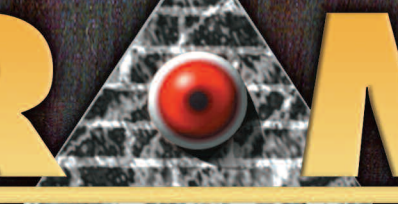


# PYRAMID



Issue 3/60 October '13

## DUNGEON FANTASY III



### WIZARDRY REFINED

by Sean Punch

#### IT'S A TRAP!

by Christopher R. Rice

#### HIGH-TECH DUNGEON CRAWL

by David L. Pulver

#### IN ALL SERIES-NESS

by Sean Punch

#### MYSTIC POWER-UPS

by Antoni Ten Monrós

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*It's a trick. Get an axe.*  
 – Ash Williams,  
*in Army of Darkness*

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The dungeon is restless, awaiting the invisible hands of tinkers to make them more dangerous. But fear not! There are heroes waiting to stem the tide of darkness . . . and they, too, are being molded by unseen forces, waiting to add new powers, abilities, and options. Clearly, both sides of the eternal struggle have the latest installment of *Pyramid*, devoted once more to dungeon fantasy.

Sean Punch, designer of the *GURPS Dungeon Fantasy* line, examines the spells from *GURPS Magic* in light of *Dungeon Fantasy* to bring you *Wizardry Refined*. Bards and wizards now have a one-stop tool for choosing spells, including notes on forbidden lore, revised spells, and adjusted prerequisites.

*There were four of us. We looked military. We felt totally bad. We thought we were ready. The portal beckoned . . .* Follow David L. Pulver, author of *GURPS Banestorm: Abydos*, as he leads you on a *High-Tech Dungeon Crawl*. This month's Eidetic Memory shows you how to merge the quintessential fantasy adventure theme with tricked-out TL5+ delvers. (And do we dare mention the "Dungeonmobile" – complete with *GURPS* vehicle stats?)

You kick down a door and . . . *It's a Trap!* Add variety to labyrinthine *Dungeon Fantasy* scenarios with an assortment of inanimate hazards. Torment delvers with ready-to-use traps or design your *own* dangers, from falling glass ceilings to alchemical explosions – a wealth of options, all with straightforward *GURPS* mechanics. Any feature with more than 20 tables for generating dangers and obstacles is well in the dungeon-crawling spirit!

First introduced in *Pyramid* #3/13: *Thaumatology*, the mystic knight template now has a slew of new advancement options, thanks to *Mystic Power-Ups*. In addition to dozens of power-up options, you'll find tips for limiting Imbuements, suggestions for specialized gear, and more.

*GURPS Dungeon Fantasy* creator Sean Punch reveals the history of his line *In All Series-ness*, including sources of inspiration that you can tap for your adventures. As a bonus, he reveals the new beastmaster template, which offers new magical abilities that allow this delver to influence animals – it's a *critter-cal hit!*

This month's Random Thought Table presents variations on a fiend, while Odds and Ends presents bits we couldn't squeeze anywhere else: another trap, a new wildcard skill, and a new lens for low-powered *Dungeon Fantasy* adventurers. Watch out – this month's *Pyramid* is dangerous in the wrong hands . . . or even the right ones!

### Article Colors

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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# FROM THE EDITOR

## WORK OFF THE SHELF, MAKE YOUR OWN SHELVES, OR ANYTHING IN-BETWEEN!

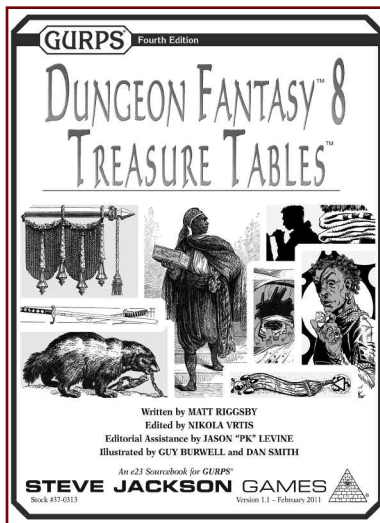
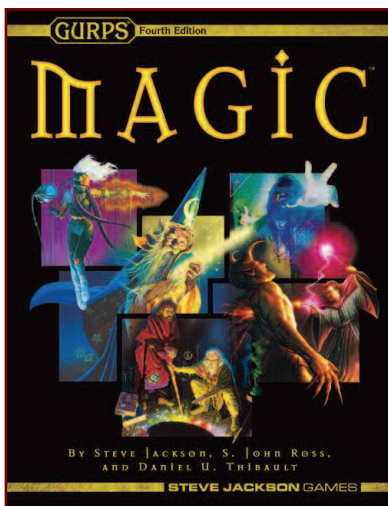
For tabletop gamers, one aspect of the “dungeon fantasy” genre is that it’s open not just to all types of *gaming* (as noted in – say – *The Joy of Hex* from *Pyramid* #3/36), but also to all types of *preparation*. If you want to game your entire dungeon-fantasy life using nothing but prepared adventures and source material, there’s enough out there to keep you happy. If you’d like to do nothing but meticulously plan adventures ahead of time, using toolkits to produce what you want, that works, too. And if you want to wing it – rolling dice as you go along – we’ve got you covered.

This issue helps all those gaming styles with such offerings as *It’s a Trap!* (pp. 17-25). Even commercial adventures can benefit from additional hazards (the classic TSR adventure *Dragon Mountain* specifically required purchasers to fill in

empty rooms with their own threats and encounters). It’s also a great resource for GMs prepping adventures ahead of time . . . or even those creating adventures on the fly. Similarly, Sean Punch’s *Wizardry Refined* (pp. 4-14) allows you to alter the underpinnings of the *GURPS Dungeon Fantasy* main magic-flinger (perfect for players and system tinkerers), while *The Decagoblin Dungeon* (pp. 37-38) shows improvisational GMs how a simple tweak can turn a lone idea into something noteworthy. Regardless of how you like to explore your dungeons, we’ve got something here for you!

## WRITE HERE, WRITE NOW

Did our return to the dungeon yield any new treasures? Or do you think we lost our way after that old man gave us a perfectly good map? Let us know how we were doing privately by sending a messenger owl to [pyramid@sjgames.com](mailto:pyramid@sjgames.com), or join the boisterous tavern that’s open 24 hours a day at [forums.sjgames.com](http://forums.sjgames.com).



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*Armies of Darkness:* Vast undead armies can eclipse the heroes and turn every battle into a slog. To avoid this, wizards have limits on how many *permanent* slaves they can create with **Zombie**, **Mass Zombie**, and similar Necromantic spells. Find Magery level in the “Size” column of the *Size and Speed/Range Table* (p. B550) and interpret “Linear Measurement” as “zombies” rather than “yards”: three zombies for Magery 1, five for Magery 2, seven for Magery 3, 10 for Magery 4, 15 for Magery 5, or 20 for Magery 6. Past this limit, such servitors last for but one minute and the magic cannot be maintained – and “used” corpses can’t be recycled by recasting the spell.

*Contingency Plans:* To simplify record-keeping and ensure that wizards are subject to the factors intended to balance battle magic – having to concentrate, roll dice, spend FP, and cope with spells “on” – no one can have more instances of **Delay**, **Hang Spell**, **Link**, or **Reflex** (all Meta-Spells) than his Magery level. This is *in total*, not *per spell*.

*Magic Is Hard:* If a spell normally allows an advantage to replace a spell prerequisite – Acute Hearing instead of Keen Hearing, Danger Sense in lieu of Sense Danger, etc. – that’s *not* an option for wizards. Learn the spell!

### Divination

Divination spells work normally, but two versions need prerequisite changes too complex to show under *Wizardly Grimoire* (pp. 6-14):

**Astrology:** Requires Bright Vision, Hawk Vision, and Night Vision instead of Predict Weather, which is druidic.

**Extispicy:** Requires four Necromantic spells instead of four Animal spells, also to avoid druidic magic.

*One-Day Guarantee:* To keep casters from conjuring wealth instead of adventuring, spells that permanently materialize or transform valuable matter last just one day if not irreversibly consumed sooner (burning, drinking, and eating all count). They cannot be maintained – though the GM might let wizards make them permanent for 10 times usual energy cost. Spells that *reduce* value by converting matter to less-valuable mud, dust, air, etc. remain permanent. This rule restricts **Create Acid** (Water), **Create Earth** (Earth), **Create Food** (Food), **Create Fuel** (Technological), **Create Ice** (Water), **Create Water** (Water), **Earth to Stone** (Earth), **Essential Acid** (Water), **Essential Earth** (Earth), **Essential Food** (Food), **Essential Fuel** (Technological), **Essential Water** (Water), and **Water to Wine** (Food).

*Sufficiently Advanced Technology:* **Technological** spells that aren’t explicitly forbidden *do* exist. However, instead of having a firm TL, they work on any *mundane* TL0-3 artifact, fuel, etc.; are cast at -5 on machinery that exploits Gadgeteer or magical enchantment to emulate TL4, or at -10 if such methods ape TL5; and don’t work at all on anything else, however “technological” it seems. Moreover, **Machine** spells only influence tech that has moving parts *and* that can run (if poorly!) without an operator supplying ongoing muscle power – meaning few items in practice, outside of dungeons filled with dwarvish steam-tech.

## WIZARDLY GRIMOIRE

Taking into account forbidden and altered spells, here’s a complete list of what wizards *can* learn.

*Spell:* The name of the spell. An asterisk (\*) means the spell is IQ/VH instead of the usual IQ/H. A dagger (†) indicates changes deeper than alternative prerequisites; see *Mutatis Mutandis* (p. 5).

*College:* The college to which the spell belongs, revised as needed. Here and in the prerequisites, some names are abbreviated:

**Body:** Body Control

**Comm.:** Communication and Empathy

**Illusion:** Illusion and Creation

**Lt-Dk:** Light and Darkness

**Mind:** Mind Control

**Mk-Brk:** Making and Breaking

**Necro.:** Necromantic

**Protection:** Protection and Warning

*Prerequisites:* The spell’s prerequisites, revised as needed. Magery 1 is abbreviated “M1”; Magery 2, “M2”; and Magery 3, “M3.”

Spell	College	Prerequisites
Acid Ball	Water	M2 and Create Acid
Acid Jet	Water	M2, Water Jet, and Create Acid
Affect Spirits	Necro.	Solidify
Agonize	Body	M2 and Sensitize
Air Jet	Air	Shape Air
Air Vision	Air/Knowledge	Shape Air
Air Vortex	Air/Movement	M2, Body of Air, and Windstorm
Alarm	Knowledge	Tell Time
Alertness*	Mind	Any two Keen Sense spells
Alter Body	Body	Alter Visage
Alter Terrain*	Earth	M3, all four elemental “Shape” spells
Alter Visage	Body	8 Body spells and Perfect Illusion
Alter Voice	Body/Sound	4 Body spells and 4 Sound spells
Ambidexterity	Body	Grace
Analyze Magic	Knowledge	Identify Spell
Ancient History	Knowledge	History
Animate Machine†	Tech	Machine Control, and either Animation or Animate Object
Animate Object*	Mk-Brk	M2 and 3 “Shape” spells
Animate Shadow	Necro.	Skull-Spirit and Shape Darkness
Animation*	Necro.	Summon Spirit
Appotation	Movement	M1
Armor	Protection	Shield
Astral Block	Necro.	Summon Spirit and Repel Spirits
Astral Vision*	Knowledge/Necro.	Sense Spirit and See Invisible

# IT'S A TRAP!

BY CHRISTOPHER R. RICE

From the classic pitfall trap to the magical runes that seem to haunt the ruins of forgotten cities, what dungeon is complete without a hidden trap? Or, for that matter, a *number* of hidden traps? This expansion of ideas found *GURPS Dungeon Fantasy 2: Dungeons* gives the GM advice, examples, and quick creation rules not only for traps, but for other hazards as well. *GURPS Dungeon Fantasy 8: Treasure Tables* – particularly p. 44 – is useful for determining any special properties of weapon-based dangers (such as an enchanted crossbow trap).

Definitions and terminology relating to traps can be found in *Dungeon Fantasy 2* (pp. 19-20); they have not been repeated here. Also, keep in mind that this is only a selection of popular traps; there are many *many* more than those described here!

## DEATHTRAPS 101

Not all traps are equal – but they can kill, maim, or disable just the same. However, the world of *Dungeon Fantasy* is a place where adventurers can fall down dark holes filled with spikes, consume a potion of healing, and then climb back up! Traps and other similar hazards are merely obstacles so delvers can get a chance at treasure and monsters. The following tables and guidelines are useful to the GM who is designing dungeons for delvers to plunder or who needs a quick trap for a location he has already made. At each stage, the GM can pick something suitable, or roll randomly. The examples listed

under the specific types of traps use the notation from *Dungeon Fantasy 2* (pp. 19-20).

1. Determine what sort of trap it is and what skills are needed to detect or disarm it.
2. Figure out whether the danger can be circumvented and evaded.
3. Figure out what the triggering mechanism is.
4. Decide on the quality of the trap, which provides a modifier to detection, disarm, and evasion rolls.
5. Choose the number of shots.
6. Decide whether the trap can be rearmed and how.
7. Determine whether it can be stolen.

For additional details, go to the corresponding table as directed by the *Trap Type* table to determine the danger's specific effects. Finally, use the format presented in *Dungeon Fantasy 2* to record the trap's specifics.

### Rolling Dice

If the "Roll" column of a table has a single value or range of values, roll one die. If the "Roll" column has two values or ranges separated by a comma, roll two dice but do not add them together. Instead, before rolling, designate one as the first die, and one as the second. Next, look up the result on the table. For example, "2, 4-5" means a roll of 2 on the first die, with a roll of 4 or 5 on the second die.

### 1. Trap Type

Roll	Type	Detection Skill*	Disarm Skill†	Details
1	Alchemical	Alchemy or Hazardous Materials (Magical)	Alchemy or Hazardous Materials (Magical)	18-19
2	Poison	Poisons	Poisons	20
3-4	Mechanical	Traps	DX-based Traps	20-23
5	Magical	Thaumatology	Thaumatology	23-24
6	Tricks	Traps	DX-based Traps	24-25

\* Use a *Per*-based skill roll for detecting a trap.

† The GM specifies what, if anything, happens if the disarming attempt fails. Additionally, some traps could use alternative disarm skills, such as *Armoury* (*Missile Weapons*) for neutralizing a crossbow that could be gotten to. The GM should decide if this is possible when designing the trap.

### 2. Circumventing and Evading Traps

Some traps make *noise* or draw attention to themselves in other ways. The GM should decide if a trap does this, what sense is required for the adventurer to notice it, and whether this attention-getting feature helps with detection, evasion, or both. This may give a bonus to the standard skill or let the delver substitute a certain attribute, *Sense*, skill

(usually *Per*-based for detection), or something "special" (like *Per* + *Magery*), if better.

Traps that have been found but not disarmed may be circumvented. This usually doesn't require a roll (don't step on the pressure plate!), but when it does, it's against *DX*, *Acrobatics*, or *Jumping* – and it might have a modifier. Failure to circumvent a trap means you've just triggered it!

# MYSTIC POWER-UPS

BY ANTONI TEN MONRÓS

The mystic knight, which appeared in *Pyramid* #3/13: *Thaumatology*, predates *GURPS Dungeon Fantasy 11: Power-Ups*. While the previously listed power-ups are sufficient, mystic knights could benefit from additional choices.

## GETTING POWERED UP

Mystic knights can take one Imbuement Perk per 10 points invested in Imbuement Skills. (Note that points spent on adding Dissolving Strike, below; Efficient Imbuement, p. 29; Imbuement Transference, p. 29; Instantaneous Project Blow,

p. 29; and Killing Strike p. 30, count as points spent on Imbuement Skills for determining the number of Imbuement Perks that can be purchased.) Furthermore, mystic knights can purchase (or improve) Imbuement Skills and Imbuement Perks any time they have free points, even in combat!

Mystic knights can use power items in the same exact way as wizards. In fact, a wizard that can use Imbuements, or a mystic knight that can use wizardly spells, can power both abilities from the same power item.

For a discussion of a wildcard skill suitable for mystic knights, see *Not with a Whimper but a Bang!* on p. 39.

## NEW POWER-UPS

In addition to Eldritch Talent up to 6 [5/level], Energy Reserve (Magical) 1-20 [3/level], Enhanced Parry (Imbuement Skills) 1-3 [5/level], and the new power-ups described here, certain power-ups from *Dungeon Fantasy 11* are perfectly suitable for mystic knights.

- Enhanced Block up to 2 [5/level].
- Enhanced Parry (One Melee Weapon skill) up to 2 [5/level].
- Extra Attack 1 [25].
- Striking ST 1 or 2 [5/level].
- Ridiculous Luck [60].
- Weapon Master (Single Weapon) or Weapon Master (Single Weapon and Shield) [20 or 25].

## DISSOLVING STRIKE

22 points

*Prerequisite:* Acid Weapon-16.

Attacks enhanced by Acid Weapon (p. 27) cut through armor like a hot knife through butter. Instead of the usual DR reduction, your acid weapon now eats through 1 point of DR per *point* of damage, effectively treating all DR as ablative. If Acid Weapon is combined with other sources of corrosion damage (such as Acid Imbued Soul, p. 27, or Corrosive Strike), *all* the corrosion damage is thusly enhanced. Remember, any gear that has its DR reduced by corrosive damage to 0 is destroyed beyond repair.

*Perks:* Unique Technique (Dissolving Strike) [1].

*Techniques:* Dissolving Strike (H) Skill+0 [21].

## DISPELLING STRIKE

10 points

*Prerequisites:* Strike of Negation.

Once per turn, after making an attack that hits and wounds its target, you can attempt to use Strike of Negation as usual, without needing to waive any attacks.

*Statistics:* Extra Attack (Only for using Strike of Negation, -60%) [10].

*Powerful upgrades  
for your favorite  
mystic knight.*

## ELEMENTAL SOUL IMBUEMENTS

Mystic knights can learn to imbue much more than their weapons and armor.

They can learn to bind an elemental to their soul, allowing them to manifest part of the elemental's nature. While it's possible to bind more than one elemental to one's soul, only one can be channeled at a time.

Soul Imbuements require a Concentrate maneuver to activate, but remain on until turned off or the delver loses consciousness. If the mystic knight knows more than one Soul Imbuement, pay the listed cost for the most expensive Soul Imbuement known, and count further Soul Imbuements as Alternate Abilities, which are 1/5 the listed cost.

## 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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