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QUICK SHOTS

Modern d20 Adventures



20 Mission Files
by
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Mission File: Alpha



QUICK SHOTS

MISSION FILE: ALPHA

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INTRODUCTION

So you don't have anything planned, or want something to break up the monotony of the last couple nights' adventures? Rather than try something risky or pulling something off the top of your head, here are 20 quick, easily-modified-for-the-campaign, adventures. They require a minimum of fuss and work, and they all have a common thread - weirdness.

From a snake in the backseat of the PCs' car, to a gang of 10-year-old girls making fun of one of the PCs (And only he can see them), we've got it all. There are no answers given here, and in playtesting, we never gave any to the party - just let them come to their own conclusions.

Several weapons in this book can be found in Green Ronin's Ultramodern Firearms. While we highly recommend that

guide to firearms, it is not necessary to run these encounters. Each weapon is listed with the full statistics in the adventure.

Although the EL system was designed to work for all encounters you should keep in mind that every group is different. Especially in a modern game, the group's power level will vary more based on setting than on level. They have different tactics, different tastes, and react differently to situations. You might feel the need to lower or raise the EL of any of these adventures to properly reward your PC's. Also remember that role-play is just as important as combat. Some of these Quickshots will warrant ad-hoc XP for pure role-play, don't hesitate to award or hold back XP as you deem appropriate. Finally, above all else, remember, HAVE FUN!

MISSION FILE: I - EL 13

HARMON'S JUNKYARD

BANG!

"What the hell was that?"

"I think we got a flat tire, man."

"You've gotta be kidding. We're out in the middle of nowhere, it's the middle of the night, and it's raining."

"Tell me something I didn't know, Sherlock."

Getting the party hooked up

Great - a flat tire. That would not have been so bad, but those stylin' chrome mag wheels caved in, and now you're standing on the side of the road, in the pitch black, with a set of damaged rims and no cell-phone coverage.

What kind of hick place doesn't have cell phone coverage?

The rain is cold and miserable, but you don't really have a choice but to walk. For an hour of driving, you saw Jack and crap - no houses, no cars, no nothing.

Still, up ahead, you can make out the faint flicker of red neon through the rain.

The choice is simple: wander back

through the rain 60 miles to that hick town, stay in the car and hope some freak doesn't murder you, or head toward the flickering lights.

Great. Some choice.

If PCs choose to stay with the car...

While the other PCs are investigating the area, Harmon (the junkyard golem) will attack the car first, smashing it with his fists in a rage. He will also chase any PCs that run from the car, but loses them quickly in the rain.

What's Ahead

A Listen check (DC 19 due to rain and the low sound, and the other PCs complaining about the weather) will reveal a low whining noise. Those that search it out will find a badly injured doberman pinscher, which is only seconds away from death (-9 hp). The dog's tags show he has shots, and shows the dog's name as "Arclight" The dog is scarred up, but what killed it was a massive blow that

caved in the ribs on the right side.

A Spot check (DC 30, -2 per 150 feet closer) will reveal the sign to read: "Harmon's Junkyard - 25 Acres of Wrecks - If we ain't got it, they ain't made it here in the US of A!"

On a second Listen check (DC 25 due to wind and rain) the listener hears a slow, rhythmic thumping.

Harmon's Junkyard

The junkyard is twenty-five acres of cars. The place is huge - everything from wrecked semis to mostly-stripped VW bugs. With the rain and wind, range of light sources is dropped to 25% of normal, and characters suffer a -4 circumstance penalty to Spot and Search checks. The aisles between the cars and trucks are narrow and winding, giving a character cover within 5 feet to the right or left. The trails are only 6 feet wide. The main building has the office and living quarters in front, and a large bay in back where cars are stripped for parts. The front consists of a grubby, nasty bathroom, a couch, and a hotplate; the back holds scattered tools of every single type, welders, cutting torches, and metal saws.

Anyone looking under the couch can find a is a Remington 870 P 12-gauge pump shotgun and a box of 20 shells. A Search check (DC 15) will reveal one glassine envelope in between the couch cushions containing .1 oz of meth.

The vehicle bay holds a mostly-completed 1986 Chrysler LeBaron that is merely missing a carburetor. A cold, but still good, Taco Bell steak quesadilla is sitting on its wrapper on the battery. Fixing the car will be simple, as all the tools are there and a Chilton's manual, opened to the correct page, is sitting in the engine. Unfortunately, the vital part - the carb - is missing. Once someone finds it, the job can be completed with only a DC 10 check for untrained mechanics or a DC 5 for trained mechanics.

The Yard

The Yard is 25 acres of twisting paths, wrecked cars, and stripped hulks. A heavy car-crusher sits the main building. It is on, and only requires an Intelligence check (DC 6) to operate, as all the controls are labeled.

There are also 15 rottweilers on the grounds that will attack any interlopers,

and another 20 doberman pinschers, which will track and hunt any interlopers. Consider these well-fed, well-trained attack dogs as standard dogs with +2 Strength and Constitution (+1 attack, +1 hp, +1 damage on a successful bite).

The problem

Here is the rub: somewhere out there is a carburetor, and the PCs need it. Any flashlights not protected against the weather (read: waterproof) have a 10% cumulative chance to short out every minute they are exposed to the weather. All flashlights found in the junkyard are already damaged and will only last for 1d10 minutes before shorting out due to either damage or low batteries.

But that's only the start of it; in the middle of the junkyard is Harmon. Only he's now a junkyard golem.

Jules Harmon, (junkyard golem):

CR 12; Gargantuan Construct; HD 32d10; hp 176; Mas -; Init -2; Spd 30 ft.; Defense 19, touch 4, flat-footed 21 (-4 Size, -2 Dex, +15 Natural Armor); BAB +20; Grap +41; Atk +29 melee (2d8+9, slam), or +24 melee (2d6+4, stomp), or +24 ranged (2d10, piston shot); Full Atk +29 melee (2d8+9 slam), or +24 melee (2d6+4, stomp), or +24 ranged (2d10, Piston Shot); FS 20 ft. by 20 ft.; Reach 20 ft.; AL chaos, evil; SV Fort +10, Ref +8, Will +10; AP 0; Rep +2; Str 29, Dex 7, Con -, Int 6, Wis -, Cha -

Skills: Hide +4, Spot +4, Swim -10

Feats: Alertness

Possessions: None

Harmon appears as a crude, humanoid figure created out of scraps of cars with glowing red eyes that formed from the headlights of the VW Bug front end that is Harmon's head. When Harmon roars, the hood of the VW Bug front end flips up. His legs are massive semi tractor axles, as are his arms, and his fists are V-6 350s out of 1964 Ford F-150s.

The PCs will hear Harmon long before they see him. Harmon is furious at his own death, and is crushing objects deep within the junkyard, searching for any of his killers that he might have missed while on his murderous rampage.

Harmon is in a frenzy and will chase PCs all through the junkyard, crushing

own death, and is crushing objects deep within the junkyard, searching for any of his killers that he might have missed while on his murderous rampage.

Harmon is in a frenzy and will chase PCs all through the junkyard, crushing and smashing cars out of the way, as he is too big to fit down the paths. It will reduce his speed to 15 feet as he has to throw stuff out of his way.

If a PC can lure Harmon into the car crusher and it is activated, it will crush Harmon into junk and kill him.

Strange Things

Spot checks (remember to account for rain and darkness):

DC 10

A crushed and mangled AK-47 assault rifle. It looks as if the magazine cooked off from the pressure.

A broken digital cell phone with video. It's badly broken, but the battery is still leaking. No data can be gained from it.

A leather jacket, torn in half, and bloodstained.

New bullet damage on some cars.

DC 15

A handful of 9 mm brass. It's from a 10-round burst.

2 glassine envelopes of meth half-buried in the mud.

A severed finger that looks like it was pinched off, not cut.

DC 20

A crushed and mutilated body, trapped between two cars lying on their sides, smashed together. The body still oozes blood.

"Help us!" scratched into the paint on the door of an old Mac Truck. Scraps of flesh rim a puddle at the foot of the door, and bone and metal fragments can be found at the bottom of the puddle.

VARIANT #1

The carburetor is Harmon's heart, and it can be snatched out after 3 successful Str Checks (DC 12). The "heart" will have an AC of 18, 8 HP and a hardness of 2. Shooting out the heart will drop Harmon, but destroys the carburetor.

VARIANT #2

The eyes of the junkyard golem are its

vulnerability. When both are shot out, Harmon will collapse. The eyes have a defense of 12, Hardness 1, 4 HP.

VARIANT #3

One or more hit men are inside the junkyard, trying to escape Harmon. They are Mid-Level Thugs (Strong Ordinary 1/Tough Ordinary 1), armed with MP-5 SMGs with 11 rounds each.

VARIANT #4

The Chrysler LeBaron contains 25 kilos of meth, separated into precise .1 oz packets, hidden somewhere within it.

CAMPAIGN HOOK

Harmon's can be a source of much strangeness along this vein. It seems that nothing really... dies... in those god-forsaken 25 acres. Harmon ran the crusher in order to keep the dead cars dead and without him around anymore, things might start getting ugly. This can lead to anything from a b-grade zombie-attack movie to a creepy pet cemetery situation.

Thug, Male Human Strong Strong
Ordinary 2; CR 1; Medium-size Humanoid (Human); Lvl 2; HD 2d8+4; hp 16 (14 remaining); Init +1; Spd 30 ft.; Defense 12, touch 11, flat-footed 11 (+1 dex, +1 armor); BAB +2; Grap +4; Atk: MAC Ingram M10 +3 (2d6 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4 Ref +1 Will +0; Rep 0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8 Skills: Balance +1, Climb +5, Computer use +1, Concentration +2, Craft +1, Decipher Script +1, Demolitions +1, Drive +1, Escape Artist +1, Forgery +1, Hide +6, Jump +2, Knowledge (Current Events) +3, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +6, Knowledge (Tactics) +4, Move Silently +1, Navigate +1, Profession +3, Repair +1, Research +1, Ride +1, Search +1, Swim +4 Feats: Simple Weapon Proficiency, Brawl, Personal Firearms Proficiency, Combat Martial Arts Possessions: Leather jacket, MAC Ingram M10, Outfit: Casual, Box magazine with 9mm rounds, Box magazine with 9mm rounds (10 rounds remaining)

MISSION FILE: 2 - EL 4

FAST FOOD JUNKIES

"I'm starved."

"Let's eat there."

"Quickie Burger? Eeewww."

"Look, man, I got 5 bucks, and I'm starved."

"Take the drive through."

"Are you crazy, there's 30 cars in line, and like 8 people inside."

"Fine, but if I get another rat head in my Quickie Chickie Nuggets, I'm shooting you."

Getting the party hooked up

Quickie Burger isn't the classiest joint in town, and it is a bit bright for your tastes, but the food is cheap and fast. Plus, you can pack your gut for \$5; most places won't even see you for that price. There are some kids playing outside in the Japper's Jungle playground, and more than a few people who really don't need to be eating this stuff, but hey, who are you to throw stones - you're still packing your pistol.

The Junkies

A Spot check (DC 15) will reveal two guys running out of a jewelry store across the street with ski masks, trenchcoats, and Mossberg 500 ATP6c shotguns. They are rapidly heading toward the Quickie Burger.

Anyone making a Listen check (DC 15) will hear police car sirens immediately following a muffled, distant shotgun blast. The two men run into the Quickie Burger, and one of them fires a round into the ceiling and yells: "Grab some ground, suckers!"

The Junkies are pale-looking, with dark circles under their eyes. Anyone making a successful Knowledge (Current Events) check (DC 20) will recall that these two were killed 4 days ago trying to rob a Foodway Supermarket.

The Junkies

Al is a thick-bodied, stocky guy with a bad case of road rash across the right side of his face. Actually, he was hit in the face with a shotgun blast, but hey, the mortician tried to put him back together. Al is wearing jeans and an "LA Kickers" sweater underneath his trench-

Al Smith (Tough 3/deader): CR 3; Medium-size undead; HD 3d10; hp 17; Mas -; Init +2; Spd 30 ft.; Defense 13, touch 12, flat-footed (+2 Dex, +2 class, +1 armor); BAB +2; Grap +5; Atk +5 melee (1d6+2 nonlethal, unarmed strike); Full Atk +5 melee (1d6+3 nonlethal, unarmed strike) or +4 ranged (2d8, Mossberg 500 ATP6c shotgun); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil, chaos; SV Fort +2, Ref +3, Will +2; AP 0; Rep +0; Str 15, Dex 14, Con -, Int 8, Wis 12, Cha 10.

Skills: Intimidate +2, Knowledge (Streetwise) +7, Move Silently +4, Read/Write English, Speak English

Feats: Brawl, Doubletap, Personal Firearms, Point Blank Shot, Street Fighting

Class Features: Robust, Damage Reduction 1/-

Possessions: Leather Trenchcoat, Mossberg 500 ATP6c Shotgun, five 12-gauge rounds.

Bob Thomas (Fast 2/deader): CR 2; Medium-size undead; HD 2d8; hp 12; Mas -; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 16 (+2 Dex, +4 class); BAB +1; Grap +1; Atk +2 melee (1d3+1 nonlethal, unarmed strike), or +2 ranged (2d8, Mossberg); Full Atk +2 melee (1d3+1 nonlethal, unarmed strike) or +3 ranged (2d8, Mossberg); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil, chaos; SV Fort +0, Ref +4, Will +2; AP 0; Rep +0; Str 13, Dex 14, Con -, Int 12, Wis 15, Cha 10.

Skills: Balance +5, Drive +4, Hide +5, Intimidate +3, Knowledge (streetwise) +3, Move Silently +5, Read/Write English, Speak English, Tumble +5

Feats: Dodge, Double Tap, Personal Firearms, Point Blank Shot

Class Features: Evasion

Possessions: Leather Trenchcoat, Mossberg 500 ATP6c Shotgun, five 12-gauge rounds.

coat. The ski mask adhered to the gooey right side of his face, and is black with a red circle right above the eyes. Al is kind of stupid, and his plans mainly center around: "Smash everything in sight and grab the shiny stuff."

Bob is thin and scrawny, with a bad acne problem and a 7.62mm crater in his chest that the mortician did a pretty good job of fixing. Bob is the smart one of the two, and if Al had not had come through the door and shot the first person he saw, this robbery might have worked.

Bob's ski mask is blue, with red circles around the eyes.

Mop-Up

When the last one hits the floor, his shirt pulls up, revealing the Y incision of an autopsy. The two Junkies also bleed only a clear pinkish/yellow fluid, and the air around them reeks of formaldehyde. Police will rush into the building and become occupied with the bodies, giving the party a chance to run away.

VARIANT #1

Instead of police, FBI and Homeland Defense flood the place, grabbing up the bodies and rushing them

out. The FBI will have the PCs escorted behind the police lines, ignoring weaponry the characters might be packing. There have been other such attacks, and the FBI wants to get to the bottom of it.

VARIANT #2

The two thugs manage to stagger out from the gunfire and drag a woman out of her car as she leaves the drive-through, and then drive away. There is no mention of it on the news that night, and nobody will believe the PCs as to what happened.

CAMPAIGN HOOK

That's right, there be zombies out there, and this town seems to be the epicentre of the problem. Or perhaps this is one of the last places on earth that is not overrun with the beasts. This can be used as a lead-in to adding an 'invasion of the supernatural' angle to an otherwise straight modern game, or it can become the focus of the entire campaign, dealing with the mysterious zombies. Or it could be a freakish scene with no reasonable explanation or cure.

MISSION FILE: 3 - EL I
GET IT OFF ME!

"Will you quit groaning back there!"

"Huh? Urk?"

"Wake up!"

"AAAHHH!!!GET IT OFF ME!"

"Holy crap! Where did that snake come from?"

"Stop yelling, it's squeezing me..."

"Whoa! Don't worry, I'll shoot it off you!"

"NO WAIT!"

Getting the party hooked up

The day is kind of chilly, but the car is nice and warm at least. One of you is sleeping in the back when he begins dreaming he is being hugged tighter and tighter by a loved one. The hapless char-

acter doesn't notice - a combination of a stomach full of *NukEm Burritos* from the Gas & Gut the party stopped at awhile back, the car being nice, warm and smooth riding, and it being a long day serves to keep him deeply asleep.

The dream started to get interesting, but the squeezing has been getting tighter, until the character can't breathe, and they wake up from what had been a nice dream to a waking nightmare.

When they wake up, they find a huge anaconda has crawled out from beneath the luggage or front seats and has wrapped around them four or five times. The Brazilian anaconda is 10 feet long, and very affectionate.

Mop-up

The PC with the snake wrapped around him is considered pinned, but Tiny is not interested in a meal, he is well-fed and a TV/movie star. A PC might recognize

Tiny as the star of *Brazilian Squeeze*, *Deathsnake*, and *CRUSHED!*, all B-movies. Killing Tiny will result in the party being sued for loss of revenue by the owner to the tune of \$2,000,000 (can you say ouch!) due to the death of his pet.

Tiny will sleep until the PCs pull off the road and call Animal Control. The PC the snake is wrapped around is in no danger unless he begins struggling or the other PCs begin molesting Tiny.

VARIANT #1

The owner has been murdered, and the PCs are the prime suspects in the investigation.

VARIANT #2

Tiny is a very rare type of snake that purrs, and the purr will put everyone within 5 feet to sleep unless they make Will saves (DC 15).

Tiny the Anaconda: Medium-size animal; CR 2; HD 3d8+3; hp 16; Mas 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft., Defense 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grab +5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); FS 5 ft. by 5 ft. (coiled around a party member); Reach 5 ft.; SQ improved grab, constrict 1d6+4, scent, low light vision; AL none; SV Fort +4, Ref +6, Will +2; AP 0; Rep +9; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9. Swim +11.

MISSION FILE: 4 - EL 2

CRYBABY CRYBABY

"Hey, did you see that?"

"See what?"

"That kid, on TV, she was staring at me."

"What kid? It's an NFL game. What are you, on crack?"

"No, there were 3 little girls on the TV pointing at my feet and giggling at me."

"Suuuure there were."

"I'm serious. Look, there they are again!"

"What? It's a Beefy Treats restaurant ad. What's the matter with you?"

"No, I see the Beefy Treats, see the little girls in the parking lot?"

"What are you, psycho? That's just some fat guy."

"No, there's..."

"Look, shut up, here comes our boy now."

Getting the party hooked up

This doesn't require any involvement of the PCs, just someone for some little kids to pick on. The problem is, these kids are inside of every television that the PC passes by. Nobody else can see them, nobody else can hear them, but EVERY television that the PC sees by will have them. They point at his feet, ridicule his haircut and outfit, call him a spaz and a loser, and in general, give

Child Killer (Fast Ordinary 3): CR 2; Medium-size human; HD 3d8+6; hp 24; Mas 17; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 14 (+1 Dex, +3 class); BAB +2; Grap +4; Atk +4 melee (1d3+2 nonlethal, unarmed strike), or +4 melee (1d4+2/19-20, straight razor); Full Atk +4 melee (1d3+2 nonlethal, unarmed strike) or +4 melee (1d4+2/10-20 straight razor) or +3 ranged (2d4, SIG Sauer P230); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil, chaos; SV Fort +3, Ref +3, Will +2; AP 0; Rep 0; Str 14, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills: Balance +3, Computer Use +2, Drive +2, Escape Artist +2, Gather Information +2, Hide +4, Knowledge (Popular Culture) +3, Move Silently +5, Research +2, Tumble +4

Feats: Deceptive, Improved Damage Threshold, Simple Weapons Proficiency, Trustworthy

Class Features: Evasion, Uncanny Dodge

Possessions: Straight razor, SIG-Sauer P230, 12 9mm rounds, zip-tie cuffs, chloroform, 1983 Chevy Chevette, various personal possessions and gear.

the character a hard time while they laugh and giggle and taunt them with cruel chants.

If the PC makes too big a stink, he might get committed to an asylum, get recommended to the PsychDiv, or might find himself tied to a bed by his friends. Nobody will believe him, and nothing he can do will prove the existence of the little girls. The little girls will continue to taunt the PC from the television, making up insulting nicknames based on his name, and in general, continuing their reign as the "Cruellest Group in the Universe" (10-year-old girls) as they torment the PC. This will continue for 4 weeks, then the girls will

be gone, forever.

VARIANT #1

Every once in awhile, the PC may see one of the little girls, pointing at a sniper or hidden enemy, or an enemy may be distracted by the sound of running little feet and a girl's voice making fun of him from behind things. Once the girls go away, this doesn't happen any more.

VARIANT #2

Several days or weeks later, the PCs may hear that the girls were all kidnapped and been killed by a child molester. The girls leave small clues to the murders, eventually leaving the PCs to face an insane killer.

MISSION FILE: 5 - EL I

I LUV U

"Hang on, I'm getting a page."

I LUV U

"Awww, she remembered me."

Getting the party hooked up

All that's needed is one adventurer with a digital cell phone with text messaging, or a pager, and a girlfriend/boyfriend or spouse.

The pages/phone will ring every two to three hours, displaying the message "I LUV U", and that's it. If the PC has caller ID, it registers as "Blocked Number," and if he does *69, he gets the message: "There is no record of the last number that called this phone."

If the PC asks his lover, boyfriend, girlfriend, parents, children, spouse, hamster, whatever, they all look at the PC as if he had suddenly gone psychotic. Investigation with the phone/pager service shows that no calls came in to the cell phone/pager at that time.

Even if the PC gets a new cell phone/pager, he still gets the messages, even if he changes numbers.

Mop-Up

This will continue for about 2 weeks before suddenly stopping. The PC will never receive any messages again, unless the GM is feeling particularly cruel.

VARIANT #1

The PC starts receiving emails without an originating address, just saying "I LUV U". The ISP claims that no messages came into the server at that time, and no amount of hacking or backtracking will reveal the source of the e-mails.

VARIANT #2

After 2 weeks the PC finds the message, written in still-dripping blood, on the mirror, with the shower curtain closed. When he opens it, he finds nothing, or, alternatively, a vengeful ghoul with a straight razor and cut wrists. The PC may or may not recognize the ghoul as an old girl/boyfriend from high school.

Old Girl/Boyfriend (Ordinary Smart 1/Ghoul) CR 1/2; Medium-size undead; HD 1d12; hp 7; Mas -; Init +1; Spd 20 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 natural armor); BAB +0; Grap +1; Atk +1 melee (1d4+1, 19-20, straight razor) or +1 melee (1d6+1, slam+disease), or +1 melee (1d6, bite+poison); Full Atk +1 melee (1d4+1, 19-20, straight razor) or +1 melee (1d6+1, slam+disease) and +1 melee (1d6+1, slam+disease) and +1 melee (1d6 bite+poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SQ DR 5/-, disease, poison; SV Fort +0, Ref +1, Will +1; AP 0; Rep 0; Str 12, Dex 14, Con -, Int 14, Wis 10, Cha 10

Skills:* Knowledge (Pop culture-1990's) +2, Hide +4, Listen +4, Move Silently +4, Spot +4

Feats: Simple weapons, multi-attack
Class Features: Savant (Knowledge (popular culture))

Possessions: Burial clothing, straight razor, really bad attitude.

**Skills reduced due to death at the age of 16 and decay of the brain over the passing years.*

This person committed suicide at age 16 and partly blames the PC, whom (s)he had a secret crush on. (S)he is out to kill the PC with the same straight razor she killed herself. If she succeeds in killing the PC, anyone investigating later will find the PC in bed with an old corpse, both of them dressed for a wedding. The PC's cut throat will be concealed by the clothing.

MISSION FILE: 6 - EL 5

PARKING LOT BLUES

"Tim, go get me a soda."

"The machine's right down the walkway."

"I asked you to get it. You still wearing your boots."

"No. I still have beer left."

"Get me a soda, or I'll make your life a living hell."

"Fine, Heather, I'll get your blasted soda."

"Don't shake it up either!"

"Blasted Heather, always bossing me around. Who does she think... mumble mumble mumble."

Getting the party hooked up

Ahhh, the Motel-6. At \$13.95 a night for the whole group to stay in a room, it isn't bad. At least, it wasn't until everyone drank most of the case of beer and Heather really wants a Mt. Dew.

Luckily, there's a soda machine right down the lane.

What goes down

One of the PCs is standing at the soda machine, trying to get it to take the dollar bill, when a black 1963 Ford Falcon pulls up several rooms down. Two men, one Caucasian, the other African-American, both dressed in black government-type suits, get out of the car. They adjust their ties and knock on the door, which quickly opens.

"Hello, sir, we're Agent Johnson and Agent Whytte from the FBI, and we're here to ask you a couple of questions. May we come in?"

The two men then enter the motel room.

The PC manages to get the soda after a few moments, and when he turns around, he sees a bright flash; a few moments later, the two men leave the hotel room, get in their car and drive away. Checking on the room reveals a young man and a young woman eating pizza and laughing. They have no memory of the two men, and are watching a Pay-Per-View event.

VARIANT #1: The PCs inside the room see the reflection of another flash, and the PC outside comes back in, having forgotten he was going to get sodas and having no memory of the two men outside.

VARIANT #2: The room contains a man with a video camera (from which the tape has been removed) and a laptop with a wiped hard drive. He thinks the PCs are his long-lost friends meeting him at the hotel, and will want to go out drinking with them. He will consider the PCs his best friends for the rest of their lives.

Sam Praide (Smart Ordinary 4/Dedicated Ordinary 2): CR 5; Medium-size humanoid; HD 6d6+6; hp 28; Mas 13; Init -1; Spd 30 ft.; Defense 12, touch 12, flat-footed 12 (-1 Dex, +3 class); BAB +4; Grap +6; Atk +7 melee (1d6+2 nonlethal, unarmed strike), or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL good; SV Fort +4, Ref +1, Will +4; AP 0; Rep +1; Str 14, Dex 12, Con 13, Int 15, Wis 12, Cha 13.

Skills: Computer Use +8, Craft (electronic) +8, Craft (mechanical) +8, Craft (Writing) +6, Diplomacy +7, Disable Device +5, Gather Information +3, Investigate +13, Knowledge (Business) +7, Knowledge (Current Events) +5, Knowledge (streetswise) +5, Knowledge (technology) +7, Profession +10, Read/Write English, Read/Write German, Read/Write Japanese, Research +8, Search +7, Sense Motive +8, Speak English, Speak German, Speak Japanese

Feats: Brawl, Builder (Craft: electronic and Craft: mechanical),

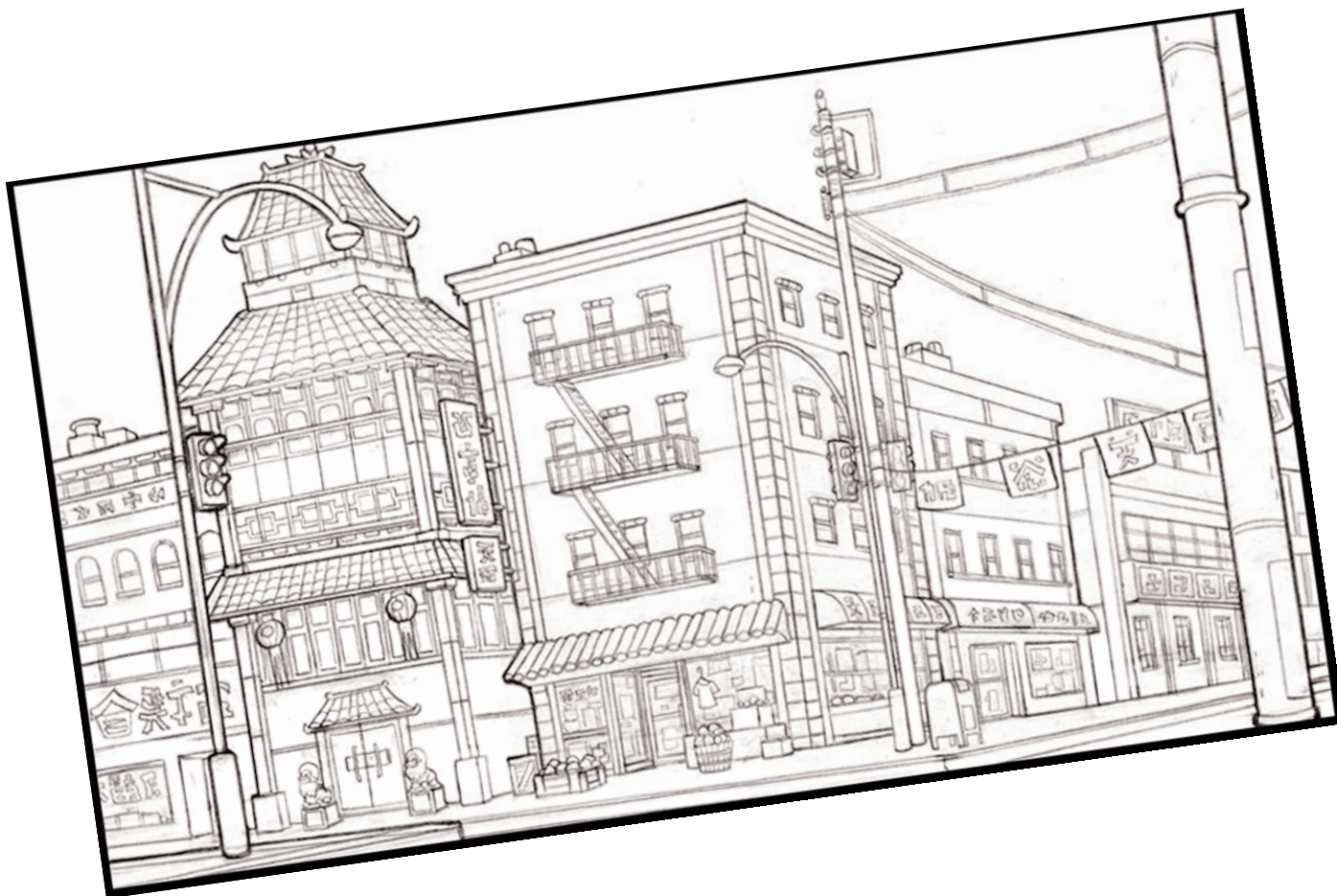
Defensive Martial Arts, Run

Possessions: Laptop, digital video camera, digital camera, suitcase, 2 bedroom house, 1997 Chevy SUV, 1993 Honda Accord, various personal possessions and gear.

Wealth: +11

Sam is a fairly nice guy who works at a large multinational corporation as a president in charge of purchasing and acquisitions. His job takes him many places, and he is always on the move. Despite the fact that he is basically a law-abiding citizen, he has many friends on both sides of the law.

Sam is a stocky, balding man with black hair, green eyes, and an impressive physique for his age, though he does have a potbelly. He enjoys working with his cars, and often tests the tools and equipment his company purchases. He is well-traveled and has contacts in many countries.



MISSION FILE: 7 - EL 15
YOU DO TOO SMOKE

"Lemme bum a smoke."

"I don't smoke."

"When did you quit?"

"I've never smoked."

"Then why do you have a pack of cigarettes in your pocket?"

"What cigarette... oh."

"See? Now give me one, and a light."

(Note: This Quick Shot is best used with a PC who doesn't smoke or drink, or at best does so infrequently.)

Getting the party hooked up

When one PC wakes up, he can make a Spot check (DC 15) to notice a few things out of place: specifically, a half-finished bottle of whiskey, a pack of cigarettes, and a Zippo lighter. The refrigerator has a six-pack of Heidelberg in it, whether or not the PC drinks.

The front room will be slightly rearranged, with a digital cable box and a TIVO. Everything else about the PC's life will be the same, except that everyone thinks he smokes and acts surprised to see him outside of work or his apartment. Encourage the other players to make references to things that the PC has never done and act confused when he makes reference to missions or things that have happened in the past, often asking him if he's fallen off the wagon again.

According to friends, the PC has always smoked and just recently started curbing his drinking. The group can carry on as normal with the adventure and resolve it as normal with no difficulty, since apparently only the character is different, everything else is perfectly normal.

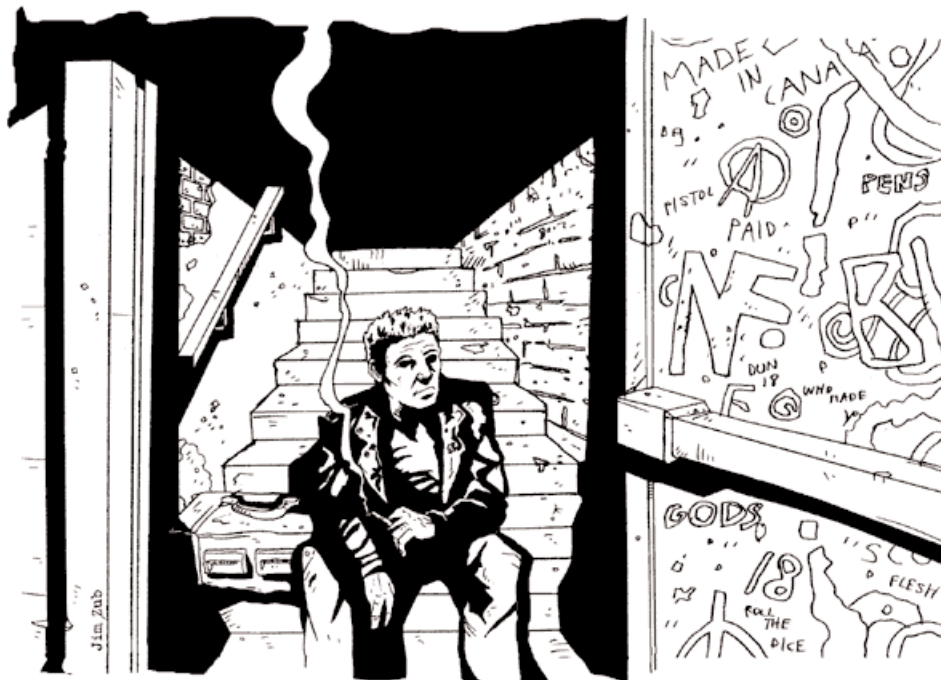
After

a couple days - maybe even as long as a couple weeks - everything shifts back to normal (i.e., the character no longer smokes or drinks). When everything shifts back to normal, people make references to the character's drinking and smoking, and there might be some patching up to do with spouses or boy/girlfriends.

If the character insists too much that this is not their reality, they may find themselves relegated over to the Mental Health Division.

VARIANT #1

Instead of this affecting one the PCs, one of his contacts always asks him for a smoke and refers to things that happened in the "other reality"; the contact will not believe anything but the fact that everything is normal.



VARIANT #2

One of the PCs' enemies from the other dimension has crossed over, and since the version of him in the PCs' world died in a car wreck when he was a teenager, he's free to wreak absolute havoc.

Arkon DeViore (Fast 6/Strong

3/Soldier 5): CR 15; Medium-size human; HD 6d8+12 plus 3d8+6 plus 5d10+10; hp 118; Mas 15; Init +8; Spd 30 ft.; Defense 28, touch 25, flat-footed 24 (+3 equipment, +4 Dex, +11 class); BAB +10; Grap +10; Atk +15/+10 melee (1d4+2 lethal/nonlethal, unarmed strike is considered armed), or +13/+8 melee (1d4+2/19-20, straight razor), +16/+11 ranged (2d6+2/19-20, Detonics Score Master); FS 5 ft. by 5 ft.; Reach 5 ft.; AL law, evil; SQ DR 5/-, disease, poison; SV* Fort +9, Ref +11, Will +5; AP 7*; Rep +3; Str 16, Dex 18, Con 15, Int 15, Wis 1, Cha 14.

Skills: Balance +12, Climb +8, Drive +8, Demolitions +9, Escape Artist +4, Hide +12, Intimidate +9, Jump +8, Knowledge (tactics) +12, Knowledge (streetwise) +11, Listen +5, Move Silently +12, Navigate +3, Pilot +9, Read/Write English, Repair +5, Speak English, Spot +2, Survival +2, Swim +6, Tumble +12

Feats: Advanced Personal Firearms Proficiency, Burst Fire, Combat Martial Arts, Double Tap, Personal Firearms Weapons Proficiency, Improved Critical (Detonics Score Master), Improved Initiative, Quick Draw, Quick Reload, Simple Weapons Proficiency, Stealthy, Weapon Focus (Detonics Score Master), WeaponSpecialization (Detonics Score Master)

Talents: Extreme Effort, Evasion, Improved Extreme Effort, Uncanny Dodge 1 and 2, Tactical Aid

Possessions: Undercover Vest, 2 Detonics Score Master .45's, 8 7-round Detonics clips, Sparks Ammunition bag, straight razor, various personal possessions and gear.

Wealth: +16

*Arkon has used some of his Action Points before translating to this world.

Arkon DeViore comes from tough stock, his father was a railroad worker, and his mother worked in a cannery. He began working at the meat packing plant in his early teens, and went directly into the military soon afterwards. Ex US Army Ranger, with a real cruel streak, he was thrown out of the military after Somalia when he continually disobeyed orders and led his team into combat again and again, not with the intent to rescue anyone, but with the intent to kill as many people as possible. His troops reported that he seemed to revel in the thrill of combat and killing people close enough for the blood to spray on him.

Arkon served 5 years in Leavenworth Military Penitentiary, in the Maximum Security wing, for Willful Misconduct, Disobeying a Direct Order, Assault on an Officer, and multiple counts of aggravated manslaughter, but merely learned how to kill more sneakily and how the criminal underworld worked.

After leaving prison, Arkon began hiring some of his old prison buddies and some people he knew from the military who were just as crooked as he was. His group specialized in wetwork, corporate hard option espionage, and hijacking shipments.

When whatever occurred happened, Arkon discovered that he had been dead in this world for over 20 years, and immediately went to ground, making contacts and searching for the PC who had been messing up his plans for the last year or so. Unfortunately, his credit cards did not work, but he had enough cash and weaponry on his person to begin again.

With the discovery that this world is only slightly different, he found that he could manipulate many of the mercenaries that he had hired, and has begun contacting lawyers, corrupting judges and police officers, and figuring out a way to amass himself wealth.

He is now working on building a group of mercenary professionals to continue to amass him wealth and power.

MISSION FILE: 8 - EL 6

THE HITCHER

"What is that?"

"Some chick hitching."

"Out here? At this time of night?"

"Hey man, she's pretty busted up."

"Think we ought to stop, man, she's totally thrashed."

Getting the party hooked up

The PCs see a woman by the side of the road. Her dress is torn up, and she's bloody. She tries to wave them down. She's bleeding and, while slightly chilly to the touch, appears to be alive. She is very quiet, though, merely telling the PCs her name, Mary, and her address. She refuses all offers to take her to the hospital, appearing to be embarrassed that she was raped.

Insistent PCs who drive to the hospital or a police station will turn around to find a desiccated and rotted mummy in the back seat, dressed in the same clothing and long dead. The corpse will be soaking wet and smell of a local creek bed.

If taken to the address, she will refuse offers of assistance and walk toward the house, vanishing at the doorway.

PCs who help her get a +1 luck bonus on all rolls and defense for the next 24 hours. Those who drive by see her glaring at them in the rear-view mirror for at least a mile. Anyone in the car at the time suffers a -1 luck penalty to all rolls and defense for the next 24 hours.

VARIANT #1

Mary offers the PCs \$20 for taking her to her house. If the PCs accept, she hands them a \$20 bill from 1905, if they refuse, they find it on the seat. The \$20 bill will be one of the old gold certificates that have not been issued in decades.

VARIANT #2

If the PCs take Mary to the address, they will turn around to see a man dressed in black clothing, armed with a butcher knife who will attack the PCs. If they take her to the hospital, the man attempts to break into the PCs' houses

later. When they kill the attacker, they find that the corpse is decades old and died by hanging himself. The police will be completely baffled about how the corpse ended up in the PC's house, and why the PC shot the corpse. The dead man will attack each of the PCs in turn and be found dead at each house after attacking each of them once.

Maniac Killer (Strong Ordinary 3/Tough Ordinary 4): Medium-size Human; CR 7; hp 74; Init +2; Spd 30 ft.; AC 12; Atks: Butcher Knife +8/+3 (1d4+2 19-20(x2)), Unarmed strike +8/+3 (1d3+1 (x2)); AL None; SV Fort +8 Ref +4 Will +4; Str 13; Dex 14; Con 18; Int 12; Wis 14; Cha 11

Skills: Appraise +1, Balance +2, Climb +8, Concentration +4, Craft +1, Escape Artist +2, Forgery +1, Heal +2, Hide +9, Jump +2, Listen +2, Move Silently +7, Profession +8, Ride +2, Search +1, Sense Motive +2, Spot +12, Swim +2, Use Rope +2, Wilderness Lore +2, Computer use +3, Demolitions +1, Drive +2, Gamble +2, Knowledge (Current Events) +6, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +11, Knowledge (Tactics) +5, Navigate +1, Repair +3, Research +1, Survival +2, Treat Injury +2;

Feats: Simple Weapon Proficiency, Brawl, Builder, Gearhead, Combat Martial Arts, Defensive Martial Arts;

Possessions: Butcher knife, loafers, overalls, work shirt (button-up), 1901 Silver Dollar.

This guy is an absolute psycho who will come at the characters with the knife, slashing and doing his best to kill everyone quickly and messily. He died in 1965 at the age of 79, after a 65-year run as a rapist/murderer who was never caught. He has large, heavy hands, shaggy black hair, bright green eyes, and is wearing clothing roughly 100 years out of date. He will snarl and gibber as he attacks.



MISSION FILE: 9 - EL 1

DOBERMAN RUNNER

"Damn, it's foggy tonight."

"Come on, hurry it up."

"No way man, I can't see a thing..."

"LOOK OUT!"

Getting the party hooked up

The PCs are driving down a foggy road at night when a huge doberman runs in front of their car. There is no way for the PCs to avoid it, and when they hit, it totals the car. The dog gets up and runs off. Two days later, one of the PCs wakes up to find the doberman in his room, and it's a fight to the death. If the PC wins, the doberman's body disappears. The Doberman will attack each PC once.

Doberman: Medium-sized animal; CR 1; HD 2d8+4; hp 15; Mas: 15; Init +2; Spd 40; Defense 13, touch 12, flat footed 11 (+2 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bit); Full atk +3 (1d6+3 bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Scent; AL none; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 8

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5

VARIANT #1

The Doberman attacks the PC's husband/wife/boy/girlfriend/pet etc, with the PC able to come to the rescue.

VARIANT #2

The Doberman can be replaced by a Hellhound that vanishes in a puff of flame and brimstone when killed.

Hellhound: Medium-sized Outsider (Evil, Fire, Lawful); CR 1; Medium-size animal; HD 4d8+4; hp 25; Mas: 15; Init +6; Spd 40; Defense 16, touch 12, flat footed 15 (+2 Dex, +5 natural); BAB +5; Grap +5; Atk +5 melee (1d8+3, bite); Full atk +5 (1d8+3 bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SA Breath weapon (30 ft. cone of fire, every 2d4 rounds, damage 1d4+1, Reflex save for half (DC 13)); SQ Fire subtype, scent; AL none; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 8.

Skills: Hide +11, Listen +5, Move Silently +13, Spot +7, Survival +1 (+5 when tracking by scent), Swim +5

MISSION FILE: 10 - EL 2

THE JUMPER

"Damn, this bridge is old."

"I hate it, it needs more lights."

"Why do they even bother? Ever since they put in the dam, the culverts been dry anyway."

"Yeah, kids skateboard in it now."

"So? We used to jump off it and into the water."

"Stop!"

"What the hell is she doing with those kids?"

"Hey, lady, get down!"

"NO, WAIT!"

Getting the party hooked up

Late at night while crossing a bridge, the PCs see a woman holding two kids' hands, jump off a bridge, but when they stop, they only see an empty cement culvert and a rusty shopping cart. While they are looking, a semi plows into their car, completely smashing it, and keeps right on going. The PCs should probably start getting the creeps at this point; they get periodic Spot checks to notice the two small ghouls following them. When killed, they find the ghouls are wearing clothing 50 years out of date.

Insurance will have no problem replacing the car, if it is one of the PC's possessions, nor will it affect their Wealth.

Ghoul Children (2): CR 1; Small undead; HD 1d12; hp 7; Mas 12; Init +1; Spd 30 ft.; Defense 14, touch 11, flat-footed 13 (+1 Dex, +3 natural armor); BAB +0; Grap +2; Atk +2 melee (1d6+2+disease, slam), or +2 melee (1d6+2+poison, bite); Full Atk +2 melee (1d6+2+disease, slam) and +2 melee (1d6+2+disease, slam), or +2 melee (1d6+3+poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; AL CE; SQ DR 5/-, disease, poison; SV Fort +3, Ref +1, Will +0; AP 0; Rep 0; Str 14, Dex 12, Con 12, Int 13, Wis 10, Cha 10

Skills: Hide +4, Move Silently +4

Feats: Multiattack

Possessions: Clothing, 1 buffalo nickle each.

VARIANT #1

When only one PC is looking, a bloated, drowned woman leaps up from mid-air in a spray of water, grabs him/her, and yanks the PC over railing, a 30-foot fall (3d6 damage). The water will spray those standing around the victim, even though the culvert is empty and dry. The woman will have vanished.

VARIANT #2

The semi will stop, and a trucker will get out, growling as blood runs out of his mouth. He will be the ghoul, and the children will not track the party.

How the truck driver came to be a ghoul is completely up to the GM. He might have been bitten at a rest stop, contracted it from contaminated food, or perhaps something in the back of his semi-truck might give a clue as to how he became a ghoul.

Ghoul Trucker (Strong Ordinary 3/Ghoul): CR 2; Medium-size undead; HD 3d12; hp 31; Mas -; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 Dex, +2 class); BAB +1; Grap +3; Atk +4 melee (1d6+2+4 disease, slam), or (1d6+2+poison, bite); Full Atk +4 melee (1d6+2+disease, slam) and +4 melee (1d6+2+disease, slam), or (1d6+2+poison, bite), or +4 melee (1d4+2/19-20, knife), or +4 melee (1d6+2/20, tire iron); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil, chaos; SQ DR 5/-, disease, poison; SV Fort +3, Ref +1, Will +0; AP 0; Rep 0; Str 15, Dex 16, Con -, Int 13, Wis 10, Cha 10

Skills: Disable Device +7, Drive +9, Intimidate +6, Knowledge (streetwise) +5, Hide +7, Listen +4, Move Silently +7, Profession +2, Read/Write English, Read/Write Spanish, Repair +3, Speak English, Speak Spanish, Spot +4.

Feats: Brawl, Personal Firearms Weapons Proficiency, Simple Weapons Proficiency

Possessions: Knife, tire iron, wallet (+1 Wealth), snub-nosed .38 revolver (6 rounds, will not use), digital watch, PDA Palm Pilot, laptop w/DVD player, 12 DVDs.

MISSION FILE: 11 - EL 2

DRIVING HOME

"I'm back."

"Did you get the eggs?"

"Yes, I got the eggs."

"Did you get a movie for the kids?"

"Yes, I got a movie for the kids."

"Did you turn off the headlights?"

"Yes! I turned off the headlights. Sheesh."

Getting the party hooked up

When one of the PCs went to the store to get groceries and a video for his/her kids to watch, he accidentally took the wrong vehicle home by mistake.

The vehicle the PC grabbed looks like his, is the same make, model, and color, and the PC's keys work in the vehicle. Unknown to the PC, though, he grabbed a vehicle belonging to a Paul, Angel, and Omar, three guys who were smuggling cocaine to a buyer and stopped at the store's parking lot to make a deal.

Using the PC's registration to get his address, the drug dealers wait until around 3 AM and then go to his house, ready to take him out.

The PC must make a Listen check (DC 15; make checks one per round for the first minute) to hear the car pulling into the driveway (and then the drug runners moving around outside and talking) and wake up, feeling something strange. He has approximately 20 rounds (2 minutes) before the drug runners attack the house with the intent of killing everyone and taking their car back.

VARIANT #1

Instead of drug smugglers, the PC hears a woman screaming later that night. When he goes out, there's a woman hidden behind the dashboard of the car. Instead of drug smugglers, two ghouls attack the PC as they try to pull the woman out.

VARIANT #2

The drug smugglers call the house first, claiming to have found the PC's cell phone; they are waiting across the street for him to come outside, where they jump him.

"Stretch" (Strong Ordinary 1/Tough Ordinary 1):

CR 1; Medium size human; HD 1d8+1 plus 1d10+1; hp 12; Mas 12; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 Dex, +2 class); BAB +1; Grap +3; Atk +4 melee (1d6+2 nonlethal, unarmed strike), or +4 melee (1d4+2/19-20, knife); Full Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +4 melee (1d4+2/19-20, knife), or +2 ranged (2d6 S&W Model 10 MGP) or +2 (2d8, Mossberg); FS 5 ft. by 5 ft.; Reach 5 ft.; AL self; SV Fort +3, Ref +1, Will +0; AP 0; Rep 0; Str 14, Dex 12, Con 12, Int 13, Wis 10, Cha 8

Skills: Craft (mechanical) +2, Disable Device +4, Drive +3, Intimidate +6, Knowledge (Street Drugs) +2, Knowledge (streetwise) +4, Hide +4, Move Silently +4, Read/Write English, Read/Write Spanish, Repair +2, Speak English, Speak Spanish

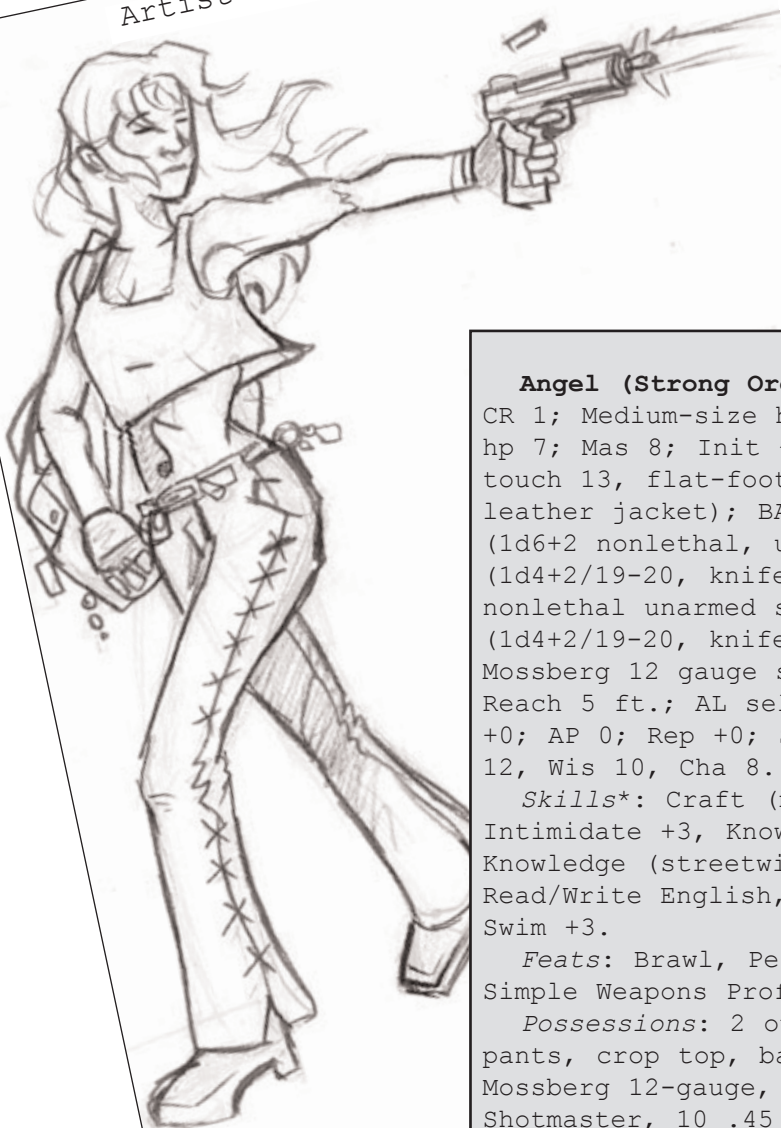
Feats: Brawl, Personal Firearms Weapons Proficiency, Simple Weapons Proficiency

Possessions: Smith & Wesson Model 10 MGP, 14 rounds of .357 ammo, Mossberg 12-gauge shotgun, 5 rounds of 12-gauge ammo, shoes, pants, shirt, keys to a crappy apartment, \$17, a nicklebag of cocaine, a spoon, a pack of smokes, and a lighter.

Stretch is about 6' 1", weighing in at 155 lbs. He has dirty blond hair, blue eyes, and a barbed wire tattoo on his left biceps. He swaggers when he walks, and the cigarette he will be smoking the night he and his friends pay the PC a visit might give a PC a clue he's out there (-4 to Hide checks).

Basically, Paul is a 19-year-old little punk with a shotgun, a coke addiction and poor hygiene. He wearing Nikes, a pair of dirty, stained Levis, and a dirty white muscle shirt.

Artist's Sketch - "Angel"

**Angel (Strong Ordinary 1/Tough Ordinary 1):**

CR 1; Medium-size human; HD 1d8-1 plus 1d10-1; hp 7; Mas 8; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 leather jacket); BAB +1; Grab 3; Atk +4 melee (1d6+2 nonlethal, unarmed strike), or +4 melee (1d4+2/19-20, knife); Full Atk +4 melee (1d6+2 nonlethal unarmed strike), or +4 melee (1d4+2/19-20, knife), or +2 ranged (2d8, Mossberg 12 gauge shotgun); FS 5 ft. by 5 ft.; Reach 5 ft.; AL self; SV Fort +1, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 8, Int 12, Wis 10, Cha 8.

*Skills**: Craft (mechanical) +5, Drive +5, Intimidate +3, Knowledge (popular culture) +2, Knowledge (streetwise) +2, Profession +6, Read/Write English, Repair +2, Speak English, Swim +3.

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: 2 ounces of meth, boots, stretch pants, crop top, battered leather jacket, Mossberg 12-gauge, 4 12-gauge rounds, Detonics Shotmaster, 10 .45 ACP rounds, crack pipe, lighter, \$17.

**Skill Points* are adjusted due to heavy drug abuse.

Angel is exactly what everyone thinks of when they think of a crack whore. She is scrawny, with long, ratty blond hair and squinty little blue eyes; she wears a leather jacket, dirty stretch pants, and a stained tube top. She has bad acne, and has a bad habit of picking and scratching at herself. She agreed to go along with this for the ounce of coke in her pocket, and isn't quite sure how to use the shotgun she's carrying. She is currently high, which affects her combat skills.

Omar (Strong Ordinary 1/Tough Ordinary 1): CR 1; Medium-size human; HD 1d8+2 plus 1d10+2; hp 10; Mas 15; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 leather jacket); BAB +1; Grab 3; Atk +4 melee (1d6+2 nonlethal, unarmed strike), or +4 melee (1d4+2/19-20, knife); Full Atk +4 melee (1d6+2 nonlethal unarmed strike), or +4 melee (1d4+2/19-20, knife), or +2 ranged (2d8, Mossberg 12 gauge shotgun) or +2 ranged (2d6, Model 19) or +3 ranged (2d6, Glock 10mm); FS 5 ft. by 5 ft.; Reach 5 ft.; AL self; V Fort +4, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 15, Int 12, Wis 10, Cha 8

Skills: Craft (mechanical) +5, Drive +5, Intimidate +3, Knowledge (popular culture) +2, Knowledge (streetwise) +2, Profession +4, Read/Write English, Read/Write Spanish, Repair +2, Speak English, Speak Spanish, Swim +3.

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: S&W Model 19 .357 (Ultramodern Firearms), 12-gauge Mossberg, 10 mm Glock pistol Model 21, switchblade, 20 rounds of 10 mm, six rounds of .357, 12 rounds of 12-gauge ammunition, leather jacket, \$2,500 cash, car keys, cell phone, pager, house keys, 2 bedroom apartment keys.

Omar is a stocky man, bald, with a barcode on the back of his neck and a bad scar across the side of his jaw. He stomps more than walks, and considers himself to be the baddest guy on the planet. The car is his, and he fully intends to kill whoever drove it home, then rape any women in the house and kill them too. He also plans on killing his two accomplices inside with the S&W 19, and putting it in an adult's hand so that it looks like a rape/murder/robbery where everyone killed one another.

Omar is not nearly as clever as he thinks, and most of the tactics and combat skills he has he learned from movies.

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MISSION FILE: 12 - EL 10

THE ONTARIO IRON HORSEMAN

"I hate this road, it's creepy."

"Relax, don't be such a wuss."

"Look, are you sure Division wants us to meet those people all the way out here?"

"I told you, relax. It's not much further."

"Think that guy's going a little fast?"

"Relax, it's just some Canadian guy on a motorcycle."

"See, he's passing us. God, you are such a wuss."

"WHAT THE HELL! WHERE'S HIS HEAD!"

"SHOOT HIM! SHOOT HIM!"

Getting the party hooked up

It's late at night, and the party is on a lonely country road out in the middle of nowhere (or on a deserted city street in the bad part of town) when they see a headlight coming up rapidly behind them. As the light gets closer, the party can hear the rumble of a heavy Harley hog, a pristine 1957 Harley Davidson Sportster to be exact.

The motorcycle is not the problem, as any PC with eyes can tell as the motorcycle begins to pass the PCs' vehicle; it's the fact that the Ontario Iron Horseman is completely without a head, just a raggedly severed neck that oozes clots of blackish goo. In his right fist he holds a heavy iron chain, which he swings against the driver's side rear window of the PCs' vehicle as he passes, shattering it in with a spray of safety glass.

The Headless Biker chases the PCs' car down the road, keeping pace with them. If the PCs stop, the Headless Biker roars down the road to disappear into the night. When they begin traveling again, the Iron Horseman roars up behind them and the game begins anew. If the PCs make a Knowledge (legend) or Knowledge (local history) check (DC 15), they realize who this ghost really is; otherwise, they're on their own.

After a few harrowing minutes of the Headless Biker demolishing the outside of the character's vehicle, If the PCs can make a Spot check (DC 20) to see a cable stretched across the road. The driver must make a Drive check (DC 20) or hit the cable. This cable will take off the roof of a car, and hits just above the

Headless Iron Horseman of Ontario

(Strong Hero 3/Tough Hero 3/Ghost): CR 10; Medium-size undead; HD 6d12; hp 45; Mas 15; Init +1; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 Deflection); BAB +5; Grap +7; Atk +9 melee (1d6+2/19-20, knife (Killing Echo)); Full Atk +9 melee (1d6+2/19-20, chain (Killing Echo); FS 5 ft. by 10 ft.; Reach 5 ft. (10 ft. w/chain); AL evil, chaos; SV Fort +6, Ref +3, Will +2; AP 0; Rep +1; Str 15, Dex 12, Con -, Int 12, Wis 10, Cha 15

Skills: Disable Device +5, Drive +5, Intimidate +6.

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Special Abilities: Killing echo, DR 10/+1, fearsome appearance, incorpreal subtype, manifest, focused (a 5-mile section of highway).

The Headless Iron Horseman of Ontario appears as a large, burly biker riding a 1957 Harley Davidson Sportster. He often appears on stormy nights, racing up behind the victim's car, then pulling next to it. He hammers on the car with a long chain, shattering windows and damaging the body.

The Headless Iron Horseman began showing up on the highway in the mid-1980's, and some people claim that someone stretched a rope across the road as a joke and the Iron Horseman hit it, severing his head. The stories claim that the head has never been found, and he races up and down the road, looking for revenge against the living, and searching for the person who stretched the cable across the road and then stole his head.

hood on an SUV, tearing off the windows and the top (and possibly the characters' heads, if they don't make DC 15 Reflex saves). After the PCs fall for his trap, the Headless Biker lifts the front wheel of his bike off the pavement, speeds into the night, and vanishes. When (or if) the characters go back, the cable is gone also, although the roof of their vehicle will remain in the road.

VARIANT #1

The driver find the biker's head in their refrigerator at home, unaware that the biker himself is standing right behind him, knuckles clenched around his heavy iron chain.

VARIANT #2

The biker vanishes right after they cross a bridge, only to return if they go back down the road.

MISSION FILE: 13 - EL 0

TRAFFIC TICKET

"Aww man, what did we do?"

"Punch it."

"It's just one cop, and we're NSA, idiot, not gangstas."

"Here he comes, roll down the window."

"Want me to blast a cap in his ass?"

"We're cops, you idiot. When did you suddenly become a gangsta, anyway? You're from a farm in Iowa."

Getting the party hooked up

It's a dark night, in a deserted area, when out of nowhere a cop hits his lights and flashers. The siren may sound weird to the PCs, and the lights may feel a bit off, but there's no doubt about it, it's a cop behind them.

A successful Knowledge (streetwise) or Knowledge (law enforcement) check (DC 15) will remind the character that these are the old rotating "dome" lights, and the car has the old "I can see GOD!" light set up.

If the characters try to outrace the cop, he will stay exactly 150 feet behind them, no more, no less, and after 15 rounds, one of the PCs' tires will blow.

The officer will not react to the chase with a drawn pistol (if, indeed, they tried to flee), but instead will walk up next to the driver's side window, smiling and friendly, in an immaculate uniform, wearing his "Smokey the Bear" hat.

Another successful Knowledge (streetwise/law enforcement) check (DC 20) will reveal that the uniform is of the old style (we're talking really old-school). The police officer is wearing a nameplate that reads "Barnes" and carries

an old Colt M1911.

He will ask for license and registration, but not insurance. It doesn't matter what the characters hand the officer, even if it's a library card for another city and an old hamburger wrapper, he will examine them carefully.

After a few moments he will hand the "paperwork" back to the driver and cite him for doing 55 in a 45 (no matter what the real speed limit was and how fast the characters were really driving), ignoring brandished or obvious firearms, drugs, a dead body on the floorboards, or two aliens and Marilyn Monroe in the back-seat.

He will then proceed to write out a \$15 ticket, which he hands to the driver, then turns and walks back toward his own car. When he reaches the rear bumper of the PCs' car, however, both the cop and the car vanish, and the road behind the PCs will be clear. The police car will have made no tracks, even if the ground is wet mud, nor will there be any trace of the police officer.

If the PC's attempt to initiate combat with the police officer, it will have no apparent effect, nor will the officer seem to notice, continuing on with his speech or actions, and in no way reacting to the action.

The ticket reads 23 June 1978. If the PCs check with any police officer, the officer goes pale and urges the character to pay the \$15 fine at the local police station.

If more than a week passes without the driver dropping off the \$15, he will have

a police officer around every time he does something wrong; a police officer just dying to haul him in and charge him, no matter what kind of ID or papers the character possesses. This will continue until the character pays the \$15. Every single Hide, Move Silently or Sleight of Hand check when dealing with Law Enforcement also suffers a -4 circumstance penalty.

VARIANT #1

The cop orders the PCs out of the car and pats them down, ignoring pistols and other adventuring gear, then gives them a warning and lets them leave.

VARIANT #2

The cop searches the car, and when the trunk is opened, there is a body of a dead woman in there. The cop pulls his gun on the PCs and orders them on the ground. He then calls for backup and vanishes a minute later. The body remains, the fresh corpse of a woman who has been missing since 1978 when her car was found empty on that road. The police will be unable to explain why the woman is still wearing clothing from 25 years ago, with possessions dating from that time, and still looking as young as she did then. While she is in the morgue, however, her body will suddenly putrefy into a 25-year-old corpse.

MISSION FILE: 14 - EL 5

HOSPITAL

"Man, that food sucks."

"Beats cooking."

"Anything beats your cooking."

"Ha ha. Very funny."

"Hey, check it out."

"What is she doing?"

"Dancing, idiot, what does it look like?"

"Yeah, but..."

Getting the party hooked up

Across the street from the Beefy Treats restaurant is a long brick wall runs the length of the city block. Directly across the street from the character's car is an open gate with two huge square columns flanking it. The gate is old, heavy steel, and hanging open. Beyond it, in the darkness, the PCs can see some kind of old station wagon far back in the darkness, and by the bushes on the right hand side of the drive is a woman, her long white hair flowing behind her, clad in a white dress that swirls about her as she dances.

If a character looks, he can see "Sisters of Mercy Hospital" above the entryway.

As they approach, the two streetlights nearby buzz, flicker, and go out about the time the lead character crosses the yellow line. When the first character speaks to the girl or crosses the threshold of the gate, the woman giggles and

Woman (Ordinary Fast 6/ghoul):

CR 5; Medium-size undead; HD 6d12; hp 62; Mas -; Init +7; Spd 30 ft.; Defense 19, touch 19, flat-footed 19 (+3 Dex, +6 class); BAB +4; Grap +3; Atk +3 melee (1d4+2/19-20, straight razor); Full Atk +3 melee (1d4+2/19-20, straight razor), or +3 melee (1d6+2+4 disease, slam), or (1d6+2+poison, bite*); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil, chaos; SQ DR 5/-, disease, poison; SV Fort +2, Ref +6, Will +2; AP 3; Rep 0; Str 8, Dex 17, Con -, Int 13, Wis 10, Cha 20.

Skills: Disable Device +10, Escape Artist +14, Hide +16, Intimidate +10, Knowledge (pharmaceuticals) +5, Knowledge (Street Drugs) +3, Listen +4, Move Silently +12, Read/Write English, Sleight of Hand +11, Speak English.

Feats: Agile Riposte, Combat Reflexes, Dodge, Improved Initiative, Nimble, Simple Weapon Proficiency, Stealthy, Weapon Finesse (straight razor)

Class Features: Evasion, Uncanny Dodge (can't be flanked, flat-footed)

**The woman will only bite if she can grapple her victim.*

runs onto the grounds, the sound of her giggling floating behind. If the players chase her onto the grounds, they see that the "station wagon" is an old 1963

Cadillac ambulance. The woman will run away, then double back to kill each of the characters one at a time until they get her or she kills three of them.

Should she be killed, the hospital gown collapses to the ground, blood-stained and damaged from the weapons the PCs used, but the woman will be gone. Her body will be inside the now-rusted and water-stained ambulance - which looks as if it has been at the bottom of a lake for decades - still strapped to the gurney in a straitjacket. She has obviously been dead for a long time. Strangely enough, there is no record of the woman having ever existed, and the sanitarium is locked up tight, with bars over the windows and doors, and has been out of use for 10 years. The ambulance was written off the records years ago after it was put out of service by this very hospital.

VARIANT #1

If the PCs just leave, or if they do kill her on the grounds, the following will happen: when one or more of the PCs is at home at night (preferably alone) and looks into a mirror, he sees

MISSION FILE: 15 - EL 15
BLOODY MARY

"Jesus, kid, look out!"

"Hey, what happened to her?"

"You did what? With a candle? How many times?"

YOU IDIOT!"

"What? What's the big deal, so she said some dead broad's name, who cares?"

"She does!"

"Who's that?"

"Bloody Mary, you idiot!"

the young woman, covered in blood, standing there. She lunges out of the mirror, screaming, and tries to kill the PC. This encounter can be significantly harder than the base encounter due to the fact that the character is most likely fighting her alone. If slain here, she won't turn up again.

VARIANT #2

When one of the PCs gets home, they find the young woman in the closet, playing with a straight razor and covered in blood, singing "Jesus Loves Me!" Nobody else sees it. Hallucination or a ghost?

Getting the party hooked up

The PCs are driving at night in an upper middle class neighborhood when a bunch of young girls come running out of a house screaming. There are about a dozen of them, and they immediately run out in front of the PCs car and flag them down, screaming and pounding on the windows, begging for help. One of the girls is being supported by two others holding her face while blood pours out from between her fingers.

If the girls are questioned, they stammer out how they tried the old tale of lighting the candle and repeating "Bloody Mary" while staring into a bathroom mirror in the dark. Instead of Bloody Mary appearing in the mirror with scratches down her face, she appeared behind the girls with a kitchen knife and blood running down her face.

The girls will then scream and flee after seeing someone on the porch. Bloody Mary herself is standing on the front porch bloody butcher knife in her hand, and blood running down her face from deep cuts. As the PCs are trying to deal with

the hysterical teenagers, she begins walking down the steps, giggling in a high-pitched tone, and attempts to kill as many of the girls and PCs as she can.

Once killed, all that is left is a bloody white shift that is roughly 100 years out of date.

(Note: Use the house map in mission file 16 for this scene.)

VARIANT #1

When killed, Bloody Mary turns into a pile of glass shards, one of which is covered in blood from the girls and any PCs stabbed. Checking in the house will reveal that the bathroom mirror is missing from its frame.

VARIANT #2

Bloody Mary is not on the porch, but in the house, and the screaming girls are crying out that one or more of the girls are in the house, being stalked by Bloody Mary, who has already stabbed one girl to death and badly cut another's face. When the PCs enter, she will switch between stalking the PCs in the darkened house - where the lights flicker off and on at random at Mary's will - and stalking the girl, who is desperately trying to avoid being killed.



Bloody Mary (Dedicated 8/ghost): CR 14; Medium-size undead; HD 14d12; hp 152; Mas-; Init +6; Spd 30 ft., Fly 60 ft. (Perfect); Defense 21, touch 21, flat-footed 16 (+2 Dex, +4 class, +5 deflection); BAB +6/+1; Grap +6; Atk +12/+7 melee (1d4/19-20, knife (Killing Echo)); Full Atk +12/+7 melee (1d4/19-20, knife (Killing Echo)); FS 5 ft. by 5 ft.; Reach 5 ft.; AL NE; SQ Fearsome appearance, killing echo, manifest, possession; SV Fort +4, Ref +2, Will +4; AP 6; Rep 10; Str -, Dex 14, Con -, Int 13, Wis 14, Cha 20

Skills: Disable Device +6, Knowledge (arcane lore) +6, Hide +9, Intimidate +11, Listen +15, Move Silently +4, Sense Motive +8, Spot +15

Feats*: Alertness, Combat Reflexes, Frightful Presence, Improved Initiative, Simple Weapon Proficiency, Stealthy, Weapon Finesse (knife), Weapon Focus (knife)

Possessions: Knife

Class Abilities: Aware, Faith, Cool Under Pressure (Hide, Intimidate), Skill Emphasis (Intimidate)

**Bloody Mary is a unique special case; she does not lose her feats upon becoming a ghost.*

Bloody Mary is one of the most well-known urban legends. Stories vary widely on her origins and real name, though most agree that she was once named Mary Worth, and that she was in an accident that scarred her face horribly. Whether or not this woman really did live, no one can say for sure. The majority of stories agree, though, that in order to summon her, you must go into a dark bathroom with a candle and, while looking into the mirror, recite her name a number of times (3, 5, and 9 are popular numbers). She will then appear, either glaring at the summoner from the mirror or actually lunging out of the mirror to attack.

The attack could be scratching her victim with her fingernails or claws, tearing his face off with her teeth (some tales say she was a cannibal), attacking you with a knife, pulling the victim into the mirror so he'll never escape, taking possession of him and forcing him to cut his own throat, scaring him so badly that he dies of fear, or relentlessly haunting him in any reflected surface from that point on.

MISSION FILE: 16 - EL 3

DO YOU KNOW WHAT TIME IT IS?

ring*"Hello?"**"At the tone, the time will be, nine o'clock PM."**<beep>**"What the hell?"**<click>***ring***"Uh, hello?"**"It's ten PM, do you know where your children are?"**"Who is this?"**<click>**"Star-six-nine..."**"The last number to have called is: 555-555-4159."**"What the hell? That's my number!"*

(Note: This encounter will only work with a PC who has children, and is best if the PC is alone with the kids for the night.)

Hooking the party up

The phone rings while the PC is at home one night (alone, having put the kids to bed already), and when he answers it, he hears the recording for the time. This repeats several times, each call fifteen minutes apart. At 11:30 PM, the phone rings again, and instead of the time there is a man's voice on the line.

The man whispers: "It's eleven-thirty PM, do you know where your children are?" then hangs up without waiting for a reply.

If he PC does a Star-69 it comes back as his own phone number.

This happens every half-hour until 3AM. At that time, if the player has not gone to check on his children, the door bursts in and the bad guy enters, pistols blazing.

The character will not be able to wake his/her spouse, whose eyes are rolled back, and (s)he feels cool to the touch. A Knowledge (medicine/pharmaceuticals) check (DC 10) will tell the character that the spouse has been drugged with something.

Upstairs, waiting in the PC's kids' room, is an old foe thought to be dead, waiting with a pistol in each hand, with (one of) the PC's kid(s) unconscious and strapped to his chest. The villain

laughs, shooting at the character, as the kid lolls around against him. The child grants the villain 50% cover.

Child Killer (Fast Hero 3): CR 3;

Medium-size human; HD 3d8+6; hp 18; Mas 15; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 14 (+1 Dex, +3 class); BAB +2; Grap +3; Atk +4 ranged (2d6/20, MTAR Micro); Full Atk +4 ranged (2d8/20, MTAR Micro), or +3 melee (1d4+1 lethal or nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil, chaos; SV Fort +2, Ref +4, Will +2; AP 17; Rep 1; Str 13, Dex 14, Con 12, Int 14, Wis 12, Cha 8

Skills: Balance +7, Computer Use +6, Drive +6, Gather Information +6, Hide +8, Knowledge (streetwise) +8, Move Silently +8, Research +6

Feats: Advanced Firearms Proficiency, Burst Fire, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Class Features: Evasion, Uncanny Dodge

Possessions: MTAR Micro, various personal possessions and gear.

This guy is a freak, plain and simple. He's crawled into the PC's house, the voices screaming in his ears that the child tied to his chest would protect him from the Satanic powers of the evil one who lives in the house. This guy will laugh insanely, shoot to kill, and force the parents of the children to choose between themselves and their children.

If he does get away, somehow, the characters can bet he will be back, held together by bandaids and wishful thinking, armed with some type of odd, high-tech firearm and giggling with insane laughter.

VARIANT #1

The children are there, and a Post-it note stuck to one of them says: "Very good, you do care." One of the children wakes up and tells the PC: "Santa came and visited us." There are no intruders in the house, and no sign of any forced entry. If the PC waits until the next

day, feel free to kill the selfish, unthinking bastard when the killer lunges out of the toy box and begins shooting.

VARIANT #2

The killer is just some freak, and the children are tied to the bed, covered in goat's blood and runes. The killer will

attack the character with a knife, and will be dressed only in his underwear, strange runes and glyphs scarred into his skin. One of the children, however, is tied to the killer's chest, providing him with 50% cover at a horrible cost.



MISSION FILE: 17 - EL 4

KILLER IN THE BACK SEAT

"Damn slow drivers."

"HOLY -! Did you see that?"

"See what?"

"There was a guy in the back seat with a knife!"

"What, are you some kind of psycho. BS."

Hooking the party up

As the PCs pass a newer model car with out-of-state plates and a college parking registration sticker in the back window, have one of them (the one most likely to see it) make a Spot check (DC 12). A success means the character just happened to glance out the window at the other car and see something startling - a man rising out of the back seat, a long-bladed hunting knife in his hand. As the character stares, the man ducks back down. The driver (a young woman) appears completely unaware that the knife wielder is in her back seat.

Troubleshooting

If the PCs just drive by, I'd personally recommend Variant #2; as an alternative, when they stop at their next stop and all get out of the car, then come back, give them a Spot check (DC 20) to see the previous victim's car in the parking lot, empty. The killer has hidden in one of their vehicles.

The Event!

The poor driver will try her best to get away from the characters, who will probably honk and wave and flash their lights and fire their guns. She is an easily-panicked city girl who will be nearly hysterical, unaware that every gunshot is saving her life, every time the PCs honk the horn is saving her life, and every time the PCs ram her car, it's saving her life. She will be in a complete panic, forgetting even to dial 9-1-1.

VARIANT #1

The "killer" in the back seat is a kidnapping victim. The driver has brutally tortured the man in the back seat, and he is trying to kill her so he can escape.

VARIANT #2

There's also another killer in the back of the PCs car, whom they picked up at their last stop. For this one to work best, let the PCs see the other driver pumping gas at their stop.

Killer in the Back Seat (Strong Ordinary 4):

CR 3; Medium-size human; HD 4d8+12; hp 32; Mas 16; Init +6; Spd 30 ft.; Defense 18, touch 15, flat-footed 16 (+2 Dex, +3 class, +3 armor); BAB +4; Grap +7; Atk +7 melee (1d4+3/19-20, knife); Full Atk +7 melee (1d4+3/19-20, knife), or +7 melee (1d4+3/20, lethal or nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +5, Ref +3, Will +2; AP 24; Rep 0; Str 17, Dex 14, Con 16, Int 14, Wis 12, Cha 10

Skills: Climb +4, Hide +4, Knowledge (streetwise) +6, Move Silently +3, Repair +6, Spot +3

Feats: Brawl, Improved Initiative, Combat Martial Arts, Light Armor Proficiency, Streetfighting

Possessions: Light undercover vest, knife

The Killer has thin, stringy brown hair, a mustache, and brown eyes. He is large and burly, with hands that are slightly larger than they should be in proportion with his body. The Killer is 5' 8", and 195 lbs of iron hard muscle and bloodlust. He enjoys hiding in the backs of cars, and on a lonely stretch of road, lunge up out of the back seat and slit the driver's throat. The Killer lives for the thrill of the blood spraying and the subsequent car crash.

If Variant #2 is used, the Killers are twins.

With Variant #1, make the Killer female, armed with an MP5A5 and 3 clips of 15 rounds of AET ammunition each. The man only has a bootknife he found under the seat.

"Hey, look, a clown!"

"What, are you high? It's 2 AM."

"No, I'm serious, he was in the parking lot. You can turn in right there, I'm serious."

"Forget it, you're seeing stuff."

"No I'm not, turn in there or I'll bust open your skull."

"Fine, touchy, touchy. See, I'm turning in."

"There! See him?"

"Whoa, what a creepy looking clown."

Victim (Sam Dartman) (Smart Ordinary 3/Charismatic Ordinary 3): CR 5;

Medium-size human; HD 3d6 plus 3d6; hp 32; Mas 10; Init +1; Spd 30 ft; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3-1 nonlethal, unarmed strike); Full Atk +1 melee (1d3-1 nonlethal, unarmed strike), or +1 melee (1d4-1/19-20, knife); FS 5 ft. by 5 ft.; Reach 5 Ft.; AL NG; SV Fort +3, Ref +4, Will +4; AP 0; Rep +6; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 16.

Skills: Bluff +9, Computer Use +8, Craft (writing) +8, Diplomacy +14, Gather Information +9, Intimidate +5, Investigate +8, Knowledge (business) +10, Knowledge (civics) +9, Knowledge (current events) +10, Knowledge (history) +3, Knowledge (law) +8, Knowledge (popular culture) +14, Knowledge (streetwise) +8, Profession +9, Read/Write English, Read/Write Latin, Read/Write Legalese, Research +6, Speak English, Speak Latin, Speak Legalese.

Feats: Educated (Knowledge [business] and Knowledge [law]), Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Trustworthy.

Possessions: Various personal items

Wealth: +12

MISSION FILE: 18 - EL 6
KILLER KLOWN

Getting the party hooked up

For the last several years, female students at the local college(s) have been popping up dead at the rate of one or two a year. Colleges put out warnings and alerts, but eventually people forget and go about their business, and then another young woman is raped, her head cut off (never to be found), and the body left posed as if she were sleeping on her sides.

The police formed a task force, the press goes bananas every time this guy massacres another girl, and people lose their minds, demanding more police protection. He hasn't struck in several months, and for the most part, everyone has forgotten about the "College Coed Chiller".

It's a Saturday night, it's late, it's windy, and it's raining. The streets are pitch black, and the characters would rather not have anyone see them packing all of this hardware on their way from one hot spot to another.

Just their luck - as they drive by, one of them sees a guy dressed as a clown getting out of his car, carrying a bowling ball bag.

Troubleshooting

If the PCs drive by and don't stop, Benson will have memorized the PCs' license plate and will use his computer skills to get the registration and address of the characters. He doesn't plan on blowing his 8-year killing spree. He will hunt down the characters one by one, stalk and kill them one at a time, in surprising places such as the middle of a crowded club or in a hospital emergency room.

The Setting

The parking lot is dimly lit, with only two or three street lights still working. Shrubs mark the borders of parking lanes, and there are roughly a dozen cars of various makes and models scattered about. The college campus is deserted also, with plenty of places to hide or ambush someone.

Benson, dressed as a clown, is standing by the door to his car, pink bowling ball bag in his hand, the other hidden behind the door of the car (holding a Colt M1911 - if the PCs look like they intend to ram the car into the Clown, use the Colt!) and the wind and rain slowly destroying his clown outfit.

The voices are surging loud in his ears to rape and kill, and Benson is almost trembling with the need to kill. As soon as Benson sees the PCs, he will wait until they try to get out of the car, put two rounds into the grill or hood, and then duck through the bushes, leading the PCs on a merry chase through the college campus.

VARIANT #1

The PCs see a woman's face in the back of Benson's car, which mouths "Help me!" as they pass by. Her face is bruised and bloody. Benson will stay and fight to the death if confronted.

VARIANT #2

The bowling bag is full, and the PCs see that there is blood on the edges of the bag. In the trunk is the body of a murdered girl without a head. When the PCs cluster around the trunk, Benson will leap up and run off, leaving the PCs in possession of Benson's car and the body.



Benson Gordons, Serial Rapist/Murderer (Smart Hero 3/Charismatic Hero 3): CR 6; Medium-size human; HD 3d6+12 plus 3d6+12 plus +3; hp 57; Mas 21; Init +3; Spd 30 ft.; Defense +17, touch +15, flat-footed +14 (+3 Dex, +2 class, +2 undercover vest); BAB +5; Grap +5; Atk +5 melee (1d3+3 nonlethal, unarmed strike), or +5 melee (1d3+3/19-20, knife); Full Atk +5 melee (1d3+3, nonlethal unarmed strike), +5 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +7, Ref +8, Will +6; AP* 2; Rep +3; Str 17(+3), Dex 17(+3), Con 18 (+4), Int 13 (+1), Wis 16 (+3), Cha 16 (+3)

Skills: Bluff +10, Computer Use +8, Craft (chemical) +5, Craft (electronic) +4, Craft (mechanical) +4, Craft (pharmaceutical) +4, Diplomacy +10, Disable Device +8, Investigative +4, Knowledge (behavioral sciences) +10, Knowledge (Coed hangouts) +5, Knowledge (College Campus Layouts) +5, Knowledge (current events) +7, Knowledge (trends) +4, Knowledge (popular culture) +5, Knowledge (tactics) +4, Knowledge (technology) +5, Hide +7, Listen +5, Move Silently +7, Read/Write English, Repair +2, Research +2, Search +5, Speak English, Spot +5.

Feats: Alertness, Toughness, Deceptive, Heroic Surge, Improved Damage Threshold, Lightning Reflexes, Personal Firearms, Simple Weapons

Class Features: Charm (Female), Favor, Savant (Computer Use), Plan

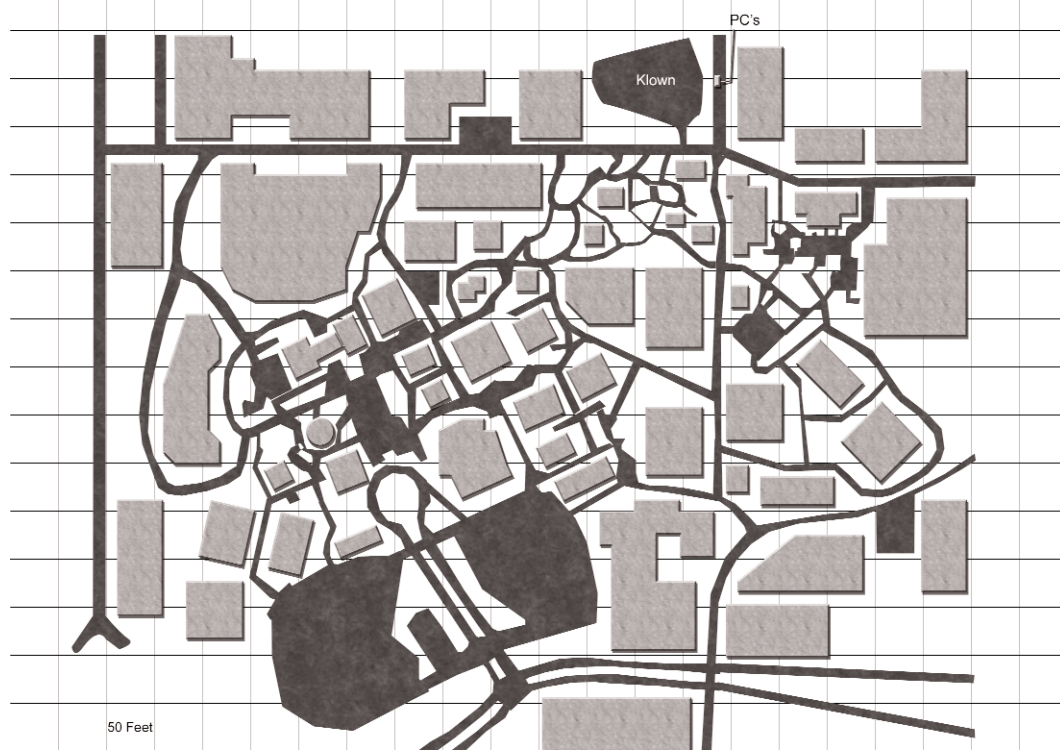
Possessions: Colt M1911, 9 rounds .45 ammunition (8 in the clip, one in the pipe), car keys, 1985 Ford Tempo, clown suit, bowling bag, severed female head or live girl, hacksaw, zip ties, sodium pentathol, 4 syringes, lock pick.

**Benson has used several of his Action Points killing women and eluding police investigation.*

Benson Gordons is a tall, powerfully-built man with cinematic good looks, large, powerful hands, and an incredible physique. He loves to squeeze people with his hands, slowly strangling them, then use a hacksaw to cut off their heads and take the heads with him after slaking his lust upon the dead body.

Benson is 6' 3", 215 lbs, with blue eyes and black hair. Underneath the clown makeup, his skin is tanned and flawless, and he is wearing an undercover bulletproof vest. Benson is ruthless and cruel, and likes inflicting pain.

Benson will curse the PCs' interference, but if he has not already taken a victim (Variant #1/#2), he will lure the PCs away from their vehicle, try to separate out any female party member, and take her as his victim.



MISSION FILE: 19 - EL 1

RELAXATION

"What a week."

"You said it. I'm glad we can get some rest."

"I can't believe they burned down my house."

"Don't sweat it, and hand me that last beer."

"Man, I gotta whiz."

"BRREAAARRRGHHH!!!"

"WTF!"

"Who's that?!"

"Get her off me!"

Getting the party hooked up

Nothing beats kicking back and relaxing, and after a week like the party has had, or a hard days driving like they have done, nothing beats the Motel 5 for relaxation where people don't care.

The PCs have just settled down, and are starting to relax. The TV is on, and the first beers have been cracked open and are now a memory.

Finally, one of the PCs has to use the bathroom. When he opens the door, out comes a woman with an axe, screaming and hacking away.

Kathy will catch the PC opening the door flat-footed, and achieves complete surprise over the rest of the party. She swings away with her axe, destroying furniture and hacking holes in the walls, screaming like a banshee the whole time. She's out for blood, and she doesn't care whose.

If the PCs get away, or kill her and then leave, or turn their backs on her, she's gone. Nobody in the hotel has ever heard of her, and police will be completely baffled also. There will be no proof except for the damage the axe caused and the wounds of the characters. Kathy will have left behind no blood or her axe.

VARIANT #1

The woman can keep reappearing every time the PCs stay in a hotel room. This repeats every time, with the body disappearing each time, until she manages to kill a PC or important NPC. After that, she does not return.

VARIANT #2

The woman is a bag lady who was accidentally killed by a stray bullet in one of the PCs last firefights, and will keep attacking the PCs until her body is properly buried and a headstone bought.

Kathy Chabot (Smart Ordinary 1/Tough Ordinary 1): CR 1; Medium-size human; HD 1d6 plus 1d10; hp 15; Mas 10; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d3+2 nonlethal, unarmed strike), or +2 melee (1d8+2/19-20, double bitted wood-axe) Full Atk +1 melee (1d3+2 nonlethal, unarmed strike), or +2 melee (1d8+2/19-20, double bitted wood-axe); FS 5 ft. by 5 ft.; Reach 5 ft.; AL none; SV Fort +1, Ref +1, Will +1; AP 0; Rep +1; Str 14, Dex 12, Con 10, Int 13, Wis 10, Cha 8.

Skills*: Hide +4, Move Silently +4

Feats: Brawl, Simple Weapons Proficiency, Stealthy

Possessions: Rags, double-bitted wood axe.

**Skills have only been listed by what Kathy will use in combat and what has survived beyond death, insanity and cocaine addiction.*

Main & Variant #1 Description

Kathy is a wild-eyed woman, with long, stringy gray-streaked brown hair. Her limbs are scrawny and dirty and streaked with mud and dried blood. The axe, however, is new, double-bitted, and very sharp!

Variant #2 History

Kathy's brain burned out sometimes in the early 1980's. The combination of boardroom executive politics, cocaine, and family pressure just snapped her mind, and she left work in the middle of a meeting one day and became a homeless bag woman.

While she kicked her cocaine habit, her habit of talking to an empty Styrofoam McDonald's container (Do they even make those anymore?) called "Mr. Stinky" is

probably more disturbing.

Her friends on the street liked her very much, calling her "Boardroom" for her habit of wearing suit tops and semi-nice loafers she caged from dumpsters or donation boxes. Many friends were upset when a stray bullet killed her while she was asleep. Her body is at the city dump and will require a Search check (DC 20) to find it there. Finding out who she is and what happened to her requires a Gather Information check (DC 15).

MISSION FILE: 20 - EL 5
THE QUICK STOP

"Damn, I hate this road in the fog."

"Yeah, It's really, really creepy"

"Hey, remember all the wrecks that have happened out here. They need streetlights."

"Whoa, slow down, something's up ahead."

"I don't like this..."

"Hey, there's someone alive in the wreckage! She looks bad, though."

Getting the party hooked up

The PCs find a car wreck with a badly mangled girl. If they get her loose and head for the hospital through the fog, when they get to the hospital, they find a hook and prosthetic arm attached to the trunk (the hook punched a hole in the trunk lid). If they leave her, they find the same thing.

VARIANT #1

The girl tries to choke something out and dies on the PCs. The cops and an ambulance arrive, and while the PCs are making a statement, the murderer climbs into the ambulance and later tries to run the PCs off the road with the dead EMTs in the front seat. He will run the PCs off the road, then come out to try to kill them.

VARIANT #2

The girl mumbles something about a boyfriend and dies. As the PCs are waiting for the cops, they hear someone scream, long and in tremendous pain. The murderer will then stalk the PCs. If the

Tom "Hookhand" Arquine (Strong Ordinary 3/Tough Ordinary 3): CR 5; Medium-size human; HD 3d8+9 plus 3d10+9 ; hp 68 ; Mas 17; Init +1; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +4 class, +1 leather jacket); BAB +5; Grap +7; Atk +9 melee (1d6+2 nonlethal, unarmed strike), or +10 melee (1d4+2, prosthetic hook); Full Atk +9 melee (1d8+2 nonlethal, improved unarmed strike), or +10 melee (1d4+2, prosthetic hook); FS 5 ft. by 5 ft.; Reach 5 ft.; AL chaos, evil; SV Fort +7, Ref +3, Will +2; AP 0; Rep +2; Str 14, Dex 12, Con 17, Int 13, Wis 10, Cha 15

Skills: Climb* +1, Craft (mechanical)* +1, Drive +1**, Intimidate* +9, Jump +4, Knowledge (automobiles) +2, Knowledge (Teen "Parking" Spots") +3, Knowledge (streetwise) +2, Profession +2, Hide +6, Move Silently +6, Profession +4, Read/Write English, Read/Write Vietnamese, Repair +2, Speak English, Speak Vietnamese

Feats: Brawl, Improved Brawl, Weapon Focus (prosthetic hook), Power Attack, Simple Weapons Proficiency, Stealthy

Possessions: 1987 Ford F-150 Tow Truck, truck keys, prosthetic hook, wallet, 6 zip ties, 2 condoms, various personal possessions.

**Skills adjusted to prosthetic right hand*

If Variant #1 is used, bump Tom's Drive skill to +5 and add: Ambulance and the possessions of 3 dead EMTs to his possessions.

PCs get away, they find the prosthetic limb hanging by the hook from the rear bumper. Several days later, one of the PCs will be ambushed in his car by the maniac.

At 54 years old, Tom looks more like your friendly tow truck driver and barfly than the sinister legend that so many kids have whispered about for the last 30 years. Balding with a pencil thin mustache and bad acne scars, Tom is a bandy legged little man whose right arm just below the elbow has been replaced by a prosthetic hook. He wears coveralls and an old 1970s style bomber jacket. He has an easy smile, and is known to cruise the roads waiting for a call, looking for people in distress.

Over the years, Tom has stalked, raped, and murdered literally dozens of teenagers around the country, enjoying the cruel games of luring the women out of the vehicle, or the shrieks of horror as much as he enjoyed the rapes and murders that accompanied his hunts.

It was not the Vietnam War that bent Tom's mind, however; his brain was cracked long before that. He joined the Marine Corps when he found out that one of his latest rape/murder victims had indeed lived (she is still in a hospital in Portland, Oregon, in a coma). While with the Marines, he kept his rape/murder impulse under control, but once he returned to America, the voices began taunting him more and more.

Now, he works for a towing outfit, and unknown to everyone he works with, Tom has fallen in the shower and suffered a major blow to the head. Tonight, he is cruising, his whole mind consumed with thoughts of murder and rape as the voices egg him on.

APPENDIX: I

WEAPONS

DETONICS SCOREMASTER



The Detonics Score Master is the end product of years of research on the Colt M1911A1 .45 caliber pistol, for the purpose of slimming it down, hot loading it, and reducing the overall size.

The Detonics Score Master has proven to be a reliable and tough pistol for its size, packing the same firepower as the traditional Colt .45, but in a much smaller size.

Despite the pistol's popularity with police and covert operations bureaus, this pistol has never seen much press or street time, and can be hard to find, since they have been out of production since 1998.

Due to its high quality of manufacture, the Detonics Score Master is always considered a mastercraft weapon. As such, it gains a +1 bonus on attack rolls. Due to its small size, it also gains a +1 bonus to concealment (it can be worn in an ankle holster comfortably)

Damage: 2d6
Critical: 20
Range Increment: 30
ROF: S
Size: Small
Purchase DC: 21
Restriction: Lic (+1)

APPENDIX: 2

CREATURES

Junkyard Golem

Gargantuan Construct

Hit Dice: 32d10 (176 hp)

Initiative: -2 (-2)

Speed: 30 ft

Armor Class: 19 (+15 Natural, -2 Dex)

Attacks: 1 Slam +29 melee; 1 stomp +24 melee; 1 Piston Shot +24 ranged

Damage: Slam 2d8+9; Stomp 2d6+4; Piston Shot 2d10

Face/Reach: 20 ft by 20 ft/20 ft

Special Attacks: Hazmat Breath

Special Qualities: Immunities (Construct), Darkvision 60 ft, DR 25/-, Repair & Refit

Saves: Fort +10 Ref +8 Will +10

Abilities: Str 29, Dex 7, Con --, Int 6, Wis --, Cha --

Skills: Hide +4, Spot +4, Swim -10

Feats: Alertness

Climate/Terrain: Cold, Temperate, Warm, Desert, Forest, Hill, Marsh, Mountains, Plains

Challenge Rating: 12

Treasure: None.

Alignment: Usually Neutral

Advancement Range: 33-64 HD (Gargantuan), 65-96 HD (Colossal)

Junkyard golems are massive collections of junk shaped into a vague humanoid shape with old engines for fists. The ones created in older junkyards, with vehicles made in the mid-1970's to mid 1980's, often have VW Bug front ends for heads, V-6 or Straight-6 350s for fists, feet made of small truck beds, and bodies constructed out of support beams and axles. When fighting, the hood of the Bug often rises in a roar, and the headlights (whether intact or not) glow red.

The junkyard golem stands roughly 30 feet tall and 20 feet wide, made of rusted metal. When not moving from place to place with earth-shaking steps, it is collapsed into what looks like an old car wreck (its primary mode of concealment).

Usually created by powerful desires for revenge, these creatures have only cropped

up a few times in the last 10 years. In all cases, the military has seized the remains of the creatures, trying to discover how exactly they come about.

Combat Section

The junkyard golem moves straight into combat, attacking first with its piston-shot against aerial or vehicular attackers, then getting in close to use its massive fists against other targets. When found in groups, often 2-5 of them gang up on the single largest or most well-armorer unit to kill it first. Piston Shot (Ex): Each day, the Junkyard Golem has 12 missiles (6 in each fist) that they may fire point to point. These missiles do 2d10 damage when they hit, and force the target to make a fortitude check (DC: 20) or be stunned for 4 rounds. The Piston Shot has 45' range increment.

Hazmat Breath (Ex): The Junkyard Golem may breath a mist of bright glowing green droplets that extends out in a 40-foot cone. Those within the cone must make a Reflex save (DC 26) or be covered in acid, which does 10d6 points of damage per round until washed off.

Damage Reduction (Ex): The Junkyard Golem has a damage reduction of 25/- due to the ritual magics that created and sustain them, and the materials that were used to create them.

Refit & Repair (Su): The Junkyard Golem can repair itself at the rate of 1 hit point per minute. The golem must touch a pile of scrap for at least a full round; pieces of the scrap fly up and adhere to its body as if it had suddenly become magnetized. The metal warps and twists with loud groans and scrapes as it forms to repair damage. It takes the Junkyard Golem 1 minute and 25 pounds of metal to regenerate 1 hit point.

*Due to its construction and appearance, the Junkyard Golem gains a +4 Circumstance bonus to Hide in urban and junkyard areas.

APPENDIX: 3

TEMPLATES

Deader

Deaders started showing up about two years ago in very limited numbers. Despite the best efforts of the FBI, Interpol and the former KGB, nobody is sure where these beings are coming from. Government and law enforcement think that a group, possibly a corporation, is behind the phenomena.

A deader is always someone recently killed; many times, they were criminals with no family or close ties. They are often seen continuing their life of crime (rumors have it that the men involved in the Waco shootout of 2003 where four men fought Texas law enforcement for four hours in a running gun battle were, in fact, deaders) and often enjoying their seeming invulnerability to normal firearms.

Recently, however, several deaders have spontaneously occurred, with one instance of a soldier killed overseas clawing his way out of the grave and returning home.

Template Traits

"Deader" is an applied template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: A deader's challenge rating increases by +1.

Type: The creature's type changes to undead.

Hit Dice: Convert to d12.

Speed: If the base creature could fly, its maneuverability rating as a deader drops to clumsy.

Defense: A deader's natural armor bonus to Defense increases to a value based on the deader's size (but use the base creature's natural armor bonus, if it's higher): Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +7, Colossal +11.

Attacks: The deader retains all the

natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A deader also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the deader's size (but use the base creature's slam damage if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A deader retains all of the base creature's supernatural and spell-like qualities. A deader may retain any or all of the base creature's extraordinary abilities, at the GM's discretion. In addition to gaining the undead type, a deader has the following special quality:

Damage Resistance (Ex): The deader gains a 5/- damage resistance.

Allegiances: A deader retains all allegiances, and if reanimated by a group or individual, they may gain allegiance to the reanimator.

Saves: A deader's saving throws are modified as follows: Fort +2, Ref -1 Will -1

Action Points: A deader does not acquire or amass action points. It retains any action points gained by the base creature.

Reputation Bonus: A deader has a -2 Reputation modifier. (I thought you were dead!)

Ability Scores: A deader's ability scores change as follows: Str +2, Dex -2. Additionally, it has no Constitution, and its Charisma decreases by -2 from autopsy scars and damage due to death. Brutal deaths (such as car wrecks or being beaten to death) may reduce Charisma by up to -8.

Skills: The deader retains all of the base creature's skills.

Feats: The deader retains all of the base creature's feats and gains the Toughness feat.

Sample Deader

The example uses a Low-Level Thug from the Friends and Foes section of the Core Rulebook.

Low-Level Deader Thug (Strong Ordinary 1/Tough Ordinary 1/deader1): CR 1/2; Medium-size undead; HD 2d12+3; hp 17; Mas -; Init +1; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +2 class, +1 leather jacket, +2 natural); BAB +1; Grap +3, Atk +4 melee (1d6+3, slam), or +4 melee (1d4+3/19-20, knife); Full Atk +4 melee (1d6+3, slam), or +4 melee (1d4+3/19-20, knife), or +2 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL none or creator; SQ DR 5/-; SV Fort +6, Ref -1, Will -1; AP 0; Rep -2; Str 16, Dex 10, Con -, Int 13, Wis 10, Cha 6.

Skills: Craft (mechanical) +5, Drive +4, Intimidate +3, Knowledge (pop culture) +2, Knowledge (streetwise) +2, Profession +4, Read/Write English, Read/Write Spanish, Repair +2, Speak English, Speak Spanish, Swim +4.

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Leather jacket, Colt M1911 (.45 autoloader), 50 rounds of .45 ammo, knife, various gear and personal possessions.

Ghost

Ghosts are the spirits of those who have left something undone in life, have suffered a great trauma, or were too evil to pass on to their final "reward". They are divided into three types: Lesser spirits, poltergeists, and greater spirits.

Lesser spirits are the spirits of those who haven't passed on due to trauma, or something very important left undone in life. They appear as anything from a faint, shadowy outline, to a full-colored, solid-appearing person that is nevertheless incorporeal. These spirits are often more a figure of pity and depression than fear, and seldom cause any real harm beyond possibly causing an inadvertent heart attack. Some lesser spirits have been known to be malicious, however.

Poltergeists, also known as "noisy

ghosts," are sometimes malicious, sometimes mischievous spirits who throw things around, break things, and generally cause mischief.

Greater spirits are almost always evil, since they manifest in order to kill someone as an act of revenge and/or malice. This type of ghost is often someone who was extremely evil in life, someone who had the willpower to resist going to the other side and who remains in this world to continue wreaking havoc.

Template Traits

"Ghost" is an acquired template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: A ghost's CR increases by +5

Type: The creature's type changes to undead.

Hit Dice: All Hit Dice are combined and become d12.

Speed: As base creature. The ghost gains Fly (60 ft.) with perfect maneuverability.

Defense: A ghost loses all AC modifiers but those gained through class levels, but gains a deflection bonus to AC equal to its Charisma bonus.

Attacks: The ghost loses all normal attacks unless it gains the Killing Echo special ability.

Damage: The ghost may not damage anyone with physical attacks unless they possess the "Killing Echo" special ability.

Special Qualities: A ghost retains all the base creature's supernatural and spell-like abilities. A ghost may retain any or all of the base creature's extraordinary abilities (like a trogoldyte's stench), at the GM's discretion. It gains all of the following special qualities.

Damage Reduction 10/magic (Su): In campaigns without magic weapons, the GM can change the ghost's damage reduction to 10/blessed items (holy water/symbols or blessed weapons), or 10/silver.

Fearsome Appearance: Ghosts often bear marks of what killed them. In the case of peaceful deaths, where the ghost is unaware of their passing, they still appear living, but in the case of a particularly brutal killing, the ghost may be hideously deformed.

Incorporeal Subtype: A ghost can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force attacks or attacks made with ghost touch weapons. An energy spirit can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An energy spirit always moves silently and cannot be heard with Listen checks if it does not wish to be.

Manifest: As a free action, the ghost can take physical form, this form is still hazy and insubstantial.

Rejuvenation (Su): The ghost rejuvenates hit points equal to the ghost's Charisma bonus each night.

In addition, the ghost gains one or more of the special qualities listed below (GM's choice).

Coincidental Death: A ghost often arranges, via telekinesis or possession, for its victims to die much in the way the ghost died. Often, those that a greater ghost kills look as if they died by the same method that killed the ghost, whether or not they truly died in that manner. (For example: The ghost of the Crying Child of Oysterville often leaves its victims looking as if they drowned, complete with blue face, seaweed draping the body, lungs full of salt water, and small sea creatures inside the victim's clothing, although it uses only frightful moan for an attack)

Focused: The ghost is focused upon a single location, item. A ghost may not leave the particular area, nor can it stray further than 10 feet x Cha Bonus from an item.

Frightful Moan (Su): The ghost may moan as a full-round action. The moan can be heard for up to 100 feet per point of Cha bonus, though the ghost can moan more softly, so that the distance is lessened. Anyone in the area hearing the moan must make a Will save (DC 10+1/2 ghost's HD+ghost's Cha modifier). If the victim failed the save, consult the table below to see the effect. This is a mind-affecting ability.

Failed By	Effect
1-2	Target is shaken for 1 round per point of ghost's Cha bonus after moaning ends.
3-5	Target is frightened for 1 round per point of ghost's Cha bonus after moaning ends.
6-10	Target is panicked for 1 round per point of ghost's Cha bonus after moaning ends..
11-15	Target ages 1d4 x ghost's Cha bonus years
16-20	Target must make a Fort save (DC 10+ ghost's Cha bonus+number failed by) or die.
21+	Target dies of terror (no save)

Killing Echo (Su): If, in life, the base creature died with a weapon in its hands (it must be a weapon it used often), or if it used a particular weapon many times in its life, it will still possess the weapon as a ghost. This weapon, when used, will have the same qualities as its material counterpart (range, damage, critical). The ghost may or may not leave wounds upon an object or being at the DM's discretion (determined at creation; this cannot be changed). The weapon will always be in the ghost's hand(s) when it is visible or manifested.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer equal to the ghost's HD or 12, whichever is greater.

Allegiances: A ghost may lose any previous allegiances or retain one in particular.

Saves: A ghost's saving throw modifiers are based on Hit Dice and given in Table 8-2: Creature Saves and Base Attack Bonuses.

Action Points: A ghost does not acquire or amass action points. It loses any action points gained by the base creature.

Reputation Bonus: A ghost has a +0 Reputation bonus unless the circumstances surrounding its death were particularly peculiar or brutal, then the reputation is increased +1. If local media coverage of the death occurred, Reputation is increased by +1; regional coverage increases Reputation by +2; national coverage increases the Reputation by +3. The ghost also gains a +1 reputation bonus per 10 years it has existed.

Ability Scores: A ghost's ability scores change as follows: Str -4, Dex +2, Cha +2. Additionally, it has no Constitution score.

Skills: The ghost loses all skills

except for Disable Device. Ghosts gain a +4 racial bonus to Disable Device.

Feats: The ghost loses all of the base creature's feats. A ghost that centers around Ride or Drive skills keeps its skill.

Sample ghost

This example uses a human as the base creature.

Becky "Skatetown-Becky" Stafton, human ghost : CR 6; Medium-size undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft., Fly 60 ft. (perfect).; Defense 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Full Atk +1 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead,; AL none or creator; SV Fort +0, Ref -1, Will +3; AP 0; Rep +0; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 12.

Skills: Disable Device +4

Feats: Toughness.

Possessions: Burial clothes.

Modern Ghoul

Throughout history, nearly in every culture, the ghoul has existed. From Arabic legend to European superstition, ghouls have always been there. Grave robbers. Eaters of the dead. Terror of the living. Many think that ghouls are those whose vile hungers were not satisfied in life, or brought back through dark magics best left forgotten, still others say that ghouls are those who were evil, or were betrayed in life.

Ghouls do speak, but in a hissing voice, or a low, gravelly voice, or with an overtone of slobbering. Their teeth come to sharp points, and their blackened, filthy nails are long, sharp and cracked. Their skin is gray and black veins pulse within them.

Ghouls like meat of the same race they are, and often lair in graveyards, digging complex networks of tunnels that intersect with graves where they have feasted.

Template Traits

"Ghoul" is an applied template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: A Ghoul's challenge rating depends on its size: Tiny or smaller 1/8, Small 1/4, Medium-size 1/2, Large 3, Huge 6, Gargantuan 10, Colossal 13.

Type: The creature's type changes to undead.

Hit Dice: Hit Dice are combined and raised to d12.

Speed: If the base creature could fly, its maneuverability rating as a ghoul drops to clumsy.

Defense: A ghoul's natural armor bonus to Defense increases to a value based on the ghoul's size (but use the base creature's natural armor bonus, if it's higher): Diminutive or smaller +0, Tiny +1, Small +2, Medium-size +3, Large +4, Huge or larger +5.

Attacks: The ghoul retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A ghoul also gains 2 slam attacks and a bite.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the ghoul's size (but use the base creature's slam damage if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

A bite attack deals damage depending on the ghoul's size (but use the base creature's bite damage if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack. Bites gain no strength bonus unless the jaws of the base creature gain a strength bonus.

Special Qualities: A ghoul loses all of the base creature's supernatural and spell-like qualities except for immunity or resistance to specific energy types. A ghoul may retain any or all of the base creature's extraordinary abilities, at the GM's discretion. In addition to gaining the undead type, a ghoul has the following special quality:

Damage Reduction (Su): A ghoul gains a DR of 5/- for ballistic weapons only.

Disease (Ex): Necrotizing fasciitis - claw, Fortitude save (10+1/2 ghoul's HD), incubation period 1d4 days; damage 1d4 temporary Con and 1d6 temporary Cha.

Poison (Ex): A ghoul's bite contains a

necrotic venom that causes tissue to rot. The victim of a bite must make a Fortitude save (DC 10+1/2 Ghoul's HD) or suffer an immediate 1d4 temporary Con damage, and 2 temp Cha damage.

Allegiances: A ghoul loses any previous allegiances.

Saves: A ghoul's saving throw modifiers are based on Hit Dice and given in Table 8-2: Creature Saves and Base Attack Bonuses. In addition, ghouls gain a +1 racial bonus to Reflex.

Action Points: A ghoul does not acquire or amass action points. It loses any action points gained by the base creature.

Reputation Bonus: A ghoul has a +0 Reputation bonus.

Ability Scores: A ghoul's ability scores change as follows: Dex +2. Additionally, it has no Constitution, its Wisdom changes to 10, and its Charisma decreases to 10.

Skills: The ghoul retains all skills and gains a +4 racial bonus to Hide, Move Silently, Spot and Listen.

Feats: The ghoul loses all of the base creature's feats and gains the Toughness and multi-attack feats.

Sample Ghoul

The example uses a Low-Level Thug from the Friends and Foes section of the Core Rulebook.

Low-Level Thug (Strong Ordinary 1/Tough Ordinary 1/ghoul): CR 1/2; Medium-size undead; HD 2d12; hp 17; Mas -; Init +1; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +2 class, +1 leather jacket, +2 natural); BAB +1; Grap +3, Atk +4 melee (1d6+3+disease, slam), or +4 melee (1d4+3/19-20, knife); Full Atk +4 melee (1d6+3, slam) and +4 melee (1d6+3, slam), or (1d6+2+poison, bite), or +4 melee (1d4+3/19-20, knife), or +2 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL none or creator; SQ DR 5/-, disease, poison; SV Fort +4, Ref +2, Will +0; AP 0; Rep -2; Str 16, Dex 14, Con -, Int 13, Wis 10, Cha 10.

Skills: Craft (mechanical) +5, Drive +6, Intimidate +4, Knowledge (pop culture) +2, Knowledge (streetwise) +2, Profession +4, Read/Write English, Read/Write Spanish, Repair +2, Speak English, Speak Spanish, Swim +3.

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Leather jacket, Colt M1911 (.45 autoloader), 50 rounds of .45 ammo, knife, various gear and personal possessions.



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QUICK SHOTS

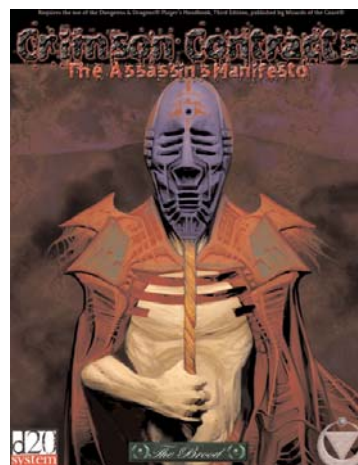
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E.N.PUBLISHING:

This is the third product released by 'the Brood' through E.N.PUBLISHING. Quick Shots was conceived shortly after the layout began on Arcane Strife when Jason (co-owner of E.N.PUBLISHING, and the guy doing the layout on all of this stuff) started complaining about the massive influx of books from the Brood. (Shortly after Arcane Strife, the rough manuscripts for Divine Strife and one other book in the series were dropped on Jason's desk to a cry of horror and insistent pleas that the Brood slow down a bit).

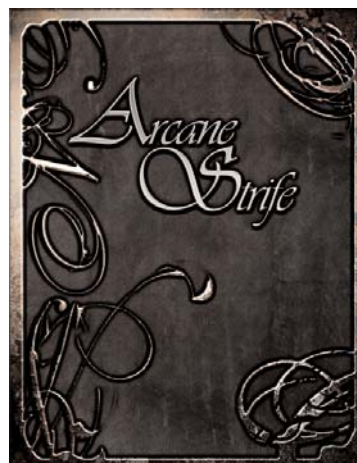
In an effort to 'keep busy', the Brood relived many of the old Shadowrun and other post-modern campaign setting weirdness that had occurred over the years, but now in the new-and-improved modern d20 system.

And these notes of scenes and encounters became Quick Shots. Quick Shots: Alpha compiled the majority of the weirder tales from games with a slightly supernatural bent and too many nights of Night of the Living Dead 1990, Dawn of the Dead, Dead Alive, and Day of the Dead. Quick Shots Bravo slips away from this theme of weirdness and explores other interesting elements of the modern d20 rules with things from the edge of shadows... kobold street gangs slip out from the underground malls late at night to tag the area for their corporate archmage overlord...



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