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About GURPS

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the books that interest you! Go to the book's web page and look for the "Bibliography" link.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

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INTRODUCTION

... the "plot" for a hack-and-slash adventure will be very simple. "Joe the Barbarian, with his friends Ed the Barbarian and Marge the Barbarian, went down into a cave. They saw lots of monsters and killed them and took their treasure. A dragon ate Ed. Joe and Marge ran away. The End."

– *GURPS Basic Set*

Fantasy is an engaging genre, bursting with wonder and mystery. It offers worlds full of fascinating lands, dotted with great cities and populated by exotic cultures. All of this has a powerful resonance with any gamer familiar with myth, fairy-tales, and the fantasy epics of literature and film. For that, get *GURPS Fantasy*.

But something else resonates with nearly every gamer. That's the thrill of taking a powerful, faux-medieval adventurer down into a cave – or a haunted forest, or a sinister stronghold – and seeing lots of monsters, killing them, and taking their treasure. For that, there's *GURPS Dungeon Fantasy*. Break it out when you don't feel like dealing with complicated plots, fussy social interactions, and so on. The results won't be refined. They might not even be "real roleplaying" (whatever that is). But they'll be fun!

Dungeon Fantasy: Adventurers isn't a complete guide to races, monsters, treasures, traps, etc. It's a simple "crib sheet" that points out which bits and pieces of the *Basic Set* you need to create dungeon raiders (*Dungeon Fantasy: Dungeons* will do the same for *running* dungeon fantasy games). The idea is to give players and GM a common point of reference, so that when the GM asks everybody to create characters for a dungeon crawl, they can do so quickly, without consulting endless books for hard-to-use abilities. You just need the *Basic Set* and this supplement – and *GURPS Magic*, if you plan to play a spellcaster.

Be warned that *Dungeon Fantasy: Adventurers* shamelessly cuts corners and makes assumptions. It's a guide to making two-dimensional "heroes" from a non-culture, and pillages history and fantasy novels at random for powerful equipment and mythology. Use it in a *serious* fantasy campaign at your peril.



ABOUT THE AUTHOR

Sean "Dr. Kromm" Punch set out to become a particle physicist and ended up as the *GURPS* Line Editor. Since 1995, he has compiled the two *GURPS Compendium* volumes, written *GURPS Wizards* and *GURPS Undead*, edited or revised over 20 other *GURPS* books, and masterminded rules for dozens more. Most recently, he created the *GURPS Basic Set, Fourth Edition* with coauthor David Pulver, wrote *GURPS Powers* with coauthor Phil Masters, and wrote *GURPS Martial Arts* with coauthor Peter V. Dell'Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

Dungeon Fantasy Glossary

adventurer: Somebody who goes down in caves, sees lots of monsters, kills them, and takes their stuff. See also *munchkin*.

delver: See *adventurer*.

dungeon: A cave, cellar, mine, sewer, tomb, or other nasty, dank hole – often several levels deep – filled with deadly monsters, hidden pits, cunning traps, cursed altars, flowing lava, and so on. Often seems designed expressly to kill adventurers, who come for the treasure.

dungeon crawl: An adventure in a *dungeon*.

hack-and-slash: What *adventurers* do on a *dungeon crawl* – that is, hack and slash monsters to death in order to get their stuff.

hero: An amusing euphemism for *adventurer*. See *munchkin* for the truth.

munchkin: **1.** A PC designed to be good at *hack-and-slash*, typically by optimizing his abilities, collecting powerful treasures, and neglecting such time-wasting pursuits as having hobbies besides looting and friends who aren't *munchkins*. **2.** The player of such a character. **3.** *Munchkin*, the award-winning dungeon fantasy card game from SJ Games.