GURPS Conversion for the Necromancer's Tomb

Author: Jeff "Venture" Fournier Editor: Eric Chacon

Overview

This document gives the rules for playing the JAGS Adventure The Necromancer's Tomb (a separate document—if you don't have it, this won't make much sense or be particularly useful) in <u>GURPS</u>® (<u>Steve Jackson Games</u>™ Generic Universal Role Playing System).

It has three sections: Monsters and NPCs, where the creatures referenced in the Necromancer's Tomb are expressed in GURPS statistics, Equipment and Magic, which gives GURPS translations of the magic items and treasure in the adventure, and finally Places and Things which covers traps



and other aspects of the Tomb that need to be expressed in GURPS terms.

About GURPS

GURPS stands for Generic Universal Role Playing System. It published by <u>Steve Jackson Games</u> and sets the standard in multi-genre/any-genre role-playing systems. **GURPS** is a <u>GURPS</u> is a registered trademark of Steve Jackson Games. Terms unique to GURPS are trademarked by Steve Jackson Games. All rights are reserved by SJ Games. This material is used here in accordance with the SJ Games <u>online policy</u>.

To learn more about **GURPS or** Steve Jackson Games click on any of the highlighted links.

To download a freely available version of the GURPS rules (GURPS Light) click here.

About The Author

Native of Ohio and an avid artist and game demonstrator for many companies, Jeff's work has appeared in local publications as well as Pyramid Magazine. There's no truth to the rumor that he started the whole head of Vecna thing. However it is true that he once ran a game where the PC's fought and killed the opposition with sporks.

Jeff can be reached at Jeffventure@hotmail.com

Monsters and NPC's

Name: Tavin Kestrel		Race: Human	Points 17	
10	ST	Advantages	Disadvantages	Quirks
10	DX	40 1 24	15 1 0: 111	1 0 1 1
10	IQ	10 Literacy	-15 Lame: Crippled Leg -4 Youth (-2)	-1 Crazy about Horses-1 Energetic
10	HT		-4 Touin (-2)	-1 Imaginative
10	Will			-1 Loves to Explore
10	Fatigue			the Unknown
10	Hit Points			
5	Speed	Skills		
5	Move	12 6.0	Abacus	
5	Dodge	12 8.0	Accounting	
10	Vision	13 8.0	Heraldry	
10	Hearing	12 8.0	Law	
10	Taste/ Smell			
0	Parry			
0	Block			
10	Fright Check			

Name: Bogling		Race: Bogling	Points 1	
11	ST	Advantages	Disadvantages	Quirks
12	DX	20 P:	20 M E.	Nicos
6	IQ	30 Bite 5 Sharp Teeth	-30 No Fine Manipulators	None
8	HT	10 Super Jump	Wampulators	
6	Will	1 1		
11	Fatigue			
8	Hit Points			
5	Speed	Skills		
5	Move	12 1.0 Braw	vling	
5	Dodge			
6	Vision			
6	Hearing			
6	Taste/ Smell			
0	Parry			
0	Block			
6	Fright Check			

Name: Bogling Leader		Race: Bogling	Points 47	
12	ST	Advantages	Disadvantages	Quirks
13	DX	20 P.	20 M E.	Nicos
6	IQ	30 Bite 26 Breathe acid	-30 No Fine Manipulators	None
8	HT	(+2)	Wampalators	
6	Will	5 Sharp Teeth		
12	Fatigue	10 Super Jump		
8	Hit Points			
5.25	Speed	Skills		
5	Move	13 1.0 Braw	vling	
5	Dodge			
6	Vision			
6	Hearing			
6	Taste/ Smell			
0	Parry			
0	Block			
6	Fright Check			

Name Dia	Name Diamond Back Wyvern		Race: Wyvern	Points 311
20 14 4 14 4 20	ST DX IQ HT Will Fatigue	Advantages 15 Claws (Damage+2:Punch+2,Kick+2,Thrust+2) 50 Extra Hit Points (+10) 40 Flight 30 poison 25 Strikers tail, Claws: +2 damage (+15), Reach: Additional Hex (+5), Striker (horns/tail/etc.) (+5)		
7 7/10 7/10 4 4 4 0 0 0 4 2	Hit Points Speed Move Dodge Vision Hearing Taste/ Smell Parry Block Fright Check PD	Skills 14 1.0 Brawling		

Name: G	iant Tomb Spide	r	Race: Spider	Points 203
12	ST	Advantages		
15	DX	60 Extra Hit Poir		
6	IQ	25 Toughness (+2) 22 Webbing (+2)		
14	HT	22 Webbing (+2)		
6	Will			
12	Fatigue			
26	Hit Points			
7.25	Speed	Skills		
7	Move	15 1.0 Brawlin	g	
7	Dodge			
6	Vision			
6	Hearing			
6	Taste/ Smell			
0	Parry			
0	Block			
6	Fright Check			
0	PD			
2	DR			

Name: Skeletons		Race: Undead	Points 0
9 ST	Advantages	Disadvantages	Quirks
12 DX			
8 IQ	0 +2 DX (20)	0 -1 ST (-10)	0 Affected by
10 HT	10 Doesn't Eat or Drink	0 -2 IQ (-15)	Control
	20 Doesn't Sleep	-20 Appearance:	skeleton +
9 Will	4 DR 1 (impaling damage only) (+2)	Hideous -30 Cannot Learn	Pentagram and Turn skeleton
9 Fatigue	10 High Pain Threshold	-25 Dependency (Mana),	0 Cannot swim
10 Hit Points	10 Immunity To Disease	Common (-5),	0 No mental skills
	15 Immunity to Poison	Constantly (x5)	o ivo monum simis
	25 Increased Speed	-5 Eunuch	
	35 Injury Tolerance, No Blood	-20 Fragile	
	(+5), No Brain (+5),	-5 Hidebound	
	No Impaling Bonus (+20),	-10 Inconvenient Size	
	No Vitals (+5)	(Skeletal)	
	75 Invulnerability (Mind Control), Rare (x1/4)	-15 Low Empathy	
	5 Single-Minded	-25 Mute -10 No Sense of Humor	
	100 Temperature Tolerance (+10)	-5 No Sense of	
	15 Unaging	Smell/Taste	
	15 Unfazeable	(Anosmia)	
	40 Vacuum Support	-10 Obdurate	
		-25 Poverty: Dead Broke	
		(x0)	
		-25 Reprogrammable	
		Duty	
		-40 Slave Mentality	
		-20 Social Stigma (Dead)	
		-50 Unhealing (-2)	
		-50 Unliving	
6.5 Speed	Skills	1	1
6 Move	13 4.0 Shortsword		
6 Dodge			
8 Vision			
8 Hearing			
8 Taste/ Smell			
6 Parry			
0 Block			
Fright Check			

Name: Zo	ombie		Rac	e: Undead	Points
11	ST	Advantages	Disa	advantages	Quirks
10	DX	3		3	
8	IQ	0 +1 ST (10)	0	-2 IQ (-15)	0 Affected by
		15 Claws	-25	Appearance:	Control zombie
10	HT	20 Doesn't Breathe		Monstrous	- Pentagram and
8	Will	10 Doesn't Eat	-10	Bad Smell	Turn zombie
11	Fatigue	or Drink	-30	Cannot Learn	0 No mental
15	Hit Points	20 Doesn't	-25	Dependency	skills
	THET OHIO	Sleep		na), Common (-5),	
		25 Extra Hit		stantly (x5)	
		Points (+5)		Disturbing Voice	
		10 High Pain	-5	Eunuch	
		Threshold	-5	Hidebound	
		10 Immunity To	-15	Low Empathy No Sense of	
		Disease	-10		
		15 Immunity to Poison	-5	Humor No Sense of	
		5 Injury	-3	Smell/Taste	
		Tolerance,		(Anosmia)	
		No Blood	-10		
		(+5)	-25	Poverty: Dead	
		75 Invulnerability	-23	Broke (x0)	
		(Mind Control),	-25	Reprogrammable	
		Rare (x1/4)	23	Duty	
		5 Single-	-40	Slave Mentality	
		Minded	-20	Social Stigma	
		100 Temperature		(dead)	
		Tolerance (+10)	-50	Unhealing (-2)	
		15 Unaging	-50	Unliving	
		15 Unfazeable		Č	
5	Speed	Skills			
5	Move	10 1.0 Brawling			
5		10 1.0 Diawing			
	Dodge				
8	Vision				
8	Hearing				
8	Taste/ Smell				
5	Parry				
0	Block				
	Fright Check				

Name: S	keletal Hands		Race Undead	Points -46
6	ST	Advantages	Disadvantages	Quirks
12	DX		<u> </u>	
5	IQ	0 +2 DX (20)	0 -2 IQ (-15)	0 Affected by
5	HT	10 Doesn't Eat	-25 Appearance:	Control skeleton
		or Drink	Monstrous	+ Pentagram
5	Will	20 Doesn't Sleep	-10 Bad Smell	and Turn
6	Fatigue	4 DR 1 (impaling damage only) (+2)	-30 Cannot Learn -25 Dependency	skeleton 0 Cannot swim
5	Hit Points	15 Glowing	(Mana), Common (-5),	0 No mental
	·	10 High Pain	Constantly (x5)	skills
		Threshold	-10 Disturbing Voice	Skiiis
		10 Immunity To	-5 Eunuch	
		Disease	-5 Hidebound	
		15 Immunity to	-15 Low Empathy	
		Poison	-10 No Sense of	
		25 Increased Speed	Humor	
		35 Injury Tolerance,	-5 No Sense of	
		No Blood (+5), No	Smell/Taste	
		Brain (+5), No Impaling Bonus (+20),	(Anosmia) -10 Obdurate	
		No Vitals (+5)	-25 Poverty: Dead	
		75 Invulnerability	Broke (x0)	
		(Mind Control), Rare	-25 Reprogrammable	
		(x1/4)	Duty	
		5 Single-Minded	-40 Slave Mentality	
		100 Temperature	-20 Social Stigma	
		Tolerance (+10)	(dead)	
		15 Unaging	-50 Unhealing (-2)	
		15 Unfazeable	-50 Unliving	
		40 Vacuum Support		
5.25	Speed	15 Magery Skills		
5	Move		wling	
5	Dodge		estling	
5		Spells 1.0 With	Journa	
	Vision	Spens		
5	Hearing Taste/ Smell	13 18.0 Ste	al Strength	
		15 10.0 500	ai Suoiigui	
0	Parry			
0	Block			
	Fright Check			

Name: Da	ark Wrath		Race: Undead	Points 375
15	ST	Advantages	Disadvantages	Quirks
10	DX	_		
10	IQ	0 +5 HT (60)	-30 Appearance:	0 Affected by
15	HT	0 +5 ST (60)	Horrific	Pentagram
10	Will	12 Damage Resistance (+4)	-10 Bloodlust -6 Callous	-1 Loves battle
		20 Doesn't Breathe	-150 Dependancy	
15	Fatigue	10 Doesn't Eat	(Wraith Item),	
20	Hit Points	or Drink	Constantly (x5), Rare	
		20 Doesn't Sleep	(-30)	
		25 Extra Hit	-10 Disturbing	
		Points (+5)	Voice	
		10 High Pain	-5 Eunuch	
		Threshold	-20 Social Stigma	
		10 Immunity To Disease	(dead) -20 Unhealing	
		15 Immunity to Poison	-3 Vulnerability	
		35 Injury Tolerance,	(Magic Weapons),	
		No Blood (+5), No Brain	Very Rare (-3)	
		(+5), No Impaling Bonus	-10 Vulnerability	
		(+20), No Vitals (+5)	(Spells), Occasional	
		0 Innate Wraith	(-10)	
		Spells		
		15 Magery		
		10 Night Vision		
		100 Temperature Tolerance (+10)		
		15 Unaging		
		15 Unfazeable		
		150 Vampiric		
		Invulnerability		
6.25	Speed	Skills		
6	Move	11 2.0 Brawl	ling	
6	Dodge		.	
10	Vision	Spells		
10	Hearing	13 8.0 Deatl	hbolt (as lighting bol	t for damaga)
10	Taste/ Smell		`	i ioi uailiage)
0	Parry		ntouch	
0	Block		real Body	
	Fright Check	15 12.0 Steal	Health	
0	PD			
4	DR			

Name: V	iolet Ooze		Race: Ooze	Points 36
10	ST	Advantages	Disadvantages	Quirks
14	DX	15 Constriction Attack	-20 Appearance:	0 Cannot swim
-1	IQ	20 Doesn't Sleep	Hideous	0 No mental
12	HT	5 Extra Flexibility 30 Injury Tolerance, No	-30 Cannot Learn -25 Mute	skills
-1	Will	Brain (+5), No Impaling	-10 No Sense of	
10	Fatigue	Bonus (+20), No Vitals	Humor	
12	Hit Points	(+5)	-5 No Sense of	
		75 Invulnerability (Mind Control), Rare (x1/4)	Smell/Taste (Anosmia)	
		5 Single-Minded	-10 Obdurate	
		20 Spits acid(2d damage)		
6.5	Speed	Skills		
6	Move	14 1.0 Brawling		
6	Dodge			
-1	Vision			
-1	Hearing			
-1	Taste/ Smell			
0	Parry			
0	Block			
0	Fright Check			

Name: De	esert Minotaur		Race: Minotaur	Points 171
16	ST	Advantages	Disadvantages	Quirks
12	DX			
6	IQ	0 +2 DX (20)	0 -4 IQ (-30)	
16	HT	0 +6 HT (80) 0 +6 ST (70)	-20 Appearance: Hideous	
6	Will	5 Absolute Direction	-15 Berserk	
16	Fatigue	6 Acute Hearing (+3)	-10 Bloodlust	
16	Hit Points	9 Damage Resistance	-10 Intolerance (-2)	
		(+3) 50 Horns (long tusks)	-15 Odious racial habit (eats other	
		6 Magic Resistance (+3)	/	
		15 Peripheral Vision	-5 Uneducated	
		0 Strikers		
		3 Thick skull (+2 DR to		
		skull)		
		Skills		

7	Speed	Skills
7	Move	
7	Dodge	
6	Vision	
9	Hearing	
6	Taste/ Smell	
6	Parry	
0	Block	
6	Fright Check	
0	PD	
3	DR	
		13 4.0 Axe/Mace
		15 8.0 Brawling

Name: V	rosk (The Necron	nancer)	Race: Undead	Points 685
15	ST	Advantages	Disadvantages	Quirks
12	DX		J. Company	
18	IQ	0 +1 ST (10)	-20 Appearance:	0
14	HT	0 +2 DX (20) 0 +2 HT (20)	Hideous -10 Bad Smell	Affected by
20	Will	0 +2 HT (20) 30 Bite	-10 Bad Shleii -15 Bloodthirst	Pentagram 0 Can be
21	Fatigue	6 Damage Resistance	-25 Dependency	turned using
24	Hit Points	(+2)	(Mana), Common (-5),	True Faith
24	THEFOILIS	25 Dark Vision	Constantly (x5)	0 Cannot
		20 Doesn't Breathe	-30 Dependency	swim
		10 Doesn't Eat or Drink 20 Doesn't Sleep	(Potion), Monthly (x1), Rare (-30)	
		50 Extra Hit Points(+10)	-10 Disturbing	
		10 High Pain Threshold	Voice	
		10 Immunity To Disease	-20 Fragile	
		15 Immunity to Poison	-10 Lifebane	
		25 Increased Speed	-5 No Body	
		35 Injury Tolerance, No Blood (+5), No Brain	Heat -10 No	
		(+5), No Impaling Bonus	Reflection	
		(+20), No Vitals (+5)	-5 No Sense of	
		18 Lich Fatigue onus	Smell/Taste (Anosmia)	
		35 Magery (+3)	-20 Social	
		6 Occult & Magical Skill	Stigma (Dead) -3 Sterile	
		Bonus	-5 Sterrie	
		100 Temperature		
		Tolerance (+10)		
		15 Unaging		
		15 Unfazeable		
		40 Vacuum Support 8 Strong Will (+2)		
		5 Strong will (+2)		
7.5	Speed	Skills	•	
7	Move	12 0.0 Bardic		
7	Dodge	0 0.0 Brawlii		
18	Vision	0 0.0 Demon		
18	Hearing		Lore (type)	
18	Taste/ Smell	0 0.0 Spirit L		
0	Parry	16 0.0 Thaum	natology	
0	Block			
18	Fright Check			
0	PD			
2	DR			
Vrosk's S				
18	1.0 Age			
19	1.0 Alter Visage			
19	1.0 Animate Sha			
18	1.0 Animation			

19 1.0 Astral Block	_			
31 24.0			1.0	Apportation
18 1.0 Astral Vision 20 2.0 Banish 18 1.0 Bind Spirit 19 1.0 Burning Death 19 1.0 Burning Death 19 1.0 Continual Light 19 1.0 Continual Light 19 1.0 Control Zombie 19 1.0 Control Zombie 19 1.0 Darkness 19 1.0 Daze 19 1.0 Daze 19 1.0 Death Vision 19 1.0 Decay 19 1.0 Decath Vision 19 1.0 Decath 19 1.0 Decath 10 Decath Vision 19 1.0 Frailty 18 1.0 Instant Rege				
20		31	24.0	<u> </u>
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19 1.0 Borrow Skill 18 1.0 Burning Death 19 1.0 Clumsiness 20 2.0 Command Spirit 19 1.0 Control Zombie 19 1.0 Control Zombie 19 1.0 Death Vision 19 1.0 Death Vision 19 1.0 Death Vision 19 1.0 Drunkenness 18 1.0 Enchant 18 1.0 Evisceration 19 1.0 Fear 19 1.0 Foolishness 19 1.0 Frailty 18 1.0 Halt Aging 19 1.0 Ignite Fire 18 1.0 Instant Regeneration 19 1.0 Ilor Itch 19 1.0 Lend Skill 19 1.0 Lend Skill 19 1.0 Lend Skill 19 1.0 Lend Skill 19 1.0 Light 18 1.0 Major Healing 18 1.0 Major Healing 18 1.0 Materialization 19 1.0 Mind-Reading 19 1.0 Pestilence 19 1.0 Planar Summons 18 1.0 Regeneration		18	1.0	Bind Spirit
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18	1.0	Restoration
18	1.0	Resurrection
18	1.0	Rotting Death
19	1.0	See Invisible
19	1.0	Sense Emotion
19	1.0	Sense Foes
19	1.0	Sense Life
20	2.0	Sense Spirit
19	1.0	Shape Darkness
19	1.0	Shape Fire
18	1.0	Shapeshifting
19	1.0	Sickness
20	2.0	Skull-Spirit
19	1.0	Slow Healing
19	1.0	Solidify
19	2.0	Soul Jar
19	1.0	Spasm
18	1.0	Steal Attribute (Dexterity)
18	1.0	Steal Attribute (Might)
18	1.0	Steal Attribute (Vigor)
18	1.0	Steal Attribute (Wisdom)
18	1.0	Steal Beauty
20	2.0	Steal Health
18	1.0	Steal Skill
20	2.0	Steal Strength
18	1.0	Steal Youth
19	1.0	Stop Healing
19	1.0	Strike Barren
19	1.0	Summon Demon
19	1.0	Summon Minor Demons
19	1.0	Summon Monster
18	1.0	Summon Shade
20	2.0	Summon Spirit
18	1.0	Teleport
19	1.0	Test Food
19	1.0	Truthsayer
20	2.0	Turn Spirit
19	1.0	Turn Zombie
19	1.0	Weaken Blood
18	1.0	Wraith
18	1.0	Youth
20	2.0	Zombie
19	1.0	Zombie Summoning

Equipment & Magic

Amulet of Defense: When the wearer is hit a remaining stone takes damage and disappears. When all the stones are gone the magic is used up.

Wizards staff (in 'Belongings chamber'): A standard wizards staff enchanted (cursed) with a trap spell that lets it grapple at 12 STR in a contest of strength with the affected PC. It deals 1d6+1 damage from crushing a round until it is beaten.

Blood Drinker Axe: This weapon drains 1d6-1 HP every round it is in a wound after a Critical success on the attack roll until the victim is dead or the Axe has drunk 10 points of blood. User must make a Will roll to re-sheathe if it has not drunk its fill.

Wizards Staff in Burial Chamber: Staff of fireballs as spell. 3d6 damage 1 time per day.

The leather armor in the Burial Chamber is enchanted to have +1 PD and +1 DR over normal leather armor.

The 6 healing potions heal 8 points per potion drunk.

The Scarab gives a +2 modifier to all poison resistance checks.

The Ruby ring of Fire Resistance halves all damage from fire while worn.

The Magic Sword "Frost Fire": On a critical strike the sword casts Total Paralysis on the target. (Duration 1 min.)

If the GM thinks some of these items would be too unbalancing he may substitute with any items from either *GURPS Magic items 1* or 2

Places And Things

Treasure remains pretty much he same as far as coin, gem and jewel worth goes.

Most dangers in the adventure noted as possibly detected/avoided by a sense roll or reflex can be checked as per standard in GURPS with the modifiers given.

Traps in The Necromancer's Tomb follow standard rules

- The Brass ball does lighting damage of 3d6 (and hits on a 15 or less) and is disarmed by a traps roll at a -2 penalty.
- The base chance of tripping unnoticed pressure plates is 1-3 on 1d6.
- All fire based traps do 3d6 flame damage but only hit with a skill of 10.
- All spear traps do 1d6+2 and have a skill of 12.
- Unless they are magical in nature as noted in the adventure all locks are at
 4 to pick.

As for the Spiders in the Hall of Pillars, the PC's have a 1-3 on d6 chance to break a trip line. After the first one their chance drops to 1-2 on d6 if they are being careful for every 4 yards they travel. Their chance goes up 1 for every two people in the group.

Unless otherwise noted all traps are at -2 to be detected and -2 to be disarmed when possible.

The Bust trap in the Hall of Pillars which is -6

The gas trap in the entry chamber of the lower level does 2d6 damage but can be avoided on a Dodge. Characters who successfully dodge, however, will fall for 3d6 damage.

To lift the Sarcophagus lid requires a total of 6 successes. To get through the false burial chamber requires three successful Acrobatic rolls. The swords fall from the ceiling and hit with a skill of 13 and do 3d6 damage.

If the PCs fall down the Pit trap in the Hall of Pillars they take 4d6 from the fall and 1d6 impaling damage from the spikes at the bottom of the pit. A DEX check will halve damage and an Acrobatics break fall roll will negate it entirely.

To get though the spear sequence trap after getting golden key 2 the PC in question must make a total of 5 successes on his DEX or suffer the attacks from the spears that round.