

INTRODUCTION

Fantasy is the realm of the imagination. If a fantasy writer wants to tell stories about dragons, wizards, or fairy kingdoms, he doesn't need historical documentation or scientific explanations – he can just imagine them. This gives writers more freedom than any other genre.

But "more freedom" doesn't mean *unlimited* freedom. The reader has to believe that the characters and events are possible *in the world of the story*. A fantasy world with its own logic – what critics call the *inner consistency of reality* – yields more interesting stories than a world where anything can happen.

In roleplaying games, one source of that consistency is the rules system. A good set of rules isn't a barrier to the GM's imagination . . . it's a tool for making everything he imagines hold together. **GURPS Fantasy** shows how to run the fantasy campaign you really want.

A great resource for creating fantasy comes from the legends, myths, and folklore of the past. Everyone knows about dragons, so readers and players are already halfway to believing in them. **GURPS Fantasy** describes many legendary beings, creatures, and objects, and gives advice on using **GURPS** for your own fantasies.

The final chapter puts it all together in a new fantasy setting, Roma Arcana, based on the legends of ancient Rome in its darkest and most exciting time. If you want to start a new campaign in a familiar but exotic setting, Roma Arcana is ready to play. If you're using the Infinite Worlds framework from the **GURPS Basic Set, Fourth Edition**, you can fit Roma Arcana into it as an alternative history, at once familiar and weird. And if you'd like to design your own original world, Roma Arcana is a model you can follow.



ABOUT THE AUTHOR

William H. Stoddard is a freelance writer and editor living in San Diego, California, in an apartment crammed with books. He was introduced to RPGs in 1975 and has played them ever since. His main other hobby is research; new game books give him an excuse for even more library visits than he would make anyway. His previous work for Steve Jackson Games includes **GURPS Steampunk** and four other books, as sole or co-author, as well as contributions to numerous other books.

He dedicates this book to the memory of Felon, *felis optimus maximusque*, who supervised the writing of its earlier drafts.

About GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new **GURPS** rules and articles. It also covers the **d20** system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new **GURPS** books!

New supplements and adventures. **GURPS** continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit www.warehouse23.com.

e23. Our e-publishing division offers **GURPS** adventures, play aids, and support not available anywhere else! Just head over to www.sjgames.com/e23/.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are available on our website – see below.

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, free webforums, and much more. The **GURPS Fantasy** web page is www.sjgames.com/gurps/books/fantasy/.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the books that interest you! Go to the book's web page and look for the "Bibliography" link.

GURPSnet. This e-mail list hosts much of the online discussion of **GURPS**. To join, point your web browser to www.sjgames.com/mailman/listinfo/gurpsnet-l.

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.