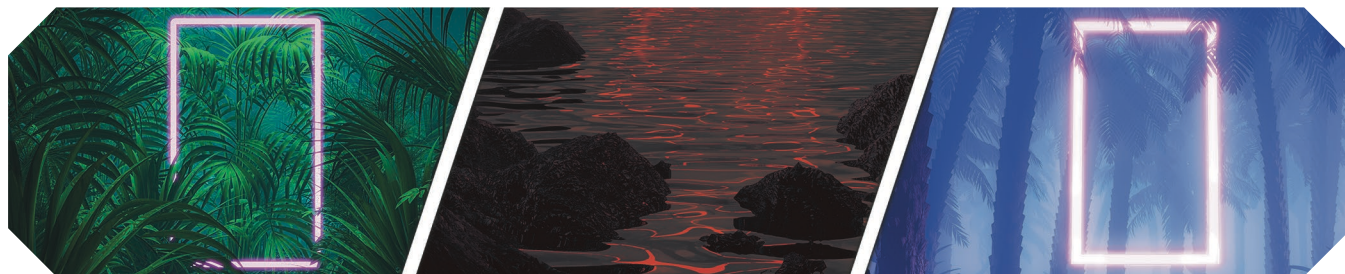


GURPS®

Fourth Edition

DUNGEON FANTASY™ 22

GATES



Written by **PETER V. DELL'ORTO**

Edited by **SEAN PUNCH**

Illustrated by **GRANDE DUC**

GURPS System Design ■ **STEVE JACKSON**

GURPS Line Editor ■ **SEAN PUNCH**

GURPS Project Manager ■ **STEVEN MARSH**

Production Artist ■ **NIKOLA VRTIS**

GURPS FAQ Maintainer ■

VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ **PHILIP REED**

Chief Creative Officer ■ **SAM MITSCHKE**

Chief Operating Officer ■ **SUSAN BUENO**

Director of Sales ■ **ROSS JEPSON**

Page Design ■ **PHIL REED** and **JUSTIN DE WITT**

Art Direction and Prepress Checker ■ **NIKOLA VRTIS**

Reviewers: Steven Marsh and Phil Masters

Special Thanks: Raggi's Roughnecks (Andy Dokachev, Jack Dokachev, Mike Dokachev, Mike Hornbostel, andi jones, Marshall LaPira, Owen LaPira, Vic LaPira, Jon Lay, John Milkewicz, Sean Nealy, and Tom Pluck)

GURPS, *Pyramid*, Warehouse 23, the pyramid logo, *Dungeon Fantasy*, and the names of all products published

by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license.

The fictional Feltower setting and all associated people, places, and events are the property of Peter V. Dell'Orto, and used here with permission.

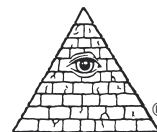
GURPS Dungeon Fantasy 22: Gates is copyright © 2021 by Steve Jackson Games Incorporated. All rights reserved. Some images used under license from Shutterstock.com.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

STEVE JACKSON GAMES

Stock #37-0373

Version 1.0 – September 2021



CONTENTS

INTRODUCTION	2	PLACEMENT	6
Publication History	2	WHY GO IN?	6
About the Author	2	<i>Gate and Traits</i>	6
1. GATES AND THE CAMPAIGN	3	2. GATE RULES	7
WHAT ARE GATES?	3	GATE “PHYSICS”	7
About GURPS	3	Gate Traffic Flows	7
Gate Types	4	<i>Use and Abuse of Gates</i>	8
Teleportation Portals	4	<i>Anti-Magic Gates</i>	8
Interdimensional Portals	4	<i>Damaging Gates</i>	8
Time Portals	4	<i>Password Gates</i>	8
ARRANGING GATES	5	Unreliable Gates	8
Hub-and-Spoke	5	3. SAMPLE DESTINATIONS	9
City of Gates	5	GATES AND MAGIC	8
Megadungeon	5	Olympus	9
Nexus of Worlds	5	Islands in the Clouds	9
Gate Hopping	5	<i>Jester Gates</i>	10
The Hybrid Game	5	Ape World	10
Portal Item	5		
Mobile Base	5		

INTRODUCTION

One promise of *GURPS* – implied if not directly stated – is the possibility of cross-world gaming. You could have worlds with magic, worlds with other powers, worlds full of animal-men, worlds full of . . . anything. The *Basic Set* offers Infinite Worlds, a campaign of travel to such realms.

This idea isn’t new to *GURPS*, nor to fantasy gaming. Gates to other worlds, strange portals dropping delvers into steaming jungles straight out of monster movies, devices taking adventures to settings lifted from classic fiction, and so on abound in the early history of fantasy roleplaying games. The idea that there are other dimensions, other *realities* for your sword-and-sorcery-wielding treasure hunters to go to is central to the cosmology of most fantasy. Video games show this a lot of love, too – nothing beats a doorway to another universe to let you mash up genres or locations without a lot of philosophababble and handwaving.

It is high time for *GURPS Dungeon Fantasy* to tackle this directly! Gates got a short mention in *GURPS Dungeon Fantasy 21: Megadungeons*, but there’s so much more that can go into gates and gate-centric campaigns. Let’s cast Scry Gate and see what stepping through might bring to your games.

PUBLICATION HISTORY

This is the first edition of *GURPS Dungeon Fantasy 22: Gates*. All materials are new to this work but build on

discussions of gates in *GURPS Magic* and *GURPS Dungeon Fantasy 21: Megadungeons*.

ABOUT THE AUTHOR

Peter V. Dell’Orto was raised in New Jersey. He started role-playing in 1981, with *Dungeons & Dragons*, and has played

GURPS since *Man to Man*. He has been active as a *GURPS* playtester, editor, and author since 1996. Peter is the author of numerous *GURPS* articles for *Pyramid* magazine; author of *GURPS Dungeon Fantasy 12: Ninja*, *GURPS Dungeon Fantasy Denizens: Barbarians*, *GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic*, *GURPS Dungeon Fantasy Treasures 3: Artifacts of Felltower*, and *GURPS Dungeon Fantasy 21: Megadungeons*; and co-author of *GURPS Dungeon Fantasy 15: Henchmen*, *GURPS Dungeon Fantasy Monsters 1*, *GURPS Low-Tech Companion 2: Weapons and Warriors*, *GURPS Martial Arts*, and *GURPS Martial Arts: Gladiators*. He also writes the blog *Dungeon Fantastic* at dungeonfantastic.blogspot.com, where summaries of his 150+ sessions of play can be found. Outside of gaming, his hobbies include martial arts (he has fought amateur MMA in the SHOOTO organization in Japan and submission grappling in the U.S., and holds a *shodan* rank in kendo), fitness, and studying Japanese.

*It matters not how
strait the gate.
– William Ernst Henley*

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS* and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com