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INTRODUCTION

The term “dungeon” refers to a simple fantasy adventure. Typically, the PCs wander from room to room, killing monsters and grabbing treasure . . . A “dungeon” can also be a building, battleship, space station, etc. If the adventurers are dropped into a limited area, with little or no goal except to grab what they can and get out alive, it’s a “dungeon.”

– *GURPS Basic Set*

Dungeon Fantasy: Dungeons is about what heroes created using **Dungeon Fantasy: Adventurers** actually do: raid dungeons! For players, it offers pragmatic advice on how to (ab)use advantages and skills from the **Basic Set** before, during, and after a dungeon crawl. For the GM, it provides tips on how to keep dungeon adventures challenging but fun.

Like all **Dungeon Fantasy** titles, this isn’t a self-contained game – it’s a play aid. It gives quick-and-dirty rules that are (mostly) compatible with the **Basic Set** but that don’t require gamers to search 576 pages to find them. Most important, it shows the

GM what corners to cut and calls to make when his only goal is a fast-and-loose dungeon crawl.

The shortcuts and rules of thumb that follow probably aren’t very sensible *outside* a dungeon crawl. **GURPS** is generic, but this stuff isn’t – it’s all about adapting generic rules to the dungeon fantasy environment.

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.



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