


## Movies Set in Mexico

El Mariachi  
Desperado  
Once Upon a Time in Mexico

The Mask of Zorro  
The Legend of Zorro

From Dusk Till Dawn  
The Way of the Gun  
The Mexican  
Traffic



From the Editor:

"Serial killer." "Bizarre coincidence." Whenever I see those two phrases in the same news article, I know I've hit *K(CE)* gold. Having a setting like exotic Mexico City doesn't hurt either. The downside is that much of the news coverage is in Spanish -- but a trip through Babelfish (mostly) fixes that right up.

The prestige class (or, if you like, advanced class -- the distinction is largely arbitrary) is quite specific, but I think it could be useful for a number of campaigns. There are not that many opponents out there for a DM running a purely realistic, no-FX adventure, but the *Mataviejitas* fits nicely.

I didn't really want to write my own rules for garrotes. I found a few different versions in various supplements and sources, but I wasn't happy with the way they were treated. Hopefully, my version reaches a balance between realism and ease-of-game-mechanics.

To set the mood for an adventure or campaign set in Mexico, I'd recommend watching one or more of the movies I've listed. In particular, the *El Mariachi* series by Robert Rodriguez is very good. He also recently directed *Sin City* -- a rich source of adventure ideas in its own right.

Keep rolling high,  
Roger Carbol -- roger (at) carbol (dot) com  
17 October 2005

EVERYTHING WITHIN THE DOUBLE-LINED  
BOXES IS OPEN GAME CONTENT.

Requires the use of a Roleplaying Game Core  
Book published by Wizards of the Coast, Inc.



# KNOWLEDGE (CURRENT EVENTS)

BRINGING REAL NEWS TO D20 SYSTEMS

## Probables homicidas de personas de la tercera edad

### Características

Procuraduría General de Justicia del D.F.

SEXO: Femenino	SEXO: Femenino
EDAD: 45 años	EDAD: 45 años
ESTATURA: 1.75 mts.	ESTATURA: 1.70 mts.
COMPLEX: Robusta	COMPLEX: Robusta
TEZ: Morena clara	TEZ: Blanca
CABELLO: Oscuro (agarrado)	CABELLO: Lacio castaño claro
CARA: Elíptica	CARA: Redonda
CEJAS: Medianas	CEJAS: Delineadas
OJOS: Lij, pequeños oscuros	OJOS: Med. café claro
NARIZ: Ancha	NARIZ: Recta mediana
BOCA: Grande, labios gruesos	BOCA: Mediana, labios delgados
MENTÓN: Oval	MENTÓN: Oval



## Serial Killer Stalks Mexico City

MEXICO CITY - The police of Mexico City believe a single murderer is responsible for the unusual killings of four elderly women in the city so far this year and may have committed some of 37 others since 2003.

The murderer, dubbed the "Mataviejitas," or "Little Old Lady Killer," is either a tall, powerfully built woman or a man who dresses in female clothes, talks their way into the victims' houses and kills them with household objects.

Most of the victims were 65 to 80 years old, lived alone and were killed by someone who had gained their confidence, perhaps by posing as a nurse or social worker, according to police reports.

In the four cases that police say are definitely linked, the victims were strangled by women's tights, a curtain cord or a phone cable after they opened their doors to the killer.

Bizarrely, three of the four victims had prints of the painting "Boy in Red Waistcoat" by 18th century French artist Jean-Baptiste Greuze hanging on their walls, but prosecutors say that might just be a coincidence.

"It is a criminal acting alone, who is very careful, is brilliantly clever and acts with a lot of skill, winning the confidence of old people," the city's chief prosecutor, Bernardo Batiz, told reporters on Monday.

"One of the reasons we know it is a serial killer is that they took totemic items, like a ring or a religious statue from the victims' homes as a trophy," said criminologist Miguel Ontiveros, who is involved in the investigation.

Mexico City council member Irma Islas, who sits on the security commission, said the slayings targeted at one of the most respected groups in Mexican society - grandmothers - show that criminal brutality has reached a new low. "This shows that the criminals are capable of this and much, much more," said Islas, who is a member of the National Action Party, which is part of the opposition in Mexico City. "We run the risk" of another Juárez, she said.

The official motive for some of the killings - robbery - makes little sense given the relative poverty of the women, Islas said.

Mexican authorities have declared they will not ask for international assistance with the case. ∞



### ISSUE #10

- News: Serial Killer Stalks Mexico City
- Prestige Class: Mataviejitas
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- Equipment: Ill-Fated Collection
- Rule: Strangulation
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# MATAVIEJITAS

The Mataviejitas, or "Little Old Lady Killer", is a serial killer who preys on one of the most vulnerable segments of society: the elderly. He is a suitable opponent for PCs in a low-FX or no-FX setting, and can arise in virtually any time period and any society. Select this prestige class if you want an evil villain who strangles old women in their homes. The fastest path into this prestige class is from the Strong hero basic class, especially with the Celebrity, Creative, or Drifter (d20 Future) occupation.

## Requirements

To qualify to become a Mataviejitas, a character must fulfill the following criteria.

**Base Attack Bonus:** +8.

**Skills:** Bluff 9 ranks, Disguise 9 ranks.

**Feats:** Weapon Focus in grapple, unarmed, or garrote.

**Other:** Allegiance to Evil.

## Class Information

The following information pertains to the Mataviejitas prestige class.

**Hit Die:** Mataviejitas gain 1d10 hit points per level. The character's Constitution modifier applies.

**Action Points:** Mataviejitas gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

**Class Skills:** The Mataviejitas' class skills are as follows: Climb (Str), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (behavioral sciences, current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Sense Motive (Wis), Swim (Str).

**Skill Points at Each Level:** 5 + Intelligence modifier.

**Table: The Mataviejitas**

Level	BAB	Fort	Ref	Will	Special	Defense	Reputation
1st	+1	+2	+0	+2	Dual identity	+0	+2
2nd	+2	+3	+0	+3	Improvisational strangler	+1	+2
3rd	+3	+3	+1	+3	Elderly victimization	+1	+3
4th	+4	+4	+1	+4	Brilliantly clever	+1	+3
5th	+5	+4	+1	+4	Expert strangler	+2	+3

## Class Features

The following features pertain to the Mataviejitas prestige class.

**Dual Identity:** A Mataviejitas can freely choose to apply his Reputation bonus from this class as a penalty instead. As well, the Mataviejitas no longer suffers a -2 penalty for disguising himself as a member of the opposite gender.

**Improvisational Strangler:** At 2nd level, a Mataviejitas receives a +4 bonus to his attempt to improvise a garrote (usually a Spot check.) He takes no penalty for using an improvised garrote.

**Elderly Victimization:** The Mataviejitas specializes in preying on the elderly. At 3rd level, he gains a +1 bonus for each age category that his target is older than himself (see the Aging Effects table for details on the age category system.) This bonus applies to Bluff, Diplomacy, Intimidate, and Sense Motive checks, as well as a bonus to weapon damage rolls. Unlike most characters, he gains full experience points for killing helpless targets if they are at least one age category older than him.

**Brilliantly Clever:** At 4th level, those using Investigate, Listen, Search, Sense Motive, or Spot against him take a -4 penalty.

**Expert Strangler:** At 5th level, when a Mataviejitas is strangling someone, his victim's Constitution check DC to resist suffocation increases by +2 every round, rather than +1.

As well, the Mataviejitas is treated as having the Frightful Presence feat, even if he does not have the normal prerequisites for that feat. Only those who are aware of his true murderous nature are affected -- treat others as having automatically succeeded in their saving throw.

# Garrote

Simple Two-Handed Melee Weapon

Damage: \*

Critical: \*

Damage Type: Bludgeoning

Range Increment: --

Size: Tiny

Weight: 1 lb

Purchase DC: 4

Restriction: Illegal (+4)

Cost: 1 gp



The garrote allows an attacker to treat his unarmed damage as lethal damage when choking someone. As it is a two-handed weapon, he may also add one and one-half his Strength bonus to his damage.

**Improvised Garrotes:** Garrotes are relatively easy to improvise from a wide variety of household items. Someone attempting to choke his target with an improvised garrote suffers a -4 penalty to grapple checks made to do so.

# Ill-Fated Collection

An ill-fated collection starts as a set of seven identical mass-produced items, such as a particular paperback book, a print of a specific painting, and so forth. Following the enchantment process, the creator may give these items away individually as presents. The magic only works if the item is freely accepted by the target as a gift.

Once the target has received the item, the giver may activate its magic any time both he and his target have line of sight to the item. When the command word is given, the target suffers the effects of a *bestow curse* spell (DC 15 Will save to resist,) suffering a -4 penalty on attack rolls, saving throws, ability checks, and skill checks. The magic contained in the item is consumed, though the mundane item remains.

The creator may spend an action point to know the direction of the closest item in the ill-fated collection, up to a range of seven miles.

Tales persist of crafty victims who trick the original creators into accepting the cursed item as a gift themselves, resulting in becoming cursed by their own magic.

Type: Wondrous Item (magic); Caster Level: 11th; Purchase DC: 39 (often given away, purchase DC 0);

Weight: —.

# Strangulation (from the *Modern System Reference Document*)

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his or her breath. When the character fails one of these Constitution checks, he or she begins to suffocate or drown. In the next round, the character falls unconscious with 0 hit points. In the following round, the character drops to -1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

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