

GURPS[®]

Fourth Edition

MONSTER HUNTERS ENCOUNTERS™ 1



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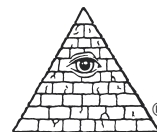
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INTRODUCTION

GURPS Monster Hunters offers the tools needed to run a modern-day urban-fantasy campaign centered on hunting the things that go bump in the night. It features templates for characters, new gear, new abilities, and (of course) new monsters. What it lacks are *encounters* featuring its monsters. To fill that need, this supplement describes two opportunities to engage with vampires, werewolves, and cultists. These brief scenarios include notes using the monster-finding rules from *GURPS Monster Hunters 2: The Mission*, and can be dropped into any *Monster Hunter* campaign with little fuss.

This supplement assumes the reader has access to the first three books in the *GURPS Monster Hunters* series.

USING THIS SUPPLEMENT

Each section of this book follows the format laid out in *Monster Hunters 2: The Mission*. Notes detail how to discover the encounter, investigate it, pursue the monsters, confront them, and deal with the aftermath. Each encounter is light enough to be placed within a campaign with little or no prep. Each section contains hooks for the GM to lead the group into a given encounter, information that can be gained using the *Deduction* rules from *The Mission*, pp. 9-11, and suggestions for how PCs might discover clues.

The monsters in each encounter assume a party of four or five champions who are prepared enough to take on the creatures appropriate to the encounter. The GM may need to reduce the number of monsters for smaller parties or increase them for larger ones.

Monster statistics are drawn from *GURPS Monster Hunters 3: The Enemy* and come with a page reference for that book, as well as any important alterations in stats. If the monster's abilities change significantly, the ratio of champions needed to put down a threat is also noted. The GM should use the tips in *The Enemy* to adjust the challenge level of these encounters to suit a particular campaign.

ABOUT THE AUTHOR

Christopher R. Rice has been published in *Pyramid* many times. He co-authored *GURPS Dungeon Fantasy*

19: Incantation Magic, with Antoni Ten Monrós, and *Dungeon Fantasy Traps*, with Jason "PK" Levine. His first solo work was *GURPS Monster Hunters Power-Ups 1*. He also wrote additional material for *GURPS Monster Hunters 6: Holy Hunters* and *GURPS Thaumatology: Ritual Path Magic*. Of course, if he's not writing about *GURPS*, he's blogging about it. Visit his site, "Ravens N' Pennies" (www.ravenspennies.com), for more *GURPS* goodies.

From Portsmouth, Virginia, he's spinning words of whimsy into gold. He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is – not every man gets his muse personified in the flesh! He also wishes to thank his gaming group, the Headhunters, for alpha testing; his family (especially his mother); and Elizabeth "Archangel Beth" McCoy, his Sith Editrix mentor.



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