A WHITE BOX RPG OF SCHLOCKY HORROR

GARY VS THE MONSTERS

SHOTGUNS, CHAINSAWS, & DUCT TAPE VS THE ARMIES OF HELL

Magic Pig Media

Gary Vs The Monsters
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INTRODUCTION

Gary Vs The Monsters (GvM) is a roleplaying game of cinematic campy schlock horror based around the "White Box" version of old-school fantasy roleplaying games. This ain't about brooding vampires, misunderstood werewolves, or repentant demons. This is about monsters that want to drink your blood, eat your face, and swallow your soul. There aren't any champions or chosen ones with special powers to save the world from the monsters. You're just a regular Joe with a chainsaw, shotgun, and an attitude.

We're going to assume you have some familiarity with roleplaying games and the old school games especially. So we shouldn't have to remind you about Rule Number One. It's about rulings not rules. Keep the action going. Not every little detail is covered by a rule so Game Masters need to make those on-the-spot calls.

As we have said before, when the dice meet the table, it's your game.

THE VERY BASICS

- GvM uses Saving Throws as Skill Checks.

- Experienced players will notice that the classes do not have any Attack Bonus listed. That is correct. _All player characters have an Attack Bonus of +1._ That's it. Good luck. You're going to need it.

- There are no weapon and armor proficiencies. All player characters may use any weapon or armor.

- Speaking of armor. It doesn't make that much of a difference. Any armor gives -2[+2] bonus. It doesn't matter if it's a Kevlar vest, something picked up at the Renaissance Faire, or a cookie sheet duct taped to your chest. But characters do get better at avoiding monsters as they progress in levels.

GENERATING CHARACTERS

GvM is all about average people fighting hordes of evil supernatural monsters. And the odds are usually in the monsters' favor.

Character Generation Outline:

1. Roll Stats.
2. Pick a class
3. Roll for a Day Job and Brush with the Supernatural.
4. Do some math.
5. Roll starting equipment.
6. Get eaten by monsters.
7. Go to Step 1. (Just kidding. Characters do survive. Occasionally.)

ROLLING STATS

The character's Stats AKA Attributes define the basic abilities and talents of the character. It tells how strong, smart, tough, quick, healthy, likeable, and strong willed the character is or isn't.

Player characters are average people so it's suggested that Attribute Scores scores are generated by rolling 3d6. The Game Master may have players assign these numbers in order or to their choosing or may use a totally different method. Your GM will tell what method to use.

If you play GvM for a while, the players will get very good at quickly generating characters. They tend to die. A lot. Be prepared for that.

The score of Attribute determines its modifier according to this chart. The Attribute Modifier of each attribute is used for a variety of purposes as well as Skill Checks and Saving Throws. The modifier may be applied to a roll at the Game Master's discretion.

Score	Modifier
3 to 8	-1
9 to 12	0
13 to 18	+1

Each class has a Prime Attribute. If the character has a score of 13 or more in that Attribute then the character gains a 5% bonus on Experience Point awards. This is in addition to any other bonuses they get based on other Attribute scores.

THE STATS/ATTRIBUTES

Strength

This is how strong your character is (duh). It's how hard you hit in face-to-fang combat. How much gear you can carry and how quickly you can kick down a door or open a jar of peanut butter.

- Modifies: To-Hit and Damage Rolls With Melee Weapons
- Used For: Kicking In Doors, Moving or Lifting Heavy Objects
- Saving Throw: Entanglement and Constriction

Dexterity

This measures the coordination, quickness and nimbleness of a character all rolled into one. Can you run away or do you trip over your feet?

- Modifies: Armor Class and To-Hit Rolls with Ranged Weapons
- Used For: Sneaking, Acrobatics, Sleight of Hand
- Saving Throw: Dodging, Avoiding Traps, Falling Rocks, and Fleeing

Constitution

This measures the character's overall health and endurance whether its running a marathon or going on a bender. It also helps determine how much of beating the character can take.

- Modifies: Hit Points each time the character gains a level.
- Used For: Test Of Endurance Like Staying Up All Night.
- Saving Throw: Poison, Disease, and Drugs

Intelligence

This measures the education, knowledge, and IQ of the character. Surprisingly, many monster hunters are very smart. Well, book smart anyway.

- Modifies: Spells Per Day for Mystics and Psychic Abilities.
- Used For: Education, Knowledge, Information, Occult Lore, Investigation, Solving Puzzles, Making Change.
- Saving Throw: Illusions and Magic

Wisdom

This measures the character insight, perception, discipline, and willpower.

- Modifies: Psychic Abilities
- Used For: Perception, Analysis, Hunches
- Saving Throw: Mind Control, Charm, and Psychic Abilities
- Characters with a Wisdom score of 13 or more gain 5% bonus to Experience Point awards.

Charisma

This measures the character's personality (and looks a bit). It's about how sociably likeable the character is.

- Modifies: Psychic Abilities
- Used for: Social interactions, Telemarketing, Sales, and Talking Your Way Out of a Speeding Ticket.
- Saving Throw: Possession, Curses.
- Characters with a Charisma score of 13 or more gain 5% bonus to Experience Point awards.

THE CLASSES

There are four classes for players to choose from.

- **Survivor:** A rough and tumble character who managed to survive messing it up against the forces of darkness. Survivors are tough and they learn quickly how to avoid getting killed.

- **Normal:** A character with no special abilities other than luck but sometimes that's enough. Most Normals want to go to a regular 9-to-5 life but fate has other plans. They always seem to end up in the middle of some supernatural dust up.

- **Mystic:** Mystics know a few supernatural tricks to help even up the fight against evil. Mystics aren't the toughest nor the luckiest characters of the bunch but their knowledge and magical skills prove to be invaluable when facing the forces of darkness.

- **Psychic:** Not powerful in combat but they can gain all sorts of information that no other character can.

READING THE CHARACTER CLASS TABLES

Level: This is how experienced your character is. Level 1 means you're fresh meat for the monsters. Level 10 means you're an epic hero and still fresh meat for the monsters.

XP: This is the number of Experience Points (XP) needed to advance to this level.

Hit Die (HD): This is the number of d6 Hit Dice at that level. Characters re-roll their Hit Die each time they advance a level to obtain a number of Hit Points (HP). In case you're dice don't like you at that level, you get to keep the higher number of HP.

Armor Class Bonus: Characters learn to duck and gain a bonus to their Armor Class as they progress in levels. There's more about Armor Class in the Combat Chapter.

Saving Throw(ST): Saving Throw is the number the character needs to roll on a d20 to avoid bad things. It's also the number the character uses to do things. See Saving Throws, Skills & Day Jobs.

GARY'S RULES OF MONSTER HUNTING

You want some advice? Sure. Do not buy "Monster Hunting" Kits off the Internet. Garlic powder is not a viable substitute. You also won't find real magic books at the mall.

THE SURVIVOR

I've been around the block in this zombie infested bus before and some how I still managed to pull it together. I've seen stuff that'll turn your hair white and make you change your pants. Maybe it's luck or fate or destiny. I dunno. Beer me, doll.

Level	XP	HD	AC Bonus	ST
1	0	1+1	-1[+1]	14
2	2,000	2	-1[+1]	13
3	4,000	3	-1[+1]	12
4	8,000	4	-2[+2]	11
5	16,000	5	-2[+2]	10
6	32,000	6	-2[+2]	9
7	64,000	7	-3[+3]	8
8	128,000	8	-3[+3]	7
9	256,000	9	-3[+3]	6
10	512,000	10	-4[+4]	5

Prime Attribute: Constitution

Brass Balls: Survivors gain a +2 bonus on Fear Saving Throws.

This is My Boom Stick: Survivors have a favorite weapon. When using this weapon they gain a +1 To-Hit and damage. This could a ranged or melee weapon but not a restricted (military grade) weapon. At the Game Master's discretion, the character may start play with their chosen weapon.

Last Man Standing: Survivors gain a cumulative +1 bonus To-Hit and damage for each player character killed (by Monsters) during the current combat encounter up to a maximum of +4. These bonuses last only for the duration of the current combat.

Only a Flesh Wound: Once per day, Survivors can reduce the damage from an attack by 1d6 Hit Points.

THE NORMAL

Why me? I just want a normal life. My boss is going to kill me if I'm late again. I don't have time to waste on mutant South American beetles. I don't care if they turned everybody at the coffee shop into crazed killers. Yesterday, there was some guy saying that there were zombies on the bus. I don't have time for this stuff. I have spreadsheets that need to get done.

Level	XP	HD	AC Bonus	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	2+1	-1[+1]	13
4	5,000	3	-1[+1]	12
5	10,000	3+1	-2[+2]	11
6	20,000	4	-2[+2]	10
7	40,000	4+1	-2[+2]	9
8	80,000	5	-3[+3]	8
9	160,000	5+1	-3[+3]	7
10	320,000	6	-3[+3]	6

Prime Attribute: None but gain +5% Experience Points if each Attribute score is below 9.

Fools & Small Children: By every rule, the character should be dead but isn't. By some weird coincidence or quirk of fate, the character survived. Once per game session, Normals can avoid death but the player must describe how the character got out alive.

I Like My Job: Normals gain a +3 (instead of +2) bonus when attempting Skill Checks related to their Day Jobs.

Screw This. I'm Outta Here: Normals can survive by running away. Normals gain a +2 bonus to Fleeing Saves (See Running Away or Somebody Is Getting Thrown Under The Bus).

Weird Magnet: If there's a cursed item to be found then you're the one who finds it. Evil spell book sitting in the library? You're the one who pulls it off the shelf. If the Monster needs some special thing to complete its world-ending ritual then you've got it or are it. It's not that the monsters want to kill you but you always seem to have what everyone wants. You're at the center of things gone weird. Lucky you.

You're the Bait: If a Normal is getting attacked by a monster, any other characters attacking that monster gains a +1 bonus To-Hit and damage. This bonus only applies while the character is being attacked. If the character dies or runs away or if the monster runs away or attacks a different character then the bonus ends.

GARY'S RULES OF MONSTER HUNTING

Chainsaws: An elegant weapon. Not clumsy or random like a shotgun. But they do run out of gas.

THE MYSTIC

I know the secrets. You may think it's bull crap but it's real. Maybe it's faith or some other power beyond our knowing. But there is power out there and I can tap into it. What? Fireballs? Yeah, it's called a Molotov Cocktail. You play too many games.

Prime Attribute: Intelligence

Arcane Mind: Mystics gain have a +2 bonus to Save vs Magic but their studies have unlocked too many hidden secrets, they have a -2 penalty to Save vs Insanity.

Basic Magic Spells: All Mystics know the basic magic spells (See the following pages). Some spells may require an Occult Lore Skill Check (See each spell's description). A failed attempt to cast a spell still counts towards the character's daily allotment of spells. A character may only cast a few spells per day as shown on the Class Advancement Chart.

Occult Lore: Mystics have uncovered many secrets of the supernatural. They gain a +2 bonus to any skill checks related supernatural and occult lore. This includes reading ancient texts which usually aren't written in a modern language and performing rituals from those old manuscripts.

Level	XP	HD	AC Bonus	Spells Per Day*	ST
1	0	1	+0	0	16
2	2,500	1+1	+0	1	15
3	5,000	2	+0	1	14
4	10,000	2+1	-1[+1]	2	13
5	20,000	3	-1[+1]	2	12
6	40,000	3+1	-1[+1]	3	11
7	80,000	4	-2[+2]	3	10
8	160,000	4+1	-2[+2]	4	9
9	320,000	5	-2[+2]	4	8
10	640,000	5+1	-3[+3]	5	7

*Adjust by the character's Intelligence Modifier

Sense Magic: The Mystic opens their third eye to arcane energies. The Mystic can detect if an object is enchanted. He can also tell if magic has been conducted recently in the immediate area. The more powerful the magic performed the easier it is to detect. If the magic is extremely powerful or extremely dark then the caster might have to make a Saving Throw versus Insanity at the Game Master's discretion.

Winds of Fate: Mystics have the ability to influence fate and luck. They may re-roll an attack roll, Saving Throw or Skill Check. They may ask the GM for a "lucky break" by being in the right place at the right time or finding a needed clue. But this comes at a price.

Before this ability may be used again, the character is cursed with some sort of bad luck. The GM may force the character to re-roll an attack roll, Saving Throw, Skill Check, or have the character be in the wrong place at the wrong time etc.

BASIC MAGIC SPELLS

There are lots of books of "magic spells". Most of them are junk and the one's that aren't junk have some pretty bad side effects like selling your soul, driving you insane, or opening a portal for some really nasty things to come pouring into the world. There are a very few tried and true spells that will work and wont' cause The Apocalypse.

All Mystic player characters begin play knowing all of the basic spells. The GM may have non-player characters who know a few of the basic spells or other spells.

Bless
Casting Time: 1 Minute
Duration: Until the next sunrise or sunset.

The character imbues another person or item with powerful positive mystical power. Each casting of Bless can have one of the following effects:

- **Create Holy Water:** The character can bless one quart of holy water per level. Many supernatural creatures (like vampires and demons) are vulnerable to holy water and burns them like acid (1d6 damage).

- **Warrior's Blessing:** The blessed character gains -1[+1] bonus to Armor Class and +1 bonus to Saving Throws. A Mystic cannot bestow this blessing upon themselves.

- **Holy Weapon:** A melee weapon (or 20 rounds of ammunition) are empowered against supernatural creatures and gain a +1 To-Hit and +1 damage.

Circle of Protection
Casting Time: 5 minutes
Duration: Until the magical runes are erased or disturbed or the caster breaks their concentration.

The caster inscribes a magical circle on the floor or ground with a diameter no greater than ten feet. The Mystic must make a successful Occult Lore check in order to create the circle successfully. The circle physically keeps the creatures at bay and restricts the use of any mental powers (Targeted characters are +4 to Save). The creature cannot physically interact with the circle but it can have mortal hirelings or others disrupt it. Intelligent creatures can attempt all sorts of tricks to disrupt a Circle of Protection like setting the whole building on fire.

- A Possessed Person cannot enter a Circle of Protection.
- A Circle of Protection cannot be used to confine a creature. (It keeps them out, not in.)
- A Circle of Protection does not affect Fear Saves.
- The caster must always be within the Circle and be concentrating on the Circle for the duration.
- Any character entering the Circle after it has been created must make a Saving Throw or accidentally disturb the arcane runes and thus breaking the circle.

Divination
Casting Time: 15 Minutes

The caster uses some form of mystical focus (Tarot cards, Ouija Board, rune stones, tea leaves etc) to attempt to divine the future. The player gets to ask the GM 1d6 (rolled secretly by the GM) "Yes-No-Maybe" questions.

The player doesn't know how many questions were rolled and may ask as many or as few as he wants. If the player exceeds the number of questions rolled then the GM should either give a random answer or the answer that the GM thinks the player wants to hear or already believes to be true.

Exorcism
Casting Time: 1 hour/HD of the demon or possessing entity.
Duration: Basically permanent until the demon/entity comes back.

Exorcism is an endurance contest between the caster and some possessing entity, usually a demon. First, the possessed person needs to be restrained for everybody's safety. The little bugger could run away and the whole process would have to start over.

To begin the exorcism, the caster must inscribe a binding circle around the possessed person. This requires an Occult Lore Check. This keeps the entity from hopping into a new body. If this check fails (and it should be rolled secretly by the GM), the exorcism may proceed but the entity may hop into a new body if it looks like the exorcism will be successful.

For each hour of casting time, the caster must make another Occult Lore Check. If the check fails then that hour does not count towards the total casting time and the demon lashes out and does 1d6+ its HD in damage (For example, a 7 HD demon would do 1d6+7 damage.) with random bites and scratches, telekinetically hurling objects around the room, using pyrokinesis to set a character on fire, and/or outright psychic assault. The damage is rolled. The caster and anyone assisting attempts a Saving Throw. Any character who fails takes the full damage. For characters who succeed on their Saving Throws, divide the damage as evenly as possible between those characters with any remaining damage inflicted on the character with the lowest current HP. If any character is killed or leaves the exorcism then the ritual must be stated over from the beginning.

This spell can also be used to drive evil spirits and ghosts from a location. Use the total number of HD of all of the ghosts or spirits for determining casting time and any damage. Any one who is at the location is considered to be assisting and must make Saving Throws even if the character is not actively participating in the exorcism. Like a regular exorcism if anyone dies or leaves, the process must be started over.

A successful exorcism may put ghosts to rest and/or return a spirit/entity to its plane of origin temporarily at the Game Master's discretion.

Faith Healing
Casting Time: 5 Minutes

This spell heals 1d6+1+the Caster's Intelligence Modifier Hit Points of damage. A character cannot benefit from Faith Healing more than once per day. Faith Healing will not cure disease or poison. Nor can it restore the dead to life and regenerate missing or severed limbs.

THE PSYCHIC

I see things and hear things. It really freaks people out when I tell them that I'm talking to their dead aunt. No, I'm not crazy. I hear the voices all the time. Sometimes their the souls of the departed. Sometimes they're something else. I'LL SWALLOW YOUR SOUL! I'LL SWALLOW YOUR SOUL!

Level	XP	HD	AC Bonus	ST
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	-1[+1]	12
5	20,000	3	-1[+1]	11
6	40,000	3+1	-1[+1]	10
7	80,000	4	-2[+2]	9
8	160,000	4+1	-2[+2]	8
9	320,000	5	-2[+2]	7
10	640,000	5+1	-3[+3]	6

Prime Attribute: Wisdom

Portal to the Spirit World: Psychics are sensitive to the energies of the universe as such they are vulnerable to possession. They suffer a -2 penalty to Save vs Possession.

Precognition: Psychics have a 1 in 6 chance of being surprised. Also, Psychics may also apply their Wisdom Modifier to their Armor Class in addition to their Dexterity Modifier.

Sixth Sense: Psychics get "a bad feeling" about a person, place, thing, or event with a successful Saving Throw.

Trained Mind: Psychics gain a +2 bonus to Saving Throws to resist mind reading and similar powers.

Visions: Psychics have random visions. They maybe of some other place or some other time and will probably provide clues about the current or a future adventure. A character may attempt to intentionally have visions by making a Psychic Power Check (See below.) at -4.

Psychic Powers: Using Psychic Powers requires a Skill Check modified by the character's Psychic Bonus (Total Intelligence, Wisdom, and Charisma modifiers). The GM should roll the checks in secret because the player doesn't know if they failed or that there was nothing there. On a failure, the GM may give the information that the Psychic wants hear. A Psychic may attempt to activate a power only once every 24 hours on a specific subject.

There are three Psychic Powers:
- **Medium:** The Psychic is able to sense and speak to ghosts and spirits or have ghosts and spirits talk through them. The Psychic must save versus possession by the ghost or spirit. The character would then require an exorcism or wait until it gets bored and leaves. If others assist the Psychic (performing a seance) then the Psychic gains a +1 bonus to the Psychic Power check and the Saving Throw versus possession.
- **Sensitive:** Psychics have the ability to read objects and places (Psychometry). They can get powerful visions of emotionally charged events that have occurred. They can get the feeling if a location is haunted or inherently evil.
- **Telepath:** A Psychic can sense the emotions of another person. They can also attempt to read a person's surface thoughts (Saving Throw negates). A Psychic may also attempt delve into the subconscious of a target. To resist, the target is allowed a Saving Throw with a +4 bonus. If a Psychic attempts to read the mind of a Monster, or an insane or possessed person then the Psychic should make a Saving Throw versus Insanity at the Game Master's discretion.

SAVING THROWS, SKILLS & DAY JOBS

Saving Throws are what your character uses to resist all sorts of bad things. Be it poison, disease, mind control, and various other types effects that aren't exactly an attack but still can do damage or otherwise hinder a character. To make a Saving Throw simply roll 1d20. A character's class may provide a modifier as well as the Attribute Modifiers of the character. If the total of the roll is greater than the character's Saving Throw number (on the Class Charts) then it was successful.

GvM uses the Saving Throws as a Skill mechanic. Or to put it another way, if the player wants his character to attempt something so the player rolls a Saving Throw. The GM may allow the roll to be modified by one of the character's Ability Score Modifiers, Class, and/or Day Job. It's that simple.

There is no long list of skills in GvM. Instead at 1st Level, the player rolls on the following chart for the character's Day Job. Whenever the character attempts something that might somehow be related to his Day Job, the character gets a +2 bonus on the Skill Check. The +2 bonus should not be used for Attack Rolls or Saving Throws or when the character is resisting something. These are things that character has learned or knows how to do that don't directly involve combat. What exactly this would apply to is left up to the player's creativity and the Game Master's discretion. Of course, players may and should be more specific about their Day Jobs to add that extra bit of color.

At the Game Master's discretion, a player may pick a Day Job or come up with their own. Remember characters should be ordinary people. If a player wants their character's Day Job to be a Ninja-Nuclear Physicist-Navy Seal then the Game Master should feel to have a meteorite plummet from the sky and squash the character immediately.

	Day Job Chart		
1	Slacker	16	Convenience Store Clerk
2	Big Box Retail Clerk	17	Telemarketer/Call Center
3	Student	18	Psychic (Fake or not)
4	Security Guard/Mall Cop	19	Local Celebrity/Entertainer
5	Journalist/Blogger	20	Academic/Teacher
6	Handyman	21	Petty Criminal
7	Food Service Worker	22	Lawn Care/Gardner
8	Office Temp	23	Paramedic/Medical Worker
9	Tech Support	24	Minor Bureaucrat
10	Artist	25	Delivery or Cab Driver
11	Nerd/Geek	26	Fitness Trainer/Jock
12	Baby Sitter/Day Care	27	Janitor/Cleaning Crew
13	Activist	28	Sales Person
14	Sanitation/Public Works	29	Pet Sitter/Dog Walker
15	Assembly Line/Factory	30	Two Jobs. Roll Twice.*

*Ignore this result if rolled again and duplicates.

BRUSH WITH THE SUPERNATURAL

Most people go their entire lives without crossing paths with the supernatural. Player characters aren't that lucky.

Roll a d12 on the following table to see what the character has previously encountered. This gives the character a little bit more of a background and a special bonus. This is a one time bonus at character generation, not every time a character survives an encounter with a monster.

Players may opt for their characters to have a *very* interesting life. After rolling a d12 for the character's initial Brush with the Supernatural, they may roll a d20 and see what happens. Be warned. Bad things could happen including character death.

Brush with the Supernatural Table	
1	Bitten by a Vampire. +1d6 Hit Points.
2	Possessed by a Demon. +2 to Save vs Possession.
3	Attacked by a Werewolf. -1[+1] Armor Class.
4	Haunted by Ghosts. +2 to Fear Saving Throws.
5	Why did it have to be Zombies? +1 To-Hit.
6	Grandma was from the Old Country. +1 bonus on Occult Lore Skill Checks.
7	Committed to an Asylum. +2 Save Vs Insanity.
8	You don't know what it was but it was big. +1 Damage.
9	Chased by Mutant Cannibal Hillbillies. +2 to Fleeing Saves.
10	Dead for just a bit. +1 to all Saving Throws (Doesn't affect Skill Checks.)
11	Survived Necroid attack. Choose one: +1d6 HP, -1[+1] AC, +1 To-Hit, +1 Damage, or +1 Occult Lore checks.
12	Lucky you. Roll twice on this table. Ignore if this result if rolled again and duplicates.
13	Cursed by a Gypsy: -1 to all Saving Throws.
14	Bum Knee. -2 to Fleeing Saves.
15	Totally Messed up in the Head: -2 to Saves vs Insanity.
16	Not Again: -2 to Fear Saves.
17 to 20	Game Over, Man! You're dead.

GAINING EXPERIENCE

In many games characters gain a set amount of Experience Points (XP) based on the Hit Dice of a monster. That plan doesn't quite work here. Can you imagine a player asking, "How many XP do we get for the Elder God?" We even left out any specific XP awards for Monsters in those listings. Another thing characters won't get XP for is loot. Sure this game is all about killing monsters before they kill you but they generally don't walk around with liquid assets in their pockets. So what do characters gain XP for? We made a little chart to help you out. XP are awarded individually to characters.

Action	XP Award
Survive the session.	500
Coming up with a neat solution or idea. It doesn't necessarily have to work.	100
Saved the life of another player character or that of an NPC.	200
Getting everyone at the table laughing.	50
Doing something really stupid but reinforces the genre.	100
GM award based on how well and how fun the session went.	0 to 1,000
Blurt out a corny one liner.	50
Per HP of damage inflicted on a character by a monster.	1

Remember to apply any bonuses for high Attribute scores. For an even simpler, optional rule. Don't even keep track of XP. If a character survives the adventure, then they gain a level. Yes, this option means that characters gain levels very quickly but they can die just as quickly.

SO WHAT HAPPENS WHEN A CHARACTER GAINS A LEVEL?

When a character accumulates enough XP to gain a level (Check each classes description for how many XP are needed.) lots of things happen. The character's Saving Throws improve and the character gets more HP. Roll a number of d6's according to the class chart. If it is more then the character's current total HP then congrats. You've got more HP. Remember, a high or low Constitution score will modify a character's HP for each level. Plus, the character might learn how to duck better so their AC might improve.

INSANITY

There's two types of Insanity. Temporary and Permanent. If a character goes permanently insane then the character should be retired to an asylum and only brought out for special occasions (or maybe the Game Master will turn the character into a villain). If the character fails a Saving Throw versus Insanity then roll on the following chart:

Temporary Insanity			
1	Catatonic until the character makes a Saving Throw or is otherwise snapped out of it.	7	The character assumes the fetal position until the character makes a Saving Throw or is otherwise snapped out of it.
2	Insane Rage: +1 To-Hit, damage and Saving Throws for the next 1d6 minutes.	8	You're going to need some clean underwear plus your hair turns white. Other than you're fine.
3	Sees random hallucinations for the next 2d6 minutes.	9	Hysterical blindness for the next 1d6 rounds.
4	Hears random voices for 3d6 minutes.	10	Frightened. The character is at -2 to Fear Saves for 3d6 minutes.
5	Dance around and giggle like an idiot for the next 1d6 rounds.	11	Scream really loudly for the next 1d6 rounds.
6	Attacks nearest person or thing until the character succeeds on a Saving Throw.	12	Paranoid for the next 1d6 hours. The character is sure that the other PC's are monsters.

When is a character supposed to make Saving Throws versus Insanity? Usually, a monster will have some ability that will cause the character to attempt the Saving Throw. There might be an ancient artifact or a forbidden tome that might cause the character to make the roll. Heck, even really gross or scary scene can cause a character to attempt a Sanity Saving Throw.

When is it permanent? Generally, insanity is only temporary except in a couple situations. First, if an effect clearly states that a failed Saving Throw results in Permanent Insanity. Second, if a character fails a second Saving Throw versus Insanity while Temporarily Insane. Roll 1d6 adjusted by the character's Wisdom Modifier on the following table

Permanent Insanity	
0	Catatonic.
1	Only Talks in Gibberish and Riddles.
2	Random Hallucinations.
3	Paranoid. Monsters are everywhere.
4	Phobia of something related to the event.
5	Addicted to a Vice.
6	Superstitious. Has Lucky Charms
7	Overconfident. -1 Fleeing Saves, +1 Fear Saves.

EQUIPMENT & GEAR

Wealth: GvM doesn't pay that much attention to wealth. It's not like the monsters are walking around with suitcases full of cash. Plus chances are characters will be "Pre-approved for an Awesome Credit Offer!" and chances are the character won't live long enough to pay off the debt. But characters should have some walking around money. A character starts with 3d6 X $10.

Also, there isn't a long list of common items and bits of equipment. GvM is roughly based in the modern world. The characters have access to those big box retail stores that stock thousands of items. They can grab all sorts of things that they might need. Game Master's should use common sense about the pricing of such sundries.

Encumbrance: GvM is all about playing fast, dieing fast, and getting back into the action fast. Game Masters and players should use common sense about how much equipment a character can carry and remember it's just not about weight but bulk as well.

Weapons' Laws: GvM is a cinematic game about hunting monsters. So unless the characters are waving around guns like maniacs not too much should happen. However, acquiring restricted weapons (basically military grade stuff) should rarely, if ever happen.

Remember unlike many games, there are no weapon proficiencies. Any character may use any weapon. Also, armor doesn't matter. No matter type of armor that a character may wear the bonus is -2[+2].

Starting Equipment: Characters are assumed to have clothes, a car (but probably a clunker) or some other mode of transportation, a place to live and a few odds and ends. Roll on the Random Starting Equipment Tables for special monster hunting equipment and other stuff the character may have. Good Luck!

Rolling Random Starting Equipment: Instead spending time shopping, starting characters begin with some random equipment.

- **Table A (Roll 3 times):** These are items that could be very useful with a little creativity and imagination.
- **Table B (Roll 2 times):** These are obviously useful in some way.
- **Table C (Roll Once):** Weapons.
- **Table D:** Really good weapons. Only roll if you get the result on Table C.

GARY'S RULES OF MONSTER HUNTING

Your average hardware store has most of the things you need for monster hunting but buying all that stuff at the same time makes you look like a serial killer. If you try to buy that stuff online then you'll probably end up on a watch list.

RANDOM STARTING EQUIPMENT

Table A (Roll 3 Times.)

1	A Mop	11	Cast Iron Frying Pan
2	50 Foot Extension Cord	12	10 X10 Ft Plastic Tarp
3	Set of Dice	13	Pair of Control Top Panty Hose
4	Note Pad	14	Box Of Crayons
5	Box Of Salt	15	2d6 Large Heavy Duty Trash Bags
6	Box Of Condoms (Extra Small)	16	Tube of Super Glue
7	Pack Of Cigarettes	17	Can of Hairspray
8	Deck of Playing Cards	18	Box of Nails
9	Super Soaker Water Gun	19	Box Of Tampons
10	A Brick	20	Six Pack Of Beer

Table B (Roll 2 Times.)

1	Flashlight	11	3 Foot Long Wooden Dowel/Stick
2	Swiss Army Knife	12	Box of Rat Poison
3	Zippo Lighter	13	3d6 Zip Ties
4	50 Feet Parachute Cord	14	Roll Of Duct Tape
5	5 Gallon Gas Can (Full)	15	Pocket Mirror
6	An Emergency Whistle	16	1d6 Granola Bars
7	Hacksaw	17	Full Water Bottle
8	First Aid Kit	18	Bag of Dog Food
9	Beach Towel	19	Baggie of "Medicinal" Herbs
10	3 Feet Of Chain	20	Bottle Of Whiskey

Table C (Roll Once.)

1	Fireplace Poker (1d6 damage)	7	Baseball Bat (1d6 damage)
2	Big Knife (1d6-1 damage)	8	Tire Iron (1d6 damage)
3	Crowbar (1d6 damage)	9	Meat Cleaver (1d6)
4	Machete (1d6 damage)	10	1 Road Flare (2d6 damage)
5	Sledge Hammer (1d6+1 damage)	11	Decorative Sword (1d6, -1 To-Hit)
6	Ax (1d6+1 damage)	12	Roll Once On Table D.

Table D

1	Sword (1d6+1)	4	Magnum Pistol (1d6+1)
2	Chainsaw (2d6, -1 To-Hit)	5	Hunting Rifle (1d6+2)
3	Crossbow (1d6+1)	6	Shotgun (2d6)

MELEE WEAPONS

Weapon	Damage	Cost	Notes
2x4	1d6-1	$3	1 in 6 chance of breaking on each attack.
Ax	1d6+2	$20	
Baseball bat	1d6	$25	
Big Knife	1d6-1	$20	
Broken Bottle	1d6-1	Free	4 in 6 chance of breaking on each attack.
Chainsaw	2d6	$150	-1 To-Hit
Crowbar	1d6	$10	
Hammer, Claw	1d6	$5	
Hammer, Sledge	1d6+2	$15	
Hatchet	1d6+1	$15	
Machete	1d6	$15	
Pipe	1d6-1	$3	
Shovel	1d6	$20	
Sword	1d6+1	$250	
Sword, Decorative	1d6	$20	-1 To-Hit
Wooden Stake	1d6-1	$1	1 in 6 chance of breaking on each attack.

COMMON RANGED WEAPONS

Weapon	Damage	ROF	Range	Cost
Bow	1d6	2	70 feet	$100
Crossbow	1d6+1	1 per 2	80 feet	$200
Hunting Rifle	1d6+2	1	200 Feet	$700
Nail Gun	1d6-2	1	10 feet	$200
Pistol, Magnum	1d6+1	2	75 feet	$400
Shotgun	2d6	1	75 feet	$300
Shotgun. Sawed-Off	2d6+1	1	30 feet	$300

RESTRICTED RANGED WEAPONS

Weapon	Damage	ROF	Range	Cost	Notes
Assault Rifle	1d6+2	2	200 Feet	$800	Autofire
Explosives	3d6	1	30 Feet		
Grenades	2d6+2	1	30 Feet		
Machine Gun	2d6	Auto Only	300 Feet	$1,500	Autofire
Sub-machine gun	1d6+1	2	75 Feet	$750	Autofire

GETTING BLOODY (COMBAT)

Initiative: The GM should determine which side (if any) has surprise. This is pretty much common sense based on the situation. Each player rolls 1d6 adjusted by their character's Dexterity Modifier and the GM rolls 1d6+2 for the monsters.. Then count down from highest to lowest.

DETERMINING ARMOR CLASS

Important Note: Your Game Master will decide whether your game is using the "Descending" armor class system where a lower AC is harder to hit, or the "Ascending AC" system, where a higher AC is harder to hit. Numbers for the "Ascending AC" system are set off in brackets like this: 7[12].

Descending AC System: In the Descending AC System, an unarmored mortal is AC 9.

Ascending AC System: For the Ascending AC system, an unarmored mortal is AC 10.

Don't forget. The character's Dexterity modifier adjusts the character's AC.

Target Armor Class (Descending)																	
9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Roll to Needed To Hit																	

Attack Rolls: Roll 1d20+any bonuses. Compare to the target's Armor Class (ascending) or the above chart (descending). There are no special rules for rolling a Natural 1 or 20 but many Game Masters will house rule some specific effects. And remember: *All player characters have an Attack Bonus of +1.*

Ranged Combat: -2 To-Hit per range increment. See individual weapon listings. Also, many ranged weapons have a special Rate of Fire (ROF). This is how many attacks the weapon can attempt each round.

Damage: Roll damage based on the attack. Remember, damage from melee attacks is modified by the character's Strength.

Movement: The base movement of each monster is listed in their entries in the Monsters section. Normal mortals have a movement rate of 12. This is the number of feet they move in a combat round.

Time: The basic unit of measure is the Round. This equals 1 Minute. Some Game Masters change this so talk to your Game Master. For any other measurements of time, GvM uses the actual unit of measure rather than another arbitrary term.

SPECIAL COMBAT RULES

Guns & Ammo: GvM is a cinematic game so we don't bother keeping tack of ammunition when it comes to guns. After each time that a gun is fired, the player rolls 1d6. On a 1, the gun is out of ammo. If it was fired on autofire then the chance of being out of ammo is 2 in 6.

Autofire: Autofire weapons can fire a 5 round burst. This grants a +2 To-Hit and does 2 x damage. The target may attempt a Saving Throw for half damage. A burst replaces the weapon's normal ROF.

Invisible Opponents: If a character thinks they have a general idea where the invisible creature is then they may make an attack but at -4.

Beheading: Most monsters who have heads are vulnerable to beheading. But then there's a few that can be beheaded and can still eat you or come back later for revenge.

First, determine if a weapon could be used that way. There's the obvious like axes, meat cleavers, chainsaws, and machetes but also odd weapons like a sawed-off shotgun can do the trick as well.

The character attempts a normal attack roll at -4. If the attack is successful then the monster is allowed a Saving Throw to avoid decapitation. The Monster still takes damage from a successful attack.

FLEEING

Monster hunters learn quickly that you don't have to out run the monster just that one partner who you don't like. Sometimes it's the only way to survive until the next encounter. The GM and players should vividly describe the chase and any dirty tricks that ensue.

To escape the clutches of that hungry monster, characters must make a Fleeing Saving Throw. Most monsters can run faster than plain old mortals, so check the Monster entries for a Fleeing Save Modifier listed in parenthesis after the Monster's Movement Speed.

Before the Fleeing Save is rolled, the character may do one of the following:

- *Throw Somebody Under the Bus:* So you may not be the fastest sprinter but some quick thinking and dirty tricks could save your skin. The character gains a +2 bonus to their Fleeing Save but another random character ends up with a -2 penalty.

- *Play the Hero:* Some times it's nice to play the hero and heck there may even be some fringe benefits. A character may voluntarily impose a -2 penalty to their check to grant another character a +2 bonus.

Success! The character gets away. However, the monsters gets a free attack on each character who fails their Fleeing Save. If they survive they may attempt to flee again next round.

DEATH & HEALING

Death: Characters die when they reach zero HP. A character may try to cheat death once per game session. If the character succeeds on a Saving Throw then the character crawls back to their feet with HP equal to their current level. If it's a failure then start rolling up a new character. The GM may also determine that the character took too much damage or there is no way to avoid death.

Healing: *GvM* is a deadly game but it's also cinematic. When a character has a couple of minutes to "take a breather, they regain 1d6 HP. If a character can take several hours to rest, relax, grab some beer and pizza, and shower off all the blood and gore then the character regains all of their HP.

MAGIC RITUALS

Rituals are sort of like spells. They usually take longer to cast, have very specific requirements and may take an entire team of cultists to perform. Rituals have a very specific (and probably one time) use such as summoning or banishing a specific elder god or powerful demon lord, removing a specific curse, sending an evil spirit back to the depths of Hell (for a while any way). Rituals are time consuming, expensive, and something that characters can't do every day.

A whole adventure could revolve around stopping a ritual or getting the components needed to perform a world saving ritual. The characters might be running around gathering the right components or even finding the right ritual or ancient book. Chances are there will be one group trying to perform the ritual and another trying to stop it.

PERFORMING RITUALS

Anyone can perform a magic ritual. It only takes the right words and components. However it is easier and safer for Mystics to conduct rituals. It takes 1d6 hours to perform a ritual.

- *Mystics:* The character attempts an Occult Lore Skill Check. If the character fails then the ritual fails. If the Skill Roll was a Natural 1 then roll on the Magic Gone Wrong Table.

- *Non-Mystics* may attempt an Occult Lore Check with a -2 penalty. If the character fails then roll on the Magic Gone Wrong Table.

	Magic Gone Wrong		
1	You ripped a hole in the fabric of reality. 2D6 Demons enter our world.	11	The ritual works opposite of its intended effects.
2	Caster gets possessed by a demon.	12	The entire area bursts in flames.
3	Jinxed/Hexed/Bad Luck. The Caster has -2 penalty to all attack rolls, Skill Checks and Saving Throws until the hex is removed.	13	Everyone in a 100 foot radius must make a Saving Throw versus Possession at +2 or become a Necroid. Any dead bodies automatically become Necroids.
4	Summons all local Monsters to the caster's location.	14	The caster goes temporarily insane. Roll on that chart.
5	Animate all dead bodies in 1d6 x 5 mile radius.	15	Random person or machine in the area is possessed by a demonic entity.
6	Everyone in a 100 foot radius must make a Saving Throw or die. Those who die become very angry ghosts.	16	The caster must make a Saving Throw versus Insanity or go permanently Insane.
7	All technology and electronics are blown out in a 1d6 x 10 mile radius.	17	Everyone in a 100 foot radius must make a Saving Throw versus Insanity.
8	Everyone in a 100 foot radius takes 3d6 damage (Save for half). Anyone killed by this damage immediately comes back as a Zombie.	18	The area is pelted with meteorites for the next 1d6 hours. Each hour take 1d6+1 damage (Save for half damage).
9	Create the storm of the century. Tornadoes. Hurricanes. Tidal Waves.	19	Create massive earthquake including some nasty sink holes.
10	GM's Discretion but generally something pretty random and bad.	20	Summon an Elder God. It's not happy about it.

CREATING RITUALS

Like we mentioned before magic rituals are powerful sometimes to the point of wold changing. When GM's wants to add a ritual to a campaign, they should already have some idea of what they want it to do and what needs to happen and what is required for the ritual. Remember the more powerful and dangerous a ritual is, the more difficult it should be to perform. Of course, failing to successfully perform such a dangerous ritual should also have dire consequences.

But then there's times when a GM needs a random ritual for a magical tome or a little inspiration to get the creative juices flowing. Here's some handy tables for inspiration for quickly creating a ritual.

What's the Ritual Do?			
1	Summon A Demon.	11	Put The Dead To Rest.
2	Summon An Elder God.	12	Banish A Spirit.
3	Open A Dimensional Portal.	13	Remove A Curse.
4	Place A Curse.	14	Banish an Elder God.
5	Raise The Dead.	15	Close A Dimensional Portal.
6	Travel To An Alternate Plane.	16	Banish A Demon.
7	Summon a Ghost.	17	Destroy a Spirit or minor entity.
8	Summon a Spirit.	18	Gain arcane power or knowledge. Usually accompanied by insanity.
9	Control the weather.	19	Enchant an Item for a specific purpose.
10	False Ritual. Roll twice on this table. The first roll is what it says the ritual will do. The second, what it actually does. Ignore duplicates.	20	Grants the caster some special talent or ability beyond the norm like controlling an army of demons, becoming a god, supreme magical power or something really crazy.

When Must the Ritual Be Performed?			
1	The stars must be right. This happens only once very 1,000 years. It happens again in 1d6 days.	4	When the moon and planets align. This happens only once every 2d6 years and is happening again in 1d6 days.
2	During a full moon at midnight.	5	During a new moon.
3	At night under a clear sky.	6	It doesn't matter.

Where Must the Ritual Be Performed?			
1	A Cemetery.	4	Scene of a Violent Crime.
2	An Abandoned Church.	5	Anywhere.
3	A specially prepared ritual space or area.	6	An ancient (un)holy site that happens to right outside of town.

What Common Stuff Do You Need? (Roll 1d3 times.)			
1	A Pound Of Salt	11	A Bulb of Garlic
2	13 Black Candles	12	13 White Candles
3	Piece of String	13	Incense
4	A Knife	14	Common Herbs (from the kitchen)
5	A Large Piece of Black Fabric	15	10 Feet of Rope
6	1. A Feather.	16	A Bell
7	Red Paint	17	A Bottle of Booze
8	Lock of Caster's Hair	18	A Mirror
9	A Drop of the Caster's Blood	19	A Copper Cauldron
10	Deck of Cards	20	A Bonfire

What Weird Stuff Do You Need? (Roll Once)			
1	A Goat	11	A Pint of Cow's Blood
2	A Chicken	12	A Cup of Urine
3	Pint of Holy Water	13	A Silver Mirror
4	A Black Cat	14	Animal Bones
5	A Puppy	15	A Pound of Raw Meat
6	Thirteen Assistants To Chant The Magic Words	16	A Bit of the Caster's Blood. 1 HP worth.
7	Everyone participating in the ritual must drink something icky. Make a Saving Throw or puke you're guts up. Thus ending the ritual.	17	The Words Are Really Hard To Pronounce. -2 To Occult Lore Check.
8	1 Pound of Iron Filings	18	13 lbs of Copper
9	Rare crystals Costing 1d6 x $10	19	Roll Twice on this Table
10	An Ounce of Silver	20	Roll an extra time on the Freaky Stuff Table.

GARY'S RULES OF MONSTER HUNTING

Magic works. I've seen it with m y own eyes. Doesn't mean I like it or trust it but sometimes that's the only way to keep the world from being over by slobbering demons. But if it weren't for magic, we wouldn't even have to worry about slobbering demons.

	What Freaky Stuff Do You Need? (Roll Once)		
1	The Left Hand of an Executed Criminal	11	Someone who has been possessed by demon
2	Human Sacrifice	12	Animal Sacrifice
3	A Human Skull Recently Exhumed From A Grave Yard	13	The Caster May Only Attempt This Ritual Once In Their Lifetime.
4	A Unique Magical Bauble	14	Nail Clippings of a Holy Man
5	Three Teeth from A Heretic	15	A Spoonful of Mercury
6	1 Square Foot of Human Skin	16	A Pint Of Human Blood
7	A Specially Enchanted Item requiring a different ritual.	17	A Holy Man's Underwear
8	A Very Special Magic Rock.	18	A Bowl Of Maggots
9	A Shaman's Thigh Bone	19	A Demon's Skin
10	A Very Specific Magic Tome	20	Don't Need Anything Freaky.

ANCIENT RELICS

There's lots of powerful ancient relics out there. Too bad that most of them could bring about the end of the world or at least a bloody end to a character. In the right hands, they might prove useful for a while but then things will go wrong very, very quickly. Here's some samples.

SAINT'S BONES

Saint's Bones are powerful magical artifacts. That is if you can find real ones. There's plenty of fakes all over the world and chances are the ones you just bought are some of them.

The bearer of the bones may attempt to unleash some holy smack down on a monster. The character rolls 1d20. If the roll is greater than the monster's HD then the monster takes 3d6 damage. (It may attempt a Saving Throw for half damage.) If a Natural 1 is rolled then an angel comes down from Heaven and smites the character with all sorts of divine retribution. You know the drill. Pillar of salt. Pile of ashes. The character does get a Saving Throw to avoid death.

NECRONOMICON EX DEMENTIA

There's plenty of crazy magical tomes out there but this one is the grand daddy of them all. Every other magical tome is only a shadow of the Necronomicon Ex Dementia. Legend says that the book is bound in demon skin with blood for ink.

Any character attempting to read the book must make a Saving Throw versus Insanity at -4. If the total rolled after applying all modifiers is one or less then the character goes permanently insane. If the character maintains their sanity then there is a 1 in 6 chance that the character accidentally recites part of a passage that causes a random magic effect. If the character is temporarily insane then the chance is 2 in 6 and 3 in 6 if the character is permanently insane. See the Magic Gone Wrong Table for the effect.

This tome is huge and contains any magical ritual that a character may need to perform. Unfortunately there isn't an index nor a table of contents so characters will have to read it. First, the character must make a Saving Throw versus Insanity as above. Then the character attempts an Occult Lore Skill Check. If the roll is successful then the character found what they are looking for. If the skill roll failed then the character must make another Save versus Insanity (like above again). The book is cursed so once a character begins researching the character will not stop until they find what they want or they are driven permanently insane.

GRANDMA'S BUTCHER KNIFE

Grandma was really off her rocker. Those aren't rust spots on her old knife. They're blood stains. And not from the pot roast.

Any character picking up Grandma's Butcher Knife must make a Saving Throw versus Possession. On a failure, the character has fallen under the influence of the knife. The character is cold, quick-to-anger, and blood thirsty. The character will prefer to use the knife in combat. Each time the character draws blood with Grandma's Butcher Knife, the character must make another Saving Throw versus Possession. After the character has failed three Saving Throws, the knife has completely warped the character into a Psycho-Slasher (See the Monster Section). The GM takes control of the character. An exorcism can free the character of the knife's influence but it must be performed before the third failed

Saving Throw. Grandma's Butcher Knife is considered to be a 6 HD demon for purposes of exorcism. Grandma's Butcher Knife does 1d6+2 damage in combat.

CEREMONIAL DAGGER

This ancient dagger has been handed down over the centuries from one powerful magician to another. To bond with the dagger and thus gain it's powers, a character need only to cut themselves with it. This, of course, could also be done accidentally.

Once a character is bonded with the Ceremonial Dagger, it whispers the secrets of hundreds of previous owners to the new owner. They gain a +2 bonus to Occult Lore Skill Checks. But many of those secrets are in the form of insane ramblings. The character gains a -1 penalty to Save versus Insanity and Possession.

MAGIC MIRROR

As far as magical artifacts go, Magic Mirrors are pretty common and act as an aid to Mystics attempting to cast the Divination spell.

The character attempts to cast Divination as normal. If successful then the GM rolls 2d6 and uses the higher number as the number of questions which may be asked. However, the character must attempt an Occult Lore check. On a failure, the character attempts a Saving Throw versus Insanity or go Temporarily Insane.

SILVER BELL

This appears as a simple antique silver bell. Too bad, the world isn't simple any more.

When a ghost or spirit is within 30 feet of the bell it will ring. The tone of bell is unnatural and unsettling causing a -1 penalty to Fear Saving Throws for the next hour. If the bell is rung normally then there is no special effect.

POTION OF FEELING INVINCIBLE

This is a fairly common potion found in many manuscripts. It grants the character a feeling of confidence but doesn't grant the character any special protection. The effects of the potion last 1d6 hours. The character gains a +2 bonus to Fear Saving Throws but takes a -2 penalty to Fleeing Saving Throws.

HAND OF GLORY

Don't know who Glory is or what's so important about the hand. Well, it's the hand of an executed criminal that holds candles made out of the dude's fat. Ick.

When the candles are lit, every mortal within 30 feet of it are paralyzed and held in place. A successful Saving Throw negates the effect. A new Saving Throw may attempted every minute. The effect ends when a character succeeds on a Saving Throw or the candle flame is extinguished.

WHACKING AX

It takes 40 whacks to get to the juicy insides of a zombie and it takes 40 whacks for this ax to drive the wielder insane.

The Whacking Ax looks like a normal woodsman's ax. In combat, it does the normal damage of an ax (1d6+2). Keep track of the totals rolled on the Attack Roll. When the total reaches 40 or more, the wielder goes into a berserk rage. The character gains +1 To-Hit and +2 Damage. The character will attack whoever is nearest and anyone who attacks him. The rage ends when the character is unconscious or the character succeeds on a Saving Throw.

MONSTERS

Game Masters who are familiar with old-school games should have no problem reading the monster listings but we're going to go over the basics and the new stuff for GvM.

READING MONSTER ENTRIES

This is what the monster is called. ➡ **Normal People**

This is the monster's Armor Class. The first number is its descending Armor Class. The second, ascending. ➡ **Armor Class:** 9[10]

This is the number of d6 rolled to determine the monster's Hit Points. ➡ **Hit Dice:** 1

The monster's attacks and damage for those attacks is listed here. ➡ **Attacks:** One by weapon

Roll 1d20 plus this number to see if the monster hits its victim. ➡ **Total Attack Bonus:** +1

The monster's Saving Throw. Use it like you would a character's. ➡ **Save:** 18

Like characters, this is how many feet a monster can move each round. In parenthesis is the modifier for character's Fleeing Saves when they to run away. ➡ **Move:** 12 (0)

This is the modifier for character's Fear Saving Throws. ➡ **Fear:** NA

This is any special or unique abilities the monster has. ➡ **Special:** None

These are some handy tips on how the characters might kill the monsters. If there is a (B) listed then this monster can be beheaded. ➡ **Killing It (B):** Why are you asking? They aren't monsters. Sure some are jerks but they aren't monsters.

This is a description or other notes about the monster. ➡ These are just normal people. That is all. Try saving a few.

HAYWIRE

All monsters can cause technology to fail. The better and more advanced the technology, the more likely it is that it will fail. When a character attempts to use a piece of technology, the character attempts a Saving Throw. If the roll fails, so does the device. If the character rolls a Natural 1 on the Saving Throw then the device is broken and needs to be repaired or replaced.

Example Technology	Modifier
Simple Internal Combustion Engine/Old Car	0
Telephone (land line)/Electric Lights/Flashlight	-2
Modern Car	-4
Cell Phone/Computer	-8

SUPERNATURAL TOUGHNESS & HEALING

Let's face it. Monsters are a lot tougher than you. Some monsters may attempt a Saving Throw against successful attacks for half damage. See each monster's entry under "Special: Supernaturally Tough".

Not only are they tougher but they heal a lot faster too. If any monster survives the combat encounter (which tends to happen more often than not), then the creature makes a Saving Throw. If successful then the creature is fully healed by the time then next encounter with it occurs. On a failure, the creature heals half of the damage it has taken.

FEAR

Fear is very important for the monsters. They feed on it and it makes them stronger. When an encounter begins with a monster or monsters. Each player character makes a Fear Save. Each monster has a Fear Save modifier (labeled Fear:) to indicate how scary the monster is. Assume any innocent civilians start running around and screaming if it's appropriate for the encounter.

For each player character who failed the Fear Saving Throw, roll on the Monster Fear Bonus Chart. The bonuses last for the entire encounter unless specified otherwise. Duplicate rolls will stack or extend duration. If there are multiple monsters then the characters make only one Fear Save at the highest penalty. Bonuses are applied to all of the monsters in the encounter.

The Monsters' bonuses are only for the current encounter. If the characters decide to flee (See Fleeing) and are successful then new Fear Saves are rolled and new bonuses generated for the new encounter even if it is the same monster.

Monster Fear Bonus Chart			
1	-1[+1] Armor Class	11	+2d6 HP
2	+1 to All Saving Throws	12	+4 Damage
3	+1 To-Hit	13	+2 To-Hit
4	+2 Damage	14	+2 to All Saving Throws
5	+1d6 HP	15	-2[+2] Armor Class
6	Any character who failed the Fear Save must Save vs Insanity or go temporarily insane.	16	Double the Monster's Movement Rate. Characters take -2 to Fleeing Saves.
7	The Monster's first successful attack does maximum damage.	17	Monster is immune to damage from the next 1d3 successful attacks.
8	Monster regenerates its HD in HP each round.	18	Double the Monster's number of attacks for the first combat round.
9	Saves versus the Monster's abilities are at -2.	19	The Monster succeeds the next 1d3 Saving Throws.
10	Monster gains -1[+1] AC, +1 to attack rolls and Saving Throws, +2 Damage, and +1d6 HP.	20	The Monster automatically hits with all attacks on the first round of combat.

Animated Puppet
Armor Class: 4[15]
Hit Dice: 5
Attacks: Straight Razor (1d6)
Total Attack Bonus: +5
Save: 14
Move: 12 (0)
Fear: -2
Special: Supernaturally Tough

- **Stealthy:** Animated Puppets are small and quick (for their size). They have a 1 in 6 chance of surprising their victims.

Killing It: Hacking it apart is a temporary fix. The evil spirit moves on to another toy. You're going to need some sort ritual to send that sucker to hell.

Children's toys seem to attract evil spirits and ghosts. Some of those things are creepy enough without being possessed. These small homicidal toys enjoy stalking their victims and employing ingenious but deadly booby traps.

Blob
Armor Class: 9[10]
Hit Dice: 12
Attacks: Acidic Pseudopod (2d6)
Total Attack Bonus: +12
Save: 7
Move: 3 (+3)
Fear: 0
Special: Supernaturally Tough

- **Engulf:** Instead of attacking, a blob may attempt to engulf a target. The victim attempts a Saving Throw, if failed then the character is engulfed. The character takes 1d6 damage per round. The character may attempt to free themselves on their turn. This requires a successful Saving Throw at -4. The character's friends may attempt to save the poor soul. If they attack, the engulfed victim takes half of the damage and doesn't help the trapped character unless the blob is killed. A character may attempt to reach in and free the victim. This requires the helper to make a successful Saving Throw. If this roll fails then the Good Samaritan gets engulfed by the blob too.
- **Mindless:** Blobs don't have minds so they are immune to mind affecting abilities. They also aren't that good at tactics or plans. They ooze along and follow some sort of instinct.

Killing It: Blobs are big, slow, stupid, and tough. Generally, blobs are vulnerable to something pretty common like electricity, fire, salt, or Tabasco Sauce. The good news it that you can usually out run them. The bad news. Be careful using the toilet.

Maybe they come from outer space or there was the right mixture of sewage and toxic waste. These things can get big enough to consume a whole house or a small town if things get out of hand.
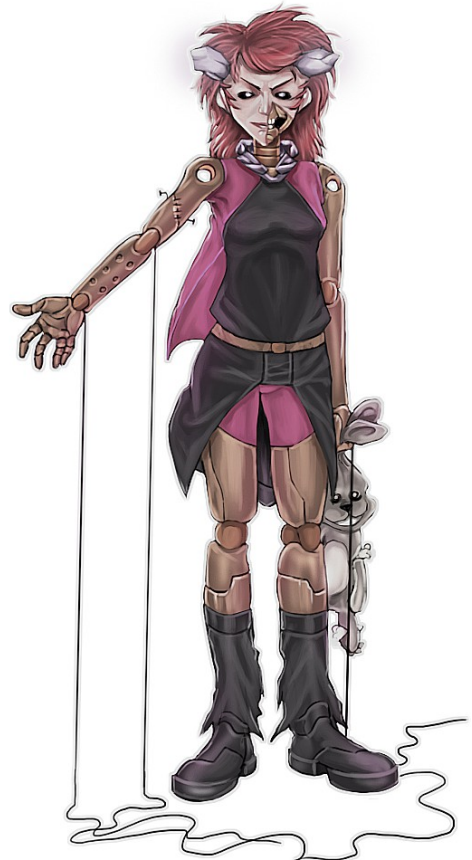
Chirurgeons
Armor Class: 5[14]
Hit Dice: 6
Attacks: 2 Meat Hooks, Razors, Saws, Barbed Wire, or some other sharp objects (1d6+2)
Total Attack Bonus: +6
Save: 13
Move: 12 (0)
Fear: -3
Special:
- **Extra-Dimensional Pain Lover:** They love pain so it doesn't bother them that much plus they're from another dimension. Attacks do half damage to them.

Killing It (B): Even if you beat then into dust, they return to their own dimension and come back again when somebody opens the portal.

These weird beings from some crazy dimension look like they came from some sort of punk rock S&M party that went down in a bait and tackle shop. Piercings, fish hooks, flayings, and flensings. Oh My! They love pain and they love inflicting it. They are masters of torture and mutilation. Chirurgeons can only be brought into this dimension if someone here creates a portal. There many myths around how this could be done usually involving complex puzzles or math.

Cultist
Armor Class: 9[10]
Hit Dice: 1
Attacks: One attack by weapon usually 1d6
Total Attack Bonus: +1
Save: 18
Move: 12 (0)
Fear: NA
Special: None
Killing It (B): They're still normal people under those robes. The normal methods work.

Some people want to belong to some civic group. If that group happens to plan on summoning an ancient demon lord who promises immortality, there might be some problems.

Cult Leader
Armor Class: 6[13]
Hit Dice: 3
Attacks: By weapon usually 1d6
Total Attack Bonus: +3
Save: 16
Move: 12 (0)
Fear: +1
Special:
- **Unholy Pact:** Good help is hard to find so extra-dimensional entities tend to take care of their most trusted minions like a mortal Cult Leader. A Cult Leader may re-roll two Attack Rolls or Saving Throws during an encounter.
- Chances are the Cult Leader has some really dangerous trick linked to whatever powerful entity he is following. The GM should throw something kind of wild at the characters.

Killing It (B): Just keep on fighting, he'll probably die.

Somebody has to be in charge of the cult. Generally, this is the most powerful person and the one actually gets any really power. In the end, if the player characters don't kill the cult leader chances are

whatever creature the cult is worshiping will get hungry and gobble down the whole cult.

Demon
Armor Class: 2[17]
Hit Dice: 10
Attacks: 2 Claws (1d6+2)
Total Attack Bonus: +10
Save: 9
Move: 15/15 (Flying) (-1/-1)
Fear: -3
Special: Supernaturally Tough

- **Fast Healer:** You hit them and they keep going. Demons regenerate1 HP per round.
- **Flaming Burst:** Hellfire burns like hell. The Demon can unleash a blast of Hellfire in a 15 foot long cone doing 2d6 damage (Saving Throw for half damage). A Demon can do this 3 times per day.

Killing It (B): You're probably tired of hearing about shotguns and chainsaws but they work. So does Holy Water (1d6 Damage). It's even safer to send the thing back to hell but those rituals take a lot of time and generally the demon is having too much fun slaughtering any one in its path and doesn't want to go back.

Horns, cloven hooves, pointed tail, and wants rip you apart. Yeah, that's a demon. Some people call them devils. Next time one shows up take the time to ask what it prefers to called before uses your spleen as a coaster. But then there's plenty of types of demons in the pits of Hell. This is just one of them.

Demonic Entity
Armor Class: NA
Hit Dice: 5
Attacks: Poltergeist (1d6)
Total Attack Bonus: +5
Save: 14
Move: 24 (-4)
Fear: -2
Special:

- **Insubstantial & Invisible:** The Demonic Entity is invisible but there may be signs of it such as a drop in temperature, foul smells, flickering lights, rustling leaves and so on. It is also insubstantial so it is immune to physical attacks and can pass through walls.
- **Possession:** The entity can attempt to possess a living creature. The target of the possession is allowed a Saving Throw which negates the possession. The Demonic Entity cannot attempt to possess the same person again for the next 30 days. See Demonically Possessed Person.

Killing It: You really can't kill these damned things. At best, you send them back to hell with an exorcism and hopefully they don't find their way back.

You can't see them. You can't shoot them. And, dammit, some of them even hop from body to body. Sure, a few find some poor schmuck they like and take up residence like a squatter but it takes one of those mystical mojo types to deal with the situation.

Just because you can't see them doesn't mean they aren't scary. These things pack enough powerful juju that you don't need to be psychic to feel their presence. Yeah, they are that scary.

Demonically Possessed Person
Armor Class: 6[13]
Hit Dice: 5
Attacks: 2 Claws (1d6) or Telekinetically Thrown Objects (1d6)
Total Attack Bonus: +5
Save: 14
Move: 15 (-1)
Fear: -1
Special:
Killing It (B): You kind of don't want to do that. The person is innocent and all. Maybe you should try an exorcism first. But Holy Water does hurt them (1d6) and makes them really mad. See Exorcism under Basic Magic on how to perform an exorcism.

Sure they say things about your mother and projectile vomit all over your brand new shoes. It really makes you want to introduce them to the business end of a shotgun. But these poor souls are victims. The right thing to do exorcise the demon. That is if you don't get strangled death by a 12-year old first.

Demonic Car
Armor Class: 2[17]
Hit Dice: 10
Attacks: 1 Ram (4d6) Characters may attempt a Saving Throw for half damage.
Total Attack Bonus: +10
Save: 9
Move: 36 (-8)
Fear: -1
Special: Supernaturally Tough
- **Self Repairing:** Demonic Cars "heal" 1d6 points of damage per minute.
- **How Did It Get There?:** Demonic Cars have the ability to get from one place to the other nearly instantly. It still can't go places a regular car can't go.

Killing It: Smashing and crushing it only seem to make go away for a while. Nobody has tried an exorcism. It might work in theory. That is until the car runs your ass over.

Sometimes it's a demon or the ghost of a really bad person. Or maybe the car is evil. Despite some urban legends, Detroit is not one of the layers of Hell.

And this isn't limited to cars and the like. There's been tales of demonic washing machines, microwaves, cell phones, and computers. Quit laughing. I nearly had my head taken off by a possessed fax machine.

GARY'S RULES OF MONSTER HUNTING

It's called the Unknown for a reason. Just when you think that you've gotten some monster figured out, they go and throw something completely new at you. Or somebody.

Devil Child
Armor Class: 2[17]
Hit Dice: 5
Attacks: Deadly Serendipity and Mind Control or by Weapon
Total Attack Bonus: +5
Save: 3 (Yes, 3)
Move: 12 (0)
Fear: 0 (Normal)/-3 (When the evil comes out.)
Special: **Supernaturally Tough**
- **Innocence:** A character must make a Saving Throw each time he attempts to attack the Devil Child.
- **Deadly Serendipity:** Each round the Devil Child may start a Rube Goldberg type series of events that proves fatal to a character. The affected character must make a Saving Throw or die.
- **Mind Control:** The Devil Child dominates a weaker mind (which is just about everybody). The Devil Child can have the victim commit suicide or kill another but only with simple actions like walking over a cliff. The controlled character can't attack a resisting target but could kill a sleeping or helpless target.
- **I Always Win:** Once per round, the Devil Child may make a character re-roll an attack roll, Saving Thrown, or Skill Check.

Killing It (B): Killing a Devil Child is nearly impossible and usually requires a powerful magical weapon or ritual.

The Devil Child is child of prophecy and not a good one either. You know all that fire and brimstone stuff. Devil Children usually herald the end of the world or the arrival of something much worse. Sure glad, these little bastards don't pop up too often.

Dream Stalker
Armor Class: 5[14]
Hit Dice: 5
Attacks: Knives, axes, or some other murderous instrument (1d6+2)
Total Attack Bonus: +5
Save: 14
Move: Special
Fear: -2
Special: **Supernaturally Tough**
- **I'm A God In Here:** The Dream Stalker has complete control of the environment. It can move passages and doors. Adjust the lighting. Have things appear and disappear. Characters cannot flee from a Dream Stalker while in a dream. If a victim dies in the dream, they die for real.
- **Just A Dream:** Dream Stalkers only exist in dreams. The above stats reflect the monster's abilities in the dream world. They have no real presence in the physical world.
- **Sleep:** Dream Stalkers can keep their victims from waking up and leaving a dream. First, the character has realize that they are dreaming. In order to wake up, the character must make a successful Saving Throw.

Killing It: You could hunt down the Stalker's physical remains and exorcise them or put them to rest in hallowed ground. Or you could go and fight it in the dream world. That is if you realize that you're in a dream.

Dream Stalkers are a special kind of ghost of people who have done truly heinous acts during their lives and then came to an unfortunate (and usually violent) end. Unlike ghosts who haunt places or things, Dream Stalkers haunt people. These people usually have some connection to the Dream Stalker's death. However, those who interfere and draw the attention of it may also become targets.

Elder Thingy
Armor Class: 3[16]
Hit Dice: 6
Attacks: 1d3 Tentacles, Claws, or Pseudopods (1d6+4) Roll the number of attacks each round.
Total Attack Bonus: +6
Save: 13
Move: 12 (0)
Fear: -3
Special:

- **Insanity:** Merely looking at these things causes a Saving Throw versus Insanity. This save is only made once during each encounter.
- **Not of this World:** Mundane attacks do minimum damage to Elder Thingies.

Killing It: Hope you don't run out of ammunition before you run out of sanity.

Ever see a mass of undulating pseudopods, tentacles, claws and other appendages that I don't even know a word to describe them. Then that's some sort of Elder Thingy. These things come in so many shapes and sizes and all of them are down right unnatural. I'm sure that they're beyond supernatural. They're like super-supernatural. Sure there's supposed to some books out there about these things but they were written by lunatics and chances are you'll go just as crazy reading about them.

Evil Clowns
Armor Class: 3[16]
Hit Dice: 6
Attacks: Tiny Squeaky Hammer or Rubber Chicken (1d6) or Cartoon Reality
Total Attack Bonus: +6
Save: 13
Move: 12 (0)
Fear: -3
Special: Supernaturally Tough

- **Cartoon Reality:** Remember those crazy cartoons from your childhood? Evil Clowns can warp reality like that. Shadows that attack. Balloon animals that can really bite. Paint a door on a wall and it works. All that crazy kind of stuff. Generally, these attacks do 1d6 damage but the GM may adjust based on the particular type of cartoon mayhem inflicted.
- **Easily Distracted:** Evil Clowns love playing with their food. And they love it when their food plays back. A character may attempt to distract an Evil Clown by performing tricks. They don't even have to be good tricks. The player should describe how they are distracting the Evil Clown. The clown does get a Saving Throw with a penalty equal to the character's Charisma modifier to resist.
- **That's NOT All, Folks:** It's hard to keep an Evil Clown down. When the creature is reduced to 0 HP, make a Saving Throw. On a success, the Evil Clown pops back with cartoon like fortitude with full HP.

Killing It (B): Throw them off a cliff. They bounce back. Run them over with a steam roller. They pop back into shape. Blow them up. They get covered in soot. Keep trying. That's all I can say. Eventually something might kill it.

Nobody knows where these freaky things come from. Maybe outer space or something but they show up in their weird little circus in the middle of the night and go on a killing spree. It goes to show that people really do have a reason to be afraid of clowns.

Ghosts
Armor Class: NA (Insubstantial)
Hit Dice: 5
Attacks: Poltergeist (1d6+1) (Hurling around random items at unsuspecting mortals.)
Total Attack Bonus: +5
Save: 14
Move: 18 (-2)
Fear: -3
Special:

- **Insubstantial & Invisible:** Ghosts are normally invisible but there may be signs of it such as a drop in temperature, foul smells, flickering lights, rustling leaves and so on. It is also insubstantial so it is immune to physical attacks and it can pass through doors and walls. Many ghosts have the ability to make themselves visible.
- **Domain:** Ghosts inhabit a special place. This can be significant to either their lives or their deaths. While in it's domain, a ghost gains a +1 bonus to all Saving Throws and attack rolls. Ghosts will rarely pursue mortals who flee their Domain.
- **Wrath of the Dead:** Once per day, a ghost may unleash its full anger at the mortal world but it must do so in its Domain. The ghost turns one room or similar area into a deadly storm of flying objects, electrical arcs, and bursts of flame. Each character in the area attempts another Fear Saving Throw against the ghost. Wrath of the Dead causes 3d6 plus an additional d6 per character who failed the additional Fear Save. Characters in the area may attempt another Saving Throw which if successful halves the damage.

Killing It: Ghosts are already dead. So you really can't kill them. Just put them to rest. An exorcism usually works but sometimes you have to find out what unfinished business ties the ghost to the mortal world and take care of that.

Ghosts are the tortured souls of mortals who have stuck around because something keeps them anchored to the material world. This could be lots of things from loose ends of a mortal life, a violent or tragic death, trapped by some crazy necromancer, or even trapped by a more powerful and evil ghost.

Ghouls
Armor Class: 7[12]
Hit Dice: 2
Attacks: Claws 2x (1d6) and Bite (1d6+2)
Total Attack Bonus: +2
Save: 17
Move: 15 (-1)
Fear: -2
Special:

- **Nauseating Stench:** When a character is within 5 feet of a Ghoul (melee range), he must make a Saving Throw or take a -2 penalty to Attack Rolls (from nausea) for the next 1d6 rounds.

Killing It (B): Keep attacking til either you or it are dead.

Contrary to some legends ghouls are not undead creatures. They are some sort mutated carrion eaters that love the taste of rotting human flesh. If there's not enough carrion around then they have no problem with making more. Large colonies of these beasts can be found living under most major population centers. Which means alligators are the last thing you need to worry about the sewers.

Mad Sorcerer
Armor Class: 6[13]
Hit Dice: 5
Attacks: By weapon or spell
Total Attack Bonus: +5
Save: 14
Move: 12 (0)
Fear: 0
Special:

- **Spells:** Mad Sorcerers have access to the same Basic Magic Spells as a Mystic. Additionally, they will probably have access to at least one powerful ritual.
- **Insane Power!:** With a touch, a Mad Sorcerer can force a character to make a Saving Throw versus Insanity. A failed Save causes temporary insanity. A Mad Sorcerer may do this twice per day.
- **Necro-Spell:** A Mad Sorcerer may attack a target in melee or ranged (30 feet) combat and cause 2d6 damage. The target may Save for half damage. A Mad Sorcerer may do this three times per day.

Killing It (B): Despite all their flashy spells and mystical powers, they're still just crazy mortals. That is crazy mortals who can melt your face.

Read enough insane ancient magical tomes and you're bound to find something dangerous. You're also probably going to go crazy and start doing whatever the magical voices tell you to do. In the end, they usually end up getting eaten by whatever crazy thing is granting them power.

Mummy
Armor Class: 3[16]
Hit Dice: 6
Attacks: Fist (1d6+3) or Strangle
Total Attack Bonus: +6
Save: 13
Move: 9 (+1)
Fear: -1
Special: Supernaturally Tough

- **Mummy's Curse:** Once per day, a mummy place a curse upon a victim. The victim is allowed a Saving Throw at -2. A victim of a mummy's curse does not heal any damage plus the victim loses 1 HP per day until dead. There may be a ritual to remove the curse and if the mummy is destroyed the curse will end.
- **Strangle:** A Mummy may attempt to strangle its victim. If the Mummy makes a successful attack then the target must attempt a Saving Throw. If the Saving Throw fails then the Mummy has its rotting fingers wrapped around the character's throat. The character takes 1d6 damage each round automatically on the Mummy's turn. The character must successfully roll a Saving Throw to break free.

Killing It (B): Fire does double damage to mummies.

Old moldy body wrapped in bandages. How dangerous could it be? Sure they're stealthy and really good strangling people. But oh wait. There's that whole curse thing.

Mutant Cannibal Hillbillies
Armor Class: 8[11]
Hit Dice: 3
Attacks: 1 by weapon usually 1d6
Total Attack Bonus: +3
Save: 16
Move: 12 (0)
Fear: -1
Special: None
Killing It (B): Just keep fighting until they are dead.

There's rumors of strange, inbred folks up in the hills or living in urban sewer systems. Sure they'll occasionally come into contact with city folks. But they usually end up having them for dinner. Literally. But that's only a rumor like vampires and werewolves are just myths.

It doesn't matter if its the rural or urban type, these things tend to hunt in family packs and stake out a territory. A few can even blend into normal mortal society.

Mutant Earthworms
Armor Class: 7[12]
Hit Dice: 6
Attacks: 4 Biting Tentacles (1d6+1)
Total Attack Bonus: +6
Save: 13
Move: 15 (Burrowing) (-1)
Fear: -1
Special: Supernaturally Tough

- **Sense Vibrations:** Mutant Earthworms are blind but that doesn't stop them. They have the ability to sense even minor vibrations through the soil. Mutant Earthworms can detect the vibrations caused by an average person walking at a range of 100 feet.

Killing It: Guns. Lots and lots of guns. If they're big guns that will help a little bit more.

Maybe it was the nuke tests back in the 50's. Or maybe some generic experiment got out of the lab. I don't know. But these suckers will pop up out of the ground and drag you down as a snack in heartbeat.

Necroids
Armor Class: 5[14]
Hit Dice: 3
Attacks: Claws (1d6+2)
Total Attack Bonus: +3
Save: 16
Move: 12 (0)
Fear: -2
Special: Supernaturally Tough

- **Taunt:** Necroids love tormenting mortals. Instead of attacking, a Necroid may hurl a string profane insults and taunts. Each character makes another Fear Saving throw.
- **Hard to Kill:** No matter how much you chop them up, they keep on going. When a Necroid is reduced to 0 HP roll a Saving Throw. If successful then the creature isn't dead yet. It's hacked apart but not dead and still moving and trying to kill you.
- **Corrupting:** The mere presence of two or more Necroids causes corruption of an area. All Saving Throws against Haywire and Fear are at an additional -1 penalty. Meat and food will rot. The weather makes drastic and bizarre changes. Mundane objects can animate and attack or torment mortals. There will be phantom sounds and hushed eerie whispers. The entire area is disturbing to mortals.
- **Pose as Human:** Necroids are tricky bastards. They have the ability to disguise themselves as normal humans.
- **Wall Crawler:** Like that superhero, Necroids can crawl up walls and across the ceiling.

Killing It (B): Lots and lots of violence. Chainsaws and shotguns come to mind.

The Necroids are evil demon-like beings who enter the real world and possess corpses. Most folks mistake them zombies. Big mistake. Necroids are evil, cunning and blood thirsty. On rare occasions, they have been know to possess a living person but their hold is tenuous. But will leave lasting psychological scars. Some have even been able to possess inanimate objects. One of the many things that make the Necroids so annoying is that exorcism doesn't work on them. They're even freaks of the supernatural world.

GARY'S RULES OF MONSTER HUNTING

Necroids are one of those crazy monsters you don't find in the common supernatural books. That probably means there weren't any survivors or somebody thought they were something else.

Psycho-Slasher
Armor Class: 3[16]
Hit Dice: 7
Attacks: Weapon of Choice Kitchen Knife, Chainsaw, Razor, Ax, Machete (1d6+3)
Total Attack Bonus: +7
Save: 12
Move: 12 (-4)*
Fear: -2
Special: Supernaturally Tough

- **Disappear:** If nobody's paying attention, Psycho-Slashers can disappear and reappear at a different location often surprising a victim or healing up for the next fight.
- ***Slow & Steady:** No matter how fast you can run, Psycho-Slashers seem to be able to keep up with their victims. They have an uncanny ability to track their prey once they get focused. Once a character becomes the target, the best hope is to have someone or something else distract the Psycho-Slasher. Fleeing Saves versus a Psycho-Slasher are at -4.
- **Super Healing:** Psycho-Slashers regenerate 2 HP per round.
- **Super Stealthy:** Psycho-Slashers move about silently. There is a 1 in 6 chance that they *won't* surprise their victims.

Killing It (B): You can't. You can burn it. Chop it up. Bury in concrete. Psycho-Slashers always come back. They can be contained for a year and day at best. And then, the be somebody else's problem.

Some evil won't die. It keeps going and going. It won't stop. Nothing seems to stop it. Ever. On the bright side, they generally stay in one area and sometimes just disappear far a while once they've sated their murderous tendencies.

Reanimated Corpse
Armor Class: 8[11]
Hit Dice: 8
Attacks: Fists (1d6+4)
Total Attack Bonus: +8
Save: 11
Move: 9 (+1)
Fear: -1
Special: Supernaturally Tough

- **Electro-Powered:** A good dose of electricity heals a Reanimated Corpse for 1d6 HP. Stronger charges may heal the monster for even more.
- **Smash!:** Reanimated Corpses are incredible strong. Things like normal doors barely slow them down. They can even rip the doors off a car.

Killing It (B): They're tough. They've already been dead once and don't want to be dead again. Keep hitting them.

Really, what kind of genius thinks it's a good idea to stitch together a bunch of body parts and see what happens? And a very important safety tip. Don't confuse and reanimated corpse with a Zombie.

Spirits
Armor Class: NA
Hit Dice: 6
Attacks:
Total Attack Bonus: +6
Save: 13
Move: 36 (-8)
Fear: -3
Special:

- **Insubstantial & Invisible:** Ghosts are normally invisible but there may be signs of it such as a drop in temperature, foul smells, flickering lights, rustling leaves and so on. It is also insubstantial so it is immune to physical attacks and pass through walls. Many ghosts can make themselves visible.

Killing It: Yeah, that's kind of tough considering that they don't have any sort of body and never did. Heard the exorcisms work and there may be a magical ritual out there somewhere. Chances are if its a really ancient spirit then there's going to be a specific ritual to banish it.

While ghosts were once living mortals, spirits have always been, well, spirits. These things always seem to have some sort schtick or something that sets them off. You know like it's Tuesday.

Vampire (Master)
Armor Class: 2 [17]
Hit Dice: 9
Attacks: 2 Claws (1d6+2) or Bite (See Blood Sucker below.)
Total Attack Bonus: +9
Save: 10
Move: 12/18 (Flying) (0/-2)
Fear: NA (Human form)/-2 (Fangs Out!)
Special: Supernaturally Tough

- **Blood Sucker:** A Vampire may attempt to bite a victim. If the attack is successful then the Vampire latches on and begins to drain the victim's blood at a rate of 1d6 damage per round and healing the Vampire for an equal amount. A victim may attempt an opposed Attack Roll to free themselves. A charmed victim will not attempt to break free. If the blood drain kills the victim then the victim attempts a Saving Throw. If the roll is _successful_ then the victim will come back as a Vampire (Thrall) at the next sunset.

- **Charm:** A Vampire may gaze into the eyes of a mortal and place them under their influence. A Saving Throw negates. The victim will do about anything the Vampire wants.
- **Regenerate:** Vampires regenerate 3 HP per round.

Killing It (B): That wooden stake thing works. So does fire and beheading. Holy Water cause 1d6 damage to vampires.
Going for the heart: There's a few creatures that have a vulnerable heart like Vampires. Characters will probably want to drive a wooden stake right into that sucker. Normally, the vampire will resist. Like beheading, the character takes a -4 on the attack roll but the monster doesn't get a Saving Throw.

Sure they're all sexy and mysterious and then the fangs come out. Then it's all blood and screams. It's amazing how much lore about vampires is totally wrong.
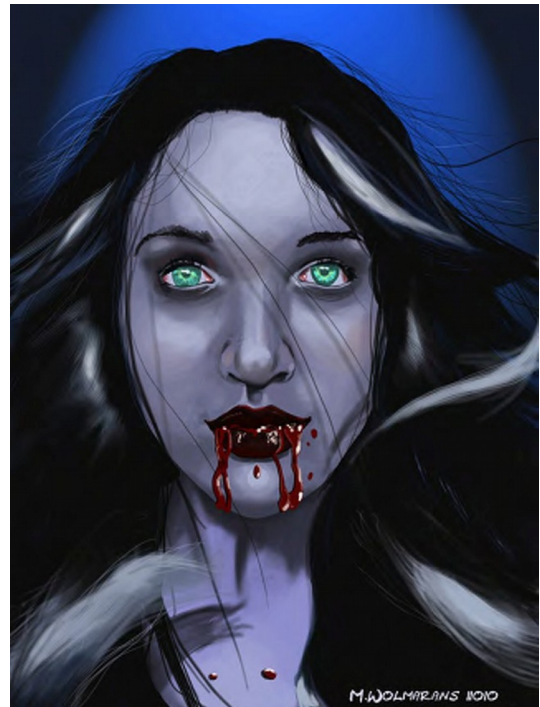
Vampire (Thrall)
Armor Class: 3[16]
Hit Dice: 4
Attacks: Claw (1d6) or Bite (See Blood Sucker below.)
Total Attack Bonus: +4
Save: 15
Move: 12/18 (Flying) (0/-2)
Fear: NA (Human form)/-1 (Fangs Out!)
Special: Supernaturally Tough

- **Blood Sucker:** A Vampire may attempt to bite a victim. If the attack is successful then the Vampire latches on and begins to drain the victim's blood at a rate of 1d6 damage per round and healing the Vampire for an equal amount. A victim may attempt an opposed Attack Roll to free themselves. A charmed victim will not attempt to break free. If the blood drain kills the victim then the victim attempts a Saving Throw. If the roll is _successful_ then the victim will come back as a Vampire (Thrall) at the next sunset.

- **Charm:** A Vampire may gaze into the eyes of a mortal and place them under their influence. A Saving Throw negates. The victim will do about anything the Vampire wants.
- **Regenerate:** Vampires regenerate 3 HP per round.

Killing It (B): Sure Thrall Vampires are weaker but they're still vampires. The same methods as the Master Vampire work.

Not every Vampire is the Alpha. Thank goodness. There are a few that are lesser and under the guidance of much more powerful vampires. Make no mistake. These are still deadly and will suck you dry at the first chance they get.

Vampire Minion (Renfield)
Armor Class: 6[13]
Hit Dice: 4
Attacks: Fist (1d6-1) or by Weapon
Total Attack Bonus: +4
Save: 15
Move: 12 (0)
Fear: 0
Special: Supernaturally Tough
Link with Master: A Master Vampire can see through eyes of a minion. The vampire can also communicate telepathically as well. If the Minion is killed, the Master will immediately know and probably know who did it and where.
Killing It (B): Yeah, these guys are tough. But the good old normal stuff works fine.

Somebody has to guard the master's lair during the day. It's usually one of these guys. Sure they walk around in the daylight but that doesn't mean that they aren't strange and pretty tough. A few of the more ingenious ones even put some nasty traps around their masters' lairs.

GARY'S RULES OF MONSTER HUNTING

We talk a lot about shotguns and chainsaws. Don't forget the duct tape. It has millions of uses and I think was invented by aliens. Just like Velcro.

Werewolf
Armor Class: 3[16]
Hit Dice: 7
Attacks: 2x Claws (1d6+3 each) and Bite (2d6)
Total Attack Bonus: +7
Save: 12
Move: 21 (-3)
Fear: -2
Special: Supernaturally Tough
- **Howl At The Moon:** Once per day, the Werewolf may unleash a nerve shattering howl. Each character within 30 feet must make a Saving Throw or have a -1 penalty to Saving Throws and attack rolls.
- **Infectious Bite:** If a character survives a Werewolf attack, attempt a Saving Throw at -2. If the character fails then they have become victim to the Werewolf's curse. On the next full moon, the character will change and go on a killing spree.
- **Lunar Power:** The Werewolf gains +1 To-Hit and +2 damage during the full moon.

Killing It (B): Silver weapons do normal damage. They do not get to save for half damage (See Supernatural Toughness).

These things are all teeth and claws. Sure silver helps but you don't need it. Oh, and they're nearly impossible to out run. Sure, some people don't know they're werewolves and some plain enjoy it. Either way, the monster that comes out is something nobody wants to mess with.

Witch
Armor Class: 7[12]
Hit Dice: 3+1
Attacks: 2 Claws (1d6) or Spell.
Total Attack Bonus: +3
Save: 16 (+2 versus Magic and Psychic abilities.)
Move: 12 (0)/12 (Flying) (0)
Fear: +1 (Disguised)/-2 (True Form)
Special:
- **Hex:** The target of the Witch's hex is cursed with bad luck. The victim must make a Saving Throw or they will take a -4 penalty to all attack rolls, Saving Throws, and Skill Checks until the next new moon. A hexed character cannot be charmed by the Witch. See below.
- **Disguise:** The Witch can appear as a young, attractive version of her idealized self. This is only a physical disguise and no way hides her evil nature. The Witch's true form can be seen if her reflection is viewed in a mirror.
- **Charm:** She's so nice. And she's beautiful. And she has a great personality. Of course, you'll do what she tells you to. A character must make a Saving Throw or do whatever the witch tells them to do except suicidal actions. This effect lasts until the next full moon. The character is allowed another Saving Throw (at +4) upon seeing the Witch's true form. A character who is charmed by the Witch cannot be hexed by her.
- **Death Curse:** A character who kills a Witch must make a Saving Throw or be affected by the Witch's Death Curse. The character has a -4 penalty to all attack rolls, Saving Throws, and Skill Checks. The Death Curse lasts until the character dies. It may be removed by another Witch or through an obscure magical ritual.

Killing It (B): The normal stuff works but there's one legend that says if you burn the original contract between the witch and whatever fiend she's in league with then that will kill her.

This is the hag of legends who lives in a secluded location. She's pretty damned nasty and we're not talking about the way she really looks.

Zombies
Armor Class: 7[12]
Hit Dice: 1
Attacks: Fist or Bite (1d6)
Total Attack Bonus: +1
Save: 18
Move: 9 (+1)
Fear: -1
Special:

- **Infectious Bite:** If a character is bitten by a zombie attempt a Saving Throw. On a failure, the character dies in 1d6 hours and turns into a zombie.
- **Little Bits Keep Going:** You can chop them into little pieces but those pieces keep going. When a Zombie is reduced to 0 HP the creature makes a Saving Throw. If successful then whatever bits happen to still be around attack. Zombie Bits (AC: 9[10], HD: 1, Attack: Claw or Bite (1 HP), Total Attack Bonus: +1, Save: 18, Move: 3 (+3), Fear: -1.)
- **Too Many Damned Zombies:** Zombies rarely show up as lone monsters. They tend to hunt in packs. While they are as dumb as rocks they still have some instincts. If more than one Zombie is attacking a character then all of the Zombies gain a +1 bonus To-Hit.

Killing It (B): Beheading seems to work the best but it's best to do it at range if possible. You don't want to get bitten by these things.

Zombies really don't have any brains. They're not that smart. But they do want yours. Yeah, I know. There's dozens of different types of zombies. These are your run of the mill shambling, brain-eating garden variety of zombie. Unless they happen to the fast kind. Then run.

GARY'S RULES OF MONSTER HUNTING

After a while, you'll want to tell people about what is going on. Don't. The media will make you joke. The cops will throw you in an asylum. The only people who will believe you have either seen it themselves or are crazy. Or both.

CREATING YOUR OWN MONSTERS

HD	Attack Bonus	Saving Throw
< 1	+0	19
1	+1	18
2	+2	17
3	+3	16
4	+4	15
5	+5	14
6	+6	13
7	+7	12
8	+8	11
9	+9	10
10	+10	9
11	+11	8
12	+12	7
13	+13	6
14	+14	5
15	+15	4

Monsters come in all sorts of shapes, sizes, variations How many types of zombies are there? How many different bits of folklore are out there about vampires? And whole books have been written about demons. Chances are that the players have seen a horror movie or two and/or they might know some of the folklore behind a monster. So change it up and keep it challenging and exciting.

Game Masters should create and tweak monsters based on their own imaginations, inspirations, and creativity.

Use the chart on the left for determining the monster's Attack Bonus and Saving Throw based on its HD.

Calculating Fleeing Save Modifier: (12-Monster's Speed)/3

Estimating Fear: There's no exact method for determining a monster's Fear rating. If it doesn't do or looking any different than a normal person then it shouldn't cause any fear. If it's sort creepy and scary then the monster should have a rating of 0. Things that are definitely out there and freakish then -1. Things that cause down right horror or for some reason really feed off fear then a -2 or -3. Use the existing monsters as inspiration and a guideline.

Converting Existing Monsters: There's a whole bunch of monsters available for old school games. So a GM won't have to do too much to convert them. Tweak them a little so the experienced players don't immediately know what the monster is. Keep them guessing and keep surprising them.
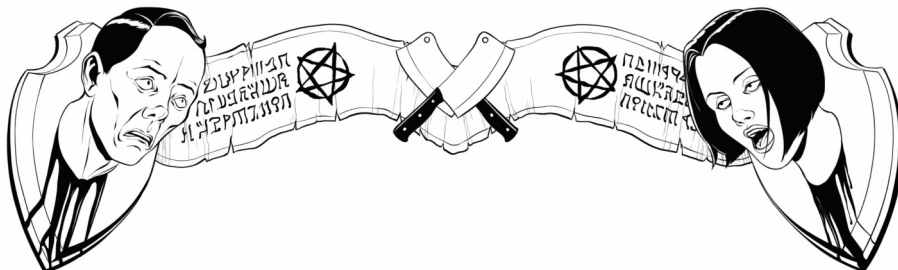
GAME MASTER'S SECTION

SETTING THE TONE

One of the most important things in any game is setting the tone. GvM is all about campy schlock horror. Embrace the dark humor and the buckets of blood. Ridiculous buckets of blood. Many folks use mood music or lighting to set the mood of a game, especially horror games. But from our experience, the music gets distracting and the mood lighting makes it hard to read anything. But your mileage may vary on this one. A set of dramatic sound effects to play at just right time can be a great tool.

Props are fun to make. It gives the players something physical to relate to. It's something they can touch, feel, and smell. If you want to use props then do it up right. And pepper lots of hidden clues within those props. Once the players catch on, they'll be excited next time you hand out that old book.

Humor is another cornerstone of schlock horror and we understand that not everybody can be funny on demand. Relax. Don't belabor it. Let it happen.

Isolation also plays big part in horror. Of course, when characters are separated the GM could take one person aside but then the rest of the group would be sitting there. Secret notes between the GM and the players keeps everyone physically together while the characters may be separated. Heck, if you're good at texting then you could that.

MORE ON SKILLS & DOING STUFF

The most important thing to remember is that players are encouraged to have their characters try anything. Let them. There's guidelines at the beginning of this book about which Abilities should affect what type of skill checks. No need to memorize a list. Use common sense and judgment. Characters shouldn't be penalized for failing skill rolls unless it's something really dangerous like attempting to brew up homemade explosives in the kitchen sink.

Investigation: Characters are probably going to have to do a lot of investigation. When this happens make the players do a little thinking. Don't let them say, "I investigate." Ask them where they are investigating. Who they are asking. What they are asking. Give information based on what and who they are asking. And how they plan to encourage strangers to answer their questions. Are they posing as reporters? Or impersonating cops?

Research: Legends aren't facts. Player characters can spend hours researching lore. Give them clues but also they may get false or cryptic information.

Occult Lore: There's lots of references to make Occult Lore Skill Checks. Like we said previously all player characters can attempt whatever they wish. Like Research, Legends aren't facts and there's been a lot of misinformation passed down through the ages.

PLAYING THE MONSTERS

Some Monsters are smart while others are as dumb as rocks. GM's should play the Monsters based its intelligence and goals. Mindless blobs or zombies will fight completely different than an ancient vampire. Some monsters don't even fear death. When the player characters hack the thing into little bits. It doesn't mean that the Monster is gone forever.

MAKING THINGS CRAZY

Here's a few little things to throw into an adventure to make things a bit more interesting. There's more to fear than Monsters. Maybe there's something strange in the shadows. Or is it their imagination? Maintain the element of surprise. Make something that isn't a Monster look or sound like one. Or make the Monster look like something totally innocent until it's too late. If the player characters go in guns blazing and they might have to buy somebody a new cat.

- **Mirror, Mirror:** Any character engaging in combat near a mirror has a 1 in 6 chance of breaking it. The character suffers a -1 to attack rolls, Saving Throws, and Skill Checks for the rest of the adventure. Also, if there's a mirror, there's a chance a character could get attacked by their own reflection.

- **The Call is Coming from Inside...:** All of the cell phones in the area start ringing (including the player characters'). They all stop if one of them is answered. An evil voice mutters, "You're next to die." The character who answered attempts a Fear Saving Throw. On a failure, the character has a -1 penalty on their next Fear Save.

- **Oozing Rotting Mystery Meat:** Monsters can make good food go bad. And bad food get worse. The characters must make a Saving Throw or be sickened. (-2 to attack rolls, Saving Throws, and Skill Checks for the next 3d6 minutes.) A successful Saving Throw negates.

- **Creepy Ghost Writer:** A notebook flips open. Or maybe on a wall or mirror. Bloody letters and words form on the pages. "YOU WILL ALL DIE!" Each character must attempt a Saving Throw versus Insanity.

- **The Sewers:** Sewers are dark nasty labyrinths filled with crap. Monsters love them. There's plenty of dark places to hide. Mortals get lost down there all the time. There's a good chance that characters will get lost. The characters need to be well provisioned and wear sensible shoes. Characters should routinely make Saving Throws to keep from getting lost. The GM may impose a penalty on this, if the characters don't have a map or aren't doing anything to keep from getting lost. If the characters attempt to flee then they should definitely roll to see if they got lost.

- **What's Real?** Another way to keep things exciting. Have a character see something that isn't there or have a hallucination. Many monsters can use illusions to frighten the characters even more.

GARY'S RULES OF MONSTER HUNTING

"Silver" Weapons: Sure some guy in the Dark Ages said that you need silver weapons to kill werewolves. That guy was probably selling silver weapons. Most monsters can be dealt with through the application of excessive violence.

PLAYING NICE

If the GM prefers a slightly more cinematic and heroic style campaign, here's some optional rules to make life a little easier on the characters.

Hit Points: Low level characters die really quickly. GM's may start the characters off at a higher level but we suggest no higher than 3rd. The other option is to totally ignore the Hit Die columns on the class progression charts. Instead, all player characters have Hit Points equal to their Constitution scores. They do not gain any additional Hit Points when they gain a level but do gain any other class benefits.

Attack Rolls: In case the GM wishes that characters get better at hitting Monsters. Here's our suggested chart.

Level	Survivor	Normal	Mystic	Psychic
1	0	0	0	0
2	0	0	0	0
3	+1	0	0	0
4	+1	+1	0	+1
5	+2	+1	+1	+1
6	+3	+2	+1	+2
7	+3	+2	+2	+2
8	+4	+3	+2	+3
9	+4	+3	+3	+3
10	+5	+4	+4	+4

Fear: The Fear rules make the monsters really tough. If the GM feels this makes them too tough then we have two options for you:

- For each character who fails their Fear Save, increase the monster's HP by 1d6.
- Each character who fails a Fear Save runs away for 1d6 rounds. The monster doesn't get any bonuses.

More Magic: GM's may want to add additional spells or make them available to Mystics in their games. You're probably used to those games where you can wiggle your fingers, say funny words, and blast the monster. The most important points remember when doing this is that magic is neither quick nor is it flashy. Magic is something that character shouldn't be able to do in the middle of combat.

NIGHT OF THE LIVING SHOPPERS
AN INTRO ADVENTURE FOR GARY VS THE MONSTERS

For some odd reason, the characters thought it would be a good idea to run to the local Thrall-Mart and grab some frozen burritos at midnight. Well life isn't like that. The lights go out. The emergency lights kick in. The security gates come crashing down over the exits and a demonic voice shouts over the PA, "Attention Thrall-Mart Shoppers! Please make your final selections and proceed to the check out where our friendly staff WILL RIP THE FLESH FROM BONES!!!!!!!"

Background: Jim has always been over ambitious. His drive propelled him to the lofty position of Junior Assistant Manager at the local Thrall-Mart. But that's not enough for him. A strange old lady handed him a stained piece of old parchment. She told him to recite the words and all the power in the world could be his. He thought about it a while and finally tonight, he spoke the words. Little did he know that the spell would open a portal to the Netherworld and unleash a Necroid invasion.

Getting the Heads Rolling: The player characters are already in the store shopping when the doors get locked and the security gates come down. Remember the store is on emergency lighting. The store is bathed in eerie red glow and shadows are everywhere. The player characters may or may not already know each other. Roll on the PC Starting Location table for where the characters are when the store goes into lock down.

PC Random Starting Location			
1	Groceries/Meat	7	Office Supply/Arts & Crafts
2	Housewares	8	Automotive
3	Hardware	9	Lawn & Garden
4	Sporting Goods	10	Bath Room
5	Toys	11	Clothing
6	Electronics	12	Health & Beauty

Welcome to Thrall-Mart: Thrall-Mart is a typical big box retail store with thousands of items. We're going to assume that Game Masters and players have an idea what kind of items are in each department. If a character is in the right department then there is 1 in 6 chance of being near what they want.

Moving Around the Store: The included map is meant to be used in an abstract fashion for determining roughly where the characters are. As characters move around the store, there is a 1 in 6 chance of having a random encounter in each department that they pass through. If the characters successfully flee an encounter then roll again on the PC Random Starting Location table for where they end up.

Money for Nothing: A greedy player character will probably try to pry open a cash register for a quick reward. Their reward is that immediately 1 to 2 more Necroids appear. If they survive, let them have a little cash. That is if the police don't have some questions when the situation is all over.

Telling The Difference Between Shoppers And Zombies: If you've ever been in a big box store in the middle of the night then this isn't as easy as it seems. If a character spends a round assessing whether someone is a shopper or a zombie then the character will know. But if the character immediately attacks then the character may attempt a Saving Throw. If successful then the character realizes what they are facing before they attack an innocent shopper with a chainsaw.

Escaping the Store: The characters first instinct is going to be escape. The steel fire doors are locked and the security gates are locked in place. It will take some heavy duty welding equipment (there isn't any in the store) or explosives to get through them.

Player characters could attempt to make some home brew explosives with various household chemicals that can be found in the store but chances are they won't have a Day Job that gives them skills to make something like that. Their attempt will probably be futile or disastrous. They could also attempt to pick the locks but they would need some improvised lock picks and the skills to do it.

The player characters could also find the electric fork lift in Shipping & Receiving. It will take a couple of hours for the battery to recharge if they can get the machine running in the first place. The batteries on the fork lift have been totally drained. If a character plugs in the fork lift to recharge it then that character attempts a Saving Throw at -4 for the Haywire Effect. If the Saving Throw is a failure then the batteries in the fork lift explode and spray battery acid in a 10 foot radius causing 2d6 damage. A successful Saving Throw halves the damage. Obviously, if the batteries explode then the fork life is useless.

Adding to the difficulty, all of the exits are guarded by 1 to 2 Necroids. Escaping the store won't solve any problems. It may get the characters away from the Monsters but it will also give the Monsters free reign outside of the store.

Guns & Ammo: The player characters will probably head to the Sporting Goods department and grab up some some weapons. There are two Necroids roaming the department. One has the keys to the gun rack and the other has the keys to ammo locker. *Necroids:* **AC:** 5[14]; **HD:** 3 (10 HP); **Attacks:** Claws (1d6+2); **Total Attack Bonus:** +3; **Save:** 16; **Move:** 12 (0); **Fear:** -2; **Special:** Supernaturally Tough, Taunt, Hard to Kill**,** Pose as Human, Wall Crawler.

Ending it all: The characters have a couple of options to bring the situation to a close. They could kill all the zombies and Necroids in the store. This won't be easy and chances are the characters will all die before taking out all of the Monsters. They could sit and wait for help to arrive. That isn't very heroic nor does it help their chances of survival. Plus if someone does gain access to the store that means the Monsters can get out and spread more death and destruction.

The characters could perform a ritual to close the portal and send the Necroids back to their home and deanimate the zombies. A successful Occult Lore check will allow the characters to figure out what they need. If all the player characters fail this roll then the Game Master should plant some clues to guide them on the right path. Or they could find and rescue the Old Gypsy Woman who knows how to end it. To perform this ritual, the characters will need the items below. The GM should only the characters what they need not where to get it. Let them figure it out.

- An original copy of the spell used to open the portal. Jim has this. If they kill Jim then they can just take it. Every time they encounter Jim, he attempts a Saving Throw. On a failure, he drops the spell and the characters can pick it up.

- A Pound of Copper. There are rolls of electrical cable in the Hardware Department.

- Ground Up Animal Bones: They could use gelatin from the Grocery Department or cheap pet food from the Pet Department.

- Make a Magic Circle: They could use chalk, paint or markers (Hardware or Office Supplies).

- Six Red Candles: These could be found in Housewares or the Grocery Department (Birthday cake candles).

- A Live Animal: The characters could use a goldfish from the Pet Department or a lobster from the Grocery Department.

- An Animal's Horns: There's That Damned Deer Head in the Sporting Goods Department.

Random Store Encounters	
1	Jim the Junior Assistant Manager Uber-Necroid shows up.
2	Necroids (1 to 2) are hunting the characters.
3	Zombies (1d6) are browsing through the store.
4 to 5	Store Employee. (Roll a d6. 1 to 3: Mortal, 4 to 5: Zombie, 6: Necroid)
6 to 7	Late Night Shopper. (Roll a d6. 1 to 3: Mortal, 4 to 5: Zombie, 6: Necroid)
8 to 9	Dead Body. (Roll a d6. 1 to 4: It stays dead. 5 to 6: Turns into a Zombie)
10	An army (2d6) of evil garden gnomes has escaped the Lawn & Garden department and attacks with party with miniature gardening tools. *Evil Garden Gnomes:* **AC:** 8[11]; **HD:** 1 (4 HP); **Attacks:** Miniature Garden Tool (1d3); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 9 (+1); **Fear:** -1
11	The characters are attacked by mannequins that strangely like the characters. Mannequins: **AC:** 9[10]; **HD:** 1 (HP 4); **Attacks:** Punch (1d6-1); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 12 (0); **Fear:** -2; **Special:** None
12	Attacked by a Demonic Shopping Cart. (**AC:** 3[16], **HD:** 3 (12 HP) **Attacks:** 1 Slam (1d6), **Total Attack Bonus:** +3, **Save:** 16, **Move:** 12 (+0), **Fear:** -1, **Special:** Supernaturally Tough
13	It may be frozen, dead, and already beheaded but it came back and it's wandering through the store. Zombie Frozen Turkey: (**AC:** 7[12]; **HD:** 1 (4 HP); **Attacks:** Slam (1d3); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 9 (+1); **Fear:** -1)
14	It's cute and wants to kill you. Animated Doll: **AC:** 8[11], **HD:** 1 (4 HP), **Attack:** Claw (1d6-1), **Total Attack Bonus:** +1, **Save:** 18, **Move:** 9 (+1), **Fear:** 0
15	Jim taunts the characters over the PA system. They have a -1 penalty on their next Fear Save.
16	Random item falls off the shelf. Succeed on a Fear Save or run. Roll for a new Random Starting Location.
17 to 20	Old Gypsy Woman who knows how to end the whole mess. While she is with the party, they gain a +1 bonus to Saving Throws including Fear and Fleeing Saves.

Zombies: **AC:** 7[12]; **HD:** 1 (4 HP); **Attacks:** Fist or Bite (1d6); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 9 (+1); **Fear:** -1; **Special:** Supernaturally Tough, Beheadable

Necroids: **AC:** 5[14]; **HD:** 3 (10 HP); **Attacks:** Claws (1d6+2); **Total Attack Bonus:** +3; **Save:** 16; **Move:** 12 (0); **Fear:** -2; **Special:** Supernaturally Tough, Taunt, Hard to Kill**,** Pose as Human, Wall Crawler.

Jim The Junior Assistant Manager & Uber-Necroid: **AC:** 5[14]; **HD:** 4 (13 HP); **Attacks:** Claws (1d6+2); **Total Attack Bonus:** +4; **Save:** 15; **Move:** 12 (0); **Fear:** -2; **Special:** Supernaturally Tough, Taunt, Hard to Kill**,** Pose as Human, Wall Crawler.
Note: Jim also has the original copy of the spell that started this whole mess. Every time they encounter Jim, he attempts a Saving Throw. On a failure, he drops the spell and the characters can pick it up.

Late Night Mortal Shopper/Mortal Store Employee/Old Gypsy Woman: **AC:** 9[10]; **HD:** 1 (4 HP); **Attacks:** None or Improvised Weapon (1d6-1); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 12

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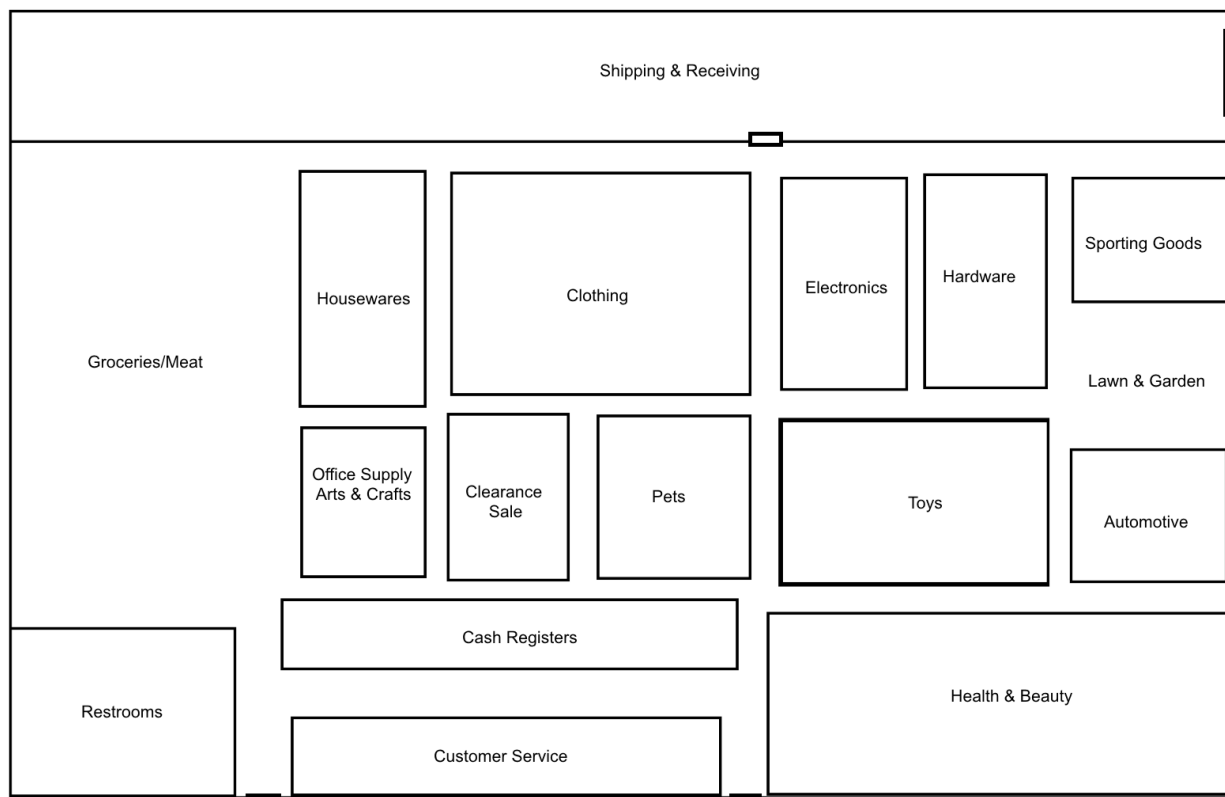
THE DEPARTMENTS

The characters will have a wide range of random encounters as they move through the store. Additionally, each department has its own bizarre event to keep them on their toes.

AUTOMOTIVE

Fuzzy Dice: There's a pretty set of fuzzy dice on the shelf. If a character decides to take them, they gain a +1 bonus to Saving Throws for the rest of the adventure as long as they still have the dice.

CUSTOMER SERVICE/CASH REGISTERS

Laser Scanner Attack: When a character gets too close to a price scanner, the lasers fire with supernatural intensity causing 1d6-1 damage. A successful Saving Throw halves the damage.

CLOTHING

Fifty Shades of Polyester: The character is attacked by cheap polyester ties. The ties begin strangling the character. The character takes 1 HP damage each round until the character is dead or makes a successful Saving Throw. The character may attempt a new Saving Throw each round.

CLEARANCE SALE

Half Off: The characters are attacked by a zombie that has been cut in half. *Zombie Upper Torso:* **AC:** 7[12]; **HD:** 1 (4 HP); **Attacks:** Fist or Bite (1d6-2); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 3 (+3); **Fear:** -2; **Special:** Supernaturally Tough. *Zombie Lower Torso:* **AC:** 7[12]; **HD:** 1 (4 HP); **Attacks:** Kick (1d6); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 9 (+1); **Fear:** -2; **Special:** Supernaturally Tough

ELECTRONICS

Dead from New York: The characters attempt Saving Throws. Any who fail are sucked into a television onto the macabre set of a popular sitcom where the others watch them get attacked by zombies. There is no way to rescue the character's trapped in the television. They are released if they beat beat the zombies. Smashing the television does not free them. It's up the Game Master's evil imagination what would happen to the characters. There are a number of zombies equal to the number of player characters sucked into the television plus one. (*Zombies:* **AC:** 7[12]; **HD:** 1 (4 HP); **Attacks:** Fist or Bite (1d6); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 9 (+1); **Fear:** -1; **Special:** Supernaturally Tough, Beheadable)

GROCERIES/MEAT

Necroid Rock Lobster: 1d6 of these insane beasts have escaped their tank in the seafood department. **AC:** 5[14]; **HD:** 1 (4 HP); **Attacks:** Pincers (1d6-2); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 6 (+2); **Fear:** -2; **Special:** Supernaturally Tough, Wall Crawler.

HARDWARE

Paint Spilled on the Floor: Each character attempts a Saving Throw. Any who fail have their shoes covered in paint and leave tracks through the store. Increase the chance of a random encounter to 2 in 6. Additionally, any character leaving tracks is at -2 to Fleeing Saves and can't hide from any monsters. The character can remove their shoes or get new ones in the Clothing Department.

HEALTH & BEAUTY

Exfoliation: A random player character starts hallucinating that their skin is falling off. The other characters don't see a thing. The victim must attempt a Saving Throw versus Insanity.

HOUSEWARES

Flurry of Knives: Knives come flying off the shelf at the characters. Each takes 1d6 damage. A successful Saving Throw negates the damage.

OFFICE SUPPLIES/ARTS & CRAFTS

Death of a Thousand Paper Cuts: Reams of printer paper burst open and the pages swirl around the player characters doing 1d3 damage. A successful Saving Throw halves the damage.

PETS

Speak! The character who has the highest Intelligence score can only bark or meow (player's choice) for the next 3d6 minutes. A successful Saving Throw negates. If the character with the highest Intelligence succeeds then the character with the next lowest Intelligence attempts a Saving Throw to avoid sounding like a house pet. This continues until a character fails the Saving Throw or all the characters have successfully made it.

LAWN & GARDEN

Throw a Barbie on the Barbie: Something smells delicious coming from that barbecue. It's what's left of any character who has been previously killed. All the characters attempt a Fear Saving throw, if they fail they are at -2 on their next Fear Save.

SHIPPING & RECEIVING

Everything is Here: This is where all of the extra inventory for the store is located. Characters can find anything from any other department here except for guns and ammunition. If characters search for something then there is a 1 in 6 chance that they will find it but if the characters do search then they will automatically have a random encounter.

SPORTING GOODS

That Damned Deer Head: A dusty creepy hunting trophy hangs "proudly" here. It's been transformed into an insane abomination. **AC:** 7[12]; **HD:** 3; **Attacks:** Gore (1d6+1); **Total Attack Bonus:** +3; **Save:** 16; **Move:** 0; **Fear:** -4; **Special:** Surprise Attack (The head will not attack until touched).

TOYS

Little Green Army Men: A platoon of little green army men attack the player characters. **AC:** 5[14]; **HD:** 1 (4 HP); **Attacks:** Tiny Rifles, Bazookas, and Flame Throwers (1 HP); **Total Attack Bonus:** +1; **Save:** 18; **Move:** 6 (+2); **Fear:** 0; **Special:** None

PREGENERATED CHARACTERS

Name: Gary
Class: Survivor
Level: 1
Class Abilities: +2 Saves Vs Fear, Last Man Standing, Only A Flesh Wound, Boom Stick (Chainsaw)
Day Job: Big Box Retail Clerk
Brush with Supernatural: Necroids (-1[+1] AC added in.

Equipment: Cigarettes, Set of Dice, Super Soaker. Granola Bars (5), Zippo Lighter

	Score	Mod	
Str	9		AC 6[13]
Dex	13	+1	Save 14
Con	15	+1	HP 8
Int	11		
Wis	10		
Cha	8	-1	

Attacks: +1 Chainsaw (2d6+1)

Name: Bob
Class: Psychic
Level: 1
Class Abilities: +2 vs Mind Reading, -2 Save vs Possession, 1in 6 Surprise, Visions, Sixth Sense, Psychic Power Mod: +1
Day Job: Office Temp (Accountant)
Brush with Supernatural: Chased by Mutant Hillbillies (+2 Fleeing Saves).

Equipment: Plastic Tarp, Garbage Bags (7), Frying Pan, Full 5 Gal Gas Can, Pocket Mirror

	Score	Mod	
Str	7	-1	AC 8[11]
Dex	9		Save 15
Con	11		HP 6
Int	12		
Wis	13	+1	
Cha	11		

Attacks: +0 Machete (1d6-1)

Name: Maggie
Class: Mystic
Level: 1
Class Abilities: +2 Save vs Magic, -2 Save Vs Insanity, +2 Occult Lore, Basic Magic, Sense Magic.
Day Job: Med Student
Brush with Supernatural: It was big (+1 Damage)

Equipment: 50 ft Extension Cord, Brick, Box of Crayons, Beach Towel, 3 ft of Chain

	Score	Mod	
Str	7	-1	AC 9[10]
Dex	10		Save 16
Con	7	-1	HP 5
Int	15	+1	
Wis	8	-1	
Cha	14	+1	

Attacks: +0 Meat Cleaver (1d6)
+1 Brick (1d6) Thrown

Name: Pat
Class: Normal
Level: 1
Class Abilities: +3 on Day Job Skill checks, +2 Fleeing Saves, Fools & Small Children, Weird Magnet.
Day Job: Artist
Brush with Supernatural: Bitten by Vampire (+1d6 HP figured in.)

Equipment: Box of Condoms, 6 Pack of Beer, Box of Nails, Bag of "Medicinal Herbs", Hacksaw

	Score	Mod	
Str	8	-1	AC 8[11]
Dex	13	+1	Save 15
Con	10		HP 10
Int	8	-1	
Wis	9		
Cha	14	+1	

Attacks: +0 Tire Iron (1d6-1)

Name: Chris
Class: Survivor
Level: 1
Class Abilities: +2 Saves Vs Fear, Last Man Standing, Only A Flesh Wound, Boom Stick (Sledge Hammer).
Day Job: Handyman
Brush with Supernatural: Committed to Asylum (+2 Save vs Insanity)

Equipment: Deck of Cards, Note Pad, Box of Tampons, Box of Rat Poison, Full Water Bottle

	Score	Mod	
Str	9		AC 8[11]
Dex	12		Save 14
Con	16	+1	HP 7
Int	6	-1	
Wis	8	-1	
Cha	7	-1	

Attacks: +2 Sledge Hammer (1d6+2)

Name: Max
Class: Normal
Level: 1
Class Abilities: +3 on Day Job Skill checks, +2 Fleeing Saves, Fools & Small Children, Weird Magnet.
Day Job: Security Guard
Brush with Supernatural: Died (+1 All Saves).

Equipment: Can of Hairspray, Note Pad, Tube of Super Glue, 1st Aid Kit, Bag of Dog Food

	Score	Mod	
Str	13	+1	AC 10[9]
Dex	4	-1	Save 15
Con	15	+1	HP 7
Int	10		
Wis	6	-1	
Cha	9		

Attacks: +2 Baseball Bat (1d6+1)

GARY VS THE MONSTERS

NAME: _____ CLASS: _____ LEVEL: _____ XP: _____

SCORE   MOD

STR ☐ ☐

DEX ☐ ☐

CON ☐ ☐

INT ☐ ☐

WIS ☐ ☐

CHA ☐ ☐

AC ⬡
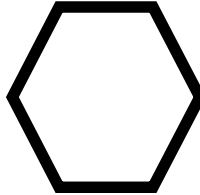
HP ♡
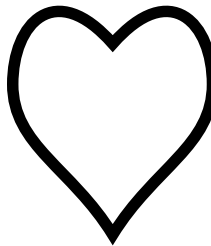
SAVE ◯
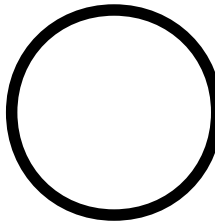
DAY JOB

CLASS ABILITIES

BRUSH WITH THE SUPERNATURAL

WEAPON	TO-HIT BONUS	DAMAGE	NOTES

CASH & SWAG: _____

OTHER GEAR

HANDY CHARTS & TABLES

Monster Fear Bonus Chart			
1	-1[+1] Armor Class	11	+2d6 HP
2	+1 to All Saving Throws	12	+4 Damage
3	+1 To-Hit	13	+2 To-Hit
4	+2 Damage	14	+2 to All Saving Throws
5	+1d6 HP	15	-2[+2] Armor Class
6	Any character who failed the Fear Save must Save vs Insanity or go temporarily insane.	16	Double the monster's Movement Rate. Characters take -2 to Fleeing Saves.
7	The monster's first successful attack does maximum damage.	17	Monster is immune to damage from the next 1d3 successful attacks.
8	Monster regenerates its HD in HP each round.	18	Double the monster's number of attacks for the first combat round.
9	Saves versus the monster's abilities are at -2.	19	The monster succeeds the next 1d3 Saving Throws.
10	Monster gains -1[+1] AC, +1 to attack rolls and Saving Throws, +2 Damage, and +1d6 HP.	20	The monster automatically hits with all attacks on the first round of combat.

Temporary Insanity			
1	Catatonic until the character makes a Saving Throw or is otherwise snapped out of it.	7	The character assumes the fetal position until the character makes a Saving Throw or is otherwise snapped out of it.
2	Insane Rage: +1 To-Hit, damage and Saving Throws for the next 1d6 minutes.	8	You're going to need some clean underwear plus your hair turns white.
3	Sees random hallucinations for the next 1d6 days.	9	Hysterical blindness for the next 1d6 rounds.
4	Hears random voices for the next 1d6 days.	10	Frightened. The character is at -2 to Fear Saves for the next 1d6 days.
5	Dance around and giggle like an idiot for the next 1d6 rounds.	11	Scream really loudly for the next 1d6 rounds.
6	Attacks nearest person or thing until the character succeeds on a Saving Throw.	12	Paranoid for the next 1d6 hours. The character is sure that the other PC's are monsters.

	Magic Gone Wrong		
1	You ripped a hole in the fabric of reality. 2D6 Demons enter our world.	11	The ritual works opposite of its intended effects.
2	Caster gets possessed by a demon.	12	The entire area bursts in flames.
3	Jinxed/hex of having bad luck. The Caster has -2 penalty to all attack rolls, Skill Checks and Saving Throws until the hex is removed.	13	Everyone in a 100 foot radius must make a Saving Throw versus Possession at +2 or become a Necroid. Any dead bodies automatically become Necroids.
4	Summons all local monsters to the caster's location.	14	The caster goes temporarily insane. Roll on that chart.
5	Animate all dead bodies in 1d6 x 5 mile radius.	15	Random person or machine in the area is possessed by a demonic entity.
6	Everyone in a 100 foot radius must make a Saving Throw or die. Those who die become very angry ghosts.	16	The caster must make a Saving Throw versus Insanity or go permanently Insane.
7	All technology and electronics are blown out in a 1d6 x 10 mile radius.	17	Everyone in a 100 foot radius must make a Saving Throw versus Insanity.
8	Everyone in a 100 foot radius takes 3d6 damage (Save for half). Anyone killed by this damage immediately comes back as a Zombie.	18	The area is pelted with meteorites for the next 1d6 hours. Each hour take 1d6+1 damage (Save for half damage).
9	Create the storm of the century. Tornadoes. Hurricanes. Tidal Waves.	19	Create massive earthquake including some nasty sink holes.
10	GM's Discretion but generally something pretty random and bad.	20	Summon an Elder God. It's not happy about it.

Target Armor Class (Descending)																	
9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Roll to hit																	

APPENDIX N

A list of creepy and campy movies to inspire game masters and players. We know there are more but these are some of our favorites.

976-Evil	From Beyond	Puppetmaster
American Werewolf in London	Garth Marenghi's Darkplace	Reanimator
Amityville Horror	Gremlins	Return of the Living Dead
Big Trouble in Little China	Halloween	Sharknado
Bubba Ho-Tep	Hellraiser	Shaun of the Dead
Cabin in the Woods	House	Shocker
Children of the Corn	Idle Hands	Slither
Chopping Mall	Killer Klowns from Outer Space	Subspecies
Christine	Lair of the White Worm	Texas Chainsaw Massacre
CHUD's	Lake Placid	The Blob
Dawn of the Dead	Leprechaun	The Exorcist
Day of the Dead	Lesbian Vampire Killers	The Gate
Demonic Toys	Lost Boys	The Omen
Dolls	Maximum Overdrive	The Stuff
Dusk Til Dawn	Midnight Meat Train	The Thing
Eight Legged Freaks	Monster Squad	The Unnameable
Evil Dead & Army of Darkness	Motel Hell	Trick or Treat
Feast	Night of the Creeps	Tucker & Dale Vs Evil
Forever Evil	Night of the Living Dead	Vamp
Friday the 13th	Nightmare on Elm Street	Zombie Strippers
Fright Night I & II	Phantasm	

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