

NecroStick-



nomiCon

The book of the Stick-dead.

NecroSticknomicon

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a Horror Supplement

For

StickGuy, the Roleplaying Game

Introduction

The floor boards rattled and tossed their nails straight out of the nail holes, and the deer head on the wall twisted and turned with the ugly look of terror in it's eyes. The group, stickguys and their stickgirlfriends had retreated to this cabin in the woods outside of Sticktown for a quick weekend getaway from the turmoil in town. The weekend had been relaxing until Sticky slid the lever on the reel-to-reel player to play. Then over the tiny stickspeakers, someone claiming to be an archeologist began to speak of a book so evil that it had been hidden for a thousand years until he found it on a dig. The tape spoke of the translation and the transformation of his wife from kind loving stickwoman to ugly crazy stickzombie ...

The Setting

This horror supplement for the StickGuy RPG is set in the woods just outside of Sticktown. There is only one way into the woods outside of Sticktown and that is across an old wooden bridge that is falling apart. The bridge is so bad that only one car can make it across and back out before all the planks fall off and tumble the 400 feet to the ranging river

below. The river and canyon encircles the woods on three sides. Mountains close off the fourth side of the woods, which makes the bridge the only way in and out of the woods. The characters in this game have rented the cabin for a weekend getaway, but little did they know that they would unleash the evil of the NecroSticknomicon.

Game Objective

The goal of this game is to be the last character to turn to evil. Game can be played without a GM, which makes it even more fun and backstabbing.

Character Creation

Character creation carries on just as in the original StickGuy RPG, but all StickGuy characters gain an Alignment when they cross the bridge into the woods. To figure out Alignment subtract your characters Power score from their Karma score. Or use this simple formula to come up with your characters Alignment:

$$\text{Alignment} = \text{Karma} - \text{Power}$$

Karma-Power	Alignment
4	Total Good
3	Very Very Good
2	Very Good
1	Good
0	Neutral
-1	Evil
-2	Very Evil
-3	Very Very Evil
-4	Total Evil

Then compare the result to the following chart to come up with your characters Alignment:

An Alignment is the indication on how evil or good a StickGuy is and reflects directly on if that character will turn into a Zombie-Stickite. When a character reaches Total Evil, which character turns into a Zombie-Stickite and has no chance of turning back. He or she must then fight to turn the other non-Zombie-Stickites into Zombie-Stickites, which will then, in turn, fight to turn the other non-Zombie-Stickites into Zombie-Stickites until there is only one non-Zombie-Stickite left, and then they will try to turn that non-Zombie-Stickite into a Zombie-Stickite unless the non-Zombie-Stickite can, of course, recite the correct phrase to vanish the Stick-Evil from the woods.

Evil Body Parts

If a character who has an Alignment of Evil or Worse loses a body part, then that body part becomes Alive (Power: 2, Karma: 0, Alignment: Total Evil) and a Zombie-Part and under the control of the character who lost it, unless the character who lost it was Very Very Evil, then it becomes under the control of all the Zombie-Stickites in the game at that current moment. A Zombie-Part gets one move every four turns.

Changing Alignments

Each time a character is successfully attacked by a Zombie-Stickite, they lose one level of Alignment, which will take them closer to evil. When the character reaches Total Evil, they become a Zombie-Stickite and will then attempt to turn all non-Zombie-Stickites into Zombie-Stickites. This also means that they have lost the game, so they should have fun at this point in drawing out the death of the other characters.

Gmless Version

The First Zombie-Stickite

The rules can be played without a GM, but in order to play one character must become evil through possession from the reading of the book over the reel-to-reel player. To determine which character becomes evil first compare Alignments. The character with the lowest Alignment becomes the first Zombie-Stickite. In case of a tie, roll d4s. The lowest result loses and becomes a Zombie-Stickite.

The Vote

When there is a disagreement among players that needs to be resolved, all players must make a vote on who they agree with. All the players have 30 seconds to resolve alliances and make deals with whom they will vote with, and then a vote takes place. Zombie-Stickite's votes count as 1.5.

Turns and Playing

Just like in the original game, play is conducted in turns, but in the woods, the players go based on their Alignment. A higher Alignment goes first, and that character completes his or her action before the next character goes. The Zombie-Stickites always go last, but their actions all take place at the same time. StickEvil has that effect on the world.

Combat

Combat takes place the same as in StickGuy.

1. All the players draw what they are trying to do on a scrap of paper secretly, and then they show all the drawings. The best one gets a karma point. All the players must vote. You cannot vote for your own drawing. If there is a tie, no one gets a karma point.
2. Those with the highest power go first.
3. The attacker and defender both roll the number of d4s equal to their power score. The person with the highest number on a single dice wins. For example, Sticky has a Power of 1, and the Zombie-Stickite has a Power of 4. Sticky rolls a 3, and the Zombie-Stickite rolls 4, 1s. Even though the Zombie-Stickite's rolls added together equal 4, Sticky wins because he rolled a 3, which is higher than a 1. One a tie, use the next highest, and so on until one or the other combatants wins.
4. The loser loses a body part according to the following chart, if the roll lands on a part already lost, then the loser loses a Karma point or a Power point, and non-Zombie-Stickites losers attacked by Zombie-Stickites lose an Alignment point.
5. When a character loses all their body parts from the chart, they die and become a Zombie-Stickites.
6. Zombie-Stickites don't die until they lose their head.

2d4	Part
2	Hand
3	Arm
4	Arm
5	Leg
6	Hand
7	Leg
8	Head

When a Zombie-Stickite Dies

When a Zombie-Stickite dies, all the non-Zombie-Stickite players will be compelled to bury their once friend. While doing this, one of the characters will find an item like a necklace or charm that they can take. To find out which one of the players get this, run a combat round without damage.

Extra Rules for Items and Equipment

Mirrors

When a StickGuy enters a room with a mirror, they must Do Stuff with a difficulty of 3 or they will be forced to look at the mirror, which projects an image of their alter ego. If they are good, it will be evil. If evil, it will be good. They must fight combat. If the mirror wins, one body part attached to the character will become evil. The current Zombie-Stickite players control the evil body part. If the mirror is good, the player's Zombie-Stickite will revert back to good for d4 turns. This must be a secret roll and hidden until the turns run out. All players must treat the character as a non-Zombie-Stickite.

If a good player wins, he breaks the mirror and creates an alter ego of Pure Evil. The Pure Evil alter ego will attempt to kill the player's character for the whole game. The current Zombie-Stickite players control it.

Possession

If all the Zombie-Stickite players are killed by cutting off their heads, then they can start to possess the trees or anything already dead, like deer or moose mounts, squirrel mounts, or anything that the players can dream up that would be dead in the woods. These always have a Power of 2, Karma of 1, and Alignment of Total Evil.

Body Parts

If all the Zombie-Stickite players are killed, then the players who are characterless can take over an evil body parts that happen to be running around. These body parts get to move every turn.

Chainsaws

There is one chainsaw in the shed and it is really cool and really useful.

Guns

There is one gun in the basement and it has unlimited ammo, but because it is a double barrel side by side the player must reload every two shots. Reloading is equal to doing stuff with a difficulty of 2.

Necklaces and Charms

Characters that have a charm taken from a dead Zombie-Stickite have a chance to save themselves from becoming Total Evil. They will turn to Total Evil for two turns and then have a chance to change back by looking at the Necklace or charm. This has a difficulty of 2.

Lightning

Once every four turns, a dead and buried Zombie-Stickite has the chance of calling lightning to reanimate their Stickite. This has a difficulty of 2.

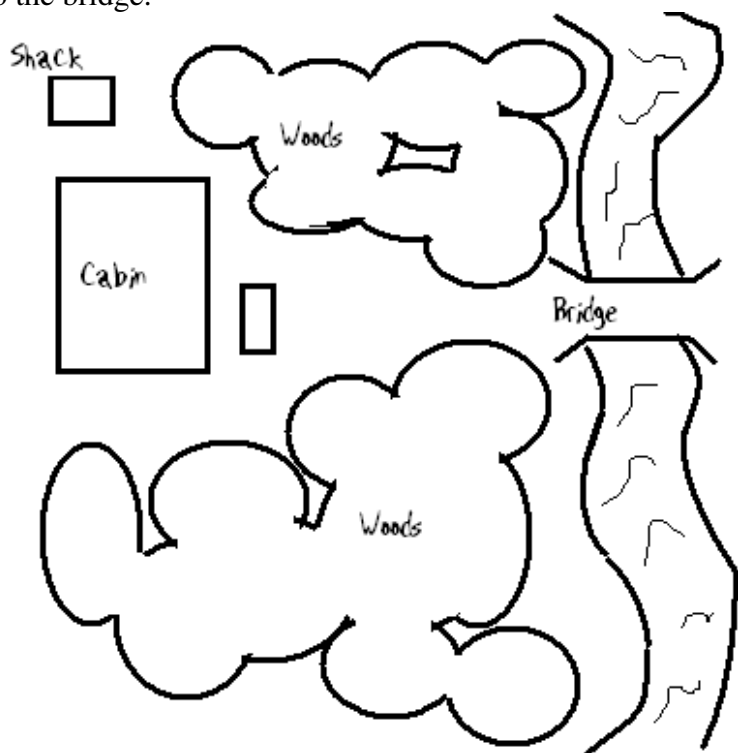
The Book

The Book of the Stick-Dead is the cause of all the evil in the woods. It can also end the evil. If read the players will find out about a savior that fell from the sky with a magic blade arm and boom stick. And they will read about how all the dead sticks in the world became Zombie-Stickites. Only the last two characters not Zombie-Stickites can mutter the words, and in order to say them correctly, they must pass a doing stuff roll of a difficulty of 4. It takes 10 turns of at least one character reading, and a doing stuff role of difficulty of 3 to discover the words to turn back the dead. If one character succeeds at saying the words, then the other turns into a Zombie-Stickite and gains one final attack before being sent back to the world of Evil.

The Settings

The Main Map

The main map has several parts: the cabin, the car, the shed, the woods, the road, and the bridge. It takes one turn to move from any of these areas to another area. Walking the road will never get to the bridge. Characters may only drive to the bridge.



The Bridge

If the characters have the good idea of driving out of the woods, they will find that they can make it to the car without any problem. The car will start on doing stuff roll of difficulty 1. The car is the only way to get to the bridge, walking will result in the characters getting lost and turned around back to the cabin. Of course, the Bridge will be out if any Stickite passes a difficulty roll of 1.

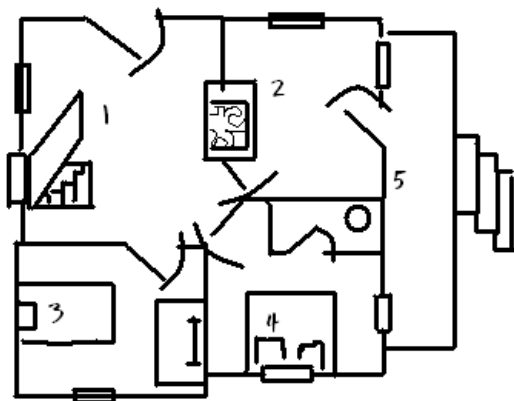
The Cabin

Room 1: This is the great den of the cabin. There is a sofa, a coffee table, books, fireplace with wood, a deer head, a moose head, a pheasant mount, a squirrel mount, and the trap door to the basement. There are several lamps in the room.

Room 2: This is the kitchen. There are pots and pans, and a table, and stove, water kettle, fridge, and everything that you would expect in a kitchen.

Room 3: This is a bedroom. Under the bed is the NecroSticknomicon. It has a mirror.

Room 4: This is a bedroom. On the wall are two dull swords. There is also a toilet with plumbing that leads outside.



The Basement of the Cabin

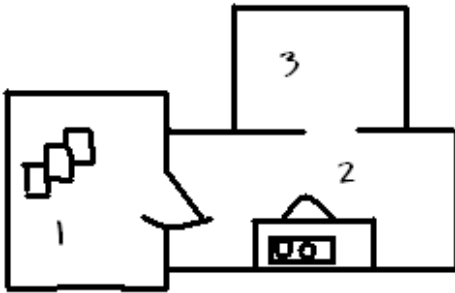
Room 1: This is the main room. It has a mud floor. The archeologist's dead Zombie-Stickite wife is buried in the floor here. If you are playing with a GM, then this is the first thing to become evil. Power: 1, Karma: 4, Alignment: Pure Evil.

Room 2: In this room is the reel-to-reel players that unleashes the evil. This is where the game starts. When the game starts read this aloud:

The reel-to-reel crackles to life and it seems like the house groans and shutters as it does. An old and gnarly voice emanates from the speaker and it speaks, "I am Professor Stick and have just come back from deep in ancient Stickimaria where I have found the legendary NecroSticknomicon. I have come back to the woods to study the book and decipher the meaning of the glyphs in the book. As I have studied the book, it has become clear that there is a great evil that has been released from my reading of the following phrase: Oma nectu Marada Sticktu. This phrase unleashed the evil of the book and I fear it has taken the life of my lovely wife. I have locked her in the basement until I can find a way to reverse the evil. It must be in the pages of the book of the Stick dead. I will find the way to reverse this evil. Ah, here is the passage. I just need to utter it and the evil will again be banished from this planet. Nectu Vartah Oh, no, ahhhhhhhhhhhhhhhh!" And the recording ends. The game starts here. Roll for which character becomes evil in the Gmless game, or the wife comes alive if a GM is playing.

Room 3: In this room is the shotgun, and ammo, and several pelts of wolves and bears.

The Basement of the Cabin



The Shack

This is a well stock tool-shed. There is a chainsaw in the garage and everything else that you would expect to find in a tool-shed. There is also a mirror and rope.

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