

GURPS[®]

Fourth Edition

PYRAMID[®]

Dungeon Collection



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STEVE JACKSON GAMES

TREASURES FROM THE PAST, BETTER THAN EVER!

For 25 years, *Pyramid* magazine delivered incredible gaming material with each installment. **GURPS Dungeon Fantasy** has delighted crypt-crawling fans for over a decade. Where these two intersect is magic!

The **Pyramid Dungeon Collection** is a trove of fantasy material from the first two volumes of *Pyramid* – almost all of which has been unavailable in any form for years – updated for **GURPS Fourth Edition** and specifically **GURPS Dungeon Fantasy**. Within these pages you'll get:

- **Locations.** Nine locales ready to add to your fantasy settings, from an underground dwarven settlement to an “impossible” city in the sky.
- **Advice and Ideas.** An assortment of incredible people, things, and insight, including a serpent-priestess, cursed items, and an unusual new form of magic.
- **Adventures.** Three ready-to-use adventures (complete with maps) that feature new monsters, odd challenges, and incredible rewards for the intrepid.

The Pyramid Dungeon Collection is intended for GURPS Dungeon Fantasy but would work with other GURPS-powered fantasy campaigns, especially the Dungeon Fantasy Roleplaying Game.

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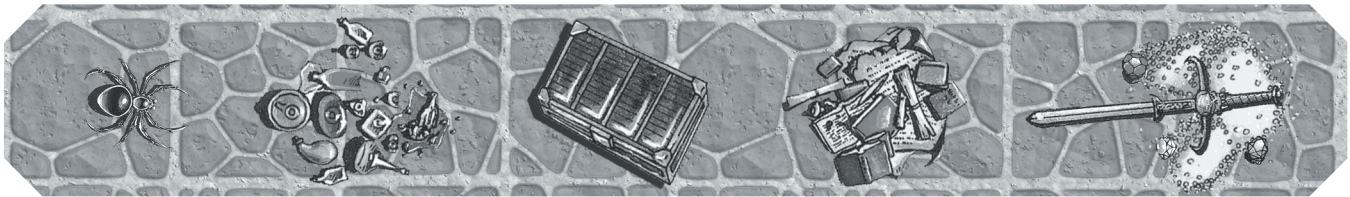
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GURPS[®]

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DUNGEON COLLECTION



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ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

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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.

INTRODUCTION

The first issue of *Pyramid* came out in 1993, and for over 25 years – and across three distinct eras – it delivered gaming goodness in various forms. The bimonthly print edition ran from 1993 to 1998, a weekly HTML-based subscription-website version ran from 1998 through 2008, and a monthly PDF version ran from 2008 through 2018. (We refer to them as Volumes 1, 2, and 3, respectively.)

Evolving as it did in part from the *GURPS* support magazine *Roleplayer* (which itself ran from 1986 through 1993), *Pyramid* and *GURPS* have had close ties since the beginning. Every issue of the print era included *GURPS* support, and the third volume had *GURPS* as its focus!

Since the beginning, “fantasy gaming” and *GURPS* have also been closely aligned. The original *Man to Man* set is an excellent resource for fantasy combat, and its first published adventure – *Orcslayer* – laid the foundation for “dungeon crawl”-style combat action.

Finally, fantasy has been part of *Pyramid* since its first issue, including reviews of contemporary sword-and-sorcery products and even *GURPS Supporting Cast*-style stats for an elven mage from one of the authors of that supplement!

Thus, when it came time to bring back some of that classic material – most of which hasn’t been available in any form for over a decade – fantasy was a logical choice as a themed genre. It’s the most popular genre in tabletop gaming in general, and is beloved by *GURPS* fans. The rise of *GURPS Dungeon Fantasy* (and the standalone *Dungeon Fantasy Roleplaying Game*) in the intervening years made that decision even easier.

So, we welcome you to this collection of classic material that originated in the first two volumes of *Pyramid*. All of the features herein have been updated to modern-day *GURPS Fourth Edition* standards and stats, intended for *GURPS Dungeon Fantasy* (with an occasional digression to the *Dungeon Fantasy RPG*). And most of this tome was written by authors who went on to become *GURPS Dungeon Fantasy* contributors.

This supplement is broken down into three broad sections: *Locations, Advice and Ideas*, and *Adventures*. Of course, *Pyramid* being a magical place where just about anything was possible, some bits defy easy categorization. But, really, the unexpected made real is as well suited for fantasy realms as it is for the legacy of *Pyramid*.

– Steven Marsh, *Pyramid* Editor, 2000-2018

ABOUT THE AUTHORS

A long-time gamer, roleplayer, and writer, Steven W. Disbrow took the role-playing part to the next level by co-founding the Improv Chattanooga theater in 2017. He also creates e-commerce systems and reads comic books when he’s not on stage acting like a fool.

William J. Keith is a professor of mathematics and the author of several pieces for *Pyramid*. He is from Houston, has worked in Philadelphia and Lisbon, and as of this publication,

is living and working in the Upper Peninsula of Michigan. A player of roleplaying games since the 1990s, he especially enjoys world-building, memorable characters, and high-fantasy settings.

Phil Masters is a long-time *GURPS* writer and contributed to all three versions of *Pyramid*. Among other works, he is the author of two *GURPS Dungeon Fantasy* supplements, the *Discworld Roleplaying Game*, and all three installments in the *GURPS Fourth Edition Steampunk* series. He’s also worked on several other roleplaying lines and has created an RPG of his own, *The Small Folk* (available from Warehouse 23, warehouse23.com/products/the-small-folk).

Elizabeth “Archangel Beth” McCoy still resides in the Frozen Wastelands of New Hampshire, with four cats, a spouse, and a single offspring. Her other RPG offerings include *In Nomine* material and *GURPS Alien Races: Sparriels*. She also has SF&F ebooks available at the usual locations for such things. In a reversal of her usual appearances in *About the Author* notes, she has tapped Christopher R. “Ravenpenny” Rice for assistance converting this material to *GURPS Dungeon Fantasy* standards. Pay no attention to her evil laughter.

*This magazine extends three feet
into the fourth dimension.*

– *Pyramid* #1/1

B. Nicholas Pasinella is a sustainability consultant with degrees in physics and geography who has been obsessed with roleplaying games since getting “The Red Box” for his 10th birthday. He has contributed to *HårnWorld* products and playtested multiple *GURPS* books. His hobbies include talking about someday finishing his dissertation, answering questions about how to recycle batteries, and futilely yelling at period pieces for anachronistic armor. He lives in Somerville, Massachusetts, with his wife, daughter, two cats, three fish, and a parrot.

Christopher R. Rice is from Portsmouth, Virginia. He dreams of writing full-time, or at least eking out a living doing it. Of course, if he’s not writing about *GURPS*, he’s blogging about it. Visit his site “Ravens N’ Pennies” (www.ravenspennies.com) for more *GURPS* goodies. He wishes to thank L.A., his own personal muse, as well as the rest of his gaming group and especially Beth “Archangel” McCoy, the “Sith Editrix” for their help and advice.

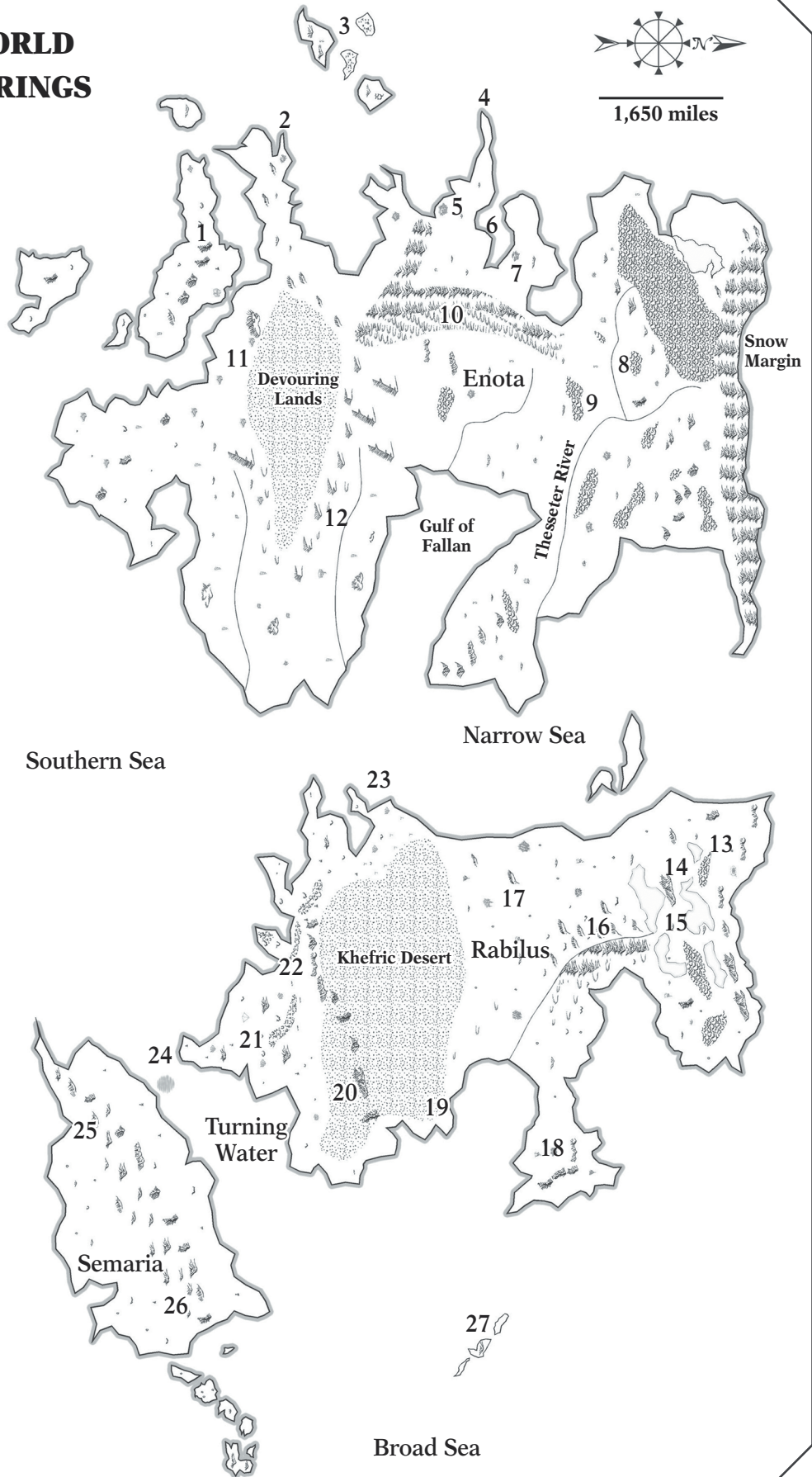
Matt Riggsby has been playing roleplaying games since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice that slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for loremasters of healing. The marching order for the rest of his party includes a sorceress, a 10th-level rogue, and a pack of dogs.

MAP OF THE WORLD OF THE WELLSPRINGS OF CREATION, OVERVIEW

Note: With the level of magic being what it is, the GM may decide the value for the scale is elastic.

Key

1. Bekembe
2. Uxuloth
3. Saurian Islands
4. Amadan by the Sea
5. Aquaclaro
6. Vissar Gulf
7. Carazani
8. Willowdeep
9. Tanir Aesayya
10. Astlan Mountains
11. Qaram Emirates
12. Tianshilong
13. Cold Amadan
14. Caerceol
15. Warrior Lakes
16. Echo Wall Mountains
17. Thebor
18. Echeth Dominion
19. Hellsgate
20. Than
21. Mixaztlan
22. Hot Amadan
23. Algofoye
24. Champre's Steam
25. Kunruk
26. Caverntown
27. Eastern Islands



CHAOTIC SIDE EFFECTS TABLE

At the GM's option, whenever a chaos mage uses a Wild Talent spell, there may be *side effects*. If so, this is technically a *Nuisance Effect* limitation (-5%; see pp. B112-113) on Wild Talent. Other options include requiring a roll only under certain circumstances, such as the Wild Talent roll failing by 1, *succeeding* with an exact roll, or when the chaos mage goes into fatigue debt (see p. 76). It is particularly appropriate when the mage is using Chaos Jet or Chaos Shielding.

Befitting the disorderly nature of chaos magic, the following table (adapted from p. B479) is provided. Roll 3d, or choose something appropriate to the situation and spell being attempted. If multiple spells are cast before the initial side effects have worn off, the GM may choose to extend that side effect's duration, increment its severity in some manner, or add new overlapping side effects.

- 3 – The user acquires a temporary mental or physical effect for the duration of the spell and 1d minutes afterward. These can be “quirk-level” forms of regular disadvantages (such as “hot-tempered” instead of Bad Temper, or a “Delusion” of perceiving sparkles around any metallic object), or visible side effects such as glittering skin, glowing eyes, or having one's hair stand on end and wave dramatically in an unfelt wind.
- 4 – The spell causes pain to the caster! It still succeeds, but for the duration of the spell and 1d minutes afterward, the mage is at -2 to DX, IQ, and self-control rolls. High Pain Threshold and Low Pain Threshold do not modify this side effect!

*One must still have chaos
in oneself to be able to give
birth to a dancing star.*

– Friedrich Nietzsche

- 5 – The spell causes the caster to suffer itching, sneezing, or some other distracting effect. It succeeds and can be maintained, but the caster is at -1 to DX, IQ, and self-control rolls due to annoyance and distraction.
- 6 – Something or someone within 10 yards is briefly transformed into *something else* for 2d seconds, but is restored with no permanent harm done. (Any damage will break the effect.) The “something else” may be anything the GM chooses, within reason. Load-bearing walls should not turn into soap bubbles, for instance, but might become trees, boulders, or solid gold. Fellow adventurers might change species (elf, goblin, owl, statue, poison ivy . . .), but don't get crushed by their gear.
- 7 – The universe *whines* for the duration of the spell and 2d minutes afterwards! Anyone within 20 yards

develops a headache (-2 to DX, IQ, and self-control rolls) until the noise stops. The caster suffers twice as much: -4 to the above rolls. Earplugs don't help, but Deafness does.

- 8 – The local mana fields are warped by the chaotic effects, at a distance of 10 yards from the caster! For the duration of the spell and 2d seconds after, all spellcasters must roll on this table if they cast a spell in the area of turbulent mana – and they also extend the duration of this effect.
- 9 – Transparent clouds of noxious gas form out of nowhere around the caster and the spell's target, spreading to approximately 4 yards out. Anyone who breathes the fumes must make a HT+3 roll; on a failure, they are nauseated (see *Irritating Conditions*, p. B428) for five minutes.
- 10 – The local mana fields set up a vibration that follows the caster around for the next 1d minutes, giving others a Magery+3 (minimum +3) bonus to notice an odd humming sound.
- 11 – Impressive but harmless visual effects accompany this spell, giving Magery+5 (minimum +5) to Vision rolls to see where the caster is.
- 12 – Harmless but opaque clouds form around the caster, spreading to 4 yards out. Treat as an additional Fog spell (p. B253), for no fatigue cost.
- 13 – The mana fields are disrupted in a way that is attractive to local animals, who all want to come see what's happening. The area *and* the mage are both fascinating for the duration of the spell and 1d×10 minutes afterward. The animals aren't hostile unless attacked, accidentally stepped on, etc.
- 14 – The spell drains *all* the caster's available FP and throws them into fatigue debt! As soon as they stop maintaining the spell, they fall unconscious. The mage is aware this will happen, and can attempt to maintain the spell long enough to get to safety, but they'll have to make an HT roll (see *Epic Fatigue*, p. 76).
- 15 – Dimensional rifts form, permitting ghosts, evil spirits, good spirits, or other creatures to pop out near the caster. Treat as a temporary Weirdness Magnet disadvantage.
- 16 – For the duration of the spell and 1d minutes afterwards, everyone within 10 yards is afflicted with pain, as per 4. This also affects the caster.
- 17 – When the mage stops maintaining the spell, a dimensional rift forms beneath them! They must make a DX roll to avoid falling through. The rift *usually* just moves them to somewhere nearby (albeit high enough up to potentially sprain an ankle if they land wrong), but anything that doesn't disrupt the game is possible. NPC chaos mages may be flung through time and space, landing on the adventurers when next the GM thinks the players are bored.
- 18 – Two side effects happen! Roll twice more on this table. If you get this result again, *three* side effects accompany the spell, and so on.

THE BLIND BEAR

The blind bear is a peculiar animal altered by magic. It could wander around the labyrinth if it wanted to, but prefers the permanent darkness of its lair.

ST: 27 **HP:** 27 **Speed:** 5.75
DX: 11 **Will:** 11 **Move:** 7
IQ: 7 **Per:** 11
HT: 13 **FP:** 13 **SM:** +1
Dodge: 8 **Parry:** 10 (Brawling) **DR:** 3

Bite (14): 3d+1 cutting. Reach C.
Claws (14): 3d+2 cutting. Reach C.

Traits: Bad Temper (12); Bestial; Blindness; Cannot Speak; Discriminatory Hearing; Discriminatory Smell; Vibration Sense (Air).

Skills: Blind Fighting-16; Brawling-14; Stealth-15; Wrestling-15.

Class: Dire Animal.

Notes: The blind bear, being smarter than the average bear, uses relatively sophisticated tactics, taking advantage of its abilities to attack stragglers from behind rather than directly assaulting who or whatever happens to be close.

*A good is never productive
of evil but when it is carried
to a culpable excess, in which
case it completely ceases to
be a good.*

– Voltaire

EARTH ELEMENTALS

These particular elementals aren't quite so fire resistant as, say, lava lizards, but their rocky structure makes them particularly hard to burn. And, indeed, between their stone "skin" and undifferentiated internal structures, they're hard to hurt in any event. They mostly like to sit and watch slowly bubbling lava and get very upset with anyone or anything which might disturb them from doing so.

ST: 13 **HP:** 13 **Speed:** 5.75
DX: 10 **Will:** 10 **Move:** 5
IQ: 8 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
Dodge: 8 **Parry:** 9 (Brawling) **DR:** 5

Punch (12): 1d+1 crushing. Reach C.

Traits: Damage Resistance 15 (Heat/Fire); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous); Pressure Support 3; Vacuum Support.

Skills: Brawling-12.

Class: Elemental.

Notes: These elementals have little in the way of tactics beyond wading into battle and punching things until one side or the other falls over. However, they're very well suited to absorbing absurd amounts of damage, so it's not necessarily a bad choice for them.

THE DEMON PRINCE

The demon prince started out unpleasant, and having been trapped in a small room for centuries, his mood has not improved. He speaks several demonic languages which are still current, but the only human tongues he knows are several centuries out of date. He may be able to communicate with linguistically skilled adventurers, but he's probably disinclined to do so.

ST: 24 **HP:** 24 **Speed:** 7.00
DX: 13 **Will:** 14 **Move:** 7 (Air 14)
IQ: 14 **Per:** 14
HT: 14 **FP:** 14 **SM:** +1
Dodge: 11 **Parry:** 13 **DR:** 4
 Block: 11

Sword (18): 4d+4 cutting or 2d+4 impaling. Attacks have *either* armor divisor (2) and +2 additional damage from flame after penetrating armor and other bonuses *or* affects insubstantial and +2 additional damage from extreme cold after penetrating armor. Reach C, 1.

Punch (15): 2d+2 crushing. Reach C, 1.

Traits: Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Arms 2; Extra Attack 2; Flight (Winged); High Pain Threshold; Immunity to Metabolic Hazards; Immunity to Mind Control; Magery 0; Night Vision 5.

Skills: Acting-13; Brawling-15; Broadsword-18; Fast-Talk-15; Hidden Lore (Demon Lore)-14; Intimidation-18; Leadership-15; Shield-14; Stealth-13.

Class: Demon.

Notes: The demon prince is armed with a pair of enchanted fine thrusting broadswords. One is enchanted with Flaming Weapon and has Armor Divisor (2); the other is enchanted with Icy Weapon and can effect insubstantial objects. He also carries a medium shield (DB 2), but relies on his natural DR for armor.

FIRE BEES

Fire bees, possible relatives of fire elementals, appear as candle-flame-sized flying points of light. A swarm is about 30, with the combined light of a good campfire. They have Move 8 and do 1d-2 burning damage; DR protects normally. Enclosed armor (for example, full plate) is likely to provide complete protection from direct damage; however, it can get hot. The temperature increases by 2°F per turn the wearer is attacked. This usually just makes the suit uncomfortable and can be alleviated by stopping momentarily to cool down after combat is over, but persistent attacks can make the armor dangerously hot. A swarm is dispersed after losing 10 HP. Fire bees take 1d-2 HP of injury from drenching and water sprays.



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