

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 [GURPS®](#) ([Steve Jackson Games™](#) 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 [Steve Jackson Games](#) and sets the standard in multi-genre/any-genre role-playing systems. [GURPS](#) is a [GURPS](#) 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 [online policy](#).

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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	10 Literacy	-15 Lamé: Crippled Leg -4 Youth (-2)	-1 Crazy about Horses -1 Energetic -1 Imaginative -1 Loves to Explore the Unknown
10	IQ			
10	HT			
10	Will			
10	Fatigue			
10	Hit Points			
5	Speed			
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	30 Bite 5 Sharp Teeth 10 Super Jump	-30 No Fine Manipulators	None
6	IQ			
8	HT			
6	Will			
11	Fatigue			
8	Hit Points			
5	Speed			
5	Move	12 1.0	Brawling	
5	Dodge			
6	Vision			
6	Hearing			
6	Taste/ Smell			
0	Parry			
0	Block			
6	Fright Check			

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

Name Diamond Back Wyvern		Race: Wyvern	Points 311	
20	ST	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)		
14	DX			
4	IQ			
14	HT			
4	Will			
20	Fatigue			
24	Hit Points			
24	Hit Points			Quirks None
7	Speed	Skills		
7/10	Move	14 1.0 Brawling		
7/10	Dodge			
4	Vision			
4	Hearing			
4	Taste/ Smell			
0	Parry			
0	Block			
4	Fright Check			
2	PD			
1	DR			

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Name: Giant Tomb Spider		Race: Spider	Points 203
12	ST	Advantages	
15	DX	60 Extra Hit Points (+12)	
6	IQ	25 Toughness (+2)	
14	HT	22 Webbing (+2)	
6	Will		
12	Fatigue		
26	Hit Points		
7.25	Speed	Skills	
7	Move	15 1.0 Brawling	
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	0 +2 DX (20) 10 Doesn't Eat or Drink 20 Doesn't Sleep 4 DR 1 (impaling damage only) (+2) 10 High Pain Threshold 10 Immunity To Disease 15 Immunity to Poison 25 Increased Speed 35 Injury Tolerance, No Blood (+5), No Brain (+5), No Impaling Bonus (+20), No Vitals (+5) 75 Invulnerability (Mind Control), Rare (x1/4) 5 Single-Minded 100 Temperature Tolerance (+10) 15 Unaging 15 Unfazeable 40 Vacuum Support	0 -1 ST (-10) 0 -2 IQ (-15) -20 Appearance: Hideous -30 Cannot Learn -25 Dependency (Mana), Common (-5), Constantly (x5) -5 Eunuch -20 Fragile -5 Hidebound -10 Inconvenient Size (Skeletal) -15 Low Empathy -25 Mute -10 No Sense of Humor -5 No Sense of Smell/Taste (Anosmia) -10 Obdurate -25 Poverty: Dead Broke (x0) -25 Reprogrammable Duty -40 Slave Mentality -20 Social Stigma (Dead) -50 Unhealing (-2) -50 Unliving	0 Affected by Control skeleton + Pentagram and Turn skeleton 0 Cannot swim 0 No mental skills			
8	IQ						
10	HT						
9	Will						
9	Fatigue						
10	Hit Points						
6.5	Speed				Skills		
6	Move				13 4.0 Shortsword		
6	Dodge						
8	Vision						
8	Hearing						
8	Taste/ Smell						
6	Parry						
0	Block						
--	Fright Check						

Name: Skeletal Hands		Race Undead		Points -46
6	ST	Advantages	Disadvantages	Quirks
12	DX	0 +2 DX (20)	0 -2 IQ (-15)	0 Affected by
5	IQ	10 Doesn't Eat or Drink	-25 Appearance: Monstrous	Control skeleton + Pentagram
5	HT	20 Doesn't Sleep	-10 Bad Smell	and Turn skeleton
5	Will	4 DR 1 (impaling damage only) (+2)	-30 Cannot Learn	0 Cannot swim
6	Fatigue	15 Glowing	-25 Dependency (Mana), Common (-5), Constantly (x5)	0 No mental skills
5	Hit Points	10 High Pain Threshold	-10 Disturbing Voice	
		10 Immunity To Disease	-5 Eunuch	
		15 Immunity to Poison	-5 Hidebound	
		25 Increased Speed	-15 Low Empathy	
		35 Injury Tolerance, No Blood (+5), No Brain (+5), No Impaling Bonus (+20), No Vitals (+5)	-10 No Sense of Humor	
		75 Invulnerability (Mind Control), Rare (x1/4)	-5 No Sense of Smell/Taste (Anosmia)	
		5 Single-Minded	-10 Obdurate	
		100 Temperature Tolerance (+10)	-25 Poverty: Dead Broke (x0)	
		15 Unaging	-25 Reprogrammable Duty	
		15 Unfazeable	-40 Slave Mentality	
		40 Vacuum Support	-20 Social Stigma (dead)	
		15 Magery	-50 Unhealing (-2)	
			-50 Unliving	
5.25	Speed	Skills		
5	Move	12 1.0 Brawling		
5	Dodge	11 1.0 Wrestling		
5	Vision	Spells		
5	Hearing	-----		
5	Taste/ Smell	13 18.0 Steal Strength		
0	Parry			
0	Block			
--	Fright Check			

Name: Dark Wrath		Race: Undead	Points 375
15	ST	Advantages	Disadvantages
10	DX	0 +5 HT (60)	-30 Appearance: Horrific
10	IQ	0 +5 ST (60)	-10 Bloodlust
15	HT	12 Damage Resistance (+4)	-6 Callous
10	Will	20 Doesn't Breathe	-150 Dependency (Wraith Item), Constantly (x5), Rare (-30)
15	Fatigue	10 Doesn't Eat or Drink	-10 Disturbing Voice
20	Hit Points	20 Doesn't Sleep	-5 Eunuch
		25 Extra Hit Points (+5)	-20 Social Stigma (dead)
		10 High Pain Threshold	-20 Unhealing
		10 Immunity To Disease	-3 Vulnerability (Magic Weapons), Very Rare (-3)
		15 Immunity to Poison	-10 Vulnerability (Spells), Occasional (-10)
		35 Injury Tolerance, No Blood (+5), No Brain (+5), No Impaling Bonus (+20), No Vitals (+5)	
		0 Innate Wraith 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 Brawling	
6	Dodge	Spells	
10	Vision	-----	
10	Hearing	13 8.0 Deathbolt (as lighting bolt for damage)	
10	Taste/ Smell	15 12.0 Deathtouch	
0	Parry	15 24.0 Ethereal Body	
0	Block	15 12.0 Steal Health	
--	Fright Check		
0	PD		
4	DR		

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Name: Violet Ooze		Race: Ooze		Points 36
10	ST	Advantages	Disadvantages	Quirks
14	DX	15 Constriction Attack	-20 Appearance: Hideous	0 Cannot swim
-1	IQ	20 Doesn't Sleep	-30 Cannot Learn	0 No mental skills
12	HT	5 Extra Flexibility	-25 Mute	
-1	Will	30 Injury Tolerance, No Brain (+5), No Impaling Bonus (+20), No Vitals (+5)	-10 No Sense of Humor	
10	Fatigue	75 Invulnerability (Mind Control), Rare (x1/4)	-5 No Sense of Smell/Taste (Anosmia)	
12	Hit Points	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: Desert Minotaur		Race: Minotaur		Points 171
16	ST	Advantages	Disadvantages	Quirks
12	DX	0 +2 DX (20)	0 -4 IQ (-30)	
6	IQ	0 +6 HT (80)	-20 Appearance: Hideous	
16	HT	0 +6 ST (70)	-15 Berserk	
6	Will	5 Absolute Direction	-10 Bloodlust	
16	Fatigue	6 Acute Hearing (+3)	-10 Intolerance (-2)	
16	Hit Points	9 Damage Resistance (+3)	-15 Odious racial habit (eats other sentients)	
		50 Horns (long tusks)	-5 Uneducated	
		6 Magic Resistance (+3)		
		15 Peripheral Vision		
		0 Strikers		
		3 Thick skull (+2 DR to skull)		
		Skills		

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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

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19	1.0	Apportation
19	1.0	Astral Block
31	24.0	Astral Projection
18	1.0	Astral Vision
20	2.0	Banish
18	1.0	Bind Spirit
19	1.0	Blur
19	1.0	Borrow Skill
18	1.0	Burning Death
19	1.0	Clumsiness
20	2.0	Command Spirit
19	1.0	Continual Light
19	1.0	Control Zombie
19	1.0	Create Fire
19	1.0	Darkness
19	1.0	Daze
19	1.0	Death Vision
19	1.0	Decay
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	Heat
19	1.0	Ignite Fire
18	1.0	Instant Regeneration
19	1.0	Invisibility
19	1.0	Itch
19	1.0	Lend Health
19	1.0	Lend Skill
19	1.0	Lend Strength
18	1.0	Lich
19	1.0	Light
18	1.0	Major Healing
18	1.0	Mass Zombie
31	24.0	Materialization
19	1.0	Materialize
19	1.0	Mind-Reading
19	1.0	Mind-Sending
19	1.0	Minor Healing
19	1.0	Pestilence
19	1.0	Planar Summons
18	1.0	Regeneration
20	2.0	Repel Spirits

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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 the 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 lightning 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 through 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.