

QUAKE ALLEY MAYHEM



GvGs 2

A DEADLY
TOURNAMENT
MODULE FOR
GATHOX
VERTICAL
SLUM

WRITTEN &
ILLUSTRATED
BY D.L.
JOHNSON

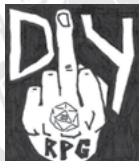
GATHOX VERTICAL SLUM:

QUAKE ALLEY MAYHEM!

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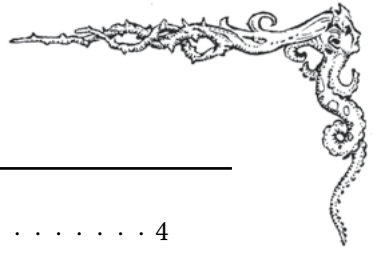
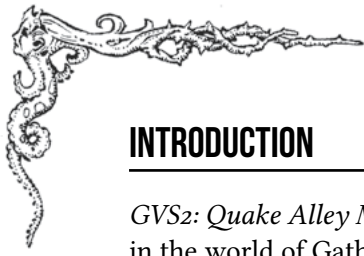


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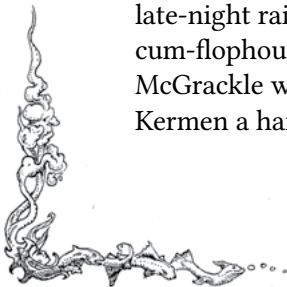
INTRODUCTION

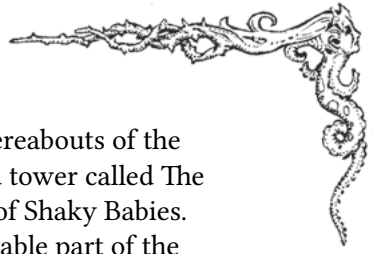
GVS2: Quake Alley Mayhem is a tournament-style module set in the world of Gathox Vertical Slum, for use with *Swords & Wizardry White Box* or a similar old school system, focusing on a team of fresh gang members and their attempt to retrieve an artifact for their boss. It can be used as a one-off at the table or at conventions, in which case the GM is highly encouraged to use the tournament scoring available at the back of the module. Alternatively, *Quake Alley Mayhem* may instead be used as a first adventure in Gathox or a drop-in adventure for low level characters, in which case potential tie-ins have been added to assist in that purpose.

This module features a high density of traps — virtually every room has a trap or puzzle to solve, in addition to potentially hostile encounters. There are no blank or low-pressure rooms, which is a conscious choice designed for tournament play. In playtesting, the adventure featured a fatality rate slightly over 80%; you may wish to inform players of this fact at the onset of character selection (although there is always the option of reincarnation in *GVS1*, pp 64).

TOURNAMENT OVERVIEW

The Purple Rockets leader, McGrackle the Dissembler, has tasked his newest cadets with the retrieval of the gang's most sacred artifact, Vaclav's Holy Driver. The Driver currently resides in a safe house of a one-eyed alien gang known as the Kermen. The Kermen absconded with the device during a late-night raid on the Purple Rockets' home base, a nightclub-cum-flophouse called Dirty Purple Rain Dancing. Now McGrackle wants to retrieve the Holy Driver and teach the Kermen a hard lesson about messing with his gang.



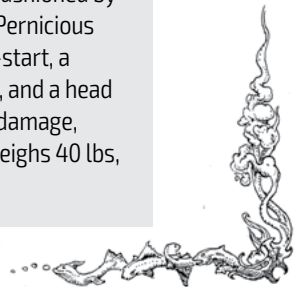


Forward surveillance has revealed the whereabouts of the Kermen safehouse in question, an inverted tower called The Grist Mill, located at the end of The Alley of Shaky Babies. This area is considered to be the most unstable part of the city, prone to constant and predictable earthquakes due to Gathox's indigestion. Earthquakes occur every 20 minutes on the nose, with the quakes becoming more aggressive the longer non-Kermen individuals remain in the area. McGrackle the Dissembler advises the team extreme caution in regards to this phenomenon.

In order to facilitate the quick start of the tournament, allow the players to select their pre-generated characters from the back of the module. You may photocopy any portions of the module necessary to run the game. The team will then be led close to Alley of Shaky Babies, to begin their recon, infiltration, and retrieval. At this point begin running your timer.



Vaclav's Holy Driver This wanton artifact of destruction, fashioned by the late, great Cosmic Doctor known as Vaclav-Vaclav the Pernicious Slumlord, features a steel double-grip handle, a black pull-start, a stinking hot box of gears fueled by gasoline from an intake, and a head of whirling diamond bits affixed upon a rotating cone. 2d6 damage, two-handed, capable of blasting through sheer bedrock; weighs 40 lbs, requires 1 gallon of gasoline for 10 minutes of use.

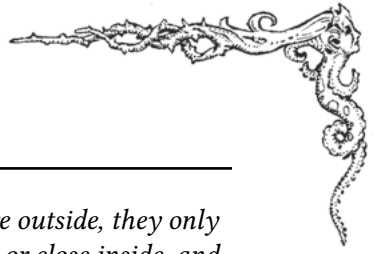




RUNNING THE TIMER

The GM will be required to keep track of a bit more information than usual. First, start by setting a timer for 20 minutes. When the 20 minutes have run out, an earthquake occurs. Let the players resolve the current round, and then inform them as to the effects of the earthquake, then reset the timer for another 20 minutes. The earthquakes grow worse over time, placing additional pressure on players to complete their mission quickly. The earthquake has the added effect of opening certain doors and closing others in the dungeon, which forces the players to take chances on which direction they choose to go. The quake effects are as follows:





MASTER QUAKE TABLE

For any quake that occurs while the PCs are outside, they only experience a mild rumbling. No doors open or close inside, and all doors are assumed closed upon entry.

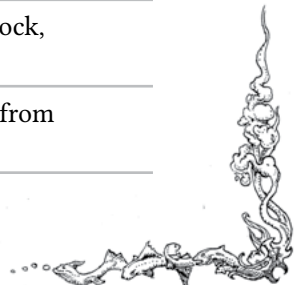
Quake Door Counter

0 Quake	No changes to the walls or doors.
1 Quake	East and West doors open.
2 Quake	North and South doors open.
3 Quake	All doors close.

Quake Escalation Table

(affects PCs only while inside The Grist Mill)

1st Quake	PCs must Save or fall and be stunned for a round.
2nd Quake	PCs must Save or fall and take 1 point of damage.
3rd Quake	PCs must Save or be hit with falling rock, crushing one item.
4th Quake	PCs must Save or fall and take 1 point of damage.
5th Quake	PCs must Save or be hit with falling rock, crushing one item.
6th Quake	PCs must Save or fall and suffer 1d3 points of damage.
7th Quake	PCs must Save or be hit with falling rock, crushing one item.
8th Quake	PCs must Save or be hit with magma from fissures, 1d6 damage.





OUTSIDE THE GRIST MILL

The Grist Mill is situated at the far northern end of the Alley of Shaky Babies. The alley itself is 60 yards deep and 10 yards wide. Refuse is piled up to two stories high in some spots, and a few trash diggers fumble about the garbage heaps. Two Kermen guards stand post outside the front door of The Grist Mill, which occupies the ground floor and two sub-floors of a 12-story ramshackle tenement building. The first floor is differentiated from the remainder of the building by its solid concrete walls, intact windows, and general orderliness.

A solitary Kermen guard patrols the exterior perimeter of The Grist Mill, starting at the northeast corner (where he emerges from the secret door in **area 6**), and stopping for 2 minutes at each corner before spending a round to walk to the next corner. He will take three laps around the building before returning to the secret door for 20 minutes, eventually emerging for another 3 laps of patrol.

3 Kermen Guards: AC 9[10]; HD 1; Hp 5/5, 4/4, 3/3;
Attack: 1 rifle; **Move:** 12; **HDE/XP:** 1/15.

Author's Note: Careful and observant PCs ought to take notice of this pattern and capitalize on it. In previous playtests, PCs have attempted to smooth talk their way past the two front guards, assaulted them while the patrol guard was on the opposite side of the building, snuck to the side of the two front guards and followed the patrol to the secret door, cut through the weak walls of the adjacent shanty tenements, broken into the first floor of The Grist Mill via side windows, and even scaled those neighboring buildings to drop down on the front and patrol guards from on high (thus gaining surprise). Expect and allow for the unexpected.



INSIDE THE GRIST MILL

As soon as the PCs enter the safe house, start the quake timer and keep your copy of the Module Tracking Sheet (see pp. 34) at the ready so that you can keep record of Quake Door Table progression, the advancement of the Quake Progression Table, and track awards for tournament play. Note that adversaries inside The Grist Mill are perfectly adjusted to the earthquakes occurring and are never affected by them; indeed, they rely on the earthquakes for defense of the safe house! Additionally, occupants of The Grist Mill may pass through any of the doors as they see fit, which open tightly in front of them and close just as tightly behind them, so as to preclude the possibility of easy pursuit. Unless otherwise noted, all doors in The Grist Mill are assumed to be Quake Doors, which means that they are slabs of thick granite which recede into the wall in order to open and have no other means of manipulation.





KERMEN

WIE



GRIST MILL INTERIOR LOCATIONS

1) Antechamber - One Kermen butler attends here at all times. Red curtains cover the walls and a jukebox sits on a coffee table near two chairs, playing ragtime music. Behind the curtains in the northwestern corner of the northern wall is a protruding piece of cement which opens a secret passageway when pressed. The door to the hallway to the north (**area 5**) is electrified, shocking anyone who touches it without insulation for 1d6 damage, Save for half. The trap can be disarmed.

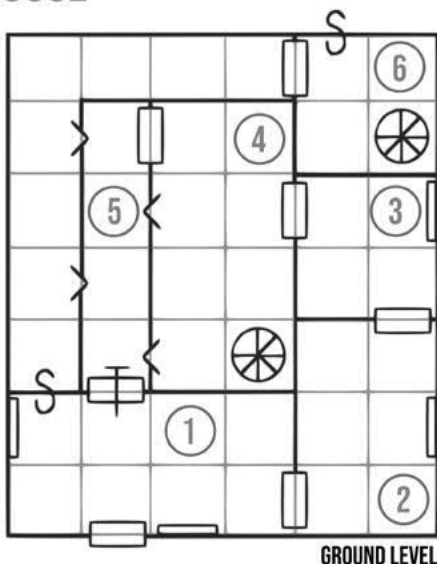
Kermen Butler: AC 9[10]; HD 1; Hp 3/3; Attack: 1 brass knuckles; Move: 12; HDE/XP: 1/15.

2) Statue Room - This room features 1' red and blue alternating tiles. In the northwestern corner stands an idealized female Greco-Kermen statue in the pose of blowing a kiss. Any character who steps on a red tile triggers the statue, which shoots a poisoned dart at the offending character. The statue mechanism has a To-Hit of 18. A successful dart causes a Save; failure indicates the character suffers 1d3 points of damage and is paralyzed for 1d4 rounds. If the character wins the save, the dart causes 1 point of damage and the wound becomes itchy.

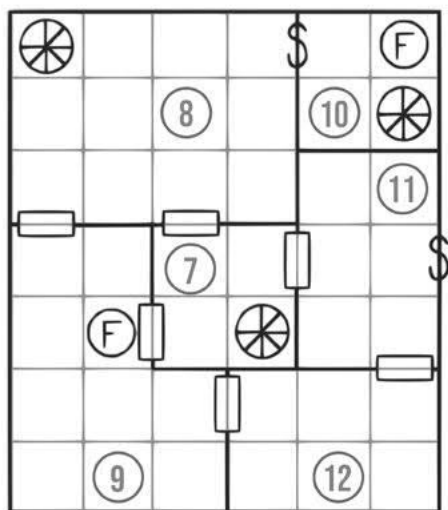
3) Gas Trap Room - This room features an old pea-green couch, two heavy leather recliners, a metal filing cabinet, and a desk. All of these pieces of furniture are covered in dust, and their interiors are trapped in such a way that if they are moved, opened, sat on, used, or disturbed, they begin to emit a choking gas. On the first round, the gas fills the room to ankle height; on the second round, knee height; on the third round, waist height; on the fourth round, neck height; on the fifth round, the entire room is filled. The gas requires PCs to Save or fall unconscious, losing 1 CON per round until dead. The GM may allow an additional Save to regain consciousness at one half of a PC's CON score.

THE GRIST MILL

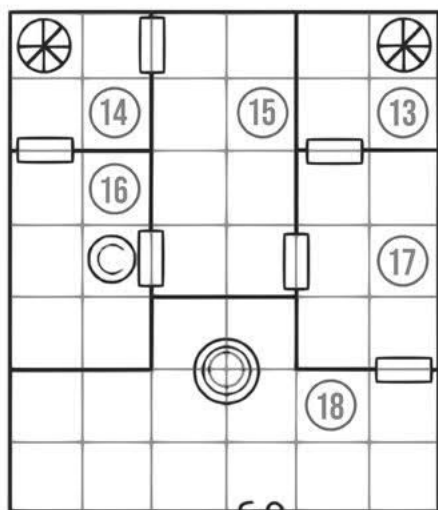
KERMEN SAFE HOUSE



GROUND LEVEL

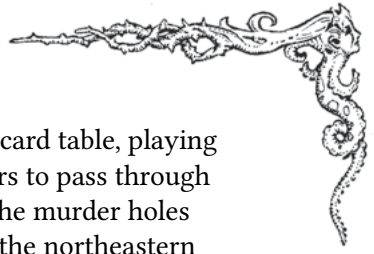


FIRST SUB-FLOOR



SECOND SUB-FLOOR

 = TEN FEET



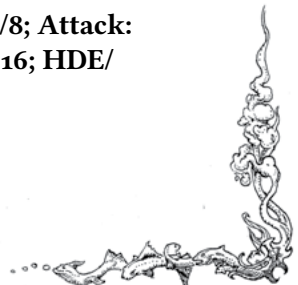
4) Kill Room - Four Kermen sit around a card table, playing blackjack and waiting for potential invaders to pass through area 5 so they can shoot at them through the murder holes in the western wall. A water cooler sits in the northeastern corner, bottles of whiskey age in a crate in the southwestern corner of the room, and a spiral staircase leading to area 7 occupies the southeastern corner.

4 Kermen Guards: AC 9[10]; HD 1; Hp 5/5, 4/4, 3/3, 3/3; **Attack:** 1 revolver; **Move:** 12; HDE/XP: 1/15.

5) Murder Hall - If the doors at either end of this hallway are not forcefully set open via spiking or other means, the doors close and lock behind those entering. The Kermen in area 4 will use the murder holes in the wall to the east to dispatch intruders. The murder holes in the wall to the west may be used by enterprising PCs who have discovered the secret hallway leading from area 1 to area 6.

6) Rear Guard - A single Screaming Bog-Hazz guards this point of rear entry to the safe house. A slightly discolored section of floor in the northwestern quadrant of the room can be pressed to open the secret door to the outside. Each visit, there is a 1 in 6 chance that the patrolling external Kermen guard will enter from outside, where there is another discolored patch of ground which can be depressed to gain entry. The spiral staircase leading down to area 10 is also trapped, turning into a slide which dumps the PCs out onto the ground below for 1d6 damage (Save for half damage). It can be disarmed by disabling the hidden wiring beneath the first step.

Screaming Bog-Hazz: AC 4[15]; HD 2+2; Hp 8/8; **Attack:** 2 tentacles or 1 disorientation scream; **Move:** 16; HDE/XP: 4/120.



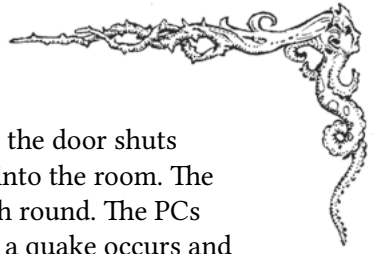


7) Fishing Hole -
The room smells like shrimp and saltwater. Two Gongwarped Fishermen have been hired by the Kermen to guard this main entrance to the second level, monitoring the passage of others via hall passes. If the PCs cannot provide hall passes upon request, the Fishermen will attempt to subdue them and take them through **area 9** to **area**

12 and imprison them in the sticky purple yeast there.

2 Gongwarped Fishermen: AC 5[14]; HD 2+3; Hp 10/10, 7/7; Attack: 3, 2 tentacles plus butcher knife on chest arm; Move: 9; HDE/XP: 5/240.

8) Shadow Key Room - This room features a 3' tall, plain stone altar in the center of the room. There are two lanterns affixed to each wall, bathing the room in intense light. The door to area 9 is no ordinary wall or door, but instead a field of ultimate black, impassable anti-light. Should the PCs think to extinguish all the lights in this room, two things become apparent: first, set upon the altar is the shadow of an old key, outlined in a faint purple glow; second is that a yellow glowing keyhole appears in the center of the anti-light field barring passage to **area 9**. When all the lanterns are extinguished, PCs may use this shadow key to enter **area 9**.

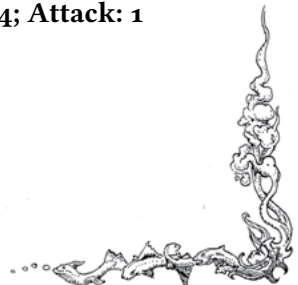


9) Water Trap - Once this area is entered, the door shuts behind the PCs, and water begins to pour into the room. The ceiling is 10' tall, and the water rises 1' each round. The PCs can escape by being sufficiently lucky that a quake occurs and another set of doors opens, by attempting to stuff all the wall slits (there's one on each wall, for a total of 5), or by locating the hidden trap door in this room (4d6 vs. WIS check).

10) Base of the Stairs - This room connects to area 6 via a trapped metal staircase. On the first step leading upward there is clearly marked yellow hazard tape. Otherwise this room appears to be empty and without egress. However, there is a trap door to another staircase in the northeastern corner (leading to **area 13**) as well as a hidden door on the northernmost part of the western wall. The trap door can be discovered via a discolored brick, much like the secret door in area 6, and the hidden door on the western wall can be discovered by the observation of faint scuff marks along the base of the wall.

11) Inverted Kitchen - Two tamed Vulzari chefs prepare food for the Kermen in this room; gravity is inverted here, so the entire contents of the kitchen are on the ceiling. Players falling upwards into the room must Save or take 1d6 damage. There is a secret door on the center east wall, hidden behind racks of curing pork, which leads to the sewers. The nearest manhole is to the north of the building, in the alley north of The Grist Mill. If the GM is not running this module in tournament mode, she may wish to instead provide this as a connection to another dungeon.

2 Vulzari Chefs: AC 6[13]; HD 1+1; Hp 6/6, 4/4; Attack: 1 cast iron skillet; Move: 12; HDE/XP: 2/30.

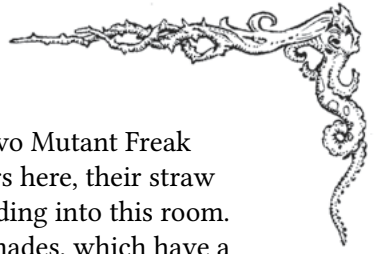




12) Sticky Room - This room is guarded by an ever-hungry Lesser Surdite named Szabo, who has been given the task of watching over prisoners brought here. The floor is covered in sticky purple yeast; each round a PC attempts to move across the floor of this room, they must make a Save. Success means that they can traverse 5 feet in a round; failure means remaining stationary.

Szabo, the Lesser Surdite Colony: AC 7[12]; HD 2; Hp 7/7; Attack: 1 bite swarm; Special: surprise on 1-3 of 1d6, hover; Move: 14; HDE/XP: 3/60.

13) Secret Stair Room - The secret stairs hidden in the floor of area 10 terminate in this room. The room appears to have fallen into disuse; torches rot in their sconces, webs intertwine between the steps of the spiral staircase, and a heavy layer of dust coats the room.



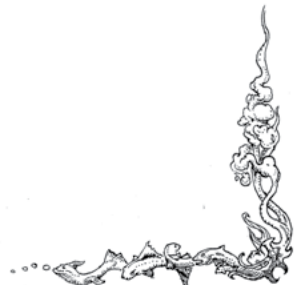
14) Chamber of the Mutant Freaks - Two Mutant Freak servants of the Kermen make their quarters here, their straw mats tucked away behind the staircase leading into this room. Each is in possession of two Mutagen Grenades, which have a range of 20'. When struck by a Mutagen Grenade, the victim must make a 4d6 vs. CON check or succumb to one negative mutation as described in the back of this module (table comes directly from Chapter 4 of *GVS1*, pp 61).

2 Mutant Freaks (Assemblages): AC 6[13]; HD 2+2; Hp 8/8, 5/5; Attack: 2 limbs or 1 mutagen grenade; Move: 12; HDE/XP: 2/30.

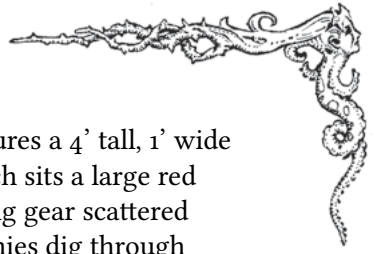
15) Blackjack Game - Four Kermen Guards play blackjack at a table in the center of this room. Depending on the nature of the party's progress to this point and their initial approach with the Kermen here, the Kermen may challenge the PCs to a few hands of blackjack. Keep a deck of cards handy to play the game with players if you anticipate this. Do not, under any circumstances, stop the Quake Timer for this game; the trap here is to get players to waste their time with frivolity.

16) Trash Heap - A drain in the floor of area 9 provides ceiling egress from this refuse-filled room. Three Fresh Meat hide in the waist-high heaps, eager for new food. PCs wading through the trash are surprised by the Fresh Meat on a 1-4 on a 1d6.

3 Fresh Meat: AC 5[14]; HD 2; Hp 11/11, 9/9, 4/4; Attack: 1 tentacle whip or 1 grease; Move: 16; HDE/XP: 2/30.





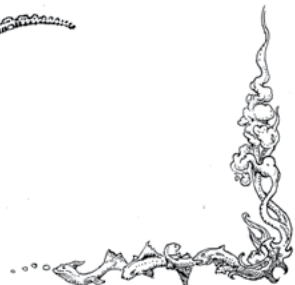


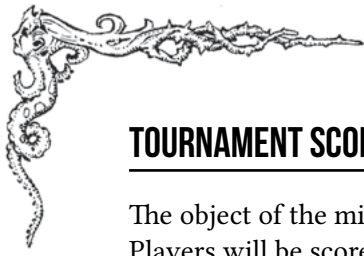
17) The Big Red Button - This room features a 4' tall, 1' wide pillar in the center of the room, upon which sits a large red button. There are piles of dusty adventuring gear scattered about the floor, and eight laconic boil bunnies dig through the contents. Pressing the big red button instantaneously and irrevocably transforms the victim into a boil bunny, their gear falling into a pile on the floor.

8 Boil Bunnies: AC 9[10]; HD 1/2; Hp 1/1 each; Attack: 1 bite (1pt. dmg); Special: Reproduction* ; Move: 6; HDE/XP: 2/30. *Reproduction: When slain, the corpse of a boil bunny erupts into 1d6 more boil bunnies, which grow to full size in 1 round and attack the killer. Immolation is sufficient to stop reproduction.

18) Guardian of the Holy Driver - The Holy Driver rests on a large, ivory table in the central northern alcove of this room. A dormant Flat-Earther leans against the center south wall. The moment a PC crosses the threshold of the door to this room, the Flat Earther is activated and moves to defend the Holy Driver while ranting about conspiracy theories. There is a hidden door on the southern wall, activated similarly to the door in **area 6**, which leads to either a sewer connection or to the third basement level of The Mudling Mansions (assuming the GM is running this in non-tournament mode, *GVS1*, pp 116).

Flat Earther: AC 7[12]; HD 3; Hp 12/12; Attack: 1 bodyslam or 1 groundshake; Move: 6; HDE/XP: 4/120.





TOURNAMENT SCORING

The object of the mission is to retrieve the Holy Driver. Players will be scored on a primarily objective basis in this tournament, with each player receiving **1 point for each of the following**:

- 1) Per piece of gold or equivalent item value. Each gold piece translates to 1 XP, and treasure is awarded individually.
- 2) Per point of damage inflicted.

Players receive points for solving problems as well. Points are awarded for the following:

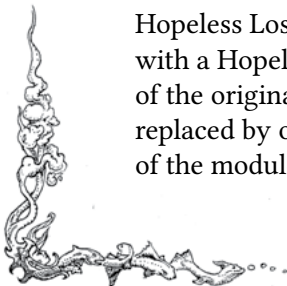
- 1) **10 points** for detecting/disarming traps and finding secret passages.
- 2) **10 points** for successful negotiations with an individual or group of NPCs.

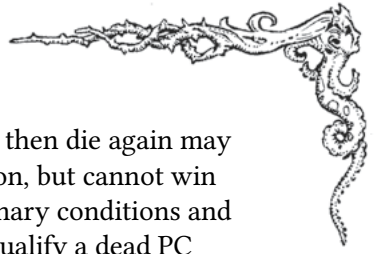
The first PC to lay hands on the Holy Driver receives **20 points**.

If the party is destroyed in a TPK, the GM may either choose to tally points as-is and declare a winner, or to declare the last PC standing the winner of the tournament.

PC DEATH

Should a PC die during the game, the GM may choose, at their discretion, to allow the player to continue on with a Hopeless Loser. The player only earns half the normal points with a Hopeless Loser. In this case, the corpse and belongings of the original character phase out of existence and are replaced by one of the Hopeless Losers provided at the back of the module (see pp. 25). Should the GM choose, players





who are converted to Hopeless Losers and then die again may aid the GM in running NPCs in the dungeon, but cannot win the tournament. Again, these are discretionary conditions and the GM may instead simply choose to disqualify a dead PC from winning the tournament.

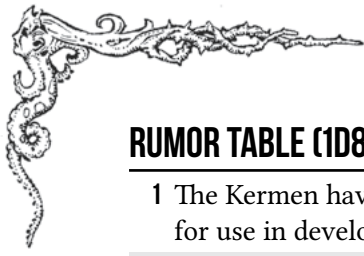
RUNNING QUAKE ALLEY MAYHEM IN A CAMPAIGN

Quake Alley Mayhem utilizes Reputation Points (RP) as outlined in *Gathox Vertical Slum* (pp 73). *Quake Alley Mayhem* awards Reputation Points for campaign play per the following:

- 1) **1 RP to each character for surviving The Grist Mill**; it is a deadly place worthy of the respect that surviving entails.
- 2) **1 RP to each surviving character for successful retrieval of the Holy Driver**. McGrackle the Dissembler will be pleased and boast of the PCs to his drinking buddies.

GMs who have run the Mudling Mansions scenario from *GVS1* may wish to offer an open bounty on the Holy Driver instead, given that the players will already have characters from that scenario. Whether players choose to trade the Holy Driver in for a reward or to keep it for themselves is their business, although keeping it will certainly mark them for death by McGrackle and the Purple Rockets. As always, it's incumbent upon the GM to provide consequences and adapt to the situations created by players. What follows are useful tools and snippets that a GM may use to incorporate *Quake Alley Mayhem* into the campaign.

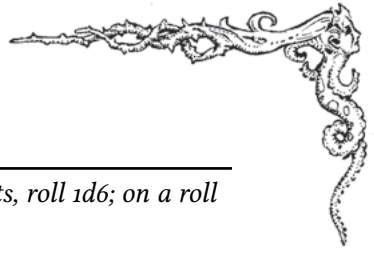




RUMOR TABLE (1D8)

- 1 The Kermen have recently acquired a rare excavation tool for use in developing a new condo skyrise (*True*).
- 2 The leader of the Purple Rockets has lost the ability to control his crew and is a witless addict (*False*).
- 3 I heard the Kermen have opened up some great employment opportunities in fine dining (*Half-true; applicants must be Vulzari only, but the pay is excellent*).
- 4 Not even chug boots (GVS₁, pp 68) seem to stabilize folks who get caught in a tremor in Quake Alley (*True*).
- 5 The Purple Rockets are dangerously close to losing all their territory and ruining their reputation as a fearsome gang (*False, unless proven otherwise by player action*).
- 6 Late in the evening, mad ravings about the flatness of the earth can be heard emanating from the sewer grates near Quake Alley (*True; the Flat Earther in area 18 talks loudly in its sleep*).
- 7 Ancient tales have foretold of a great Kermen uprising, where they ride a metal dragon into the sun (*True; However, not germane to the adventure at hand*).
- 8 Vaclav-Vaclav the Pernicious Slumlord was actually a really nice guy who cut good deals to the poor and underserved of The Kettle (*False, and an egregious distortion of reality perpetuated by the pernicious children of a pernicious slumlord*).





RANDOM ENCOUNTERS IN THE KETTLE

(Every 20 minutes the PCs wander the streets, roll 1d6; on a roll of 1, consult the table below)

- 1 A pack of 3d4 mutant street urchins flood around the PCs, attempting to sell them worthless baubles while picking their pockets. A successful 3d6 vs. WIS check by the party member with the lowest WIS will reveal an attempt at theft. Failure results in the loss of 2d10 gold or 1 item from a player's inventory.
- 2 1d4 bearded Huttimer (*GVS1*, pp 15) attempt to trade butter and beer for armaments with the PCs.
- 3 2d3 Dohjaks (*GVS1*, pp 15) break into song and dance in the streets, mesmerizing passersby. They attempt to charge the PCs for the performance, and the street crowd will intensify social pressure to make the PCs pay.
- 4 A pack of 1d8 Boil Bunnies intentionally interferes with the travel of the party, attempting to annoy them into dropping food. When damaged, the Boil Bunnies explode into more Boil Bunnies, who turn hostile. PCs will have to work very hard to keep from stepping on one.
- 5 A Mokron (*GVS1*, pp 37) press gang (4 baseline Mokron) has ventured into the Kettle, claiming to look for escaped "worker" who coincidentally looks like one of the PCs.
- 6 2d6 Jackass Parrots fly by, mercilessly taunting the PCs. They cannot be killed.





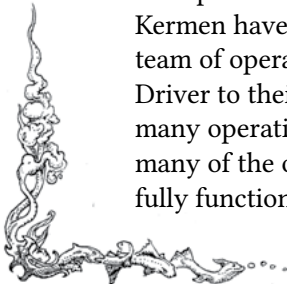
LIST OF CONTRACT OPENINGS

Each of these three contracts will award the PCs 2 RP upon successful completion, and will require the GM to make extra preparations beyond the specific scope of this module.

1) No Rockets Must Die This Day - McGrackle the Dissembler seeks a team of streetwise thugs to retrieve the Holy Driver from The Grist Mill. His recon is poor due to the ineptitude of his fresh recruits, who are now held hostage by the Kermen. The pay seems solid - 300 gp for return of the device plus an additional 50 gp for each of the six hostages returned alive. When pressed, McGrackle seems loathe to send his remaining team of neophytes on a mission which requires more skill than they possess, and may up the reward to no more than 500 gp for the Holy Driver.

2) Tower Defense! - The Kermen seek extra muscle to guard a newly acquired piece of construction hardware at one of their safe houses. The pay is 50 gp per team member to defend the base from several waves of Purple Rockets (negotiations may raise this to no more than 75 gp per team member). In this game, the PCs may fall to the ground during earthquakes but take no damage and lose no items — instead, PCs are blindfolded and taken to Area 18 (see pp.xx) and must work their way to the top of the dungeon, taking inventory of the traps and using them to their advantage. Up to three waves of a dozen Purple Rockets attempt to invade, approximately two hours apart.

3) Guard the McGuffin - Depending on who the PCs may have previously befriended, either the Purple Rockets or the Kermen have issued an urgent contract to free a pinned down team of operatives who are attempting to transport the Holy Driver to their respective base. Pay is negotiated based on how many operatives are alive when the Driver is delivered, how many of the opposition died, and whether or not the Driver is fully functional when returned; pay will not exceed 500 gp.



GATHO X VERTICAL SLUM CHARACTER SHEET

NAME: _____

CLASS: Street Tough

TITLE: Skinner

LEVEL: 1 XP: _____

LEGACY: _____ RP: _____

STR	13	INT	9	MOVE
DEX	12	WIS	11	CARRY
CON	9	CHA	6	40/75 lbs.
				WEIGHT

PORTRAIT

HP: 17

AC: 6 [13]

TO-HIT: 0 [19]

SAVE: 14

MUTATIONS + SPELLS

EQUIPMENT:

armored purple jump suit [+1/-1], armored purple cone helm [+1/-1], brass knuckles (1d6-1, on nat. 20 Save vs. K.O.), club (1d6), kneepads [+1/-1], 20' rope, backpack, flint and steel, 3 torches, 2 rations, crowbar, 10' pole.

CLASS ABILITIES:

The Street Tough enjoys a natural +1 to unarmed attack, and may attempt to *Intimidate* any humanoid, although only one at a time. The *Intimidate* forces the target to roll a saving throw: success means the humanoid has called the Tough's bluff, and failure means that the humanoid must obey the next request made by the Tough, short of harming themselves or their allies.

WHEEL HOUSES

Piracy

GATHO X VERTICAL SLUM CHARACTER SHEET

NAME: _____

CLASS: Martial Master

TITLE: Trainee

LEVEL: 1 XP: _____

LEGACY: _____ RP: _____

STR	11	INT	10	MOVE
DEX	13	WIS	10	CARRY
CON	14	CHA	7	48/75 lbs.
				WEIGHT

PORTRAIT
HP: 17

AC: 6 [13]

TO-HIT
0 [19] 14

SAVE
MUTATIONS + SPELLS

EQUIPMENT:

armored purple jump suit [+1/-1], armored purple cone helm [+1/-1], mulkin (1d6), mace (1d6), skull belt [+1/-1], grappling hook, backpack, 2 large sacks, lighter, 3 oils, 1 lantern, small sack of flour.

CLASS ABILITIES:

The Martial Master enjoys a 1-point bonus to armed attack rolls, and may *Brandish* two weapons at once without penalty. The *Brandish* allows the Martial Master to roll damage twice and take the higher of the two rolls upon a successful attack - in the case of two weapons doing unequal damage, use the higher value damage roll.

WHEEL HOUSES
Surface Environments

GATHO X VERTICAL SLUM CHARACTER SHEET

NAME: _____

CLASS: Soldier

TITLE: Grunt

LEVEL: 1 XP: _____

LEGACY: _____ RP: _____

STR	15	INT	7	MOVE
DEX	10	WIS	12	CARRY
CON	10	CHA	14	65/105 lbs.
				WEIGHT

EQUIPMENT:

armored purple jump suit [+1/-1], armored purple cone helm [+1/-1], metal and fur gauntlets [+1/-1], short bow (1d6), 20 arrows, pole arm (1d6+1, 2nd rank), chug boots (0, +30 weight), hammer, 12 iron spikes, shovel, bellows, flint and steel, medical kit (3 uses).

CLASS ABILITIES:

The Soldier has learned how to apply instantaneous discipline to even the most ragtag band of combatants, and may assert *Discipline* on their party up to 3 times per day. The use of *Discipline* inspires the Soldier and her fellow combatants to gird their loins for battle, granting a 1-point bonus to AC and saving throws for 3 rounds. This only applies to teammates within vocal range.



PORTRAIT

HP: 17

AC: 6 [13]

TO-HIT: 14

0 [19]

SAVE
MUTATIONS + SPELLS

WHEEL HOUSES

Survival Craft

GATHO X VERTICAL SLUM CHARACTER SHEET

NAME: _____

CLASS: Cosmic Doctor

TITLE: Neophyte

LEVEL: 1 XP: _____

LEGACY: _____ RP: _____

STR	10	INT	14	MOVE
DEX	19	WIS	12	CARRY
CON	12	CHA	11	35/75 lbs.
				WEIGHT

EQUIPMENT:

unarmored purple jump suit, unarmored purple cone helm, backpack, 2 large sacks, spellbook, chalk, pen & ink, 20 sheets of paper, 5 rations, dagger (1d6-1), polearm (1d4, 2nd rank), 20' rope, lighter, 3 torches.

CLASS ABILITIES:

Cosmic Doctors may listen to the *Echoes of the Future*, gaining crucial clues as to an intended path of action. Requires 1d4 rounds of unbroken silence, and the GM arbitrates the results as she sees fit. This may range from reducing a die roll by one die of difficulty, or by describing an astral insight which reveals useful information. Usable once per day at levels one through four, twice per day at levels five through nine, and three times per day at levels 10 and above.



HP: 16

AC: 9 [10]

To-HIT: 0 [19] 15

SAVE: _____
MUTATIONS + SPELLS

Spells (choose one per day): charm person, hold portal, light

WHEEL HOUSES

Time and Astronomy

GATHO X VERTICAL SLUM CHARACTER SHEET

NAME: _____

CLASS: Spiritualist

TITLE: Table Knocker

LEVEL: 1 X.P: _____

LEGACY: _____ R.P: _____

STR	11	INT	13	MOVE
DEX	12	WIS	15	CARRY
CON	12	CHA	9	28/75 lbs.
				WEIGHT

HP: 16

AC: 9 [10]

To-HIT: 15

SAVE: _____

MUTATIONS + SPELLS

EQUIPMENT:

unarmored purple jump suit, unarmored purple cone helm, holy bauble of The God Who Dreams in Pillars and is a Boy, flail (1d4), revolver (1d4, range 45'), 20 bullets, spellbook, bandolier, backpack, mirror, 1 gallon of grease, 1 lb. bag of chicken bones.

Spells (choose one per day): *read languages, detect magic, protection from harm (as per protection from chaos, but any opponent)*

CLASS ABILITIES:

The Spiritualist may use *Psychometry*, which allows her to glean a piece of information from touching an object with bare hands. This requires one turn of focused, uninterrupted attention, and the information sought must be posed in the form of a question to the GM. At levels one through four, this power can be used once per day; at levels five through nine, twice per day; at levels 10 and above, 3 times per day.

WHEEL HOUSES

Gathic Lore

GATHO X VERTICAL SLUM CHARACTER SHEET

NAME: _____

CLASS: Faith Healer

TITLE: Street Preacher

LEVEL: 1 XP: _____

LEGACY: _____ RP: _____

STR	12	INT	12	MOVE
DEX	13	WIS	12	CARRY
CON	10	CHA	11	38/75 lbs.
				WEIGHT

EQUIPMENT:
 unarmored purple jump suit, unarmored purple cone helm, quarterstaff (1d6, 2nd rank), medical kit (3 uses), spellbook, 10' chain, lock, metal rasp, backpack, 2 torches.

CLASS ABILITIES:
 The Faith Healer may use *Lay On Hands* to heal the injured. He must touch his bare hands to a prone subject, and at the end of a round heal them of 1d4 hit points of damage, plus one point per level. At levels one through four, the Faith Healer may do this once per day; at levels five through nine, twice per day; at levels 10 and above, three times per day.



HP: 16

AC: 9 [10]

TO-HIT: 0 [19]

SAVE: 15

MUTATIONS + SPELLS
 Spells (choose one per day): *sleep*, *hold portal*, *light*

WHEEL HOUSES
 Black Market

GATHO X VERTICAL SLUM CHARACTER SHEET

NAME: _____

CLASS: Mutant

TITLE: Odd Growth

LEVEL: 1 XP: _____

LEGACY: _____ RP: _____

STR	13	INT	11	MOVE
DEX	9	WIS	13	CARRY
CON	13	CHA	7	65/105 lbs.
				WEIGHT

HP: 16

AC: 7 [12]

To-HIT: 15

SAVE: _____

MUTATIONS + SPELLS

EQUIPMENT:

armored purple jump suit (1), armored purple cone helm (1), heftblade (1d6+1), backpack, 2 large sacks, 2 small sacks, 3 wax sticks, 12 caltrops, 2 waterskins, 20' rope, 1 bunch of belladonna, 1 bottle of 180-proof alcohol, lighter.

CLASS ABILITIES:

Psychic Power: *Telepathic Tranception* - The Mutant may target any creature within 200' for the purposes of reading its mind. A successful 3d6 vs. WIS roll allows the Mutant to read said mind for up to 1 turn, and can still move at half speed while doing so. A failure simply means that the Mutant spans the target's mind with psychic effluvia, causing wild and unpredictable reactions instead (subject to GM discretion). The Mutant may choose to fail this roll. Usable twice per day.

Beneficial Mutations:

Translucent Skin: Translucent skin with shifting pigmentation allows Mutant to blend into environment from 20' or further. Reduces chance to spot the Mutant by 1 in 6.

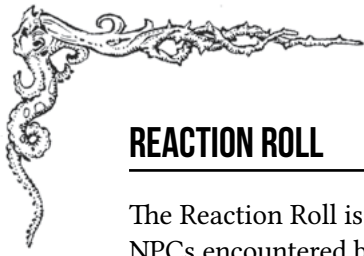
Barrel-chested: Mutant becomes barrel-chested and grows super-sized lungs. Can survive underwater twice as long as normal.

Negative Mutations:

Inhuman Voice: -1 to reaction rolls.

WHEEL HOUSES

Weird Chemistry, Improvised Invention



REACTION ROLL

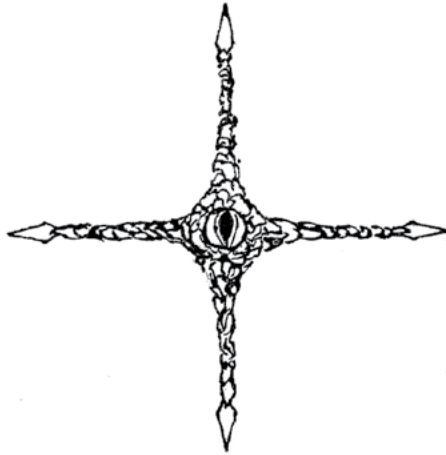
The Reaction Roll is critical to determining the behavior of NPCs encountered by the party. The GM may use this simple rule to replace or augment the Loyalty table (see *Swords & Wizardry: White Box*, pp 32). Whenever PCs encounter an NPC, roll 2d6 and consult this table. For *GVS2*, all Kermen interactions reduce the result by 2 points.

2d6 Reaction Roll:

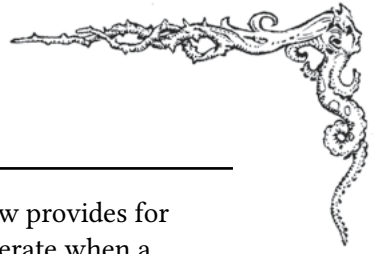
2-5: negative or hostile reaction

6-9: neutral or cautious reaction

10-12: positive or favorable reaction

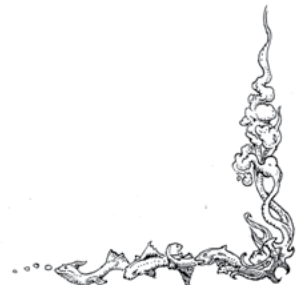


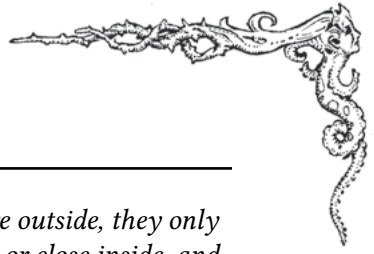
DEATH AND DISMEMBERMENT



The Death and Dismemberment table below provides for additional options which the GM may generate when a character is reduced to 0 or fewer hit points and each round thereafter until stabilized by a med kit or magic. To determine results, roll 1d10 and consult the table below.

- 1: Gnarly Doom:** The PC's body is utterly annihilated; resurrection is impossible.
- 2-3: Corpse Pose:** The PC is simply dead, and resurrection is possible.
- 4-5: Mortality Knocks:** The PC dies within 1d10 rounds unless a med kit or healing is applied. The PC is completely incapacitated for 3d4 weeks unless hospitalized and suffers the loss of 1d3 points from an appropriate stat.
- 6-7: Severed Limbs:** The PC suffers the loss of a limb, determined by a roll of 1d4: 1 – left arm, 2 – right arm, 3 – left leg, 4 – right leg. Character requires 2d4 weeks of bedrest unless hospitalized, and suffers the permanent loss of -1 CHA.
- 8-9: Broken Bone:** The PC breaks bones a limb, as determined above. The bone will take a minimum of 3d4 weeks to heal, and the PC will be unconscious for 1d12 rounds.
- 10: Concussion:** The PC is knocked out for 1d10 rounds if wearing head protection, or 2d6 rounds if their head is unprotected.





MASTER QUAKE TABLE

For any quake that occurs while the PCs are outside, they only experience a mild rumbling. No doors open or close inside, and all doors are assumed closed upon entry.

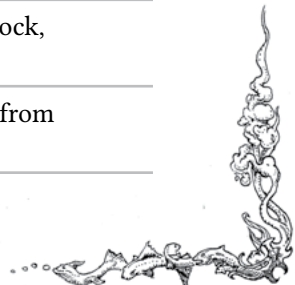
Quake Door Counter

0 Quake	No changes to the walls or doors.
1 Quake	East and West doors open.
2 Quake	North and South doors open.
3 Quake	All doors close.

Quake Escalation Table

(affects PCs only while inside The Grist Mill)

1st Quake	PCs must Save or fall and be stunned for a round.
2nd Quake	PCs must Save or fall and take 1 point of damage.
3rd Quake	PCs must Save or be hit with falling rock, crushing one item.
4th Quake	PCs must Save or fall and take 1 point of damage.
5th Quake	PCs must Save or be hit with falling rock, crushing one item.
6th Quake	PCs must Save or fall and suffer 1d3 points of damage.
7th Quake	PCs must Save or be hit with falling rock, crushing one item.
8th Quake	PCs must Save or be hit with magma from fissures, 1d6 damage.



GATHO X VERTICAL SLUM CHARACTER SHEET

NAME: _____

CLASS: _____

TITLE: _____

LEVEL: _____ XP: _____

LEGACY: _____ RP: _____

STR

INT

MOVE

DEX

WIS

CARRY

CON

CHA

WEIGHT

EQUIPMENT:

PORTRAIT

HP: 1

AC:

TO-HIT

SAVE

MUTATIONS + SPELLS

CLASS ABILITIES

WHEEL HOUSES

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GATHOX VERTICAL SLUM:

QUAKE ALLEY MAYHEM!

Enter a seedy underworld of alien hyper-capitalists and wondrous ancient artifacts with *Quake Alley Mayhem!*

This murderous, misshapen module foists a host of traps, puzzles, and environmental hazards upon unsuspecting players in a race against time. Structured for both tournament and campaign play, *Quake Alley Mayhem!* includes pregenerated characters, supplements to track the party's progress and impending doom, and hooks to fit the adventure into a larger campaign.

Designed for 3 to 6 players of levels 1 – 3.

