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# Scrollworks

a small rag for fantasy style GURPS

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Number 4 - May 2000

## Psycho Babble

Whoa! What happened to May? I realize Scrollworks should have gone out weeks ago, but I, um, er, uh. Forget it. Would you rather hear my laundry list of excuses for the delay or get down to the business of reading fantasy articles? Fine....here we go!

Once I get used to the savage time change and losing an hour of sleep I kind of like the spring. The season is simply pregnant with opportunities. At any rate, the good response to Scrollworks continues. If I may... "Just got (and read) my new issue of Scrollworks. Was good. Even better than the last one. A question for you...are you interested in including material from others in future issues? I haven't anything at the moment, but may soon." Thanks, Sasha. And yes, if anyone has any ideas to submit, then please do. I am planning a new section aptly titled, "Submit!" Well, that's enough out of my pie hole. Enjoy!

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 : Odd Followers

Player characters are always meeting new and interesting NPCs and beasts. As their fame and fortune spreads, so should their sphere of influence. In an ideal setting hordes of brave, strapping young warriors would flock to their banner. While the intrepid heroes might very well attract dependable and worthy henchman, it would be quite interesting to mix in a few odd ducks.

### A d8 Worth of Odd Followers

- 1) Ghouls : It appears that the group have attracted a small band of ghouls. The carrion eaters are always just out of sight, but their smell does linger. They follow the players as remoras cling to a shark, hoping to feed on the remnants of the PCs' victories. The Ghouls will never attack the PCs and try to stay hidden from view.
- 2) Zombie : One character in particular has assumed an odd curse - the last entity he kills rises as a Zombie and follows him around, like an obedient lap dog. The zombie waits patiently outside inns and taverns, and shambles along behind the group as they travel. If the group slays it another will rise the next time the character kills. The locals might also take offense at the walking dead following the party around.
- 3) Widow and Orphan : The wife and child of a recently deceased foe arrives, angry and demanding support from the players. The widow creates quite a scene. Just imagine an episode of Cops or the Springer show to get a feel for the anger and desperation.
- 4) Tax Collector : Adventuring types are always coming into sudden wealth. An auditor for the local authorities has decided to accompany the party, ensuring that all booty they acquire is carefully accounted for and that a fair share is paid in taxes. The PCs might think twice before doing the bureaucrat in as the players would be held responsible.
- 5) Campfire Rodents - Whenever the players make camp they find all sorts of furry critters stowed away in their gear the next morning. They find squirrels in back packs, rabbits in saddle bags, and maybe a badger beneath a saddle. Careful with that last one.
- 6) Travelers - The roads can be pretty dangerous for merchants, farmers, pilgrims, and what not. The next time the players prepare to leave town a few traveling types find out and follow the group for protection. They players end up escorting a rag tag band of wagons, goat herds, snot nosed kids, and surly livestock. Think of the role-playing opportunities if you add the zombie and widow in!
- 7) Stray Animals - As the party travel the roads they are magnets for all sorts of domestic strays, such as cats, dogs, livestock, and other agrarian critters. The animals are hopeful the party will treat them well and will follow them quite faithfully, which may cause quite a stir when the group goes to a town or city.
- 8) Secret Enemy - Wait a minute...I think this is already a disadvantage. At any rate, the players appear to be haunted by a mysterious figure. Everywhere they go someone seems to inquire about them. They find their rooms broken into, but nothing stolen, footsteps following behind them at night, etc. Feel free to develop and torment the players.

## Interplanar Swapmeet and Astral Bargain Bin : A Goblin Gardening Kit

In my games I tend to run Goblins as simple minded and harmless. They are quirky little fellows with an affinity for the earth, mud, and radishes. While it is true that some Goblins are partial to spuds, its polite not to broach the subject in front of them lest you start a heated debate.

**Goblin Bucket** - Goblins love mud. Plain and simple. A goblin with a bucket of water and some good dirt is a picture of bliss. Many Goblins are in possession of a bucket that has the ability to hold far more water than one would suspect.

**Goblin Wheelbarrow** - Who would have thought that such a tiny Goblin could load so much dirt and debris into a wheelbarrow? These devices allow the Goblins to carry an amazing load of stuff - but only if they are carrying it for the purposes of gardening!

**Goblin Shovel** - A determined Goblin with a special "diggin' stick" could make a Dwarven miner look silly. Who knows how they tunnel such massive pits for their beloved mud, but many a clever lord has coerced a few Goblins into digging a moat for him by telling the Goblins they could use it for bathing and water storage to make mud.

Well, that's it for now. Thanks, Gordon Seller, for imbuing the Goblins of Antissa with their quirky nature!

## Roadkill : NPC's For Your Game

Gideon Stowe

"I know too many people who talk about how they should of, or could of. In the end they didn't and to me, that's pretty sad."

Few things are more sad than wasted potential. Gideon realizes this and is trying his best to overcome what he sees as a life of serious under achievement. His hard luck tale began a few years ago after being savaged in the side of the head by a stout foe wielding a mace while serving in the militia. The blow left him deaf in one ear and Gideon's confidence as a warrior was destroyed. Heavy bouts of drinking soon followed and soon Gideon stooped to a life of petty crime to survive.

Recently Gideon encountered a man who changed his miserable life for the better. While applying for honest work as a teamster the foreman looked into Gideon's eye and said, "Don't waste your talents in a job like this, son. It sounds to me like you've lost your vision." Shocked at a stranger's wise counsel, Gideon spent days pondering his fate. In the end, Gideon polished his steel and hit the road, grimly determined to carve success out of an often cruel word.

Although Gideon is still sorely tempted by drink and suffers from bouts of depression, he has managed to achieve a few modest successes as a mercenary, guard, and occasional adventurer. If treated with respect and encouraged to achieve his potential, Gideon would prove to be an unwavering ally.

ST 12, IQ 10, DX 11 , HT 12. Basic Speed 5.75, Move 5, PD2/DR2 (heavy leather),  
Ads, Disads, Quirks: Semi-Literacy, Handsome, Strong Will - lvl 2, Deaf in one ear.  
Skills: Broadsword - 12, Shield - 12, Brawling - 13, Knife - 13, Intimidation - 11,  
Riding - 12, Savoir Faire (military) - 10, Area Knowledge - Pembroke and the Evan  
Woods - 12, Swimming - 11, riding - 12, Teamster - 11.

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

Save the Farm, multiple uses: I feel that most modules can be broken down into one basic objective : save the farm. It doesn't matter if the farm is a collection of farms, say the size of a village or even bigger like a town. Basically, most PCs need to save some folks from bad guys who are marauding the countryside. When PCs are low in power they might save a hamlet from some Goblins. When they are little more powerful, they might save a village and all its farms from marauding Orcs. As they grow in power they might save a town or a city (that's a whole mess of farms) from a Giant!

Just as Hudson lamented in Aliens, "Sir, is this another bug hunt?", so might your players ask, "GM, is this another save the farm?"



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