

G U R P S[®]

HORROR

GM's Screen



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REACTION TABLE

Roll 3 dice and apply modifiers described on p. B204.

0 or less: *Disastrous.*

General reaction: The NPC hates the characters and will act in their worst interest.

In a *potential combat situation*, the NPCs will attack viciously, asking no quarter and giving none.

Commercial transactions are doomed: The merchant will have nothing to do with you. Make a "potential combat" roll at -2.

Requests for aid are denied totally. Make a "potential combat" roll at -4. If combat is called for but not possible, the NPC will work against the PCs in any way possible.

Requests for information are met with anger. Make a "potential combat" reaction roll, at -2.

Loyalty: The NPC hates you or is in the pay of your enemies, and will take the first good chance to betray you.

1 to 3: *Very Bad.*

General reaction: The NPC dislikes the characters and will act against them if it's convenient to do so.

In a *potential combat situation*, the NPCs attack, and flee only if they see they have no chance. (A fight in progress will continue.)

Commercial transactions are next to impossible. The merchant asks three times the fair price, or offers 1/3 the fair price.

Requests for aid are denied. Make a "potential combat" roll; no reaction better than neutral is possible.

Requests for information are met with malicious lies.

Loyalty: The NPC dislikes you, and will leave your service (probably taking everything he can carry) or sell you out as soon as possible.

4 to 6: *Bad.*

General reaction: The NPC cares nothing for the characters and will act against them if he can profit by doing so.

In a *potential combat situation*, the NPCs will attack unless outnumbered. If they are outnumbered they will flee, possibly to attempt an ambush later. (A fight already in progress will continue.)

Commercial transactions go badly. The merchant asks twice the fair price, or offers half the fair price.

Requests for aid are denied. The NPCs go about their business, ignoring the player characters.

Requests for information are denied. NPCs will lie maliciously or demand payment for information. If paid, the NPC will give true, but incomplete, information.

Loyalty: The NPC has no respect for you. He will leave or betray you given even moderate temptation, and will be a sluggish worker.

7 to 9: *Poor.*

General reaction: The NPC is unimpressed. He may become hostile if there is much profit in it, or little danger.

In a *potential combat situation*, the NPCs will shout threats or insults. They will demand the PCs leave the area. If the PCs stick around, the NPCs will attack unless outnumbered, in which case they will flee. (If a fight is in progress, it will continue.)

Commercial transactions are unprofitable. The merchant asks 120% of the fair price, or offers 75% of the fair price.

Requests for aid are denied, but bribes, pleas, or threats might work. PCs may roll again, at -2.

Requests for information are unproductive. The NPCs will claim not to know, or will give incomplete data. A bribe may improve their memory; roll again if a bribe is offered.

Loyalty: The NPC is unimpressed with you and/or dislikes the job; he thinks he's overworked and underpaid. He'll probably betray you if offered enough, and would certainly take a "better" job if he thought he had one.

10 to 12: *Neutral.*

General reaction: The NPC ignores the characters as much as possible. He is totally uninterested.

In a *potential combat situation*, the NPCs are inclined to go their own way and let the PCs go theirs. (If a fight is already in progress, the NPCs will try to back off.)

Commercial transactions go routinely. The merchant will buy and sell at fair prices.

Requests for aid are granted - if they are simple. Complex requests are denied, but the PCs can try again at -2.

Requests for information will be successful. The NPC will give the information requested if it is simple. If the question is complex, the answer will be sketchy.

Loyalty: The NPC thinks you're just another boss, and this is just another job. He will work hard enough to keep you happy, but no harder. He will not leave unless he is sure the new job is better, and will not betray you unless the temptation is *very* strong.

13 to 15: *Good.*

General reaction: The NPC likes the characters and will be helpful within reasonable, everyday limits.

In a *potential combat situation*, the NPCs find the characters likeable, or else too formidable to attack. The characters may request aid or information - +1 on a second roll. (If a fight is in progress, the NPCs will flee.)

Commercial transactions go pleasantly. The merchant will buy and sell at fair prices, and will volunteer useful information or small bits of help if possible.

Requests for aid will be granted if the request is reasonable. The NPCs' attitude is helpful. Even if the request is silly and must be denied, they will offer helpful advice.

Requests for information will be successful. The question will be answered accurately.

Loyalty: The NPC likes you and/or the job. He will be loyal, work hard, and accept any reasonable hazard that you will accept.

16 to 18: *Very Good.*

General reaction: The NPC thinks highly of the characters, and will be quite helpful and friendly.

In a *potential combat situation*, the NPCs are friendly. The PCs may ask for aid or information (+3 on a reaction roll). Even sworn foes will find an excuse to let the PCs go . . . for now. (If a fight has already started, the NPCs will flee if they can, or surrender otherwise.)

Commercial transactions will go very well. The merchant will accept your offer unless you tried to buy below 80% of the fair price or sell above 150% of the fair price. In that case, he will offer those rates. He will also offer help and advice.

Requests for aid are granted unless they are totally unreasonable. Any useful information NPCs have will be volunteered freely.

Requests for information will be successful. The NPC will answer in detail and volunteer any related information he has.

Loyalty: The NPC will work very hard, and risk his life if need be. Under most circumstances, he puts your interests ahead of his own.

19 or better: *Excellent.*

General reaction: The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own ability. Merchants will offer very good deals.

In a *potential combat situation*, the NPCs are extremely friendly. They may even join the party temporarily. The PCs may ask for aid or information: +5 on this reaction roll. (If the fight has already started, the NPCs will surrender.)

Commercial transactions will go extremely well. The merchant will accept your offer unless you tried to buy below 50% of fair price or sell above 200% of fair price. In that case, he will offer those rates. He will also offer help and advice.

Requests for aid will be granted. NPCs will help in every way within their power, offering extra aid.

Requests for information will be extremely successful. The question will be answered completely. If the NPC doesn't know everything you need, he will exert himself to find out. He may even offer to help; roll a request for aid at +2, with no reaction worse than "poor" possible.

Loyalty: The NPC worships you (or your cause), will work incredibly hard, puts your interests ahead of his own at all times, and would even die for you.



FRIGHT CHECK TABLE

A Fright Check is a special kind of Will roll; see *Fright Check Modifiers* (below) for modifiers. When a character fails a Fright Check, roll 3 dice. Add the amount by which the Fright Check was missed, and consult the following table.

Many of these results will give the character a new Quirk, Phobia, Delusion, or other mental disadvantage. The GM assigns the disadvantage. It must be related to the frightening event. If possible, it should also be related to an existing Quirk, Delusion, or Phobia!

Disadvantages acquired this way *do* reduce the point value of the character.

- 4, 5 – Stunned for one turn, then recovers automatically.
- 6, 7 – Stunned for one turn. Every turn after that, roll vs. unmodified IQ to snap out of it.
- 8, 9 – Stunned for one turn. Every turn after that, roll vs. Will, plus whatever bonuses or penalties you had on your original roll, to snap out of it.
- 10 – Stunned for 1d turns. Every turn after that, roll vs. modified Will, as above, to snap out of it.
- 11 – Stunned for 2d turns. Every turn after that, roll vs. modified Will, as above, to snap out of it.
- 12 – Lose your lunch. Treat this as being stunned for 15 turns, then roll vs. HT each turn to recover. Depending on the circumstances, this may be merely inconvenient, or humiliating.
- 13 – Acquire a new *Quirk* (p. B41). This is the only way a character can acquire more than five Quirks.
- 14, 15 – Take 1d of fatigue, and 1d turns of stunning, as per #10 above.
- 16 – Stunned for 1d turns, as per #10, and acquire a new Quirk, as per #13.
- 17 – Faint for 1d minutes, then roll vs. HT each minute to recover.
- 18 – Faint as above, and roll vs. HT immediately. On a failed roll, take 1 hit of damage as you collapse.
- 19 – Severe faint, lasting for 2d minutes; then roll vs. HT each minute to recover. Take 1 hit of injury.
- 20 – Faint bordering on shock, lasting 4d minutes. Also, take 1d fatigue.
- 21 – Panic. Victim runs around screaming, sits down and cries, or does something else equally pointless for 1d minutes. At end of that time, roll vs. unmodified IQ once per minute to snap out of it.
- 22 – Acquire a *Major Delusion* (p. B32).
- 23 – Acquire a *Mild Phobia* (p. B35) or other -10-point mental disadvantage.
- 24 – Major physical effect, set by GM: hair turns white, you age five years overnight, you go partially deaf. In game terms, acquire -15 points worth of physical disadvantages (for this purpose, each year of age counts as -3 points).
- 25 – If you already have a Mild Phobia that can logically be related to the frightening incident, it becomes Severe. If not, add a new Mild Phobia or -10-point mental disadvantage.
- 26 – Faint for 1d minutes, as per #18, and acquire a new -10-point Delusion, as per #22.
- 27 – Faint for 1d minutes, as per #18, and acquire a new -10-point mental disadvantage, as per #23.
- 28 – Light Coma. You fall unconscious, rolling vs. HT every 30 minutes to recover. For 6 hours after you come to, all skill rolls and attribute checks are at -2.
- 29 – Coma. As above, but unconscious for 1d hours. Then roll vs. HT; if the roll fails, remain in a coma for another 1d hours, and so on.
- 30 – Catatonia. Stare into space for 1d days; then roll vs. HT. On a failed roll, remain catatonic for another 1d days, and so on. If you have no medical care, lose 1 HT the first day, 2 the second, and so on. If you survive and awaken, all skill rolls and attribute checks are at -2 for as many days as the catatonia lasted.
- 31 – Seizure. You lose control of your body, and fall to the ground in a fit lasting 1d minutes and costing 2d Fatigue. Also, roll vs. HT. On a failed roll, take 1d damage. On a critical failure, you lose 1 HT *permanently*.
- 32 – Stricken. You fall to the ground, taking 2d damage in the form of a mild heart attack or stroke.
- 33 – Total panic. You are out of control; you may do *anything* (the GM rolls 3 dice; the higher the roll, the more useless your reaction). For instance, you might jump off a cliff to avoid the monster. If you survive your first reaction, roll vs. IQ to come out of the panic. If you fail, the GM rolls for another panic reaction, and so on!
- 34 – Acquire a *Severe Delusion* (see p. B32).
- 35 – Acquire a *Severe Phobia* (see p. B35) or other mental disadvantages worth -15 points.
- 36 – Severe physical effect, as per #24, but equivalent to -20 points of physical disadvantages.
- 37 – Severe physical effect, as per #24, but equivalent to -30 points of physical disadvantages.
- 38 – Coma, as per #29, and a Severe Delusion, as per #34.
- 39 – Coma, as per #29, and a Severe Phobia or other -30-point mental disadvantage, as per #35.
- 40+ – As #39, above, but victim also loses 1 point of IQ *permanently*. This automatically reduces all IQ-based skills, including magic and psi skills, by 1.

CRITICAL SPELL FAILURE TABLE

Roll 3 dice. If a result on this table is inappropriate, or if it happens to be the result that the caster actually *intended*, roll again. The GM does not have to use this table; GMs are encouraged to make up their own lists of amusing special effects, dooms, and backfires with which to chastise clumsy mages.

- 3 – Spell fails entirely; caster takes 1 die of damage.
- 4 – Spell is cast on spellcaster.
- 5 – Spell is cast on one of the caster's companions (roll randomly).
- 6 – Spell is cast on a nearby foe – roll randomly.
- 7 – Spell produces only a whining noise and an awful odor of brimstone.
- 8 – Spell goes at someone or something other than its intended target – friend, foe, or random item. Roll randomly, or GM makes an interesting choice.
- 9 – Spell fails entirely; caster takes 1 hit of damage.
- 10 – Spell fails entirely; caster is stunned (IQ roll to recover).
- 11 – Spell produces nothing but a loud noise and a flash of colored light.
- 12 – Spell produces a weak and useless shadow of its intended effect.
- 13 – Spell produces the reverse of the intended effect.
- 14 – Spell produces the reverse of the intended effect, on the wrong target (roll randomly).
- 15 – Nothing happens except caster temporarily forgets spell – make an IQ roll after a week, and again each following week, until he remembers. Caster can study spell during this time, but it is a waste of his time.
- 16 – Spell seems to work, but it is only a useless illusion.
- 17 – Spell fails entirely; caster's right arm is crippled – 1 week to recover.
- 18 – Spell fails entirely. A demon (see p. M113) appears and attacks the caster. This will not happen if, *in the GM's opinion*, the caster and spell were both lily-white, pure good in intent. Instead, roll again.

FRIGHT CHECK MODIFIERS

Advantages and Disadvantages:

Collected: +3	Combat Paralysis: -2
Combat Reflexes: +2	Composed: +2
Cool: +1	Cowardice: -2
Edgy: -1	Fearlessness: +level
Higher Purpose: +1, if applicable	
Imperturbable: +5	No Physical Body: +5
Object of <i>severe</i> Phobia: -4	
Unfazeable: You don't make Fright Checks!	
Xenophilia: +1 (+3 if <i>severe</i>), if meeting monsters	

Circumstances:

Advance warning: +3
Area is physically isolated: -1
At night or in darkness: -1
Distant threat: +1
Gruesome circumstances (mutilations, victim is a friend or Dependent): -1 to -6
Heat of battle: +5
Horde of monsters: -1 for 5, -2 for 10, -3 for 20, -4 for 50, -5 for 100+
Previous exposure: +1 per exposure to the same threat in 24 hours
Victim is (or thinks he is) alone: -2

RITUAL MODIFIERS TABLE

Ritual Elements

Element	Modifier
Time	
Reducing time to 1d+2 minutes	-2
Reducing time to 1d seconds	-5
Taking normal amount of time	0
Repeating ritual daily	
for several days	+1 for every 2 days
Extending ritual	
(3 times required time)	+2



Consecrated Ground

No consecrated ground	-5
Makeshift consecration	
(1d-minute ceremony)	-1
Consecrated ground	0
Old mystic area (20 years or more)	+1
Traditional worship site	
(50 years or more)	+2
Historical ritual place	
(100 years or more)	+3
Timeworn religious center	
(500 years or more)	+4
Truly ancient ritual space	
(over 1,000 years old)	+5



Material Components

Symbolic Representations	
None	-6
Minimal (drawing)	-2
Small belonging/piece of clothing	0
Hair or fingernail clippings	+1
Photographs or blood samples	+2
DNA sample or video of target	+3
Target is present at the ceremony	+4

Spiritual Symbols

No symbols	-3
Amulet, talisman, or drawing	0
Detailed symbols	
(engraved drawings, sculptures, idols)	+1 to +3

Sacrifices

No sacrifice	0
Food, drink, or stimulants	+1 to +2
Animal sacrifices	+2 to +4
Human sacrifices	
- to Corruptor spirits	+1 to +5
- to all other spirits	-5
Self-sacrifice	+1/2 hit points lost

Multiple Targets Modifiers

Size of Group	Penalty
2-5	-4
6-10	-8
11-20	-12
21-50	-14
51-100	-18
101-200	-22
201-500	-26
501-1,000	-30
1,001-5,000	-34
5,001-20,000	-38
20,001-50,000	-42
50,001-100,000	-44
+ every doubling	an additional -4

Area Modifiers

Radius	Modifier
Under 5 yards	0
5-10 yards	-1
11-100 yards	-1 per 10-yard increase (-10 for 100-yard radius)
101-200 yards	-1 per 25-yard increase (-14 for 200-yard radius)
Over 200 yards	-4 per 100-yard increase

Duration Modifiers

Length of Time	Modifier
Up to 12 hours	0
Up to 1 day	-2
Up to 1 week	-4
Up to 1 month	-8
Additional months	-4 per month
(to 1 year)	(-52 for a full year!)
Each additional year	-4 per year

RITUAL DEFAULTS TABLE

All Paths default to Ritual Magic-6, to a maximum of 14. Rituals default to one or more Paths as follows:

Ritual	Default
Call (Invoke)	Path of the Spirit-4
Chaperone	Path of Luck-3
(Palladium)	
Command (Beckon)	Path of the Spirit
Curse Sanctum	Path of Protection
Dose (Analeptic)	Path of Health
Dream Sanctum	Path of Dreams-3 or Path of Protection-6
Dream Shackles	Path of Dreams-8
Dream Visitor	Path of Dreams-2
Dreamwalk	Path of Dreams
Evil Eye	Path of Health-7
Ghost Shirt	Path of Luck-7
(Achilles' Shield)	
Invite (Summon)	Path of the Spirit-7
Journeyman's Curse	Path of Luck-3
Lost and Found	Path of Luck-5
(Locate)	
Malaise	Path of Health-5
Malediction	Path of Luck-8
Mastery (Dominion)	Path of the Spirit-3

Ritual	Default
Money Maker	Path of Luck-2
(Windfall)	
Night Terrors	Path of Dreams-5
Rainmaker	Path of Luck-5
Raise Zombie	Path of the Spirit-4
Reversal of Fortune	Path of Protection-3
Ritual of Banishment	Path of the Spirit-4
Ritual of Slaying	Path of the Spirit-5
Sanctuary (Aegis)	Path of Protection-4
Soul Cleansing	Path of Protection-4
Soul Zombie	Path of the Spirit-6
Spirit Searcher	Path of the Spirit-4
Stroke of Luck	Path of Luck-1
Succor	Path of Health-4
Turn the Beast	Path of the Spirit-3 or Path of Protection-6
Turn the Spirit	Path of the Spirit-2
Vision of Luck	Path of Luck-5
Vitality	Path of Health-3 or Path of Protection-4

LONG-DISTANCE MODIFIERS

Use these skill modifiers for "Seek" spells, and for other specified spells which work over a long distance.

Less than 100 yards: 0
Up to a half-mile: -1
Up to a mile: -2
Up to 3 miles: -3
Up to 10 miles: -4
Up to 50 miles: -5
Up to 100 miles: -6
Up to 300 miles: -7
Up to 1,000 miles: -8
Another -1 for each additional 1,000 miles.



Also, subtract 1 from effective skill for each "known" item you choose to ignore in your search. For instance, you would need to ignore the water in your canteen when you cast Seek Water in the desert!

PSI SKILLS TABLE

Skill: The name of the skill. * means a passive skill - no concentration is required to use. All other skills are active. + means that more than one turn of concentration may be needed, depending on how the skill is used. † indicates that extensive modifiers are always applied to skill level.

Fatigue: The fatigue cost. *Var.* means that the cost varies. Brute Force, Extra Effort, Repeated Attempts, and Contests of Skill may increase fatigue cost (see p. P8).

Range: The skill's range. *P* = Power. *LOS* means "line of sight." # means that the subject must either be touched or in sight to avoid a penalty; if not, then the skill can still

be used at a penalty if the psi can visualize the subject. *TP* means use the *Telepathy Range Table*. *PK* means range is as described under *Psychokinesis* (see p. P17). *n/a* means range is not meaningful for this skill. *Spcl.* means a special range calculation is required - see description.

Area: *Subject* means it affects one subject (or hex); *self* means it affects only the user. Otherwise, the skill has a global area of effect. *TP/100* means use *Telepathy Range Table* and divide range by 100, rounding down. All other terms are as for Range.

Mnt.: How often a roll is required to maintain a continuing use of skill. *Sec.* = every

second; *min.* = every minute; *var.* = varies (see description); *inf.* means it lasts until turned off, no rolls are necessary to maintain it; *n/a* means the skill cannot be maintained.

Resist: *Will* or *HT* means the psi's skill roll is a Quick Contest of Skill with the listed attribute of the subject; *HT/Will* means use the higher attribute; *n/a* means no Quick Contest is necessary; *MS* means the subject's Mind Shield subtracts from user's skill. (*Exception:* if area effect, to affect an individual, user must succeed by an amount equal to or greater than the subject's Mind Shield.) *Spcl.* indicates a more complex situation - see description.

Skill	Fatigue	Range	Area	Mnt.	Resist
Antipsi					
Neutralize	0	P yds.	subject	n/a	HT/Will
Psi Static	0	0	TP/100	inf.	Spcl.
- specific target	0	LOS	subject	min.	Spcl.
Astral Projection					
Astral Projection	0	n/a	self	P min.	n/a
Astral Sight*	0	P ² yds.	self	inf.	n/a
Electrokinesis					
Confuse	0	P yds.#	subject	n/a	HT
Cyberpsi	0	P yds.#	subject	min.	Spcl.
Dampen	0	P ² yds.#	P/4 yds.	min.	Spcl.
Energy Sense*	0	P yds.	self	inf.	n/a
Energy Shield	1/min.	n/a	self	sec.	n/a
Lightning†	0	Spcl.	subject	n/a	Dodge
Photokinesis	0	P ² yds.	P/3 yds.	min.	n/a
Surge	0	P ² yds.#	subject	n/a	Spcl.
ESP					
Clairvoyance	0	P ² in.	P ² in./2	min.	n/a
Clairaudience	0	P ² yds.	P ² yds./2	min.	n/a
Clairsentience	0	P ² in.	P ² in./2	min.	n/a
Combat Sense*	0	n/a	self	sec.	n/a
Precognition†	2	TP	subject	n/a	n/a
- passive use*	0	n/a	subject	n/a	n/a
Psychometry	0	P ² in.	subject	n/a	n/a
Seekersense†	0	TP	subject	n/a	Spcl.
Healing					
Healing†	var.	touch	subject	n/a	n/a
Life Extension*	0	n/a	self	inf.	n/a
Metabolism	0	n/a	self	var.	n/a
Control					
- to fool	0	n/a	subject	inf.	n/a
Detect Lies*					
Sense Aura	0	P-1 yds.	self	min.	n/a
Psychic Vampirism					
Drain (Attribute)	0	P ² yds.#	subject	n/a	Spcl.
Drain Emotion†	0	P ² yds.#	subject	n/a	Will+MS
- area effect	0	P ² yds.#	P/3 yds.	n/a	Will+MS

Skill	Fatigue	Range	Area	Mnt.	Resist
Steal Dreams+	0	TP	subject	n/a	Will+MS
Steal Energy	0	P yds.#	subject	n/a	Will+MS
Steal Power	1	P yds.#	subject	n/a	Will+MS
Psychokinesis					
Cryokinesis	0	PK#	subject	n/a	n/a
Levitation	0	n/a	self	n/a	n/a
Pyrokinesis	0	PK#	subject	n/a	n/a
PK Shield	1	n/a	self	sec.	n/a
Telekinesis†	0	PK#	subject	min.	n/a
Telepathy					
Aspect*	0	n/a	TP/100	n/a	n/a
- change aspect	0	n/a	self	min.	n/a
Emotion Sense*	0	TP	subject	inf.	MS
- emotion scan	0	TP#	subject	n/a	MS
Erase Signature	0	TP#	subject	n/a	n/a
Illusion	0	TP#	subject	min.	Will
Mental Blow	1	TP#	subject	n/a	MS
Mental Stab	2	TP#	subject	n/a	MS
Mind Shield*	0	self	self	inf.	n/a
Mindswitch	3	TP#	subject	n/a	Will+5
Mindsword	0	Spcl.	n/a	min.	n/a
Mindwipe+	0	TP#	subject	n/a	Will
Psi Sense*†	0	0	TP	n/a	MS
- active use†	0	0	TP	n/a	MS
Signature Sniffer†	0	0	subject	n/a	Spcl.
Sleep	0	TP#	subject	n/a	Will
Suggest	1	TP#	subject	n/a	Will
Telecontrol	0	TP#	subject	min.	Will
Telereceive	0	TP#	subject	min.	Will+MS
Telescan†	0	TP	TP	min.	MS
Telesend	0	TP#	subject	min.	MS
- global broadcast	0	n/a	TP/100	n/a	MS
- shout	0	TP	TP/100	n/a	Spcl.
Teleportation					
Autoteleport	0	TP	self	n/a	n/a
Combat Teleport	1	TP/100	self	n/a	n/a
Exoteleport†	0	TP#	subject	n/a	n/a

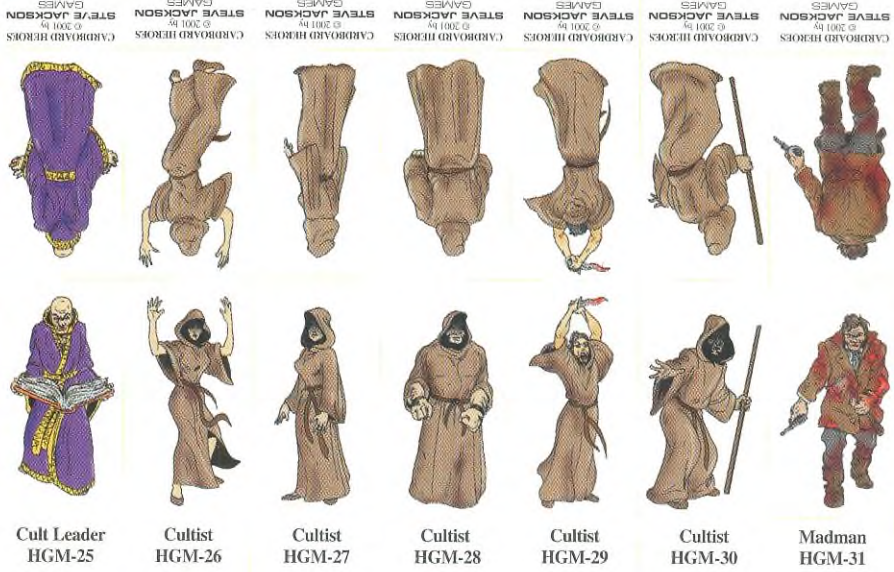
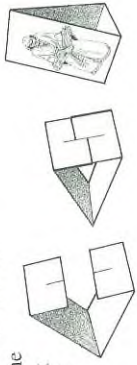


TELEPATHY RANGE TABLE

Power	Distance	Power	Distance	Power	Distance	Power	Distance
1	Touch only, and required time is multiplied by 10	4	2 yards	10	100 yards	16	4 miles
2	Touch only	5	4 yards	11	200 yards	17	8 miles
3	1 yard	6	8 yards	12	400 yards	18	15 miles
		7	15 yards	13	1/2 mile	19	30 miles
		8	30 yards	14	1 mile	20	60 miles
		9	60 yards	15	2 miles	21	125 miles

Further increases in Power continue to double range. These ranges are for contact with a single target. For powers involving a "global" use of psi (e.g., a Shout directed at everyone around you), divide Range by 100!

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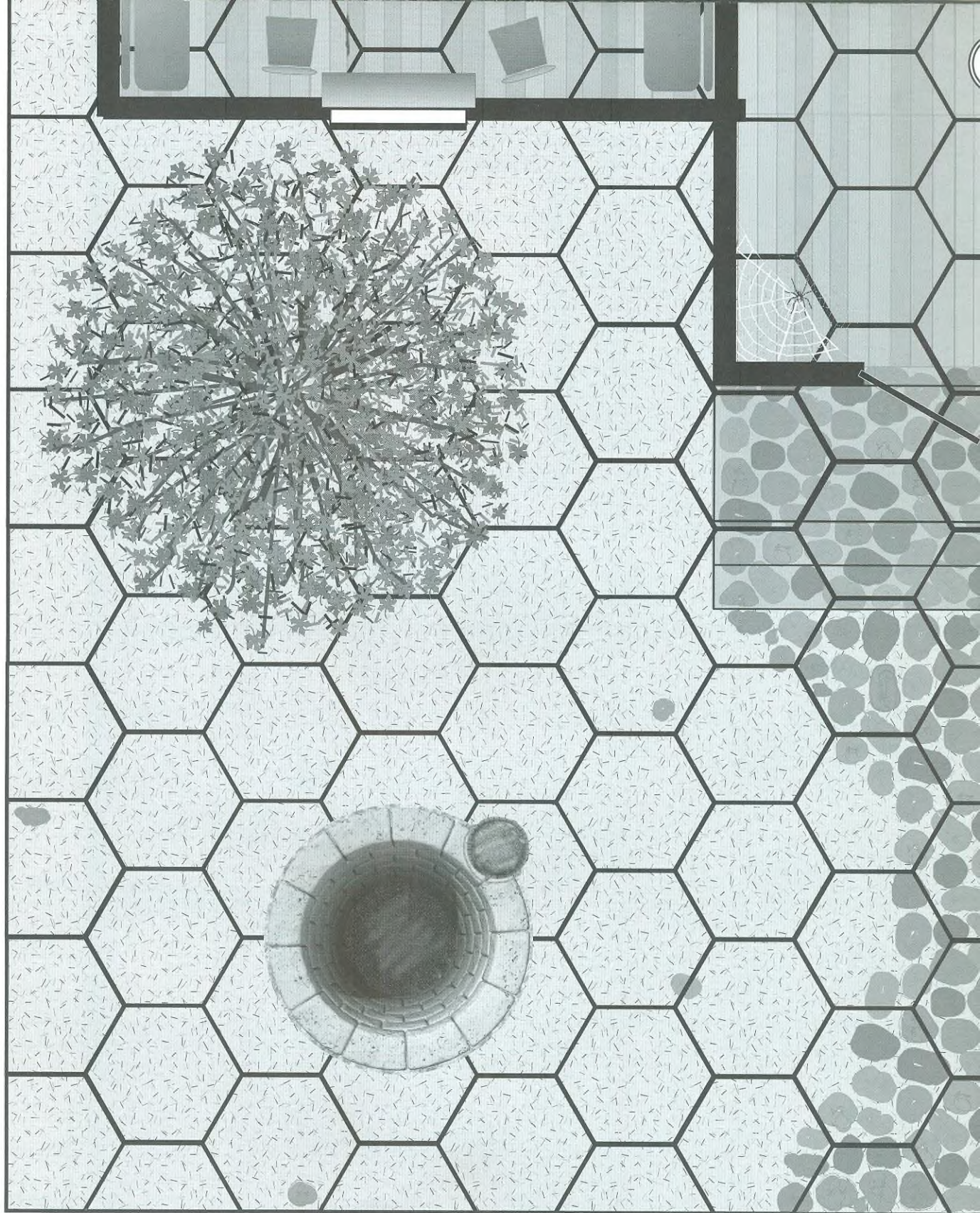
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Cultist HGM-29
Cultist HGM-30
Madman HGM-31



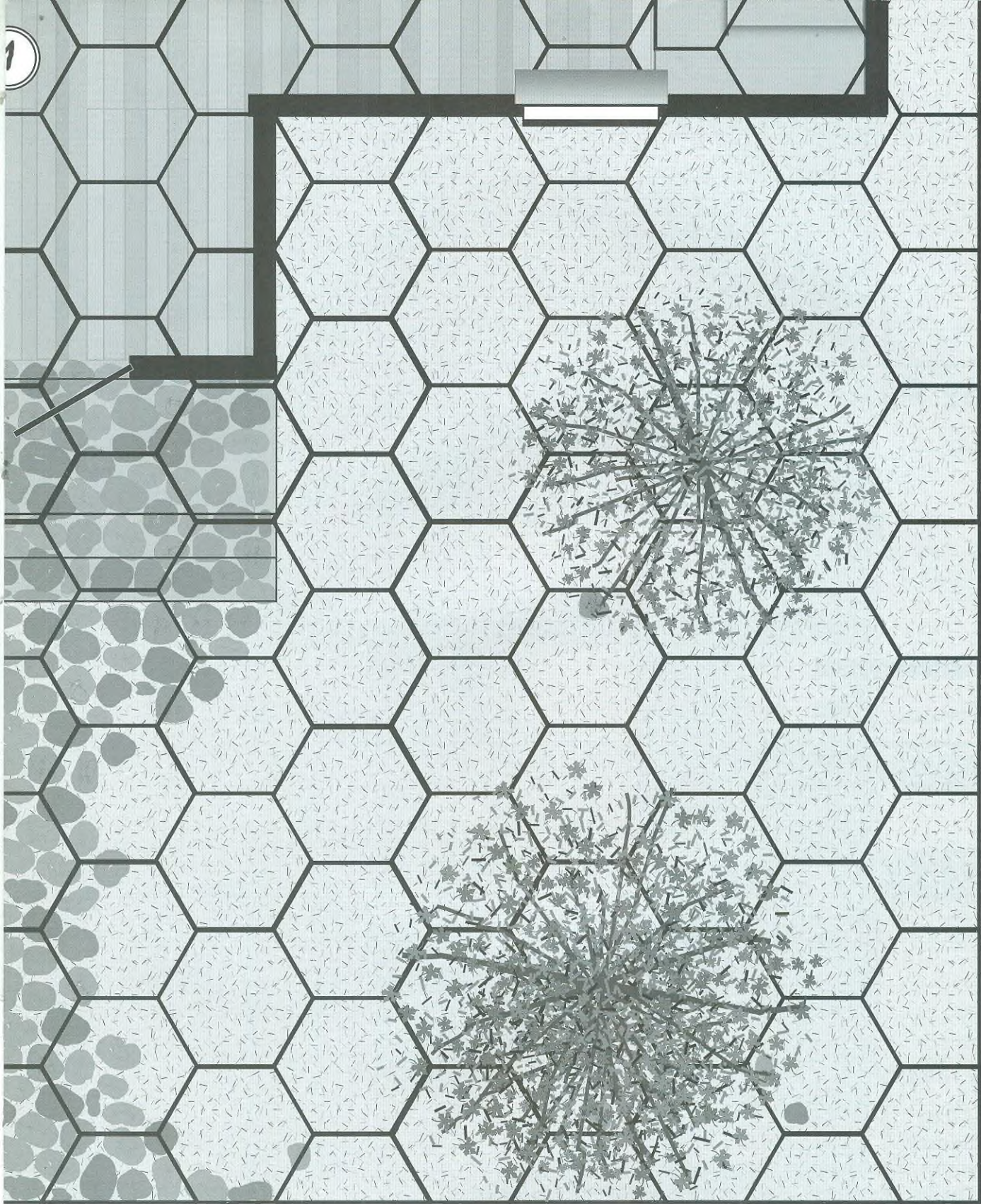
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Adventurer HGM-15
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Adventurer HGM-19
Adventurer HGM-20
Adventurer HGM-21
Adventurer HGM-22
Steampunk HGM-23
Dandy HGM-24

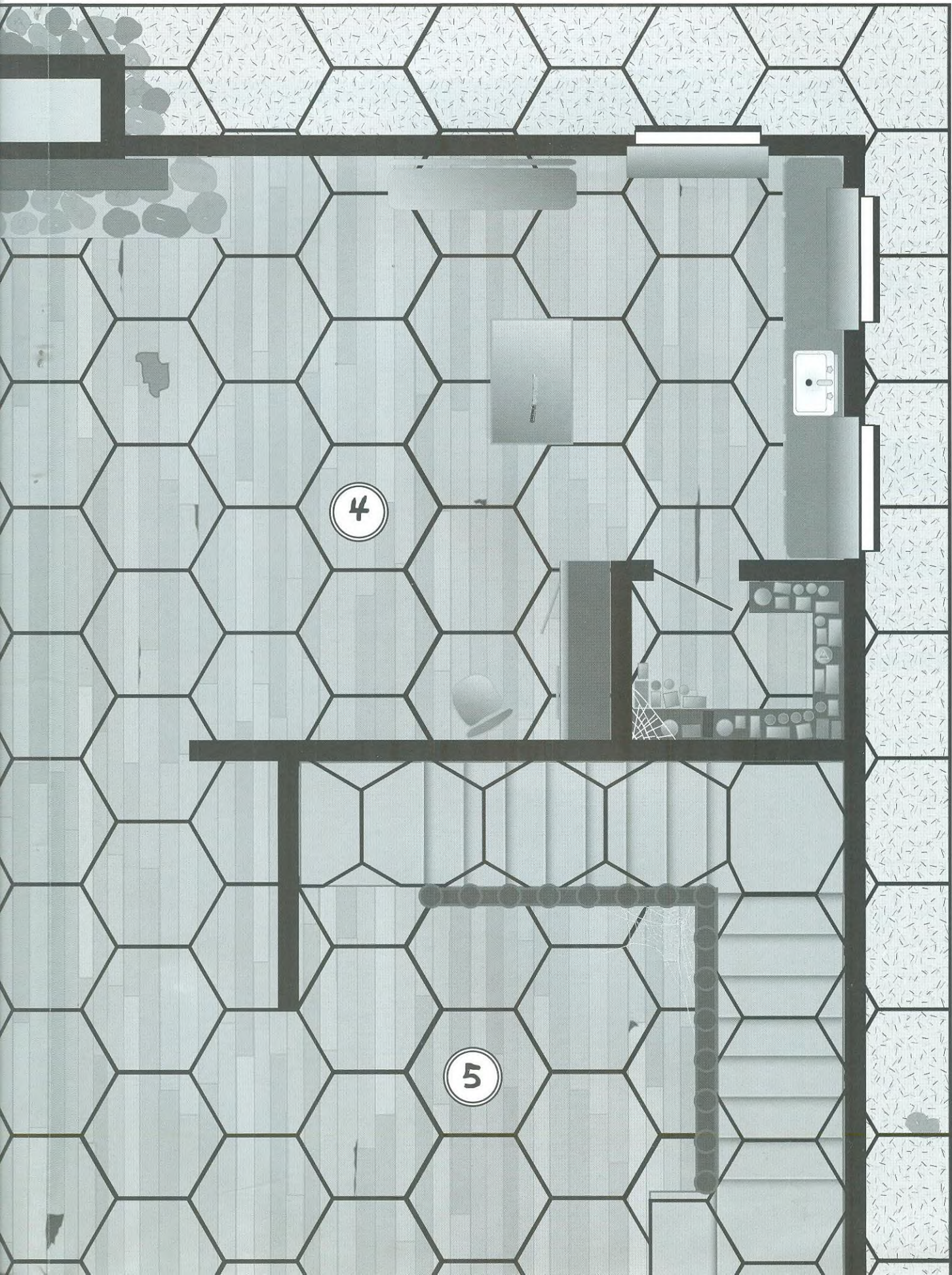


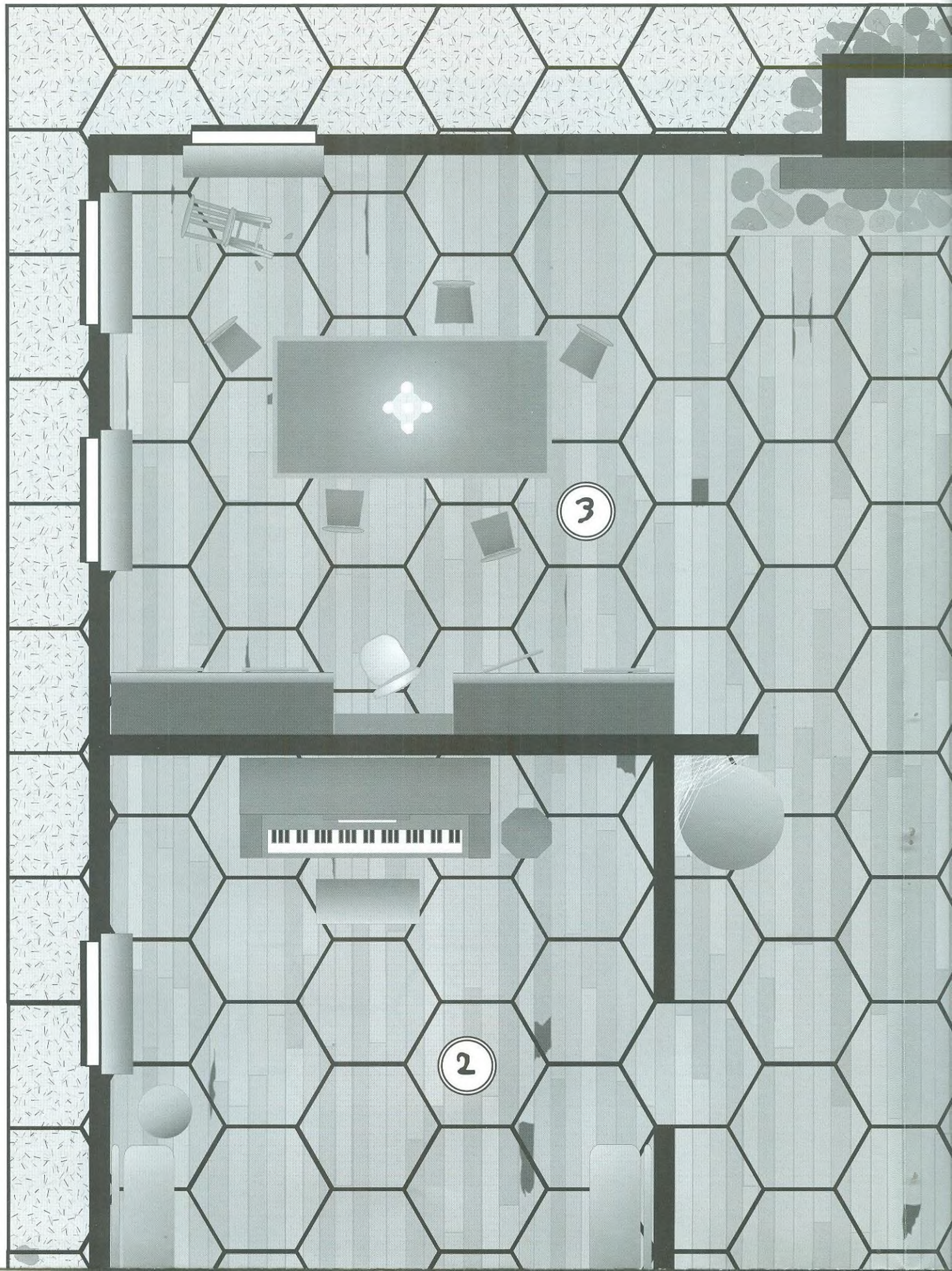
Zombie HGM-1
Zombie HGM-2
Zombie HGM-3
Zombie HGM-4
Sneaky Zombie HGM-5
Zombie HGM-6
Zombie HGM-7
Zombie HGM-8
Zombie HGM-9
Zombie HGM-10
Zombie HGM-11
Zombie HGM-12

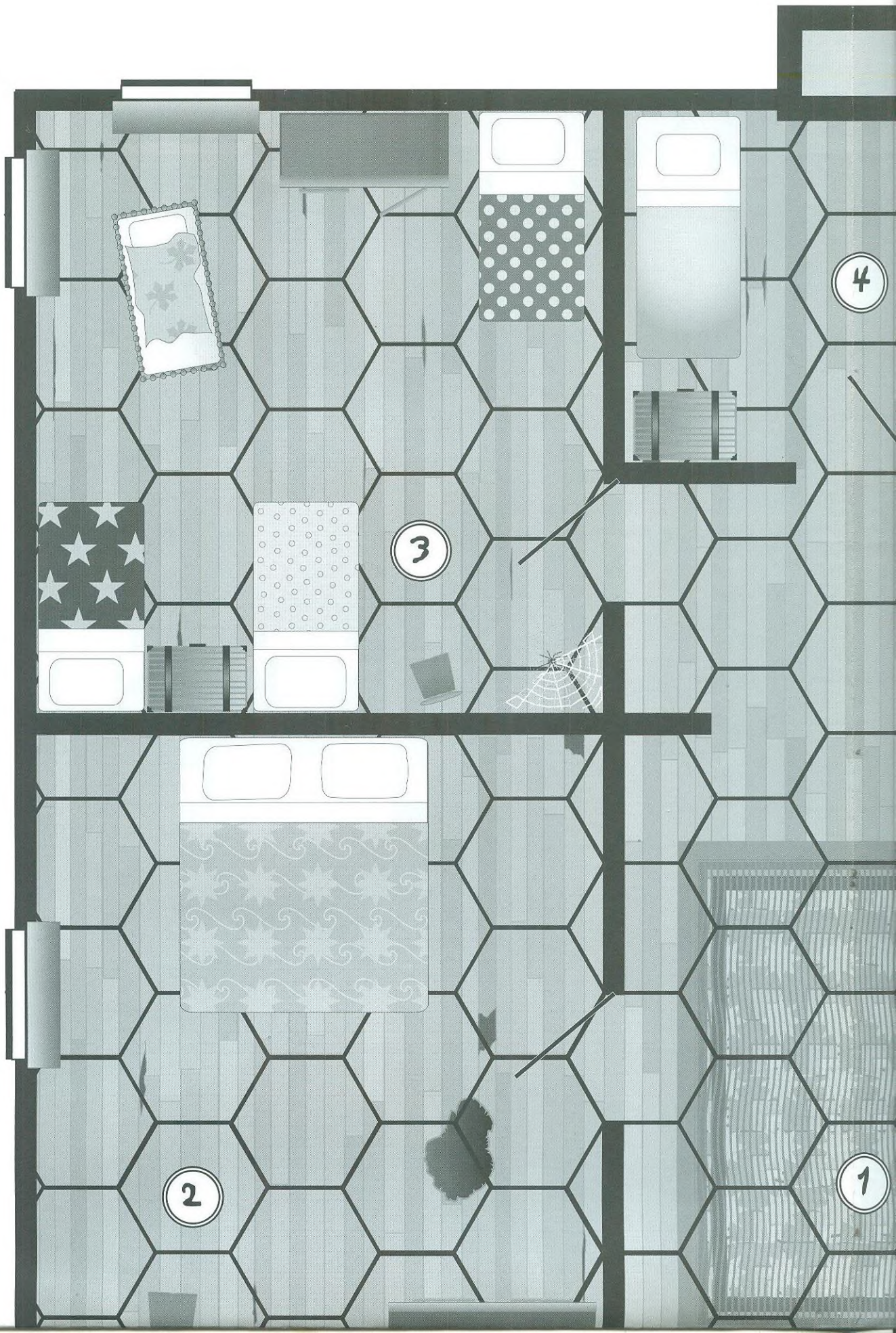


Abandoned Farmhouse 1st Floor







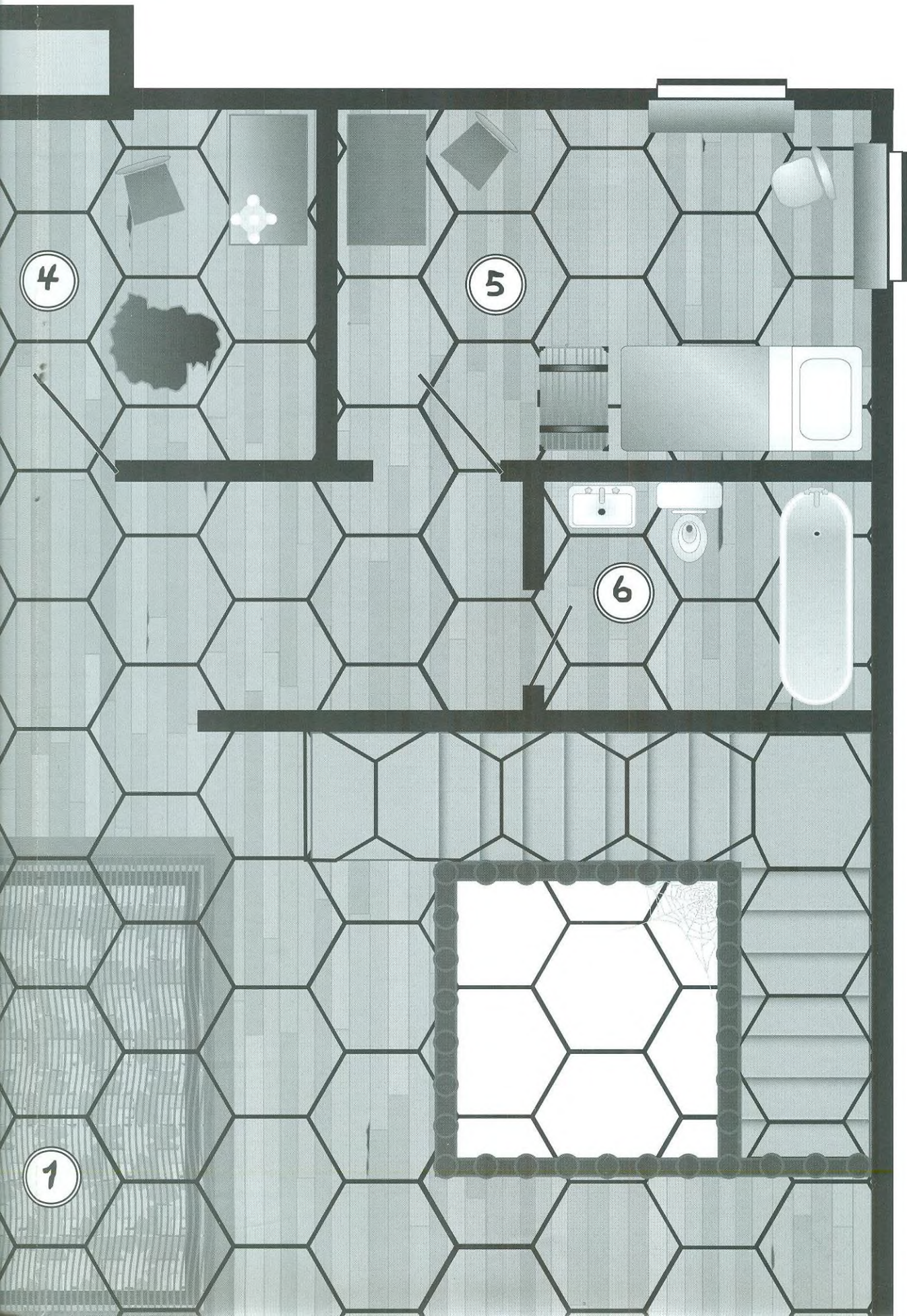


4

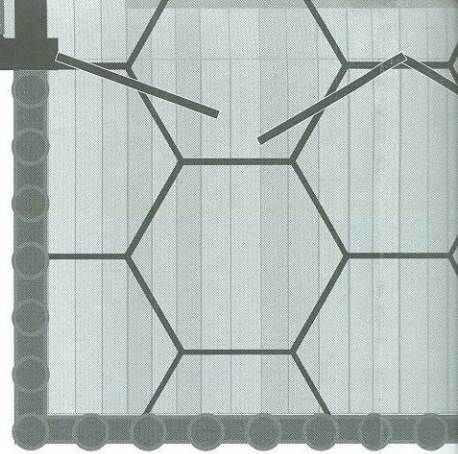
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2

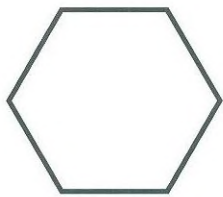
1



Abandoned Farmhouse 2nd Floor



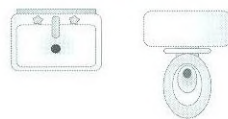
Floor Plan Symbols



1 hex (1 inch) = 3 feet



Sanitary Facilities



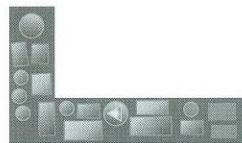
Wall



Door



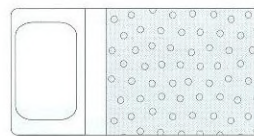
Window



Shelf



Cabinet or Wardrobe

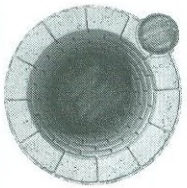
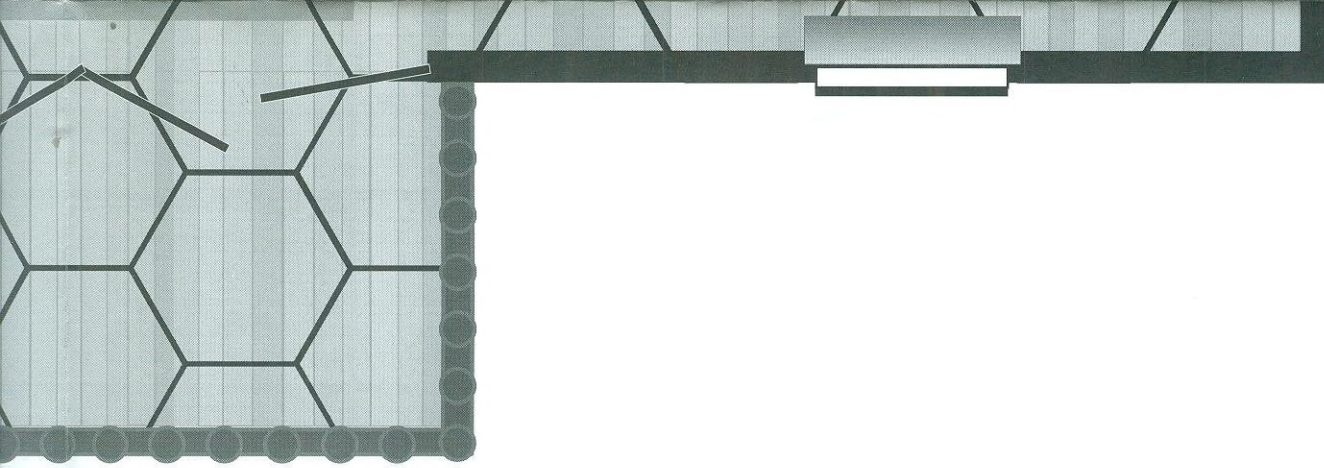


Bed

Map Key

First Floor

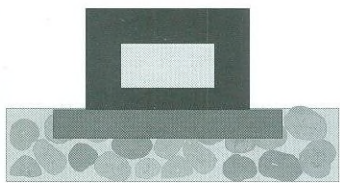
1. **Entrance.** This wide, dusty hall runs from the front door, through an arch, to the stone hearth. It serves as a common area between the kitchen and dining room.
2. **Parlor.** The family once gathered around the upright piano, and received visits from neighbors here.
3. **Dining Room.** A classic farmhouse dining room with china-filled cupboards, hard wooden chairs, and functional candelabra.
4. **Kitchen.** With a small pantry and a leaky porcelain sink, the kitchen is dark and spartan.
5. **Stairwell.** The stairs wind upward to the second floor.



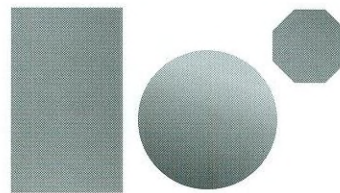
Well



Tree



Fireplace



Tables



Seating



Storage Chest



Second Floor

1. Hall. The upstairs hall overlooks the stairwell. Glass-paned doors open onto a small porch, and interior doors lead to bedrooms and the bathroom.

2. Master Bedroom. The best bedroom was for the farmer and his wife. A wardrobe and a large bed are the main features of this room.

3. Nursery. The furniture here is child-sized.

4-5. Bedrooms. Small bedrooms.

6. Bathroom. Creaky and primitive.