

**Conversion of The Doom that Came to Chapman Farm
to Traveller: 1700**

Townfolk pg 7

Constable Gabe Bodwell: 998877

STR

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END

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Flintlock Pistol - 3D

Flintlock Musket - 3D

Local Farmer (id6): A69533

STR

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Pitchfork - 2D

The Chapman Farmhouse pg 8

Jeremy Dee, Possessed Axe Murderer: 574A74

STR

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Blade Combat-1, Gun Combat-1

Matchlock Musket - 3D

Axe - 3D

The Thing in the Barn pg 10

Eel Mother

400kg

Hits 23 / 15 - regenerates d6 per round

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Armor equivalent to Mesh

Stinger - 3D damage. If a target is hit, make a END 8+ roll to avoid being infected by an Eel Thing

Electric Arc - 2D damage to everything within 30 ft (9m). Can only be used 3 times a day.

Eel Things pg 12

Infected persons get a DM -1 to all rolls, and half movement

Incubation time

D6

1-2 Instant - 1D damage

3-4 2D rounds - 2D Damage

5-6 1D minutes - 3D Damage

Instant Eel Thing

Hits 3 / 4

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Stinger - 1D damage

2D rounds Eel Thing

Hits 6 / 6

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Stinger - 2D damage

1D minutes Eel Thing

Hits 9 / 5

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Armor as Jack

Stinger - 3D damage

Electric Arc - 2D damage to everything within 15 ft (5m). Can only be used once a day

Dee's Mirror pg 15

If a character looks in the mirror, they make an INT roll, and John Dee makes a INT roll as well (assume an INT of 15 for Dee, DM+3). If the player rolls a lower value, they are possessed by Dee.

The Spirit of John Dee:

Same stats as possessed victim, except INT and EDU are 15

In spirit form, can see in the dark 60', immune to all mind-affecting spells (charms, illusions, etc.), poison, Sleep, paralysis, stunning, and disease.

When in a possession of a body, Dee can cast the following spells once per day:

Charm Person: Target can roll INT 8+ to avoid being charmed. Target can re-roll each day, or when asked to something unusual.

Unseen Servant: Summons an invisible creature. Lasts 8 turns, and can perform simple tasks, exerting up to 10kg of force.

Phantasmal Force: Can project an illusion up to 5m x 5m x 5m. There is no sound, just sight. Lasts as long as the caster concentrates.

Haste: Up to two creatures can act twice in a round. Lasts for 3 rounds.

Magic Mouth: Creates a magical mouth in a wall to deliver a message to any passerby.

Wall of Fog: Creates a 10m fog bank, obscuring all sight. Lasts 3 rounds.

Polymorph Other: Transformed target into a small creature of caster's choice. Target must roll INT 10+ to keep human intelligence and personality.

Plant Growth: Makes a 15m area overgrown with weeds and brambles. All movement through this area is at half speed