


PYRAMID



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DUNGEON FANTASY II



RACES AS PROFESSIONS

by Sean Punch

DARK SUMMONINGS

by W.A. Frick

SAINTLY POWER-UPS

by Antoni Ten Monrós

SNOWMEN

by Peter V. Dell'Orto

SUPER DUNGEONS

by David L. Pulver

POWER-UPS FOR ASSASSINS

by Peter V. Dell'Orto

MORE DUNGEON
FANTASY LOADOUTS

by Matt Riggsby

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Color Key

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

COVER ART

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IN THIS ISSUE

You meet an old man in a tavern who promises you a trove of treasures you can't find anywhere else. The fruits of your quest? Behold: the second issue of *Pyramid* devoted to **GURPS *Dungeon Fantasy!***

Remember those bygone days when "being an elf" was a viable career path? Bring old-school sensibilities into new-school gaming with *Races as Professions*. Sean Punch – creator of the **GURPS *Dungeon Fantasy*** series and overlord of all **GURPS** – shows you how with two new character templates, a new skill, a new Code of Honor, and plenty of customization tips.

Get more options for dealing with demons and spirits when you participate in *Dark Summonings*. Discover four new lenses that build off **Dungeon Fantasy 9: Summoners**, new abilities, new traits, and a new racial template – the vampire!

The dungeon saints and warrior-saints from *Pyramid* #3/36: *Dungeon Fantasy* have had plenty of time to adventure and gain experience; now it's time for their own *Saintly Power-Ups!* In addition to ways to buff up your favorite faithful fighters, you'll learn how to push **GURPS *Divine Favor*** beyond the impossible with new history-shaping miracles.

When ordinary dungeons are too small and mega-dungeons are too complicated, you need *Super Dungeons*. In this installment of *Eidetic Memory*, David L. Pulver – author of **GURPS *Banestorm: Abydos*** – explores the possibilities of miles-wide adventure wonderlands, and provides a sample setting complete with backstory, **GURPS** creature stats, and a map.

From Matt Riggsby – author of **GURPS *Dungeon Fantasy 13: Loadouts*** – comes *More *Dungeon Fantasy* Loadouts*. These ready-calculated kits are custom-made for demolishers, justicars, mentalists, monster slavers, musketeers, and mystic knights who want to spend more time chopping and less time shopping!

Make your backstabbing adventurers deadlier with *Power-Ups for Assassins*. Peter V. Dell'Orto – author of **GURPS *Dungeon Fantasy 12: Ninja*** and creator of the assassin template for *Dungeon Fantasy* – describes a number of appropriate abilities and seven new perks, some of which might also be of interest to ninja.

This month's Random Thought Table considers what the Platonic ideal of a dungeon would be, and then examines an alternate advancement system. The issue wraps up with a chaotic Murphy's Rule and an Odds and Ends that includes a Peter Dell'Orto-penned *Dungeon Fantasy Monsters* suffix . . . from Hell! Plus, Peter returns for the last page where he presents two cold-minded critters who might show mercy someday – but not yeti.

The omens are clear! This *Pyramid* is both impetus and reward for your *Dungeon Fantasy* quests. Oh, and the old man in the tavern? He had 27 copper in his pockets.

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FROM THE EDITOR

TOMORROW'S NOSTALGIA TODAY?

As an old-school gaming fan, I am always delighted by the diversity of material that was sprawled across various supplements – especially in classics like *Advanced Dungeons & Dragons*. “Where was that Jester character class? Didn’t I see a listing of *all* spell components, their rarities, and their costs? What was that adventure that had the lasers in it?”

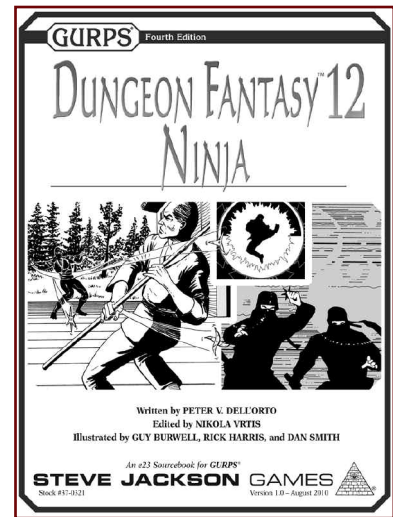
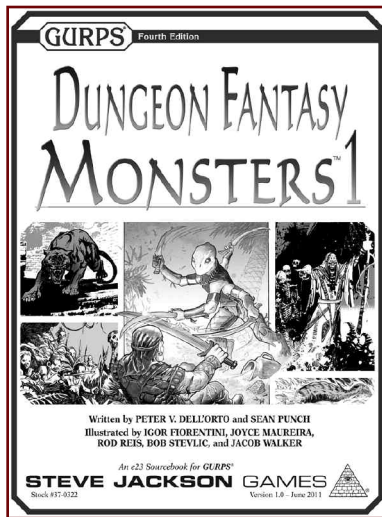
I get a lot of that same flavor as I look at the current state of *GURPS Dungeon Fantasy*. While the line benefits from the organizational and logical polish that are a feature of the entire *GURPS* line, enough coolness lurks in corners of the myriad supplements that you’re sure to stumble onto something surprising. This issue continues the tradition with more goodies that you can use to augment your own crypt-crawling campaigns. We hope there are sufficient goodies in this installment that you’ll find yourself looking back in a year and going, “Now where did I see that article about . . . ?”

FIFTY? NIFTY!

This is the 50th issue of *Pyramid*'s third volume. How cool is that?! We'd love to get a celebration going over on the forums. What have we been doing right? Which have been your favorite articles from our four-plus years? What themes would you like to see in the future? We've got issue #100 planned for February 2017; start making your thoughts known now for how you'd like that issue to look!

WRITE HERE, WRITE NOW

But enough about the future; let's talk about this actual present-day issue about the fake past! Did we clear this dungeon successfully? Or should we go back to the tavern to look for another old sage's guidance to try again? Let us know how were doing privately at pyramid@sjgames.com, or join the community at forums.sjgames.com.



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* Identical to Command Spirit, except that it's a Very Hard spell and works on demons – including demons that the caster *didn't* summon.

† Identical to Essential Flame, Flame Jet, and Fireball, but the fire created is *unholy*, doing toxic incendiary damage, triggering Vulnerabilities or Weaknesses of holy creatures, ignoring DR that applies only to burning damage, etc.

New Demonological Ability: Banish

42 points

Prerequisites: Demonic Attunement or Talent 4; Exorcism at Will or better.

You can focus your summoner's will to send a summoned creature back from whence it came. You must be able to see (or Detect) the creature, and must take *two* consecutive Concentrate maneuvers, generally while sternly castigating the entity in an arcane tongue. On your second turn of concentration, spend 2 FP and roll a Quick Contest of your Exorcism skill vs. the target's Will; you add your summoner Talent level, but subtract the distance in yards to the target, while the target entity adds its Magic Resistance, if any. You can make an appropriate Hidden Lore or Psychology roll for a further +1 (+2 for a critical success, -1 for a failure, or -2 for a critical failure). The GM may grant you up to +4 for other ritually significant acts, such as speaking the entity's True Name, inscribing its sigil, or brandishing objects or substances to which it has a Dread, Vulnerability, or Weakness.

On the flip side, the GM may impose a penalty (up to -5), if you know *too little* about it, or worse, misidentified what *kind* of creature it is (e.g., you're trying to banish a fire elemental when it's actually a demon).

If you *win*, the creature is immediately banished – disappears in a ball of light, engulfed in flames, or simply dispersed like smoke, but one way or another, *gone* until resummoned (usually no sooner than 24 hours). It hasn't actually been killed or damaged, but its Material World privileges have been suspended for the day.

This ability only works on beings that are magically or supernaturally summoned, conjured, or created – including Summonable Allies and entities that are summoned or created entirely by spells – never on living beings, undead, golems, or other *enchanted* (as opposed to created) servitors, free-willed spirits, etc. Such a brute-force banishing is draining – successful or not, you can't make another attempt, against the same target or any other, for at least 15 seconds.

At the GM's option, this power-up could also be suitable as a Holy, Shamanic, and/or Unholy ability, and may be available in limited form to other summoners (e.g., Banish Elementals).

Advantages: Affliction 1 (Will; Banish, +250%*; Based on Will, +20%; Costs Fatigue, 2 FP, -10%; Malediction 1, +100%; PM, -10%; Takes Extra Time 1, -10%; Takes Recharge, 15 seconds, -20%) [42].

* See text. Priced comparably to Heart Attack (+300%) plus Accessibility, Summoned beings (-50%).

SUMMONER-KNIGHTS

The following are essentially summoner multi-profession lenses (see *The Next Level*, p. 17); although called "knights," they're as appropriate to add to casters as to warriors. In theory, they can be included with any template *other* than the one from which their powers are derived – a necromancer doesn't need to take the death-knight lens, because he already has access to everything in the lens. Some combinations make more sense than others, of course: A wizard-death knight with lots of necromantic spells is a natural fit, but a holy warrior-demon knight will have some *serious* explaining to do . . .

DEATH KNIGHT

+50 points

By delving into the black arts of the necromancer, you have infused yourself with the essence of Death in order to gain power over it. While you may have no head for arcane rituals and spells, you can *intuitively* tap into necromantic energies to invoke powerful abilities.

Advantages: Close to the Grave 1* [5]; Necromantic Talent 1 [5]; Night Vision 5 [5]; Spirit Empathy (Specialized, Undead, -50%) [5].

New Talents

These summoner variants have access to new dark abilities.

Close to the Grave

5 points/level

This talent gives +1 per level (maximum four levels) to Exorcism, Expert Skill (Thanatology), Hidden Lore (Undead), Occultism, Psychology (Undead), and Thaumatology – and to reaction rolls made by the undead! It's available to all death knights and necromancers as a power-up.

Demonic Talent

5 points/level

Adds to rolls to use Demonological abilities but gives no ability to cast demonologist spells.

Necromantic Talent

5 points/level

Adds to rolls to use Necromantic abilities but gives no ability to cast Deathly spells.

Each second that you remain in this state, any allies within 16 yards heal 10 HP (modified as per *High HP and Healing*, p. B424), and you lose 5 HP, which will only heal naturally. As a general or specific prayer, this miracle lasts as long as you can concentrate (and you get +2 to Will rolls to maintain concentration). As a learned prayer, you can summon it as often as needed.

Statistics: Affliction 1 (HT; Advantage, Extreme Regeneration, +1500%; All-Out, -25%; Area Effect, 16 yards, +200%; Cosmic, No die roll required, +100%; Costs 5 HP, -50%; Divine, -10%; Emanation, -20%; Fixed duration, +0%; Malediction, +100%; Nuisance Effect, HP lost to this ability can't be recovered by supernatural means, -5%; Nuisance Effect, Makes the user obvious, -5%; Nuisance Effect, User can not move at all, -5%; Reduced Duration, 1 second, -40%; Selective Area, +20%) [186].

Wall of Thorns

Learned Prerequisite: Divine Favor 17.

Learned Prayer Cost: 46.

You cause a wall of obsidian, 12 yards long by one yard tall, to rise from the ground. The blackened brambles covering it seem to seek the blood of living creatures. The wall's center can be placed anywhere within 10 yards with a Theology+4 roll – use the scatter rules (see p. B414) to see where it appears if you miss. Each yard of wall has DR 24 and 4 HP; anyone touching it takes 5d+1 impaling damage per contact. Those who try to climb it suffer the damage each turn they remain in contact. The wall lasts for 10 seconds before returning to the nether depths. As a specific prayer, you can summon one wall per second for up to a minute after the prayer is answered. As a learned prayer, you can summon one per second as long as you need the protection.

Statistics: Crushing Attack 8d (Area Effect, 4 yards, +100%; Based on IQ, Own Roll, +20%; Divine, -10%; Increased 1/2D Range, ×10, +15%; Link, +10%; Persistent, +40%; Reduced Range, ×1/10, -30%; Wall, Rigid, +30%) [110] + Impaling Attack 5d+1 (Area Effect, 4 yards, +100%; Based on IQ, Own Roll, +20%; Divine, -10%; Increased 1/2D Range, ×10, +15%; Link, +10%; Persistent, +40%; Reduced Range, ×1/10, -30%; Wall, Permeable, +30%) [117].

Panlinguistic Gift

Learned Prerequisite: Divine Favor 17.

Learned Prayer Cost: 43.

Through prayer, you and all those within 16 yards of you can read, write, and speak all languages with full native fluency. This includes obscure languages, magical languages, secret languages, and the languages of the elder things. Those who leave the area lose this capacity, but do not forget the things they learned while using it. As a specific prayer, this blessing lasts long enough to have a single conversation, or read a single text. As a learned prayer, it lasts as long as you desire.

Statistics: Affliction 1 (HT; Advantage, Language Talent, +100%; Advantage, Xeno-Omnilingual, +800%; Area Effect, 16 yards, +200%; Aura, +80%; Cosmic, No die roll required, +100%; Divine, -10%; Fixed Duration, +0%; Malediction 1, +100%; Melee Attack, Reach C, -30%; Reduced Duration, 1 second, Only after the target leaves the area, -30%; Selective Area, +20%) [143] + Xeno-Omnilingual (Accessibility, Only while the aura is

active, -10%; Divine, -10%) [64] + Language Talent (Accessibility, Only while the aura is active, -10%; Divine, -10%) [8].

Maker's Blessing

Learned Prerequisite: Divine Favor 18.

Learned Prayer Cost: 48.

You can bless a group of craftsmen with a touch and a silent prayer, one at a time, to make them work 15 times as fast, but without any extra strain. This allows them to make incredible progress on a single project, usually the construction of a monument of the faith. You must bless all workers, and they must single-mindedly work in that project, only stopping to eat, rest, and sleep. This increased speed does not apply to projects with a supernatural nature, such as enchanting. This miracle allows you to bless all craftsmen working on the project, but should you need to replace any of them, or should any of them stray, you will need to request it again, or make do with a reduced crew.

Statistics: Affliction 1 (HT; Advantage, Altered Time Rate 5 (Non-Combat Speed, -60%) +2000%; Cosmic, No die roll required, +100%; Divine, -10%; Extended Duration, Until a given project is finished, +150%; Malediction 1, +100%; Melee Attack, Reach C, Cannot parry, -35%; Terminal Condition, Engaging in activities other than creating the project in question, -20%) [239].

Updating Existing Prayers

Two existing miracles, Resurrection (*Divine Favor*, p. 16) and Earthquake (*Pyramid* #3/36: *Dungeon Fantasy*, p. 15), have a learned prerequisite of 16, and so become history-shaping miracles. The learned prerequisite and learned prayer cost stay the same for Earthquake. The learned prerequisite changes to Divine Favor 17 and the learned prayer cost changes to 46 for Resurrection.

Titan's Strength

Learned Prerequisite: Divine Favor 18.

Learned Prayer Cost: 50.

Faith can move mountains, but a couple of divinely strong arms can move them faster. While under the effects of this prayer, you gain +17 ST for the purposes of determining Basic Lift when carrying, lifting, pushing, and pulling. If you make a Will roll, you can increase this bonus to +1,500 at the cost of 1 FP per lift. As a specific prayer, you can have this active for a minute, or until you perform a single feat of strength. As a learned prayer, it lasts as long as you continue using it.

Statistics: Lifting ST 17 (Divine, -10%; Super-Effort, +400%) [250].

ABOUT THE AUTHOR

When not delving in the higher mysteries of arcane and divine lore, Antoni Ten sunlights (because he does it during the day) as a boring, self-employed IT geek. He's a born and bred atheist, so the divine mysteries have always puzzled him. This article would not have been possible without the help of Andrew "Pseudo" Fenton, Christopher R. "Ghostdancer" Rice, and Douglas Cole, who acted as sounding boards, proofread the article, and provided many ideas for it.

POWER-UPS FOR ASSASSINS

BY PETER V. DELL'ORTO

Dungeon Fantasy 12: Ninja introduced the ninja template for dungeon delvers. It also introduced the assassin. The ninja came with a natural power-up path – various ways and paths and a great assortment of leveled traits to add to your ninja. Assassins were left in the darkness, without *any* power-ups.

This article pulls the assassins out of that darkness, powers them up, and then sticks them back in the shadows, where they belong.

*Come like shadows,
so depart!*

– William Shakespeare,
Macbeth

ASSASSIN POWER-UPS

Assassins have access to everything on their template, plus these options.

- Gizmos (up to 10) [5/level].
- Resistant to Poison +3 or +8 [5 or 7].
- Silence 1 or 2 [5/level].
- Striking ST up to 4 levels [5/level].
- Striking ST 1-10 (Only on surprise attack, -60%) [2/level].
- Weapon Master (One Weapon, picked from the weapons on the assassin template in *Ninja*, p. 9) or Weapon Master (Assassin's Weapons; see below).
- Assassins with Weapon Bond can *swap* their Weapon Bond to another weapon. Assassins sometimes need to dispose of a murder weapon and replace it with a new one . . . This takes 1d days spent customizing the replacement weapon, and adds +0.5 CF to the cost of the weapon that will receive the bond – cost for new handles, wraps, re-balancing, etc. The old weapon loses its “bond” to the assassin. This +0.5 CF does not improve the sale value of the weapon, nor does it increase its value as a Power Item if the assassin wishes to use it as one.

Weapon Master (Assassin's Weapons) includes all knives, garrotes, and shuriken, plus all the weapons covered by *one* of

the following skills, chosen at the time of purchase: Broadsword, Rapier, Shortsword, or Smallsword. This version costs 30 points.

Assassins may also take the following existing power-ups.

Backstabber

See *GURPS Dungeon Fantasy 11: Power-Ups*, p. 35

Assassins, like thieves (or, perhaps more correctly, thieves, like assassins . . .) can become skilled at delivering sneak attacks. This option is identical to the one in *Power-Ups*.

Focused Fury

See *Power-Ups*, p. 18

Some assassins rely on an all-out powerful strike in addition to stealth and craft. However, using this perk *automatically* ends any current attempt at Stealth. This perk is identical to the barbarian's perk in DF 11.

Nondetection

See *Power-Ups*, p. 35

Identical to the thief's power up of the same name.

Assassin Perks

The following perks are only available to assassins. Optionally, the GM may wish to make some of them (especially Hidden Weapons) available to ninja as well. Note that perks marked with a † require specialization, and perks with a ‡ come in levels.

Bane Brewer†

Prerequisite: Poisons-12+.

You know how to tweak a venom to work better against a specific subject. Requires specialization by Animal, Faerie, Hybrid, Mundane, Plant, or Slime (but never Construct, Demon, Elder Thing, Elemental, or Undead) for monsters, or to a specific race for sapient beings of the Mundane or Faerie class: dwarf, elf, human, etc.

Make a Poisons roll. On a success, you convert one dose of the poison to race-specific venom (such as Bladeblack to Dwarfbane Bladeblack). The poison works normally against members of other races or classes; against its specific subject, the poison is resisted at an additional -2. On a failure, the poison is ruined – spilled, diluted, or otherwise neutralized.

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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