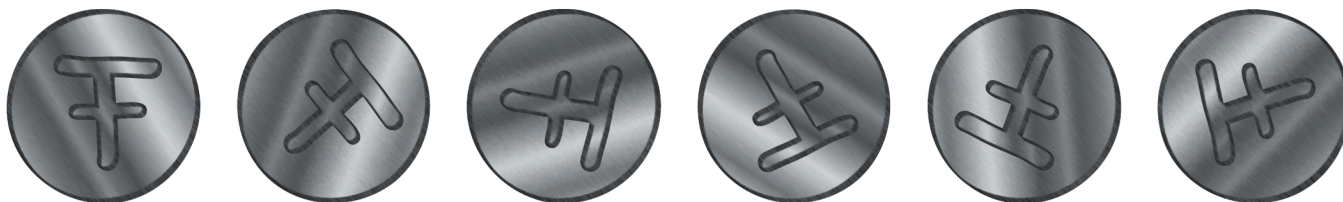


GURPS®

Fourth Edition

DUNGEON FANTASY ENCOUNTERS™

THE CARNIVAL OF MADNESS™



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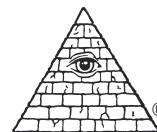
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STEVE JACKSON GAMES

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*Everybody loves a clown,
so why don't you?
Everybody laughs at the things
I say and do
They all laugh when they see
me comin'
But you don't laugh, you just
go home runnin'
— Gary Lewis and
the Playboys, "Everybody
Loves A Clown"*

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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Bibliographies. Bibliographies are a great resource for finding more of what you love! We've added them to many **GURPS** book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

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

An age-old problem in hack 'n' slash fantasy gaming is that of convincing delvers to visit the dungeon the GM spent hours designing. In a perfect world, they'd obtain a map from a mysterious stranger, or as treasure, and immediately follow it to adventure. More heavy-handedly, a guild, a temple, the King's Men, or even the King might offer a quest and not take "no" for an answer. Yet there's no guarantee that the players will cooperate – the adventurers could stray from the path or get distracted.

One solution is to say, "No matter where you go, there you are!": The dungeon lies in the heroes' path regardless of their choices. While that works with some players, others see it as railroading or even cheating; they want to map a "sandbox" world with points of interest in fixed locations. Then there's the fact that not every adventure suits all locales – try fitting in a jungle-themed quest while the party is exploring a polar icecap, or a crawl through a town's sewers when the heroes are pointedly avoiding settlements.

Perhaps the best solution is for the campaign world to feature adventures that, while preplanned, believably have no fixed address. Encounters that find the delvers rather than being found *by* them. Situations that adventurers who stray from *any* beaten path could plausibly stumble into.

The challenge is to make such a chance meeting more than a quick exchange of goods (as with a merchant caravan) or battle (like the hackneyed "bandit ambush"). So, what travels widely and offers something out of the ordinary? Why, a circus – a carnival! Of course, to be interesting to powerful heroes, such a thing must be *special* . . .

As in other supplements, important traits the PCs can use to solve problems are in **boldface**.

ABOUT THE AUTHOR

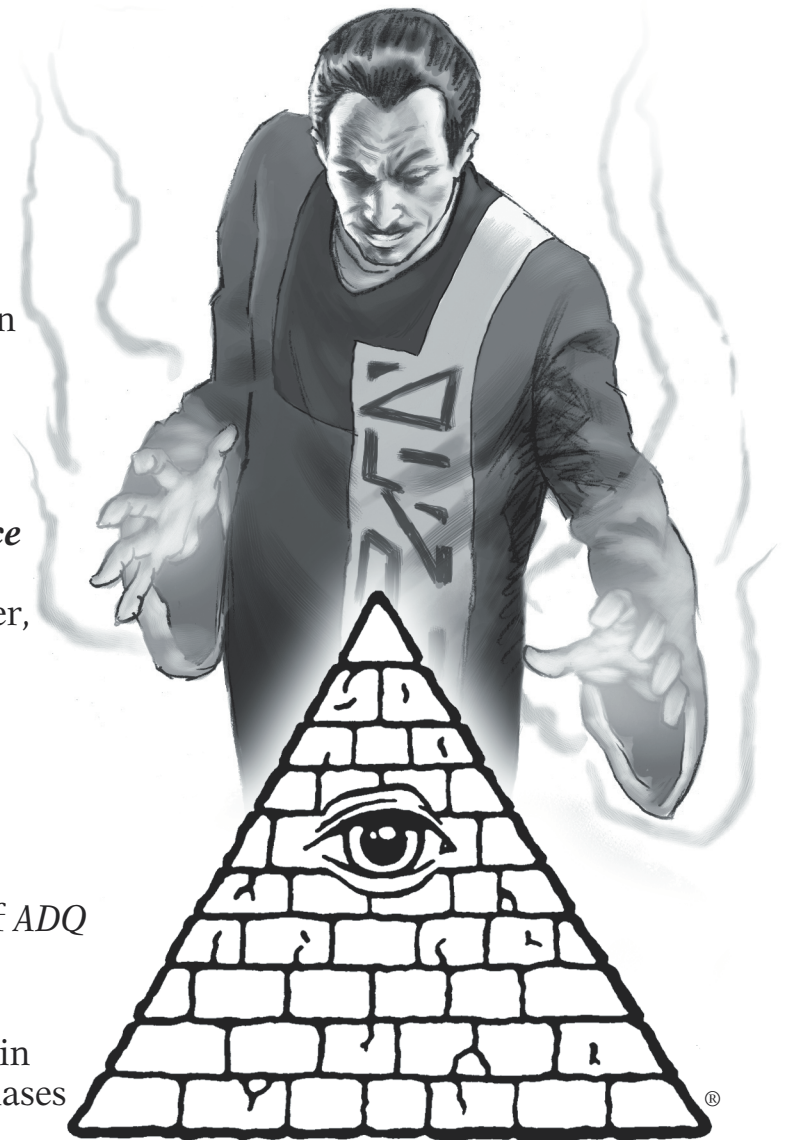
Sean Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In that capacity, he has written, edited, or contributed to hundreds of **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as lead creator of the **GURPS Action** and **GURPS Dungeon Fantasy** series; work on the latter led to his design of the **Dungeon Fantasy Roleplaying Game**, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango. He lives in Montréal, Québec with *son amour*, Geneviève.



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