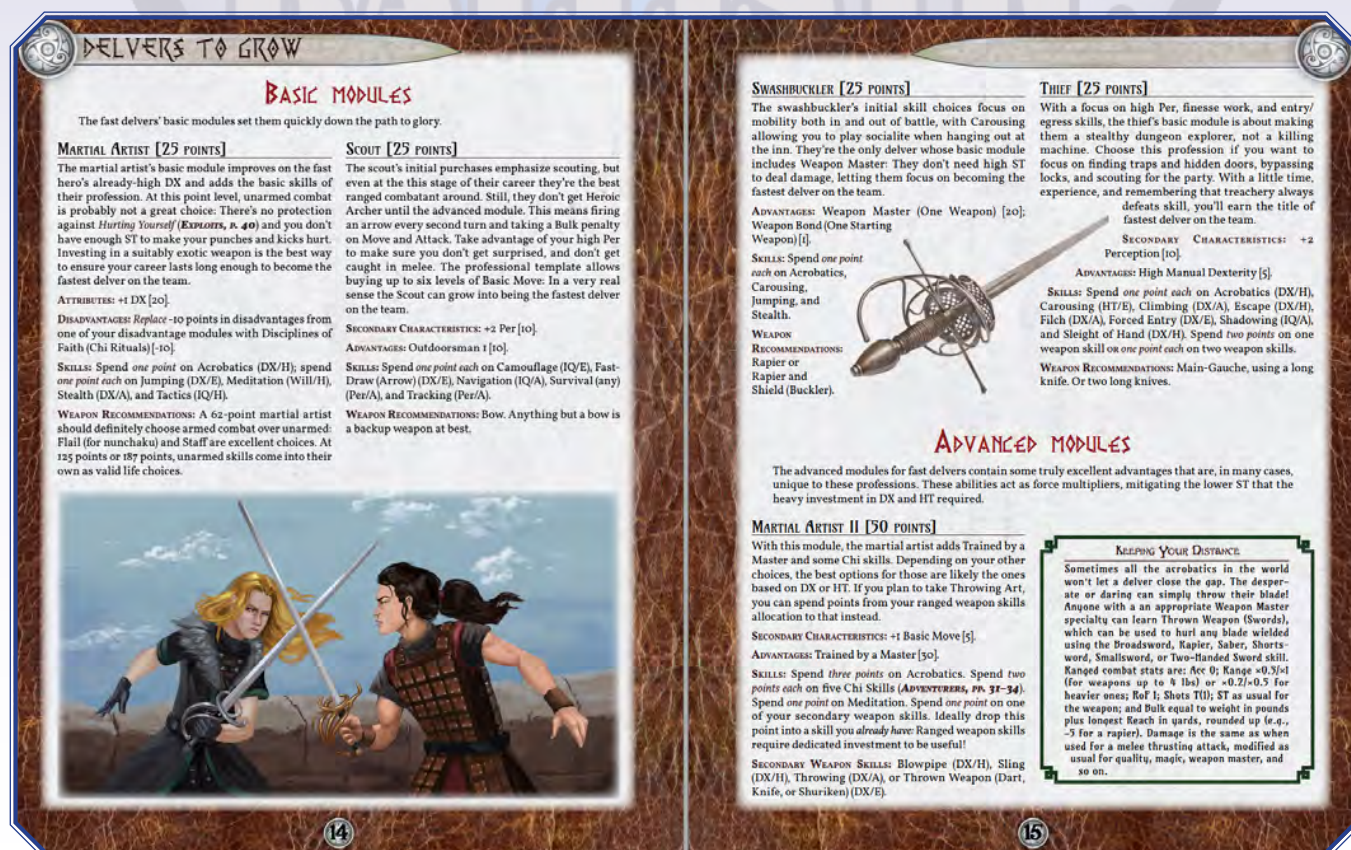
Saddle-stitched Softcover; 40 pages; 8 oz

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.



DUNGEON FANTASY
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The Crypt of Krysuvik

GBL0059S

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.



DUNGEON FANTASY
POWERED BY GLURPS

**STEVE
JACKSON
GAMES**



Delvers to Grow: Strong Delvers

GBL0058S

ISBN: 978-1-950368-58-7

MSRP \$15.99

Saddle-stitched Softcover; 16 pages; 4 oz

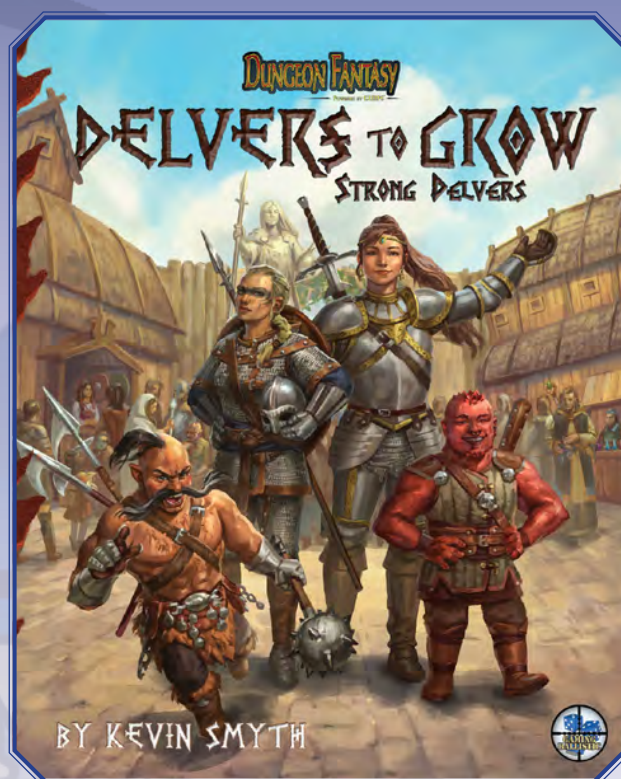
Stalwart fighters, powerful grapplers, raging barbarians, and divinely empowered warriors for the gods. All take their place on the front line of combat, meeting the foes head-on.

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.



STRONG DELVERS

NANGRICK HARDJAW
187-PT DVERGR WRESTLER

Nangrick grew up as part of a traveling carnival, the son of the famed exhibition wrestler Savilyn Hardjaw. While he picked up wrestling easily enough, Nangrick unfortunately turned out to be a poor fit for the carnival - far more mark than carnies, willing to believe the most outrageous lies and never quite catching on that the 'skill' games were rigged. Worse, anywhere outside the wrestling ring the lad was a disaster: clumsy and accident-prone, with barely a day going by that didn't see some incident or another. After a particularly rough week that saw him bring the entire big top down on his own head, Savilyn decided to send her boy off for a much safer career as a wandering adventurer, reasoning that delving would have fewer dangers than a circus full of upset carnies.

ST 13
[30]
Damage 10/24
Lifting ST 16
Basic Lift 31

DX 13
[40]
Move 5 [0]
Par 12 [0]

IQ 10
[0]
Will 10 [0]
Basic Speed 6.25 [0]
Basic Move 5 [5]

HT 12
[20]
Basic Move 5 [5]

HP	1/4	1/2	3/4	1	1 1/4	1 1/2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13 [0]																									

Parry Dodge Block DR
17 (100) 10 0 0 6

ADVANTAGES

- Combat Reflexes [15]
- Dark Vision [15]
- Dwarven Gear [15]
- Enhanced Parry (Unarmed) [5]
- Lifeskin [15]
- Lifting ST 5 [15]
- Resistant to Poison 6 [15]
- Tough Skin 4 [15]
- Unfazeable [15]
- Wrestling Master [15]

DISADVANTAGES

- Aggravation, Unattractive [4]
- Clumsy [5]
- Easy to Read [10]
- Gullibility [10]
- Hair-Fisted 2 [10]
- Honesty [10]
- Intolerance (Elder Races) [5]
- Khutz [5]
- Nervous Stomach [5]
- Truthfulness [10]
- Always packs way more ration than he needs [1]
- Completely tone-deaf. Doesn't let that keep him from singing [1]
- Exceptionally cheerful drunk (but doesn't tell his mom he's been drinking!) [1]
- Got fleeced out of \$50 of his starting money. Doesn't want his mom to know. (Prefer Elven rations. Doesn't want his mom to know.) [1]

EQUIPMENT

- Belt Pouch, Qty: 2, Wgt: 2.2, \$60.00
- Belt Pouch, Qty: 2, Wgt: 4.4, \$60.00
- Basket, Qty: 1, Wgt: 4, \$100.00
- Copper Coin, Qty: 10, Wgt: 0.2, \$10.00
- Elven Ration, Qty: 1, Wgt: 0.5, \$15.00
- Elven Ration, Qty: 1, Wgt: 5, \$105.00
- Glow Vial, Qty: 1, Wgt: 5, \$30.00
- Hatchet, Qty: 1, Wgt: 4, \$80.00
- Heavy Leather Boots, Qty: 1, Wgt: 4.2, \$52.00
- Heavy Leather Helm, Qty: 1, Wgt: 3, \$55.00
- Heavy Leather Vest, Qty: 1, Wgt: 12.6, \$150.00
- Light Scale Gauslets, Qty: 1, Wgt: 1.6, \$32.00
- Ordinary Clothes, Qty: 1, Wgt: 2.0, \$30.00
- Personal Basics, Qty: 1, Wgt: 1, \$5.00
- Ration, Qty: 1, Wgt: 0.5, \$42.00
- Silver Coin, Qty: 2, Wgt: 0.04, \$400.00
- Small Backpack, Qty: 1, Wgt: 36.25, \$295.00
- Tent, 1-Man, Qty: 1, Wgt: \$50.00
- Torch, Qty: 1, Wgt: 0.6, \$6.00
- Water (per gallon), Qty: 1, Wgt: 8, \$6.00

HUMAN HOLY WARRIOR

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

WORLDLY FOCUS

Liz is the daughter of many generations of faithful servants of the god of law. Her skills reflect this: Detect Evil, Intimidation, and Search replace Hidden Lore, Physiology, and Psychology. Her disadvantages make her the classic 'paladin,' and she always follows the call of justice even if it means putting herself at grave risk.

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

HOT AND COLD RUNNING JUSTICE

Liz uses Higher Purpose (Lawbringer), first introduced in Hand of Asgard p. 6. She respects the law and its place in upholding what is just, and her disadvantages reflect this: near-obsession. She uses two holy abilities from that book: Thunderwave and Protector's Rune. For those without access to Hand of Asgard, these two abilities are detailed here.

Higher Purpose (Lawbringer) (3 points/level): This variant of Higher Purpose (Adventurers, p. 27) grants its bonuses when fighting criminals—that is, civilized humanoid who have violated the law or behaved dishonorably. It also grants +1 per level to skill rolls when investigating crimes, such as Search rolls to find smuggled goods, Detect Lies during interrogation, or Shadowing rolls to trail a suspect.

Protector's Rune (3 points/level): This ability can shelter the cleric and their allies from the most grievous harm. Once per session per level of this trait (maximum three), the cleric can use this ability to ward against the harm from one attack that just hit themselves or an ally. This reduces the injury that person takes from the attack to just 1 HP. This must be declared after the attack is resolved; effects such as knockback, knockdown, stunning, unconsciousness, crippling and the like persist, though crippling is always temporary (Exploits, p. 60) and dismembered limbs are only crippled.

Thunderwave (15 points): The cleric strikes the earth, projecting a thunderous wave of force. This is a one-rod-wide cone attack (Exploits, p. 46) with Arc 3, Range 10, and Bulk -2, using DX or Innate Attack (Projectile) to hit. Any creature hit by the attack suffers six dice of knockback-only damage (Exploits, p. 39). The Thunderwave is loud; nearby foes get a Hearing roll at +4 to notice it, and any checks for wandering monsters are at +3.

NOVICE HOLY WARRIOR NOTES

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

When it comes to a more mundane fight, using her bastard sword with two hands lets her parry after attacking, but not having a shield means relying on armor as a primary defense. Her layered armor gives +1 to DR, and all that armor is heavy. Players may want to trade down to a lighter armor set (such as the Guard's Armor) 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 60-point version. ST 15 does mean getting 2d swing damage out of that big sword, though.

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 puts points into IQ, HT, and a lot of skills emphasizing leadership and charisma.

MASTER HOLY WARRIOR NOTES

As another non-standard purchase, Liz has selected Weapon Master (Bastard Sword) with her extra upgrade module. This (along with the skill improvements that come with being a 187-point delver) greatly improves her defenses and damage, with her sword swings dealing 2d+6 cutting damage.

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

Delvers to Grow: Fast Delvers

GBL0056S

ISBN: 978-1-950368-44-0

MSRP \$15.99

Saddle-stitched Softcover; 16 pages; 4 oz

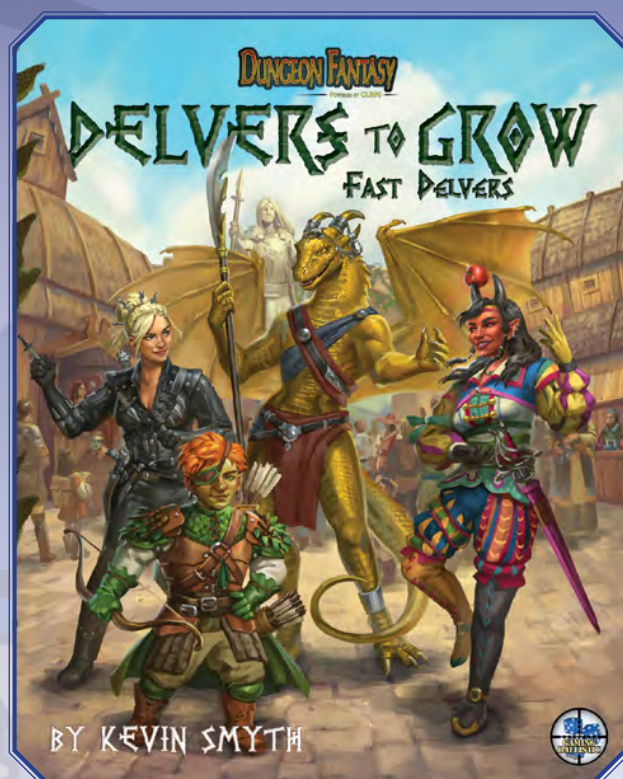
Deadly archers, subtle thieves, flamboyant swashbucklers, and dedicated unarmed martial artists deliver death from the flanks. And they'll never see it coming.

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

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

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

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



FAST DELVERS

CHRYSANTHA
187-PT DRAGON-BLOOD MARTIAL ARTIST

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

ST 14 [40]	DX 14 [80]	IQ 10 [10]	HT 12 [20]
Damage 14-17d-1	Move 5 [0]	Will 11 [5]	Basic Speed 6.5 [0]
Lifting ST 14		Per 10 [0]	Basic Move 7 [5]
Basic Lift 30			

HP
14 [0]

Parry
1

Dodge
7

Block
14

DR
21

DR
28

DR
12

FP
12 (POLEARM)

9 (PARRY MISSILE WEAPONS)

ADVANTAGES

- Dragon Skin [5]
- Dragon's Breath [12]
- Dragon's Wings [8]
- Elemental Resistance 2 [8]
- Nictitating Membrane 1 [1]
- Sharp Claws [5]
- Sharp Teeth [5]
- Striking ST (Size) [5]
- Tough Skin 1 [5]
- Trained By A Master [50]

DISADVANTAGES

- Compulsive Vowing (12) [-5]
- Disciplines of Faith (Chi Rituals) [-10]
- Greed (12 or less) [-15]
- Obsession (Perfect my art at any cost) (12) [-10]
- Odious Personal Habit (Arrogant) [-5]
- Overconfidence (12) [-5]
- Restricted Diet (Meat) [-10]
- Social Stigma (Minority Group) [-10]
- Stubbornness (12) [-5]
- Believes elves are all indiscriminately lecherous [-1]
- Refers to people by their full names all the time [-1]
- Shows open disdain for unarmed martial arts [-1]
- Talks about herself in the third person [-1]
- Yells out the names of attacks during combat, especially trademark moves [-1]

SKILLS

Acrobatics-14	Mental Strength-12	Parry Missile Weapons-15
Immovable Stance-15	Polearm-19	Naginata (19): 2d-3 cut/1d-4 imp
Innate Attack (Breath)-15	Swallow-15	Tactics-8
Jumping-14		
Kiai-11		
Meditation-10		

EQUIPMENT (\$1888, 42.69 lbs)

- Combat Load: 9.04 lbs (No encumbrance)
- Meat-only Chi Rations (21x) (\$68, 105 lbs)
- Ordinary Clothes (2 lbs)
- Personal Basics (\$5, 1 lbs)
- Silver Coin (7x) (\$140, 0.14 lbs)
- Small Backpack (\$60, 3 lbs)
- Tent, 1-Man (\$50, 5 lbs)
- Torch (2x) (\$6, 2 lbs)
- Wineskin (full) (\$10, 8.25 lbs)

HALFLING SCOUT

HALFLING SCOUT

Jean-Baptiste is a study in making skill triumph over strength and size. Even as a novice, he is ready to go with Bow-15, and it only gets better from there.

SKILL OVER STRENGTH?

With only ST 7 out of the gate, it takes a lot of money (to buy good equipment) and a lot of specialist focus to get damage to "reasonable." Damage-increasing traits include a total of +4 to the bow ST. He can pull from both an eleven bow and the Strongbow perk, bringing his bow to a not-awful ST 11. Weapon Master gives +2 per die, but won't see an increase in damage until the unlikely event our scout hits ST 19 (though this isn't much different than any other scout, none of whom regularly enter bodybuilding competitions).

All of that together allows Jean-Baptiste to launch normal arrows for 1d-1 base damage, or fine ones (+12 CF) for 1d-2. Targeting vital areas gets easier as he increases his skill, but will always be important.

The real cost to ST 7 is abysmal encumbrance capacity. Even with the weight and DR adjustments from Downsizing (Nonsuicome Fixa, p. 7), armor is going to be very expensive for what you get ... and only protects against the most incidental damage.

Even so: He's at light encumbrance with the gear he carries into battle (17.88 lbs and \$1,077 on his person). The rest has to travel with him on his wheelbarrow or be placed on pack animals (or hauled around by a convenient wrestler or barbarian), and with only 19.6 lbs of carrying capacity before being encumbered, picking up a mere 100 coins will slow him down.

That's a rough place to be if you're a halfling with Kleptomania. No wonder he prefers gems over coins!

NOVICE SCOUT NOTES

Using the o-point Halfling racial template means that Jean-Baptiste gets the full allotment of points for an upgrade module. For an additional twist, he's reduced DX by one from the template's guidelines to instead purchase Luck and Absolute Direction—two advantages that will serve him well as a novice adventurer.

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

MASTER SCOUT NOTES

The 187-point version of Jean-Baptiste invests hard in the "fast" part of "fast deliver," upgrading DX and Basic Move. While this doesn't do much to help his damage (and he may want to invest in fine arrows, a dwarven whetstone, or both), it means his Bow skill is a chart-topping 24, which means he can target even chinks in armor (or target the vitals with a bodkin arrow) and be reasonably certain of a hit.

KEEPING AN EYE OUT

Some adventurers are so skilled and lucky that they can work around even serious infirmities. For characters with both Weapon Master and Luck, the GM may allow them to reduce One Eye [-15] to Distinctive Features [-1] (a Quirk: treat this as Unnatural Features (Adventurers p. 67), but without a supernatural origin) by paying 19 points. Characters of a suitably piratical background (GM's call) might even do the same with One Hand [-15] or a Missing Leg [-20] for 14 or 19 points, respectively, representing a hook or a peg leg that (for them) is just as good as the original!

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

DUNGEON FANTASY
POWERED BY GLURPS

STEVE
JACKSON
GAMES



GBL0057S

MSRP \$15.99

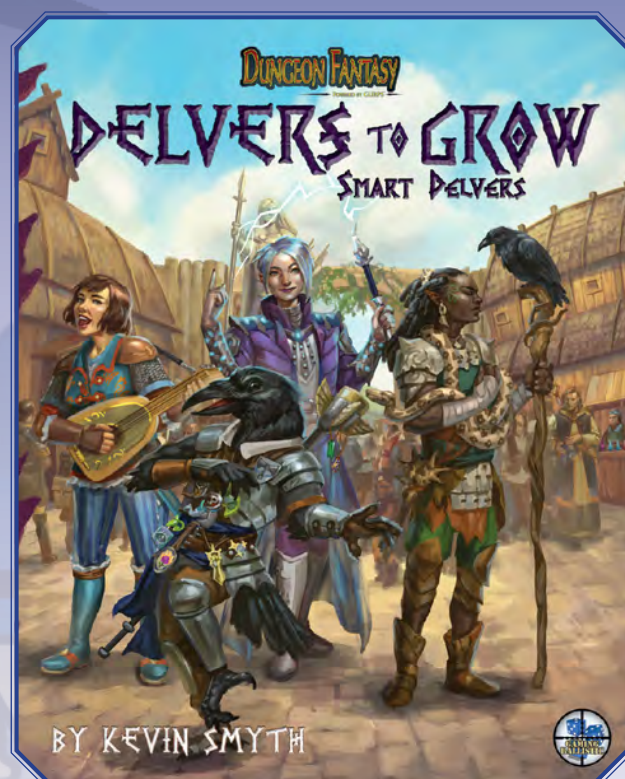
Saddle-stitched Softcover; 16 pages; 4 oz

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

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

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

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



SMART DELVERS

HIRELINGS

DELIX MADIGAN

187-PT HUMAN WIZARD

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. They'll be the first to tell you that they don't resent growing up without the luxury that should have accompanied their family's titles; that the magical power is enough for them to build their own fortune and fame. Of course, that little speech is frequently punctuated by a lightning bolt blasting its way through the nearest goblin dungeon denizen, so they might have a little resentment.

just a bit.

ST

10

[0]

DX

11

[20]

IQ

12

[40]

HT

12

[20]

Damage

16-1/4

Move

5 [0]

Will

10 [0]

Basic Speed

5.75 [0]

Lifting ST

5 [0]

Per

12 [0]

Basic Move

5 [0]

Control Thresholds

1/16 1/8 1/4 1/2 3/4 1 1 1/2 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

HP

10 [0]

1

5

10

15

20

12

[0]

Parry

Dodge

Block

DR

10+ IF

(SMALLER)

7+1

11+1

0

Advantages

- Energy Reserve (Magical) 5
- Energy Spellblinger
- Magery 5
- Magery 0

Disadvantages

- Code of Honor (Soldier's)
- Frightens Animals
- Inolerance (Low-Class Rabble)
- No Sense of Humor
- Stubbornness (6)
- Unnatural Features (Constantly sparking with little electrical arcs)
- Cannot float (It's a curse)

Skills

Alchemy-11

[4]

Innate Attitude-11

[4]

Projectile-16

[6]

Hazardous

[0]

Materials-11

[0]

Meditation-10

[0]

Hidden Lore (Magical)

[0]

Occultism-11

[0]

Writings-12

[0]

Research-11

[0]

Spells

Air Jet-15

[0]

Darkness-15

[0]

Apparition-15

[0]

Deflect Missile-15

[0]

Explosive

[0]

Blaze-15

[0]

Concussion-15

[0]

Ice Dagger-15

[0]

Confusion Light-15

[0]

Ice Sphere-15

[0]

Create Air-15

[0]

Create Water-15

[0]

Lightning-15

[0]

Sound-15

[0]

Equipment

Belt Pouch (50, 0.2 lbs)

Blanket (500, 4 lbs)

Copper Coin (7+125, 0.1 lbs)

Dragonstone Pendant (Deflect +1) (50, 400, 0.25 lbs) (dragonstone set in 500 pendant)

ST

10

[0]

DX

11

[20]

IQ

12

[40]

HT

12

[20]

Damage

16-1/4

Move

5 [0]

Will

10 [0]

Basic Speed

5.75 [0]

Lifting ST

5 [0]

Per

12 [0]

Basic Move

5 [0]

Control Thresholds

1/16 1/8 1/4 1/2 3/4 1 1/2 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

HP

10 [0]

1

5

10

15

20

12

[0]

Parry

Dodge

Block

DR

10+ IF

(SMALLER)

7+1

11+1

0

Advantages

- Energy Reserve (Magical) 5
- Energy Spellblinger
- Magery 5
- Magery 0

Disadvantages

- Code of Honor (Soldier's)
- Frightens Animals
- Inolerance (Low-Class Rabble)
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- Unnatural Features (Constantly sparking with little electrical arcs)
- Cannot float (It's a curse)

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[4]

Innate Attitude-11

[4]

Projectile-16

[6]

Hazardous

[0]

Materials-11

[0]

Meditation-10

[0]

Hidden Lore (Magical)

[0]

Occultism-11

[0]

Writings-12

[0]

Research-11

[0]

Spells

Air Jet-15

[0]

Darkness-15

[0]

Apparition-15

[0]

Deflect Missile-15

[0]

Explosive

[0]

Blaze-15

[0]

Concussion-15

[0]

Ice Dagger-15

[0]

Confusion Light-15

[0]

Ice Sphere-15

[0]

Create Air-15

[0]

Create Water-15

[0]

Lightning-15

[0]

Sound-15

[0]

Equipment

Belt Pouch (50, 0.2 lbs)

Blanket (500, 4 lbs)

Copper Coin (7+125, 0.1 lbs)

Dragonstone Pendant (Deflect +1) (50, 400, 0.25 lbs) (dragonstone set in 500 pendant)

Skills

Alchemy-11

[4]

Innate Attitude-11

[4]

Projectile-16

[6]

Hazardous

[0]

Materials-11

[0]

Meditation-10

[0]

Hidden Lore (Magical)

[0]

Occultism-11

[0]

Writings-12

[0]

Research-11

[0]

Spells

Air Jet-15

[0]

Darkness-15

[0]

Apparition-15

[0]

Deflect Missile-15

[0]

Explosive

[0]

Blaze-15

[0]

Concussion-15

[0]

Ice Dagger-15

[0]

Confusion Light-15

[0]

Ice Sphere-15

[0]

Create Air-15

[0]

Create Water-15

[0]

Lightning-15

[0]

Sound-15

[0]

Equipment

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Alchemy-11

[4]

Innate Attitude-11

[4]

Projectile-16

[6]

Hazardous

[0]

Materials-11

[0]

Meditation-10

[0]

Hidden Lore (Magical)

[0]

Occultism-11

[0]

Writings-12

[0]

Research-11

[0]

Spells

Air Jet-15

[0]

Darkness-15

[0]

Apparition-15

[0]

Deflect Missile-15

[0]

Explosive

[0]

Blaze-15

[0]

Concussion-15

[0]

Ice Dagger-15

[0]

Confusion Light-15

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.
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- Adventuring locations include the Lögiheimli Ruins, the Hall of Judgment itself, and several faerie warrens
- Each of 30 monsters that may be encountered in the scenario has stats and combat tactics provided.
- Sixteen 250-point pre-generated characters to jump right into play.

Will you unlock the secret of the Hall of Judgment?

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



Citadel at Norðvörn

GBL0007S

ISBN: 978-1-950368-01-3

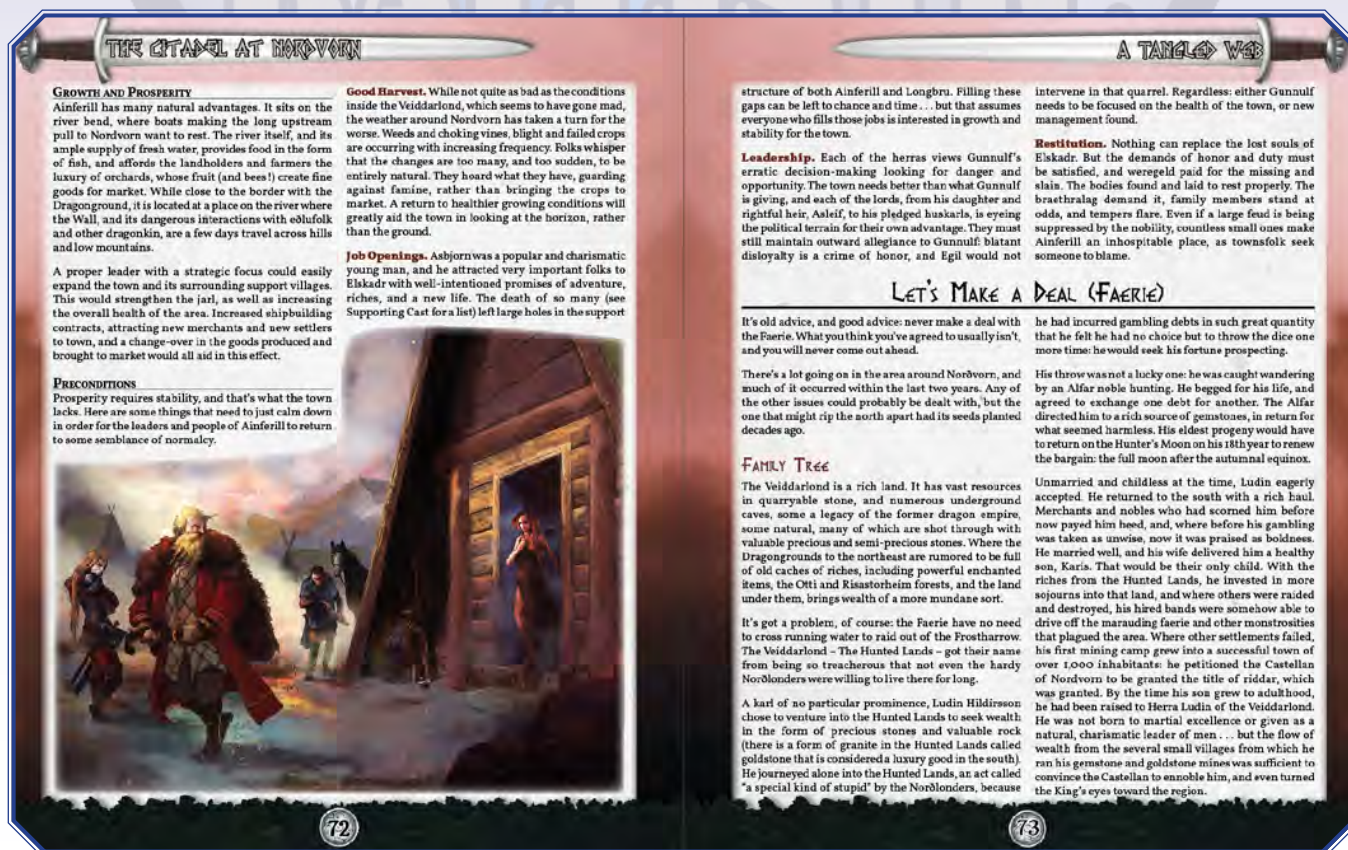
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Smyth-sewn Softcover; 128 pages; 19.6 oz

Inside you will find:

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

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



DUNGEON FANTASY
POWERED BY GLURPS

STEVE
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GAMES



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.

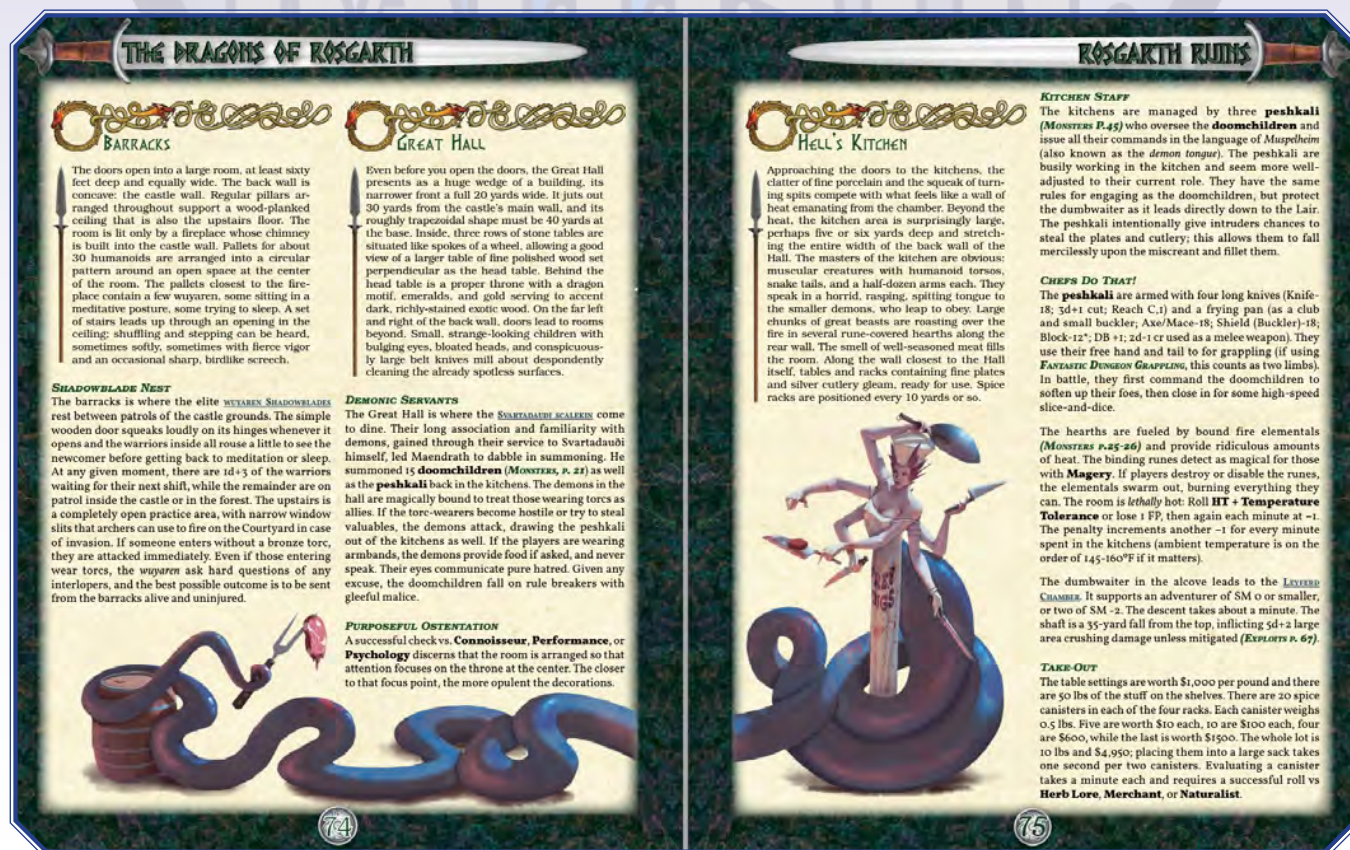
In the Norse-inspired realm of Norðlond, 100 miles south of Rosgarth, signs and portents, rumors, and reports all say the same thing: If brave thegns do not stop the threat of the dragons of Rosgarth, a new Ragnarök threatens.

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



Forest's End

GBL0024S

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

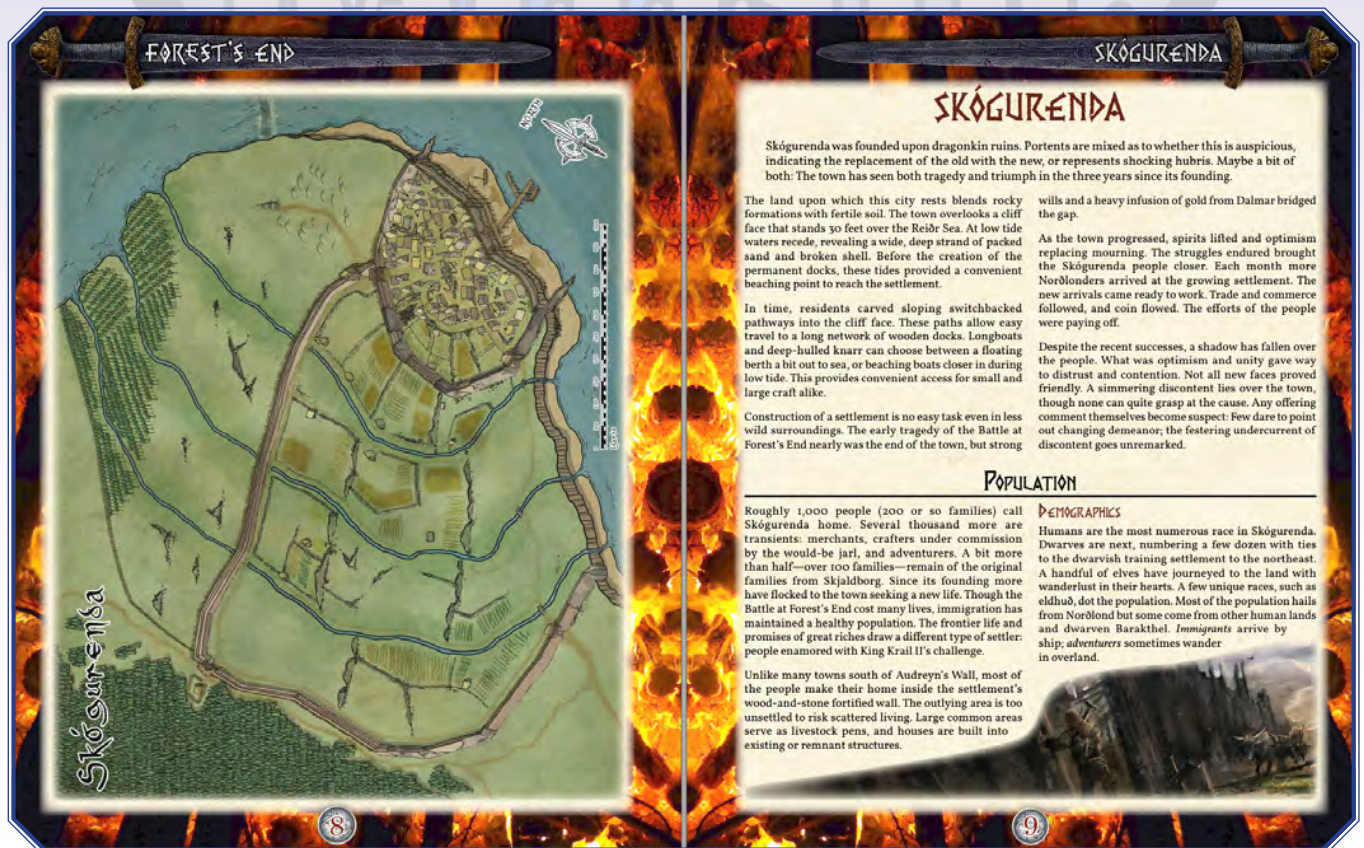
MSRP \$33.99

Smyth-sewn Softcover; 96 pages; 14.1 oz

What's in the Book

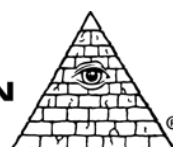
- Introduction. A brief history of the new settlement of Skógurenda (Forest's End) and its leaders.
- History. Forest's End's past holds the key to its future.
- Skógurenda. A glorious map by Glynn Seal, details on the important structures, people, and points of interest. And Taxes.
- People, Place,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

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



DUNGEON FANTASY
POWERED BY GLURPS

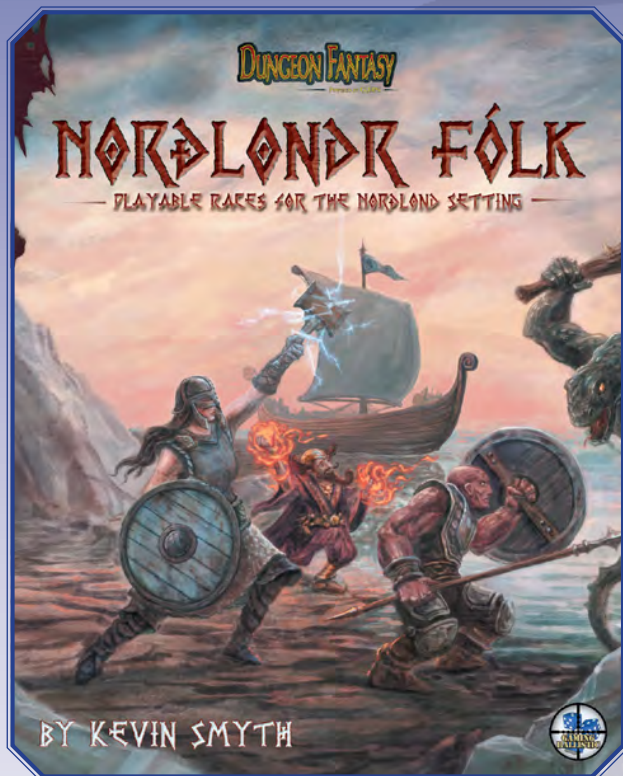
STEVE
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ISBN: 978-1-950368-19-8

MSRP \$13.99

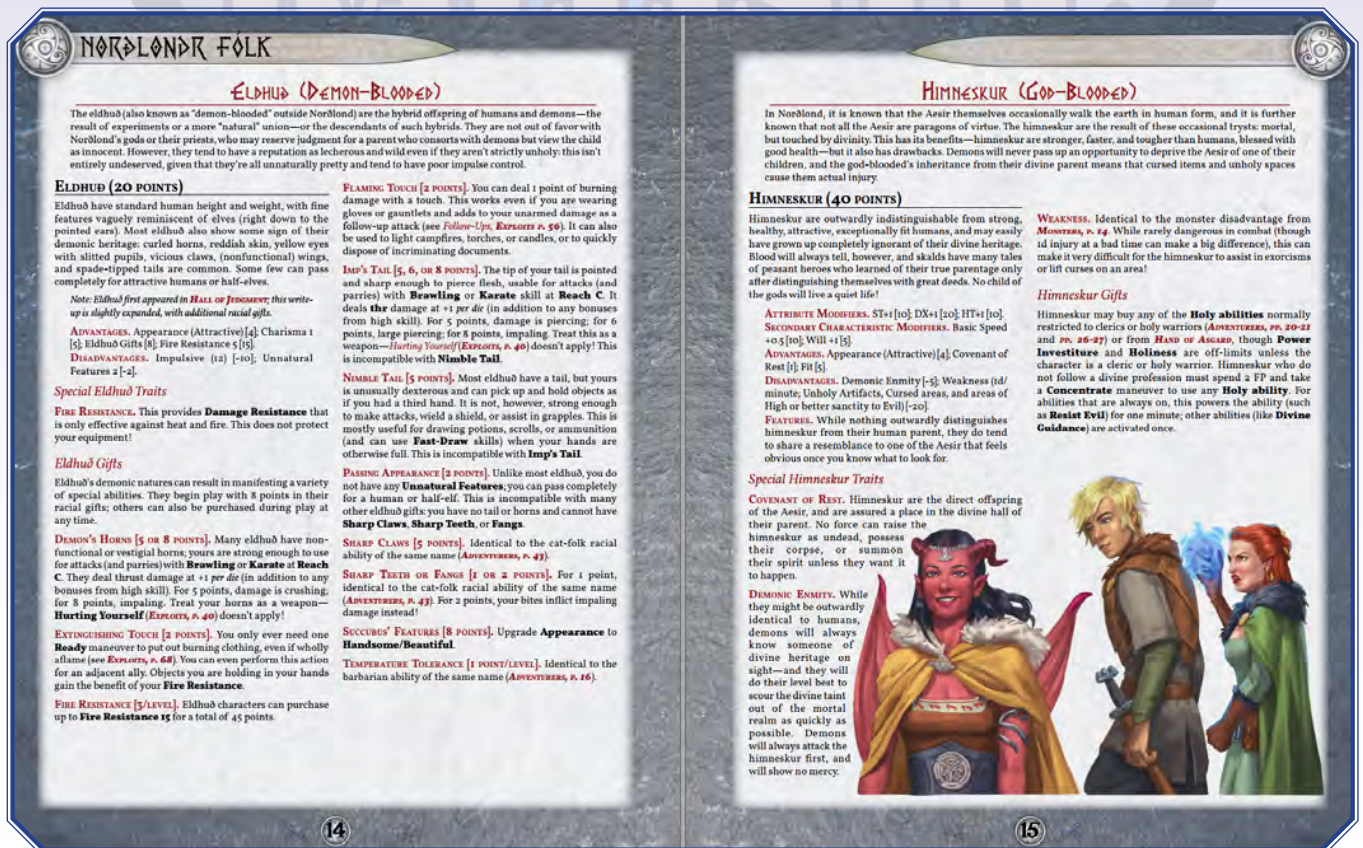
Saddle-stitched Softcover; 16 pages; 4 oz

**Wondrous variety**

Inside Norðlondr Fól, 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.

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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.

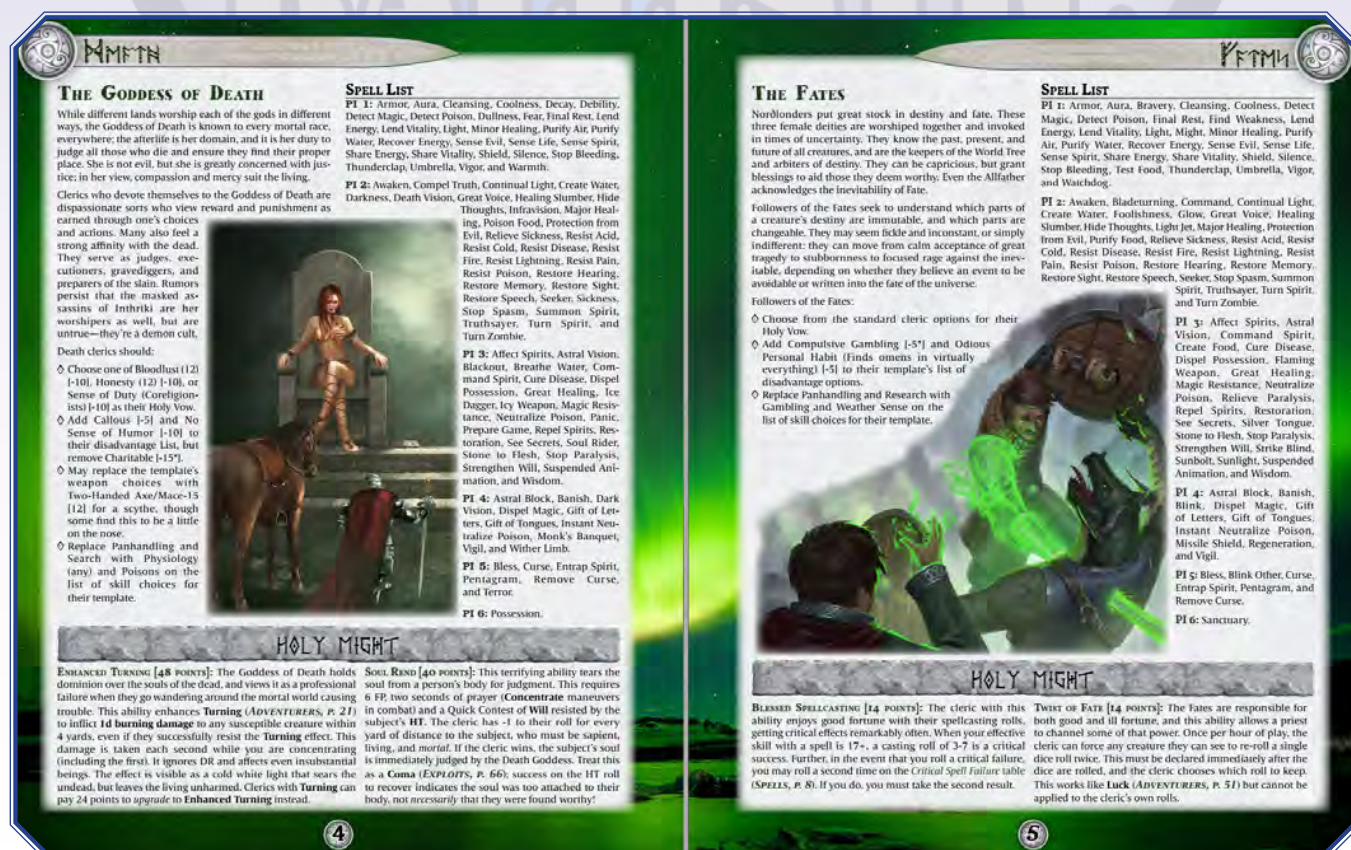
Their disciples—priests of the Allfather, the Lady of Life, the Trickster, the Lord of Warding, and all the Aesir—guard and guide their brothers and sisters. They are the sword and shield of the gods.

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



DUNGEON FANTASY
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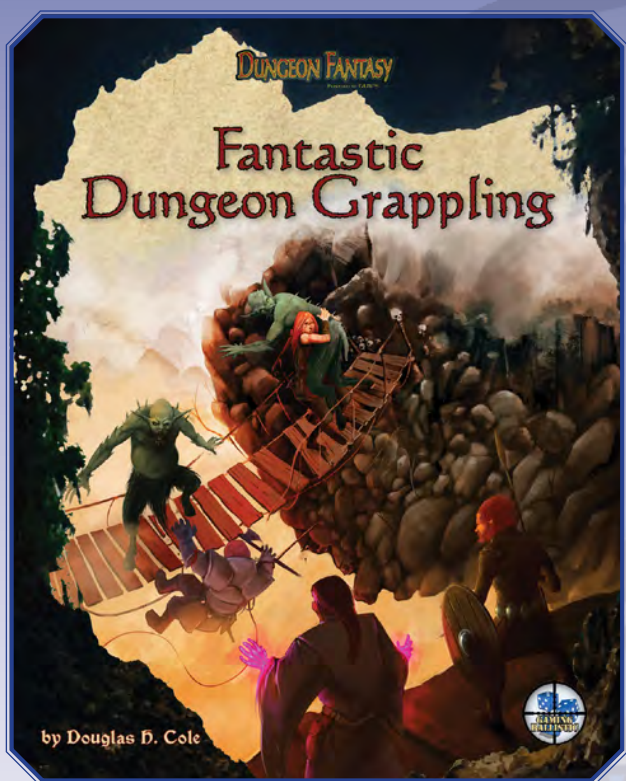
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ISBN: 978-1-950368-02-0

MSRP \$7.99

Saddle-stitched Softcover; 8 pages; 2.5 oz



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

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

These brief, streamlined rules include

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

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

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



Character Collection I – Experienced Adventurers

GBL0036S

ISBN: 978-1-950368-33-4

MSRP \$7.99

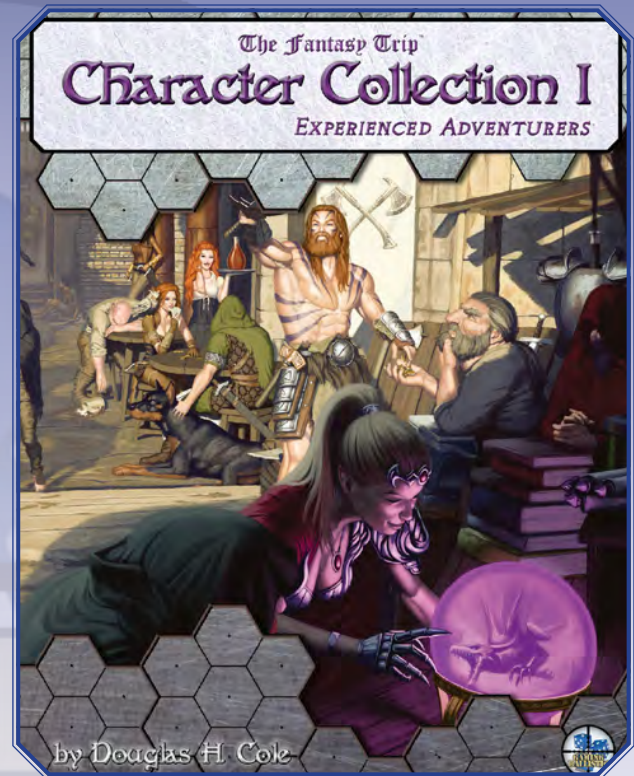
Saddle-stitched Softcover; 8 pages; 2.7 oz

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

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

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

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



Experienced Adventurers

The following list is a pre-generated set of adventurers for use whenever a situation calls for one or more mundane—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 suitable for using the character in play. Of course, GMs should tweak them to their own needs!

AVASMAL ZOHOLO

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

ST 13, DX 9, IQ 11, MA 10

Talents (8): Carousing, Climbing, 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
Wherever she goes, Blath is always whistling, humming, or singing...it's a real shame she doesn't have much talent for it, or else she'd have made a worthy bard! In constant motion and always talkative, she is jealous of those who have more than she does. Mostly a merchant, plying the trade route between two or three major towns, she takes on the occasional odd job as an adventurer.

ST 10, DX 11, IQ 12, MA 10

Talents (9): Area Knowledge, Business Sense, Literacy, Recognize Value, Streetwise, Sword

Languages: Common, Thieves' Argot, Extra Language

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

Armor: none

EBERA MISALDER

35-point human burglar, age 19
Dressed always in muted shades of gray and 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 executing a plan...and still takes risks most would avoid. The hammer she uses in combat is a quality tool as well as a quality weapon (+1 to DX).

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

Languages: Common, Thieves' Argot

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

Armor: Cloth armor (stops 1 hit)

Character Notes

These adventures are all "mundane," in that none have spells or magical aptitude assumed. They are designed to be interesting, rather than optimized. Not all use their full allocation of Talent points, either, allowing for some customization. The number of points used is listed in parentheses after the talent header.

Where Area Knowledge or Extra Language are listed, the GM must choose a specialty appropriate for the campaign—note Area Knowledge specialties for these characters have to do with sea and land routes, steps, towns, and landmarks.

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 (Aristot) has a Ring of +1 to DX, also listed in adjDX.

GLEDNER MIRSCH

35-point human sea captain, age 36
The captain of the trading vessel Sylph, Gledner never met a deal he actually liked. Despite being convinced that each commercial venture will end in utter ruin for him, he has nonetheless plied the oceans as first a crewman, and later an officer, of several trading vessels before purchasing his own. Seemingly argumentative in the extreme, his overly 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 thinks this one will probably fail. He always thinks that.

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

Talents (11): Area Knowledge (sea routes), Boating, 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 mercenary archer, age 24
An itinerant mercenary and expert archer, Haf has been around the block more than once despite his youth—he will grow quite formidable if he lives to middle age! His niche is precision bow work, at adjDX 15; he is also at home in a fighting line, where he straps on his shield and fights at adjDX 11.

He is surprisingly well-spoken for one of limited education, but is an enthusiastic combatant. He is well aware of self-interest, he is cynical about both his own motivations as well as those of whomever he 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

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

Armor: Leather armor (stops 2 hits); large shield (stops 2 hits; stowed when using bow giving adjDX 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 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.

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)

Armor: none

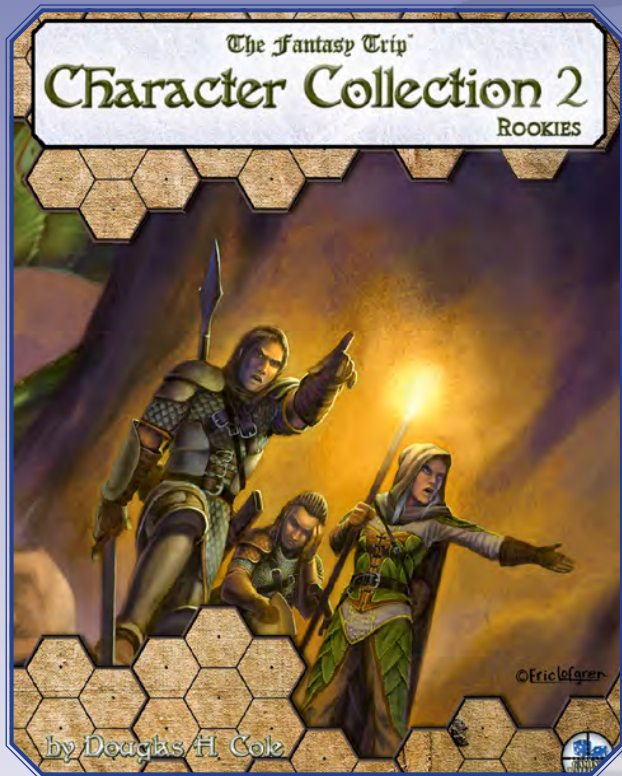


Character Collection 2 – Rookies

ISBN: 978-1-950368-38-9

MSRP \$9.99

Saddle-stitched Softcover; 12 pages; 3.3 oz



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

Rookies all have one thing in common: inexperience.

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

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



Rookies

Everyone has to start somewhere. In *THE FANTASY TRIP*, that starting point is usually a 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 afflicted with wanderlust. A mercenary or soldier on their first campaign. Or a farmer's child, about to make their own special destiny.

USING THIS BOOK

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

For the GM, these characters make good hirelings for experienced adventurers, or companions (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.

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 **IQ** points on Talents. A very few of the characters know a spell or two but are otherwise heroes; these are noted.

Handicaps: Some characters are given Handicaps, from *THE FANTASY TRIP COMPANION*, pp. 17–19. These give back points, in exchange for some liability.

2 Rookies

DX and MA: The values in parenthesis for DX and MA include the effects of armor and commonly carried shields or defensive weaponry. If the character can choose between several options, that must be accounted for in play.

Example: A character capable of using a large shield or two weapons does not show their DX reduced by –1 for the shield, since they may choose to wield two weapons instead.

HISTORY AND MOTIVATION

Each starting adventurer is provided with a short background. It provides some descriptive elements, usually including what motivates this individual to want to seek out the life of a wandering dungeon 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.

ARDS

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 beginnings of leadership.

Ards 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, Brawling, Climbing, Seamanship, Swimming, Sword, Tactics, Two Weapons

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

Armor: Cloth armor (stops 1 hit)



BRIL

32-point bereft innkeeper

Famine, Drought, Fire, Loss. All natural disasters, but brutal nonetheless. 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.

Taking 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 his calling.

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

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

Weapons: Fine (+1 DX) saber (2d–2), fine dagger (1d), punch (1d–1), kick (1d)

Equipment: Upper-class clothing



BRALVORK

32-point young wizard

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.

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

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

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)



CEZZI

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.

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 nudge to see her serve as a scout for a military company or a group of courageous explorers.

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

Talents: Area Knowledge, Bow, Cook, Knife, Missile Weapons x3, Tracking

Weapons: Longbow (1d+2), dagger (1d–1)



Character Collection 3 - Bandits and Outlaws

GBL0038S

ISBN: [978-1-950368-36-5](#)

MSRP \$12.99

Saddle-stitched Softcover; 20 pages; 4.7 oz

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

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

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



Bandits and Outlaws

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

WHY BANDITS?

Not all are living the bandit life by 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 predation. Still others plunder when necessary, and then try and forget the circumstances that made them sink to that level.

HISTORY AND MOTIVATION

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

USING THIS BOOK

BANDITS AND OUTLAWS contains several groups of NPCs, collected by background. A gang might consist of a mix of types; others might be a squad of troops that have deserted a regular military unit (the **Heavily Armed** section presents 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 IQ allows. This assumes some adventuring experience and isn't found on characters of fewer than 34 points.

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

Discontented

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.

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. 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, 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).



FESHUD

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 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. He makes off with valuables if he can...but only after his work is done. As a result he drifts from town to town.

ST 12, DX 9, IQ 9, MA 10

Talents: Axe/Mace, Cestus, Farmer, Handyman, Knife, Silent Movement

Languages: Common, Sorcerers' Tongue

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



FIRAH

35-point escaped debtor

Determined and ambitious, Firah was a successful 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 x3, Streetwise, Unarmed Combat II

Languages: Common, Thieves' Argot

Weapons: Horse bow (1d), punch (1d-1), kick (1d+2)

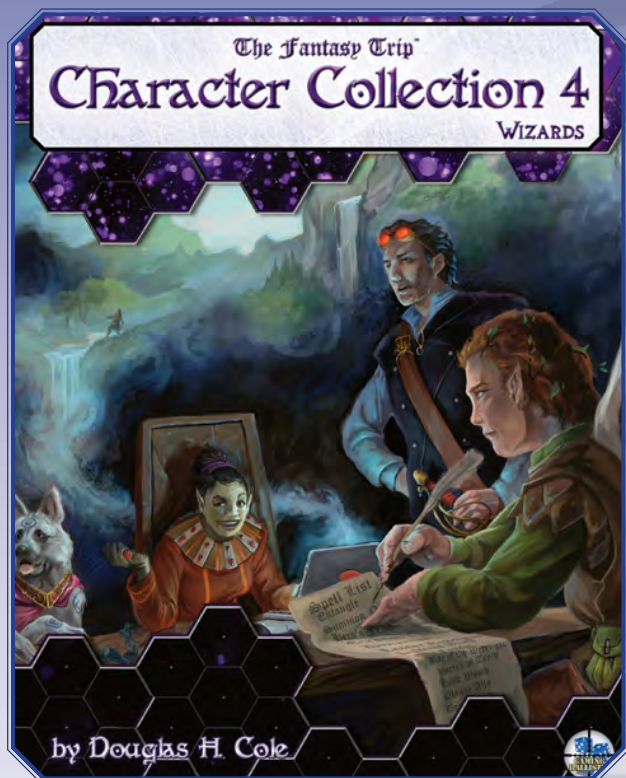
Armor: Cloth armor (stops 1 hit)



The Fantasy Trip™

STEVE
JACKSON
GAMES





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

Some are subtle and quick to anger; others hide their powers, looking for secret advantage by using magic where none suspect. Others are crafters, making items of great value and power, while some are scholars and researchers, plumbing ancient texts for forgotten lore. To be a wizard is to be concerned with power. Getting it, growing it...and keeping it.

COUNSELORS AND CONQUERORS

WIZARDS contains forty characters who vary in ability and skill set. They are not necessarily all combat monsters, and some of them cannot put up significant violent resistance. Some wizards are effectively stage magicians whose tricks are not tricks at all; others have only the barest spark of magic.

The powerful wizards are either very capable magically (though not all of the scorched-earth methodology), or somewhat omnipotent adventuring types, talented with weapons and spells. They make excellent companions, guides, or world-conquerors.

What noble ruler is without their scholarly, knowledgeable advisor who is likely to seize power or summon a demon at just the worst possible moment? Or possibly have just the right spell to save the day? Probably the demon thing, though.

HISTORY AND MOTIVATION

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.

The descriptions assume that like every other person, they have humanoid motivations, look to achieve humanoid goals, but are gifted with the means of doing more than the average blynn. That doesn't mean they're all successful. A few are frustrated and angry about it. Others looked too deeply into the abyss that is the quest for power and enlightenment that lies at the core of spellcraft.

USING THIS BOOK

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

Staff and Magic Items: A wizard may sometimes use an object as both Wizard's Staff and melee weapon. The mundane attack is listed under Weapons; the occult attack is listed under Magic Items.

Talents and IQ: Some of these characters have a point or so more in Talents than their IQ, assuming a spend of experience points. It is noted on each character who exceeds the limit.

Omissions: A wizard speaks Common if Language is not listed. If missing the Armor, they wear regular clothing. Area Knowledge specialties are blank to allow customization.

AVOIDING THE LOOT PIÑATA

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

If the players insist on frothing supporting cast with interesting gear as a smorgasbord of "stuff that will eventually belong to me," the GM can take steps (see *Duality* for one example):

- **Let it happen.** May the best looter win...but turnaround is fair play.
- **Give less stuff.** What isn't carried can't be taken.
- **Restrict it.** Limiting Spells (ITL, p. 158) can be as harsh as "it only works for me!" Expunge (ITL, p. 31) means if it's used improperly or by the wrong soul, it won't work ever again.

ALPENORE

34-point arcane armorer

Many mercenary companies employ wizards—and many wizards employ mercenary companies! Only a few keep an enchanter on retainer. Alpenore showed the understanding of creating and maintaining things from an early age. As a magical adept, the mechanicians wouldn't touch her. Always gaily dressed, she travels in a well-appointed tent when in the field, and lives in a tidy and flawlessly maintained house when her company is in barracks. She maintains weapons and armor, keeps things in good repair, and when the need presses, fabricates magical weapons with the help of hired wizardly apprentices. She is no line fighter: If threatened, she casts *Invisibility* if she must flee, *Trip* if attacked, and *Stone Flesh* if she must take blows before other spells can abet her escape. She only relies on her unarmed combat skills if she must. She chafes a bit at being under the command of mundane mercenary officers but recognizes that her skill set is particularly useful to a military force.

ST 9, DX 11, IQ 14, MA 10

Talents: Armorer, Unarmed Combat I

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

Weapons: Punch (1d-2), kick (1d-1)

Armor: Enchanted robes (stops 2 hits/attack)



BENICK

33-point adjutant

If it seems cliché for a military captain to have a wizard as an advisor and sounding board, Benick is unaware of it. Striding through an encampment with a silver-tipped javelin carried as if it is a powerful magical totem (it isn't). So long as he is (vocally) given the respect his considerable organizational skills warrant, he is content to act as adjutant and aide de camp. He is proud to tell you he is the veteran of (planning) many battles, most of them victorious (though never by him personally, you see). Even so, he is no stranger to conflict, and when his captain is threatened, he uses his images and aversion magic to keep him safe. The officers are also not shy about having him use Great Voice to relay orders in real time to the fighting units, though they all wished that Great Voice didn't sound quite so...squeaky...at times.

ST 9, DX 11 (10), IQ 13, MA 10

Talents: Administrator, Literacy, Pole Weapons

Spells: 4-Hex Image, Aid, Avert, Great Voice

Weapons: Silver-tipped javelin (1d-1)

Armor: Enchanted cloth armor (stops 2 hits/attack)

Equipment: 2+ Healing potion



ANNGA ZEZENDOS

39-point persecuted prestidigitator

Traveling from town to town, Annga is a striking, confident woman with hair the color of the setting sun. She puts on impressive displays of illusion and imagery, calms beasts, walks through fire, turns knives, and otherwise puts on a fantastic show. She can sing, dance, compose poetry on the spot...and yet she still feels slighted, treated as a mere servant and second-class citizen despite her talents, power, and poise. One day, perhaps, she'll show the world what she's really made of. Just as she showed her gifts and over-appreciated her ardor with a few handy tricks from the threshold (that she carries to remind her of her meager upbringing) on a forgotten farm, in a forgotten realm. That is her story—well told—and she's sticking to it.

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 Your Best

Weapons: Nunchuks (1d+1)

Magic Items:

- Harp with Persuasiveness (\$12,000)
- Powerstone, 15 ST (sapphire)
- Belt enchanted with Maintain Illusion and Maintain Image (\$5,000)



BOZUMUR

34-point arcane bounty hunter

If they're close enough to touch you, they're too close. What good is being a wizard if you have to do insane things like *puncturing* or *stabbing* people? Bozumur has chosen to put his talents to good use tracking down and bringing in, well, pretty much anyone. He's good at it, too. Once set on the trail, he can usually find his quarry. Dressed as a typical outdoorsman or ranger, complete with truncheon, he has the magical talent to track, approach, find, and detain his quarry...usually without having them put up a fight. In the rare cases where he works with others, his collaborators find him remarkably good company. You know, for a wizard.

ST 10, DX 11, IQ 13, MA 10

Talents: Bow, Tracking

Spells: Blur, Confusion, Pathfinder, Scrying, Sleep, Speed Movement, Stop

Weapons: Horse bow (1d)

Armor: Enchanted robes (stops 1 hit/attack)

Equipment: Boots enchanted with Silent Movement (\$2,000), 20+ bronze-tipped arrows (regular cost) so as not to interfere with his spell-casting.



Ironskull Castle

GBL0011S

ISBN: 978-1-950368-08-2

MSRP \$11.99

Saddle-stitched Softcover; 16 pages; 4 oz

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

The book includes

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

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



B. WALL AND TOWERS

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

In each battlement tower (and above the gatehouse) is an **Ironskull Sergeant** commanding five **skeleton archers**. At night, tower and wall guards douse interior lights to avoid spoiling vision; they've memorized the battlement and tower paths. Sergeants change shift every four hours (see **Barracks**) changing **zombie rings** to **zombie 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. Guards shoot hostiles approaching within 50 yards, or who penetrate into the courtyard without an invitation. Defenders rally to melee against intruders who break through the gate. If a major attack develops against only one sector (e.g., the west and gate) with no other foes 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 bandages.

If horns are sounded, half the **gargoyles** (at W.) swoop down as reinforcements.

Ironskull Sergeants

Human soldiers.

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

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

Language: Human tongue.

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

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

Equipment: Rod with shielded Light spell; horn. Ironskull Company veterans, loyal and well paid: Pigpen, Tagore, Greah, Cronk, and four others.



6 Ironskull Castle

C. STABLES AND GOAT SHED

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

A stall in one corner contains a bloodstained mat of straw on the floor, some goat dung, and a sharp butcher's knife hanging from a wall hook. A 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: **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 utterly destroyed, meat can be carved off it on a regular basis. Offspring sire 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 **sergeants** are here; at any time, half are awake, the other half sleeping. One is always on guard in the office. They change shifts every 8 hours, relieving the sergeants at A-B. Should an alarm sound, they'll take five rounds to get ready, then deploy to each tower and the gate to give each post a second human sergeant, or if impossible, reinforce the nearest threatened area.

E. STOREHOUSE

This contains barrels holding food (300 man-days of trail rations, jerky, flour, etc.) and water, as well as shelves of stocks of rope, nails, lumber, gardening tools, cloth, boot leather, torches, tinder, and firewood. Locked at night (3/DX).



F. LAUNDRY

Inside are tubs of water and urine for cleaning clothes (yes, really), buckets, and racks, often holding dirty or drying clothes of the castle denizens. During the early morning hours **Belladonna** and her **bonemaids** (see L) are working here. At rear is the raised stone well. If it is not raining, during the day laundry is strung on a line to the **Barracks** to dry.

Well: A lid covers this well, which draws from a spring and large **cisterns** 60' underground.

Just outside the laundry is a small herb garden.

G1. INNER GATE

Two portcullis secure the keep's entrance. Their statistics are otherwise the same as the portcullis at A, save the winch mechanism is on the keep's second floor (N). By day, both are open. At night, or within two turns of any alarm, guards at N drop them. The torches inside are lit to allow guards at N and L to see foes. If a small number of intruders are attacking, the guards may open the outer portcullis briefly, only to slam it shut and trap intruders. The crystal window provides a view of L (and its **basilisks**), and the ceiling murder hole (3/IQ) 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 examining 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 I) serve **Raelle**, two **Ironskull Sergeants**, **Gotha**, and any guests. **Raelle** toasts the Ironskulls' memory. **Gotha** 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.

I. 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 lbs. \$600).

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

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

Belladonna

Human bodyguard, cook, maid, and vampire slayer.

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

Talents: Acrobatics, Alertness, Chemist, Cook, Courty Graces, Horsemanship, Knife, Silent Movement, 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 daggers).

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

The former maid and bodyguard of **Taelyth**, who accepted **Raelle's** offer to join the Ironskulls after staking her mistress and Lord Blackbird (tossensibility at their orders). Justifiably fearing retribution upon returning to the Duke's court, she gratefully accepted **Raelle's** offer to accept her service, and is devoted to her new employer. She's an able housekeeper, also skilled in poisons and antidotes. Owing to the small number of living souls in Ironskull, her cooking duties tend to be light. She supervises the undead **bonemaids**, who do housework at her direction. She also acts as **Raelle's** lady in waiting, looking after her mistress and ensuring she eats properly. **Raelle** also employs her chemical skills to eliminate troublesome or odious guests. She has a fraught relationship with the **basilisks**, who are obnoxious should anything be less than perfect.

Ironskull Castle 7

The Fantasy Trip™

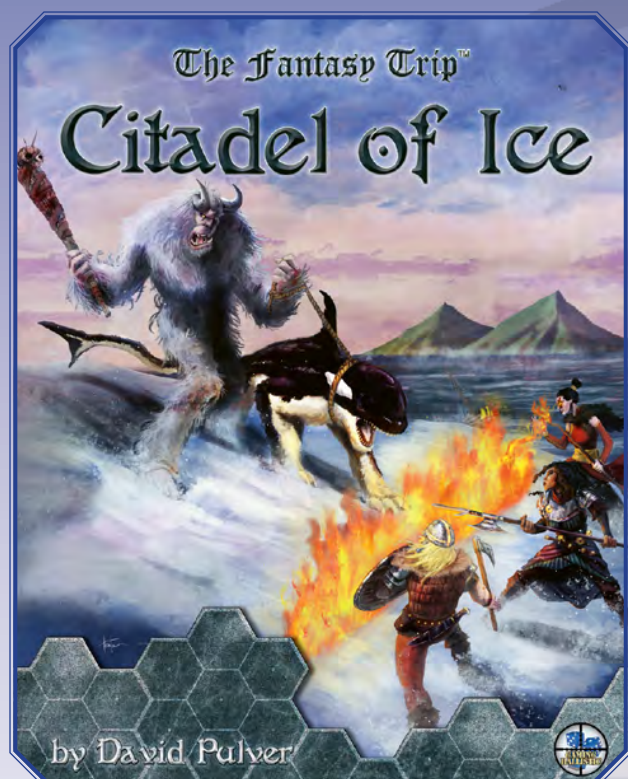
STEVE
JACKSON
GAMES



ISBN: 978-1-950368-06-8

MSRP \$11.99

Saddle-stitched Softcover; 16 pages; 4 oz



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

Citadel of Ice features

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

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

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

Playing the Factions

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

YETI

These 7-8' furry humanoids resemble their sasquatch cousins, but stronger and fiercer (see *IN THE LABYRINTH*, p. 88). There are two factions about the citadel: converts to Enok, and those who reverted to the ancestral Ekajag cult under Malik Chodd.

All adult yetis are agile fighters, leaping forward with great speed and leaping into battle with bone-chilling howls. Their keen senses and clawed feet let them move easily even in icy darkened tunnels. In combat, yetis fight with clubs, but also enjoy hand-to-hand. If an initial rush fails or they're outnumbered, yetis may use their high MA to retreat, break contact, and gather allies to strike again. They may use *Acute Hearing*, *Naturalist*, *Silent Movement*, and *Tracking* talents to shadow a party, ambushing them when they rest or are engaged with other foes. They also have a few pets: wolf-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 the church's perspective (see below); the followers of the volcano god Gog Ekajag have a very different outlook.

ENOKIANS

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

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

The surviving icy Temple's leaders are *Father Zoran* and *Sister Ignatia*. Some Enokian priests are wizards. Icy Temple spellcasters prefer elemental-type spells and abhor *Zombie* or *Summon Demon* spells. The Temple teaches demon-granted wishes are traps to trick the unwary into sin. Aboard the iceberg, a half-dozen yeti and 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.

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

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

"Omnipotent Enok tests us all! Last winter, the volcano erupted. Ash filled the sky, and lava threatened us, but human and yeti alike crowded into the icy Temple to pray for deliverance! Part of the glacier broke off; new icebergs calved. A great wave filled the bay. The spur holding our temple was pushed off to sea as this iceberg. But lo, 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 hunger. As we passed a distant island, predatory wyverns attacked the tower, and tried to take our holy relics! Worse, panicked by melting ice and gnawing hunger, a dozen yetis turned against Enok, reverting to the savage cult of Ekajag. Led by the treacherous yeti Malik Chodd, they attacked and took two captives, then fled into sealed-off caves sacred to their false god. We fear they plan to steal the holy relics to get past the ancient seals left by the Blessed Lambert, or try to sacrifice our friends. What might happen then, only Enok knows!"

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

CULT OF GOG EKAJAG

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

"Long ago yeti hunted on glacier by sea, near great bay under shadow of volcano god Ekajag! Our ancestors chase white bear onto glacial spur; many in that bay. Hunters pursue into caves within: Deep inside they find Heart of Ice! There stood frozen giant, whom shamans say is son of great volcano Ekajag! For many lifetimes, we honor him with sacrifices. Foreigners with metal skins came on great rafts, but we gave their hearts to Ekajag. Then priests of Enok came with strong magic. They learned yeti speech, call Ekajag false god, make us worship Enok. Many yetis believe lies, abandon old ways, no longer ate man-flesh. Wicked priests sealed away Heart of Ice with guardian, monstrous elemental drowns all who enter!"

"But volcano grew angry! All feared his wrath, even priests! Smoke rose, ash fell, ice shook, glacier broke off into bay. Great wave push our iceberg into sea! Foolish priests said pray, Enok save us. Full of lies! Our hunger grows, iceberg melts, we drown. Yeti must

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

WYVERNS

Wyverns resemble 2-hex dragons, horse-sized, but with only two legs and a tail stinger. They're 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, enthusiastic wyverns can speak in the local human tongue. If PCs interrogate one, or open negotiations, here's their perspective:

"Hunting fish we spot an iceberg! Nice tower on it, maybe magical. We fly close, yes, yeti we sniff magic! We land and smell big ape-men and robed priest-guys throw rocks and spells at us. We bit or stung them, took their magic gear, made a new nest! Some fled 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! Iceberg is melting, they'll all drown. We're, like, duh.



Citadel of Ice 3

6 Citadel of Ice

Crown of Eternity

GBL0014S

ISBN: 978-1-950368-10-5

MSRP \$11.99

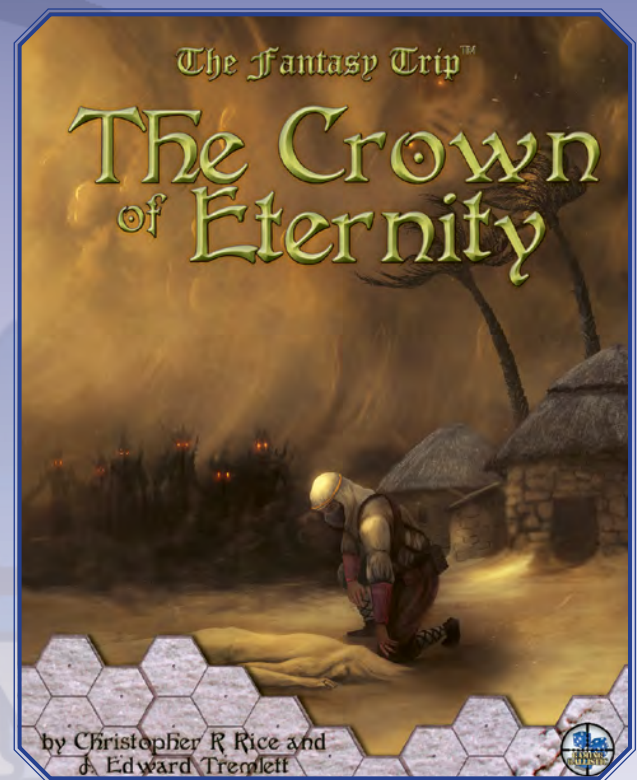
Saddle-stitched Softcover; 16 pages; 4 oz

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

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

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

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

At some point, while wandering through Yalmoor, four summoned **gargoyles** attack the party, testing the party's mettle (see **Summon Gargoyle**, in *The Labyrinth*, p. 27). If they defeat the beasts while maintaining the box's safety, they've passed the final test. (Avoiding collateral damage is of no concern to the Exploratory Council.)

As promised, showing the box or plaque to the League's guards gains them entrance to the Exploratory Committee's audience hall: a tall, octagonal room with wide, ornate windows, ever-shifting between picturesque views of Cidri. A high mahogany table on a raised plinth sits before three tall, bejeweled chairs. A much smaller table surrounded by several plain chairs sits suppliant before the high table; food and refreshments magically appear on the petitioner's table as the party approaches.

The Council makes them wait for ten minutes, listening all the while, and then appears in their chairs as if they'd been there all along. Cold and spinily Calthara Cidd, League treasurer, does most of the talking, with occasional insights from stout, bearded historian Alder Manse (funded expert of the last great epoch) and deprecative comments from fixy swashbuckler Valeryan O'Isentatious adventurer, and minister of the League's security at the Spire.

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

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

If the box was returned to the Spire unopened, bringing Sevantes back earns \$5,000 in silver per survivor, honorary League membership, and the right to keep mundane treasure (the League keeps 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

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

KLEE-ARTHA BOUND

The League's need for secrecy means the party cannot utilize their facilities, so Manse acts as a liaison. In days to come, he provides copies of Sevantes' maps, planned itinerary, and research materials. They also get copies of Sevantes' letters, edited to remove anything contradicting the Council's story.

The day before the Strallex sails, Manse delivers a few things. One is half of a set of **Paired Parchments**, for reports. In case he can't: a small, clear vial of **yellow liquid** with the explicit instruction to use it on Jök even if he's been dead for more than three days. He does not elaborate further: the liquid cannot be duplicated and only works on Jök.

Finally, murmuring of the desert heat and relentless sun, he gives each an **Amulet of Sunburn Protection** (which is multiply enchanted, also serving as a **Sery Anchor**).

He also gives advice. "Sevantes is one of the most brilliant people we have, but he is notoriously unreliable. Believe only half of what he says, and take that half on little faith."

MAGICAL "GIFTS"

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

Paired Parchments (**Hexagram #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 Anchors are sneaky. They consist of a silver mirror, enchanted with an illusion of being a worked amber pendant. They are also **Amulets of Sunburn Protection** (but not dehydration!) and are sporting **Maintain Illusion** to keep the magic going. Their real purpose is to allow the League's **Crystal Ball** (in *The Labyrinth*, p. 168) to roll only 2/10 when trying to see or hear the wearers of this amulet. **Analyze Magic** reveals spells in this order: **Sunburn Protection**, **Illusion**, **Maintain Illusion**, and then the special **Sery Anchor** enchantment. If the illusion is dispelled, the rule that "who 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 Strallex

Barring total catastrophe, the Strallex delivers the party to Olan-Pok in just shy of a month. How much high-seas adventure the party comes across depends upon the GM, who could throw pirates, strange weather, or aquatic beasts into their path. An unexpected shortage of potable water, the sun's glare, or questionable shipboard food may add one die to DX and IQ rolls due to discomfort and pain, making such encounters more challenging.

The City of Jewels

"I do so love the first hints of Olan-Pok. The shine of its gilded wharfs! The nine towers, all glittering in the sun like a great, unopened crown. After an eternity at sea you'd think finally you'd reached civilization. Provided you didn't know any better, that is."

The Klee-Artha Journal of Job C. Sevantes—Day 52

Olan-Pok—the famous City of Jewels—acts as the northern gateway to the southern continent. If something exists, it can be purchased here. It's an infamous place, perched upon the edge of a hungry desert filled with bandits, slavers, and worse.

Olan-Pok borders the Desert of Vrel, a blasted, cursed arid desert. Dehydration, sunburn, and heat exhaustion are near-certain, and may cause penalties while fighting—especially if encumbered. Traveling at night might be the wisest course of action.

Harsh Elements: The Desert of Vrel taxes even an expert **Woodman**. Each day, a **Woodman** must make 3/10 roll or take 3 hits due to exposure (1 hit with an **Amulet of Sunburn Protection** (**ITL**, p. 41)).

The law in Olan-Pok is swift and uncomplicated: robbers are robbed and killers are killed. Groups of 1d+1 32-point fighters patrol all areas regularly, always listening for cries of alarm. Thieves are dealt with on the spot—forced to give double what they took. Those who can't pay, or those accused of worse crimes, are marched before a nearby judge for "trial." Lucky criminals pay a hefty fine, or get beaten by their victims; the unlucky will lose a limb, their liberty, or their life.

A Costly Arrival

Upon arrival at the gilded wharfs, the party must pay an entry tax dependent on their intentions: merchants pay \$100 in silver upon entry, travelers pay \$10, and pilgrims to the City of Jewels owe only a single \$1 silver piece. A well-dressed taxman, three soldiers, and an axman wait at the end of a long, well-moving line. 1d visitors die before it's the party's turn—bodies taken away, heads left by the block.

Past that gruesome sight is a sprawling grid of square blocks and even streets, leading up to the fabled Nine Towers—tall, gilded monuments to the gods of Olan-Pok. A throng of young boys quickly descend, offering to carry their things, take them to an inn, find them a meal, get them a good deal at the market, and 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.

GETTING AROUND

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 shopkeepers above them.

The city is cupped by the nine towers: gilded monuments to the nine patron gods of the city, each 100 feet wide and 300 feet tall. They're wrapped by steep and treacherous staircases leading to golden temples, and pilgrims come from all over Cidri to pray to the three triumvirates of travel, commerce, and order. Those who die attempting this are considered nine-times blessed. Small consolation, perhaps.

On the other side of the city, past the towers, are the famous open-air markets of Olan-Pok, each dedicated to a different item. The gem market is world-renowned, as are the markets for fruit, books, and weapons. Tourists may wish to avoid the slave market, unless they like seeing that sort of thing.



Beyond even that sits the barrier wall, guarded by squads of keen-eyed archers. The area between the wall and the markets (with their tax agents) is filled with caravans—either returning or getting ready to depart.

PROPER PREPARATION

Once settled, the party probably wants some well-earned rest and relaxation—perhaps taking advantage of Olan-Pok's raucous nightlife and fire-enforced mid-day naps. Desert supplies prove easy to find and moderately inexpensive. If the party's been looking for something hard to find, there's a strong likelihood (12 or less on 3d) it's in one of the city's many markets...for an extra 2d+10% over the usual price!

They could travel by signing on with a caravan headed for Zim, which goes near the Sea of Bekkash. 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.

Information on Klee-Artha itself isn't readily available; what is available always comes with a price. Most make the sign of the nine gods and fall silent.

Even so, whispered rumors abound: it's a few days' north of the Black Oasis; a horrible, stinking 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 who lives there, but none know how she survives.

They also hear tales of something called **salt-wraiths**—strange, predatory creatures that scour the deserts of the unwary. They descend on caravans, kill the strong and carry off the weak, those left behind only as a pile of salt.

The Crown of Eternity 5

The Fantasy Trip™

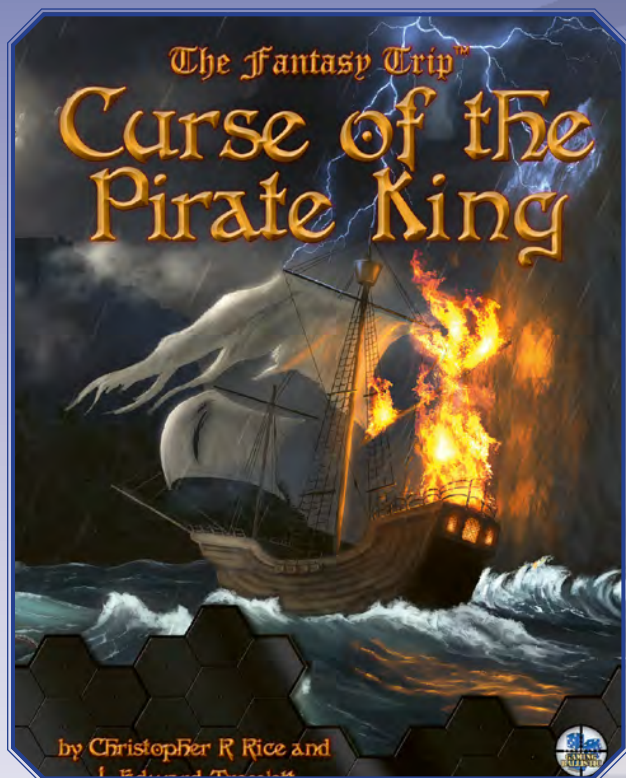
STEVE
JACKSON
GAMES



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 *The Crown of Eternity*, and uses Jok C. Sevantes—now a revenant—as an NPC patron and narration guide. Providing enough clues and impetus to set the party on the right heading, it can stand alone, with or without Sevantes. The characters need the captain's logbook from the *Braon* if they're to command the voyage themselves. The adventure is suitable for four to six characters of 34-36 points.

As noted at the end of *The Crown of Eternity*, Sevantes knows of an abandoned island full of treasure—Costora, home of the long-dead Pirate King. A terrible curse has kept

former hunters away for centuries, but Sevantes claims it has lifted. The booty of a thousand raids awaits a bold group, along with a magnificent prize: the legendary *Blade of Dawn*, able to cut through anything.

There are not the only things waiting for them. The conjunction of dark magic and the blade's otherworldly nature created an undead menace. The pirates walk again, and so too does the grotesque, powerful thing they served in life. When night falls on Costora, they rise—only too happy to convert intruders to their undying cause.

Part One: The Offer

The story begins in the city of Olao-Pok, where Sevantes plots to enter a brave group of explorers to follow him on a dangerous expedition. He promises (again) a journey to a treasure-filled lost island. If following *The Crown of Eternity*, Sevantes summons them two weeks after the party returns from Klee-Artha. There are a lot of good places to spend money in Olao-Pok—some safer than others. As a stand-alone adventure, a messenger delivers a note to one of the party members—cue off their talents: a character with *Bard*, *Naturalist*, or *Scholar* might attract Sevantes' notice. The note is simple:

"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 treasure is open for the taking." —Jok C. Sevantes.

Investigating the Note

Hopefully the lure of treasure prompts the PCs to simply attend, or at least investigate further. If they snoop around, they can discover the following rumors and facts. As the PCs interact with likely folks (scholars, sea captains, former adventurers-for-hire), they may pick up a rumor if they roll a friendly or better reaction

and make the Rumor roll on the *League Rumors* table. They may have heard the rumors themselves if they have the listed talents (alternately, having the talents lowers the number of dice rolled by 1 per talent. Someone with both *Area Knowledge* and *Business Sense* will automatically discover that Sevantes is part of the Indiana League and that he supposedly died (1/IQ is a certainty for any PC), and will roll 2/IQ for most of the others. Only the fact that Sevantes is "mostly" dead, but not all dead (a *revenant*), is likely to remain a surprise.

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..."

There's No Such Thing

On the appointed day they meet Sevantes in a fine, rented room beside the southernmost of the Nine Towers. A lavish meal has been prepared: "Please, help yourself before we get down to business." If they accept and eat, he watches them with a wistful expression. If they do not, fearing a trick, smiles and exclaims "Good! Good! Careful, I see! One can never be too careful." Then he makes a succinct offer:

"I promised you an abandoned island, full of pirate treasure. That is, indeed, where I'm offering to take you. But there's more to it than that. I have located the island of Dead Viceruth, the notorious Pirate King. There I will recover the wondrous Blade of Dawn, a priceless historical artifact forged by the ancient smith Nhudray on the Isle of Stygon."

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

What do you say?"

Doubtless the PCs find this offer too good to be true. Even so, the offer is genuine, and digging in and questioning Sevantes, or casting spells, reveals the following depending on what questions are asked (assuming the PCs don't know these things already from accompanying Sevantes to Klee-Artha seeking the *Crown of Eternity*).

❖ If the PCs cast *Sense Life*, the result is ambiguous: Sevantes 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.

❖ If called out for rather intensely watching them eat (doubtless making the PCs wary about poison), he mutters

"You'll have to forgive me: I do so miss food. And wine! I'll be so glad to be back to normal once this is all finished." If pressed on his fate, he waves it aside with "Ah! An unfortunate incident; it's in the past! The job here will take care of it."

❖ He will not reveal the source of his knowledge until the party is out to sea; he knows of the island's location and contents from reading the long-lost logbook of a sea captain who visited the island (for more history and the provenance of the logbook, see *Aboard the Zerragon*).

❖ His initial offer is to pay \$250-300 per week. He's only willing to adjust the salaries if challenged on the fate of his companions and bodyguards from prior expeditions. Or his own fate, for that matter. He is, after all, mostly dead.

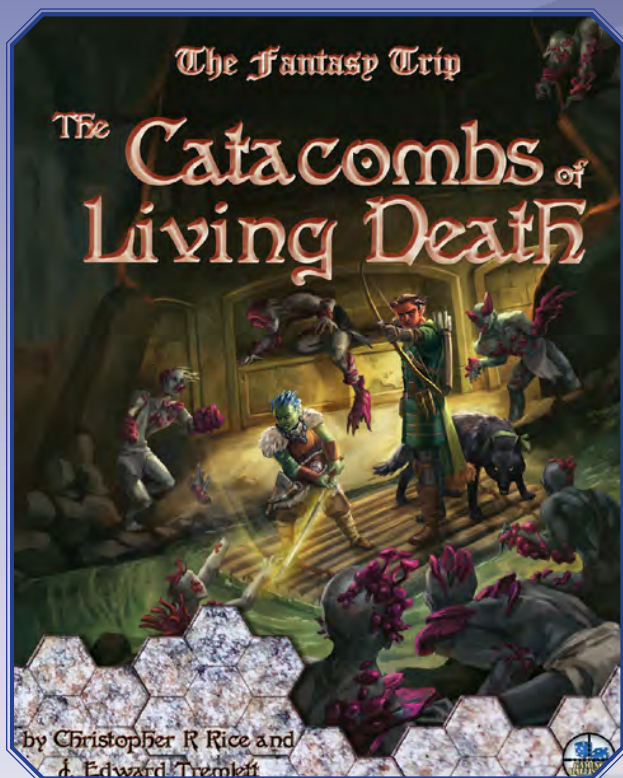
❖ Sevantes has the captain's logbook of the *Braon*, which carried the Vizier of Nran into the last battle with the Pirate King. He knows how to get to the Pirate King's realm, and that the 500-year-long curse (there's always a curse, right?) supposedly laid on the island in fact ended a century early. He insists he is the only person alive (well, mostly alive) with this information. Thus: cake-walk. Easy pickings. No risk whatsoever. Really.

League Rumors		
Roll	PCs Have this Talent?	Rumor
2/IQ	Area Knowledge, Bard, Captain, Carousing, Scholar	Sevantes is part of the Indiana League, well-known as scholars and treasure hunters. He has some fame for being quite successful.
3/IQ	Area Knowledge, Carousing	Sevantes is dead, killed by salt-wraiths on his last expedition.
4/IQ		Sevantes is only mostly dead.
4/IQ	Area Knowledge, Business Sense, Captain, Carousing	Sevantes has hired groups of intrepid explorers before, and he has some fame for retrieving fabulous items for the League.
4/IQ	Area Knowledge, Bard, Business Sense, Carousing	The Indiana League and the treasure-hunter Lady Ironskull are bitter rivals.
4/IQ	Area Knowledge, Business Sense, Captain, Carousing	Not all the adventurers who sign on with Sevantes return alive.

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.

THE ANTIDOTE

Dalmhand delivered a dozen doses of an antidote to Jok. That batch cures a plague victim on roll of 1–5 on 1d.

Creating new antidote requires 0.25 lbs of the original fungus or the fungus from a dusk crawler, six doses of healing potion, five doses of plant poison, and one dose of *Universal 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 material 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

Jok has Dalmhand's notes but needs more fungal material to make the antidote. A proper *Alchemist* with a shop can produce a batch per day given materials...but alchemy shops are prone to attack by the ascetic faction and its flagellants. The king wants Jok available on a moment's notice for consultation; the Royal Physician keeps close tabs on Sevantes and will tattle like a four-year-old if Sevantes' cover story breaks.

THE HELM OF BAAT

The *Helm of Baat* 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 *Regeneration* spell (*IN THE LABYRINTH*, p. 30) on its wearer. It requires only 3d hours of sleep instead of a week of bed-rest, after which the wearer is completely healed, limbs regrown, etc.

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

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

The Unspoken Price: Bards may only hint at it, but the GM needs to know. Each day as the sun sets, the Helm's wearer makes a roll vs. the worst of 3/IQ or 3/ST. Failure causes the loss of 1 ST as fatigue, which is not healed by the Helm nor by any other means. If the wearer reaches 0 ST, they die. Removing the Helm allows normal return of lost ST due to fatigue...but each time it is removed, the user loses an attribute point! Roll 1d, losing ST on a 1–2. DX on 3–4, or IQ on a 5–6. Rulers used it only rarely. The Helm was interred in the Catacombs of Eulogia with the last overtly Kibanite king. Scholars researching the *Helm of Baat* find stories of rulers curing plagues, helping armies make or break sieges, and quickly recovering from grievous wounds. The price is mentioned as portentous and frustratingly vague hints.

6 Catacombs of Living Death

THE MAP OF EULOGIA

Just before setting off for Klee-Artha, Jok stole the original expedition map from the League archives, not realizing it was useless. *Su Tunde*, a Collector fortunate enough to possess an *Amulet of Cleansing* managed to enter the Catacombs and generate a more accurate map. She barely escaped with her life; she is hiding in the village of Qathan. She fears retribution from Valeryan O for failure and from the duerch for defiling their holy site.

PAIRED PARCHMENT

The League leadership uses *Paired Parchments* (*HEXAGRAM* #1, p. 36) to keep in touch with its top field agents for important 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 waypoint on the journey to the Catacombs. The towns of Athan are listed as they appear traveling upstream from Larthan to the Catacombs.

OLAN-POK

Olan-Pok—the infamous City of Jewels—acts as the northern gateway to the southern continent. It is said nearly anything that exists can be purchased there. It perches on the edge of the Desert of Vrel, filled with bandits, slaves, and worse. Jok "suggested" the heroes who helped him during the events of *Roc of Sages* unload their leathers, 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. Now it serves as a waystation between Olan-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 shabby memory of what it once was. The Emir has closed Val-Zea against the plague spreading out of Larthan.

ATHAN

The Christian realm of Athan is several hundred years old, a forested realm located between Val-Zea and Hal-Bat. A high-impassable mountain range covers the north approach, with well-known passes only near the coast. The Southern Ocean marks the west border, and the fast-flowing Right River blends with the mighty but slower Royal River to form the southern border of the realm. All in all, the Royal House of Athan holds sway 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 staves to planks for shipbuilding to fine furniture) as well as foodstuffs, 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 overall reaction rolls of both Royal Knights and the population when encountering strangers or using the *Shopping* table.

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

Marthan (Pop: 14,000+/7,000; Reactions: -2)

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 between the ocean and the mountains is Marthan, lying 60 miles north of Larthan. Athan uses Marthan as a customs station, examining and taxing goods under the watchful eyes of well-connected *Royal Knights*.

Sea of Humanity: At least double the usual population squats 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, unhealed ascetics whip themselves bloody and set themselves on fire before a crucifix, attempting to purge with fire sins their scourges will not touch.

It's Customary: At the north end of the town, six Royal Knights and 20 retainers search for signs of disease in the few travelers coming south with 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 involuntary charity for the thousands of refugees surrounding the town. Those who will not pay the tax may not proceed south. They warn non-Christians against proselytizing, and when that is finished, hand over a low-value metal coin with an image of a bridge stamped on it. "Don't lose it; present it to the bridge guards at 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 to fight the plague receives the gratitude and vocal blessing of the senior knight and an escort through the throng of humanity to the road south...which is mostly filled with refugees headed north.

Bare Larder: Marthan is starving as refugees flood north. Rumors that Val-Zea has closed its gates to travelers (true) have reached the settlement, and any who do not have the financial or intestinal fortitude to venture to Olan-Pok (or rightly fear its infamous slave markets) sit despondently outside Marthan.



Catacombs of Living Death 7

The Sunken Library

GBL0035S

ISBN: 978-1-950368-31-0

MSRP \$17.99

Saddle-stitched Softcover; 40 pages; 8 oz

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

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

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



Southern Ocean to Ossul

Normal Travel Rate: The *Ameriths*, Jolar Vell's smuggler vessel, 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, Recalmed, Navy/Privateer/Pirate, Nosferoctopus Thralls.

The Second Trucial War threatens the honest and dishonest alike, as military, mercenary, and miscreant sailors interfere 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 sailing 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.

Sevantes knows a smuggler—**Jolar Vell**—who will provide passage in the *Ameriths*, a 50-foot caravel-style ship. The raw cost of passage is \$500 (extra provisions and the rowboat), plus \$400 per head... quadruple the rate for passage charged the last time the party took this trip in *ROC OF SAGES*. Smuggling during wartime is a high-risk business.

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.

For more detail in ships, shipping, wind conditions, and other details to spice up the game, see *SHIPS AND BOATS IN TTF* (Hexagram #1, pp. 22–25). The *Ameriths* carries 168 man-weeks of provisions, weighing 7 tons, and is usually crewed by 24 **Smugglers** plus Vell.



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 flies 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, Nosferoctopus 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 hiking. 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 Assassins, Nosferoctopus 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 southern plains to the northern lands.

Elephant Steppes

Normal Travel Rate: 15 miles/day.

Potential Encounters: Bandit Attack, Collectors or Assassins, Desert Elephants, Nosferoctopus Thralls, Thrall Ambush.

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 Elephants.

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 Elephants, the only remaining threats are occasional desert nomad raiders and a curious blend of dromedary and pachyderm known as the **desert elephant**.

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 interactions 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. As always, the GM does what makes sense. For example, if being pursued by assassins, the party runs into congestion along the road, the assassins catch up. Don't roll frequently; just head right to Detect and adjudicate from there.

Frequency: Roll once per day unless indicated. Encounters occur at the target number or less, which sometimes varies by location. Adjust frequency based on circumstances or simply set up a good variety of challenges along the way.

Detect: The encounter equivalent to spotting a trap; the writup suggests helpful Talents. Be flexible: Let appropriate abilities matter.

Avoid/Diffuse: Actions and Talents that might help avoid an encounter or mitigate its severity. These usually require making the detection roll. Again, let reasonable efforts have an impact.

Conflict/Effects: What happens if you can't avoid it. Not all have mortal consequences.

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

BAD WEATHER

Frequency: Roll 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 to Nran: 12.

Detect: 5/IQ with **Captain** at sea or 3/IQ with **Woodsmen** on land; each additional **Captain**/**Woodsmen** adds +2.

Avoid/Diffuse: Steering around or hunkering down in the face of bad weather costs 1d3 extra days.

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

Aftermath: It takes 4d-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 resume normally.

BANDIT ATTACK

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

Frequency: Roll every 3d hours. 12 between Lariban 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/IQ; 2/IQ with **Alertness**. Add 3d to the roll if the scout has **Stealth** and makes the roll!

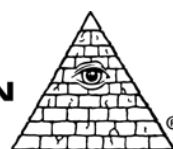
Avoid/Diffuse: Intimidation and obvious preparations force a **Reaction Roll**; the bandits still attack on a neutral or worse reaction.

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 roll of 1–2 on 1d. Roll 2d for quantity; if the bandits outnumber the party by more than three-to-two, they surround the group and demand surrender.

Aftermath: The bandits want portable loot. Cash is good. Spices and lightweight valuables such as gems are better. Once they have something, make a **reaction roll** (IN THE LABYRINTH, p. 7): A "Friendly" or better reaction means they go away.

The Fantasy Trip™

STEVE
JACKSON
GAMES



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.

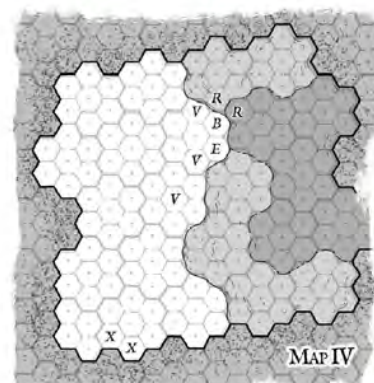
085 Local peasants are frightened. Several goats, sheep, and chickens on outlying farms were attacked at night and drained of blood! The locals suspect something came out of nearby Hangman's Wood.

Then Archer, a brash young hunter hoping to impress Jenny, a shepherdess he is sweet on, entered the wood—armed with his father's magic longbow and six silver arrows—to hunt the bloodsucker. He hasn't returned. Tim and Jenny's family offers 50 silver pieces to find Tim, or slay whatever killed him.

Hangman's Wood got its name a few decades ago, when an outlaw band was executed there. Folk say the ghost of their leader, betrayed by her lover for seven pieces of gold, still haunts the wood. To investigate Hangman's Wood go to **094**. Otherwise, return to **087**.

086 Townsfolk are living in fear: a vampire is attacking citizens in their homes at night. Survivors report a stinking night-stalker that enters upstairs windows, overpowers residents with brute strength, drinks their blood, and flies away. Authorities have quarantined bite victims, but after several night watchmen were slaughtered, the constabulary is afraid to patrol after dark. You can investigate **096** or move on **092**.

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



16 Vampire Hunter Belladonna

Rumor: Shepherds in the nearby hills near the edge of Hangman's Wood are afraid of a vampire. To investigate, go to **085**. Exception: if you return here after investigating with plot word **ANCHER** go to **089** instead.

Travel: North to the Black Goat Inn **038** or east to Red Lake **039**. West and south are impenetrable swamp and forest.

088 You recognize the tracks: a chupacabra, or goat-sucker, a cunning blood-drinking canine with a mean temper. They drink the blood of domestic 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 **041**.

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

Travel: Northeast by boat to Blackbird Island **061**, east to Krag's Harbor **046**, or south across the Bleak Moors **054**.

Rumor: An elderly resident, Dr. Belshazzar, is a retired vampire hunter. Now he runs an alchemy shop. To pay a visit, go to **063**. Across the Bleak Moors is a halling village haunted by a vampire.

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 **047**. To camp out in the woods until dawn and then enter go to **042**; to bypass it, go to **095**.

091 "You can't stop the offering," the elder shouts. "We'll give you to the river too!" They mean it: three villagers rush you, armed with pitchfork, torch, and axe, led by the gray-bearded village elder wielding a quarterstaff.

Set up **Map IV**, a melee hex scale map. You're at any X hex. Each V is an armed villager. E their elder. The boy (Mousegrave) is dropped at B. Light-shade hexes are knee-high water for half MA; darker shaded hexes is up to neck-high for MA 2, -6 DX, and drowning risk; see **THE LABYRINTH**, p. 122. A rowboat is at R.

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**.

The boy, Mousegrave, has his arms and legs bound, so he can't move or attack. If adjacent him, you can attack his arm or leg bonds: a successful DX roll frees either hands or feet. If you free him, you may control him as a companion.

Just off the west map edge are eight other villagers, unarmed, though half have torches. As the fight starts they shout at you to go back; if it drags on, they might act! Roll 1d each turn after the second that you remain on the map; on roll of 5-6, go to **089**. Otherwise, if you kill or disable the combatants go to **041**. If you and the boy, if you brought him, escape by leaving any land map edge, go to **042**; go to **043** if you escaped by water, e.g., by boat or swimming.

Village Elder

Human.

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

Talents: Boating, Priest, Quarterstaff

Weapons: Quarterstaff 1d+2

Villagers 1-3

Three humans

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

Talents: Axe Mace, Boating, Pole Weapons.

Weapons: Small ax 1d+2, or pitchfork, as spear, 1d, or torch 1d-2.

Mousegrave

Human thief/minstrel

ST 10, DX 12, IQ 9, MA 10 (0 while tied).

Talents: Bard, Boating, Knife, Literacy, Foot, Quarterstaff, Streetwise, Tracking

Equipment: Flute.

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

092 "It is a sad tale," Belshazzar says. "I was just 25 years old, with a beautiful young wife, Decabrina, and a flourishing alchemy business. Then came the notorious Lord Adrik Blackbird. Her seduced her and made her into one of them. A vampire."

"Seeking vengeance, I began hunting them, but my passion exceeded my strength. My war against Adrik's coven went poorly. I retired from the field. Instead, I turned to my life's work, toiling to develop a potion effective against vampires."

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

Clearly this old fossil has issues with his ex-wife! But perhaps he may be useful. If you'd like to try wheedling him into lending you some of this "anti-vampire potion" to field-test, go to **092**. If you're Belladonna and want to reveal you stalked Adrik and Taelith, go to **059**. If you'd rather thank him for his time and leave, go to **059**.

093 Using those ingredients and spices from the pantry to mask their taste, you brew something you think might be effective, even diluted in a big stew pot. If you have **Chemist** talent, or **Master Naturalist** if using mushrooms, roll 3/10; otherwise, roll 4/10. If successful, record plot word **STEW** and go to **035**; failure leads to **094**.

094 You search the woods for several hours. If you have **Tracking** or **Woodsmanship** talents, go to **098**. Otherwise go to **072**.

095 Thus ends Decabrina, who sought to revive the Blackbird Coven. Remember to stake the vampire! Record plot word **BLOOD**. The robbed corpses are normal youths, not vampires. The male vampire, Constantine, had a book. If you have **Literacy**, go to **073**. It weighs 4 lbs.

You find a campsite 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 the night, then go to **093**.

096 If you try the climb, roll 3/10, or 2/10 if you've **Climbing** talent. Success means you climbed it easily; otherwise you made it up the wall, but slipped or a branch broke while descending; take 1d-1 damage. Exception: If you have **Aerobatics**, take no damage on a 3/10 DX roll. If you succeeded, or fell but survived, go to **022**.

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

Lodging: The Moon Maid (\$10/night).

Travel: North to Yarrow village **053**, east to Blake's Crossing, a ferry over Thunder River **055**, west to Faerie Wood **010**, or south to Blackthorn Wood **003**.

Rumor: Faerie Wood is a ruined elf village, destroyed a few years back when a young wizard lost control of her fire magic. Blackthorn Wood is primal forest famed for a grove of giant trees, said to be 500 years old. Beyond Thunder River lie many more villages and towns. A dragon once haunted the south, but was killed by mercenaries.

098 You locate a small chapel, nestled in a peaceful grove a half-mile behind Throokhollow. Approaching, you hear a voice raised in prayer and organ music. Go investigate **047**, or return to the village **004**.

Vampire Hunter Belladonna 17

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.



III Hope you brought enough food and water: The desert sun is fierce! Use the **Camping** rules. Additionally, every day you camp here, roll 1d. On a 1–2, nothing happens. On a roll of 3–5, check for a random encounter. On a 5–6, go to [092].

II2 You are fighting Shadreth the Dracowight with the aid of Alberic (treat him as a companion).

The cadaverous dragon hovers in the air. Tattered, bony wings beat, seemingly too slow to keep it airborne, yet somehow it manages to fly. An aura of cold surrounds it, and its blue eyes glitter like shards 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," it hisses, and attacks.

Shadreth the Dracowight

Hex Size/Form: 7-hex figure.

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

Armor: Scales stop 5 hits/attack.

Attacks and Damage: Claw (2d4, cold breath (3d4, costs 5 ST), and tail lash unless flying (see *In the Labyrinth*, p. 80). His cold breath is a thrown attack just like fire breath, except it can't start fires and protections from fire don't help.

Special Abilities/Weaknesses: Up to three attacks per turn. Can only be damaged by missile spells or magical weapons. Unaffected by illusions. Like other wights Shadreth can **Drain Strength** but is unlikely to have time during a fight.

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

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

II3 If Gwysteloch is neither dead nor otherwise incapacitated, she wants the harp! If you give it to her, she'll remain your companion. Otherwise, she fights you to the death to claim it (use the same battle map you fought Lihyanu on [104], with Gwysteloch starting 1d hexes away from you). If you win, or let her have it, avoiding a fight, go to [155].

II4 You don't see any more flyers in the area. To search the inn, go to [184]. Otherwise, go to [181].

II5 The wyvern sniffs, looks closely at you, and then says: "I see you have the Harp of the Dragon Singer! My luck has been terrible; if I had known that, I wouldn't have come looking for it in these woods, no, no, no!"

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

"If you have the harp, you know about the swamp. North are stuck-up humans, very boring, no magic! South is lots of grass and crazy proof-waddies, but go west from there and see the sea! Tasty fish and pirate gold! If you go east instead of west, you'll find nasty humans, then hot sands, with crawly things with tails like mine! Scorpions, yes?" Go to [136].

II6 You try to sway the villagers to release Ellie: Dragons should be fought, not appeased!

From the darkened cave, you hear a rumbling snort. Two red eyes are visible, and then a dragon's snout emerges, followed by the rest of the reptilian terror. It appears to be a 4-hex dragon!

As you confidently face the dragon, the villagers, inspired 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. 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 cave. Place your figures (Ellie, the three peasants, your own characters) in any E, G, or L hexes, facing toward N. Place the dragon with one of its rear hexes on or adjacent the cave entrance at N, facing toward S. After setup, return from [156] and go to [012], and face the dragon!

Three Peasants

Human Heroes.

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

Talents: Axe/Mace, Farmer, Knife.

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

Ellie

Human Hero.

ST 8, **DX** 12, **IQ** 10, **MA** 10.

Talents: Brewer, Cook, Knife, Sex Appeal.

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

Fairest maid of the village.

II7 The great bronze doors are unlocked, and the floor are several black, charred smudges and husks that must have once been non-human corpses; perhaps 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 pillars, carved to resemble date palms. Heaped in the center is a glittering trove of arms, coins, and other treasure!

If you have **FLAT WORD GORM** go to [190]; if you have the **FLAT WORD OUF** go to [150].

II8 You're being attacked by giant wasps, bigger than any you've seen before! They have powerful jaws, a nasty stinger, winged black and yellow striped bodies, and multiple insectoid legs ending in hooked claws. They're 7' long, aggressive, and too fast to outrun. If they kill or paralyze the entire party, go to [049]. If you win, go to [131].



Giant Wasp

Hex Size/Form: 2-hex figure.

ST 17, **DX** 13, **IQ** 4, **MA** 6/14.

Armor: Chitin stops 1 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 hex. Stinger damage is for armor penetration only; just 1 hit is actually inflicted, but check for paralysis.

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

II9 Return to wherever you came from after recording statistics.

The Dragon of Hook Island

Hex Size/Form: 7-hex figure.

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

Armor: Scales stop 5 hits/attack.

Attacks and Damage: Claw (2d4) and breathe fire (3d4; 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

Human Heroes.

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

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

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

II20 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 [091]. On a 5–6, go to [092].

The Fantasy Trip™

STEVE
JACKSON
GAMES



ISBN: 978-1-950368-25-9

MSRP \$14.99

Saddle-stitched Softcover; 28 pages; 6 oz



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

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

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

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

If your squad and the reptile men are still contesting the bridge at the end of the sixth turn (both sides have conscious figures on it), go to [067]. 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/blts attack).

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

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

Warriors

Three reptile men

ST 13, DX 11, IQ 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 thigh belt) (1d+2).

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



26 Dark Lord's Doom

113 Word of the massacre in the King's tent spreads, and despair settles over the army. War drums sound: The Overlord's army attacks! The army is ordered to form up, but 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 soldiers 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 the Overlord is preparing to start the long-dreaded war—in the west!"

Someone needs to warn the villagers to evacuate and have the Border Guard prepare to hold the river line. If not, hundreds of reptile men, some with 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 experience; go to [095].

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

The Overlord's host gleefully pursues, 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 baggage.



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

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

Perhaps the reptile men plan a major raid into the Kingdom, or maybe several tribes are going to war against another? To look for a safe way to get closer, go to [080]. If you think sneaking closer is too dangerous with reptile men arriving, and prefer to head back to Cedar to report, go to [018].

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

You have halted the invasion! Gain 30 experience each; go to [107].

120 The battle was won, yet the Overlord remains 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 [069] 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.

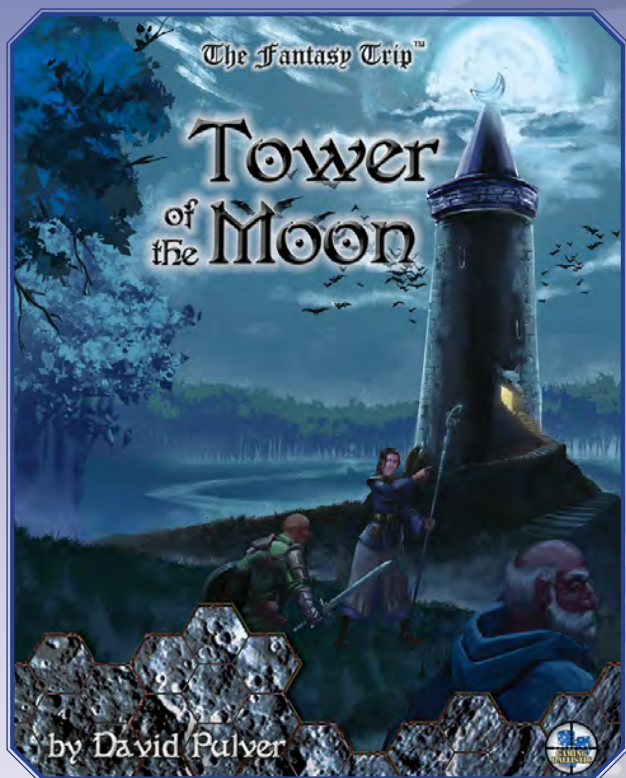
Fearing the Overlord might use this confusion to escape, you lead your squad toward the Overlord's palace, atop Vulture Hill in the city's center.

It's 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 [030].

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



Dark Lord's Doom 25



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 tower—and its rumored riches—stood abandoned. The locals all know the way to the Tower. They also know to avoid it.

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

Can you find her? Is it already too late? Who will unlock the secrets of the lost cult of Lukariel Sherikira?

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

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



Introduction

TOWER OF THE MOON is an adventure for *THE FANTASY TRIP: IN THE LABYRINTH*. 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 spells.

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

WHERE ON CIDRI?

The **TOWER OF THE MOON** can be placed in a rural region of a human-dominated area of Cidri where wolves can be found. The primary locations of the adventure—the tower, the tiny village of Waldrand, and Hawkwind manor—may be too small to appear on 5-mile scale maps but should probably be at least 20–40 miles from any other substantial settlement.

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

THE LEGEND

The old folks say the hill was always sacred to a local moon goddess: Lukariel Sherikira, the Howling Huntress, patron of love, hunting, dance, and wolves. A few generations ago, upon becoming high priestess of Lukariel, the wizard-priestess Artesia dedicated a great chapel upon that hallowed site. Now, the tower rises like a fang atop that stark hill, silhouetted against the moon.



Artesia began taming the surrounding borderlands in her goddess's name. Her dedicated benchman Mordark—a powerful necromancer and alchemist possessing forbidden books of dark lore—warped the laws of man and nature to help secure her rule and her admiration. For a decade, Artesia ruled the surrounding lands from the **TOWER OF THE MOON**. In that time, many youths and maidens 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.

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 advances, the wizard instead began learning Geas (*IN THE LABYRINTH*, p. 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 pieces. Mordark was neither unprepared nor unavenged: He had brewed and imbibed a unique potion of silver dust and wolfsbane puissant against lycanthropes. 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.

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 secrets.

THE LADY'S BUTLER

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

To add extra urgency and provide a further opportunity for reward, GMs can introduce a personal appeal to draw the party into the tower. When characters visit the nearest village, some two miles from the **TOWER OF THE MOON**, they'll 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'll also encounter a butler from the village manor, looking to hire help to find a missing young noblewoman.

The Butler's Tale

Lady Mariya Hawkwind, 24, is a young wizard. She's heir to Hawkwind House, a once-wealthy barony 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 rival noble houses. The family depleted their wealth to raise money for his ransom, only to have him die soon after release.

Living but a day's ride from the **TOWER OF THE MOON**, young Mariya grew up hearing tales of its mysteries. Upon finishing her wizard's apprenticeship, she returned home and persuaded a party of three other novices and young nobles to join her to raid the tower, seeking the truth behind its legend and treasure that might restore the family fortune. They departed Hawkwind House for the Tower four or five days ago. No one saw them leave; they have not returned.

Mariya Hawkwind's aged mother Nina fears for her safety. She sent Gervalt to offer any adventurers all they have left: a reward of 200 gold pieces (\$2,000 in silver) for Mariya's return, safe and alive. Should she have met her demise in the Tower, the butler promises half that fee to retrieve her body and effects for decent burial.

WHISPER, LEGEND, AND HEARSAY

The passing years since the **TOWER OF THE MOON** was emptied in a night of anguish have left many rumors concerning the events, contents, and mysteries of the place. Some of them are designed to entertain strangers and travelers, others hint at horror and death, and still others whisper of treasure waiting to be found.

If pressing the residents of Hawkwind for stories about the tower, roll 1d, and consult the following tables:

ROLL 1–3: WILDLY EMBELLISHED TALES (MYTHS)

- 1 – Everyone knows going near the Tower is too dangerous. The ghosts and the shadows and the werewolves will get you; they'll eat you right up.
- 2 – A powerful demon is bound in the Tower, with claws for hands and the power to warp minds!
- 3 – The woods around the tower are filled with wolves with near-human intelligence. They call to travelers and then the pack attacks to steal their gear.
- 4 – A bat bite within sight of the Tower makes one immune to lycanthropy.
- 5 – Mariya and the entire Hawkwind family are actually undead; Baron Hawkwind was never really killed, and all this rumor nonsense is to hide his condition. They're also much richer than they let on. Much, much richer.
- 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 yellow-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 werewolves taken and deliberately afflicted with lycanthropy from local villages.
- 6 – The butler Gervalt has been actively recruiting any who would seek Mariya. He is utterly devoted to her family and cares not for the fate of any but her.

Of course, the **TOWER OF THE MOON** may hold other treasures as well, and Gervalt repeats stories of several in an attempt to pick the interest of likely recruits (see **Whisper, Legend, and Hearsay**).

GERVALT THE BUTLER

Human Hero, age 42

Dignified, devoted, impeccably mannered, and stiff: Gervalt is devoted to the "young mistress" (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 parties of braves boasted they'd dare the tower. They have not returned either.

ST 9, DX 11, IQ 12, MA 10

Weapons: Rapier (1d)

Talents: Alertness, Courtesy, Games, Driver, Gardener, Handyman, Knife, Literacy, Recognize Value, Silent Movement, Sword

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

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

Your mission is to escort Lady Shirin to Castle Prufax. To avoid weakening the barony's defenses and alerting orcs' agents (who might launch a preemptive attack if they learn of the alliance), your party is small. You'll travel on horseback; Shirin is a skilled rider. 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 barony of young lord Dorian Prufax. Northwest is the mountain realm of the orc-lord Ezdrighul; south is trackless swamp. Both are threatened by Ezdrighul's rising power.

There are three routes to Prufax. You might head east down the Great Road or take a north-east route using secondary roads through the northern highlands, or a south-east route through forest trails and marshes. Once you reach Prufax lands (the border is the Titan 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 castle for the ceremony. You might instead rent a boat from a fishing village.

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

Common Knowledge

Count Lorne, age 50, is 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 orcs' onslaught. She hopes the coming alliance will lead to the recovery of

her family's territory. Hedra had hoped to accompany 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.

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!

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

Till Death Do Us Part is a programmed adventure played using the **IN THE LABYRINTH (ITL)** rules from **THE FANTASY TRIP (TFT)**. You won't need a GM. Branching paragraphs direct you from encounter to encounter as you make choices. Resolve combat using megahex maps at the melee scale.

THE 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 **Typical Retainers** below (three 35-point heroes), existing equivalent characters, or create 2-4 34 to 36-point characters. PCs should be heroes 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.

Shirin and her maid have horses; Lorne provides mounts for other party members if they need them. 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 afoot 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 **ITL**, 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, full 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, Courtyl 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 Prufax. 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 kind filled with monsters and treasure!

Derya

Human maid, age 19

ST 10, **DX** 11, **IQ** 11, **MA** 10

Talents: Cook, Knife, Literacy, Horsemanship, Physicker, Tailor.

Languages: Common

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.

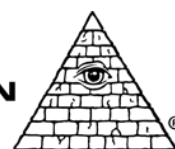
A devoted maid, Derya is a serious young woman who has been with Shirin for many years; her medical training may prove helpful. She also leads a spare horse (**MA** 14) carrying Shirin's luggage (extra clothes, etc.); the horse won't fight.



Till Death Do Us Part 3

The Fantasy Trip™

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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