

The Fantasy Trip™ Fire in the Temple™



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The Redcaps, a radical revolutionary cabal, plot to overthrow the local establishment. They are led by goblin chemist Tamar, her human mechanician comrade Delgado, and the giant blacksmith Arok. Death to the lords and wizards!

Tamar knows the secret of gunpowder, which on Cidri requires a rare ingredient: dragon dung. She found a way to produce her own!

The Redcaps learned of the Temple of Dolosia, once famed for its hot springs, curative clays, and prophetic oracle. A few years ago, the temple was destroyed by a dragon, Wyrnath the Sinuous, who ate the priests and made a lair in its ruins.

Three months ago, the Redcaps assaulted the dragon's lair. Many brave comrades died, but aided by Tamar's potent

potions and Arok's strength, they surprised and captured Wyrnath. Now the temple ruins are the Redcaps' secret base and munitions factory. The unlucky dragon is chained and forced to produce dung, which the Redcaps use to manufacture a growing arsenal of petards, grenades, and gunpowder charges.

The Redcaps are arming themselves for a campaign of sedition and assassination. They require supplies and funds, so they are ambushing merchants and travelers using the forest roads. Those stumbling on the scene have found blood aplenty, but no survivors and no bodies. The authorities blame the losses on the dragon, but these disappearances are starting to alarm the local Merchants' Guild . . .

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STARTING POINTS

The adventure takes place in forested hills, away from main trade routes, which is why the dragon and its successors were not quickly dealt with. The nearby cities are clearly not well governed, since class war is taking root. Therefore, they are not located in the Duchy of Dran or its immediate neighbors – the Duke and his peers would not permit the large-scale abuses that must be behind this dawning rebellion.

Southern Tanander, just off the bottom of the map on *ITL* p. 171, is a possibility, but so is any loosely governed area that has cities a few days' travel from wilderness.

ADVENTURE HOOKS

The Redcap plot is still secret, so adventurers should not have any certain warning that they are in the temple. Depending on how many clues the GM wishes to give the players, the Redcaps may not be in their "initial briefing" at all!

DRAGONHUNT

Via the usual gossip, the party hears of a dragon-haunted ruin. The stories say that Dolosia of the Waters was an ancient nymph or minor goddess who dwelt beside a hot spring in the nearby volcanic foothills. Her worshipers believed the sacred spring's mineral-rich waters and red clays possessed properties of healing. A temple was built on the site, and pilgrims bathed in its cleansing springs and mud baths. The



priests also sold visitors clay cakes and vials of healing water, while their temple oracle inhaled vapors from the caverns below and proclaimed prophetic visions.

The temple prospered for many years. Then, four years ago, came the dragon Wyrnath the Sinuous. He overcame the temple's protector, the mystical Defender of Dolosia (said to be an avatar of the goddess), burned the temple to the ground, slew the peaceful priests, and took up residence in the ruins.

Reports suggest the dragon is of medium size (4 hexes) and now likely boasts a modest hoard of coins and temple treasures, the offerings left to the priests by pilgrims. A few adventurers have tried to slay it; they did not return. None of the closest cities has been willing to mount a large-scale expedition.

Until recently, the dragon was fairly quiet. However, in the last three months, several travelers and merchants have vanished within a day's ride from the old temple. While it's possible they fell to bandits or outlaws, some of whom have been troublesome of late, the local Merchants' Guild fears the dragon has grown bolder!

If the possibility of a dragon lair itself isn't enough to tempt the heroes, the feudal authorities or Merchants' Guild may offer \$2,000 to slay the dragon, plus any loot they recover from its lair.

GM Note: This hook leaves the Redcap cabal a surprise. The party will be alert for trouble but meet a different foe! If the PCs do pick up on the hint about "troublesome outlaws," the GM may wish to name them (see below).

WANTED POSTER

This alternative hook can be combined with the above if the PCs do some digging.

While staying at an inn a few day's ride from the temple, the party spot a poster depicting a bearded, middle-aged human man with an eye patch and a goblin woman with a scarred face. Each wears a red cap of odd design.

The poster says: "Wanted for Murder, Kidnapping, Poisoning, and Arson: Redcap outlaws Amadeus Delgado and Tamar Ratsbane, \$1,500 reward each."

Further inquiries may reveal some or all of the following:

The goblin woman Tamar is said to be a former ratcatcher and chemist, skilled with poisons and explosives. She leads a fanatical sect of goblin and human outlaws called the Redcaps. Her human companion is Amadeus Delgado, a rabble-rousing ex-member of the Mechanician's Guild, known for skill making firearms and grenades. He has a long-standing feud with the Wizards' Guild.

The Redcaps are a militant secret society who believe the old order of hereditary lords, courts, taxes, and especially the oppressive guilds must end. Magic is a tool of our cruel rulers! The weapons to free the people are the scientific arts!

The Redcaps have been implicated in ambushes and assassinations, most recently using a gas bomb and a group of blunderbuss-wielding bravos to kidnap Master Dolon, a senior Merchants' Guild member. When the Guild would not pay a huge "revolutionary tax," Dolon's head was found in a public square, trapped with a grenade that killed two town watchmen who tried to retrieve it. Since this outrage, local authorities have cracked down on Redcap sympathizers, forcing the group underground. Some believe they've fled the region.

Magistrate Brom, a local official, believes otherwise. He fears the Redcaps may be responsible for the recent disappearances of merchants and travelers in the hills to the north – though it is odd that the group has not taken credit for it. However, the popular belief is the travelers were taken by a dragon, Wyrnath the Sinuous, said to dwell in the ruined Temple of Dolosia in the hills. Or perhaps the dragon has eaten the outlaws!

Regardless, Brom offers \$1,500 for proof of death, or twice that for the capture of the Redcap leaders. There's a similar price on the dragon's head.

GM Notes: This gives PCs a better idea of their foes without quite revealing the whole plot. Consider it for weaker parties who need more prep, or groups afraid of dragons! Should the adventurers go looking for either the Redcaps or the dragon, see *The Temple Ruins*, below.

THUNDER IN THE HILLS

While on the road through a hilly wilderness, the party hears an echoing *boom!*, followed by hundreds of frightened birds rising a few miles to the east. If they investigate, they will see a low gray smoke cloud when they get closer, and they will eventually come upon the temple (see below). If not, perhaps they'll hear some more rumors and come back later.

GM Note: The boom was Delgado testing a petard. This hook drops the party in with no warning, but gets things moving right away. It may be the most fun for a quick start to the scenario or a stronger group.

THE TEMPLE RUINS

The party follows a battered old road through the wooded hills, searching either for Redcap outlaws or the rumored dragon-haunted temple. Sharp-eyed adventurers will spot the gleam of marble a few hundred yards off the road, partly masked by trees.

An overgrown cobblestone path, marked by a great stone carved with the word "Dolosia," leads to the ruin of what once was a beautiful little marble-columned dome set against the hillside. Now the dome is broken and the area is littered with bits of charred wood and tile. A faint smell of smoke lingers in the air. A fallen stone statue, once about 8 feet tall, depicted a beautiful woman with flowing hair pouring a vase of water.

At the back of the dome, doors lead to a wide flight of marble stairs, a full megahex wide, that lead into the darkness under the hills . . .

THE DUNGEON MAP

Numbers on the map refer to sections in the text.

Location descriptions provide obvious information first, followed by extra details and NPC descriptions. It's up to the GM to reveal only as much as the party uncovers through their actions, talents, questions, or IQ rolls.

Most foes are Redcaps. Their locations are listed as first encountered. The GM may move them and adjust their actions if they've time to organize in response to an attack, especially if PCs retreat and strike again. They might even emerge to counterattack, at the GM's option. However, they need to leave guards on the captive dragon! See *Redcap Strategy* (p. 10).

The zealous Redcaps use battle cries like "Death to fat vermin!" and "Down with lords and wizards!"

Captured Redcaps are loyal and stubborn, unwilling to betray details of their organization or defenses. They may make defiant threats like "When Ratsbane's done with you, we'll make you into gunpowder!" As will be seen, that threat is not an empty one; it's quite literal.

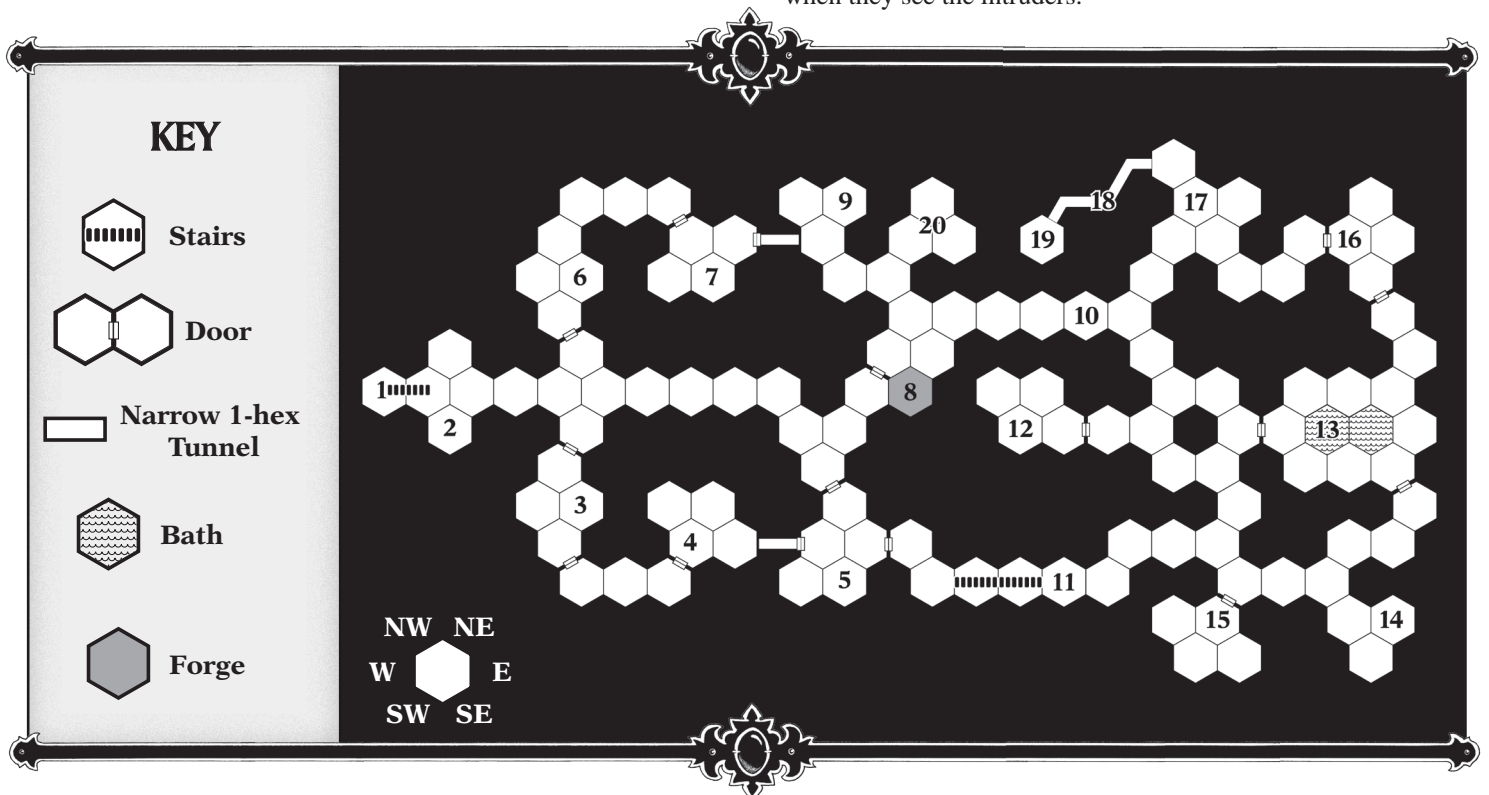
UPPER TEMPLE

1. ENTRANCE STAIRS

Wide marble steps, now dirtied and stained with both ash and old blood.

2. GUARD ROOM

The stairs lead down 20 feet to a high-ceilinged vestibule, the roof supported by six columns carved as nymphs. In daylight, some light comes from the stairwell, illuminating anyone descending. In the shadows of the columns, two human Redcap Warriors (p. 4), both with halberds, and a single Redcap Arquebusier (p. 4) stand on guard, eyes used to the dark. If the PCs approach noisily, they'll be seen and attacked. Otherwise, the guards will need to ready weapons when they see the intruders.



REDCAP ARQUEBUSIERS

Goblin Militants

ST 10, DX 12 (11), IQ 10

Talents: Axe/Mace, Guns, Knife, Literacy, and either a mundane talent or Armorer.

Languages: Goblin, Human Tongue.

Weapons: Arquebus; Hammer; Knife (sheathed on belt).

Armor: Cloth (stops 1 hit).

Equipment: Pouches with two extra charges of gunpowder and 3d silver coins.

Counters: Use the provided Redcap Arquebusier counters.



These are disaffected apprentices or clerks from nearby cities. They lack talent in magic, giving them low status in goblin society. They dislike wizards and will mistreat any they capture! Their red caps are in honor of their martyred former leader, Redcap Rojak, hanged for leading a journeymen and apprentice strike against the local guildmasters.

REDCAP WARRIORS

Human Militants

ST 13, DX 11 (10), IQ 8

Talents: Boating, Literacy, Polearms, Sword, one mundane talent.

Languages: Brawling, Goblin, Human Tongue.

Weapons: Halberd *or* Bastard Sword; Knife (sheathed on belt).

Armor: Cloth (stops 1 hit).

Equipment: Pouch with a few silver coins (2d); red cap.

An army requires melee fighters to protect its ranged weapons. These humans wield swords or polearms. They'll support the gunners, buying them time to aim and/or to ready their melee weapons after firing a volley.

Most of the humans in the revolutionary group were recruited after the last boatman's strike was bloodily put down by Guild authorities. They are big, tough bargemen and dockworkers. They have impressive mustaches and long hair in pigtails; their bare arms are covered with tattoos. Despite their poor background, they've been attending revolutionary classes here and learning to read and write.

3. MESS ROOM

These walls are decorated with a brilliant fresco of a pair of mating seven-headed hydras amid a jungle of giant mushrooms and bloodtrees. A small table is set with cups, plates, and utensils. On the table is a pamphlet (*A Guild of Liars*, see below). Two oil lamps hanging from ceiling brackets provide plenty of light.

This was once a changing room for pilgrims before entering the temple but is now used as a Redcap mess hall.

Five Redcaps are present: one goblin Redcap Arquebusier (p. 4), two human Redcap Gunners (p. 4), and two human Redcap Warriors (p. 4). One has a bastard sword, one carries a halberd.

Half are seated, half standing. If not alerted, they're grumbling about dinner from the kitchen being late, drinking watered wine, and chattering away in a mix of human and goblin argot.

An eavesdropper may hear them arguing revolutionary theory. Are the "masses" ready to rise? Will "Comrade Delgado" plan another attack to punish "the magical-mercantile autocracy?" "We should make the next bunch of merchants we hit look like the dragon got them," says one. "You know, burn them and stuff." Another wonders if they have enough bombs and guns to "stick it to the guilds" by launching some sort of attack. Maybe a plan to use the petards to blow up the mage's guild hall or an attempt to kidnap a fat-pig noble?

If alerted by a messenger from room 1 or a noisy party, they'll stop chattering and deploy, firearm-users covering the entrance with melee fighters protecting them.

If the party give them plenty of warning, try to negotiate, etc., they'll send one warrior to run to the sleepers in Room 4 and (if the PCs haven't gotten them first) in eight turns will be reinforced, adding another four fighters.

A GUILD OF LIARS

A revolutionary pamphlet, authored by one "Comrade Delgado," tells of outrageous abuses perpetrated by local guilds, especially Wizards and Merchants. Lurid anecdotes reveal the cruel exploitation and abuse of young apprentices (including one Comrade Tamar . . . see her description on p. 9). The 16-page hand-copied pamphlet is worth \$50 to a collector. Parrotting a few phrases could grant +1 reaction to Redcap-sympathizers, but being caught with it risks arrest in local towns!

REDCAP GUNNERS

Human Militants

ST 12, DX 11 (10), IQ 9

Talents: Axe/Mace, Boating, Brawling, Guns, Literacy, Toughness.

Languages: Goblin, Human Tongue.

Weapons: Blunderbuss; Knife (sheathed on belt); War Axe.

Armor: Cloth (stops 1 hit).

Equipment: Three extra charges of gunpowder; pouch with \$1 silver coins (2d).



These are more tough dockworkers, each armed with a short-barreled blunderbuss and a boat-axe. Use the description of the Redcap Warriors for background and appearance.

4. REDCAP QUARTERS

This room was originally a locker room for visitors to the temple, divided into men's and women's changing areas.

It's now a barracks for Redcap militants.

The door has a crude alarm: roll 3/IQ to spot the bell, 3/DX to disarm.

Inside it's dark, with eight bedrolls on the floor and a crude plank table with an unlit candle. There are two footlockers that hold mess kits and personal gear (the equivalent of two Labyrinth Kits), and another copy of *A Guild of Liars* (p. 4).

The Redcaps sleep in shifts; four are abed. Their cloaks, spare clothes, caps, belt pouches, and weapons hang on pegs. It takes a turn to snatch each item if they're surprised. Sleeping here are one Redcap Arquebusier (p. 4), two human Redcap Warriors (p. 4), and one Redcap Gunner (p. 4).

Give them 3/IQ rolls to wake up in time to grab the nearest weapon if the party kicks open the door. If alerted by the alarm, they will awaken in time to stand and grab knives or swords.

If alerted by a Redcap from Room 3 or by a noisy party, they'll all be awake in two turns, take another four turns to struggle into armor and weapons, and then head to reinforce Room 3 or patrol for trouble. If so, this common room will then be empty, with signs of unmade beds and rapid dressing.

5. MEETING ROOM

This chamber's walls are covered with frescos of forest scenes: unicorns, winged sprites, and fawns peeking shyly from behind waterfalls or trees. Several are stained by soot and smoke, and a large claw mark and reddish stain disfigure the east wall.

Two large brass-framed chairs and a dozen stools surround a long wood table. There's an unlit oil lantern.

On the table, an unrolled parchment scroll is weighted by a bottle of ink, a quill pen, and a dagger.

This room was once a dining room for temple guests. It was damaged by the dragon and is now used by the Redcaps for meetings. On the table is a letter the Redcap leader Delgado was composing.

6. KITCHENS

This room has a big pot simmering over a pile of hot stones (heated from the forge). A big trestle table occupies the center of the room. A butchered sheep is being prepared, garnished with stewed apples and turnips.

A shelf holds cooking utensils (forks, ladles, spoons, a large knife). Also on it are two flasks, one holding a quart of cheap wine, the other a fine peach brandy (\$80, 1 lb.), and a pair of lit candles. Behind the flasks, not visible unless they are removed, is a small bottle of viscous gray liquid.

On another low side table is a jar of pickles, a cheese round, a basket of turnips and apples, a silver salt shaker (\$40; holds salt), four onions, and a handful of wild herbs. Hanging on hooks are a haunch of goat and two skinned rabbits.

There are normally two Redcaps here. If surprised, they're working on the dinner. If alerted, they've readied their weapons and are watching the exits. Shonn has the potion (the gray liquid) in his left hand, while Yezra will have a grenade ready and has pushed over the low table as a barricade.

The gray liquid is a Berserker potion (same effect as eating a berserker mushroom). Shonn may quaff it if the situation is dire. Of course, a PC might grab it . . . The bottle is heavy and well stoppered. If dropped, it breaks only on a roll of 1 on a d6.

DELGADO'S LETTER

My Dear Comrade Felix:

Our great work nears fruition! We've manufactured many pounds of the Substance and several devices to use it.

The revolutionary taxes we impose on the corrupt merchants and clergy continue to fund our righteous operations. Yes, I regret being unable to keep prisoners to ransom but we must harden our hearts for secrecy. Anyway, our "powder factory" needs his fuel.

Speaking of which, our goblin comrade has discovered a way to use that same Substance to activate the ancient weapon we found in the temple. Now the glorious Hand of the People has a fist of fire-hardened clay!

I have some "taxes" to dispose of. It is mortifying working with common criminals such as "our friend" in town, but if you will have him send a man to the usual place, we may be able to barter with him for more supplies. The tribute extracted from the oppressors includes much cloth, silk, and a real prize: a gryphon egg! In exchange for this, I ask that you have him bring us additional bronze and four iron ingots, more wine (the revolution must be fortified), and writing parchment.

To rouse our supporters among the apprentices and peasants to prepare them for decisive revolutionary action after our coming stroke, please ask your friend the copyist to reproduce my latest pamphlet exposing the corrupt practices of the autocracy! How soon will we strike? Well, it depends on whether our "factory" can manage sufficient quantities of the Substance we make this month. The total quantity we have is now is . . .

The letter cuts off here; Delgado needed to check the dung production level. (He's now with the dragon.) See also *Further Adventures* (p. 11).

YEZRA MAOPOT

Goblin Redcap Cook

ST 11, DX 11, IQ 10

Talents: Brawling, Cook, Literacy, Sword, Thrown Weapons.
Language: Human Tongue, Goblin, Orcish.

Weapons: Two grenades; Cutlass; Knife (sheathed on belt).

Equipment: Gold earring (worth \$150), \$2 of copper coins.

This foul-mouthed goblin, a former river pirate, is the Redcap's cook. He likes explosives and wears an eye patch.

SHONN THE TENDERIZER

Hobgoblin Redcap Thug

ST 13, DX 9, IQ 7

Talents: Axe/Mace, Brawling, Knife, Pole Weapons

Languages: Goblin, Orcish

Armor: None.

Weapons: Club (or beef bone).

Equipment: Berserker Potion (see above) if he's alerted.

This ugly, oversized brute wields a spiked club and helps with tenderizing the rations but is also employed for interrogations and executions. Shonn doesn't speak a human language (except a few curse words and "kill vermin!"). If surprised, Shonn might just grab a bony haunch of meat and use that as an improvised club.

7. STOREHOUSE

A dingy room containing four barrels, an open chest, four bulging sacks, and two baskets. There are two guards (see below) on duty. A lit torch is in a wall bracket.

Guarding the storehouse are two Redcap Warriors: Sleepy Gunred, a muscular swordswoman so named for falling asleep during revolutionary lectures, and Bort, a halberdier.

If surprised, Bort is sitting on one of the sacks reading a looted book of poetry to a fascinated Sleepy as an example of the decadence of the ruling elite. Sleepy is shaking her head in shock . . . she never heard such things in her village!

If they hear trouble, they'll hide behind barrels to ambush intruders, the book discarded on the floor.

Use Redcap Warrior (p. 4) stats for both: Bort has a halberd and Sleepy a bastard sword.

The four barrels hold 10 quarts of beer, six quarts of wine, 20 lbs. of salted fish and eels, and 14 lbs. of pickled herring and chopped vegetables.

The two baskets hold 36 edible mushrooms and 17 apples. One mushroom, accidentally picked, is a berserker mushroom (roll 12 on 2d6 to eat it by mistake).

The chest and sacks contain:

Chest #1: Partly open. Two more books of erotic poetry, well illustrated, each worth \$200, but possibly subject to confiscation by local moralists or priests, so be careful if you sell them!

Sack #1: 5 pounds of spices in small bags, worth \$1,500.

Sack #2: 12 pounds of sea salt worth about \$24.

Sack #3-4: Rolls of fine woolen cloth (4 lbs., \$100) and crimson silk (2 lbs., \$900).

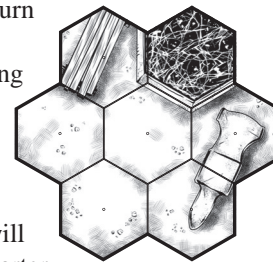
It's loot from merchants attacked by the Redcaps, kept to trade for supplies (see *Delgado's Letter*, p. 5).

8. THE FORGE

Note: If Arok is at work (rather than alerted), anyone approaching this chamber will hear the resounding beat of a hammer on metal before they enter. This noise drowns out sounds of alarm.

Inside, this is a natural cavern enlarged and supported by a vaulted ceiling. It is lit by a puddle of lava that bubbles up from below, providing heat for a forge. A huge anvil (800 lbs., \$1,200) stands next to this lava pool, along with a stack of metal ingots. (Use the new megahex tile.) In another corner is a giant-sized (6' high) work table mounted on a tree stump.

Arok, a bald-headed giant with burn scars on one side of his face, works here, stripped to a red loincloth, using a hammer that seems tiny in his mammoth hands. If he has been alerted, he'll instead be carrying his big club. He talks about himself in the third person, e.g., "Hah! Arok will beat you like an anvil." But he's smarter than he looks and is a skilled craftsman and true believer.



The lava pool here was once used for temple rituals, with sacrifices to the goddess (the hair of worshippers) being burned here. Now Redcaps forge gun barrels!

The ingots are a pyramid of eight 20-lb. iron bars (\$10 each).

Atop the table are three recently completed blunderbuss barrels without stocks. A fourth, still red-hot, is on the anvil; Arok was beating it into shape. Each barrel is worth \$50 to an armorer.

Also on the table is an iron bucket containing hot sand and stones. Resting in it is a melon-sized egg, cream-colored with greenish speckles. A Naturalist can roll 3 dice vs. IQ to identify it as a gryphon egg and realize it may hatch in 2d days if kept warm. Looted from a rich merchant (a birthday gift for a duke), it's worth \$4,000+.

Note: The room is very warm. Anyone less than ST 25 within 2 hexes of the lava takes 1 ST/turn fatigue from heat! Touching the lava hex does 3d hits/turn.

AROK

Giant Blacksmith

ST 34, DX 11, IQ 9

Talents: Axe/Mace, Armorer, Literacy, Toughness.

Languages: Goblin, Giant, Human Tongue.

Weapons: Club (or big hammer; same statistics).

Armor: Toughness stops 1 hit.

Equipment: A sack-sized "belt pouch" contains 70 copper and 100 silver coins, and the gilded skull of a snake with ruby eyes (a good luck charm, no actual magic powers but worth \$400).

Arok was enslaved in a quarry until freed by Delgado, becoming his sworn follower. He forged Wyrnath's chain, wrestled the dragon, and helped Delgado make many of the guns. He's loyal to the cause, but taciturn and ill-tempered. His hair was shorn to provide potion ingredients; his burns are from battling Wyrnath.

If events draw him away from the forge, he will not stop to dress, but will grab his club, don his giant-sized red cap, and wade into combat, seeking to protect his leaders.

9. ARMORY

This room's walls are covered by frescos of lightly-clad men and women wrestling bulls and centaurs, as a tall nymph bearing a pitcher of water (resembling the outdoor statue) looks on. The floor is sand, not rock.

This was a gymnasium for exercising before or after bathing in the pools. Now it's a Redcap armory. There's a busy workbench with stools beside it, lit by two oil lanterns. Beside it, three barrels and two wooden crates are on the floor, and weapons hang on the walls.

Working here are two Redcaps: Yama Xarot and Hagar Justwell, armed with melee weapons rather than guns (to avoid using firearms near gunpowder). Use Redcap Warrior (p. 4) stats.

Hanging from the wall on hooks are a halberd, a war axe, a small shield, and a mace. On the workbench are two pots of oil, some rags, whetstones, an awl, and a small hammer. A disassembled blunderbuss (takes a Mechanician to reassemble) sits on the table, next to a stained rapier with a bent blade.

The barrels and crates hold:

Barrel #1: This isn't a barrel: it's a petard! There's a trailing fuse attached; a Mechanician or Engineer spots this immediately with a 3/IQ roll.

Barrel #2: This holds 15 charges of gunpowder.

Barrel #3 : This holds 12 charges of gunpowder.

Crate #1: The crate contains straw packing and eight grenades.

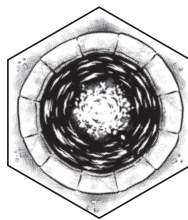
If hit by a stray shot, 1d-2 blow up! The others are jarred by the explosion and miraculously do not explode.

Crate #2: The crate contains four boxes, each holding 144 lead balls (arquebus ammunition). They don't blow up.

Hits by firearms, lightning, or fireballs into a cask or crate have a 2-in-6 chance each of detonating the petard, grenades (1d-2 will blow up!), or gunpowder (blast as a grenade).

UNDERGROUND TEMPLE

On the temple's second level are found the true secrets of Dolosia.



10. SPRING OF CLEANSING

This corridor slopes gently downward (to the east); at 10. A large fountain (connected to a hot spring below) stands in a carved basin.

Wall frescos and carvings on the fountain base show afflicted pilgrims covered with sores (and one hairy beast!) removing clothing and kneeling before a nymph-like figure who pours a vase of steaming waters on them, after which they arise, radiant and healthy.

The fountain seems dry, but every 15 minutes, it hisses like a kettle and sprays a mist of hot mineral water. Anyone bathing in it is subject to a Cleansing spell: it does 1d damage but kills off all diseases, fleas, parasites, and so on, including those for vampirism and lycanthropy.

11. STAIRS

This is a wide flight of stone stairs that lead down 20 feet to the underground temple. It has stones blackened as if by heat, and some large claw marks . . .

12. SACRED CAVE

This cave has a pool in the megahex at the west end, about 3 feet deep. On the walls are ancient primitive paintings, not frescos, showing a female figure, her lower half formed of clay, her upper body solidifying into a beautiful woman.

Most of the cave floor is a warm, reddish-orange clay, quite slippery (as a Slippery Floor spell to anyone standing on it), smelling oddly sweet. There is a stone bench cut onto one wall and a bundle (cloth armor, a bastard sword, and clothes) occupies it.

The clay has mystic properties. The priests believed the goddess Dolosia was born from it. Bathing in it is recuperative. Doing so for 4 hours each day heals hits at twice normal speed and cures ordinary sickness in a week. This clay also formed the golem (p. 9) and helps feed it. If gathered and baked into cakes using the forge's lava (see *Forge*, p. 6), it makes the equivalent of a healing potion at half the normal time and cost. There's still enough clay for 100 such potions.

A Redcap, Manfred, is bathing in the clay. He probably heard intruders coming and will be holding his breath, mostly hidden, but can't do so for long. He'll emerge, covered with orange clay (making him look like an orange-skinned monster!). (3/IQ to recognize he's a normal, clay-covered human.) He was hurt fighting merchant guards and is healing in the clay bath. Use Redcap Warrior (p. 4), but with 3 hits of injury. It's his gear on the bench.

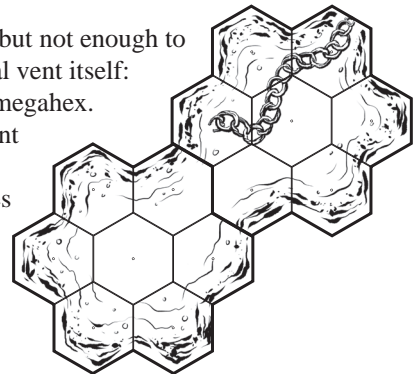
13. THE TEMPLE BATHS

This large chamber is dominated by a pool fed by a hot spring. It fills the central two megahexes; the hot spring bubbles away from the eastern hex. The water is 3-4 feet deep. However, few would be foolish enough to dive in, for it's occupied by a crimson-gold dragon! Wyrnath the Sinuous is restrained by a thick metal chain connected to a heavy collar. This chain, attached to a heavy ring driven into the stone on the pool's east end, prevents his leaving the basin.

Standing guard in the chamber around the pool, outside the dragon's reach, are two Redcap Arquebusiers (p. 4), two Redcap Warriors (p. 4) with halberds (p. 4), and their human leader, Amadeus Delgado (p. 8). Delgado has come to inspect the dung production levels for the letter he's writing (p. 5).

The pool water is hot, but not enough to burn except in the thermal vent itself: the center of the eastern megahex.

There, anyone not resistant to heat suffers as per a Fire hex. Also, it produces concealing steam (as per a Shadow hex).



WYRNATH THE SINUOUS

Murderous Dragon

Hex Size/Form: 4-hex figure.
ST 30 (26), DX 13, IQ 11, MA 10/40
Scales stop 3 hits.
Attacks and damage: Claws 2d+1
Breathe fire 3d (costs 2 ST).
Special Abilities/Weaknesses: Gaze can steal memories.

Wyrnath is the sort of dragon who gives dragons a bad name. He loves gold and man-flesh, and is cunning, with a melodious voice and educated accent. He is beautiful even as dragons go.

Overpowered by sheer numbers and the giant's muscles, beaten nearly to death in his capture, the dragon is still at slightly reduced ST from the battle in which he was captured. Now he is forced to produce dung, on the threat of being fed aged carrion and laxatives instead of prisoners! Almost worse, his captors show him no respect, and after one "warning shot" fired into his shoulder, he knows where he stands. Wyrnath would have happily died fighting, but he refuses to die chained, and now bides his time. He would make any deal to gain revenge, but would delight in breaking his word to those who freed him. There are "good" dragons, but Wyrnath is not one of them.

Wyrnath knows from bitter experience he'll be shot if he uses his breath or tries to break free; firearms can penetrate his scales. If adventurers appear, he will attempt to parley with them. ("Free me, good people, that we may rend our foes together! Is not the enemy of my enemy my friend?") If his guards' guns are distracted fighting adventurers, he'll try to free himself or breathe fire on any foe in range. Whether he considers the party "foes" at the moment depends on circumstance.

For their part, Delgado and his Redcap guards are caught between keeping Wyrnath covered and quiet ("Shut up, filthy worm!") and firing on him if he tries to break free.

This could even lead to a tense standoff, with the guards switching their aim between intruders and dragon, knowing if they use firearms they won't have time to reload.

Delgado may try to negotiate with the party: "You fools! We can talk, just back off, or that dragon might get loose and then we'll *all* end up as dragon dung. Do you know how many men we lost chaining him?" Maybe he'll offer to trade them some gunpowder if they back off.

Wyrnath's chain is 9 feet (3 hexes) long, with links forged by Arok of meteoric iron. PCs or Wyrnath roll 10/ST to break it. Links stop 6 hits and take 15 hits.

While chained, Wyrnath can't fly and is -3 DX. He has no problem with attacking anyone within 3 hexes of him.

Visible to anyone peering into the pool is a reminder of what a dragon can do: it's full of bones, with at least two dozen skulls of goats, sheep, and horses – and a few humans. ("They were dead before I ate them," Wyrnath may remark in his cultured voice. "Merchants and the like, ambushed by these insufferable Redcapped thugs. The *utter* nerve of them, feeding me carrion like a common wyvern!")

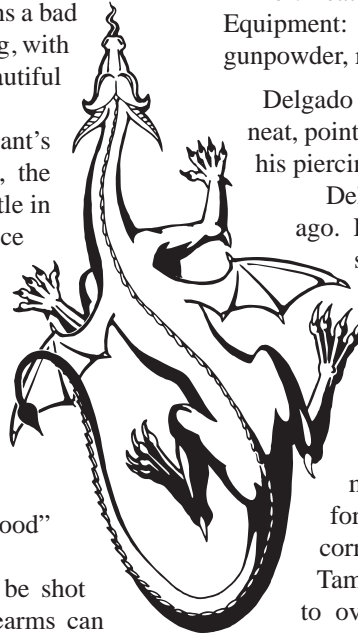
AMADEUS DELGADO

Human Redcap Leader

ST 12, DX 13 (11), IQ 14
Talents: Charisma, Guns, Literacy, Mechanician, Master Mechanician, Sword, Tactics, Writing.
Languages: Goblin, Human Tongue.
Weapons: Broadsword, Knife (sheathed on belt), Arquebus (held under cloak)
Armor: Leather (stops 2 hits).
Equipment: Belt pouch with 15 gold coins, charge of gunpowder, red cap.

Delgado is the Redcap's co-leader. 33 years old, he has a neat, pointed beard and curly black hair. Most striking are his piercing green eyes and very pale complexion.

Delgado embarked on his radical path 15 years ago. His chapter of the Mechanicians' Guild was shut down due to the conniving of a local Wizards' Guild, who planted fake evidence that the gadget-users conspired against the Baron. Delgado's master died in prison. Their workshop was destroyed. As a mere apprentice, Delgado was shown "mercy" – 10 lashes. Eventually, Delgado found another master and perfected his craft, but never forgot the arrogance of the mages and their corrupt aristocratic allies. He eventually found Tamar's group and made common cause, vowing to overthrow the whole rotten system. A skilled propagandist, he writes the Redcaps' tracts.



14. DUNG PITS

This chamber stinks! It has a strong smell of sulfurous offal. Two shovels and a small pile of fresh dragon's dung are stacked here, awaiting processing.

The *real* treasure is that dung: the 50 ounces are worth \$2,000 on the open market if gotten to a chemist within 3 days! Carting it around, however, will be an odiferous job!

Four latrine pits occupy one corner, used by the Redcaps.

A single Redcap Gunner (p. 4) is on guard here.

15. CHEMICAL LABORATORY

The green-and-turquoise tile floor is inlaid with images of entwined mermaids and octopi. In one corner of the room is an altar; behind it stands a nine-foot-tall female statue, akin to the one outside the temple, but of fired clay. In the room's center is a table.

Working there are a scar-faced female goblin in spectacles and robe and two male goblins wearing red caps. They're grinding powder into a greenish mix using a mortar and pestle. It has a "rotten eggs" smell. A large book of chemical formulae lies open beside them. Adjacent are a trio of large tubs, filled with smelly ingredients (charcoal, smelly sulfur and saltpeter, and strong acid). Shelves hold copper and brass tongs, crucibles, ladles, pincers, spoons, and measuring sticks. A bellows and a set of scales stand in one corner. Other shelves hold glass retorts, flasks, beakers, and vials. Collectively, this is a chemist's lab (\$10,000, 200 lbs.).

Tamar Ratsbane and her cohorts are making gunpowder. This requires charcoal, saltpeter, and sulfur. Charcoal is made from burning wood, and saltpeter acquired from local manure, but the third key ingredient is the sulfur, processed from dragon's dung, as mining is impossible on Cidri due to a sulfur-eating microorganism.

The statue in the corner of the room is a 9' tall fired-clay sculpture of a beautiful nymph, perhaps the temple's goddess, for it resembles a younger version of the fallen statue outside the dungeon.

In fact, it is a construct: a clay golem (p. 9) that Tamar can order into action. When it activates and unhinges its jaw, smoke and a smell of burning gunpowder will emerge.

The corked vial on the shelf holds a golden liquid. It is a failed batch of Reptile Poison potion that will instead heal 1d hits for any reptile (or dragon) that drinks it. (A Chemist studying it understands its nature on 4/IQ.)

Tamar's book is 35 pages written in the goblin tongue, with the formulae for Gunpowder, Berserker potion, Weapon Poison, Reptile Poison, and Decrease DX potion. The book weighs 1 lb.; it is worth \$700 to a scholar or chemist.

Tamar's statistics are below. The two assistants use the Redcap Arquebusier (p. 4) statistics; they'll die to protect her.

TAMAR RATSBANE

Goblin Redcap Leader

ST 10, DX 11, IQ 13

Talents: Chemist, Diplomacy, Guns, Literacy, Mechanician, Streetwise, Sword.

Spells: None.

Languages: Goblin, Human tongue.

Weapons: Blunderbuss with sawed-off barrel (*half* normal range) and cutlass, both concealed under robes; knife in boot with one dose of Weapon Poison (+3d damage); one Reptile Poison gas grenade and one gunpowder grenade.

Armor: None.

Equipment: Purse with 6 gold pieces (\$60); bloodstone silver ring worth \$200.

Tamar is a goblin, age 31, one of two leaders of the Redcaps. She's a skilled chemist and dedicated revolutionary. She was once attractive, but her face and the left side of her body were burned in a lab explosion. She wears a concealing brown cowl and robes to hide her scars and is sometimes mistaken for a mage, which annoys her! Hard of hearing, she speaks loudly.

Tamar grew up in a mixed human and goblin town. Her parents ran a neighborhood apothecary near the mages' guildhall. As a child she was bullied by the neighborhood's wizard apprentices, chased by illusions and summoned wolves, even once set on fire as a "joke." Worse, grinding taxes imposed by the local lord drove her family shop into bankruptcy. Young Tamar worked hard, learning the basics of chemistry and securing her apprenticeship to a master chemist.

Her bitter memories led the young goblin to vow to use natural science to become as powerful as any mage. After a part-time job as a pest-exterminator in the sewers, her chemical studies led her to gunpowder, a power more potent than any fireball! Eventually she mastered the secrets of her craft and began a lifelong quest to use science to undermine

the "magical aristocracy" she hated and the wealthy exploiters who crushed her parents' hopes. The Redcaps are her instrument; explosions are her passion.

DEFENDER OF DOLOSIA

Clay Golem

Hex Size/Form: 3-hex figure.

ST 28, DX 10, IQ 7, MA 8

Clay stops 2 hits.

Attacks and damage: Punch for 2d+1. Breathe steam (as per Breathe Fire spell).

Special Abilities/Weaknesses: Requires charge of gunpowder daily.

Counter: Use the provided golem counter.

This is a fired-clay female humanoid, with obsidian eyes and articulated limbs and jaw. A furnace burns in its belly. The temple's magical defender, it fell "unconscious" in battle in a futile attempt to defend the temple against Wyrnath, but he did not understand its nature, and did not destroy its body. When the Redcaps took the temple, they discovered its blackened but intact golem. Tamar experimented with ways to revive it, finally discovering it could "eat" a mix of the mystical clay infused with a charge of gunpowder. A loading of this mixture will operate it for a day, and it will follow the verbal commands of its "awakener." Tamar's sure the Dolosian priests had a better way to do it, but speculates that gunpowder may have a magical association with the dragon that defeated it: if so, is it just gunpowder made from Wyrnath's dung that can activate it? She'd like to experiment! "Magic," she sighs. "It makes no sense."



16. MECHANICIAN'S LABORATORY

This large chamber filled with junk is Delgado's lab. A table stands in the center of the room with a pair of stools next to it. In one corner is a simple bed with a small night stand. Two oil lanterns hang from the ceiling.

Intricate tools suitable for a jeweler or mechanic are scattered carelessly over the tabletop.

Pinned to the wall are intricate engineering sketches for a petard-flinging trebuchet, the arquebus, a sawed-off blunderbuss, a labor-saving waterwheel-powered mill, and a fanciful mechanical owl (unbuilt). The diagrams are worth \$1,000 to any Mechanician.

Delgado (p. 8) is in room 13 but may retreat here.

17. GUARD POST

This annex is manned by a man and a goblin . . . both giggling. The goblin is bare-chested, sitting on his haunches, singing a lullaby as he cradles his arquebus. The human, a bewhiskered young man with a bastard sword, is barefoot and scribbling a spiral pattern on the wall in chalk while wearing a saucepan on his head. A discarded shirt and a pair of boots are nearby. On a rickety table are remains of a meal: a slab of bread, two red caps, two empty cups smelling of beer, and a mushroom.

This odd couple are Redcap guards. Bored after several days' inactivity, they sampled the hallucinogenic mushrooms at room 18, and are now under their influence. (One is still on the table.) When they see the adventurers, they incorporate them into their delusions. "Hey, stranger, why's a flower growing out of your head?" They fight, crazily, if threatened, but are otherwise harmless. If captured and interrogated, answers may be nonsensical. They sober up in eight hours. Use the stats and counters of a Redcap Arquebusier (p. 4) and a Redcap Warrior (p. 4), but both are unarmored and at -5 IQ.

18. MUSHROOM TUNNEL

This warm, wet tunnel has a dirt floor. Two patches of mushrooms grow here. The southern patch contains 13 edible mushrooms. The north patch has eight hallucinogenic and one berserker mushroom. A Naturalist can tell them apart on a 3/IQ roll.

19. ORACLE'S CAVE

A dark cave with a narrow opening. Inside, a bronze tripod (4 lbs., \$40) sits next to a crack in the floor. There is an odd sulfurous smell. The source is a ghostly swirl of vapor rising from the crack.

In one corner is a half-burned skeleton (the oracle priestess who crept back here to die). In past times, the oracle sat here and inhaled the vapors from the crack in the cavern floor, granting visions, aided by chewing mushrooms from room 18.

The vapors are narcotic: 2 fatigue per turn to anyone within 2 yards of the crack; loss of half ST may induce a euphoric state which, if combined with the mushrooms, leads to very bizarre visions. Anyone coming close to the crack (e.g., examining or reaching in) must roll 4/ST or be totally overcome, falling asleep for 2d hours (with psychedelic nightmares). Someone who specifies that they are holding their breath will be unaffected.

A Redcap exploring this cave saw the vapors swirl and, under the influence, shouted they were forming a ghostly nightgaunt. He panicked and fled. Since then, the other Redcaps have avoided the cave. They missed a treasure: with her dying breath, the priestess shoved an oilcloth-wrapped case into the vent. Someone reaching down (while avoiding the gas) can find it. The scroll contains prayers and rituals in praise of the goddess Dolosia, and also instructions for making the healing clay cakes, details of the power of the sacred spring, and a ritual for taking over the clay golem. ("After humble prayers, place a lump of clay from the sacred pool carved with the letters for Dolosia and Life in the golem's mouth, and you may command the sacred avatar.")



20. RESERVOIR CAVE

A cave holds three cisterns with 400 gallons of water each.

REDCAP STRATEGY

The Redcaps' goal is to keep their gunpowder factory a secret and to stay alive so they can launch their campaign of terror when they're ready. This means ensuring no foes escape to warn local authorities. They will ruthlessly kill intruders, but, if opportunity permits, they'll will take prisoners to interrogate, mostly just to make sure their location hasn't been compromised.

The Redcaps are arrogant, thanks to their defeat of a dragon and their cache of firearms and bombs. They know enough tactics to have melee fighters up front and their gunners or grenadiers in back. After firing or throwing a volley of shots or grenades, gunners will not bother to reload (it takes too long) but will switch to melee weapons. Their big fighters, Arok and the Golem, will protect the leaders.

Adventurers might mount repeated raids on the temple. If so, the Redcaps will reorganize to better defend themselves, retreating and using their arsenal and petard to set explosive traps.

The common Redcaps are devoted to Tamar and Delgado and will fight to the end. *Exception:* if their leaders and the giant are lost, they'll lose heart and try to execute a fighting retreat, or if outmatched, flee or surrender.

If Tamar or the dragon is killed but Delgado survives, the group's arms-making is over; they'll evacuate and try to find a new base (and perhaps a new source of gunpowder). If they defeat the PCs, they'll use the base to begin launching attacks against the establishment.

The Dragon: Wyrnath is a wild card. He's cowed and humiliated but hates the Redcaps. He may temporarily ally with the adventurers. He won't be a reliable ally once the battle is over; not satisfied with revenge and freedom, he will seek to reclaim his lair and loot.

IF CHARACTERS ARE TAKEN CAPTIVE

Redcaps interrogating prisoners will want to learn whether their base is known to the authorities (time to evacuate!) or if the party are just random dragonslayers or bandit-hunters who happened by.

Tamar and Delgado love a captive audience. Prisoners are lectured, given a show trial as “enemies of the people,” urged to sign confessions, and so on, before the inevitable guilty verdict. The convicted Enemies of the People will die by firing squad (to test the guns!), and become dragon food.

But the Redcaps *do* believe in the power of their revolutionary rhetoric, so if captives seem to embrace their program, they *might*, on a good reaction, be allowed to enlist. Redcaps react at +1 to chemists, physickers, or mechanics but -1 to nobles, wizards, or merchants. Of course, new recruits will be tested for loyalty, probably as pawns in a gunpowder assassination plot aimed at a local merchant or guildmaster.

FURTHER ADVENTURES

If the party sets the temple to rights, they could follow up in various ways.

The Temple

If both the Redcaps and the dragon are disposed of, the party will have cleaned out the temple. What to do with it? There may be devotees of Dolosia elsewhere who would rebuild if it were safe; they’ll be grateful to the party for rescuing their holy precincts, especially if the golem survives. It is never a bad thing to have friends in the clergy.

If there are no Dolosians left, the party has as good a claim to the property as anyone. If abandoned, it will become a lair for local monsters, and no one wants that. Perhaps the party can sell their interest in the hot springs to someone who wants to build an inn and health spa.

The Redcaps

If the party returned captured Redcap leaders or their heads, they shouldn’t have any trouble claiming the reward (p. 2): “Well, well, if it isn’t Tamar Ratsbane and the notorious Master Delgado! We’ve been after them for a long time! Good work!” The authorities will want interrogations, a trial, and public executions; the PCs may be asked to attend or testify.

However, if the party were dragon-hunting or stumbled on the temple by chance, they may not realize there’s a reward for bringing in the Redcaps. If they boast about their deeds, some locals might clue them in . . . but if they didn’t bring back recognizable captives or corpses, they’ll have trouble claiming the reward. A trip back may be needed. Just hope the dragon didn’t eat the evidence!

If the party gets credit for taking out the Redcaps and/or the dragon, they should be able to drink for free in local taverns and get invited to all the best upper-class parties for a week or two . . . and they may be offered other interesting, dangerous jobs.

Magistrate Brom (p. 2) will gain prestige if was his tip that led to the adventurers defeating the Redcaps. A grateful Brom could be a good friend. Brom might also offer further work, such as a caravan escort job or a commission to take out the surviving Redcap cells.

As Delgado’s letter (p. 5) says, the Redcaps have at least one other hidden cell in town, led by one Comrade Felix (likely an alias). These radicals might lie low, try to rescue captive brethren, or plot further mischief. It’s up to the GM whether they’re harmless or dangerous!

In fact, Redcap reprisals are unlikely. Sure, if the party boasts of killing Redcaps in the wrong working-class tavern they could get into a bar fight with Redcap sympathizers. Or a goblin might fling a molotail through their window! But realistically, if the heroes don’t look for trouble, smart Redcaps will keep their own heads down. After all, the adventurers defeated their strongest cell on its home grounds!

But what if the party *does* go looking for trouble? Then the GM can run an adventure where the group tracks down surviving Redcaps among the slums and underworld of the nearest town. Felix’s cell could be a small group of a dozen or so goblins and humans in a working class tavern’s back room, a pie shop, or a dockside warehouse. They’ll lack the firepower of Tamar’s group but might still have molotails, crossbows, and a grenade or two. The main risk could be meeting undercover Redcaps while looking for information. Is that stable hand, barmaid, or blacksmith’s apprentice secretly a Redcap? PCs could be counter-ambushed in a dark alley or have rat poison slipped into their drinks.

Felix’s cell also has an alliance of convenience with local criminals and fences. A Redcap-connected fence or pawnshop would be a good target, with treasure in the form of stolen goods. But it may be heavily defended, with tough guards, mechanical traps, or defensive spells, and will likely be under the protection of the local Thieves’ Guild.

The Dragon

If Wyrnath survives, the GM will need to figure out what he’ll do next. The dragon would like to reoccupy the temple as his lair and eat the occasional cow, goat, or passing human. Then he can sit on his modest pile of treasure – wait, where’s his hoard?

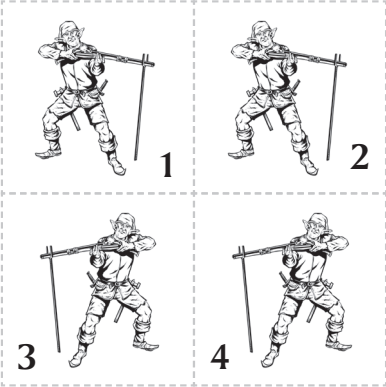
That’s what Wyrnath wants to know! He had, by his count (and he’s a dragon, so he counts very carefully) some \$12,480 worth of temple goods looted from the Dolosia priests: a pile of gold and silver, ornate temple lamps, three bejeweled idols of the goddess, a gold-framed mirror, and a silver dinner set. Where is it?

Actually, Delgado sold the treasure to equip their base (a forge and two labs aren’t cheap). Once he realizes his hoard is gone, Wyrnath will be angry all over again. If the party wants to discourage him from burning down the nearest village, they might suggest he go hunting with them. Roll reaction! If he agrees, he could accompany them on an adventure against the Redcaps or another target if there is treasure in it for him. Of course, he’ll demand the best part of any loot!

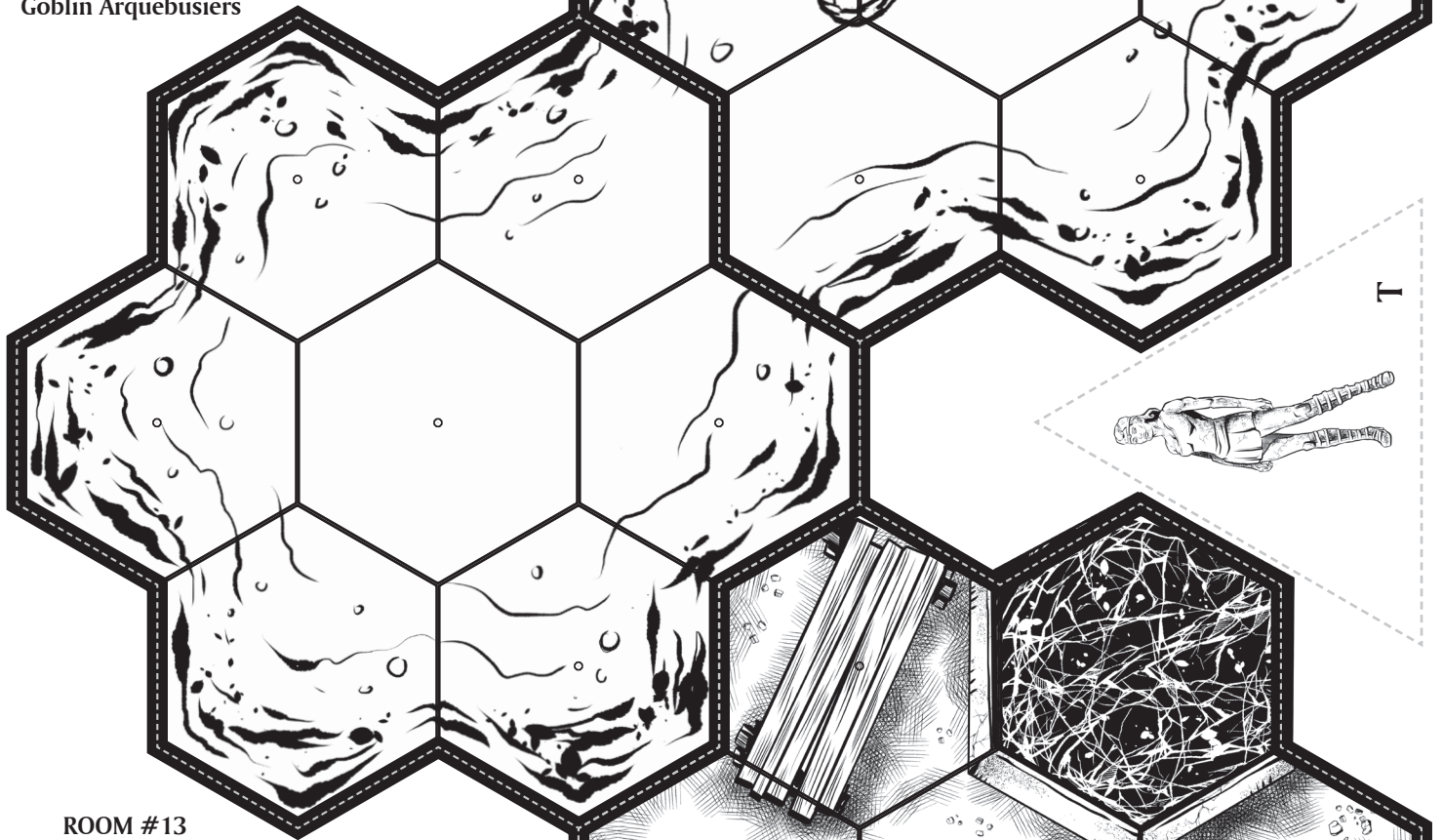
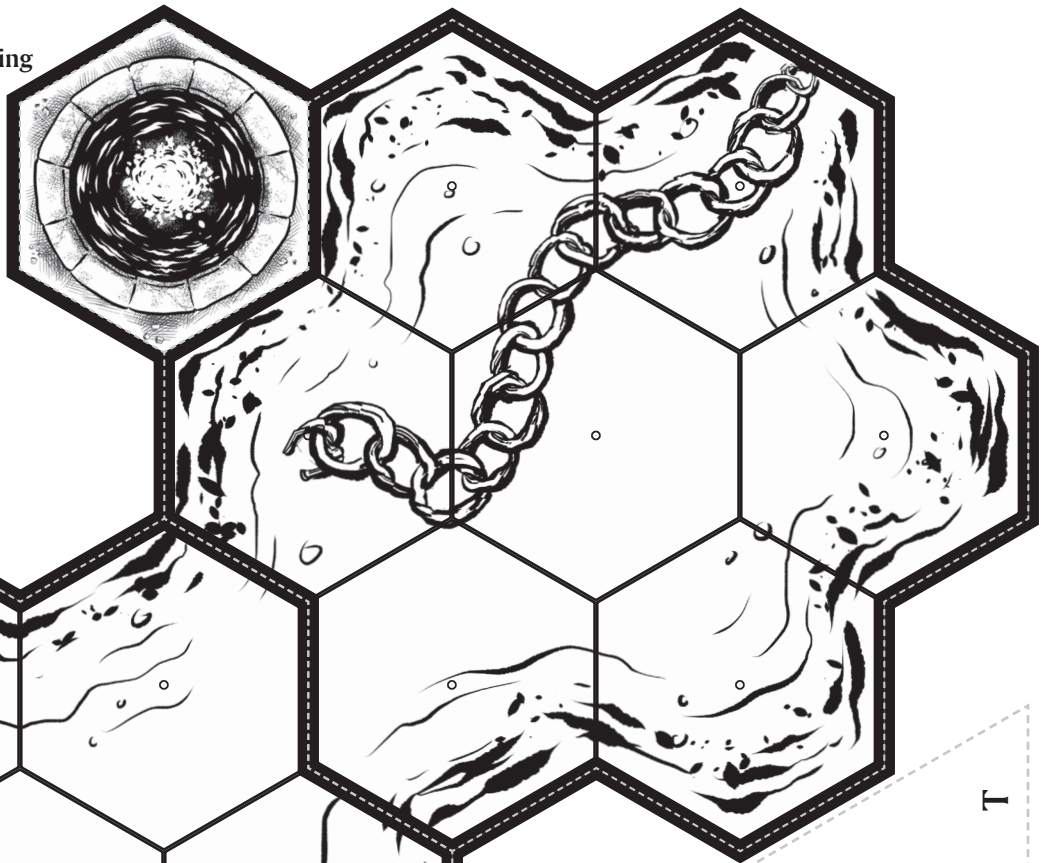
This all assumes that the party is amoral enough to work with a dragon who attacked and ate a whole temple’s worth of priests, and brave or foolish enough to ever trust a man-eating monster behind their backs. Wyrnath is not a nice creature and feels no shred of gratitude. But if he is brought to feel *respect*, and given a sniff of gold, he might be trustworthy. Slightly. For a while.

Such an alliance could annoy the local authorities, but if Wyrnath is credited with helping finish off the Redcaps, they might be willing to use the dragon as a weapon against further militant foes.

ROOM #10
Spring of Cleansing

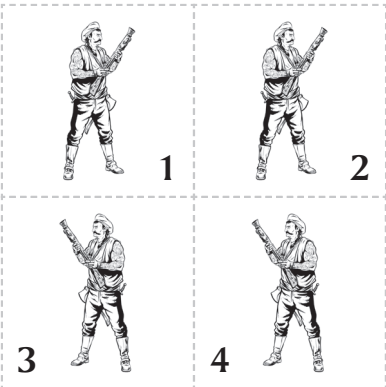


Goblin Arquebusiers



ROOM #13
Hot Springs Pool
(with chain)

Redcap Gunners



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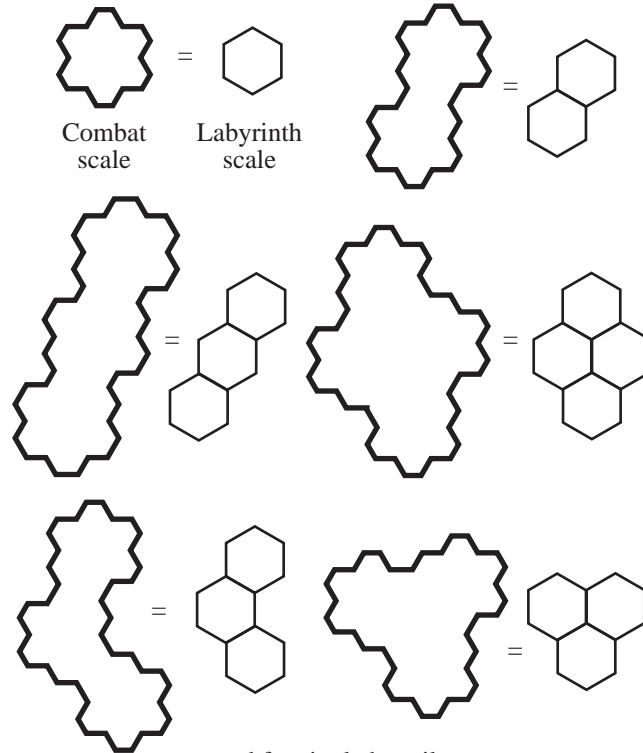
Manfred

ROOM #8
Lava Forge

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as hexes in labyrinth scale*

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The encounter areas in the caverns can be assembled using *TFT* megahex tiles as provided in *The Fantasy Trip Legacy Edition*. See the labyrinth map (p. 3) for the size and types of tiles used to represent each room, the form of single-hex-wide tunnels that connect locations, and the entrances and exits to the areas. If you don't have the tiles or don't want to use them, you can just lay out each encounter on paper for the combat.

The megahex tiles used to make the Special Scenery are provided on p. 12, and can be printed and mounted on cardboard.

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