

NorthCoast Roleplaying

(or Gaming From Behind the Redwood Curtain!)

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EDITOR'S OPENER

AH, don't be afraid. Don't be ashamed. Yes, you've noticed it. A pattern has been developing right under your nose. It was in issue #1. It incidentally made its way into issue #2 and... oh God... it's in issue #3. THE EDITOR'S PAGE!! (Well most of a page, see issue #2 for details). When I sit back to write this page, I always wonder what's important enough to mention (and if anyone's going to read this page anyway). Well, I think I'm ready to tell you what I categorized as important.

First, thanks again to our old standards in the Arts Department. Last issue we kept James LeDuc in a dark cage with pen, pencil, and eraser in one hand and my co-editor widdeling away at his other hand yelling "Draw faster! Deadline is in two days!!!" Thanks James. Also Jeremy Stanton was subjected to the foot-in-vise procedure for exacting artwork. My foot goes in a vise and then I kick him with it until the Art is done. Thanks also to the brief artistic appearance of Low Passage's very own Bill Burg. We welcome Eric Sexton this issue to the Art's Department. You'll see some of Eric's work in this issue and hopefully more in later issues (that's a big hint to keep sending that art, Eric). We can still use more art, however, from the perusing masses out there. You know who you are (you bought this mag) and you know where to send it (see backcover for address). We also warmly welcome John Sullivan, local writer extraordinaire, to our pages this issue.


Speaking of submissions, we have a preliminary submissions sheet for Artwork and for Articles. If you are interested in being a part of NCRP, but are not sure what to do, write us with an SASE and we'll send you a copy of each of our submission pieces. The Art's page gives you tips on how to give the highest quality, reprintable items. The Articles page gives you an idea of what we have and what we want in an article. Now of course you don't need to get these pages from us to make submissions, but maybe it can help.

Our subscription rate for NCRP has regrettably gone up to \$5.50 for six issues. This is due to the postal increase for mailing a letter. We are also looking for more articles. I have yet to change my address due to the flood of mail I am expecting, but I want to move... So write our address. Besides articles, we want to know what you think of the magazine. What would you like to see in it. We can't put what you want in it without knowing what it is that you want. We're waiting...

Ads and Classifieds. Rates have not changed. Rates are \$1.50 for a 2" X 3" copy ready ad (that's a business card size ad). \$7.50 for a 1/2 page copy ready ad. \$15.00 for a full page copy ready ad. For what these ads look like at final size, see the Hobby House ad and the Troll's Lair Portraits ad in this issue. All ads must be copy ready and will be reduce 64% for our format. Send to the NCRP address with payment to Barry Osser/NCRP.

I am currently involved in a Traveller History Writing Group (HIWG) and would like to ask all of you out there with material on VARGR to please write me and tell me what you have. I am trying to collect as much information of VARGR as I can. I am also interested in what you may have done with VARGR either in your Traveller game or as a VARGR player character. Please write me and tell me all you know.

Speaking of Traveller, the game is having its 10th anniversary. Pretty good for a roleplaying game since the only other game to last this long or longer is D&D. We are planning a special Traveller issue with #4 to celebrate this special birthday. If you have an article for Traveller that you would like to see in print, please send it to us at the NCRP address. Our submissions deadline is April 23rd. Now, it may happen that we get backlogged with articles in which case we will move the Traveller issue to #5. We hope to hear from you. Of course those of you out there who don't have much interest in Traveller will still want to pick up the special Traveller issue since it will still contain articles on other game systems as well.



Influence
the FUTURE!

Join HIWG

The History of the Imperium Working Group is conducting postal discussions of the future history of the Imperium and contributing to its development. Annual dues: \$12. Includes the bi-monthly newsletter TIFFANY STAR, general HIWG forum supporting campaigns in the Rebellion Era. Write to Ed Edwards, 1410 E. Boyd, Norman OK 73071.

Vampyres:

The powers of a Nosferatu for GURPs

By John Sullivan



Background and Attributes-

Vampirism is a slow change for the most part. Initial changes begin immediately, other changes will come with time, unless steps were taken to make the victim a true Vampyre right off. After ten years as a Vampire, the creature will realize their new abilities on a 3 dice IQ roll. They get the chance to make this roll once a month until they make it. Upon making the roll, they are in effect, Nosferatu or King Vampyres.

A Nosferatu has a Strength of between 20 and 30. Their Dexterity is very high, rarely below 18, and their Intelligence is usually between 16 and 18. Their Health ranges between 15 and 20. Their Move rate depends on the particular form they are in. The Vampyre has four basic forms- human, wolf, bat, or mist.

In human form, they move at their calculated rate ($DX + HT/2$), but treat them as if they have the Running skill at their basic HT level. In wolf form, add 1 to their Move rate. In bat form, add 2 to their basic Move rate. While they are in mist form, divide their human-form Move rate by two (round down) to find their move in this form.

Although they could conceivably wear any type of armor, they disdain any metal armor, feeling, in their arrogance, to be above such protective needs. It is believed, however, that the Vampyre is not able to change metal when they shape-shift. So, when wearing chainmail, the armor would be left behind when they became a bat or mist, but in wolf-form, the Vampyre could become trapped in it. The 'fabric' armors such as cloth and leather, change shape with the Vampyre. This might be due to these armor types having once been alive in the non-armor state.

Attacks and Abilities-

A Vampyre may attack many different ways. They may choose to attack bare-handed, using their great Strength, or they may bite utilizing their blood drain. They may try to change their shape, or to mentally dominate another being, or summon any of the creatures under their command. They may even alter the weather, but they may do only one of these per turn.

When a Vampyre attacks bare-handed, they may do either crushing or slashing damage. They do crushing damage when they throw a punch or slap backhanded, using only their hands. Use their thrust score to determine the amount of damage they do. When a Vampyre slashes, they use their claws. In this form, their hands become almost taloned. Vampyres are -4 with their 'off hand.

The Vampyre can bite a victim if they choose. If it is done during combat, the attack is at -5 as it is a form of head shot. The attack is considered to be an impaling one, and thrust +1 is the amount of damage the fangs do. When the Vampyre is biting to use their blood drain ability, no matter how many points of damage get through the armor, the victim only takes 2 hits of actual damage to their hit points. In addition to this wound damage, they lose up to 4 ST from the blood drain. The Vampyre, in effect, has the victim in a pin. They drain 1 ST per turn for up to 4 turns. Draining any more blood than this has a lethargic effect on the Vampyre; a system glut. The Vampyre may continue to drain up to 4 more ST points of blood/fatigue from the same or another victim (up to 8 total), but the Vampyre is -1 Move and -1 DX and -1 with all skills and powers per 1 ST drained over 4. The effect of this glut lasts one hour.

If the Vampyre has sustained any damage (with the exception of damage from Spells or Holy Water/Objects), they immediately regenerate as many HT and/or ST points as they drained from their victim, up to their original HT score. A Vampyre cannot raise their ST or HT higher, from draining blood, than it was to begin with.

A Vampyre may alter form, taking one turn to do so. They keep the same ST, DX, IQ, and HT as they had before the transformation. The different forms have different advantages and limitations. They cannot use their Charm ability while in wolf or mist form. They cannot alter the weather except

If the victim does not die from a third or later bite, and the Vampyre is driven off, the next time that character is killed, they will rise three nights later as a Vampyre. Their ST is raised to 20 and their HT is half again what it was (up to 20). Their DX and IQ remain the same, but they are under the command of the Host Vampyre. If some sort of cleansing is performed (magical or clerical), the victim will not rise as a Vampyre. If the Host Vampyre is slain before the three days are up, the victim gets a ST roll at +4 not to rise as a Vampyre.

Immunities and Limitations of a Vampyre-

A Vampyre is not affected by normal weapons. Silver and magic weapons do full damage, and edged wood weapons that impale can also hurt them if they hit effectively. To effectively harm a Vampyre with a wood weapon, the attacker must make their attack at -10. This is because they are targeting the weapon at the Vampyre's heart. If the weapon hits, it does triple damage, as this is considered a vitals shot. An edged wood weapon does 1 point less of damage than its metal weapon counterpart. They also have half the Damage Resistance and hit points of the metal versions. Effectively, only daggers, foils, sabers, rapiers, spears, javelins, and short swords can be made this way. Although a Game Master may decide other impaling weapons can be made of wood. These wood weapons rules do not apply to arrows and quarrels. An ordinary arrow or quarrel will affect a Vampyre like a wood weapon, doing triple damage if it hits at a -10. The costs for these weapons (except the arrows and quarrels) are twice the cost of a metal weapon, as the wood must be fire-hardened and worked to make it hard.

Should a Vampyre be damaged by Spells or other damage likely to hurt them, such as lasers or dragon's breath, they can regenerate this damage at a rate of 1 HT per hour spent resting in their coffin or on their native soil.

During the day, a Vampyre does not have any of his powers. If they have been a Vampyre for at least three weeks, sunlight will not destroy them. Up until three weeks, they lose 1 HT and 1 ST per turn for every turn they are in sunlight, direct or indirect. All Vampyres are -4 DX and DX based Skills during the day. At that time, they can be harmed and/or killed by ordinary weapons.

A Vampyre will retreat from a character with Clerical skills, or from a character who performs an act of Will. This takes one turn and the character trying must make an IQ roll. If the character does not have some sort of priestly skills, the roll must be made at -4. If the roll is successful, the Vampyre must flee back to their native soil/coffin and rest for the duration of the night. Usually a holy symbol, such as a cross, must be used in warding off Vampyres.

A Vampyre has peripheral vision, like the advantage at no point cost, during the hours of darkness. A Vampyre will know created images or illusions for what they are, and cannot be affected by them. They can sense creatures which are invisible, and can attack them at -3 DX. They can see in the dark, and are not hampered by magical darkness, although all of their skills are at -2 while in the area of effect of light magic.

If lowered to negative HT during the day (driven unconscious), they can be permanently killed by driving a wooden stake through their heart, decapitating them and burning the remains. A stake through the heart suspends their life forces, inflicting a wound that cannot be regenerated while the stake (usually wood) is still present. If the stake is removed, they regenerate 1 HT per turn until they have a positive HT score of 1. At that point they must feed on blood or rest in their native soil to restore the remainder of their HT.

If lowered to negative HT during the night, they turn to mist and must return to their native soil/coffin to regenerate their HT. This is at a rate of 1 HT per hour. If their HT is lowered to -HT in hit points or more, they assume human form and are considered to be unconscious, and may be killed by the above method of driving a stake through their heart, or by magic or dragon's breath.

Vampyres are long lived and tend to be clever. The older ones are the most dangerous and will not enter into a conflict without first attempting to remove any obvious threats to their existence such as wizards or clerical characters. They may choose not to attack at all, trying instead to lull the party into a false sense of security, and dispatching them one at a time. Vampyres can go for a long time without blood, but after three full days of doing so, they lose all of their powers until they feed on blood. They begin to age in appearance, appearing as very pale, grey haired old men and women. Their ST is halved, but the rest of their attributes remain the same. Upon feeding, their powers are restored to them in full, on the next run and they regain their full ST and youthful appearance.

They can feed off of any warm blooded creature. They can and often do feed upon animals, but prefer the prey of mankind; mankind being a delicacy over the mundane dumb animals. Vampyres savor the fear as well as the blood of their victims, gaining a perverse pleasure by toying with their victims. This is why they are so dangerous, being a highly adaptable, predatory creature. This is also their greatest weakness, as this attitude usually leads to arrogance and overconfidence.

damage, or they can bite using their teeth, doing an impaling attack at thrust +1. In bat form, they can fly and are an additional -7 to be hit due to size and maneuverability. In mist form, they cannot attack or be attacked, but they can creep under doors and between cracks.

Commanding other creatures is also an ability of a Vampire. They may command a certain total of other creatures, but only one specific type at a time. For every ST point the Vampire has, they may summon and control that many rats. For every 2 ST points, 1 Vampire Bat. For every 5 points of ST, one wolf.

For every 10 ST points a Vampire has, they may make and control one other weaker Vampire. Even while controlling other creatures, the master Vampire still has control over any Vampires they have made. At any point, when the weaker Vampire gains ST equal or greater than their master, they may challenge the other Vampire to combat. Usually, however, a Host Vampire is clever enough not to let their minions get too strong. If a Vampire makes more Vampires than they can control, they lose control of the ones that were made first.

A Vampire may command the weather itself. It costs the Vampire in ST points. This is treated like fatigue damage, and returns at a rate of 1 ST per 10 minutes, or at a rate of 1 ST per minute they spend resting in their native soil. It takes one turn to change the weather. The area effected is 1 yard out from where the Vampire is standing, in a radius, for every ST point the Vampire has at the time they started to alter the weather. A Vampire cannot change the weather from clear to storming in one second. It takes as many turns for the effect to take place as the ST cost for the effect. The Vampire expends the ST once for the effect, and within a certain amount of turns, the effect takes place.

FOG: All characters are -4 DX and DX based Skills in this Fog. Unless a character can detect heat patterns or has some other sort of enhanced vision, their sight is limited to 5 yards. This costs the Vampire a minimum of 5 ST and lasts 2 minutes per ST used.

WIND: All characters are at a -2 DX and DX based Skills, creatures with a basic ST less than 9 are knocked down unless they make a ST roll. Each hex of movement costs double what it normally costs. This costs the Vampire 3 ST for every minute it lasts.

RAIN: All characters are -3 DX and DX based Skills. All one hex figures (except the Vampire) must make a DX roll to avoid falling down, if the character tries to move more than 1 yard per turn. This RAIN blows away FOG and puts out most fires. It costs the Vampire 4 ST for every minute.

STORM: All characters are at -3 DX and DX based Skills, there is both WIND and RAIN. Movement costs are doubled and a DX roll must be made to move without falling. The roll is -1 per hex of total movement attempted. If the roll is failed, the character falls down. The Vampire can summon down **LIGHTNING BOLTS** from the sky, any turn after the first turn of the STORM, doing 4 dice damage. The Vampire rolls against their DX to hit a target with the Lightning. ST cost is 6 for each 12 turns; and 4 ST for each **LIGHTNING BOLT**.

Vampires can also attempt to Charm or Control humanoid beings, such as player characters and character races. The target must make an IQ roll at -4 to resist this control. There is no turn limit to this Control, but it costs the Vampire 5 ST regardless if the target resists or not. Each minute, the victim gets another IQ roll, with a cumulative -1 subtracted from their die roll. The longer you are controlled, the harder it is to break that control. This control is limited, however. A Vampire can control only one character at a time this way. All of their concentration is directed to one target. And they cannot control other creatures (such as bats, rats, or wolves) or alter the weather while controlling their victims.

The victims of a Vampire are affected as follows. Every and any time a victim is bitten, they lose up to 4 ST points. This can affect their fighting status, as earlier mentioned, because their ST is reduced. For every day of rest, they regain 1 ST point if they make a basic HT roll. If a Vampire bites the same character twice, in addition to the ST loss, the character is further affected. The Vampire can try to assume a Charm on them, whenever they are within as many yards as the Vampire's IQ. This does not cost the Vampire any ST, even if it works. This effect lasts for one week unless the victim gets some sort of cleansing, such as an appropriate spell, etc. The victim does get an IQ roll at -4 to try to resist the Charm attempt.

In order for a victim or character to become a Vampire, they must have been bitten and suffered blood drain at least three times by a Vampire. If they die at any time from the Vampire's bite (a victim dies when their ST is lowered to 0), they may rise as a Vampire three nights later if the Master Vampire wills it and makes an IQ roll.

Low Passage

By Bill Burg

The Advanced Assassin!

The original Assassin class was presented in the Paranoia Press book "*Scouts and Assassins*", but characters made with that basic system couldn't compete with advanced systems like "*Mercenary*". This character generator, similar in style to the "*Mercenary*" rules, will make characters who can kill anything and everything.

Procedure: Admission to the Assassins requires a roll of 9+. DM's: DEX 8+, +1; INT 9+, +1. Re-enlistment is a 6+.

Resolution: Each term, roll for Term Assignment.

Private: Assassin works as a free agent.

Organization: Assassins work with an organization such as the Order of Assassins.

Each year, roll for Yearly Assignment.

Assassination: Year is spent on direct assassination jobs.

Infiltration: Year is spent infiltrating an organization.

Sabotage: Year is spent in terrorist/bombing activity.

Training: Year is spent training in a school.

Guard Duty: Year is spent guarding the organization's stronghold.

Unemployed: Character found no jobs that year.

Kills: Instead of Decoration, a Kills roll is included. The roll on this table minus the Kills roll indicates the number of people the assassin offed that year. This number should be added to a running total: For each kill the character receives Cr. 100. If the character keeps track of the total during actual game and reaches a total of 100, he/she is eligible for Hog Heaven membership (see below).

Term assignment: Roll 2D:

Roll **Assignment**

1-6 Private

7-13 Organization

DM's: +1 if INT 10+, -1 if Soc 5-

Yearly assignments: Roll 2D:

Roll **Organization**

2 Assassination

3 Infiltration

4 Sabotage

5 Guard Duty

6 Training

7 Guard Duty

8 Guard Duty

9 Infiltration

10 Assassination

11 Special

12 Special

Private

Assassination

Assassination

Infiltration

Sabotage

Unemployed

Unemployed

Unemployed

Sabotage

Training

Assassination

Special

Special Assignment

1 Technical School

2 Infiltration School

3 Commando School

4 Sniper School

5 Physical Development

6 Professional School

Special Assignments: Roll 1D for each skill roll.

Tech School: Roll 4+ for Mechanical, Gravatics, Electronic, Sensor Ops.

Infil School: Roll 4+ for Disguise, Forgery, Intrusion, Interrogation.

Commando School: Roll 4+ for Gun Combat, Hvy Weapons, Stealth, Survival.

Sniper School: Roll 3+ for Gun Combat, Hvy Weapons, Bow Combat.

Physical Development: 1-2: +2 Str, 3-4: +2 Dex, 5-6: +2 End.

Professional School: Roll 4+ for Vehicle, Pilot, Navigator, Sensor Ops.

DM's for Assignment Resolution: +1 Survival if DEX 9+, END 9+.

+1 Promotion if INT 9+.

+1 Kills if Gun Cbt or Bow Cbt skill 2+.

+1 Skills if INT 8+.

Assignment Resolution:

| Assignment | Survival | Promotion | Kills | Skills |
|-------------------|-----------------|------------------|--------------|---------------|
| Assassination | 7+ | 9+ | 4+ | 3+ |
| Infiltration | 6+ | 8+ | 8+ | 5+ |
| Sabotage | 5+ | 10+ | 6+ | 4+ |
| Training | Auto | no | no | 7+ |
| Guard Duty | 4+ | no | 10+ | 8+ |
| Unemployed | 4+ | no | 9+ | 8+ |

Skills:

| Roll | Assassination | Unemployed | Training | Sabotage | Infiltration |
|-------------|----------------------|-------------------|-----------------|-----------------|---------------------|
| 1 | Gun Cbt | Brawling | Brawling | Demolitions | Forgery |
| 2 | Gun Cbt | Streetwise | Intrusion | Intrusion | Intrusion |
| 3 | Bow Cbt | Survival | Gun Cbt | Hvy Wpns | Disguis |
| 4 | Hvy Wpns | Vehicle | Stealth | Stealth | Interrogation |
| 5 | Blade Cbt | Vice | Tactics | Demolitions | Vice |
| 6 | Demolition | Vice | Blade Cbt | Electronics | Interpers |

| Roll | Guard Duty | RANKS | Mustering Out | Cash |
|-------------|-------------------|-----------------|----------------------|-------------|
| 1 | Admin | Henchman | Material | 500 |
| 2 | Interpers | Killer | Low Passage | 1 000 |
| 3 | Vehicle | Hit Man | Blade | 1 000 |
| 4 | Medical | Assassin | High Passage | 2 000 |
| 5 | Vacc Suit | Chief Assassin | +1 Education | 5 000 |
| 6 | Gun Cbt | Master Assassin | Travellers' Aid | 10 000 |
| 7 | | Grandfather | Gun X2 | 20 000 |

DM of +1 on Mustering Out if Rank 5+ or Gambling Skill.

Hog Heaven: Any person whose bodycount exceeds 100 becomes a member. Members receive a medal, a plastic pig nose, and free room and board at Hog Heaven Hotels (found on any Law Level 0 world). They are cheap and sleazy motels, but hey, it's free.

'Dig This Crazy Government

By Barry Osser

The mini-adventure below is slated to take place in the Meshan Sector of Imperial space. In the time of Mega-traveller, Imperial 1116, most of this sector is controlled by Vargr. There is no unifying government or recognized leadership to the sector, however, an invasion force into the sector would be repulsed with a concerted effort on the Vargr's part.

Vargr recognize a charismatic leader and since charisma fluctuates (for Vargr), based on strengths and victories of a particular Vargr, his charisma may rise or fall. This is one of the deepest problems with unifying Vargr in the Extents. However, Vargr have within their psychological make-up, an imprint for racial pride. Thus, if a Vargr group is being persecuted to extinction (an invasion force or Jihad) other non-affiliated groups will jump in to the persecuted's aid. Afterwards, most certainly, a large ransom will be exacted from the persecuted.

Things to Know: At the time of these adventures, the news of Strepthon's death will be leaking in slowly. By imperial date 001-1117, all of Meshan will know of Strepthon's death. Therefore, the forthcoming Rebellion Sourcebook from GDW is not necessary for these adventures.

This adventure currently takes place in Meshan Sector which has not been "officially" written up. NCRP has a group putting together full write-ups for both Meshan and The Windhorn Sectors. These will be complete with the 16 subsector breakdowns and write-ups similar to Supplements 3 (Spinward Marches) and 10 (Solomani Rim) from GDW. If you are interested in obtaining copies, please write us at NCRP and tell us so. If there is enough interest, we will put to press copies at around \$4 each.

Finally, feel free to change planet names, subsector names, etc. to conform to your specific campaign. NCRP, and Bill Burg especially, will be writing articles to deal with adventures in these two sectors. We would like to hear your ideas of how we're doing.

PLAYER'S INFORMATION:

The characters have booked passage into the Meshan Sector. Their specific destination is in the Rimward-Spinward subsector called 'Oksall Dthikvga' (in Vargr) or 'Three Worlds Unexplained' in the best Imperial translation. Within this subsector is (0309) Gerald's System. Gerald III, profile C577A79-D is an Industrial world with a large gas giant and two small gas giants in the system. The world is considered an Amber Zone since it is in Vargr space and has a high law level. However, the characters approach it anyway due to the rumors they've heard.

What the characters have heard of has been sheer rumor. There is supposed to be a large dig that has uncovered a cache of ancient weapons. The weapons, though ancient, are considered to be far in advance of anything found in the Imperium today. This alone would easily entice any group of characters to book passage to the world, but there is more to draw them to Gerald III.

A rebellion has begun against the government in power. A select few bureaucrats run the planet and these same people are setting import and export taxes at such a level that many companies on Gerald are becoming out and out indentured servants to the government just to survive. With a rebellion such as this, there is always the possibility of a good fight for good pay.

TO THE REFEREE:

Keep in mind, as the characters come into the system, that their passenger ship is in Vargr space and may possibly be heisted by Vargr Corsairs.

Once on planet, the characters will need to get visas allowing them limited access on Gerald. Passes cost 300 Cr for 30 days and limit the characters to the capitol city Miakee.

If the characters are careful using Streetwise and other such skills, they should have no trouble finding a patron willing to purchase their fighting services. The patron should offer from 3000 to 5000 Cr per man for a month's service to the patron in the rebellion. This money does not cover the cost of weapons, of which many are prohibited by the law. Characters should have a hard time getting weapons, and they should be expensive.

The rest of the rebellion is left to the referee. The government is localized in Miakee, where the characters are, but the government is aware of the coming rebellion. They have a small force of heavily armed Marines that they believe will stop any attack upon their person. Their Marines are paid quite well (yes, that is where some of their tax money goes) so they had better be the best with the best weapons. If the government building can be taken, however, the seat of power will be dented and the rebellion should succeed.

The excavation is mostly a rumor. The dig is 200 Km. North of Miakee, and the characters will have to illegally leave Miakee (breach the contract they signed for their visas) to get to it. The dig is poorly guarded and the few guards that are there are not very alert. They have been at this dig for over 5 years with no problems. Who would attack an archaeological dig?

What is being found is a lot of old tools that were used by a race many years before Imperials colonized Gerald. Most of the tools appear to have uses in building shelter in the Desert. One item of interest is a container containing 50 Kg of a highly unstable powder. When a gram or more is piled and left in direct sunlight for more than a minute, the pile will explode causing 4D damage at a 15 M. range. The other item of interest is a hollow tube of formed elements.

The tube is transparent with no visible triggers, however, when the tube was looked into from both ends by researchers at one time, one of the researchers was killed instantly. It should not take the players long to realize that this is an artifact of the Ancients. The players can make some money simply by reporting this fact to the Imperium. [See pg. 37 of Adventure 12, Secrets of the Ancients for more details]. In simple, reporting this site as a site of the Ancients is worth 50 000 Cr. Of course, if the players mention this fact to other people, such people may also try to make an easy 50 KCr.

The Lighthouse of Lundgrin the Mad



The Lighthouse of Lundgrin the Mad

An AD&D and GURPS Fantasy adventure by James M. LeDuc

Aye laddie, be it six year ago it were, that old man Lundgrin went ravin' mad he did, and in cold blood it was that he butchered his whole family; a lovely wife of many a year, a beautiful daughter and a trusted apprentice. Killed they were, then the old man hung his self from that self same tree which sits in front of the old place. Whether it be being alone without visitors so far from anyone else or that a Demon possessed his soul, I will na' even guess. Truth to tell I was with the folk that found the tragedy after that first ship she run aground in them treacherous eefs, and a grisly sight it were, and to this day when the moon be as full as it were that night, old Lundgrin he plays that death march upon the harpsicord in his parlor. Aye, the place be haunted it be.

—A common tale hereabouts

TO BE READ TO THE PLAYERS:

Due to some unusual and unforeseen circumstances you found yourself leaving town rather quickly, and less than a mile behind you rode the town constable and his men. You and your friends rode hard throughout the day and into the dusk managing to put some more precious distance between yourselves and your pursuers. As this was the night of a full moon and the trail was easy to keep, you continued to ride into the night. Your path took you north along the coast, and as midnight was upon you and you hadn't seen any sign of pursuit for more than four hours you stopped and camped for the night. After pitching tents and tethering the horses you drew lots for the watch and went to sleep. Unfortunately, your watchman went to sleep as well.

Just two hours after you all fell asleep a storm broke out on top of you, gail force wind and sheets of sleet and rain uprooted your tents and carried them away, as well as knocking down the tether line, and the frequent bursts of lightning frightened your horses sending them running into the malstrom. The cold wind and rain chills you to your bones and you know that you must find shelter, and soon, or the elements themselves will kill you.

One of you sees in the distance a lighthouse, silhouetted in the gloom by flashes of lightning, this holds the promise of warmth, protection, and possibly... salvation.?

NOTES TO THE DUNGEON MASTER. *if you intend to play, read no further.*

The lighthouse is not haunted as the local folk think, but rather it is set up to appear so by the pair of dark-elves and their henchmen who now inhabit the place. Six years ago Kai-or and her mate Seb found the groto beneath the lighthouse and decided that it would be the perfect staging area for their slave collecting operations. Kai-or killed Lundgrin and his family, let the locals find the mess, bury the dead and go away. She then reanimated the dead and set them to haunt the house while she, and her band lived below, in the groto. For the last six years people have disappeared; off the streets of towns, out of their homes at night, and any unsuspecting traveler off the road. As Kai-or and her group have been careful to take only people who "would not be missed" they have managed to avoid attracting any unwanted attention and the legend of *Lundgrin the mad* keeps away the superstitious locals.

Kai-or and Seb use their magics to maintain the illusion of the haunting. specific tricks are detailed throughout the adventure, so Dungeonmasters are advised to read the adventure carefully and be familiar with the details prior to running the adventure.

AREA 1: Outside the lighthouse. Outside the lighthouse is the thick overgrown remains of a once fine garden. Briars and brambles lie as a tangled wall seven feet high and forty yards thick entirely surrounding the lighthouse. The lighthouse sits at the end of a peninsula jutting out into the sea, and now, with the storm raging, that sea is a foaming mass of death to any that fall. the rock of the peninsula is slick with water and now any attempt to climb or scale it to avoid the briars is at minus 50%. There is a path through the briars that any Ranger, Barbarian, or Druid can find if they look for it, otherwise they must cut their way through the mess. If the players find the path it will lead them past the graves of Lundgrin and his family as it meanders toward the house. At the end of the path is Area 2, the front porch. There is a secret door at the base of the building to the south of the porch (see map), it is a hidden coal chute to the basement. This is the entrance used by Kai-or and her group. Due to the ragin tempest, any tracks which may have been in the garden have been obliterated.

AREA 2: The front porch. The front porch is made of heavy lumber, as is the rest of the house that is attached to the lighthouse. The lighthouse itself is stone. The boards are slightly warped and have the appearance of neglect. The door is boarded shut and a warning to stay out is painted on it. The boards are obviously old and rotted, and easy to remove. When the first character steps up to the porch an audio illusion is triggered such that the Harpsicord in Area 4 appears to be playing, it is sad and mournful music which continues until the players enter the house. When the first player enters Area 3, a scream sounds upstairs in the northern end of the building (Area 16). Any character who weighs over 225 pound (in armor or otherwise) has a 35% chance of falling through the rotting boards of the floor and sustaining 1-3(1d3) points of damage.

THE FIRST FLOOR

Area 3: The entrance hall. The entrance hall has a door on the south wall, a door on the north wall and a stairway heading up in the west end of the room. The whole area is full of thick cobwebs and the mummified bodies of several dogs and cats. Under the stairway is a closet. The ceiling in the area extends to the second floor (see maps). There are four giant spiders in this room, one is in the closet under the stairs, and three are in the webs near the ceiling. These spiders will attack anything that disturbs the webs (AC 4, HP 17, 21, 28, 30 DAM. 2-8 + Poison). Any character who thinks to burn the webs is given the opportunity to roll versus his intelligence to realise that the flames would catch the house on fire and leave them without shelter. If the house does catch on fire it will burn down in 45 minutes, leaving just the gutted remnant of the stone lighthouse, the basement, and the tenants of the grotto, who will be angry. There is no treasure here.

Area 4: The parlor. The parlor is a once grand room dominated by a large harpsicord and a fireplace. The years of neglect and the work of Kai-or has made it into a festering hole within the house. The room smells of must and mold, there is mildew and fungus growing in the carpets, and the ceiling plaster is peeling, exposing the rafters. When the third character enters this room an illusion of the once living Lundgrin will appear at the harpsicord and play for awhile, if a character disturbs the illusion. Lundgrin will turn to face the offender, and laugh maniacly as he fades away. There is nothing to threaten the players here, nor is there any treasure. Large pieces of furniture are obviously missing (they are being used to decorate Kai-ro's and Seb's areas). There is a door in the west wall leading to area 10, another door leading to area 11, and a door on the north wall leading to area 3.

Area 5: The hearth room. This room is an old sitting room with blood stained furniture mildewed walls, and torn drapes. There is nothing to threaten the characters here. The fireplace is clear, and there is a supply of kindling and dry wood beside it. If the Grotto is still undiscovered Seb will cast an 'Burning hands' spell through his mirror to attack the party. There is no treasure. There is a door on the south wall leading to area 3, and an arch on the west wall leading to area 6.

Area 6: the hall. The hall is empty except for thick clusters of spiderwebs. The previously mentioned rules about burning the webs still apply.

Area 7: An empty room.

Area 8: The reading room. This room was once Lundgrin's library. It is filled with wet and rotting copies of many books from many lands, some were once quite valuable, but due to the weather pouring in through the broken window these last several years, they are now so much junk. Sitting in one of the overstuffed chairs in this room is the re-animated corpse, now a skeleton of old man Lundgrin. When the characters enter Lundgrin will attack the party (AC 7, HP 8, DAM 1-6). If the characters "kill" Lundgrin, Kai-or will reanimate it through Sebs' magic mirror, and send it off



to attack the party again. There is no treasure here.

Area 9: The chart room. This room once contained the charts and instruments to keep track of the weather. The storm outside is also pouring in through this window, and there is nothing of value left in here. When the characters open this door an illusion of the apprentice will look up as if startled and flees up into the south wall.

Area 10: The kitchen. The kitchen is a mess of rotting meats and vegetables that the re-animated corpse of Lundgrin's wife is eternally preparing into a feast fit for the dead. When the characters enter Lundgrin's "lovely" wife will attack (AC 7, HP 6) with a cleaver she is holding, in her hands it does 1-6 (1d6) points of damage. If the animated corpse of Lundgrin is stalking the party, he will attack from behind, with the normal chance to surprise. This room has a doorway in the east wall, and a trapdoor access to the basement.

Area 11: The lighthouse floor. This area is a hollow tower with a 50 foot high ceiling, the top thirty feet are thick with webs of the two huge spiders which live there. The floor is covered with the mummified bodies of bees and stirges. If the party spends more than three rounds in here the spiders will drop on randomly chosen party members and attack (AC 6, HP 14,16, DAM 1-6 + Poison) There is no treasure here. There is one door at ground level in the east wall, and there is another door at the top of the stairs which spiral up the inner wall of the tower and opens into the lightroom (Area 17).

THE SECOND FLOOR

Area 12: The upstairs hall. The upstairs hall extends in the T shape shown on the map. It is filled again with thick spider webs and three more giant spiders (AC 4, 18,22,30, DAM. 1-6 + Poison) lurk in this area.

Area 13: The apprentice's room. This room is musty and mildewey, and filled with refuse that entered through the hole in the roof. Dominating the room is a two foot thick branch of a dead tree that caused the hole. The storm is pouring into this area. There are no roomers and there is no treasure in this room.

Area 14: The 'beautiful' daughter's room. This room is the cleanest of the rooms in the house, having been spared the ravages of time due to the intact nature of the walls, windows, and roof in this area. Kai-or has placed the remains of the daughter here, cast an illusion of her as the beautiful girl that she was and let her 'sleep'. As there is really a body there, the players can touch and feel her. If one of the characters is stupid enough to kiss her, three things will happen. First the rot grub in the body's mouth will burrow into the character (AC 9, HP 1, DAM. See MM1) second the illusion will fall revealing the skeleton remains of the girl, and third, the skeleton will attack the person who kissed her (AC 7,HP 6, DAM 1-6).

Area 15: The master bedroom. This room is also open to the outside as the windows have been torn away in storms many years past. Now living in this room are 21 hungry stirges who will immediately attack the players when they open the door (AC 8, HP 2,2,3,3,3,4,4,5,5,5,5,5,6,6,6,6,6,7,8,8,9,9, DAM 1-3 + Blood drain). This is the only room where Kai-or and her band mislaid some treasure, in a secret hide-a-hole in the back of the closet is a sack containing 600 gold pieces and 50 platinum pieces, also here is a string of pearls worth 7,000 gold pieces.

Area 16: The lighthouse tower. The light room at the top of the tower is well lit as the skeleton of the apprentice has lit the beacon. The windows are all broken out and the wind is howling through. If the characters enter this area the skeleton will attack (AC 7, HP 7, DAM 1-6). The floor is very wet and slippery, anyone trying to fight up here will do so at -3 to hit. Also the characters fighting must save versus their dexterity on a d20, or fall. There is a 25% chance that any character who falls will fall through a window to the roof, ground, or ocean. The roof is 30 feet below (3d6 damage), The ground is 60 feet below (6d6 damage), and the ocean is 120 feet below and full of rocks (12d6 damage).

The Basement

Area 17: The basement. The basement is the home to the 15 Kobolds serving Kai-or. It is a smelly room filled with rotting hay and the remains of many meals. These Kobolds have been

trained to be Kai-or's first line of defense and are rather capable fighters (as Kobolds go). They will utilize the heat of the decaying garbage to confound the characters' infravision, and will use "hit and run" tactics. They also have weapon poison on all their arrows which does 1d8 extra damage (save versus poison for half damage). AC 7, HP 1,1,1,2,2,2,2,2,3,3,3,4,4,4,4, DAM All have short swords (1-6) and 6 have short bows with 10 arrows (1-6 + poison). There is a secret door in the south wall that leads to the grotto. It is locked but not trapped. The Kobolds treasure is scattered about in the hay, it is 3,580 C.P., 875 S.P., AND 16 gems worth 1d20 G.P. each.

THE GROTTA

The grotto is entered via a dark and tristy cave. Twenty feet down the cave is an Orc guard, and ten feet farther down is a second Orc guard. If the characters engage in any combat with the first guard, the second one will hear it (100% chance) and sound the gong in his area, thereby alerting the whole grotto, causing an organized, and more fatal, response. The two Orcs are AC 6, HP 5, 6, DAM longwords 1-8.

Area A: This area is the Orcs area, it is inhabited by 17 angry Orcs, all armed with longwords and shields. If the Gong has sounded these Orcs will also be wearing the Orc armor they own, which they don't normally wear around the house (AC 6[or three if armored] HP 2,2,3,3,3,4,4,5,5,5,5,6,7,7,8 DAM 1-8 with longwords). Also, if the gong was sounded, the three Hill Giants (area b) and the two Trolls (area c) will be here, and so will Seb. There is a locked chest containing 2,000 C.P., 4,150 S.P., 890 E.P., 2 Potions of healing, and one potion of neutralize poison.

Area B: Three hill Giants inhabit this area. There are beds covered with dirty old furs, and the remains of humans, cows, sheep, and deer scattered about. Hidden under one of the beds is a locked chest containing 250 C.P., 1,400 S.P., 2,500 E.P., 1,850 G.P., 12 gems of 10 d10 G.P. value, and a +1 dagger. The Hill Giants are AC 4, HP 45, 48, 52, DAM 2-16.

Area C: This area is the living quarters of the two trolls. The Trolls are AC 4, HP 38, 50, DAM 5-8/ 5-8/ 2-12. The trolls treasure is in an old chest with a stout and rusty lock (-15% to pick). It contains 1,680 C.P., 2,820 S.P., 1,250 E.P., 2,880 G.P., and 16 gems of 10d10 G.P. value.

Area D: This area is for the storage of slaves. There are currently 35 men and women being held here, and they are very happy to be rescued.

Area E: This is Seb's room. If he managed to stay alive he will have gathered up his magic items and fled with Kai-or. If he is dead, Kai-or will have taken his money and fled. Either way because of its size, the mirror will still be left behind. See the write-up on Seb for the Treasure that is left.

Area F: This is Kai-or's room. If the battle starts to go against the Dark elves, she will gather up her magic and her money and, if Seb is dead, his money as well. She will then flee using the gate spell she has on her scroll (This lets you bring her back to haunt the characters again in the future). Tell the characters that as they enter this room they see Kai-or and Seb (if he's alive) disappear through the gate. If they shoot any spells or missile weapons, they clatter against the far wall. There is no treasure here. There is a book left behind that details the last six years of the slave trade that Kai-or has conducted out of this grotto, and also details the military strength of this area, as if someone might be planning an invasion of this area.?

Aftermath

When the storm dies down, the rescued people ask the characters to escort them back to town. Once there, the local magistrate will pardon them for their crimes (that got them chased out in the first place) and honor them with a day of celebration: feasting, wine, ale, the works. Further, as the characters are now well known, others may seek their aid...

THE VILLAINS

Kai-or is a 568 year old, seventh level Drow elf Cleric of the demon queen Lolith.

ST. 14 AC 0, (with armor & shield)
 INT. 15 HP are 55
 WIS. 17 Spells per level- 5,3,3,1
 DEX.13 (includes WIS. bonus)
 CON.17
 CHA.15
 COM.13

Magic Items: +1 plate mail, +1 shield, Potions of healing and Giant strength, a scroll with 'animate dead monsters', a scroll with 'plane shift', a wand of size alteration with 12 charges, a +3 mace, and Figurines of wondrous power (Golden Lions, AC 5/6, HP 27,32, DAM 1-4/1-4/1-12).

Suggested spells: Bless, Cure Light Wounds (2), Remove Fear, Sanctuary, Hold person (2), Silence 15' Radius, Slow Poison, Holy Symbol, Animate Dead, Cause Blindness, Dispel Magic, and Cure Serious Wounds.

Kai-ors' personal treasure consists of 3,550 G.P. and 11,250 G.P. worth of jewelry that she wears.

Seb is a 176 year old, eighth level Drow elf Magic-user, and Kai-ros' personal consort.

ST. 12 AC 7
 INT.17 HP 30
 WIS.16 Spells per level are 4,3,3,2.
 DEX.14
 CON.16
 CHA.14
 COM.14.

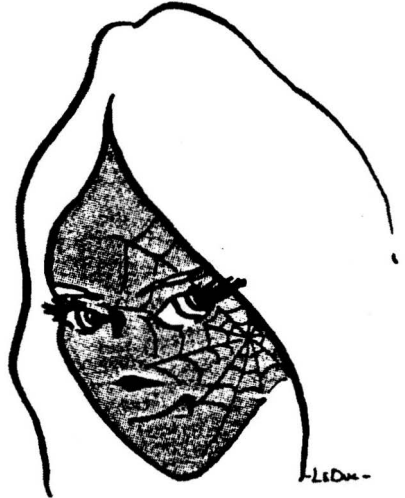
Magic items: Potion of fire resistance, Oil of ethereality, a ring of Shocking Grasp, a ring of +3 Protection, a Scroll with 'Power Word Blind', a scroll with Transmute Rock to Mud', 'Part Water' and 'Spiritwrack', a staff of Thunder and Lightning, and the Mirror of the Magus (see below).

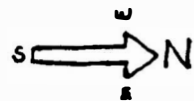
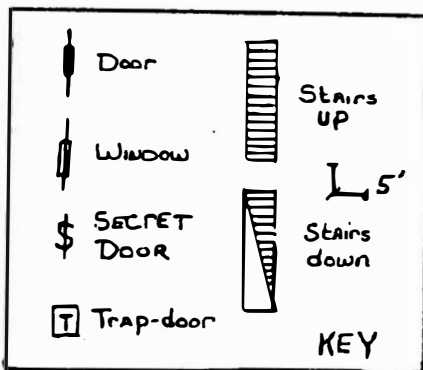
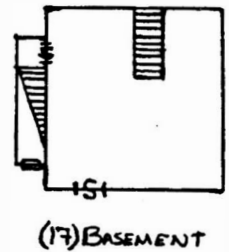
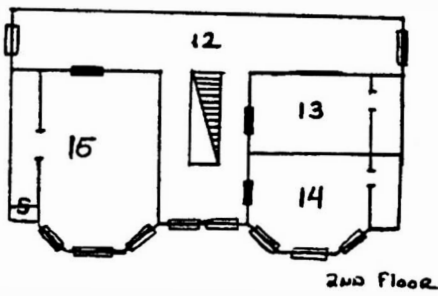
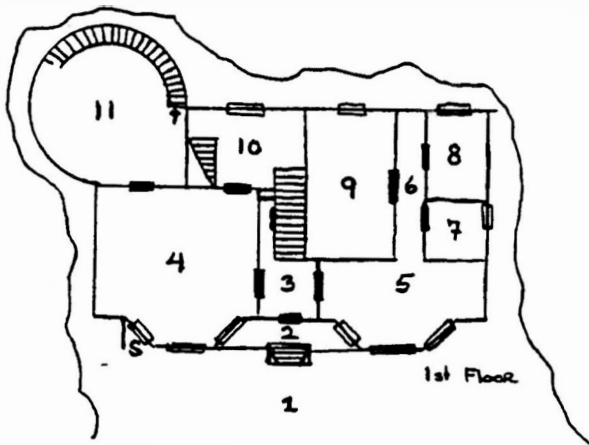
Suggested spells: Armor, Magic Missile, Affect Normal Fires, Spider Climb, Invisibility, Web, Ray of Enfeeblement, Lightning Bolt, Fireball, Fear, Monster Summoning I, and Ice Storm.

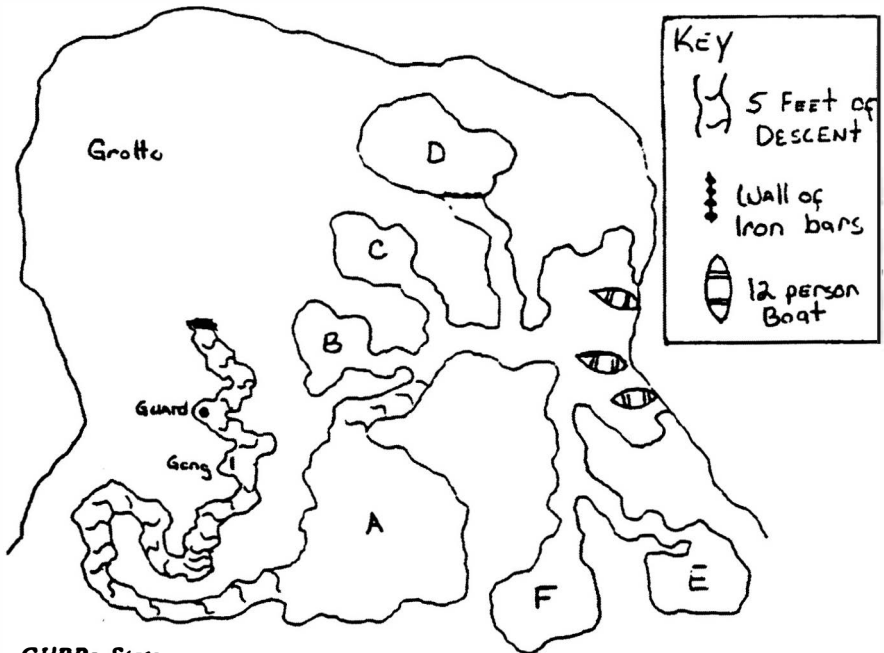
Seb's personal treasure is 8,250 G.P. and 2,850 G.P. worth of jewelry he is wearing.

The Mirror of the Magus

The Mirror of the Magus is a four foot diameter black obsidian mirror set in a heavy iron frame inlaid with ivory runes and silver skulls. The mirror weighs over 300 pounds. The mirror is able to be used by any spellcaster. The mirror allows the spellcaster to view any area within 500 yards of the mirror, listen to what is being said, and remain undetected (as a crystal ball with clairaudience). Further, the mirror will let the spellcaster cast any spell through the mirror with full effect in the area being attacked, when the spellcaster does this he "appears" in the area he is viewing as an ethreal ghost, and cannot be harmed by physical or magic attacks, but he may be attacked by Psionics. Up to three spellcasters can utilize the mirror in any given melee-round. The Mirror also allows a spellcaster to use a magic item through the mirror, so Kai-or might throw her Figurines of Wondrous Power at the players through the mirror. The Mirror is worth 15,000 G.P., and 8,000 experience points. There is a command word needed to order the mirror to focus on an area.







GURPs Stats:

Seb- ST - 11/IQ - 14/DX - 12/HT - 14

Elven. Literacy, Magery -2, Combat Reflexes, Staff-12

Spells- Ignite Fire, Create Fire, Shape Fire, Extinguish Fire, Heat, Cold, Resist Fire, Fireball, Explosive Fireball, Flame Jet, Breath Fire, Light, Continual Light, Colors, Flash, Darkness, Blur, Hide, Invisibility.

Magic Items- Wand "Death Touch" - 1 level, Self Power

Staff "Lightning" - 2 levels, Self Power

Robe of DR - 2

Kai-or- ST - 12/IQ - 14/DX - 11/HT - 14

Combat Reflexes, Literacy, Magery, Axe/Mace - 14, Shield - 15, Staff - 14

Spells- Lend Strength, Lend Health, Minor Heal, Major Heal, Recovery Strength, Death Vision, Summon Spirit, Zombie, Control Zombie, Turn Zombie, Fear, Bravery, Foolishness, Daze, Sense Emotion, Sense Feet.

Magic- +1 Plate, +1 Shield

Potions: Heal, Heracles

Scroll: Teleport Skill Level - 20

Skeletons: ST - 9/ DX - 12/IQ - 8/ HT - 10/ Basic Speed - 6/ Weapon Skill - 16

Spiders: ST - 22/ DX - 15/ IQ - 2/ HT - 14/18/ PD-DR 2-2/ Size - 5/ Speed-Dodge 8-7/ Venom Type F/ Webs are DR - 3

Strix (Sturges): ST - 2/ DX - 17/ IQ - 4/ HT - 12/3/ PD-DR 2-0/ Speed-Dodge 12-8/ Damage 1-3 Impaling (See GURPs Bestiary pg 61)

Kobolds: ST - 8/ DX - 11/ IQ - 8/ HT - 10/ Weapon Skill - Bow - 11/ Short Sword - 13

Orcs: ST - 11/ DX - 12/ IQ - 8/ HT - 11/ Weapon Skill - Longsword - 13

Trolls: ST - 25/ DX - 13/ IQ - 10/ HT - 13/25/ Speed - 5/ PD-DR 1-1/ Regenerates 1 HT every 3rd round.

Hill Giants: ST - 14/ DX - 10/ IQ - 9/ HT - 12/ WEAPON Skill - Club - 13/ Brawling - 12

Shattered Dreams & Scattered Souls
A Horror adventure for GURPS by Michael Straus

1) Opening Sequence:

THIS IS L.A. It is a city of conflicting images, of plastic dreams and crushed hopes, of the beauty of Hollywood and the ugliness of Watts. It has been said that you have not seen a city until you have seen L.A. The hot So. Cal. sun, the cool Santa Anna winds, the sparkling beaches, the magic of Hollywood, the California girls! It is the city of angels, but even in this chrome and steel haven of false dreams there breeds evil!

For the past two weeks, Los Angeles has been rooted to it's T.V.s and Newspapers awaiting news of the Psychokiller, known only as the Westwood Slasher, and his latest crime. Two weeks ago, he struck for the first time, claiming the lives of three U.C.L.A. Co-eds.

At first, this grisly crime was taken as one of L.A.'s many random slayings. Unfortunately, with each passing day he struck again, each time with more violence and more victims. Two days ago when he brutally claimed the lives of 12 children in the U.C.L.A. hospital, the Westwood Slasher gained National News coverage. Now he is on the cover of every magazine and newspaper in and around California. The police patrol the Westwood area like wolves on the prowl, the 10 o'clock curfew is being strongly reinforced and the Westwood Neighborhood Watch has gained many new supporters as L.A. cowers in fear and excitement, waiting with baited breath for his next slaying.

Beginning the Adventure:

Death #1: (one of the male PCs is out on a date with a female Pc/NPc)

You are driving home from your date, driving down a dark side street that leads to her apartment. The night sky is dark. Suddenly you hear a strange noise. You look up: something hits the window with a loud KERSPLAT (sounds very much like a watermelon hitting the pavement). You look at the windshield and something thick and wet with clots is running across your window.

The girl stifles a scream.

You step out of the car (you do step out of the car, don't you? I mean, you can't see out the window). You step out of the car to see what caused the Splat, and there lying on the street, blood running from the jagged edges of what's left of a throat is a decapitated head. The eyes are looking at you in abject terror. Blood is puddling under it, the eyes roll up and to your eternal disgust....The lips wordlessly mouth: Help Us (don't say it, just mouth it).

Death #2: (One of the female PCs is at a gym)

You are done with your nightly workout (swimming, weights, aerobics, etc.) and walk into the shower room. You notice that the lights are flickering and going out behind you. You walk into the shower stall and hear the sound of dripping water. You turn on the lights (you do turn on the lights, don't you?) and you see a sight you will never forget.

There, impaled on the shower spigots, are 6 members of the Women's Swim Team. Blood drips from their open mouths, their eyes look at you in stunned fright and disbelief. One of the bodies is still twitching, but you know that they are beyond help.

You know that the Slasher has struck again!

The above are just examples of the brutality that the Westwood Slasher is capable of. Each Pc should have one close call like the above to get them interested in stopping the Slasher. If that doesn't work, have the Slasher choose them as his next victim.

What's really going on:

The Slasher is a very sick kid. That's right, Kid. The Slasher thinks he is in a movie, and all the press coverage his killings are getting are only helping to further his delusion. The Slasher chose Westwood because it was where he grew up and he chose U.C.L.A. because slasher's always kill dumb Co-eds in the movies and this is just a movie, Right?

To make matters worse, the Slasher's father encourages his son's hobby, because it allows him access to human body parts to use in his experiments.

On the next page are the stats for the Slasher and his father.

The Westwood Slasher: (Reginald Christons)

ST:16 Thrust: 1+1 Swing: 2+2
 DX:15 Dodge: 9/11
 IQ:10 Parry: 7/9
 HT:18

MVT:9.25

Quirks:

- 1)Carries newspaper clippings of his murders
- 2)Calls his father, Mr. Director
- 3)Thinks all college students are dumb
- 4)Always wears ugly masks when hunting
- 5)Collects body parts for his father

DISADS:

- 1) OPH - Never Baths
- 2)Delusion - Thinks he's in a movie
- 3)Delusion - Thinks his mother is not dead
- 4) Fanatism - His Father
- 5)Sadism
- 6)Unattractive (-4)

Skills:

Ax/Mace-15/Ax Throwing -15/Bow -15/Brawling -15 Knife -15/Knife Throwing -15/Spear -15/Throwing -15 First aid -10/Running -17/Swimming -17/Escape -15 Shadowing -10/Stealth -15/Tracking -10

Equipment:

Hockey mask: +1 PD/+2 DR face
 Leather jacket: +1 PD/+1 DR
 Large Ax: Swing +4

The Mad Scientist (Dr. Christons, his Father)

ST:10 Thrust: 1-2 Swing: 1
 DX:11 Dodge:7
 IQ:16 Parry 5
 HT:15
 MVT:7

Quirks:

- 1)Encourages his son's delusions
- 2)Underestimates people
- 3)Thinks of people as just subjects for his experiments.
- 4)Vegetarian
- 5)Fear of Fire.

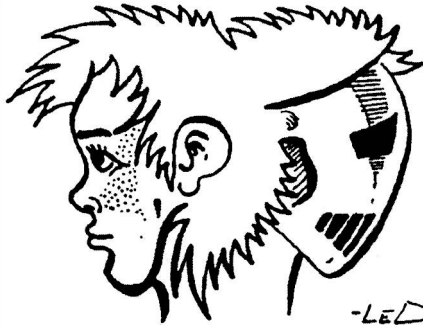
DISADS:

- 1)OPH - Twich
- 2)Insomnia
- 3)Delusion - Thinks he can bring his dead wife back to life.
- 4)Jealousy
- 5)Lecherousness
- 6)Overconfidence
- 7)Sadism
- 8)Sense of Duty - Son
- 9)OPH - Necrophilia

Skills:

Knife-10/Knife Throwing-10/Fast Draw Knife-10/First Aid-20/Diagnosis-20/Physician-20/Surgery-20/Swimming-14/Biochemistry-20/Genetics-20/Chemistry-20/Physiology-20

MOTIVATION: He is having his son collect body parts for experiments in bringing his dead wife back to life. How successful he is up to you!!!



Advantages:

- 1)Psycho killer. Never stunned. +2 to HT roll to stay alive. Unconscious for # of turns = to HT below 0
- 2)High Pain Threshold
- 3)Combat Reflexes
- 4)Rapid Healing
- 5)Toughness: +2 DR
- 6)Patron: Father - 9 or less.

7 knives: Swing -3/Thrust -1 Imp
 Scalpel: Swing -2
 4 Axes: Swing +2



Advantages:

- 1)Comfortable Wealth
- 2)Eidetic Memory I
- 3)High Pain Threshold
- 4)Strong Will (+3)
- 5)Patron - Son at 9 or less

Equipment:

Scalpel
 Genetics Lab - with 100 and 1 things that could be used as a weapon.
 Re-animation fluid???

Villains in Marvel

Giving your Villains some background by William Oesser

Marvel Super Heroes, at least the Basic set, is rather limited. I found I was beset by several hero-crazed players and forced to come up with a world. Like everything else I do, I improvised on the spot, made four villains one afternoon, and watched them get blown to pieces by the conquering heroes. Of course, I know the Advanced set came out, but I still think there is something lacking for those poor villains. Sure, heroes can be Mutants, Altered Humans, or Hi-Tech Wonders, as can villains, but how do you decide what type of villain they are. What if Taramula is just a thief, but Strom is out to conquer the world, and Gun is just plain crazy. To alleviate this situation, I created the following villain classes:

Thief:

This guy wants money, who cares about the world, as long as he can have his ice cold Michelob in a Hawaii sunset. A fight with superheroes with blown-up egos can wait until the money is safe, and perhaps a video game or two has been played.

Maniac:

I wouldn't mess with this guy, he might just kill you where you stand, but he is typically a Thief as well, or a subordinate to a Conquerer or Planner. This guy looks for fights with anyone or anything, as long as there is provocation. Provocation is usually limited to interruptions of the I Love Lucy Show for election updates, or finding the local newspaper cancelled Calvin and Hobbes.

Conquerer:

This one doesn't want to rule the world, just California beaches in the Summer. Face it, you have to be touched in the head just a little bit to expect that everyone is going to give you what you want just because you have a Monstrous ability to drown birds from ten feet away in the desert. He'll usually get a couple Maniacs to help him to acquire the concessions stands at Malibu.

Enforcer:

This guy was voted least likely to realize his shoes are on the wrong feet. Enforcers aren't always idiotic by nature, but they will always be working for someone. Face it, if someone else can find a way for you to make money, wouldn't you rather spend your spare time chasing snow bunnies in Tahoe. Rarely, they will be working for Conquerers.

Planners:

This is the guy who had sand kicked in his face when he was a youngster and vowed revenge. Overcome by passion, some accident occurred to give him power (and Reason) enough to get involved in illegal activities, though only indirectly. A Planner never engages in combat, though he always has a backup method of dealing with anxious and obnoxious superheroes. This guy is the Kingpin and the Mad Thinker, Doctor Doom and the Red Skull. Anyone will work for him, and that's usually why the top-secret ultrasonic possum peeler will get stolen, though, at the time, there doesn't seem to be an obvious reason for its theft.

The future will see these characters in action, terrorizing mankind and drinking their Tequila Sunrise in an underwater nudist colony off the Coast of Florida.

More Undead for GURPS

by Tim Morgan

The GURPS game (including the Fantasy book and the Horror book) has several very well developed "species" of undead, including Vampires, Zombies, Skeletons, Mummies, Skull Spirits, and Ghosts. There are, however, a few important undead that have been left out. These include:

Ghasts: Ghasts are undead ghouls (Fantasy book, p.83), and are often found leading groups of ghouls. Ghasts very much resemble ghouls, except that they smell of decaying flesh, because parts of their body are decaying flesh. Their red eyes glow slightly at night and they have Night Vision. They always have long, claw-like nails. The nails contain a type-D venom which lasts for 3-18 (3d6) hours on a failed HT-3 roll. A successful roll results in paralysis for 1-6 (1d6) hours. An average Ghast looks something like this: ST13 DX10 IQ8 HT12. Their claws do Swing +1 cutting damage and they rarely use other weapons.

Wraiths: Wraiths are the undead equivalent of knights. They usually ride skeleton horses (see below) and are very good with human weapons (skill level 15+). They appear as well dressed (noble) skeletons, and often wear armor (which protects them like it would a normal person). Like Ghasts, they have glowing red eyes and can see as if they were under the effects of Dark Vision. They also have 5 levels of Acute Vision and Combat Reflexes. They are summoned by use of a variant of the Summon Spirit spell, and then can be ordered to hunt down a person if a context of wills (see Summon Demon, p. 32 Fantasy book.) can be made. The summoning mage must know the target's name and give to the Wraith something associated with the person (ie. a piece of clothing, a weapon, etc.). Wraiths can cast the Seeker spell twice per day at no cost with a skill level of 25. The average Wraith has the following stats: ST15 DX11 IQ9 HT15.

Shadows: Shadows are undead spies. They are black, and only partly corporeal. With one turn of preparation, they can become ghost-like - semi-transparent, able to pass through walls, and invulnerable to physical attacks. They may become solid again at will. Each change costs a Shadow one point of fatigue, which is recovered just like normal people. Shadows look exactly like a shadow in their non-corporeal state, and in their physical form they appear to be an area of darkness in the form of a sentient being. They have very good senses, treat them as having Far Hearing, Dark Vision, and Rear Vision. They also are excellent at stealthing about (skill level 25 in Stealth and can cast Mage Stealth at will). They attack by using the Deathtouch spell, which they know at level 15, they never use staves or wands, and the Deathtouch can only be used when the Shadow is in its corporeal state. Shadows are summoned in much the same way that Wraiths are summoned, except that Shadows will never consent to doing an assassination, they use their Deathtouch only in self-defense. They do not have the Seeker ability, so the caster must have a good deal of knowledge about the Shadow's target. The average Shadow has the following stats: ST9 DX15 IQ8 HT10 Speed: 8.

Liches: My idea of Liches is not the classical view of Liches. They are not old mages who through the use of the vilest of magicks made themselves immortal by becoming Liches. A Lich here, is an intelligent skeleton, with the ability to use magic. They are perfectly identical to skeletons in appearance, except that somewhere on its body is a Soul Jar. A Lich is created by Summoning a Spirit into a Soul Jar that contains the soul of a sentient being. The Summoning spell here is a very rare one and its only purpose is to create a Lich. It costs 100 points to cast, takes 1 full day to cast, and has the following prerequisites: Control Zombie, Magery 3, and Enslave. There is a contest of will between the spirit and the soul (roll 3d6-3 for the will of the spirit). If the spirit wins, the spirit takes control of the soul - it has access to all of its skills and memories, takes on its IQ, and will follow the orders of its creator. If the spirit loses, the Soul Jar is destroyed. A Lich has the same amount of Magery as did its soul. The Lich must keep its Soul Jar with him at all times, and if it is lost or destroyed, the Lich crumbles into dust forever. A Lich can use any item that a skeleton could, including armor, swords, magic items, etc. A Lich's stats might look something like this:

ST10 DX12 IQ12+ HT10 (+IQ). A Lich can take a lot of damage. This amount is equal to its HT *plus* its IQ!

Animal Zombies/Skeletons: The Zombie spell may be cast upon unintelligent creatures. Just use the static modifiers on page 90 in the Fantasy book. Once you get below a 7 IQ, I wouldn't lower a skeleton's or zombie's IQ any more, it just makes them too stupid. Don't forget to pay those extra points when creating your undead. The cost is 8 points per hex. Here is an example of an undead warhorse:

Zombie: ST41 DX9 IQ4 HT20 24 magic points to create.

Skeleton: ST39 DX12 IQ4 HT15 24 magic points to create.

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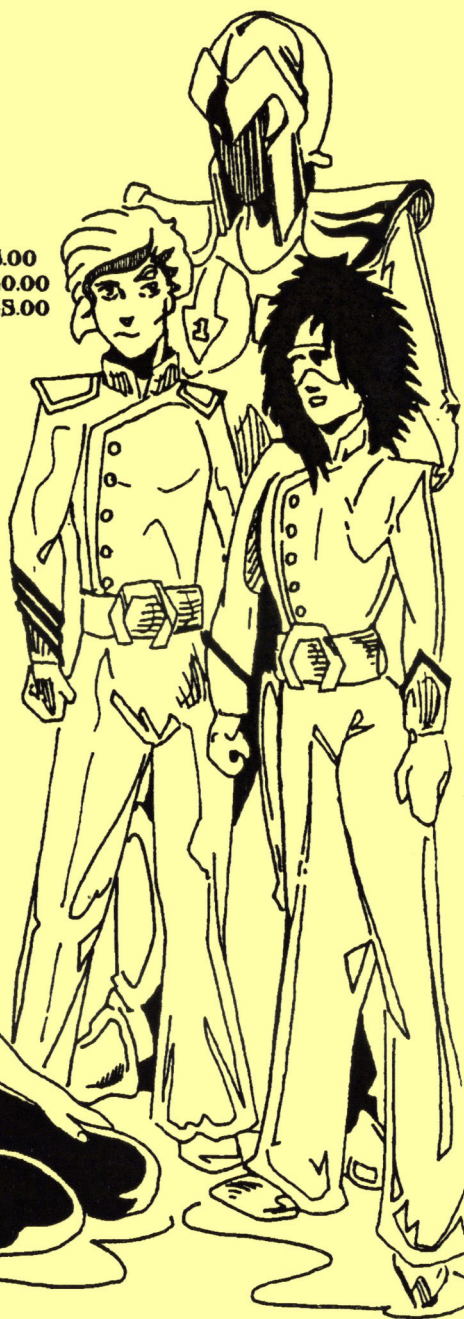
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