

# KARINA CONTEST

An NPC Contest Presented by [LotFP](#)

Ever need to give something away and can't think of how to do it? Yeah, me too.

In my quest to fill out my giveaway quota for the LotFP Weird Fantasy Role-Playing Grindhouse Edition, I turned to an odd source. Dating spam.

I received this email:

*Greetings(!)*

*Nice to meet you.*

*My name is Karina, me of 27 years.*

*I search for the man for serious relations.*

*As I search for a long time already for the significant other.*

AHA! I've got my contest! The assigned task was to take this text and make an odd NPC out of it.

This is what I got in return...

-

James Edward Raggi IV

LotFP

## Karina

by Jens Thuresson

Karina is an entity consisting of all the mothers a PC have had in previous lives. Her age, which she claims to be 27, is actually the number of devoured souls currently fighting inside her body.

While some of the motherly souls in Karina wants to look after their beloved "son" (the PC), others may not share that caring feeling, and may actually wish to hurt or punish him or her (for things done by the PC's previous incarnation).

If the PC's current mother is alive, there's a great chance that Karina wants to meet her. Even if not all of the motherly souls in Karina are evil, they do in fact share one common goal: to get rid of any current "competition". That is, the current mother. Slaying her in the moonlight would trap her soul inside Karina, and thus the entity turns 28...

# Karina

by Jack Shear

As a girl, Karina von Gussle was tragically orphaned by a freak house fire. She was slated to be sent to Mother Tyler's Orphanage when Doctor Reynolds swooped in and adopted the girl. Karina grew to be a beautiful young woman, so no one was surprised when the Doctor made a bride of his lovely little charge.

Doctor Reynolds's area of research was a strange intersection of medical science and the occult. He believed that it was possible to operate on the brain to modify its structure and allow eldritch power to be channeled more effectively. What few realized is that when Reynolds took Karina as his wife, he also intended her to be the test subject for this arcane theories.

After the operation, Karina was a changed woman. She was transformed from a demure, meek girl into a voluptuously-minded woman who used her charms to bend men to her will. When asked about this abrupt change in her personality, Karina claimed that her husband had opened her mind—both literally and figuratively—to a powerful force that exists beyond the veil of reality. She refers to this being as Meligra, Sister of Twilight's Embrace.

Overcome with remorse for what he had done, Reynolds hanged himself from the rafters of his laboratory. Karina disappeared, but has since resurfaced in both urban locations and rural hamlets under a series of assumed names. She claims to be searching for a man whose mind is similarly open to the Sister of Twilight's Embrace. She believes that their union is necessary to open a gate between worlds that will allow Meligra to walk the earth.

Karina von Gussle

Charisma: 16 Constitution: 14 Dexterity: 12  
Intelligence: 10 Strength: 9 Wisdom: 14

Hit Dice: 2 (10 Hit Points) Armor Class: 12 Attacks:  
dagger +1 to hit, 1d4 damage

Special: *Charm Person* (3x per day), *Confusion* (2x per day)

# Karina

by Jonas Mustonen

Many dabblers into the occult seek what their heinous and diseased natures have denied them; one of those things is true love. The very nature of infernal powers is to corrupt everything that is true and honest and no amount of sorcery can produce anything other than pale imitations of such.

Gerenholm of Harlagen, before seizure of his property and execution, confessed practicing magicks on intent to create something he felt that he had been denied by natural order. It is not uncommon for warlocks such as him to consort with the fallen of infernal hierarchy. Gerenholm knew such creatures are incapable of feeling anything beyond their base natures and can only offer illusions that inevitably end in sorrow. What he thought as his solution was to create vastly intricate reflection of his will and desire, not a disappearing illusion or summoned spirit creature low realms such as succubi.

He set out to create a counterpart for himself, something he thought as being a perfect woman. The rituals needed to generate such living spell entity as Gerenholm described have been lost to cleansing fire. Gerenholm knew, though denied in his arrogance, that men like him can never have what they desire the most. He created a thing he called Karina, an entity he described as most beautiful woman with hair like red gold. This entity was such that he sought comfort in the arms of mother church rather than face it.

Karina

Hit Dice 10 (40 hp), AC as plate, 1 attack for 4d6 damage, Move 180' Flight 240', ML 6 Karina can only be hurt by those who have previously fallen under her charm. She does give the illusion of being harmed if situation calls for it. If forced to defend herself she hits opponents with raw magical energy in the form of smokeless fire. She does not fly or do anything that raises suspicion if not in a desperate situation.

Karina seeks true love; any Magic-User that desires women must save versus magic upon seeing her or be affected by strange compulsion of being desperately smitten with her. The victim of this compulsion is unable to harm her as long as it is not broken.

Her looks change but to the victim she always looks like the most beautiful and desirable woman in all the world. Where she roams she has the ability to magically insert herself into her surroundings like she would have always been there. She might appear as fellow adventurer, beautiful noblewoman or innkeepers daughter, almost anything. One thing is

sure, she will never return any affection to those smitten with her. She was created by the mind of a disturbed Magic-User and behaves like an idealized fantasy; she earnestly seeks true love but never falls for those under her spell.

Those “in love” with her will lose their highest level spell of their selection per day they have been influenced by her magical nature, and one point of Intelligence per day after the spells have run out. This draining leads to desperation and gradual degrading of mental faculties, and inevitably kills the victim. These spells and Intelligence do not come back until she has been driven away or destroyed. This draining is needed to sustain her existence as a living spell entity.

*Remove Curse* gives the victims a second saving throw and a chance to break free, and also forces Karina to make a morale roll to see if she sticks around or leaves to seek true love somewhere else.

## Karina

by Simon Forster

For 27 years Karina has been searching for The Man, but she has no idea who he is, what he looks like or what her relationship is with him. All that she knows is that they are meant to be together, that they have a bond deeper than love.

Sometimes, when she dreams, she sees a face. A man with lines worn into his pale skin, eyes the colour of ice, a grim smile with thin lips. But when she wakes the face fades too quickly for her to remember, and besides, it is a dream face. There is no reason for her to believe it is his face; but she believes nonetheless and keeps on searching for him, knowing that when she meets him she will know it is him.

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Karina is actually a type of flesh-golem, a Frankenstein’s monster created by a lonely Magic-User who delved into necromantic arts best left alone. The birth went wrong, and his creation flew into a murderous rage with obvious results. Karina disappeared into the surrounding woods, eventually coming to her senses and discovering herself alone and lost in a forest, with no idea as to how she got there. All she had was a wedding dress, now tattered and torn and splattered with blood, and a bracelet of gilded copper, her name carved into it. She has wandered, looking for her creator (the man she believes she is in love with, and who loves her back) ever since. Often she visits a village or town, seeking assistance from adventurers, paying them in gold she has acquired on her travels, hoping that they will find her man.

Sadly, most villagers and townsfolk run screaming when she arrives, prompting them to hire adventurers to track down and destroy, or scare off, the beast.

Even more tragic, Karina has no idea she is a creation. She believes herself to a woman, and no one has ever explained her condition to her, at least not in ways that she can understand or accept. No one knows what will happen if the truth was ever believed.

“Karina”

A human woman, but one made of stitched together body parts. Her face is passable, beautiful at a distance or in dim light, but scarred and not quite right when viewed up close. The smell of rotten meat and mildew hangs around her. She wears an old, threadbare wedding dress, once white, underneath a deep hooded cloak.

Alignment: Lawful

Movement: 120’ (40’)

Armour Class: 16  
Hit Dice: 8  
Hit Points: 35  
Attacks: 2 fists, or by weapon  
Damage: 1d6/1d6 or by weapon  
Morale: 8  
Notes:

As a created creature Karina is treated as a construct with regard to spells or attacks that depend on a living creature to damage or affect; she is therefore immune to such magic as *Sleep* spells, poison attacks and paralysis. She is not undead, despite being made of formerly dead body parts. Karina only takes minimal damage from normal weapons, but magic weapons do their normal damage, as do spells.

In combat Karina will defend herself, flailing with her arms, which carry tremendous strength (treat as Strength 17 is a score is needed), but prefers to keep out of trouble. She knows how to use weapons too, and sometimes carries a dagger. When attacked, there is a 1 in 6 chance (per combat encounter) that she will slip into a berserker rage, becoming a mindless and destructive creature for a turn. If this happens, her Morale raises to 12, and her attacks deal 1d8 damage; her AC also lowers to 14 as she focuses on the attack. If the truth is ever revealed to her, then it is more than likely (5 in 6) that she will enter a rage that will last until those who spoke the truth are dead, and she will pursue them until they are.

Karina cannot heal herself naturally, but can be repaired by an *Inflct Wounds* spell or similar. She can also repair herself by stitching her wounds (this seldom happens), recovering 1d6 hit points a day if the materials are at hand. If she has access to suitable body parts, and is made aware of her true condition, she can repair herself once per hour so long as she has the necessary parts.

## Karina

by Andreas Olsson

In a small hut in the depths of hell a somewhat peculiar, yet very common, event takes place. Karina, the daughter of Erinae Succubus extraordinaire, has reached adulthood and her parents are forced to take the demon by the horns and throw her out from home and in into the real world. It is a step most parents have to take at some point in life. In Karina's case this point is now.

"Karina! It is time for you to leave home. Father and me don't love you any longer. We never did. But you know that already, didn't you poison-heart? Do as you like. Stay around or go to Hell. We don't care!"

"You always told me we lived in Hell, mama. Did you lie to me?"

"It is a matter of speech, worthless child. I have to give it to you though, it would have been smarter to have lied to you. Well, we learn everyday."

"I am scared. Why can't I stay here with you? I mean, what am I to do out there, all alone without you?"

"You are not the brightest horn. I have to say. YOU ARE A SUCCUBUS, KARINA! Get it? You are born a Succubus. Don't tell me you haven't understood that by now! You aren't THAT daft. You are supposed to be a loner, luring men into to sleeping with you and that kind of stuff. Just flash your prettiness and you'll do fine. Now, you have to leave. We don't want to see you face around here anymore."

With that Karina left the comforts of home and was forced to start a career on her own. She hadn't fully realised what this Succubus business was all about but she knew that she had to get men to sleep with her. "But how?" she asked herself.

It wasn't until some few years into her career that she found herself desperate for new prey. In the small village in Hell that she had gotten to know by now was out of males and she understood that she had to find other domains. The problem was that she did not want to move to another location. The emotional wounds of having been thrown out of her home once had given her separation anxiety.

One summer evening (the hellish fires burned with unusual intensity that evening) she was delivered a piece of paper by a demon from the neighbouring village. The piece of paper turned out to have text written on it and she found herself being able to read it. It was a call for help expressed in the letter. The neighbouring village needed help with protecting themselves from some odd band of adventurers. Karina didn't care to

aid them, of course, but an idea was born in her head. What if she wrote letters to those who are more inclined, than herself, to help a woman in need?

She got to it and started to write to an unknown unsuspecting male:

She wrote the first line in the letter: "Greetings!"

"Is that right? Stupid word, really. But I guess it'll have to do. Hmm. Exclamation mark? Does that sound welcoming enough? I better write it in parenthesis. "

She adds: "Greetings(!)"

"Yes, that's better. But what's that line there! Ah f\*ck. Can't remove the ink. It'll have to stay, then."

She continues to the next line: "Nice to meet you."

"That is nice enough, I'spose."

She continues: "My name is Karina, me of 27 years."

"Is that how you write it? 'Me of'? Nah, the imbecile receiving this letter probably don't know better either."

And further: "I search for the man for serious relations."

"Yes, yes. That'll get them to come right away. ALL men likes a SERIOUS relationship, not loose women like me. Hmm, what's next?"

And she finish the letter with: "As I search for a long time already for the significant other."

"Perfect! The more desperate I sound, the better. Men LOVE desperate women!"

She finally read it aloud to herself:

"Greetings(!)"

Nice to meet you.

My name is Karina, me of 27 years.

I search for the man for serious relations.

As I search for a long time already for the significant other."

\*\*\*

Karina is a Succubus who is trying to find her place in life. Being somewhat bored in the small village she lives in, she now needs to find new ways to occupy herself. She has gained new hope with this latest trick and hopes to lure new male specimens to her.

Karina is somewhat naive due to that her parents never let her out of their home when she grew up. They thought it was a particularly cunning thing to do as to not prepare her for adulthood.

Karina Stats

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Str 13

Dex 13

Con 13

Int 12

Wis 11

Cha 26

Special Abilities

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*Charm:* Karina can charm others so that they come under her direct influence.

*Change Shape:* Karina can change into any humanoid shape.

*Succubus offspring:* When Karina lays with a male who is charmed, there is a 1% chance that she gets pregnant. The higher the Will of the male the more attractive (higher Charisma) the Succubus offspring will be.

Player Character involvement

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The letter Karina sends away in order to lure men to her is sent to any random person. Playing characters can choose to find the woman (more details could have been written on the back of the letter, for example), for whatever motivation that may be. To their surprise, perhaps, they meet Karina the Succubus which could end in any way possible.

# Karina

by Garrett McGurty

Karina was a poor village girl of 17 years. Thinking herself destined for better things she refused all suitors that her small hamlet could produce. Eventually a sly gypsy came through the country posing as a wandering troubador. He convinced the girl to run off with him, but soon lost interest. She became burdensome to him some days later and in a drunken state he cracked her skull with a rock and threw her down an old well. The next night she climbed out of the well (now dead) and wandered the village in search of her lover. She could find no trace of him (he had quickly left town) and none of the locals would help her (her appearance had become unsettling). In despair she ran weeping back to her well and climbed back inside.

10 years have passed and Karina still longs for her handsome troubador. Now she seeks a new “significant other” for “serious relations”, and to this end she habitually climbs out of her well and stalks the village by evening. Wrapping her putrid frame in a stolen cloak, she spies on the roads and inn for travellers that might save her from dreary village (un)life.

Karina’s well could exist in any small town or village; she has no interest in the locals, but any handsome travellers that pass will certainly draw her attention. GM’s wishing to include Karina in their campaign should place her somewhere off the more common trade roads, making visitors and opportunities for Karina less frequent.

Select a PC for Karina to haunt based on highest Charisma. Karina’s chosen will begin receiving poorly written notes entreating them to rendezvous with her somewhere near her well. The notes will be hidden mysteriously in pockets or packs, written on scraps of parchment or treebark. If the character is familiar with such things they may identify the ink used as dried blood. To place these notes Karina stalks the PC by night, waiting for them to sleep before creeping close enough to deliver her letters.

Should the adventurer choose to meet Karina, it will be in a place of her choosing, some secluded spot with a view of the stars and full moon. She will reveal herself quite innocently to her would-be lover, oblivious of traps or hidden allies.

If the PC rejects her affections she will be offended (she still considers herself quite beautiful) and will most likely flee back to her well, wailing and sobbing as she goes. Players that attack Karina will find her an unwilling opponent: she flees immediately, screaming for her life. She will only fight if cornered and forced

to defend herself. If the player does not reject Karina, she will expect them to spend the night with her in the forest. Any character having prolonged contact with a decaying corpse will have to roll to resist appropriate diseases, and avoid retching from the smell. Karina is clingy and vapid, but otherwise pleasant company.

Karina

(decaying girl in a well)

AC: 13

Move: 120'

HD: 3

Treasure: 2d4 pieces of jewelry

No. Attacks: 2

Dmg: 1d6/1d6

Special Attack: VD

Special Def: immune to poison, energy drain, etc.

INT: Low

# Karina

by Taneli Palmén

Karl (Karina being the name of his assumed female persona) could best be described as a rake and professional con man. Though he certainly is no ordinary one at that, for he was born with a third eye, which he keeps concealed for, correctly, fear of persecution by others. Disguising himself as a woman, he has so far, thanks to his looks and the powers of the eye, been able to pass quite well.

The powers of the eye allow him to modify the memories of others, as well as predict some events in the near future. Thanks to this he has been able to move from one mark to the next with them being none the wiser. However, due to constantly witnessing future events unfolding literally in his mind before they actually occur and experiencing two times at once, his speech has become incoherent at times; in particular, he has developed trouble with verb tense. He is certainly running out of time for the eye is slowly driving him insane, and murderous.

Karina might choose one of the PCs as his next mark, and let it be known that he is only interested in men.

Karl/Karina, 4th Level Specialist;

HP: 17;

Cha: 13 (+1), Dex: 13 (+1), all other stats in average range (9-12);

Karina is never treated as surprised, and always retains his Dexterity bonus to AC;

He can change the memories of a single person within 30' once per day (magic save to resist), memories of the past 24 hours can be almost completely altered and the subject does not question the new memories, unless the new memories would have the subject doing something against their morals or convictions;

Skill point allocation: Sleight of Hand (4/6), Sneak Attack (4/6), Stealth (4/6), Search (2/6);

Equipment: Only lightly equipped as he does not usually venture outside major cities, but concealed on his body are multiple daggers as well as a *potion of invisibility*. If expecting a confrontation might also have a shortbow, quiver and 20 arrows, as well as some *healing potions*.

Tactics: Karina is no fool, and will not confront a group of well armed adventurers in a fair fight. He will always seek to separate and isolate individual targets, using sneak attacks to finish them off with a single attack. He will prefer to take out dangerous opponents like Magic-Users first, if he can do so without being

caught in a prolonged confrontation. Thanks to his precognitive powers he will always keep a ready escape route in mind, and if necessary drink his *potion of invisibility* to get away.

# Karina

by Vincenti Aurélien

This entity was born in a distant region of space. It is generally spread across planets during a solar eclipse during which it is invisible. During this process it is fragmented, and binds to a living being with a shadow of the same size as the fragment (save negates). Generally the bigger parts die at the end of the eclipse because they have not found a suitable host. When attached, it grows at the same time as the host draining a part of his/her energies (making him or her a little less powerful, cf. process of spawning). The creature is not a shadow, doesn't have a shadow but lives in the shadow of something that has already one.

It can live only in the shadow of something or someone. Only total light without any shadow can rid someone of this monster (the shadow under the feet of someone or any shadow projected on any surface allows it to live). The creature is looking for parts of itself, in the shadows of others being, animals, objects.

The being to whom it is attached has the sensation of being possessed by some sort of demon. There is in permanence the sensation of being watched by someone. During the night the creature is capable of creating mental dreamlike suggestion who give to the possessed the sensation of dreaming awake. In counterpart, the host has a portion of his/her personality devoured for sustaining the monster. In consequence, the creature acquires a "broken" personality make from parts of the devoured ego.

1. It is capable of DEVOURING partially or totally the shadow of something that contains a smaller part of itself (without save) or a more mundane shadow (save negates DEVOURING for a day). It's a slow process marked by merging the shadow of the host and the shadow of the victim for more of one hour. At first it seems innocuous but walking in full light in a town without a shadow or only with a part of a shadow can rapidly become dangerous.
2. It can spread SPAWNS in the shadow of someone or something smaller than it (save negates for a week). By doing this the creatures infects the shadow of someone or something with a part of itself. The new entity begins his growing process and drains gradually the energies of the new host (one point of a random characteristic score to a maximum of half the initial score, each week).

Karina is the actual host of the entity. The poor girl believes she is possessed by some kind of lustful demon who is whispering sinful words during her

sleep. This cohabitation has drained her energy and her sanity. The creature tries to communicate with other with the parts it has devoured which explain the strange language Karina employs. The entity urges her to seek another being like itself, which the woman interprets in her spirit in seeking sexual intercourse with a man.

The PC can meet Karina for different purposes:

- The more evident: Karina is trying to seduce one of them so the entity can try to seek a mate or feed itself.
- Karina is aware that something is wrong. She is seeking someone who can leave the curse that plagues her.
- The entity has already found a partner and now, it is spreading spawns in the shadows of other creatures
- A PC, or any object he/she posses is a host of a part of the creature.



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