

Discworld, Dungeonworld:

On Using the Disc as “The World” for Dungeon Fantasy

“Funny, really,” said Vena. “All my life I’ve gone adventuring with old maps found in old tombs and so on, and I never ever worried about where they came from. It’s one of those things you never think about, like who leaves all the weapons and keys and medicine kits lying around in the unexplored dungeons.”

– *The Last Hero*

The Discworld, as described in the **Discworld Roleplaying Game**, became, in the course of a long series of novels, a well-developed world, with large and small maps, a long history, and its own political and economic systems. But at every point in that development, it served a purpose as a piece of fiction; it is a setting for stories – and a wide range of stories at that. The **Discworld RPG** is designed to exploit that, using it as a setting for roleplaying campaigns and scenarios – another sort of story, which also covers a wide range.

And, as anyone who follows the **GURPS** line knows, one of the sorts of game-story that can be played out with that game system is **Dungeon Fantasy**. Now, not all dungeon fantasy games want or use a well-developed world – but some GMs and players like having such a thing, at least in the background as a source of backstories for characters and a list of place names. And quite a few dungeon fantasy players will also be Discworld fans, who may be amused to think of doing their dungeoneering on the Disc.

These notes are thus about that option; using the Disc as “the world” for a dungeon fantasy game. Note that this isn’t so much about making dungeon adventuring an organic or occasional part of Discworld games; the focus is on running a dungeon fantasy game that uses the **Discworld RPG** as a handy source of background and colour, not on dropping Dungeon Fantasy material into what was originally conceived as a Discworld game.

History

“Speaking as a lawyer,” said Mr. Slant of the Guild of Lawyers, “it is clear that the first ever recorded heroic deed to which the message refers was an act of theft from the rightful owners. The legends of many different cultures testify to this.”

– *The Last Hero*

When it comes to the source novels, a GM looking to make this work should probably think mostly in terms of *The Colour of Magic* and *The Light Fantastic*, with some additional browsing of *The Last Hero*. The first two Discworld novels are comic sword and sorcery tales, set in a heroic age of barbarian warriors, ruthless thieves, dragon riders, more or less medieval technology – and, it’s clear, not a few dungeons and other underground complexes in need of plundering. Subsequent books moved away from this to an age of somewhat more advanced technology and a more coherent set of societies, with the occasional reference back to that more traditional style; *The Last Hero* perhaps represents formal closure for the old style, with its geriatric barbarian swordsmen facing not only death but irrelevance.

Hence, a Discworld Dungeon Fantasy game might be set in the period of the early novels, with Ankh-Morpork clearly emulating classic fantasy cities such as Leiber's Lankhmar, far too many mighty-thewed heroes with annoying magic swords, and technology closer to GURPS TL3 than 4, albeit with a lot of very *Dungeon Fantasy*-style vagueness. But that's not entirely mandatory; even in the later novels, there are hints of underground plunder-zones waiting for heroes a little out of their time. The Disc is a big world, with lots of room for remnants of past ages. Furthermore, it runs largely on the power of story, and stories of heroic underground exploration are very persistent. However, late-period dungeon games might have to be a little more cynical and self-referential – which might lean a little too hard on the fourth wall for some players' taste.

Geography

All the heroes of the Circle Sea passed through the gates of Ankh-Morpork sooner or later. Most of them were from the barbaric tribes nearer the frozen Hub, which had a sort of export trade in heroes.

– The Colour of Magic

Dungeons might be found almost anywhere on a heroic-age Disc; there are plenty of wilderness areas and mountain ranges, doubtless with their full share of cave complexes, forgotten tombs, and ruined castles. However, there are also plenty of ancient cities, with their own potential; later books give Ankh-Morpork an extensive and half-forgotten sewer system, complete with convenient luminous fungi on the walls, and there's no reason why that shouldn't be attached to an earlier version of the city, with added monsters and traps.

Mostly, though, dungeons (as broadly defined) close to or under Ankh-Morpork would surely mostly be well-plundered-out by the city's large and active adventurer community, although they might be periodically restocked with some categories of adventure material by sword and sorcery-style cults of small gods and mad gods. The city offers more potential for urban adventuring – see Fritz Leiber's "Fafhrd and the Grey Mouser" stories, which *The Colour of Magic* openly references, for a few ideas – but that's a theme which *GURPS Dungeon Fantasy* only touches lightly at present. Similar comments apply to other cities of the Sto Plains, on a smaller scale. So adventurers may have to go a little further afield for their underground opportunities.

The nearest place to look, for characters starting (as is quite traditional) in Ankh-Morpork, might be the Forest of Skund (see the *Discworld RPG*, p. 233), which is magic-rich and seems to have its full share of traditional fantasy phenomena like morally dubious witches and supernatural beings. Dropping in the occasional ruined wizardly tower, complete with over-extensive basement complex, would be quite in keeping. A little further afield, Rincewind, Twoflower, and Hrun ran into a certain amount of monster-laden fantasy adventure when they crossed the Octarine Grass Country and ventured as far as the Wyrmsberg (the *Discworld RPG*, p. 233-4), and it seems likely that there are other opportunities in that region. Another interesting possibility would be a trip to Lancre (the *Discworld RPG*, p. 238-9), in the days before the events of *Wyrd Sisters*, when the local witches were perhaps more likely to keep themselves to themselves and ignore things like passing adventurers so long as they didn't make trouble. It is sometimes hinted that Lancre Castle has literal and metaphorical depths that few locals care to probe, and the cellars connect to local caverns which in turn have features not entirely related to conventional three-dimensional geometry. It's not at all unlikely that these sometimes suffered monster infestations or irruptions from the mythic past, and one can easily imagine King Verence I or some other fairly competent past monarch permitting or

encouraging an adventurer party, up from the big city, to go in and clear such things up in exchange for anything they could carry out.

It's also strongly hinted that there are other pocket kingdoms up in that part of the Ramtops, some perhaps with ruined castles or palaces with significant basements. A trip over the ridge of the mountains from there would then place one in Uberwald (the *Discworld RPG*, p. 240), which is a very valid location for a more Gothic/Hammer Films sort of dungeoneering adventure, with vampires, werewolves, and mad doctors and their minions and creatures.

The wider Disc offers plentiful options, if only because quite a lot of it is still only lightly mapped. Djelibeybi (the *Discworld RPG*, p. 235) and Tsort (p. 236) are both ancient kingdoms with lots of pyramids, which in turn tend to be riddled with tunnels. Unfortunately, these never tended to have much in the way of interesting dungeon stuff beyond a good few traps and some lurching mummy guardians (and the ancient pharaohs of Djelibeybi have all upped and moved on as of the ending of *Pyramids*); it's probably the ordinary citizens outside who'd make most difficulties over anyone walking off with any grave-goods from within these pyramids. Still, GMs can always introduce the odd exceptional case or just change things a bit. Further round the Circle Sea, Klatch has lots of ancient desert cities with temples and so forth, which again might imply a few underground complexes. Then, venturing Rimwards, there are the jungle kingdoms of Howondaland and beyond, round as far as the Tezuman Empire (the *Discworld RPG*, p. 237) – serious lost city territory.

Yet further afield, GMs can add what they like to the likes of Chimeria and Mutab, which the novels quite deliberately keep mysterious. Some parts of the standard Discworld map are essentially blanks with arbitrary names; others are a little better documented, but could still be developed in a dungeonwards direction. (Anyone for dungeon-bashing with an Antipodean accent in FourEcks? The local fauna is dangerous enough for the purpose even without supernatural features.) Recently, *The Compleat Discworld Atlas* has added a little more arbitrary detail in places, mostly reflecting more modern views of the Disc rather than the sword and sorcery model, although it includes such suggestive features as the walled city of Harib, built on the stratified remnants of its own past, and the archaeological discovery of the ancient city of Um, on the coast of the militarised nation of Istanzia.

Characters

Observe Hrun, as he leaps cat-footed across a suspicious tunnel mouth. Even in this violet light his skin glams coppery. There is much gold about his person...

– *The Colour of Magic*

We are talking about Dungeon Fantasy games here, so characters should be created on Dungeon Fantasy lines and with reference to the recommendations in the *Dungeon Fantasy* books, mostly using their occupational templates. However, a little tweaking may be indicated, and some of those templates are more appropriate than others.

To start with the easy ones, the *Barbarian*, *Knight*, *Scout*, and *Swashbuckler* can be dropped straight in. There are plenty such individuals running round the Disc, and as they have few if any supernatural abilities, there aren't any problems fitting them in with Disc-specific metaphysics. The *Thief* is pretty much as easy; in theory, one should at least ask whether he's a paid-up member of a Thieves' Guild or not, and consider appropriate disadvantages either way – but in practice, so long as he doesn't poach on Guild territory, the Guild is unlikely to worry much whether some freelancer risking his fool neck down some godsforsaken underground complex is using larcenous skills and even being called a

“thief”. If he does turn up on their turf, he can either pay Guild dues and maybe take a Duty, or acquire an Enemy – but unless the campaign is going to be heavy on urban adventures, this stuff is mostly just backstory, if cool backstory.

Funnily enough, the *Martial Artist*, while laden down with setting-specific metaphysics and flavour, isn’t much of a problem to use either. There is a whole region of the Disc, up near the Hub, which is full of weird monasteries, some of which at least do teach fancy martial arts. The monasteries mentioned so far in various sources don’t seem overly likely to produce habitual dungeon plunderers, having other concerns (keeping the Disc correctly balanced, being cool, listening, preserving the fabric of history), but never mind; one can always dream up Orders who one can use. For example:

The Order of Consulting Brethren: This Order was founded by some trained martial artists who had worked out the survival rate of new dungeon delvers, winced, and identified that there was a gap in the market; supplying the dungeoneering world with expert advice on how to do the job properly. However, a couple of drawbacks showed up.

First, delvers turned out to be pig-headed and disinclined to pay random strangers to tell them how to do their jobs, at least unless the consultants proved their skills. This was resolved by focusing on looking *really* impressive, and the most economical way to do this was by winning fights with less equipment than anyone else. The consultants can also deny accusations of being in this just for the money by preserving an ascetic image.

And secondly, the Order’s leadership have, to their loudly expressed regret, discovered that running the Order takes so much time that they can’t go out on consultancy assignments themselves. (At least, not for hourly rates that anyone can afford.) Still, they can vouch for the skills of the Consultant Brothers they do send out, who they train personally. They also find it better, somehow, not to explain too much about their philosophy until a Consultant Brother has advanced some way up the Order’s Hierarchy.

One hesitates to use the words “pyramid scheme”. Combining asceticism with a determination to ensure that one receives an extra-large share of the dungeon loot is left as an exercise for players.

The Order of Subterranean Taxonomy: Perhaps influenced by the History Monks, this Order is dedicated to the ideal of observing and recording everything there is to know about the universe. Otherwise, it won’t be real, it’ll just be *stuff*. Specifically, the founders of the Order recognised some centuries ago that the Disc’s dungeons were in very long-term decline, and many fascinating and unique species that existed solely in these extraordinary environments were doomed to die out on account of all the swords and fireballs that kept coming their way.

Does this matter to anyone but scholars? Few people on the Disc worry much about species extinction, sadly. But the Order certainly thinks it’s important. Perhaps it’s about philosophy. Or perhaps they understand that some of these creatures may not actually die out completely, and might return from especially deep dungeons at some point in the distant future, when dungeoneering has become a lost art – at which point, knowledge of their vulnerabilities might become a crucial resource for mortals.

The Order has libraries full of manuals, folios, and tomes of dungeon monsters, which are noted for their illustrations. These may sometimes be copied for sale to professional delvers. The oldest such books are, for some reason, illustrated only in black and white, but many older delvers have a soft spot for the copies which they purchased in their youth – and not just for the illustrations of succubi and sylphs. Taxonomic monks are noted for keeping notes of everything, and often volunteer to handle dungeon mapping duties; they can take a Vow to record *everything* as a required disadvantage,

and can take Artist (Illumination), Cartography, Hidden Lore (Deep Dungeon Creatures), Naturalist, or Writing as Background Skills.

The classes that use supernatural power make things a little more complicated.

For simplicity, I'd run with the Wizard as written in *Dungeon Fantasy 1*. Okay, that means using the standard GURPS magic system, which isn't especially close to magic as hinted at in the early books (which seems vaguely Vancean, with "memorised" spells) or as seen in later stories (which seems more improvisational), but, frankly, meh, close enough for government work, and it fits the tactical, resource-management feel traditional in dungeon fantasy. GMs can opt to use the *Discworld RPG* magic system instead if they wish, with characters switching the points that the templates assign to spells to Magic and Magical Form skills and improving specific spells, but that may slow combat down a little.

Following the lead of the books, actual *wizards* would all be male – presumably Unseen University graduates who've decided on a quick and dirty route to wealth and power rather than trying to hatchet their way up the pre-Ridcully UU hierarchy – while female spell-casters would mostly be *witches*, and would mostly have better things to do with their time than go down dungeons. However, there's no need to enforce rigid sexist limits; the early books hint at the existence of enchantresses, Krull certainly produces female wizards, and so on. And witches might join dungeoneering parties anyway, if they decided that those irresponsible delver types were doing a necessary job in keeping monsters down and just needed a bit of supervision.

Wizards really need power items (*Dungeon Fantasy 1*, p. 28; note that after converting to Ankh-Morpork dollars, every AM\$ of item value would let it hold 2 FP), and the obvious item of choice for a Discworld wizard is his staff. Strictly speaking, ordinary staves are dirt cheap and hence can't hold much power, but wizards can acquire fancy, ornate, hand-crafted staves, and look out for rare woods (sapient pearwood being the ultimate option), so GMs can let characters spend more or less what they like on a staff. The only catch is that you'll be taking a flammable, breakable masterpiece of finely carved wood into combat. Other spell-users might have other appropriate options; for example, enchantresses might invest in flashy jewellery. For local colour, witches might treat their *images* and *lifestyle* as a power item; instead of spending money on staves, bling, or whatever, they can invest in cottages full of cauldrons and iron ovens, pointy hats, cat food, and the rest, with the "item value" being fixed costs (the cottage, cauldron, etc.) and the "charge cost" being upkeep costs (fuel for the oven) and increased living expenses (travel to and from that remote cottage in the woods, say). Whereas an ordinary power item can be broken or stolen, a witch can be forced or induced to blow her "witchy" image by acting in an uncharacteristic fashion, losing the bonus FP until they get their groove back. Note that confectionery architecture is likely to be amazingly expensive to build and maintain, so this rule can actually explain the gingerbread cottages.

Bards, the other secular magic-worker type in *Dungeon Fantasy 1*, are harder to fit in. They really don't fit the Discworld feel at all, and there's no real precedent for them in the novels. (There are some very talented wandering entertainers, but they're strictly non-magic-wielders, despite their relationship to the power of narrative, and they're definitely non-combatants.) To keep it simple, I'd just drop this template entirely; bards honestly aren't essential to dungeoneering adventure.

Which brings us to the divinely-powered character types.

Clerics, *Druids*, and to a lesser extent *Holy Warriors* present a problem for Dungeon Fantasy games which aim to preserve a definite Discworld feel. Individuals who fit in at least the first two categories definitely appear in the novels, but they don't display some of the crucial features of the Dungeon

Fantasy types; in particular, they don't do much in the way of spell casting. (Although Discworld druids do prove capable of some large-scale magical engineering, including flying giant lumps of rock around the scenery.) Any supernatural powers which Discworld priests do employ are mostly provided directly by their deities, who treat them as *sometimes*-valued employees meriting some fire support, but who are notoriously casual and unreliable, and often motivated by vanity.

Unfortunately, though, clerics really are a crucial element in dungeon fantasy, because they provide healing effects, which are often needed to keep reckless dungeon delvers alive. Moreover, granting wizards access to healing spells seems inappropriate, because Discworld magic has a worrying, eldritch aspect that means that you don't really want it inside your body; see the *Discworld RPG*, p. 207.

So Discworld dungeoneering priests (and their kin) need powers that look like direct divine aid rather than "granted spells". (This is still more than is often seen in the novels, but greater divine interventionism might well be plausible in the Disc's sword and sorcery era.) The Holy Abilities granted to Dungeon Fantasy Clerics and Holy Warriors go some way to covering this, but are somewhat limited; still, Holy Warriors built around those powers might well be very useful. (Few warriors seen in the novels are terribly devout or saintly, but maybe there used to be a few around.) They can even gain healing abilities if they can scabble together 33 points, though Faith Healing is a bit restricted.

Fortunately, a working solution to this problem appears in Pyramid issue 3/36, with the idea of "Dungeon Saints", which in turn builds on *GURPS Powers: Divine Favor*. For a Discworld-appropriate dungeoneering cleric, use the Cleric template with the Saint lens; this gives you a priest who gets direct divine aid, from an immanent deity, with a wide variety of options. The healing abilities involved still have the restrictions built into Faith Healing, but this may encourage roleplaying and a bit of careful resource management.

Holy Warriors with the Warrior-Saint lens *might* also be plausible, though a Discworld warrior who spends too much time talking to his gods is going to look a little odd; sticking with the Holy Abilities option may work just as well. Druids are more of a problem, but aren't really so much of a necessity; if you want one anyway, build a Cleric with the Saint lens and some appropriate choices of Learned Prayers, switch weapon skills to something appropriate for sickle swords and daggers, juggle some other skills around to more closely match those in the Druid template, and call them a druid. It might also be worth taking the time to build some new druid-style blessings such as "Flying Obelisk", "Friendly Wolf Pack", or "Entangling Vegetation".

Further Occupational Templates

In the best tradition of these things, there have been a number of new character cla... *occupational templates* published in various places, most of which could probably be dropped into Discworld-located dungeoneering games – but some would work better than others.

Dungeon Fantasy 4 – Sages: There's no obvious reason not to use *Artificers* or *Scholars*. Flaky engineers and obsessive bookworms fit the Discworld mood just fine.

Dungeon Fantasy 7 – Clerics: Having re-jigged the approach to clerics in previous posts, this one really has to be pushed aside – though it might give people a few interesting ideas for variant Dungeon Saints.

Dungeon Fantasy 9 – Summoners: *Demonologists*, *Elementalists*, and *Necromancers* fit here about as well as baseline wizards do. They might be Unseen University graduates who fell into obsessive (and in some cases, slightly sordid) specialisation, or they might be the products of eccentric provincial colleges or specialist personal instruction. The Disc certainly has demons and undead; the novels don't

mention elemental theory much, but it fits the early-novels sword-and-sorcery mood okay. The Disc also has *Shamans*, so that template is probably good for use, to, though to fit the brief treatment given them in the novels, *Addiction* (Weird Mushrooms) should be a very popular choice from the disadvantages options, and *Flashbacks* and *Phantom Voices* should be added to the list of possibilities.

Dungeon Fantasy 10 – Taverns: The *Innkeeper* template is of course a bit of a joke – so it could fit the Discworld okay.

Dungeon Fantasy 12 – Ninja: *Ninja* are definitely present on the Disc; the Agatean Empire replaces the Forbidden (or Mysterious) East as their region of origin, of course. This book also provides an *Assassin* template, which may seem to fit the Disc a little less well, in that most Discworld readers will be expecting Assassins to be suave gentlemen rather than *just* stealthy killers – but that stereotype largely postdates the novels’ sword-and-sorcery phase, and anyway, one can always use the template for a generic pragmatic dungeoneering killer, while avoiding using the word “assassin” in the earshot of the wrong people.

Dungeon Fantasy 14 – Psi: Psionics as such aren’t really a feature of the Discworld, although the powers displayed by various creatures, notably elves, could be classed that way; however, those are mostly seen in-setting as either a form of magic or a monster thing. Probably best leave this book aside.

Pyramid 3/10: The *Justiciar* has few outright metaphysical features to cause problems with the mood of Discworld games, and one could imagine some past Patricians of Ankh-Morpork, among other rulers, employing such people. Imagine Commander Vimes if the Disc had remained stuck in sword-and-sorcery mode...

Pyramid 3/36: This issue has two different templates that both depend on the (limited) availability of gunpowder, or something analogous, which habitual Discworld readers will know is problematic. Actually, though, there are at least hints of the presence of *explosives* throughout the novels; it’s only hand-held *guns* which should cause heavy quibbling. Hence, the *Demolisher* needn’t be ruled out; it would need some tweaking to fit the slightly different treatment of dwarfs in Discworld stories (a topic to which this thread will return later), and the options involving guns would have to be scrubbed, but it could be playable. In addition, deep-delving Discworld dwarfs may not carry guns, but they do sometimes carry flamethrowers, so patching in Liquid Projector skill and appropriate weapons from ***GURPS Low-Tech*** (and an incendiary analogous to Greek Fire) would be fine. The *Musketeer*, on the other hand, probably has to be ruled out.

Pyramid 3/47: One can somehow imagine a Discworld-Dungeon campaign built around the *Monster Slaver*, complete with aggravatingly accelerating market demand for more, weirder, and bigger monsters.

Pyramid 3/76: Like the *Mentalist* (see above), the *Psychic Slayer* probably doesn’t really fit on the Disc.

Nonhuman Races

One thing that gives a fantasy world its specific flavour is the particular nonhuman races (if any) present there, so a dungeoneering game set on the Disc really needs to use Discworld races to feel right. (Well, mostly. Some races out of ***Dungeon Fantasy 3*** might be squeezed in. I’ll get back to that.) We can use the racial templates from the ***Discworld RPG*** and the rules for nonhuman PCs from ***Dungeon Fantasy 3***. The one thing that creates a minor anomaly is that “Longevity” is treated as a perk in Discworld and included in several templates, whereas the concept is just excluded from *Dungeon Fantasy*, but whatever; either drop the cost of those templates by a point, or treat it as

an excuse for the character to know some historical snippets and to have partial immunity to the very occasional freaky “ageing” magical attack.

Anyway, let’s look at each case in turn:

Dwarfs are gratifyingly easy. It’s not hard to find the points for a 27-point template, and dwarfs are natural dungeoneers. Dwarfish Greed would work just fine in dungeon games, and some of the racial quirks could serve as decent downtime roleplaying hooks. The only thing is that the Metalwork Talent is a bit marginal for dungeon games, but actually, note that it also covers two skills that are excluded from *Dungeon Fantasy* games (Mechanic and Metallurgy); excluding those makes it a 5-skill and hence 5-point Talent. Put two levels of the Talent into the template to preserve the cost, and your dwarfs become natural artificers or just handy characters to have along to fix the occasional damaged weapon.

Gargoyles are maybe less of a natural fit, especially with the Can’t Wear Armour thing, and the 46-point template cost is a bit of a bind. Still, innate DR 5-8, ST 15, and Night Vision 4 aren’t to be sniffed at, so why not have a bit of dungeon architecture who decides to join a passing party? Hidebound and Innumerate aren’t approved *DF* disadvantages, but meh – roleplay them to heck.

Gnomes and Pictsies are a bit weird for this task, but Nac mac Feegle aren’t likely to turn down the idea of violent adventure, and gnomes might reckon to act as thief types, then duck and run like blazes if things turn dangerous. Silence isn’t on the list of approved advantages, but I don’t know why not.

Banshees are basically psychopaths, which might not exclude them from dungeon adventuring, but they also have a 72-point template with a lot of the points going on Winged Flight, so I suggest leaving them out.

Elf-Kin have a cheap template and a DX bonus. If you want a character who should, if the GM is playing things right, get beaten up a lot by dwarfs, trolls, and scholars, who am I to argue?

Goblins could be roped into dungeoneering parties against their better judgement... I guess that they’re more plausibly sordid hireling types (play them as Baldrick-in-the-dungeon), and the low ST has got to sting anyone who tries to play them as combatants, while some players are going to whine tiresomely at having to spend 24 points on a useless craft skill, but hey, decent DX and Night Vision 6! Plus, the last novel implies that they’re remarkably good with technology when they try, so why not use them as artificers?

Gnolls are strong and rugged, but dumb, slow, and incapable of wearing armour. But they’re cheap on points, and including a walking compost heap in your party has to be good for an easy laugh.

Golems have a 438-point template cost. Sorry.

Sapient Animals don’t really seem like a good idea in dungeon fantasy – probably no armour, no weapons (magical or otherwise), and a lot of trivial practical problems – but they’re an occasional canonical part of the setting, and I guess that sooner or later someone will think it’s appropriately Discworld-ish to play Gaspode the Wonder Dog in a dungeon (with supercanine skills), or a talking dungeoneers’ mule. They might work okay as Henchmen; perhaps stack a template from *Dungeon Fantasy 15* (with modifications, because of the lack of hands) on top of an enhanced animal.

Trolls are rather well-suited to dungeon plundering, being strong, robust, and never averse to hitting things. I’d suggest sticking the Moderate-Sized Troll template, though; an SM greater than +1 should logically have serious practical problems in a dungeon. The other snag is of course the fact that template costs 83 points. So, rather than using any of the standard *DF* occupational templates, I’d

start with the Tough Troll (*Discworld RPG*, p. 145), choosing dungeon-appropriate optional skills, then add +1 to Brawling [+2] and +1 to any two other Primary Skills [+4 each], and then drop another 40 points into physical Attributes or Secondary Characteristics.

Vampires mostly fit the antagonist/boss monster role rather than the adventurer function in dungeon games. Sure, there *are* sympathetic vampire characters in the novels, but they're black ribboners – and a vampire adventurer would end up spilling an awful lot of blood, which would represent intolerable levels of temptation. Also, the aversion to direct sunlight, and any other optional hang-ups about fire and such, could be regarded by the rest of the party as a bloomin' nuisance.

Still, one could have an all-monster party or something. Vampire templates are expensive, but the simple approach would be to take one, add 17 or 18 points of miscellaneous neat stuff (or more if one also adds more common vampiric disadvantages), then combine it with a 125-point Henchman template from *Dungeon Fantasy 15*.

Werewolves and Wolfmen are mostly just too weird and confusing for dungeon duties, but I suppose that someone might have fun with a seemingly under-powered adventurer with the ability to shift voluntarily to wolfman form at crucial moments. Statting this up is left as an exercise; once again, the henchmen templates from *DF 15* might be a good start for the human side of the character.

Zombies are the last Discworld race to discuss, and a third example of a monster race with an expensive racial template... Hmm, how about a bargain-value henchman from *DF 15* who got killed in the first room, and was so annoyed that he came back out of sheer cussedness to continue the mission? Combing the 178-point Zombie template with a 62-point occupational template even gives you 10 points extra to spend on essential stuff like Sewing skill.

Dungeon Fantasy 3 Races

Finally, previous comments notwithstanding, there are a few races in *DF 3* that might work on the Disc.

Cat-Folk should probably come from the Agatean Empire, have large eyes even by feline standards, and complain a lot about all the fanboys, once they start venturing down from their remote mountain villages and taking up dungeon-plundering.

Dark Ones and *Elder-Spawn* might be humans or elf-kin who've been tainted by horrible emanations from the Dungeon Dimensions, probably following an accident with a dimensional portal. Discworld wizards and priests might well regard them as too creepy to associate with, though.

Lizard Men do exist on the Disc, though they're rare and not much described – so the DF type could be used in play. The hint, at least in the illustrations to *The Last Hero*, is that Discworld lizard men are small and wiry rather than brawny, but whatever.

And lastly, *Wildmen* could fill a canonical gap, as the Disc *is* known to have a minor race of hairy forest dwellers, known as *Kvetch* – so why not use this template? If one does, from the descriptions available of *Kvetch*, one should probably add Odious Personal Habit (Complains A Lot).