

GURPS®

Fourth Edition

DUNGEON FANTASY™ 20 SLAYERS



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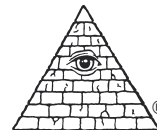
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Stock #37-0350

Version 1.0 – April 2019



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ABOUT GURPS

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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

You're exceptionally effective at fighting a particular class of beings.

– **GURPS Dungeon Fantasy 11: Power-Ups**

Killing monsters is a fact of life (well, death) for delvers. Although motivations vary, “. . . and take their stuff” is nearly always on the list, if not at the top. It isn't *impossible* to be a pacifist treasure-hunter, but in a world with demons, dragons, orcs, trolls, undead, and endless other creatures that are as attached to valuables as the heroes are, that would be tricky – *very* tricky.

And because delvers work in teams, specialization often pays off; in particular, some adventurers have it in for specific classes of monsters. Holy warriors leap immediately to mind, as every one of these crusaders is bent on destroying either demons or the undead (and their unholy counterparts, with murdering servants of Good). But *anyone* with high combat skills can buy the Mortal Foe power-up (**GURPS Dungeon Fantasy 11: Power-Ups**, p. 12) and become a construct-slayer, demon-slayer, dire animal-slayer, or the like. Even without that, nothing prevents a hero from focusing on abilities and gear effective against a specific enemy type.

Yet for holy warriors, the *first* priority is serving their god by fighting Evil in *all* its guises, and by defending and leading the faithful. For magic-users, rogues, or (non-holy) warriors, it's casting spells, sneaking, or fighting – even if they have a special knack for defeating a particular class of opponents. These heroes are good at many things and just a bit better at slaying their mortal foes.

There *are* adventurers who make destroying specific kinds of enemies their purpose in life, however. They aren't incompetent at general delving tasks, but they're willing to be less good at such things in order to be downright deadly against a particular category of opponents. Such heroes are known as *slayers*.

Slayers punch *far* above their weight against their sworn rivals, giving a group that's just starting out a fighting chance against even the most powerful supernatural enemies. As they earn character points, they can backfill gaps in their competence if they feel the need. Their career arc is

almost the opposite of that of a generalist delver who tacks on Mortal Foe.

“Almost,” because there's one important difference: Slayers' abilities flow from force of will. They're neither *chi*-based like those of the martial artist nor psionic like those of the mentalist (**GURPS Dungeon Fantasy 14: Psi**), but like both, they're entirely internal in origin. They don't require sanctity, mana, or nature's strength, and they don't rely on gods or spirits lending a hand. Slayers can do their thing *no matter what*.

Now *that's* dedication!

PUBLICATION HISTORY

The mage-slayer and undead-slayer were inspired by – but not taken verbatim from – “The Mage-Hunter” in *Pyramid* #3/109: *Thaumatology V* and “The Undead-Hunter” in *Pyramid* #3/122: *All Good Things*, respectively. Those templates were for the **Dungeon Fantasy Roleplaying Game**, so there have been significant changes, particularly to the undead-slayer. As well, several traits were adapted from **GURPS Dungeon Fantasy 11: Power-Ups** and *Pyramid* #3/61: *Way of the Warrior*. The entire demon-slayer template and the majority of special abilities and notes for all three professions are entirely new.

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 some 150 **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as the lead creator of the **GURPS Dungeon Fantasy** series, which 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 (and occasionally tending bar). He lives in Montréal, Québec.

Holy symbols like crosses and blessed water occasionally have an effect, but are dependent upon the personal faith of the user. Most Hunters opt for violence over faith.

– **Larry Correia, Monster Hunter International**

CHAPTER ONE

DEMON-SLAYERS

Demons . . .

Nobody but naive cultists likes them – and no wonder! At best, they'll kill you. Many will torture you first. The worst are duplicitous shapeshifters out to *steal your soul*. That “merely” bloodthirsty demons are (relatively) virtuous says everything most people need to know.

For scholars of cosmology, eschatology, and the -ologies in between, there's *also* the reality that whatever gods you worship – and however you believe they've divvied up Creation – some are inimical to mortals. “The Devil” may be one such being or shorthand for the lot. Whatever the truth, capital-E Evil exists, deities who personify it rule realms that meet the traditional criteria for “Hell,” and demons serve them.

Thus, demons aren't just uncouth (like orcs) or voracious (like dragons). Their *cosmic role* is promoting Evil – thwarting Good. To achieve this, their masters send them to help wicked summoners and boss monsters engineer depraved schemes, unholy artifacts, and terrible curses . . . all common in dungeons.

Before turning to the cleric or holy warrior, remember: *They* serve deities, too. They have agendas, and they judge. Their gifts require sanctity, a force inconveniently absent where demons thrive.

Demon-slayers *don't* judge – they aren't all good, much less Good. They take the side of mortals vs. demons. And as their gifts emanate from their souls, not from some distant god-head, they can fight their battles anywhere.

DEMON-SLAYER ADVANTAGES

Demon-slayers are masters of self-defense against demons. Some elements of this are mundane: Train hard and keep the right gear on hand. Others involve taking conscious control of their *soul*, leading to supernatural gifts that don't rely on external forces. In a sense, demon-slayers are shamans of their own spirits – or perhaps clerics of their inner gods.

Banishing Blade

15 points

Any weapon you wield can harm intangible spirits (and semi-tangible ones, such as toxifiers) – *all* of them, not just demons. It effectively has Affects Insubstantial (p. B102)

against them. If you wound such a being to -HP or worse, it must make *Will* rolls when mortals would make HT rolls; at -5xHP, it fails automatically. If a demon fails, it suffers the equivalent of a successful Banish spell.

Advantages: Blessed (Ghost Weapon)* [15].

* Optionally, the GM can make this new form of Blessed available as a Holy ability. When limited with the Holy power modifier, it affects only *evil* spirits.

*The only good
demon is a dead
one, I say.*

*– Gheed,
in Diablo II*

Close to Hell

see *GURPS Dungeon Fantasy 11: Power-Ups*, p. 24

This Talent gives +1 per level to Exorcism, Hidden Lore (Demons), Occultism, Psychology (Demons), Religious Ritual, and Theology.

Demonologists, evil clerics, necromancers, and unholy warriors enjoy +1 per level on reaction rolls from demons – but you use this Talent to “know thy enemy,” and demons know *you* and react at -1 per level! To compensate for the lost bonus and extra downside, you get *two* alternative benefits: You may add your Close to

Hell level to all rolls to use Demon Sniffer (below) and to rolls for *Praying* (*GURPS Dungeon Fantasy 2: Dungeons*, p. 15) specifically for help against demons.

Demon Sniffer

10 points

Many demons are masters of shapeshifting or illusion; others possess victims to do their dirty work. You can detect them regardless! This requires a Concentrate maneuver, after which the GM makes a secret Perception roll for you, applying range modifiers from the *Size and Speed/Range Table* (p. B550). Success means the GM tells you the direction to the nearest demon – or, if you're concentrating on a specific person, place, or thing, whether it's actually a demon, or possessed or cursed by one. You'll also get a vague sense of strength, ranging from “imp” to “The Devil.”

You may follow up success with an IQ roll to discern what specific type of demon you're dealing with. This is a free action. Critical success on this roll provides details useful for defeating the demon – anything that Hidden Lore, Physiology, or Psychology would reveal! In the case of a unique demon of great power, this might include its *name*.

Advantages: Detect (Demons) [10].

Gizmos

see p. B57

Demons often have bizarre flaws. You can produce exactly what you need to exploit these, as long as each item meets all the conditions laid out on p. 4 of *GURPS Dungeon Fantasy 4: Sages*. To summarize: Gizmos can't be heavier than Basic Lift/10 lbs., longer than Reach 1, or have a Bulk worse than -4. Moreover, they must be something you own but didn't specify you were carrying, which remains present after being revealed; *or* a consumable nonmagical item that suits the demon-slaying profession (maximum value \$50), which lasts for one use; *or* a minor, common gadget anybody might have (worth at most \$10), which is also expended after a use.

Hell Vision

15 points

Some demons are adept at illusion or changing form; others are incorporeal, invisible presences. If such a demon is situated where you could see a mundane person or object with nothing more elaborate than a Vision roll (e.g., not lurking inside a stone altar, in total darkness, or in Hell), this ability lets you see it clearly and *perceive it for what it really is*. It doesn't allow you to spot invisible beings other than demons, nor to ignore non-demonic deceptions – but it *does* empower you to see through a demon's mundane disguises and shape-shifting, as well as spells of the Illusion and Creation or Light and Darkness colleges (and innate abilities that emulate them) that conceal a demon's true form or presence.

Advantages: See Invisible (Spirits; Specialized, Demons, -50%; True Sight, +50%) [15].

Heroic Reserves

3 points/level

Your zeal to slay gives you hidden reserves of vigor. You may spend Heroic Reserves (HR) as FP to fuel athletics, martial feats, and physical extra effort – most often meaning *Extra Effort in Combat* (p. B357), which can help you match the feats of less-specialized warriors, if only for a short time. You can't burn HR on magic (spells or abilities), nor on extra effort the GM deems mental. However, the demon-slayer's Banish, Pentagram, and Plane Shift skills are considered "martial," not "magical" or "mental," and *can* draw on HR, despite resembling spells.

Effects that sap FP – like starvation, and some spells, poisons, and monster abilities – never deplete HR. As well, you can tap HR even at fully negative FP. Perhaps best of all, HR recharges separately from FP regardless of your level of activity: 1 point/10 minutes normally, or 1 point/5 minutes with Fit or Very Fit, even if you're running around slaying the whole time!

Advantages: Energy Reserve (Heroic) [3/level].

Higher Purpose (Slay Demons)

see p. B59

You get +1 per level of this trait (maximum three) on all *attack* and *damage* rolls you make in combat with demon-class monsters and opponents possessed by demons, and on

all *defense* and *resistance* rolls whenever such rivals act against you. Attempts to banish or exorcise demons are considered "combat," and also enjoy this bonus.

The catch? You cannot stand idly by while demons work their corruption. If you ever avoid or flee a confrontation with a demon – or worse, cut a deal with one! – your Higher Purpose bonus turns into a penalty against any enemies it would normally help you with until you go back and slay, banish, or exorcise the demon.

Iron Soul

4 points/level

Your soul buffers *direct* damage from demons and those they possess. Each level of this trait (maximum five) gives DR 1 vs. their melee attacks, and abilities and spells that have you as their subject. This applies before armor DR, protects your eyes and gear, and helps you even against creepy attacks that bypass armor. It doesn't do anything against *indirect* dangers like traps, ranged weapons, and being burned by a fire set by a demon – the demon must personally hit you or use powers on you.

Advantages: Damage Resistance 1-5 (Force Field, +20%; Limited, Direct attacks by demons, -40%) [4/level].

*They saw in me the strength to
resist the demons.*

– A Demon Hunter, in *Diablo III*

Resistant

see p. B80

Demon-slayers have access to varieties of Resistant that most adventurers do not:

- Resistant to Demonic Powers (+3) or (+8) [3 or 5] adds to all resistance rolls against the *supernatural* capabilities of demon-class monsters and those they possess, including possession attempts, spells, and things like the HT rolls against toxifiers and the breath weapons of as-Sharak. Rolls to resist the harmful effects of places and objects cursed by demons also count, even if the demon isn't present – as do all Fright Checks caused by demons. Rolls to avoid blows, traps, and similar essentially physical dangers *don't* count.

- Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7] works like the previous advantage but extends to any effect the GM rules is clearly supernatural *and* caused by a monster labeled "truly evil." Thus, it gives a bonus to resist the supernatural abilities of all demons, *nearly* all Elder Things, and most undead. It still has no effect on physical dangers, however.

If both would apply, they "stack." A demon-slayer with Resistant to Demonic Powers (+8) and Resistant to Evil Supernatural Powers (+8) *would* get +16 against most demonic powers. The GM who feels this is too potent should make these traits mutually exclusive, not allow someone to buy both but then count only the highest.

Slayer Training

see *GURPS Dungeon Fantasy 11: Power-Ups*, p. 13

Two versions of this general combat power-up – one old, one new – are immediately available to demon-slayers. They require specialization by combat skill.

- Amulet Grab [6/skill] halves the penalty (round up) to grab an *accessible* piece of jewelry, removing at most -5; e.g., grabbing jewelry that's usually at -5 is done at -2, and -10 becomes -5, but a tiny jewel that gives -12 is grabbed at -7 (not -6). Used to snatch the talismans carried by some demons (p. 22). Available only for unarmed grappling skills.

- Slayer Thrust to Vitals [3/skill] makes the penalty to thrust for the vitals -1, not -3. Essential against Demons of Old, but *many* demons have similar flaws.

DEMON-SLAYER PERKS

Demon-slayers may buy these perks at will – the number allowed isn't tied to points in other abilities, and they don't count against other perk limits.

Baneful Sacrifice: Demons thrive on mortal life force – that's why evil cultists sacrifice people – but *your* vital essence harms them! You can spend 1 HP *per melee attack* for +2 to basic damage. Although you can't spend more HP for a greater bonus, you *can* combine this with spending FP or HR on Mighty Blows (p. B357).

Brave: Demon-slayers may buy several levels of this perk (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 11). Brave 1 means Fright Checks fail automatically only on 15+; Brave 2, on 16+; Brave 3, on 17+; and Brave 4 (the maximum) only on an 18. To be *useful*, Will – adjusted for Fearlessness and/or Combat Reflexes (gives +2) – must be at least 14, 15, 16, or 17. With Unfazeable, you don't need this.

Go To Hell! Normally, banished demons cannot return for a month (*GURPS Magic*, p. 156); this goes for those expelled by exorcism or slain in the material world, too. When *you* banish, exorcise, or slay a demon, it can't return on its own or be summoned during your lifetime! Of course, evil people may try to shorten your lifetime if you damn their "god" – and The Devil can send back any demon (though He keeps and *punishes* most who fail).

Heaven Awaits: When you die, your soul *will* go to its reward. No demon (not even The Devil) can claim it unless you willingly made a pact – which no demon-slayer would! – and no artifact, curse, or dimensional chicanery can divert it. You can be resurrected even if killed in Hell or by a soul-eating monster, and the GM may assess further game effects.

Holy Touch: Your punches, kicks, and other *unarmed* strikes (not grapples) count as *holy* weapons where advantageous.

Magic Touch: Your punches, kicks, and other *unarmed* strikes (not grapples) count as *magic* weapons where advantageous.

Tough Love: When you slay a possession victim, they might be only mostly dead – enough to end possession. You can't save someone at -5xHP or below, but if they fail a HT roll to survive by 1 or 2 (that is, they suffer a mortal wound at your hands; see p. B423), *they* live but *the demon* is returned to Hell. If you have Luck, you can roll three times for them. To rescue them from the brink of death, they'll still need an extra-strength Stop Bleeding spell (or Great Healing).

DEMON-SLAYER SKILLS

Your strong soul permits you to learn and use Exorcism (p. B193) despite lacking the Holy Might power. Your template's mandatory advantages negate the -4 for lack of holy support when dealing with demonic possession and curses. You *can* try Exorcism against non-demonic forces, but at -4.

You can also torment free-roaming demons with exotic skills that work *like* spells by the same name for the purposes of energy cost, time required, and effects. Unlike spells, however, these are Will-based, unaffected by supernatural energies (mana, sanctity, the weird extradimensional forces tapped by demonologists, etc.), require neither gestures nor speech, and don't take twice as long at skill 9 or less. On the downside, high skill doesn't reduce energy cost or time required.

Banish

Will/Hard

Defaults: None.

Prerequisites: Banishing Blade and Go To Hell!

See *GURPS Magic*, pp. 156-157. Always costs 1 FP per 10 character points (or other cost assessed by the GM) – minimum 10 – and requires five Concentrate maneuvers.

Pentagram

Will/Hard

Defaults: None.

Prerequisites: Banishing Blade and Close to Hell 2+.

See *GURPS Magic*, pp. 124-125. Always costs 1 FP per square foot – minimum 10 – and requires one Concentrate maneuver per square foot. You *must* walk around the entire perimeter during this time and use a weapon to trace the boundary.

DEMON-SLAYER

250 points

You entered this world remarkably strong of soul. Fortune-tellers have foretold that battling demons is your destiny. You may not agree with that, but you cannot deny that you can sense demons and battle them with unusual proficiency, while they have trouble harming you! And you're well aware that there's renown – not to mention wealth – to be had from demon-slaying. That is now your vocation, whether you pursue it out of greed, dreams of glory, religious zeal, or the goodness of your heart.

Attributes: ST 13 [30]; DX 13 [60]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 14 [10]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [-5]; Basic Move 6 [0].

Advantages: Banishing Blade [15]; Close to Hell 2 [10]; Demon Sniffer [10]; Go To Hell! [1]; and Higher Purpose 1 (Slay Demons) [5]. • A further 40 points chosen from among ST +1 to +4 [10/level], DX +1 or +2 [20/level], HT +1 to +4 [10/level], FP +1 to +4 [3/level], Will +1 to +6 [5/level], Close to Hell 3-4 [5/level], Combat Reflexes [15], Empathy [15], Extra Attack 1 [25], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Gizmos 1-3 [5/level], Hard to Kill [2/level], Hell Vision [15], Heroic Reserves 1-13 [3/level], High Pain Threshold [10], Higher Purpose 2-3 (Slay Demons) [5/level], Iron Soul 1-5 [4/level], Luck [15] or Extraordinary Luck [30], Rapid Healing [5], Resistant to Demonic Powers (+3) or (+8) [3 or 5], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7], Resistant to Poison (+3) [5], Signature Gear [Varies], Slayer Training [3 or 6/skill], Spirit Empathy [10], Weapon Bond [1], or more demon-slayer perks (p. 6).

Disadvantages: Obsession (Demon-Hunting)† (12) [-10]. • Another -15 points chosen from more severe Obsession, or Bloodlust [-10*], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Greed [-15*], Intolerance (Cults) [-5], Obsession (Slay some specific type of powerful demon) [-5*], Unnatural Features 1-5 [-1/level], Vow (Chastity or Vegetarianism) [-5] or (Own no more than horse can carry) [-10], or Weirdness Magnet [-15]. • A further -20 points chosen from the previous list or Callous [-5], Honesty [-10*], Loner [-5*], No Sense of Humor [-10], Overconfidence [-5*], Selfless [-5*], Sense of Duty (Adventuring Companions) [-5], Stubbornness [-5], Truthfulness [-5*], or Wounded [-5].

Primary Skills: Hidden Lore (Demons) (A) IQ+1 [1]-13‡; Psychology (Demons) (H) IQ+1 [2]-13‡; Physiology (Demons) (H) IQ+1 [8]-13; Exorcism (H) Will [1]-14‡; and Banish and Pentagram, both (H) Will [4]-14. • One of Crossbow or Thrown Weapon (Axe/Mace or Spear), both (E) DX+3 [8]-16; or Bow or Throwing, both (A) DX+2 [8]-15. • One of these two melee skills packages:

1. One of Polearm, Spear, Staff, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+4 [16]-17; or Two-Handed Flail (H) DX+3 [16]-16.
2. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+3 [12]-16; or Flail (H) DX+2 [12]-15 – and Shield (E) DX+2 [4]-15.



Secondary Skills: Wrestling (A) DX [2]-13; Occultism (A) IQ+1 [1]-13‡; Religious Ritual and Theology, both (H) IQ [1]-12‡; Tactics (H) IQ-2 [1]-10; and Thaumabology (VH) IQ-2 [2]-10.

Background Skills: Seven of Brawling, Fast-Draw (any), or Forced Entry, all (E) DX [1]-13; Climbing or Stealth, both (A) DX-1 [1]-12; First Aid or Gesture, both (E) IQ [1]-12; Armoury (any), Connoisseur (Weapons), Hazardous Materials (Magical), Interrogation, Research, or Streetwise, all (A) IQ-1 [1]-11; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-13; Meditation (H) Will-2 [1]-12; Search (A) Per-1 [1]-11; or 1 point to raise any 1-point skill by one level.

* Multiplied for self-control number; see p. B120.

† Make a self-control roll any time you encounter demons or the hint of an occasion to thwart them – through banishment, combat, exorcism, or just vandalizing an evil altar. Failure means you must immediately try to rid the world of the demons or their artifacts (if they're present) or accept the quest (if not).

Also roll whenever demons proffer information or a deal. Failure means you assume their every word is a terrible lie – and if nobody else is present, you'll silence the demon and never speak of the incident!

‡ Includes +2 for Close to Hell.

Customization Notes

Demon-slayers fall into a few loose categories. A given slayer might have aspects of two or all three – an unregulated profession like this has its oddballs.

Pure slayers are fighters. They use advantage points to raise ST, DX, and HT, and for such traits as Combat Reflexes, Extra Attack, High Pain Threshold, and Weapon Bond; if they have slayer-specific abilities, they're ones directly useful in combat, like Baneful Sacrifice, Heroic Reserves, and Iron Soul. These heroes tend to have severe Obsessions (often balanced by elevated Higher Purpose), alongside Bloodlust, Callous, Loner, and Overconfidence – and too often, Wounded. Most emphasize damage, making Crossbow and swung two-handed weapon skills favorites. Background skills are typical of men-at-arms: Armoury, Brawling, Connoisseur (Weapons), Fast-Draw, Intimidation, etc.

Mystics aren't quite clerics, but they're definitely religious, and emphasize exorcism and banishment. They improve Will and Close to Hell, and then add advantages like Empathy (to sense who's possessed), Gizmos (to pull out anti-demon tricks), and Spirit Empathy (to divine demons' intentions); they're more likely than most to have Heaven Awaits, too. They use Banish and Pentagram a lot, and so require Heroic Reserves, but if combat is inevitable, they find Holy Touch and Tough Love useful. These worthies lean toward faith-linked disadvantages – Disciplines of Faith, Vows, and nice-guy problems like Honesty, Selfless, Sense of Duty, and Truthfulness – and often acquire Unnatural Features or Weirdness Magnet. Combat skills could be anything, though Throwing for holy water is customary, while background skill points buy Meditation and Research, and improve Exorcism, Hidden Lore, Occultism, Religious Ritual, and Theology.

Cult-breakers go after Hell's mortal power base – demon worshipers – as zealously as they hunt demons. They put advantage points toward Empathy (for finding out who's in league with The Devil), Hell Vision (for seeing Evil hiding in plain sight), Resistant to Evil Supernatural Powers (for protection against black magic), and Tough Love (mostly because they slay mortals anyway). Disadvantages include Intolerance (Cults) and one or more of Bloodlust, Callous, No Sense of Humor, and Stubbornness. Combat skills are those useful against mortal guards, often Bow, Brawling, Shield, and either Broadsword or Shortsword. Background skills are used to investigate dodgy parts of town: Forced Entry, Interrogation, Search, Stealth, and Streetwise.

Given the nature of demons, every demon-slayer should at least consider Hard to Kill, Resistant to Demonic Powers, and either Brave and Fearlessness or Unfazeable. More Higher Purpose never hurts, either.

As for anyone who fights a lot, trading the 5 points from quirks for cash for combat gear is valuable (see Chapter 4).

Still, those points could buy a level of Close to Hell, Gizmos, or Higher Purpose, all of which are versatile. They could also buy almost all the remaining perks, adding five cheap, cool abilities.

DEMON-SLAYER POWER-UPS

Demon-slayers can, of course, spend earned character points on anything on their template. Because they get so much up front, *this* list is short; see *Why So Few Power-Ups?* (below). Nevertheless, they have a few ways to get better at what they do.

- Close to Hell up to 6 [5/level].
- Demon-slayer perks (p. 6).
- Dismissive Wave [10], equivalent to the cleric power-up of the same name (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 22), but with no need for Power Investiture.
- Heroic Reserves up to 20 [3/level].
- Ridiculous Luck [60].
- Will [5/level] up to 25 *before* racial modifiers.

Experienced slayers can also learn another spell transformed into a skill like Banish and Pentagram (p. 6), allowing them to take the fight to the enemy.

Plane Shift

Will/Very Hard

Defaults: None.

Prerequisites: Close to Hell 4+ and Banish skill (p. 6).

See *GURPS Magic*, p. 83. Always costs 20 FP and requires five Concentrate maneuvers. There are two separate versions: Plane Shift (Hell) and Plane Shift (Home). *Wise* slayers learn both!

WHY ARE SLAYERS SO DIFFERENT?

Slayers are missing a couple of features common to other professions. This is no accident, nor is it simple laziness. To understand what's what, read on!

Why No Cross-Profession Lenses?

There are no lenses for transitioning into slayer professions. That's because to develop supernatural gifts that function without any need for mana, sanctity, or special exercises, you must be born with unusual traits, possibly only revealed when some supernatural horror slaughters a loved one as you helplessly look on. Thus, you can't up and *decide* to become a slayer after a few adventures – you need just the right origin. Slayers have traded off a lot to be specialists, so the GM is strongly advised not to let non-slayers eventually acquire slayer abilities.

You *could* decide to *stop* being a slayer and take another path. If you do, the GM can adapt the nearest lens for another warrior type (e.g., holy warrior, knight, scout, or swashbuckler) as needed to account for the

slayer's existing abilities. But this is rare . . . slayers are driven by their single, burning mission, and if they feel the need to improve at other adventuring tasks, they typically beef up a few skills rather than change jobs. The GM might even rule that slayer abilities are *lost* if the slayer strays from the mission – though that would be extreme!

Why So Few Power-Ups?

Slayers are designed to start play as heavy hitters against their mortal foes – the whole point is that they're less good at general adventuring tasks in return for being equivalent to experienced delvers when battling a specific enemy type. It's a trade-off. Thus, slayers are "front loaded," and start their careers with access to powerful special abilities that would be power-ups for other adventurers. Like members of all professions, however, they can also exceed certain limits as they advance, which is what makes up the bulk of their power-ups.

CHAPTER TWO

MAGE-SLAYERS

Hostile magic is *everywhere*: In the hands – and claws – of such powerful monsters as demons, dragons, and liches. Wielded by the shamans of barbaric humanoid races, whose numbers make up for lack of aptitude. Even practiced by “civilized” folk who differ little from delvers, including evil clerics, demonologists, and necromancers; mad wizards; and extremist druids who believe that Arboreal Immurement and Entombment are reasonable punishments for littering.

Such casters needn’t appear in person to cause trouble! Many leave behind persistent spells and curses, magical traps and noxious potions. These perils can claim victims long after their creators have turned to dust and the countermeasures and antidotes have been lost to mortal memory.

One way to deal with this stuff is to bring along spellcasters. The trouble is that spells such as Counterspell and Dispel Magic can be too time- and energy-intensive to use in a pinch. Magic Resistance is effective, but it works only for the person who has it; it’s also bad for life expectancy, as it makes healing and buffing difficult.

The mage-slayer offers an alternative: This hero specializes in defeating magic-using foes and their abilities, yet is able to work alongside magic-wielding friends and benefit from their aid. Though no faster than casters at *dispelling* hostile spells, they can strike through potent magical defenses to eliminate the magic at the source!

MAGE-SLAYER ADVANTAGES

The mage-slayer trains their will – some say their *soul* – to influence the supernatural world around them. This manifests most prominently in a number of remarkable abilities, none of which rely on mana, sanctity, or any other external force to work . . . but many of which can influence spells and powers that *do* draw on such energies.

Caster Sense

10 points

You can detect beings capable of spellcasting, even if they’ve concealed their magical auras. This requires a Concentrate maneuver, after which the GM rolls in secret against your Perception, with range modifiers from the *Size and Speed/Range Table* (p. B550). Success means the GM tells you the direction to the nearest caster – or, if concentrating on an individual, whether that person is a spellcaster. You’ll also get a vague sense of power level: “dabbler” (e.g., apprentice or dispensable cultist), “typical adventurer,” or “boss” (high priest, archmage, lich, etc.).

You may follow up success with an IQ roll to discern what *kind* of magic the person you’ve sensed wields: clerical, druidic, wizardly, etc. This is a free action. If the magic is

associated with an unfamiliar power source, the GM will say as much; e.g., “You sense a cultist channeling a strange force you’ve never encountered.” Critical success on the IQ roll provides *details*, like “a necromancer with Deathliness 6” or “the cultist is a conduit for an Elder Thing.”

Advantages: Detect (Spellcasters) [10].

Gizmos

see p. B57

This works as noted for demon-slayers (p. 5) – except now, consumable nonmagical items must suit the *mage-slaying* profession. This means they’re useful for defeating magic (any spell, curse, or potion) or a spellcaster. Subject to cost and weight restrictions (\$50 and Basic Lift/10 lbs. for a single item), you *can* whip out the precise article needed to resist or break a curse; e.g., “three black chicken heads tied together at the neck with grapevine.”

Heroic Reserves

see p. 5

This works exactly as described for demon-slayers. Mage-slayers *can* spend Heroic Reserves as FP to power their special skills (Dispel Magic, Drain Magery, Drain Mana, Remove Curse, Suspend Magery, and Suspend Mana) – despite these being similar to spells – as well as for athletics, martial feats, and physical extra effort.

Advantages: Energy Reserve (Heroic) [3/level].

Higher Purpose (Mage-Hunting)

see p. B59

You’re not just a mage-slayer – you’re a zealot! Once you’ve identified an opponent as a malicious spellcaster by witnessing black magic firsthand or by using Caster Sense (above), you get +1 per level (maximum three) of this advantage on all *attack* and *damage* rolls you make in combat with that foe, and on all *defense* and *resistance* rolls when they go after you.

The catch is that once you witness your prey using magic to selfish, destructive, or evil ends *or* you’re attacked by the caster (any attempt to use magic on you against your will counts), you *must* defeat that opponent or go down trying! If you knowingly back down, make a deal, flee, etc., when facing a magic-wielding wrongdoer, your advantage bonus becomes a penalty against all magic-users you face for the next 1d days.

This ability involves a binding supernatural pact that some mage-slayers believe is as worrisome as the magic they’ve sworn to fight. Thus, this trait is *optional* (though *very* common).

Magical Toughening

5 points/level

Your personal aura provides DR against damage caused *directly* by magical spells, curses, items, traps, etc. This ability protects if the damaging effect is a spell *or* a non-spell that Magic Resistance affects, *or* is described as “magical” or channeling mana, sanctity, nature’s strength, or another magical force. It has no effect on the claws, teeth, fire breath, etc. of magical creatures.

Each level of this trait grants DR 1 vs. magic. This protects your entire body – eyes included – plus all gear you wear or carry. It applies *before* armor DR, and helps even against spells that say “Armor doesn’t protect.”

Advantages: Damage Resistance (Force Field, +20%; Limited, Magic, -20%) [5/level].

MAGE-SLAYER PERKS

Mage-slayers may buy as many of these perks as their *total* level of Magical Toughening and Selective Magic Resistance. They start with one level of each, allowing two perks – but *also* with Dead Stop, which uses up one. Each level or specialty of a perk counts as one perk.

Blinding Strike: You act faster than most casters can speak magic words! For the unique purpose of determining *when you act* in a situation decided by Basic Speed – usually but not limited to the combat sequence – add your level of this perk (which cannot exceed Basic Speed) to Basic Speed. For example, Basic Speed 7.00 would allow up to Blinding Strike 7, and buying that would let you act when someone with Basic Speed 14.00 would. Move and Dodge are unaffected.

Dead Stop: When you, personally, slay a spellcaster (or destroy a caster who isn’t truly alive, like a demon or lich), you may pay FP or HR to end your victim’s spells. This costs 1 FP *per spell* for a maintainable spell (in effect, *you* are using *Canceling Spells*, **GURPS Magic**, p. 10) – or 20 FP per spell that endures indefinitely, like Flesh to Stone or something that calls for Remove Curse. You can only end *spells you know about* because you witnessed the casting, they’re obvious, or someone who’s aware of it told you. You must invoke this perk the instant you make the kill.

Mage-Slayer Gear: Not all mage-slayers belong to the Order of Mage-Slayers. *You* do! Your connections give you 10% off the final price of specialized gear for defeating spellcasters. This includes meteoric equipment; Moly amulets (**GURPS Dungeon Fantasy 1: Adventurers**, p. 30); alchemical anti-magic (alchemical antidote, magebane, magic resistance potion, and things like the black dust on p. 36 of **GURPS Dungeon Fantasy 8: Treasure Tables**); and anything else the GM rules fits the mission.

Magic Touch: Your punches, kicks, and other *unarmed* strikes (not grapples) count as magic weapons where advantageous. Although this lets Spellpiercer (see text) work against foes protected by Force Dome or Force Wall even if you’re not armed, you still can’t move bodily through such defenses.

Spell Hardiness: You must specialize in one particular *damaging* spell (e.g., Deathtouch or Fireball). Against that spell, you have DR 1 per level of this perk, cumulative with Magical Toughening.

Spell Resistance: You must specialize in a particular *Resisted* spell. Against that one spell, you get +3 to resist, cumulative with Selective Magic Resistance. It’s unimportant who cast the spell (cleric, necromancer, wizard, etc.), but the bonus doesn’t extend to similar spells, natural abilities, or potions.

Nondetection

see **GURPS Dungeon Fantasy 11: Power-Ups**, p. 35

Prerequisite: Selective Magic Resistance.

Other than the change in prerequisites, this works like the thief power-up of the same name, giving -1 per level to attempts to discern you, your actions, or your motives using Information-class or Knowledge-college spells, or similar innate superhuman senses, and -1 per level to hit you when your opponent is relying on any supernatural form of Detect, Scanning Sense, etc. to target the attack. This ability doesn’t interfere with *your* senses or items, and cannot itself be detected or sensed by any means (e.g., Detect Magic spell).

Your level of Nondetection cannot exceed your level of Selective Magic Resistance.

Selective Magic Resistance

5 points/level

Works as Magic Resistance (p. B67) except that it “knows” whether a use of magic on you is beneficial or hostile (when in doubt, *you* decide!), and interferes only with the latter. Thus, you can be buffed and healed – and use helpful potions – without difficulty.

Selective Magic Resistance is *still* incompatible with Magery, Power Investiture, and similar spellcasting talents.

Advantages: Magic Resistance (Discriminatory, +150%) [5/level].

Spellpiercer

15 points

All your weapons completely bypass *ongoing* magical defenses (though not Blocking spells). Against your armed attacks, opponents receive neither DB from Shield spells nor DR from Armor spells. As well, cutting weapons are unimpeded by Bladeturning, metal ones by Steelwraith, ranged ones by Missile Shield and Reverse Missiles, and so on. You can even strike past Force Dome and Force Wall – although reach limits melee weapons, as *you* can’t pass through. In effect, all your armaments behave as if meteoric (**GURPS Dungeon Fantasy 1: Adventurers**, p. 27) for offensive but not defensive purposes; they aren’t immune to magic cast on them unless they’re actually meteoric.

Advantages: Blessed (Anti-Magic Weapon)* [15].

* Despite being a new form of Blessed, this isn’t normally available as a Holy ability.

Do not meddle in the affairs of wizards, for they are subtle and quick to anger.

– J.R.R. Tolkien, The Fellowship of the Ring

MAGE-SLAYER SKILLS

Your extreme focus grants the ability to strengthen your mind against supernatural attacks, giving access to Mental Strength (p. B209) and Mind Block (p. B210) without need for the Chi Mastery power. These skills work normally.

You can also learn Body Control (p. B181) without *any* of its standard prerequisites. Learned this way, though, it can only replace HT when you resist spells or supernatural abilities. It cannot affect involuntary bodily functions or flush poison.

Lastly, you can counter magic by actively projecting your anti-magic advantages into the world! This gives you access to exotic skills that work *like* spells by the same name for the purposes of energy cost, time required, and effects. Unlike spells, however, these are Will-based, unaffected by supernatural energy (like mana or sanctity), require neither gestures nor speech, and don't take twice as long at skill 9 or less – but high skill doesn't reduce energy cost or time required, either.

Dispel Magic

Will/Hard

Defaults: None.

Prerequisites: Dead Stop, Magical Toughening, Selective Magic Resistance, and Spellpiercer.

See *GURPS Magic*, p. 126. Always costs 3 FP times radius in yards and requires one Concentrate maneuver per FP.

Remove Curse

Will/Hard

Defaults: None.

Prerequisite: Dispel Magic skill (above).

See *GURPS Magic*, p. 126. Always costs 20 FP and requires one hour.

MAGE-SLAYER

250 points

You're devoted to hunting troublesome magic-users. Born magic-resistant, your gifts began to *evolve* after someone dear to you was taken by magic – or after the enigmatic Order of Mage-Slayers selected you for training. Now you hunt evil high priests, liches, megalomaniac archmages, blood-thirsty cultists, and other wrongdoers who use the black arts. Although your mind and spirit are the origin of your most

potent abilities, you have respectable strength and skill, and you're *fast* – a crucial asset against foes whose merest words and gestures conjure harm.

Attributes: ST 12 [20]; DX 15 [100]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0].

Advantages: Dead Stop [1]; Magical Toughening 1 [5]; Selective Magic Resistance 1 [5]; and Spellpiercer [15]. ● A further 40 points chosen from among ST +1 to +4 [10/level], DX +1 or +2 [20/level], HT +1 to +4 [10/level], Will +1 to +8 [5/level], FP +1 to +4 [3/level], Basic Speed +1.00 or +2.00 [20/level], Acute Caster Sense [2/level], Caster Sense [10], Combat Reflexes [15], Extra Attack 1 [25], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Gizmos 1-3 [5/level], Hard to Subdue [2/level], Heroic Reserves 1-13 [3/level], High Pain Threshold [10], Higher Purpose 1-3 (Mage-Hunting) [5/level], Languages (anything sinister and obscure) [2-6/language], Luck [15] or Extraordinary Luck [30], Magical Toughening 2+ [5/level], Mind Shield [4/level], Night Vision 1-9 [1/level], Nondetection [5/level], Rapid Healing [5], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Selective Magic Resistance 2+ [5/level], Signature Gear [Varies], Weapon Bond [1], or more mage-slayer perks (p. 10).

Disadvantages: -15 points chosen from among Bloodlust [-10*], Code of Honor (Soldier's) [-10], Greed [-15*], Intolerance (Spellcasters) [-5], Obsession (Slay some specific type of *powerful* magic-using foe) [-5*], or Vow (Never use magic items) [-10]. ● Another -15 points chosen from among those traits or Frightens Animals [-10], Paranoia [-10], Social Stigma (Criminal Record) [-5] or (Excommunicated) [-10], Unnatural Features 1-5 [-1/level], Weirdness Magnet [-15], or Wounded [-5]. ● A further -20 points chosen from either of the two previous lists or Callous [-5], Honesty [-10*], Loner [-5*], No Sense of Humor [-10], Overconfidence [-5*], Selfless [-5*], Sense of Duty (Adventuring Companions) [-5], or Stubbornness [-5].

Primary Skills: Mental Strength (E) Will+1 [2]-13; Mind Block (A) Will [2]-12; and Dispel Magic (H) Will [4]-12. ● *One* of Crossbow or Thrown Weapon (Axe/Mace or Spear), both (E) DX+3 [8]-18; or Bow or Throwing, both (A) DX+2 [8]-17. ● *One* of these two melee skills packages:

1. *One* of Polearm, Spear, Staff, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+3 [12]-18.
2. *One* of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+1 [4]-16 – and Shield (E) DX+3 [8]-18.

Secondary Skills: Brawling (E) DX [1]-15; Stealth and Wrestling, both (A) DX [2]-15; Hazardous Materials (Magical), Hidden Lore (Magic Items or Magical Writings), and Occultism, all (A) IQ [2]-12; Tactics (H) IQ-2 [1]-10; and Thaumatology (VH) IQ-1 [4]-11.

Background Skills: Five of Fast-Draw (any) or Knot-Tying, both (E) DX [1]-15; Climbing (A) DX-1 [1]-14; Body Sense (H) DX-2 [1]-13; First Aid or Gesture, both (E) IQ [1]-12; Armoury (any) or Streetwise, both (A) IQ-1 [1]-11; Alchemy (VH) IQ-3 [1]-9; Carousing (E) HT [1]-12; Hiking (A) HT-1 [1]-11; Body Control (VH) HT-3 [1]-9; Intimidation (A) Will-1 [1]-11; Remove Curse (H) Will-2 [1]-10; Scrounging (E) Per [1]-12; Observation (A) Per-1 [1]-11; or 1 point to raise any of those skills or Tactics by one level.

* Multiplied for self-control number; see p. B120.



Customization Notes

Mage-slayers can choose from among several combat styles: Some focus on blocking Missile spells and jets with a shield while hurling weapons (select Shield, Axe/Mace or Spear, and the matching Thrown Weapon specialty). Others prefer to work from afar (a two-handed melee skill for a weapon with reach, plus Bow or Crossbow with Fast-Draw (Arrow)). Those who chuck grenades – especially magebane – take Throwing

for ranged work, possibly with Fast-Draw (Potion). Idealistic swordsmen might pick a one- or two-handed sword skill and the relevant Fast-Draw specialty.

When it comes to advantages, purists favor mage-hunting tricks: Caster Sense (often Acute), Gizmos, Higher Purpose, Nondetection, and more mage-slayer perks; additional Magical Toughening or Selective Magic Resistance; Heroic Reserves to power special skills; and sometimes Fearlessness, Hard to Subdue, and/or Mind Shield to foil magical fear, sleep, and mental control. Others focus on the kill: higher Basic Speed, along with the Blinding Strike perk, to get in a spellcaster's face before casting can happen; Extra Attack for a second shot after a Blocking spell spoils the first; and Mage-Slayer Gear, Signature Gear, and Weapon Bond for hardware. Either might want more HT and Will, useful against adventuring dangers *and* magic; the enemy's arcane Languages; Luck for a second chance at resisting spells; or Night Vision, Resistant to Disease, or Unfazeable for battling plague-infested undead horrors in the dark. All of ST, DX, Combat Reflexes, Fit, High Pain Threshold, and Rapid Healing let the slayer perform better in fights with *non-magic-users*.

Disadvantage and background skill choices add color. Are you a Loner who collects bounties, motivated by Greed and an Obsession with a big score, putting a cash value on life (Bloodlust and Callous) – and possibly facing a Social Stigma after murdering the wrong spellcaster? Then you might live life on the wild side, which suggests Carousing, Intimidation, and Streetwise. Or maybe you were horribly wronged by a caster, and have Intolerance of such people, a Vow not to use magic items, and a horrible experience that scarred you with No Sense of Humor, Paranoia, and Wounded. In that case you might learn Alchemy, Body Control, Body Sense, and Remove Curse to handle future magical badness. You could even be a paladin of sorts, with honorable traits like Code of Honor, Honesty, Selfless, and Sense of Duty, and the gods bringing magical trouble to you via Weirdness Magnet. That suggests soldiering skills such as Armoury, First Aid, Hiking, Scrounging, and higher Tactics.

The specialized gear of mage-slayers isn't cheap (see Chapter 4), so it's tempting to trade the 5 points from quirks for cash. But don't overlook improving Dispel Magic or Remove Curse – or Will, if you have both – right out of the gate!

No matter how subtle the wizard, a knife between the shoulder blades will seriously cramp his style.

*– Steven Brust, **The Book of Jhereg***

MAGE-SLAYER POWER-UPS

Like all professions, mage-slayers can use earned character points to add or improve everything on their template. Although they get much of their power up front – see *Why So Few Power-Ups?* (p. 8) – some traits are open-ended, while a few options show up later in their career (because that's when they have the points for them!):

- *Either* HT [10/level] *or* Will [5/level] up to 25 *before* racial modifiers. This is mostly to resist magic.

- Acute Caster Sense [2/level], with *no* upper limit.

- Heroic Reserves up to 20 [3/level].

- Mage-slayer perks (p. 10), to a maximum number equal to Magical Toughening + Selective Magic Resistance.

- Magical Toughening [5/level], with *no* upper limit.

- Nondetection [5/level], with *no* upper limit.

- Ridiculous Luck [60].

- Selective Magic Resistance [5/level], with *no* upper limit.

Experienced slayers also gain access to advanced skills that work similarly to Dispel Magic and Remove Curse (p. 11). Critical failures with these have *no* lasting bad effects (like loss of advantages or IQ) for mage-slayers!

Drain Magery

Will/Very Hard

Defaults: None.

Prerequisites: Magical Toughening 3+, Selective Magic Resistance 3+, *and* Suspend Magery *skill* (below).

See *GURPS Magic*, p. 130. Always costs 30 FP and requires 10 minutes.

Drain Mana

Will/Very Hard

Defaults: None.

Prerequisites: Magical Toughening 3+, Selective Magic Resistance 3+, *and* Suspend Mana *skill* (below).

See *GURPS Magic*, p. 127. Always costs 10 FP times radius in yards and requires one hour.

Suspend Magery

Will/Very Hard

Defaults: None.

Prerequisites: Magical Toughening 2+, Selective Magic Resistance 2+, *and* Dispel Magic *skill* (p. 11).

See *GURPS Magic*, p. 130. Always costs 12 FP and requires 10 seconds.

MAKING SLAYERS USEFUL

The obvious way to enable *any* slayer to contribute is to include suitable foes to defeat! The *GURPS Dungeon Fantasy Monsters* volumes are indispensable here – especially *Monsters 1*, which indexes the monsters in earlier *Dungeon Fantasy* volumes and offers monster lenses.

Demon-slayers want to take on as-Sharak, demonic clouds, Demons of Old, devilkin, doomchildren, hellhounds, imps, peshkali, toxifiers, “generic” petty and standard demons, and divine servitors of The Devil. Modifying other monsters with *Possessed* (*Monsters 1*, p. 38) greatly expands the options. *Possessed people* are also an interesting challenge – especially if they can't just be killed.

Mage-slayers are easy to please: Any magic-using opponent – from a horde pygmy shaman with one spell to the most powerful lich or spellcasting dragon – lets them shine. Don't overlook “civilized” casters; dwarves, elves, humans, and other humanoids aren't always the good guys. In high-powered campaigns that spend significant time in town, battling the Wizards' Guild or an influential temple could be the ultimate challenge.

Undead-slayers seek to return ash spirits, draugr, flaming skulls, horrid skulls, liches, shadow warriors, skeletons, undead slimes, and zombies of all varieties to the grave – permanently. Ghosts offer different, equally interesting challenges. A monster modified with *Undead* (*Monsters 1*, p. 38) or *Ghostly* (*Monsters 1*, pp. 37-38) counts for these purposes.

Out of combat, slayers crave opportunities to show off specialized knowledge (like Hidden Lore, Occultism, Physiology, Psychology, and Thaumatology skills). Include environmental and supernatural hazards these heroes are especially fit to resist; for instance, a plague-ridden area into which an undead-slayer with Immunity to Disease must venture alone, or effects that ensure the mage-slayer gets value from those points in Magical Toughening and Selective Magic Resistance. Give demon- and undead-slayers chances to try Exorcism – and mage-slayers, Dispel Magic and Remove Curse – to triumph over curses (*GURPS Dungeon Fantasy 2: Dungeons*, p. 9), hauntings, and supernatural tricks and traps.

To reward such heroes after these travails, have tools of the trade turn up in treasure – whether that means holy hardware for a demon- or undead-slayer, or meteoric arms and armor for a mage-slayer. Overconfident beings of the types discussed above may keep such things as trophies after defeating less-capable hunters. Enemies who engage in infighting and factionalism might hoard them for later use: No love is lost between demons, spellcasters are cliquish (hostility between good and evil clerics is especially strong), vampires are clannish, and so on.

Suspend Mana

Will/Very Hard

Defaults: None.

Prerequisites: Magical Toughening 2+, Selective Magic Resistance 2+, *and* Dispel Magic *skill* (p. 11).

See *GURPS Magic*, p. 125. Always costs 5 FP times radius in yards and requires 10 minutes.

CHAPTER THREE

UNDEAD-SLAYERS

With so many cultures burying their dead in crypts alongside valuable goods for use in the afterlife – often with tricks and traps to foil grave-robbers – one could argue that tombs are the archetypal dungeons, making the undead the archetypal dungeon monsters. Certainly, skeletons and zombies are ubiquitous fodder, while the “boss” often turns out to be a lich or a floating, spellcasting horrid skull. In between are all manner of specters and walking corpses, as well as ghostly (*GURPS Dungeon Fantasy Monsters 1*, pp. 37-38) and undead (*Monsters 1*, p. 38) variants of just about everything once alive.

Many adventurers believe that clerics, holy warriors, and (whisper it) necromancers suffice against undead opponents. Yet those professions devote a lot of their resources to tasks that have nothing to do with such horrors. When the undead are powerful and/or numerous – and especially in unholy places where sanctity has run out and clerics and holy warriors are nigh unto powerless – it’s useful to have a specialist on the team: the undead-slayer.

Undead-slaying isn’t as narrow a profession as the job title makes it sound. “Baleful, supernaturally powerful entities who lurk in dark, dangerous places” accurately describes not just the undead but a good percentage of *all* monsters. Thus, many capabilities useful for defeating ghosts and walking corpses are generally valuable in the dungeon.

I’m the thing that monsters have nightmares about.

– Buffy,

in Buffy the Vampire Slayer #7.11

UNDEAD-SLAYER ADVANTAGES

Some undead-slayers are on a mission of faith; others are secular pragmatists who (not unreasonably) have difficulty worshipping gods who suffer undead horrors to exist. Either way, their abilities flow from *within*, and are functions of wits and will. Many are supernatural but none are magical, and all work regardless of sanctity or for that matter mana.

Abomination Sense

10 points

You can sense the undead – including those buried in tombs deep beneath your feet, vampires who’ve mastered the semblance of life, liches hidden by illusions, and invisible or

intangible specters. This requires a Concentrate maneuver, after which the GM makes a secret Perception roll for you, applying range modifiers from the *Size and Speed/Range Table* (p. B550). Success means the GM tells you the direction to the nearest undead – or, if you’re concentrating on a suspicious individual, whether they’re what they seem to be or in fact undead. You’ll also get a broad idea of power level, ranging from “zombie” to “arch-lich.”

You may follow up success with an IQ roll to recognize what specific type of undead you’re facing. This is a free action. Critical success on this roll provides details useful for defeating the monster – anything that Hidden Lore, Physiology, or Psychology would reveal!

Advantages: Detect (Undead) [10].

Ghost Armor

4 points/level

Your life force protects you against *direct* damage from the undead. Each level of this trait (maximum five) gives DR 1 vs. their melee attacks, and abilities and spells with you as their subject. This applies before armor DR, encompasses your eyes and gear, and aids even against ghosts, life-draining touches, and other effects that ignore armor. No effect on *indirect* attacks like traps, ranged weapons, and falls after being shoved – the undead must personally hit you or use powers on you.

Advantages: Damage Resistance 1-5 (Force Field, +20%; Limited, Direct attacks by undead, -40%) [4/level].

Ghost Weapon

15 points

Any weapon you wield has the ability to harm spirits – ghosts above all, but not *just* ghosts. Treat it as having Affects Insubstantial (p. B102) against intangible supernatural beings. At -HP or worse, such a foe must make *Will* rolls when mortals would make HT rolls; at -5xHP, it fails automatically. The GM decides the entity’s fate on a failure; while a summoned being might merely experience the equivalent of a successful Banish spell, the ghost of a mortal could be unmade, putting that soul out of reach of Summon Spirit, reincarnation, or anything less than divine will!

Advantages: Blessed (Ghost Weapon)* [15].

* Optionally, the GM can make this new form of Blessed available as a Holy ability. When limited with the Holy power modifier, it affects only *evil* spirits.

Gizmos

see p. B57

This works as noted for demon-slayers (p. 5) – but consumable nonmagical items (which must still cost no more than \$50 and weigh at most Basic Lift/10 lbs.) have to suit the task of *undead-slaying*. Normally, this means they're useful for defeating an undead opponent.

Heroic Reserves

see p. 5

This works exactly as described for demon-slayers. In addition to using these reserves for athletics, martial feats, and physical extra effort, undead-slayers may spend HR as FP to energize the Final Rest, Materialize, and Solidify skills, despite their resemblance to spells.

Advantages: Energy Reserve (Heroic) [3/level].

Higher Purpose (Slay Undead)

see p. B59

You get +1 per level of this trait on all *attack* and *damage* rolls you make in combat with undead-class monsters and ghosts (generally classed as spirits), and also on all *defense* and *resistance* rolls whenever they attempt to harm you. If the being in question isn't malevolent, you needn't battle it – you can peacefully lay it to rest and even claim your bonus on any rolls this requires.

But you cannot suffer the undead to continue! If you ever avoid or flee a showdown with hostile entity, or cut a deal with a neutral or peaceful one that won't lead to it becoming just plain dead, your Higher Purpose bonus becomes a penalty against all undead until you rectify the situation.

Resistant

see p. B80

Undead-slayers have access to several forms of this advantage that aren't commonly available to other delvers:

- Resistant to Supernatural Abilities of the Undead (+3) or (+8) [3 or 5] adds to rolls to resist the *supernatural* capabilities of any undead-class monster or spirit-class ghost; e.g., a lich's spells, or a major ghost's finger of doom and possession attacks. Curse-like infections such as vampirism, zombie plague, and the notorious mummy's curse count, even if the origin is a cursed object or tomb rather than a monster; so do Fright Checks caused by undead. Physical attacks (bony claws, swords, etc.), and mundane aftereffects like ordinary disease from filthy zombie bites, *don't* count.

- Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7] works like the previous advantage but extends to any effect the GM rules is clearly *supernatural and* caused by a monster labeled "truly evil." It therefore gives a bonus on rolls to resist the supernatural abilities of *most* undead, but not those that aren't truly evil (like horde zombies), and also those of just about all demons and Elder Things. It still has no effect on physical attacks.

- Immunity to Disease [10] offers flawless invulnerability all disease, be it mundane (like those filthy zombie bites) or supernatural (like vampirism and Pestilence spells).

If two or more of these would apply, they're cumulative. A slayer with Resistant to Supernatural Abilities of the Undead (+3) and Resistant to Evil Supernatural Powers (+8) *would* get +11 against lich magic! Immunity makes Resistant irrelevant, in the rare cases where both would apply; there's no discount for this.

Slayer Training

see *GURPS Dungeon Fantasy 11: Power-Ups*, p. 13

Undead-slayers have access to three specialties of this general combat power-up from the start of their career. Each requires specialization by combat skill.

- Slayer Swing at Neck [4/skill] makes the penalty to swing for the neck -2, not -5. Used to decapitate *living* bad guys, preventing return as corporeal undead (though not as headless ghosts!).

- Slayer Swing at Skull [5/skill] makes the penalty to swing for the skull -3, not -7. Used to head-shot stubborn zombies. Also allows swings at flaming or horrid skulls at the same -3 instead of the monster's SM -5.

- Slayer Thrust to Vitals [3/skill] makes the penalty to thrust for the vitals -1, not -3. Used to stake vampires.

Specter Sight

8 points

Most incorporeal undead (such as ghosts) are invisible unless they choose to or are forced to become visible. If such an entity is where you could see a mundane, material person or object with no requirement more severe than a Vision roll (that is, not inside solid matter, in total darkness, 10 miles away, or whatever), this gift lets you see it. It doesn't grant the capacity to see spirits *other than* undead ones, nor corporeal undead that happen to be using Invisibility spells or items.

Advantages: See Invisible (Spirits; Specialized, Ghosts, -50%) [8].



Turning

25 points

You can repel undead through sheer force of will. Take a Concentrate maneuver and roll a Quick Contest of Will with each potential target who can see you. Powerful undead may have bonuses (Resistant to Good Supernatural Powers always counts; see *GURPS Dungeon Fantasy 3: The Next Level*, p. 41) – and *The Rule of 16* (p. B349) applies against undead with IQ 6+.

If you win or tie, that being can't come any closer to *you* than yards equal to margin of victory (minimum one yard). If it's closer already, it must select Move maneuvers to get away until it's outside that distance – though it can carefully avoid you rather than turn its back. If it *can't* get that far away, it will do nothing but avoid you each turn.

Effects endure for as long as you concentrate and for 1d seconds afterward.

Advantages: True Faith (Turning, +65%) [25].

UNDEAD-SLAYER SKILLS

Your zeal allows you to use Exorcism (p. B193) without the need for the Holy Might power. Your template's mandatory advantages eliminate the -4 for lack of holy support when dealing with ghosts, hauntings, and similar death-related beings and curses. You *can* exorcise other spirits and curses, but at -4.

Your sensitivity also lets you use Blind Fighting (p. B180) without the Chi Mastery power. Learned this way, it works strictly on the living, the undead, and spirits – never on constructs or inanimate objects. It's useful even if you have Specter Sight (p. 15), as many undead aren't invisible, but simply hidden in the darkness.

UNDEAD-SLAYER PERKS

Undead-slayers may buy as many of these perks as they can afford; there's no prerequisite number of advantage levels, skill points, or whatever.

Brave: As described under *Demon-Slayer Perks* (p. 6).

Corpse Smart: You never confuse the corporeal undead with the living, the just-plain-dead, or constructs stitched together from dead bodies. For instance, you won't mistake approaching zombies for live people, or zombies lying on the floor for corpses – and you'd *never* think a corpse golem was undead. This grants no ability to penetrate *supernatural* deceptions: ghosts possessing the living, liches hiding behind illusions, vampires shapeshifted into bats, etc.

Covenant of Rest: You cannot be summoned, reanimated, or resurrected if you die – not in body, not in spirit. Attempts to raise you as undead or possess your corpse fail automatically. If you're lucky enough to have Extra Life, this perk kicks in once you're out of lives.

Gift of the Dead: When you destroy an undead creature that *didn't want to be undead* (GM's decision, but skeleton and zombie slaves, lesser undead in thrall to greater ones, and ghosts prevented from reaching the afterlife usually count), the soul you've laid to rest gives thanks by healing you 1 HP, 1 FP, or 1 HR, as you wish.

Holy Touch: Your punches, kicks, and other *unarmed* strikes (not grapples) count as *holy* weapons where advantageous.

Purifying Touch: Your punches, kicks, and other *unarmed* strikes (not grapples) count as *fire* where advantageous, though damage type doesn't become burning.

Rest in Pieces: The holy warrior's Shtick, renamed as an excuse to offer more details (all of which apply to holy warriors, too!): *Living* foes that you, personally, slay cannot return as undead – they stay dead, even if infected with contagious vampirism, zombie-ism, or a similar curse, or subjected to the Zombie or Mass Zombie spell. This doesn't bypass powerful traits like Extra Life, Supernatural Durability, or Unkillable; prevent spirit summoning; or stop Necromantic spells that cost more than 20 energy to cast (including Resurrection, Lich, and Wraith). To cover all *that*, use Final Rest (below).

Finally, you can influence spirits by sheer will. This gives you exotic skills that work as the spells of the same name for the purposes of energy cost, time required, and effects. Unlike spells, though, these are Will-based, unaffected by mana or sanctity, require no words or gestures, and don't take twice as long at skill 9 or less – but also get no energy cost or time reduction for high skill.

Final Rest

Will/Hard

Defaults: None.

Prerequisites: Rest in Pieces *and* Turning.

See *GURPS Magic*, p. 89. Always costs 20 FP and requires 10 minutes.

Materialize

Will/Hard

Defaults: None.

Prerequisites: Abomination Sense *and* Ghost Weapon.

See *GURPS Magic*, pp. 150-151. Always costs 5 FP and requires a Concentrate maneuver.

UNDEAD-SLAYER

250 points

Like many, you were born sensitive to ghosts . . . but your gift continued to develop, both in breadth (you can sense *all* undead) and depth (you can repel and harm what you sense). You decided to train it, and today you're a devoted destroyer of the undead. For people who've become undead against their wishes, you bring peace – though that may still mean severing the head and staking the heart. Those who *choose* undead, you fight, neither offering nor asking for quarter!

Attributes: ST 13 [30]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 15 [10]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Abomination Sense [10]; Ghost Weapon [15]; Higher Purpose 1 (Slay Undead) [5]; Rest in Pieces [1]; *and* Turning [25]. • Another 40 points distributed among ST +1 to +4 [10/level], DX +1 or +2 [20/level], IQ +1 or +2 [20/level], HT +1 to +4 [10/level], HP +1 to +4 [2/level], Will +1 to +5 [5/level], FP +1 to +4 [3/level], Acute Abomination Sense [2/level], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], Ghost Armor 1-5 [4/level], Gizmos 1-3 [5/level], Hard to Kill [2/level], Hard to Subdue [2/level], Heroic Reserves 1-13 [3/level], High Pain Threshold [10], Higher Purpose 2-3 (Slay Undead) [5/level], Luck [15] *or* Extraordinary Luck [30], Night Vision 1-9 [1/level], Rapid Healing [5], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5] *or* Immunity to Disease [10], Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7], Resistant to Supernatural Abilities of the Undead (+3) or (+8) [3 or 5], Signature Gear [Varies], Slayer Training [3-5/skill], Specter Sight [8], Spirit Empathy [10], Weapon Bond [1], or more undead-slayer perks (above).



Disadvantages: Obsession (Undead-Hunting)† (12) [-10].

● Another -20 points chosen from more severe Obsession, or Bloodlust [-10*], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Greed [-15*], Obsession (Slay some specific type of *powerful* undead foe) [-5*], Sense of Duty (Good Entities) [-10], Vow (Chastity or Vegetarianism) [-5] or (Own no more than horse can carry) [-10], or Weirdness Magnet [-15]. ● A further -20 points chosen from the previous list or Honesty [-10*], Loner [-5*], No Sense of Humor [-10], Overconfidence [-5*], Selfless [-5*], Sense of Duty (Adventuring Companions) [-5], Stubbornness [-5], or Truthfulness [-5*].

Primary Skills: Hidden Lore (Undead) (A) IQ [2]-13; Physiology (Undead) and Psychology (Undead), both (H) IQ [4]-13; and Exorcism and Final Rest, both (H) Will-1 [2]-14. ● One of Crossbow or Thrown Weapon (Axe/Mace), both (E) DX+2 [4]-14; Throwing (A) DX+1 [4]-13; or Sling (H) DX [4]-12. ● One of these two melee skills packages:

1. One of Polearm, Staff, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+4 [16]-16; or Two-Handed Flail (H) DX+3 [16]-15.
2. One of Axe/Mace or Broadsword, both (A) DX+3 [12]-15; or Flail (H) DX+2 [12]-14 – and Shield (E) DX+2 [4]-14.

Secondary Skills: Hidden Lore (Lost Civilizations), Occultism, and Traps, all (A) IQ-1 [1]-12; and Tactics (H) IQ-1 [2]-12.

Background Skills: Five of Brawling, Fast-Draw (any), or Knife, all (E) DX [1]-12; Boxing, Climbing, Stealth, or Wrestling, all (A) DX-1 [1]-11; First Aid or Gesture, both (E) IQ [1]-13; Armoury (any), Connoisseur (Weapons), Hazardous Materials (Magical), or Research, all (A) IQ-1 [1]-12; Diagnosis, Religious Ritual, or Theology, all (H) IQ-2 [1]-11; Thaumatology (VH) IQ-3 [1]-10; Hiking (A) HT-1 [1]-11; Materialize or Meditation, both (H) Will-2 [1]-13; Observation (A) Per-1 [1]-12; Blind Fighting (VH) Per-3 [1]-10; or 1 point to raise any 1-point skill by one level.

* Multiplied for self-control number; see p. B120.

† On encountering the undead, rumors of them, or a quest that hints at an opportunity to destroy them, make a self-control roll. Failure compels you to attack, investigate the rumors, or accept the quest. If you manage to spare intelligent undead (briefly!), make a second self-control roll to trust any information or deal the monster offers.

Customization Notes

The undead-slayer's biggest choice is whether to emphasize the physical battle or the mystical one. It's possible to balance these – *all* slayers do, to some extent – but it's most efficient to pick one path at first.

Undead-slayers who prefer to hack up enemies and burn the remains afterward invest advantage points in ST, DX, HT, Fit, Hard to Kill, Hard to Subdue, High Pain Threshold, Recovery, and Weapon Bond. If adding special abilities, they prioritize Ghost Armor and Slayer Training – and Heroic Reserves, to use Mighty Blows (p. B357) with every strike, along with the Gift of the Dead perk for stamina when chopping through zombie hordes. Skill choices include most of Armoury, Brawling, Connoisseur (Weapons), Fast-Draw, Knife (to use wooden stakes!), and Wrestling, plus Crossbow, Sling, or Thrown Weapon for dealing damage from a distance. Disadvantages tend toward the uncompromising: Bloodlust, Loner, No Sense of Humor, Stubbornness, and severe Obsession . . . and Greed for the consummate mercenary.

Those who rely more on knowledge to win the battle sink advantage points into IQ, Will, Acute Abomination Sense, Gizmos, Specter Sight, Spirit Empathy, and perks like Corpse Smart, Holy Touch, and Purifying Touch – though Heroic Reserves is still likely, now for exotic skills. Important skills are Diagnosis and Hazardous Materials (Magical) for curse-like plagues and plague-like curses; Materialize for revealing ghosts to allies; and Research, Thaumatology, and Theology to know more about the supernatural. The preferred ranged skill is Throwing, for alchemist's fire and holy water. Such slayers tend to be religious, with faith-based disadvantages like Disciplines of Faith, Sense of Duty (Good Entities), and religious Vows, and incidental Honesty, Selfless, and Truthfulness.

Any slayer benefits from additional Higher Purpose for its far-reaching bonuses, and from being less vulnerable to common threats posed by the undead: Will, Fearlessness, and the Brave perk, or straight-up Unfazeable, for shrugging off Fright Checks; Resistant to Supernatural Abilities of the Dead or to Evil Supernatural Powers for weathering other evil influences; and Resistant or Immunity to Disease for safety around infected corpses (walking or otherwise). Those who've been in the game for a while tend to have twisted destinies, benefiting from Luck and Covenant of Rest – but also cursed with Weirdness Magnet.

As for the 5 points from quirks, trading those for cash is an option. Slayers who prefer to hack up enemies want the best combat gear they can afford, while more cerebral ones may need the money for alchemist's fire, holy symbols, and other ways to exploit undead weaknesses; see Chapter 4. Still, Night Vision and the Blind Fighting skill are excellent investments for anyone who frequents dark tombs, while using the points for yet more Will – or a level of Heroic Reserves and a couple of perks – is never a waste.

UNDEAD-SLAYER POWER-UPS

Undead-slayers can spend earned character points on everything on their template. *Why So Few Power-Ups?* (p. 8) applies, but Dismissive Wave becomes available only to advanced undead-slayers to keep them from too readily “poaching” the cleric’s role – and Extra Life comes later because it’s something that *ought* to be earned!

- Acute Abomination Sense [2/level], with *no* upper limit.



- Dismissive Wave [10], equivalent to the cleric power-up of the same name (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 22), but with no need for Power Investiture.

- Extra Life 1 [25]. Should it matter, this kicks in before you’d become undead by *any* means.

- Heroic Reserves up to 20 [3/level].

- Higher Purpose (Slay Undead) up to Will/5 [5/level]. Round *up* – so the limit is four levels at Will 16-20, five at Will 21-25.

- Ridiculous Luck [60].

- Undead-slayer perks (p. 16).

- Will up to 25 *before* racial modifiers [5/level].

Experienced slayers also gain access to another skill in the vein of Final Rest and Materialize (p. 16).

Solidify

Will/Hard

Defaults: None.

Prerequisite: Materialize skill (p. 16).

See *GURPS Magic*, p. 151. Always requires a Concentrate maneuver. Energy cost is 25 FP instead of 50 FP to move use within reach of slayers with attainable FP and Heroic Reserves. The trade-off is that this skill affects only ghosts of the dead, never other kinds of spirits.

EVEN MORE SLAYERS!

Slayers of *other* supernatural menaces – defined by abilities (e.g., psionics) or monster class (constructs, elementals, faerie, perhaps even Elder Things) – may exist, possibly at the players’ request. Here’s advice for the GM who chooses to create templates for these. Throughout, “The Foe” means whatever this kind of slayer hunts.

Attributes and Secondary Characteristics: As warriors, slayers require decent ST, DX, and HT; they also need good IQ for lore skills. A 12+ in all four attributes is recommended, with commensurate secondary characteristics. Add emphasis as needed: Slayers with *tough* targets (constructs, demons, undead, etc.) want more ST; even a 13 boosts swing into the sweet 2d range. Slayers who depend on the first strike (as against casters or psis), or whose rivals are fast or skilled, benefit from higher DX and Basic Speed. Improved Will is worthwhile when The Foe boasts sinister powers, though less important if special defenses like Magic Resistance are mandatory.

Advantages and Perks: Include Higher Purpose tied to slaying The Foe, plus special tricks for sensing The Foe, resisting their abilities, and overcoming their defenses. Gizmos give slayers minor-but-essential gear (e.g., wooden stakes for an undead-slayer) without burdening them. Heroic Reserves power special skills *and* provide limited compensation for being specialized. All this stuff needn’t be *mandatory*, merely present; lay a solid foundation, but leave the player choices. Round out the list with warrior advantages – several of Combat Reflexes,

Extra Attack, Fit, Hard to Subdue, Hard to Kill, High Pain Threshold, Rapid Healing, and Recovery. And don’t forget Luck!

Disadvantages: Anything goes, but an Obsession with taking down The Foe is *almost* mandatory. Beyond that, Bloodlust fits anyone called “slayer,” Greed suits all delvers, and Weirdness Magnet can justify the GM throwing The Foe into the mix unusually often.

Skills: Essential are any of Hidden Lore, Occultism, Physiology, Psychology, Thaumatology, or Theology that apply to The Foe. Combat skills are vital, too – though high levels are necessary only if The Foe is skilled at or can “buff up” for combat. Being canny fighters, slayers need a little Tactics, too. Then add a few exotic skills like the ones under *Bardic Skills*, *Chi Skills*, *Druidic Skills*, and *Holy Skills* on pp. 21-22 of *Adventurers* – or convert spells useful for defeating The Foe into such skills. Replace the standard prerequisites of special skills with the template’s mandatory traits, and change the controlling attribute to HT or Will if the slayer’s life force or spirit explains the ability.

Power-Ups: These needn’t be numerous if there’s already lots of cool stuff on the template – an improved attribute cap (typically HT or Will for resisting sinister powers) plus open-ended advantages should do. If borrowing other professions’ power-ups from *GURPS Dungeon Fantasy 11: Power-Ups*, though, put them here – not on the template – so the slayer doesn’t invade someone else’s niche from the outset!

CHAPTER FOUR

SLAYER GEAR

Gear designed exclusively for slayers is rare, but several easily overlooked, costly, or rare items are especially useful for defeating demons, spellcasters, or undead – and a few “obvious” choices actually aren’t *that* great (but see *Fun With Flaws*, p. 20). Below is an annotated index of equipment to seek out across the *GURPS Dungeon Fantasy* series. It omits articles any delver might prioritize; e.g., undead-slayers doubtless carry torches to burn mummies and annoy vampires, but only a foolish adventuring party would explore dark tombs without light sources!

Defeat is certain for him who has neglected to take the necessary precautions.

– Roald Amundsen,
The South Pole

Demon-Slayer’s Shopping List

Be aware that despite what *Silver Weapons* (p. B275) implies, silver weapons *aren’t* extra-effective against demons unless the GM decides otherwise – see *Fun with Flaws* (p. 20).

- Clarity (*Psi*, p. 25). Increased Will boosts Banish, Exorcism, and Pentagram.
- Demon rum (*Taverns*, p. 30). *Inexpensively* improves resistance to unholy curses.
- Holy symbols (*Adventurers*, p. 26) and holy symbol weapons (*Clerics*, p. 33). Some demons (e.g., Demons of Old, toxifiers, and anything possessed) have a Dread of blessed objects. High-quality versions of these items give an Exorcism bonus; this also applies to the demon-slayer’s Banish *skill* (but not the *spell*).
- Holy water (*Adventurers*, p. 26). Damages some – but not all – demons.
- Jungle juice (*Denizens: Barbarians*, p. 25). *Cheap* route to Fearlessness for facing the worst demons. Also grants Brave; treat this as +1 level if you already have the perk.
- Manuals (*Sages*, p. 13). Fine or very fine textbooks giving +1 or +2 to Hidden Lore (Demons) are valuable – especially when researching talismans (p. 22).
- Scrolls (*Sages*, pp. 14-16). *Universal* scrolls of Dispel Possession or Remove Curse are more effective than Exorcism in some circumstances.

Wish List: Aspergillum of High Power (*Clerics*, p. 36), Demonhunter’s Helm (**40 Artifacts**, p. 6), Demonhunter’s Tassels (**40 Artifacts**, pp. 12-13), Flashing Sunblade (**40**

Artifacts, p. 13), Stone of Knowledge of Demons (*Treasure Tables*, p. 39).

Mage-Slayer’s Shopping List

- Alchemical antidote (*Adventurers*, p. 29). Undoes the magic of *potions*.
- Alchemist’s garb (*Sages*, p. 12). Prevents contact with dangerous magical potions.
- Black dust (*Treasure Tables*, p. 36). Reveals those using the Invisibility spell.
 - Blinding gas (*Ninja*, p. 16). Regular spells cast at range have -5 if the caster can’t see!
 - Clarity (*Psi*, p. 25). Will bonus is great for both resisting *and* dispelling magic.
 - Magebane (*Adventurers*, p. 29). Can cripple wizards in one shot!
 - Magic resistance potion (*Adventurers*, p. 29).
 - Meteoric weapons, shields, and armor (*Adventurers*, p. 27). Combat gear that can’t be cursed, disintegrated, teleported away, etc. – but note that Spellpiercer (p. 10) makes shields and armor a higher priority than weapons.
 - Mind fog (*Ninja*, p. 16). *Nonmagical* IQ penalty is evilly effective against casters.
 - Moly amulet (*Adventurers*, p. 30). You can never have too much Magic Resistance.
 - Nageteppeo (*Adventurers*, p. 25). Again, a caster who can’t see you casts at -5.
 - Potion belt (*Adventurers*, p. 25). Keeps the many potions on this list handy.
 - Scrolls (*Sages*, pp. 14-16). Seek *universal* scrolls that offer ways to cancel specific spells (Awaken ends Mass Sleep, Stone to Flesh reverses Flesh to Stone, etc.), resist or block magic (both broad, like Magic Resistance and Spell Shield, and narrow, like Hide Thoughts and Resist Fire), and weaken casters (Foolishness and Mindlessness lower IQ; Garble, Silence, and Strike Dumb prevent spoken magic; Strike Blind penalizes Regular spells; and so on).

Wish List: Arrow of Negation (**40 Artifacts**, p. 18), Scroll of Arcane Defense (**40 Artifacts**, p. 20).

Undead-Slayer’s Shopping List

As noted for demon-slayers, despite popular belief, silver weapons aren’t especially useful unless the GM changes things up.

- Alchemist’s fire (*Adventurers*, p. 28). Draugr, combustible mummies, and so on are weak to fire. Burning *any* corpse (including those you didn’t create) ensures it won’t get up again.

- Clarity (*Psi*, p. 25). Extra Will is especially nice when using Turning.

- Flamethrower (*Clerics*, p. 34). If the GM permits this as starting gear, add Liquid Projector (Flamethrower) (E) DX+2 [4]-14 to the ranged combat options on the undead-slayer template.

- Garlic (*Adventurers*, p. 28). Reputedly repels vampires; see *Fun with Flaws* (below).

- Holy symbols (*Adventurers*, p. 26) and holy symbol weapons (*Clerics*, p. 33). High-quality ones give bonuses to Exorcism and Turning.

- Holy water (*Adventurers*, p. 26). Damages *some* undead.

- Jungle juice (*Denizens: Barbarians*, p. 25). Augments Brave and Fearlessness for cheap (if you already have Brave, this grants an additional level).

- Mallet (*Adventurers*, p. 24). Changes damage from thr(0.5) imp to sw+2(0.5) imp when driving a wooden stake into an *unresisting* vampire.

- Salt (*Treasure Tables*, p. 11). Gives a bonus to turn zombies.

- Scrolls (*Sages*, pp. 14-16). Look for *universal* scrolls of spells that negate common tomb dangers (Cure Disease, Remove Contagion, Remove Curse, etc.) or damage undead (like Sunbolt, Sunlight, and Turn Zombie). Friends will appreciate Affect Spirits on their weapons and Repel Spirits on the campsite if the cleric didn't bother to learn those.

- Sexton's Special Shovel (*Clerics*, p. 34). Tool and weapon in one affordable item.

- Spiked armor (*Adventurers*, p. 27). Wade into a zombie horde and shred them.

- Wooden stakes (p. B272). For staking vampires.

Wish List: Aspergillum of High Power (*Clerics*, p. 36), Flaming Blade (*40 Artifacts*, p. 13), Flashing Sunblade (*40 Artifacts*, p. 13), Sacred Shovel of Zombie Beheading (*Clerics*, p. 36), Shadow Daggers (*Treasures 2*, p. 5), Spirit Knife (*40 Artifacts*, p. 15), Stone of Knowledge of Undead (*Treasure Tables*, p. 39), Sun Armor (*40 Artifacts*, pp. 9-10).

Business Ends for the Business of Ending

Undead-slayers avoid weapons limited to impaling damage only, as these are lousy against Unliving foes – like most undead. They often use crushing weapons to smash up skeletons and liches. To do so with bows and crossbows, they resort to arrows and bolts with this modifier:

Blunt: Changes damage type to crushing. Projectile cannot also be fine for bonus damage. Weight is unchanged. *Wooden* blunts can't have modifiers restricted to metal weapons, either; -0.5 CF. *Metal-tipped* blunts can have such modifiers but get no cost cut; 0 CF.

Undead-slayers also like to stake foes through the heart, but often prefer a little reach. Any arrow, bolt, javelin, pike, spear (regular, short, long, or heavy), or similar impaling-only weapon made mostly of wood can be made *entirely* of wood:

Stake: Damage type remains impaling, but damage is at -1 and acquires armor divisor (0.5). Cannot be fine or have modifiers limited to metal weapons. Weight is unchanged. -0.8 CF.

FUN WITH FLAWS

Traditional and fictional demons and undead have flaws that *GURPS* would label Divine Curse (like "Treat holy water as acid"), Dread (of garlic, holy items, etc.), Fragile (e.g., dried-out corpses are Combustible), Revulsion, Susceptible, Vulnerability (to fire, holy weapons, or whatever), or Weakness – or would treat as the "death trigger" of Supernatural Durability or an Achilles Heel for Unkillable. As written, though, few *GURPS Dungeon Fantasy* monsters exhibit such faults. That's because they were designed for hack 'n' slash fantasy, not occult horror.

Yet for many gamers – especially those drawn to playing slayers – fantasy is more fun if supernatural beings sometimes have such problems. Adding these to monsters also rewards players who buy Research and Hidden Lore (customarily used before and during adventures, respectively). Finally, flaws let the GM use a broader range of enemies, because with preparation, even low-powered heroes can defeat higher-powered foes.

Which isn't to say that all supernatural beings of a given type should have the same flaws! Such monsters vary by religion and culture; for the undead, cause of death and how the corpse was prepared matter, too. And the most powerful specimens might have *no* failings – not even the ones in monster write-ups.

Sample flaws include fire (for undead, *never* demons), holy items (especially against demons), magic, mirrors (mainly vs. undead), musical instruments (bells, chimes, rattles, etc.), salt (particularly against zombies), silver, sunlight (usually against undead), wooden stakes (not just for vampires!), and many plants (garlic, hawthorn, hemlock, peach, rose, rowan, wolfsbane, wormwood, . . .). Only those useful as or on weapons make much sense as a Vulnerability, trigger for Fragile, or counter to Supernatural Durability or Unkillable. But anything could justify Dread, Revulsion, or Weakness, or be implicated in a Divine Curse.

Slayers can access many of these things via Gizmos (pp. 5, 9, 15), but must buy the costliest goods – or those needed in quantity – as equipment. Costs and weights for fire sources, religious paraphernalia, special weapons (magical, silver, etc.), and miscellaneous gear (like mirrors and musical instruments) appear on pp. 23-30 of *GURPS Dungeon Fantasy 1: Adventurers*. Each "use" of any plant is a bundle: \$5, 0.25 lb.

Sometimes, it's the target that matters, not the attack. Blows to the head, neck, and vitals are common flaws – although there are weirder examples, like crippling a peshkali's arms! These either do bonus injury (Vulnerability) or negate Supernatural Durability or Unkillable. Weapons useful against key hit locations are attractive slayer gear, too; e.g., it takes an impaling or piercing weapon to hit the vitals, and neck blows must usually be with cutting weapons to count.

HEROIC POWER ITEMS

Thanks to their special advantages, slayers – *not* warriors in general – can designate a single “heroic power item.” This must be a weapon, shield, or piece of armor. It contains energy calculated from its *mundane* value, just like a spellcaster’s power item (*GURPS Dungeon Fantasy 1: Adventurers*, p. 28).

The energy in a heroic power item can be *spent* exactly like Heroic Reserves (p. 5). There’s no difference at all!

This energy *recharges* at a rate of 1 FP per day the slayer spends equipped with the item. A weapon or shield must be wielded, sheathed, or slung – and armor, worn – for at least 16 hours for that day to count. There’s no way to accelerate this; notably, you can’t pay someone in town for a recharge.



NEW MAGIC ITEMS

A few magic items exist for the (almost) exclusive purpose of defeating supernatural foes. *Any* delver can buy and use these things, but slayers are the most loyal customers.

Holy Weapons

Any weapon other than an utterly unholy one can be “enchanted” by clerics in town to inflict +2 *injury* (after DR, just like Flaming, Icy, and Lightning Weapon) of holy origin and no specific damage type. Bonus injury increases to +3 vs. demons and undead. In addition, the weapon is considered “blessed” or “holy,” and also “supernatural” – but *not* “magical” – for the purpose of monster flaws like Achilles Heel and Vulnerability.

Holy weapons are obviously useful to demon- and undead-slayers, but mage-slayers should note that meteoric weapons *can* be holy. The gods themselves allow it! While the effect counts as an enchantment, and therefore doesn’t increase power-item value, it’s a blessing – not a spell.

Costs \$15,000 on a melee or thrown weapon, \$20,000 on a missile weapon, or \$75 on a projectile.

(Holy) Hand Grenades

Over the years, slayers have commissioned a few new potions. All use the *Grenade* rules (*GURPS Dungeon Fantasy 1: Adventurers*, p. 28).

Anti-Magic Potion (Grenade). Fumes casts Dispel Magic at skill 15 over a two-yard-radius. \$720, 1 lb.

Bottled Sunlight (Grenade). Fills a two-yard radius with sunlight, exactly as the Sunlight spell, for one minute. \$400, 1 lb.

Demon-Bane (Grenade). Fumes do 2d injury (DR doesn’t protect!) against all demons and anyone possessed by a demon in a two-yard radius. No affect on others. \$1,000, 1 lb.

Undead-Bane (Grenade). Fumes do 2d injury (DR doesn’t protect!) against all undead – including ghosts – in a two-yard radius. No affect on others. \$1,000, 1 lb.

SECRET WEAPONS

Before a horror protagonist stalks a “big bad” like a werewolf or vampire, they make elaborate preparations while spouting exposition on how *only these specific means* can defeat *this particular foe*. This suits a genre where a featured creature (or interchangeable horde) rampages through victims who offer no resistance meaningful enough to call “combat.” In the climactic standoff, the hero’s secret weapon explains why they don’t become another victim – the story’s only *real* battle has to be gripping, after all!

This doesn’t fit dungeon fantasy particularly well. For one thing, there’s an endless supply of monsters, mostly inconsequential fodder. No person or even group could cart around specific countermeasures against them all, nor do they need to – it’s a cornerstone of the genre that decent weapons and armor are nigh-universally effective, and that heroes constantly amass gear with bigger pluses.

There’s an endless supply of battles, too. Some are memorable, but they can’t *all* be. Heroes who fight nonstop rather than once per story *usually* win – dungeon delvers are by convention lions, not lambs.

In those rare cases where the adventurers’ gear *isn’t* enough or a battle is a nail-biter, how the heroes react is part of the fun. Another genre trope is that delvers are clever and resourceful. Every gaming group has “war stories” of the PCs beating long odds!

Yet as *Fun With Flaws* (p. 20) suggests, there are gamers – especially those drawn to playing slayers – who enjoy their monster-slaying with a dash of problem-solving. While the GM can assign baddies flaws to discover, sometimes it’s fun to let the *players* take the initiative.

Optionally, the GM may allow a special Research roll (separate from *Tavern Tales and Moldy Books*; see *GURPS Dungeon Fantasy 2: Dungeons*, p. 17) to learn about a specific, named, *supernatural* boss (construct, demon, elemental, faerie, spirit, undead, etc.) – or powerful worthy – on the upcoming adventure. This should be at -5 or worse, perhaps much worse. The group gets *one* roll.

Success lets the heroes prepare for that particular foe. This *isn't* "It's a vampire: bring stakes." It's things like carving the enemy's secret name into arrows using ancient runes, collecting holy water from reclusive monks who vowed to slay that fiend, or stealing a sword from a vampire's last living descendant.

The delvers must roll against an appropriate skill (usually Hidden Lore, Occultism, Physiology, Psychology, Thaumatology, or Theology) to cook up the theory. *Then* they can roll for the preparations: against Armoury to modify a weapon, Diplomacy to induce the monks to provide holy water, thieving skills to purloin the sword, etc. Failures have

suitable consequences; e.g., broken weapons, angry monks, or arrest.

Success pays off: Using the secret weapon against the intended target gives a bonus – at least +1 to hit and +1 damage for the entire battle, doubled if any skill roll critically succeeded *and* knowledge or preparation would logically improve potency. The heroes can use the thing earlier, but consumables (e.g., holy water) are expended while durables (like swords) "lose their charge" if polluted in combat with other enemies.

Details of skills, failures, and bonuses are up to the GM, who's advised not to permit Gizmos to short-circuit the process!

DEMONIC TALISMANS

Some occultists claim The Devil binds each demon to a mystic artifact – its *talisman* – which gives HIM additional power over them. Whenever a demon is "sent up" to do The Devil's work, this object remains in Hell to ensure the fiend's return. This holds for summoned demons, too; summoning succeeds only if The Devil sees the opportunity to wreak chaos and decides to loan out the demon.

When a demon enters the mortal sphere of its own free will, though, it *might* arrive with its talisman. This occurs most often when a magical disaster tears a fissure between planes of existence, and tortured souls – very minor demons – escape Hell bearing the easiest means of recalling them. More rarely, powerful demons whose gifts include interdimensional travel bring along their talismans on missions for The Devil.

Demons carrying their own talismans have a few special powers:

1. They cannot be banished or summoned.
2. They can will themselves back to Hell with a simple Concentrate maneuver. Powerful demons who face defeat routinely do this. Weak escapees, fearing the punishment they'll suffer, prefer to flee on foot or go down fighting.
3. The greatest demons can use their talismans as power items holding hundreds to *thousands* of energy points (GM's decision) for such feats as opening gates to Hell, conjuring demonic armies, and granting wishes to corrupt people.

Moreover, what happens when a demon "dies" depends on the location of the demon and its talisman:

- If the demon is in another dimension while its talisman is in Hell, the demon reappears in Hell and cannot leave for one month unless The Devil intervenes.
- If the demon is in another dimension and carrying its talisman, it can choose to return to Hell for a month (again, The Devil can interfere) – its death triggering the second power above – or to be annihilated forever. An escapee may choose the latter!
- If the demon is in another dimension and its talisman is neither in Hell nor in its possession, the demon is destroyed forever.
- If the demon is in Hell, it's destroyed forever no matter where its talisman is!

Many demon-slayers make a point of snatching any visible object that could be a talisman before trying to kill a demon. That way, the demon can be killed for good – or at least banished (which is easier with the talisman), if too tough to kill – and can't flee to Hell or draw on vast power.

If a demon loses its talisman in the mortal world and is banished – or escapes through a handy portal to Hell – before it's killed, the demon can end up in Hell minus its talisman. Rarely, adventurers *visit* Hell, steal talismans, and come back without killing their owners . . . or demons who lack the power to slay their rivals in Hell get hold of their enemies' talismans and give them to dangerous mortals. Although every demonologist since the dawn of magic has taken a crack at the puzzle of conjuring a talisman, with or without the demon, none have solved it.

Contrary to common belief, someone who has a demon's talisman cannot kill or banish the demon by destroying the artifact – smashing the talisman merely returns *it* to Hell (specifically, to The Devil) without the demon. But a talisman in hand *does* give considerable power: The holder has +1 on all rolls made against the demon, as though they had Higher Purpose, while the demon has -1 on all rolls made against the wielder. This can provide the edge needed to slay the demon, which is a *permanent* death. People interested in manipulating demons get +4 (not +1) on rolls to banish or control the demon, while all rolls to summon it succeed automatically.

Talismans have no fair market value. Shady clerics, demonologists, shamans, and wizards are willing to pay a lot, for obvious reasons. Demon-slayers are also interested – but with the aim of permanently destroying demons! Thus, though talismans aren't "gear" to be bought and sold at the players' whim, the GM might include them as treasure and make disposing of them its own adventure, or have creepy NPCs offer them at high prices.

Recognizing a talisman for what it is, whether carried by a demon or sitting on a shelf, takes a Hidden Lore (Demons) roll. Deducing *which* demon a found or bought talisman is linked to requires another roll at -5 or worse (GM's decision), though occult libraries can offer offsetting bonuses.

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Ben: All right, uh, okay, uh, how do you best kill a witch?

Hansel: Uh, cutting off their heads tends to work . . . and ripping out their hearts . . . and skinning them is also nice.

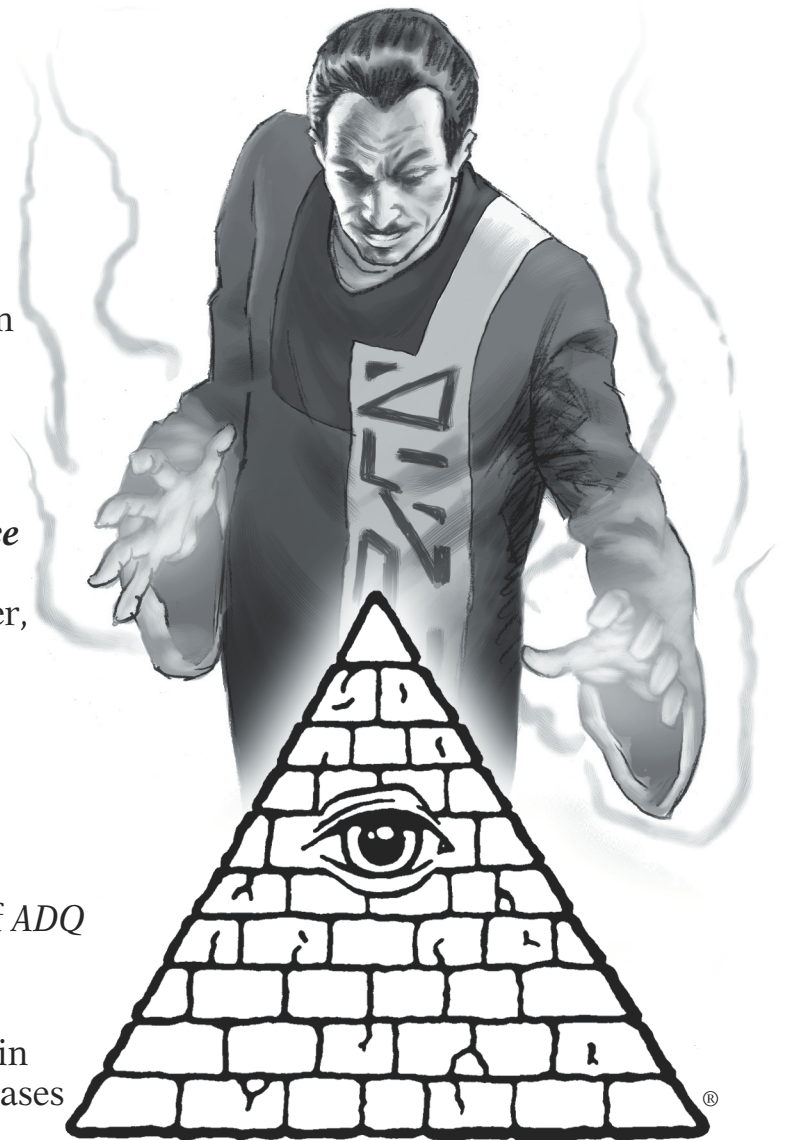
Gretel: Yeah, but burning them is the best way.

– Hansel & Gretel: Witch Hunters (2013)

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