

PYRAMID

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DUNGEON FANTASY

THE DEMOLISHER

by Sean Punch

DUNGEON SAINTS
by Antoni Ten Monrós

THE HORRIFIC DUNGEON
by David L. Pulver

THE MUSKETEER
by Matt Riggsby

POWERING UP: IMBUEMENTS
by W.A. Frick

**ALL CHARGED UP
OVER MAGIC ITEMS**
by Sean Punch

HISTORICALLY RICH DUNGEONS
by J. Edward Tremlett

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Each article is color-coded to help you find your favorite sections.

Pale Blue: In This Issue

Brown: In Every Issue (letters, humor, editorial, etc.)

Dark Blue: GURPS Features

Purple: Systemless Features

Green: Distinguished Columnists

COVER ART

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IN THIS ISSUE

You meet an old man at a tavern. Dispensing with formalities, he directs you to your latest gateway to adventure: this issue of *Pyramid*. This month is devoted to dungeon-delving fun, with a special emphasis on **GURPS *Dungeon Fantasy***.

Sean Punch – **GURPS** Line Editor and creator of the **Dungeon Fantasy** series – starts the issue off with a bang . . . literally! When you want to get your hands dirty with things that go boom, find *The Demolisher*. This feature includes **GURPS** stats for this dwarven template and his explosive equipment.

In some dungeons, you may think you don't have a prayer. You may be right . . . unless you're one of the *Dungeon Saints*. A worked example for integrating **GURPS Powers: Divine Favor** into a **Dungeon Fantasy** setting, this article includes **GURPS** stats for four new lenses, well over two dozen new miracles, and details on how to turn Divine Auras of Power (detailed in *Pyramid* #3/19: *Tools of Trade – Clerics*) into prayers.

Those seeking to add a new heroic option might want to take a shot in the dark (or daylight, or . . .) with *The Musketeer*. Written by Matt Riggsby (author of **GURPS *Dungeon Fantasy* 8: Treasure Tables** and **GURPS *Dungeon Fantasy* 13: Loadouts**), this **GURPS** template introduces an early marksman plus stats for plenty of weapons to shoot with.

David L. Pulver, co-author of **GURPS *Basic Set***, takes you on a trip through *The Horrific Dungeon* in the latest installment of *Eidetic Memory*. In addition to a summary of one of his beloved campaigns, the article offers tips on making your own adventures truly scary.

What's better than one dungeon? Several dungeons – right on top of each other! *Historically Rich Dungeons* provides advice applicable to any game, showing you how to give your adventuring locales greater depth than by simply digging a deeper pit.

Sean Punch wraps up the features of this issue with advice on how to get *All Charged Up Over Magic Items*. Power up your **Dungeon Fantasy** game with an alternate use for Spell Stone that can have you creating limited-use items in no time.

This issue includes all the regular features that are as welcome as another round of grog at a tavern. *Random Thought Table* examines some aspects of what makes a dungeon-delving campaign unique, *Odds and Ends* offers more bits we couldn't fit anywhere else, and *Murphy's Rules* provides a fantasy-themed chuckle.

With this month's *Pyramid*, the time for action is now. Those dungeons won't loot themselves!

Editor-in-Chief ■ STEVE JACKSON
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FROM THE EDITOR

DUNGEON, PARTY OF ONE

I've spoken a couple of times with *GURPS Dungeon Fantasy* creator Sean Punch about the genesis of the line. (I make it sound so formal, but the discussion process makes more sense if you realize it took place in the wee hours of conventions – usually with alcoholic beverages in hand.)

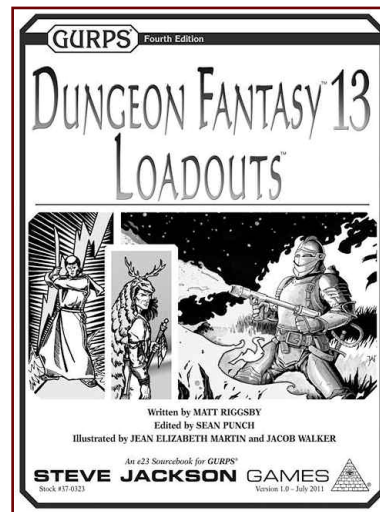
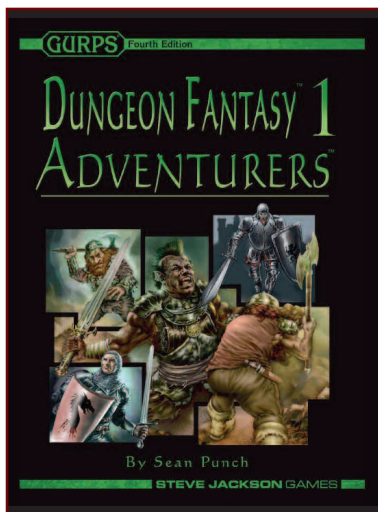
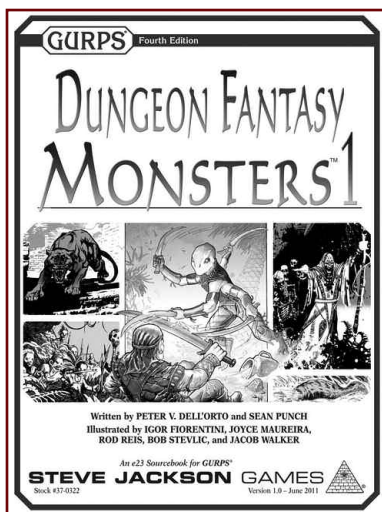
I learned that, although some of the series' genesis stems from tropes of classic roleplaying games from the beginning of the hobby, he's also emphatic that the game has its origins in *Diablo II* and *NetHack*.

One element that ties together both early fantasy roleplaying and *NetHack* is the "anything goes" mentality (see pp. 34-35); both sources are known for their flights of fancy. Another fascinating comparison is how many classic elements between the two are simply a result of one person's idea of "I thought it would be neat." Why do heroes in *NetHack* start with a pet? Because one programmer somewhere thought it would be fun, and he coded it. Why do magic missiles automatically hit their target? Because one guy thought it would be more fun for the spell-caster. In this way, these ideas have emerged not as a result of

thousands of hours of testing or focus groups or precision marketing, but rather one person sharing his idea of fun with the rest of the world. (Heck, the *Dungeon Fantasy* line itself started with Sean Punch sitting at a computer and thinking, "What would be cool to include here?")

In many ways, *Pyramid* is the ultimate extension of that idea. Many of the articles that appear in our pages are the result of an author sharing what's worked in his campaign, or one gamer's solution to a problem he saw, or one writer probing an unexplored corner of the game system. I find that direct connectivity from gamer to gamer to be amazingly energizing, and it's a large portion of why the early years of RPG hobbies were such an exciting gladiatorial pit of competing ideas.

For the most part, we fans and publishers have calcified over the years. In many ways, that's good (game design is much sharper and more consistently "fun" than many older designs). Other ways, it's harder to achieve the same connectivity. Hopefully, *Pyramid* is doing its part to bring back the crazed ideas that defined the frontiers of gaming. Let us know how we did, privately at pyramid@sjgames.com, or via our virtual town square at forums.sjgames.com.



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Customization Notes:

With most of your points taken by the Divine Favor advantage, it might seem that you don't have much choice, but learned prayers are extremely cheap and don't leave you at the mercy of the dice. With Faster Prayers, you can get a general or specific prayer in a single second. With Power Investiture giving you a bonus to reaction rolls, you can often pull impressive miracles. Repeated Petitioner allows you to do it multiple times before incurring penalties to the petition roll. If you focus on Power Investiture, you can get it up to 6, meaning that you can get Very Good reactions on a 10 or better, or Excellent reactions on a 13 or better.

WARRIOR-SAINT

0 points

You're touched by the gods, their fist on earth, to deal with pesky creatures that offend their sight. Unlike the saint (above), you're focused. Your relationship with the gods might not be as close as the saint's . . . but it doesn't need to be. You have an understanding with them, and know a set of tricks they aren't fussy about granting you.

Secondary Characteristics: -2 Will [-10].

Advantages: Replace Holiness 2 with Divine Favor 6 [+15]. ● Instead of 25 points in Holy abilities, take 20 points into learned prayers (see pp. 10-15 and *Divine Favor*), putting any leftovers into advantages. ● In advantage options, swap all points in Holy abilities with the same number of points in learned prayers, and add Divine Favor 7 or 8 [10 or 20] to the available options.

Customization Notes:

Unlike the saint, you cannot count on general and specific prayers. This means that you should take only as much Divine Favor as needed to qualify for any learned prayers you want to have. Divine Favor 6, opens, among other possibilities, Holy Touch, Confidence, Protection From Evil, Flesh Wounds, Ghost Shirt, Spirit Weapon, and Stoicism. Divine Favor 7 adds Protection From Evil (Enhanced), Righteous Fury (p. 11), and Sense True Evil. Finally, Divine Favor 8 allows Guide My Hand (p. 12), Lay on Hands, Holy Glory, and Smite. Eventually, you will want to reach Divine Favor 9 for See Evil, and Divine Favor 10 for Holy Fire (pp. 12-13) and Righteous Fury (Enhanced) (p. 13). Finally, even if it's not your focus, don't disregard general and specific prayers for out-of-combat utility.

Evil in Dungeon Fantasy

Evil in *Dungeon Fantasy* does not fit the more serious treatment given in *Good and Evil* (*Divine Favor*, p. 12). Evil in *Dungeon Fantasy* is the clichéd evil of B-movies, and while it's not necessarily weaker than good, there are some things it cannot do.

The following effects are verboten for evil saints and evil warrior-saints:

- Avenging Angel (p. 14).
- Consecrate Ground.
- Consecrate Ground (Enhanced).
- Feed the Masses.
- Feed the Masses (Enhanced).
- Final Rest.
- Flesh Wounds.
- Holy Fire.
- Holy Fire (Enhanced).
- Holy Glory.
- Holy Glory (Enhanced).
- Holy Touch.
- Lay on Hands.
- Lay on Hands (Enhanced).
- Protection From Evil.
- Protection From Evil (Enhanced).
- Raise Dead.
- Resurrection.
- Righteous Fury (p. 11).
- Righteous Fury (Enhanced) (p. 13).
- Sense True Evil.
- Sermonize.
- Smite and Smite (Enhanced).

Also, any unholy warrior who becomes a servant of the divine must pay 10 extra points for it, since he already has

Social Stigma (Excommunicated), and there are no other options for the pact disadvantage.

The following effects are not available to good saints and warrior-saints:

- Corrupting Touch (p. 11).
- Corrupting Touch (Enhanced) (p. 12).
- Dark Glory (p. 12).
- Dark Glory (Enhanced) (p. 14).
- Dark Metamorphosis (p. 14).
- Desecrate Ground (p. 12).
- Desecrate Ground (Enhanced) (p. 14).
- Drain Soul (p. 15).
- Eyes of Hell (p. 11).
- Eyes of Hell (Enhanced) (p. 10).
- Mantle of the God of Lies (p. 10).
- No Rest for the Wicked (p. 13).
- Power of the Abyss (p. 11).
- Power of the Abyss (Enhanced) (p. 13).
- See Good (p. 12).
- Sense True Good (p. 11).
- Servant of the God of Lies (p. 10).
- Vampiric Touch (p. 13).
- Zombie Summoning (p. 10).
- Zombie Summoning (Enhanced) (p. 12).

With the GM's permission, it might be possible to play a saint of a deity not completely good or evil – either one aligned with nature (such as the one that druids are said to revere), or one that sits in a gray area between good and evil. Such a deity would may access to all the effects, both those presented here, and those in *GURPS Powers: Divine Favor*.

Spells Only: You can only learn Imbuement Skills for spells (see *General Caster Power-Up: Spell Imbuements*, below). *Examples:* Any spell, -10%; Missile Spells Only or Jet Spells Only or Blocking Spells Only, -20%; spells of one magical college only, or spells granted by a single kind of Power Investiture, -30%; any two spells, -40%; any one spell, -50%.

IMBUED POWER-UPS

Eldritch energy isn't the only power source for Imbuement Skills – clerics and holy warriors call on the power of their deities, and martial artists focus chi energy, for example. Imbuement Skills can be purchased by anyone who meets the listed prerequisites and has the Imbue advantage with the listed modifiers. Someone who's eligible for more than one kind of Imbuement power-up doesn't need to purchase Imbue multiple times, unless he has access to multiple power sources; e.g., a cleric-wizard who can use both holy and magical Imbuements must buy the Imbue advantage twice, once with the Holy limitation and once with the Magical limitation (see *Multiple Imbue Advantages, Power-Ups 1*, p. 4). Instead, simply remove Limited Skill Access/Application and Spells Only modifiers until the Imbue advantage allows all desired Imbuement Skills and specializations.

The Druidic, Holy, and Unholy Imbuements below are intended for the "generic" versions of those powers (found in *Dungeon Fantasy 1: Adventurers* and *Dungeon Fantasy 3: The Next Level*). Delvers created using the lenses in *Dungeon Fantasy 7: Clerics* may have different lists, as they do for spells.

General Caster Power-Up: Spell Imbuements

Spell-casters can learn to imbue certain spells, per *Imbuing Spells (Power-Ups 1*, p. 11) – Enhancement Skills (but not, by default, Transformation Skills) can affect Missile and jet spells, and Defensive Imbuements can affect certain defensive spells (see *Defensive Imbuements and Spells*, p. 26). A caster buys the Imbue advantage normally, with a power

New Enhancement Skill

Underwater Strike

General; DX/Very Hard

Default: Specialty for related weapon at same penalty as weapon default.

Prerequisite: Imbue 1.

Negates all penalties associated with using a melee or ranged weapon underwater, or in similar conditions where the presence of denser-than-air fluids make attacks more difficult and/or less effective. See *GURPS Fathom Five* in *Pyramid #3/26: Underwater Adventures* for a detailed treatment of underwater combat.

Modifiers: A penalty equal to the maximum Reach of a melee weapon (no penalty for Reach C), or the Bulk of a ranged weapon.

modifier appropriate to his spell-casting trait (Magery, Power Investiture, etc.), and may then learn appropriate Imbuement Skills. An adventurer who can *only* imbue spells takes some form of the Spells Only limitation, above – clerics, summoners, and other limited-list casters will get at least -30% for Spells Only (One College or Power Investiture). When learned for spells, Imbuement Skills are IQ/VH rather than DX/VH; the adventurer's spell-casting Talent (Magery, Power Investiture, etc) adds to skill level. The skills are specialized by spell, though the GM may allow very similar spells (e.g. Fireball and Explosive Fireball) to be covered by a single skill.

Prerequisites: Magery, Power Investiture, or other casting Talent at 1+.

Imbue Advantage: PM (Holy or Magical, -10%); Spells Only (-10% to -50%).

The enemy outnumber us a paltry three to one – good odds for any Greek. This day we rescue a world from mysticism and tyranny and usher in a future brighter than anything we can imagine.

– Dilios, in 300

HISTORICALLY RICH DUNGEONS

REPURPOSED REAL ESTATE FOR *DUNGEON FANTASY*

BY J. EDWARD TREMLETT

"This is strange," Tamil the Orange said, running his gloved fingers over the ancient carvings on the crumbling, cobwebbed arches. "This isn't elven, anymore. It almost looks like it, but it's not quite right."

*Faramond, being the only elf in the group, peeked over the young mage's shoulder and crooked a long eyebrow. "It **isn't** elven, my friend. But it is very old. I think it was old when my ancestors were young."*

"How long ago was that?" Hrothnir grumped, hefting his axe and peering up the hallway, dwarven eyes well-adjusted to the dark. "My ancestors built the stronghold over the temple close to 2,000 years ago, you know."

"Five thousand years, perhaps," Faramond replied, smiling enigmatically.

*"Which would mean this was here **before** the orcs, the dwarves, **and** the elves combined," Mikaal stated the obvious.*

"Or you humans," Hrothnir spat, moving forward. "Well, let's get on with it. I'll lead . . ."

Two arrows shot out of the darkness and impaled his axe's handle. The dwarf exhaled very slowly and put the weapon down, watching as something black and slimy ate away at the wood.

"Whomever my ancestors took this from would have laid many traps against the unwary, my ally," the elf said, trying not to chuckle. "I think perhaps our thief should lead?"

Mikaal smiled ear to ear as he got out his tools. He'd thought he'd be hiding behind the others this whole time, but as they'd penetrated deeper into the decaying orc stronghold and uncovered its hidden layers – dwarven, elven, and now something entirely new and unexpected – his talents had become increasingly useful.

This had gone from delayed payback to archaeology, and he would have his due.

Every dungeon tells a story. Usually it's a linear tale of increasing challenge – going from one, simple encounter to a great showdown – with the theme of the adventure staying fairly consistent throughout. But sometimes, the tale is long in the telling, and has several different authors. The dungeon may

have belonged to someone else before the current occupants, and possibly someone else before that. It could have been a hoary keep before it was a castle, a crumbling tomb before it was a labyrinth, or the resting place of something incredibly old and diabolical before the evil wizard moved in.

Not all of the secrets, dangers, or treasures of the previous occupants may have been discovered or dealt with before the PCs' arrival. Those who currently hold it may have no idea what lies a mere foot beneath their feet. Thus, what seems a straightforward dungeon crawl can turn into something entirely different, and may do so several times.

*Every crag and
gnarled tree and lonely
valley has its own
strange and graceful
legend attached to it.*

– Douglas Hyde

Welcome to the world of historically rich dungeons, in which a trip into battle is also a journey into the past, and solving ancient mysteries could mean the difference between merely surviving, or prospering beyond one's wildest dreams.

It may also prove to be deadlier than the heroes could ever imagine, as some things built over and locked away really *are* best left undisturbed.

ABOUT *GURPS*

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases are available on our website – see above.

GURPS rules and statistics in this magazine are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book.

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