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# Scrollworks

a small rag for fantasy style GURPS

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## Psycho Babble

Hello, folks! I hope that everyone found something of redeeming value in the last issue, even if it provided only a few minutes distraction while on the can. One fellow was kind enough to write, "Let me just say that I appreciate the general nature of the work - that much in it is also applicable to fantasy gaming in general, not just GURPS..." I guess that's the whole point of the endeavor. I need something to fill the gaming void and Scrollworks seems to fit the bill. It allows me a creative outlet and along the way I just might provide someone a few ideas to enhance their game.

As always, if you'd like to be dropped from the mailing list, or if you have a comment, drop me an e-mail at [antissa@deltanet.com](mailto:antissa@deltanet.com). Be sure to tell a friend! Good Gaming!

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## This, That, and the Other Thing : A Night at the Campfire

This, That, and the Other Thing will be a regular feature offering one of my favorite gaming tools - the random table. The tables will vary in terms of how many objects are listed, so please accept a table that requires a d20, a d10, etc. I realize that this departs from the GURPS d6 mechanic, but many tables will require an even distribution of numbers that only a single die could provide. I probably could have explained that better, but my grasp of probability and statistics is flimsy at best.

We've all been there before, both as player and GM. You know the scene. The group beds down for the evening in the great outdoors. No encounter has been planned and a roll on the ol' tired out wandering monster encounter table yields nothing. Still, you hope for something, anything, to make the evening in the wilderness more interesting than, "The night passes uneventfully. Now let's move on in the scenario and get to the REAL action."

### A d6 Worth of Campfire Occurrences

1) A howling wind blows all night, snapping branches and making a fire impossible. The characters sleep terribly, if at all. Their mounts are skittish, prompting animal handling rolls to keep them from bolting. I suggest the loss of a few points of fatigue. Check B134 for the effects of Fatigue loss.

2) A riderless mount strays into camp. The saddle is empty and the saddlebags are filled with equipment one might expect an adventurer to carry. There is also dried blood on the saddle. A search will not turn up a rider. This might be hooked to an encounter in an upcoming settlement or something.

3) The spot the characters have chosen to camp seems popular. There is a fire ring present, with discarded scraps of meat, bone, and broken urns about. A search of the coals yields a crushed humanoid skull and what must be a human sized skeleton. No monster encounter will occur, but the PCs will certainly expect one.

4) Is witchery about? Hideous visages appear in the campfire, their wine turns to vinegar, and their meet turns rancid. A search of the area reveals the remnants of a foundation, some 60' x 60'. It is overgrown and the area has a chill to it. Ruins of an evil temple? Regardless of its origins, the players will be haunted by horrific nightmares if they stay.

5) The players set up camp and forage for wood. A few paces from their campsite they chance upon a body hanging from a tree, a noose around his neck. The body is badly decayed, with a host of vermin feeding on the remains. No clues can be found as to the cause or reason for the hanging.

6) A drunken Kobold, Goblin, or whatever stumbles into camp in the middle of the night. It carries a bucket of rotgut and seems only mildly alarmed at the party's presence, going so far as to offer to share it's bucket. The creature is armed, but more pathetic than dangerous. The creature will soon pass out, falling down face first and will not bother the party.

## Interplanar Swapmeet and Astral Bargain Bin : A Powerstone Named Bessie

This 5 point powerstone appears as a black and white speckled stone carved into the likeness of a cow. This stone has the unusual quirk in that it will become a live, walking, lactating bovine when fully charged! In cow form, the powerstone, er Guernsey, will not willingly stray more than 15 yards from the wizard who owns it. If forced apart from its owner, the cow will moo

pathetically until united. When the last point of mana is drained from the cow, it will revert to its figurine form until fully charged. Clever spell casters might not allow the "cowstone" to fully recharge to avoid the inconvenience of a bovine follower.

"Bessie", the 5 point cowstone : ST 40, DX 10, IQ 4, HT 13, Move 8 (reduced move) Weight 1,500, PD 1/DR 1. If sufficiently agitated, such as being kept away from her master, Bessie may trample the offending party. See GURPS Basic, p142 for trampling attacks and damage chart. If wounded to 0 HT, Bessie will revert to figurine shape and must be recharged.

Big thanks to Flynn Leek, inventor of this powerstone!

### **Roadkill : NPC's For Your Game**

Madelyn Rhys

"In this world of steel and male posturing, a woman needs an edge sharper than steel. She needs the edge that only magic can provide."

Madelyn Rhys is a promising magess from the remote town of Gentril, which is famed for its pomegranate wine. She was fortunate enough to study under the capable yet eccentric wizard Onager for several years before striking out on her own. Onager taught Madelyn self-reliance and instilled in her a sense of pride. Madelyn is rather attractive, yet those who spend any time around her become aware quickly of her numerous personality flaws. Chief among them is a self-preservation instinct that often causes her to manipulate others for her own gain. This self-preservation manifests itself as an intense greed. She feels that magic and massive wealth are the only ways to be truly independent. Madelyn occasionally adventures, but never with a single group for long as she quickly wears out her welcome.

Madelyn relies heavily on her beauty, illusions, and persuasion spells to get what she wants. In combat she supports only herself and only rarely uses her spells to her companions' advantage. If these tactics are challenged she will pout in a sultry sort of way, hoping to reduce tensions. At no time will she hesitate to sell out her party if there is significant gain to be had.

ST 9, IQ 13, DX 11, HT 11. Basic Speed 5.5, Move 5, PD0/DR0. Ads, Disads, Quirks: Literacy, Magery 2, Attractive, Strong Will - lvl 2, Greed. Skills: Writing - 12, Occultism - 12, Research - 11, Area Knowledge (Gentril and surrounding area) - 12, Spells: Simple Illusion - 13, Complex Illusion - 13, Perfect Illusion - 14, Sound - 13, Illusion Disguise -13 Illusion Shell - 13, Light - 13, Darkness - 13, Flash - 14, Haste - 13, Apportation -13, Sense Foes - 13, Persuasion - 13, Sense Emotion - 13, Fear - 13, Terror - 13.

### **Verbalism : Game Talk, Humor, and All That**

Chum Officer, noun : The chum officer is the unilucky siob who waiks point in an incredibly dangerous environment. The officer title is of dubious value, but the chum portion is apt as the chum officer tends to attract the most vicious beasties. Hirelings tend to make good chum officers as they can be bribed, or even forced, to carry a light source, wear bells, or engage in some other activity that might draw attacks to their person and away from the PCs. Disadvantages for the Chum Officer might include: Gullibility (-10), Unluckiness (-10), Weak Will (-8/level), reduced IQ, and possibly some Physical Disadvantage sustained during an attack.

### **"Before You View - Preview!"**

Next month we'll see a dysfunctional fighter, a new table possibly featuring healing herbs, an enchanted elven medallion, and an introduction to a generic set. Also, I'll be changing Scrollworks' name to Scrollworks.com and registering an initial public offering. I figure that many millions have been made by internet companies with even flimsier business plans, so why be left off the gravy train? Well maybe that scheme won't work, but I can dream darn it!

