

GURPS[®]

Fourth Edition

MONSTER HUNTERS ENCOUNTERS™ 1



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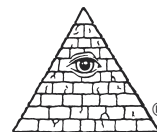
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CONTENTS

| | | | |
|--|---|----------------------------------|----|
| INTRODUCTION | 2 | Important NPC | 6 |
| Using This Supplement | 2 | Aftermath | 6 |
| About the Author | 2 | | |
| 1. THE MIDNIGHT BORDELLO | 3 | 2. THE MOON CLAN | 7 |
| About GURPS | 3 | The Hunt | 7 |
| The Hunt | 4 | Important NPCs | 9 |
| <i>Beatrice's Vampire Tricks</i> | 6 | Father Moon | 9 |
| | | <i>The Traitor Son</i> | 10 |
| | | Mother Moon | 10 |
| | | Aftermath | 10 |

INTRODUCTION

GURPS Monster Hunters offers the tools needed to run a modern-day urban-fantasy campaign centered on hunting the things that go bump in the night. It features templates for characters, new gear, new abilities, and (of course) new monsters. What it lacks are *encounters* featuring its monsters. To fill that need, this supplement describes two opportunities to engage with vampires, werewolves, and cultists. These brief scenarios include notes using the monster-finding rules from *GURPS Monster Hunters 2: The Mission*, and can be dropped into any *Monster Hunter* campaign with little fuss.

This supplement assumes the reader has access to the first three books in the *GURPS Monster Hunters* series.

USING THIS SUPPLEMENT

Each section of this book follows the format laid out in *Monster Hunters 2: The Mission*. Notes detail how to discover the encounter, investigate it, pursue the monsters, confront them, and deal with the aftermath. Each encounter is light enough to be placed within a campaign with little or no prep. Each section contains hooks for the GM to lead the group into a given encounter, information that can be gained using the *Deduction* rules from *The Mission*, pp. 9-11, and suggestions for how PCs might discover clues.

The monsters in each encounter assume a party of four or five champions who are prepared enough to take on the creatures appropriate to the encounter. The GM may need to reduce the number of monsters for smaller parties or increase them for larger ones.

Monster statistics are drawn from *GURPS Monster Hunters 3: The Enemy* and come with a page reference for that book, as well as any important alterations in stats. If the monster's abilities change significantly, the ratio of champions needed to put down a threat is also noted. The GM should use the tips in *The Enemy* to adjust the challenge level of these encounters to suit a particular campaign.

ABOUT THE AUTHOR

Christopher R. Rice has been published in *Pyramid* many times. He co-authored *GURPS Dungeon Fantasy*

19: Incantation Magic, with Antoni Ten Monrós, and *Dungeon Fantasy Traps*, with Jason "PK" Levine. His first solo work was *GURPS Monster Hunters Power-Ups 1*. He also wrote additional material for *GURPS Monster Hunters 6: Holy Hunters* and *GURPS Thaumatology: Ritual Path Magic*. Of course, if he's not writing about *GURPS*, he's blogging about it. Visit his site, "Ravens N' Pennies" (www.ravenspennies.com), for more *GURPS* goodies.

From Portsmouth, Virginia, he's spinning words of whimsy into gold. He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is – not every man gets his muse personified in the flesh! He also wishes to thank his gaming group, the Headhunters, for alpha testing; his family (especially his mother); and Elizabeth "Archangel Beth" McCoy, his Sith Editrix mentor.



CHAPTER ONE

THE MIDNIGHT BORDELLO

Off a lonesome highway or backcountry road sits Beatrix's House of Delights. Once the jewel of a powerful railroad baron, the antebellum-style mansion has been a stop on the Underground Railroad, a speakeasy, a home for the mentally ill, and – for the last 60 years – a bordello promising the sweet and sweaty delights of the flesh. The eponymous Beatrix is the third madam to run the bordello . . . and the first vampire. As a young woman, she was one of the first prostitutes to grace the newly renovated mansion. Her beauty and wit attracted a charismatic patron, Camille, who enticed Beatrix to run away with her. The master vampire revealed her nature soon after they left, and turned Beatrix that night.

For the next 40 years, Beatrix served her master as a combination of lure and muscle. When she was finally released from the bonds of servitude, she thanked her master and wandered alone for another two years until she found herself back at her old place of business. She realized she was tired of looking for prey, and wanted them to come to her instead.

Over the course of several months, she ingratiated herself with the current madam, Annabelle, and convinced her (with no small amount of mind control) to sell her the business and retire. Beatrix spent some of the fortune she'd been saving up and added modern amenities (Wi-Fi, CCTV, etc.) to the old mansion. Internet access let her advertise obliquely and round up quite a clientele, including several powerful locals, like the sheriff who's been enthralled into ignoring the activities of the place (and the numerous missing persons . . .) during his weekend getaways there. A few suites are also "cam girl" rooms, which fund a good chunk of the place's monthly expenses.

Beatrix has turned a few of her most successful girls (and taught them her tricks, p. 6). They feed off the clients and in turn increase Beatrix's hold on the local community. Locked up in the basement are the failures: vampires Beatrix turned but who didn't make the transition well and are now mindless bloodsuckers.

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

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

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

THE HUNT

Beatrix is careful. She knows that missing persons posters attract hunters like flies, so she's careful whom she kills. She and her associates usually feed off clients and make them forget using their mind juju.



Discovery

Hunters might stumble across Beatrix's operation because of an encounter with Camille, or after something Beatrix did during her two years of wandering attracted the investigators' attention. Alternatively, the PCs might arrive on her doorstep for another reason:

- A local news report focuses on yet another missing person in the county.
- A fellow monster hunter goes missing in the area after looking for "something fishy."
- A stranger asks the investigators to help find a missing sibling, parent, etc. (if the PCs are known detectives, even if they might not be known monster hunters).
- The champions hear about the bordello from a friend or associate who suggests they go for "untold happy endings."
- En route to another location, the hunters hit a deer or other large animal with their vehicle, and the bordello is the nearest location that might have a phone.

The GM might also invoke a GM-facing disadvantage such as **Compulsive Carousing**, **Divine Curse (Monster Magnet)**, **Duty, Enemies (Monster of the week)**, or **Lecherousness**.

Investigation

Beatrix's House of Delights is a known location in the county it's in (+1 "where" clue after a "what" clue is discovered, and it gives the name of the owner). It's a place which wives accuse their husbands of going (or husbands accuse their wives). Searching the Internet reveals the website for the bordello; if the PCs sign up for a cam girl session, they'll note the movements are almost inhumanly smooth (+1 "what" clue).

The county where the bordello is located is also the last known location of *hundreds* of missing persons over the years, though the local authorities don't seem to have made that connection (+1 "what" clue – vampires are the only non-human creatures who can rack up a body count to those levels without tipping anyone off).

There are no "why" clues (they are vampires feeding their hunger) or "when" clues (there's no timetable unless the GM makes one).

Deduction

Use the clues under *Investigation* (above) with the list below to discern who, what, and where. The GM may establish "when" and "why" clues, if desired.

Who (-6): Madam Beatrix has a human cover identity, as do all of her progeny, and she is a stickler for keeping up appearances. Her paranoid effort gives a higher penalty, but Very Beautiful appearance and Supernatural Features offset that. *Appropriate Skills: Current Affairs (Regional) or Area Knowledge (Local).* *Success*

Notes: Success by 0-2 identifies Beatrix's social position in the local county. Success by 3-4 provides further details (e.g., "She doesn't go outside in the day; guess she needs her beauty sleep, y'know?"). Success by 5+ or a critical success gives all information needed to identify Beatrix.

What (-8): Beatrix and her minions take fastidious care when they feed from humans and only turn those who already work for the madam. Vampires are common, but thanks to Beatrix's mental abilities (p. 6) and her passing that on to her children, this adds a further penalty. *Appropriate Skill: Hidden Lore (Vampires).* *Success Notes:* Success by 0-2 identifies the creatures as vampires. Success by 3-4 reveals information about the standard vampire abilities. Success by 5+ or a critical success tells the PCs about Beatrix's and her brood's unusual abilities, and also provides detailed information about their vampiric capabilities.

Where (-7): Beatrix's lair is the bordello, and she doesn't hide that fact more than necessary to avoid entanglements with law enforcement outside of the county. *Appropriate Skills: Area Knowledge (Local) or Hidden Lore (Vampires).* *Success Notes:* Success by 0-2 tells the PCs what county the bordello is in. Success by 3-4 gives the same, plus a starting point to track down its location. Success by 5+ or a critical success reveals the bordello's exact address.

I believe that sex is one of the most beautiful, natural, wholesome things that money can buy.

– Steve Martin

Pursuit

If the address for the House of Delights is known, the hunters can just visit, pose as potential clients, and snoop around (or drive up with guns blazing . . .). If they're not quite sure where the bordello is, the hunters need to make some careful inquiries at bars and the like in the county (using **Streetwise**). If they can find a ghost (the area near the bordello might be filled with them), the investigators could communicate with them to narrow down the direction. See *Social Engineering* (**The Mission**, pp. 8-9) for guidelines on running these scenes. Additionally, some of the vampiric employees make "house calls." Whether by happy coincidence or because the group was staking out likely clients waiting for such a break, if a courtesan is discovered on a house call, use the rules for *Following* (**The Mission**, pp. 11-12).

Confrontation

The mansion is home to 10 mature vampires (**The Enemy**, p. 11). Additionally, 5d feral vampires (**The Enemy**, p. 10) are locked in the basement of the mansion. There are 3d non-vampires, who live in the mansion and act as servants and guards.

If the GM wants to make sure that the champions arrive at a particular time, specific scenes might need to be designed ensure that happens. Perhaps the champions show up just as dusk falls, and the vampires awake as the investigators are searching the house . . .

If approached during the day, most of the servants are sleeping, using beds that the vampires don't need at the moment. A few burly, well-armed humans keep watch. The servants are mentally conditioned to raise an alarm if anyone tries to break into the house during the day.

The mature vampires are each in a sunlight-proof sleeping place in their room's closet. Beatrix sleeps in a small, specially installed, windowless "safe room" concealed by a bookcase in the madam's suite. The safe room's walls are reinforced (DR 30 and HP 47); breaking through them to let in sunlight will be difficult at best.

At night, the house is bustling with activity. The vampires are active and alert, receiving clients until an hour or two before dawn. (Between five and 20 people visit each evening.) Beatrix will be in her office or entertaining in the main living room; one of the girls (usually a vampire) takes over in the living room when Beatrix is elsewhere.



Attacking at night *will* force the PCs to deal with the human servants she's mentally dominated *and* clients availing themselves of the bordello's services, in addition to the vampires.

Most of the vampires attack in twos and threes, with mind-controlled employees assisting by using handguns or baseball bats (treat as cultist thugs, *The Enemy*, p. 31). Thanks to Beatrix's mental abilities, the mind-controlled servants are much stronger than they would appear. If battle turns against the vampires, and especially if most of her progeny are killed, Beatrix happily releases the feral vampires from the basement to attack the PCs *en masse*. She then flees in the chaos.

If the situation presents itself, she could pretend to be one of the mind-controlled sex workers, suddenly "released" with a vampire's death, and flee in feigned panic. If cornered, Beatrix offers to strike a deal, sacrificing her undead "girls" and promising not to turn anyone else. Even if accosted by the hunters, her high social skills and glamour are convincing; she might well talk her way out unless the PCs are exceedingly wary.

BEATRIX'S VAMPIRE TRICKS

Beatrix may look like a standard vampire, but she has a few tricks up her sleeve. Chief among them is Mind Control (Based on Will, Own Roll; Conditioning; No Memory); this allows her to control most normal victims and make them her servants. She also has Elastic Skin (Glamour, Will-5), allowing her to shape her features into any appearance she wishes.

Her *bite* has a side effect: Victims must roll against the *lower* of HT or Will, at -1 per 2 points of bite or Vampiric Bite damage dealt (whichever is higher). Failure leaves the target in Ecstasy (p. B428) for minutes equal to (20 - HT), minimum of 1 minute.

She can enhance her mind-controlled servants, granting them +3 ST, +2 HP, +2 DX, +2 HT, +2 FP, +2 Will, and +2 Per (the Will bonus does not apply to resisting Beatrix). This only works on living beings, cannot be used on her vampire progeny, and requires her to have shared her blood with them.

IMPORTANT NPC

Except for Beatrix, the vampires in the bordello use the statistics from the mature vampire entry in *The Enemy* (p. 11), but – through turnover and luck – all have a Beautiful/Handsome or better appearance. They also have Sex Appeal and Professional Skill (Courtesan) at 14 or higher. Finally, remove the Blood Agent limitation on their Mind Control, add Elastic Skin (allowing them to tailor themselves to individual clients), and give them the same ecstatic bite that Beatrix has (see above). There's a reason they can charge what they do and get away with what they've gotten away with!

Beatrix

Born in 1929, Beatrix Lennart grew up in the Great Depression, and it forever marked her. With her looks and charisma, she could have gone to Hollywood, but that ambition seemed too risky. Still, she liked the easy life and hopped

from sugar daddy to sugar daddy until she found herself working as a prostitute in a remote mansion. The work didn't trouble her, but she soon found herself rankled by the lack of respect a "harlot" got. At least until she met her soon-to-be master: Camille. Camille was strong, beautiful, self-sufficient, and rich – all the things a young and naive Beatrix yearned to be. Over the days and weeks, Beatrix grew obsessed with Camille until the latter enticed her to run away with her. Once they were away from the mansion, the vampire revealed her true nature and turned a willing Beatrix into one of the undead. For the next four decades, Beatrix was Camille's bodyguard, enforcer, and occasional lure – either for a meal or to get influence over someone else (blackmail, mind control . . . whatever worked).

Beatrix's assorted skills weren't just used against humans. Camille's own master sent succubi after her, and after feeding near-constantly on them, the younger vampire developed a host of mental abilities and even a natural ability to project a glamour (see *Beatrix's Vampire Tricks*, above) – something Camille couldn't do. The pair had a good relationship, and when Beatrix wanted to strike out on her own, it was with her master's blessing.

Beatrix has coal-black hair and vivid green eyes. Her lush curves are inviting despite her too-pale skin. She wears the finest clothing and just the right amount of elegant jewelry. One of her girls does her hair, nails, and so on. Beatrix primps constantly to ensure a flawless appearance.

For Beatrix's stats, use the mature vampire (*The Enemy*, p. 11) as the base. Increase DX to 20, IQ to 14, Will to 18, Extra Attack to 3, Vampiric Bite to 8 HP/second. Replace Night Vision 9 with Dark Vision. Add Appearance (Very Beautiful), Charisma 3, Smooth Operator 2, Voice, and the traits listed in *Beatrix's Vampire Tricks* (above). Add the following skills to her list: Acting-20, Body Language-20, Detect Lies-20, Diplomacy-20, Fast-Talk-20, Intimidation-20, Professional Skill (Courtesan)-16, Savoir-Faire (High Society)-16, and Sex Appeal-23.

AFTERMATH

If the champions destroy Beatrix, they may eventually have to deal with Camille – the master vampire who created her. Camille first sends her other progeny after the PCs; she only gets directly involved if that fails.

If Beatrix manages to survive the hunters, she tries to take shelter with one of her many mind-controlled locals – starting with the sheriff. If those avenues are closed, Beatrix quickly leaves the area to regroup.

Her next moves depend on how many of her progeny survived. She's not particularly skilled at tactics and prefers to operate behind the scenes. If at least half are still alive, Beatrix starts turning human thralls into feral vampires, who attack the champions when they least expect it. If few of her progeny escape, she uses local civil authorities to harass and separate the PCs until she can pick them off one by one at her leisure. If that doesn't seem feasible, she attempts to *mind control* one of them, to get that person to feed her information from within.

CHAPTER TWO

THE MOON CLAN

In a remote location, a clan of shapeshifters lives with witches who pray to the moon as their deity. Led by two people who call themselves Father Moon and Mother Moon, the community welcomes lycanthropes of all kinds, as well as formidable spellcasters who draw power from moonlight. The clan lives by a small body of water thought to have formed after a meteorite struck the earth. Their settlement, Outer Haven, has a couple dozen buildings and 30 to 50 inhabitants at any one time. Many of the shapeshifters have their own spaces in the woods and only return to “town” when called by Father or Mother Moon. Those in Outer Haven live by the rules of the clan, including that all flesh is meant to be eaten and humans are but meat. Even the non-lycanthropes practice cannibalism, and the children there are raised on a diet of “long pig” as soon as they can chew solid foods. This practice has made them unwelcome in civilized communities, and they’ve lived on their own for decades.

Those living in towns bordering on the Moon Clan’s domain whisper about the wild group’s practices and hope they don’t

end up on the menu. Regional law enforcement officers have tried to find the clan’s home, but it’s deep in the wilderness and trespassers tend to disappear . . . This has led to an “ignorance is bliss” policy. Those who know about the Moon Clan stay out of the woods and lock themselves in on full-moon nights. In return, the clan doesn’t try to eat them, instead subsisting on anyone foolish enough to enter their domain.

THE HUNT

The clan comes into town once a month to purchase supplies, remind everyone they’re still around, and see if anyone is looking for them (either to hurt them or join them). The clan prefers to feed on those who they think won’t be missed.

Anyone *looking* for them is in for a difficult time: Outer Haven is located deep within a thick forest, and a magic spell has been set up to confuse and turn travelers around (see *Pursuit*, pp. 8-9). If somehow outsiders find the village, many hungry lycanthropes guard it.

Father Moon is by modern standards *insane*, but very cautious, while his mate is disinterested in human society but manages the social structure within Outer Haven.

Discovery

If the hunters have had prior experience with lycanthropes or cannibal cultists, the GM can tie those into the Moon Clan. Otherwise, here are some hooks:

- Rumors of Outer Haven and the Moon Clan go back decades, and the community has claimed the lives of many hunters who tried to stamp them out. Finally finishing them off might be some champions’ Holy Grail.

- While searching for clues for another mission, the heroes notice a tabloid report of the “Teenager’s Bermuda Triangle” – a sensationalized listing of teenagers who’ve gone missing in the area, or become lost and had to be rescued by locals after a terrifying overnight ordeal.

- A hunter’s **Ally**, **Contact**, or **Dependent** goes missing around the area.

- A PC lycanthrope hears about Outer Haven and how they can teach a young shifter to control their inner beast.



The GM might also invoke a GM-facing disadvantage such as **Divine Curse (Monster Magnet)**, **Duty**, or **Enemies (Monster of the week)**.

Investigation

After the champions narrow their search to a particular county, they still need to find out specifics about the situation. Outer Haven is known to be in the woods *somewhere*, but locals tend to stay away; those who investigate don't come back (+1 "where" clue). Disappearances during the full moon are glossed over by townies, who don't want the Haveners angry with them (+1 "what" clue). The locals can describe members of the Moon Clan they've seen (+1 "who" clue), but will only do so indoors during daylight. Researching the area brings up lots of strange rumors, weird incidents, and odd sightings during the full moon (+1 "when" clue). Finally, locals whisper of the cannibalism of the Moon Clan and the "magic" they profess to have gained by doing it (+1 "why" clue).

Deduction

Use the clues under *Investigation* (above) with the list below to discern who, what, where, when, and why.

Who (-6): No one in the Moon Clan makes any attempt to hide their identities. *Appropriate Skills:* **Current Affairs (Regional)** or **Area Knowledge (Local)**. *Success Notes:* Success by 0-2 identifies that Father Moon and Mother Moon lead a small "congregation" of like-minded individuals. Success by 3-4 gives additional details (e.g., "He's a spooky bastard – they all are"). Success by 5+ or a critical success gives all information needed to identify Father Moon and Mother Moon.

What (-6): Father Moon, Mother Moon, and their people don't really seem to care if others know what they are (trusting "but werewolves aren't real" to protect them from federal-level attention), but their "religion" is convoluted and mostly made up by Father Moon. Because the PCs are dealing with witches and lycanthropes, two rolls must be made. *Appropriate Skills:* **Thaumatology** (for witches) and **Hidden Lore (Lycanthropes)** or **Veterinary** (for the lycanthropes). *Success Notes (as appropriate for the skills used):* Success by 0-2 identifies that the champions are dealing with witches or lycanthropes. Success by 3-4 reveals details about the standard abilities of witches or lycanthropes. Success by 5+ or a critical success tells the PCs all about the Moon Clan and their practices.

When (-4): Mother and Father Moon hold a "conjuring" on the three nights of the full moon, during which time they also let their people run wild. *Appropriate Skill:* **Thaumatology**. *Success Notes:* Success by 0-2 identifies

that Father Moon is using a monthly schedule to fuel his spells. Success by 3-4 reveals that it's a lunar schedule. Success by 5+ or a critical success tells the hunters that Father Moon is using the full moon and rage of his followers to invoke powerful magics.

Where (-6): The Moon Clan's lair, Outer Haven, is deep in the backcountry. *Appropriate Skills:* **Area Knowledge (Local)**, **Hidden Lore (Lycanthropes)**, **Veterinary-4**, or **Thaumatology**. *Success Notes:* Success by 0-2 tells the PCs the general location. Success by 3-4 gives the same, plus a starting point to track down its precise location. Success by 5+ or a critical success reveals Outer Haven's exact location.

Why (-6): Father Moon is using the moon, the lycanthropes' ties to it, and cannibalism to expand his magic. *Appropriate Skills:* **Area Knowledge (Local)**, **Hidden Lore (Lycanthropes)**, **Veterinary-4**, or **Thaumatology**. *Success Notes:* Success by 0-2 uncovers that Father Moon is using the moon to fuel his magic. Success by 3-4 gives the same, plus reveals that the moon, the lycanthropes' rage, and the act of cannibalism fuel his spells. Success by 5+ or a critical success reveals the full reason behind this: Father Moon wants a new world of "eat and be eaten," and is using his magic and the lycanthropes to enact a ritual he's been repeating for decades.

Pursuit

Getting to Outer Haven is itself an adventure. Nestled in a forest by a very small impact crater lake, Outer Haven is further protected by Father Moon's magic to bewilder and confound uninvited travelers. The magic funnels those affected by it into a nearby dry creek that leads to a ravine. This effect hampers search parties as well; when foolish people go missing, locals who have gone searching for them have used long ropes to get back out. Such a physical link when *leaving* Outer Haven's area is worth appropriate bonuses to Will. Casters can attempt to break the protective spell, but it's worth *hundreds* of energy and Father Moon will know instantly if someone tries to dispel it.

The PCs can get to Outer Haven through sheer will (Quick Contest of Will vs. 18, with a new roll needed every mile) or by being lead through by a mysterious young man (see *The Traitor Son*, p. 10). Optionally, a sage or witch could cast a spell to boost the champions' Will for this specific purpose. A physical link like rope gives +4 to rolls.

The community is about 10 miles from the nearest road, through streams and thick forest. Mother Moon insists none of "her pack" make a trail that could be obvious to outsiders. (She patrols the area around one night a month, and will viciously bully anyone she decides is threatening the village's safety.) **Tracking** rolls to follow the trail of someone from the Moon Clan get the +6 for being in a rural area.

*O swear not by the moon, th'inconstant moon,
That monthly changes in her circled orb,
Lest that thy love prove likewise variable.*

– William Shakespeare, *Romeo and Juliet*

The GM can narrate a fast montage of thorns, poison ivy, and soaked boots, or let the group banter and roleplay, perhaps stumbling across additional clues – gnawed or butchered human bones, runes carved into stones or trees, the Traitor Son (p. 10), etc. Use the lowest encumbered **Move/2** of the party to determine the number of miles per hour the hunter group moves; if tracking, **Move** is automatically 1, unless a critical success or success by 5+ is rolled. Keep track of the FP costs per hour of hiking (p. B351).

If getting there wasn't a problem enough, roll 3d every 1d hours of hiking. On 9 or less, the PCs have encountered one of the Moon Clan lycanthropes, who attacks if there's an opportunity. Otherwise, the clan member flees to Outer Haven and warns everyone there (which drastically changes the odds against the champions).

The moon sings to us at night, and only the blessed can hear its song.

Confrontation

If the heroes can get to Outer Haven without alarming its inhabitants, there are only 1d shapeshifters (which can be any of those listed on pp. 24-28 of *The Enemy*), 2d cultist thugs, and 1d cultist casters (for both, see *The Enemy*, p. 31). If the alarm is raised, the investigators must contend with an additional 3d shapeshifters, another 2d cultist thugs, and Father and Mother Moon themselves.

Dealing with the lycanthropes is straightforward – hit them with as much silver as possible. Dealing with the casters is harder, as they use both firearms and magic. Additionally, if Father Moon is there, he buffs the capabilities of his people with charms (he has dozens prepared) and uses magic to directly attack the heroes. Mother Moon shifts into wolf form as soon as the alarm sounds; she makes straight for whomever she perceives as the leader. The other lycanthropes use pack tactics: Two or three pile on one hunter until that target is down, tiring the victim and forcing them to take penalties for repeated parrying or attacks. They repeat this strategy as long as they outnumber the PCs. (See also *Multiple Close Combat*, p. B392.) The villagers try to take the champions alive for the next ritual hunt-and-feast, so if the PCs get overwhelmed, the GM can give them a shot at freedom as prisoners.

IMPORTANT NPCs

Father and Mother Moon are the most important NPCs for this encounter and are described below. The other lycanthropes and cultists in the area use the standard templates found in *The Enemy* with no changes.

Father Moon

No one knows where Father Moon comes from, but he's over 100 years old (and looks barely 50). He's lived in the backwoods, preaching his gospel, for at least half that. He claims that when he was young, the spirit of the moon visited him and told him to free it. He's spent his entire life trying. His current attempt involves the years-long casting of spell that uses the power of sacrifice, flesh, the lycanthrope rage, and even his own soul. At every full moon, he sacrifices an animal (often a goat) and a human as part of the casting. He's not sure when the spell will be finished (the GM can decide when or even if such a spell can be completed), but he persists.

Father Moon is kind and caring toward his followers and willing victims, although he has many rules that direct the behavior of the witches who live in the community. He only wants the best for his followers – and the trapped moon-soul. Of the two, the moon's needs come first. When no outsider human sacrifices are available, a cultist can be persuaded to take part, convinced they will be released when the moon-soul is (whatever that means).

Use the statistics for a cultist caster (*The Enemy*, pp. 31-32), but increase IQ to 17, Will to 20, and Magery to 10, and add Prophetic Dreams. All of Father Moon's Path skills are at 19, as is his Thaumatology skill. He also has Religious Ritual at 17 and uses that to conduct the ritual of the full moon.



THE TRAITOR SON

Over the years, Father and Mother Moon have had many children, but they've all died; life without modern medicine takes a toll. That's what makes their current child, Jericho Moon, such a disappointment: He doesn't believe the moon's spirit is imprisoned, and even if it is, he doesn't think anyone should eat people in order to free it. Father and Mother Moon have thus imprisoned him in the woods within a hanging cage, lined with magically transmuted silver, and he has a literal ball and chain around his ankle. His parents bring him barely enough food and water to survive, and warn the other Haveners to stay away, lest Jericho's heresy "split the pack." If found, he'll likely side against his people, though he might try to save some of them. These *are* whom he grew up with.

Use the statistics for a completely rational werewolf (*The Enemy*, pp. 24-28) for him. He'd make an excellent Ally, should the PCs manage to take down his former family and clan.



Mother Moon

Mother Moon is an ancient werewolf, having been around since sometime during the late 1800s (she cares not for such human concerns as dates). She found Father Moon performing rituals in the night and eavesdropped on him instead of immediately attacking. She had developed her own

rudimentary form of lunar worship, and his devoted, passionate attempts to free the moon's spirit intrigued her. When she appeared to him, demanding to know more, he greeted her as a holy, moon-touched creature. The mutual lunar attraction quickly became mutual admiration; the werewolf took the then-young man as her mate, and they vowed to free the moon-soul together.

While Father Moon mediates with the human followers and dictates how they behave outside of Outer Haven, Mother Moon enforces discipline among the lycanthrope members, and keeps everyone from making it easy for visitors to find their lair. Unlike a natural matriarch wolf, she doesn't try to control anyone else's breeding, but she is *extremely* nosy about everyone's personal business. She protects Father Moon at all costs (he's the only hope for the moon-spirit's freedom!), but if he's not endangered (or not present), she prioritizes the safety of the children of the community.

Use the statistics for a completely rational werewolf (*The Enemy*, pp. 24-28), but give her Magery 3, Thaumatology-15, and all Path skills at 14. She favors spells to enhance her or other lycanthropes, including a spell that reduces the damage they take from silver, making them even fiercer.

AFTERMATH

The hunters might surprise the Moon Clan by appearing at their homestead and using lots and lots of silver. The reverse might also be true – fighting a group of 30+ cultists, witches, and shapeshifters might be more than a team can handle even *with* heavy firepower. Alternatively, if they can take out several shapeshifters in the woods before they bunch up at Outer Haven, it might prove to be just another bug hunt. The cultists *will* sacrifice themselves to ensure Father and Mother Moon escape. If that happens, the PCs will need to watch their backs, as the two will seek bloody revenge. Further, Father Moon might lay curses on the heroes before fleeing, or he might seek them with magic later.

If the PCs crush the Clan, they'll need to decide what to do with the children (there are children as young as six months in Outer Haven). Some of them are shapeshifters, but most are just normal kids raised in a bad place. If Jericho has been rescued, he'll want to take care of his "little cousins," who are hiding in one of the cabins by the lake. If he *hasn't* been rescued, but the GM wants to involve him, one of the young werewolves may have led the other children, carrying the babies, to his prison – they're trying to free him so he can protect them from the terrible people who've come to kill their parents.

Killing you was the point. Living through it was just a luxury.

– Trevor Belmont, *Castlevania* #1.4

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