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DEPARTMENT OF D20 MODERN

PARANORMAL OPERATIONS PROCEDURES MANUAL

QUICKSHOTS MISSION FILE: BRAVO

SECRET



HEADQUARTERS, DEPARTMENT OF D20 MODERN PARASECURITY
THE BROOD, 2004

QUICKSHOTS

MISSION FILE: BRAVO

THANKS TO: HAMMERHEAD JESSE: FOR THE "WANNABE GANGSTA QUOTES"
AND BEING THE TEMPLATE FOR "PAUL"

BRADLY ROCK: FOR HELP ON THE "PAUL" TEXT.

HEATHER DAWN: FOR LETTING ME USE HER AS "THE BITCH"

AND ALL THE CAMP COUNSELORS WITH THEIR CRAPPY ASS "GHOST STORIES" THAT I HAD
TO SIT THROUGH. I HOPE YOU'VE FALLEN IN THE LAKE.

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INTRODUCTION

SO YOU DON'T HAVE ANYTHING PLANNED FOR A CERTAIN PART OF THE ADVENTURE, OR WANT SOMETHING TO BREAK UP THE MONOTONY OF THE LAST COUPLE NIGHTS' ADVENTURES? RATHER THAN TAKE 15-20 MINUTES OF GAME TIME, 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.

THIS BOOK IS WRITTEN FOR USE WITH WIZARDS OF THE COAST *URBAN ARCANA* CAMPAIGN GUIDE, AND INCLUDES MANY THINGS FROM IT. *GRENDLESPAWN*, *TOXYDERMS* AND *ROACH THRALLS* MAKE APPEARANCES IN THIS BOOK, COURTESY OF WIZARDS OF THE COAST.

WE'VE GOT WHAT YOU NEED IN HERE. STATBLOCKS, MONSTERS, THE SETUP, AND A POSSIBILITY OF HOW THIS COULD BEAT THE CHARACTERS DOWN. 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.

NO ENCOUNTER LEVELS WERE INCLUDED IN THIS VERSION, DUE TO CUSTOMER FEEDBACK THAT ALL OF THE QUICKSHOTS IN THE LAST BOOK WERE EITHER TOO POWERFUL OR TOO WEAK FOR THE LISTED EL. THIS IS BECAUSE EACH GROUP IS DIFFERENT. THEY HAVE DIFFERENT TACTICS, DIFFERENT TASTES, DIFFERENT POWER LEVELS AND REACT DIFFERENTLY TO SITUATIONS. 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!



I : A NIGHT AT THE MOVIES

"I HATE MAX POWER MOVIES."

"SHUT UP, HEATHER, IT'S NOT LIKE YOU PAID FOR ANYTHING."

"YEAH, BUT THERE'S NO PLOT AND THE CHARACTERS ARE SOOO TWO DIMENSIONAL."

"YO, H-HONEY IS RIGHT, T-DOG, THESE MOVIES SIZUCK!"

"SHUT UP AND... HEY, DID HE JUST GIVE US THE FINGER?"

GETTING THE PARTY HOOKED UP

THE HEROES ARE KICKING BACK AND RELAXING AT THE THEATER, WATCHING THE LATEST ACTION FLICK THAT HOLLYWOOD HAS CHURNED OUT ACCORDING TO THEIR SCRIPT-O-MATIC MACHINES AND RETARDED MONKEYS. IT'S BEEN A LONG WEEK, COMPLETE WITH HARROWING ESCAPES AND LAST DITCH EFFORTS, AND NOW IT'S TIME TO KICK BACK, EAT POPCORN, AND WATCH SOMEONE ELSE GET SHOT AT.

IT'S ABOUT HALFWAY THROUGH THE MOVIE, WITH THE VILLAINESS AND THE HERO SHOOTING IT OUT IN AN ALLEY, WHEN THE VILLAINESS SUDDENLY TURNS, AND STEPS OUT OF THE SCREEN, FULLY REAL. NO LONGER BOUND BY THE SCRIPT, IT TAKES HER A MOMENT TO REALIZE THAT SHE CAN NOW DO AS SHE PLEASES. (TWO FULL ROUNDS OF INACTIVITY, UNLESS ATTACKED) HER FIRST PRIORITY WILL BE TO ESCAPE THE THEATER, AND THEN BEGIN TO FOLLOW HER PLANS, BE IT WORKING FOR A HIGH POWERED CRIME LORD OR CREATING A CRIME RING OF HER OWN.

THE GM IS SUGGESTED TO USE EITHER THE MAX POWER SUPERSPY PLOT, OR USE A VILLAIN FROM A CONTEMPORARY FILM IF THE GM FEELS LIKE THE EXTRA WORK INVOLVED. A CONTEMPORARY FILM MIGHT MAKE THE PLAYERS THEMSELVES FEEL MORE COMFORTABLE AND MORE FAMILIAR WITH THE SETTING.

TROUBLESHOOTING

IN PLAYTEST, ONE GROUP DECIDED THAT THE PROBLEM OF THE BAD-GUY FROM A RATHER FAMOUS ACTION MOVIE ESCAPING WAS "A WHITE GUY, WITH WHITE PROBLEMS, LET THE WHITE COPS DEAL WITH IT." LATER, THIS CAME BACK TO HAUNT THEM WHEN THE VILLAIN AND THE PARTY CROSSED PATHS, EXCEPT THIS TIME THE VILLAIN HAD BACKUP.

VARIANT #1: HERO COMES THROUGH AFTER VILLAIN, AND SHOOTOUT ENSUES IN A CROWDED THEATER FULL OF PANICKING CIVILIANS. CHARACTERS WILL HAVE THESE FRIGHTENED PEOPLE HOLDING ONTO THEIR LEGS, SCREAMING AND CRYING, AS WELL AS DIALING 911 ON THEIR CELL PHONES. THE VILLAIN WILL TAKE A CIVILIAN HOSTAGE IF THEY FEEL IT IS

Natasha Aniskazy

Female Human Fast 6/Gunslinger 3/Soldier 7; CR 16; Medium-size Humanoid (Human); Lvl 16; HD 6d8+10d10+48; hp 113; Mas 15; Init +5; Spd 30 ft.; Defense 36, touch 35 flat-footed 31 (+22 class, +5 dex, +armor [Bulletproof Shirt]); BAB +12; Grap +15; Atks: P-6 +21/+16/+11 (2d6+2 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +11 Ref +13 Will +6; AP 154; Rep 8; Str 16, Dex 18, Con 15, Int 16, Wis 13, Cha 16

Occupation: Military (bonus feat: Personal Firearms Proficiency, class skill or mod: Knowledge (Tactics), class skill or mod: Move Silently)

Skills: Balance +12, Bluff +7, Climb +3, Computer use +3, Concentration +3, Craft +3, Decipher Script +3, Demolitions +22, Diplomacy +3, Disguise +3, Drive +16, Escape Artist +12, Forgery +3, Gamble +1, Gather Information +3, Hide +16, Intimidate +10, Jump +13, Knowledge (Current Events) +7, Knowledge (History) +5, Knowledge (Popular Culture) +7, Knowledge (Streetwise) +8, Knowledge (Tactics) +15, Listen +10, Move Silently +12, Navigate +3, Perform +3, Pilot +9, Profession +6, Repair +3, Research +3, Ride +5, Search +3, Sense Motive +1, Sleight of Hand +12, Spot +14, Survival +10, Swim +10, Treat Injury +1, Tumble +12

Feats: Personal Firearms Proficiency, Simple Weapon Proficiency, Defensive Talent Tree (Evasion), Evasion, Defensive Talent Tree (Uncanny Dodge 1), Uncanny Dodge 1, Defensive Talent Tree (Uncanny Dodge 2), Uncanny Dodge 2, Defensive Talent Tree (Opportunist), Opportunist, Defensive Talent Tree (Defensive Roll), Defensive Roll, Defensive Talent Tree, Military (Personal Firearms Proficiency, Knowledge (Tactics), Move Silently), Weapon Focus (P-6)

Other Abilities: Talent: Evasion, Talent: Uncanny Dodge 1, Talent: Uncanny Dodge 2, Talent: Opportunist, Talent: Defensive Roll

Possessions: Bulletproof Shirt, P-6, Laser sight (on P-6), Silencer Attachment (P-6), Model 68 Skorpion with silencer

Natasha has deep black hair, clear blue eyes, and a figure that appears to have stepped off of a movie screen (well, she did!). She commonly wears shorts and a half-shirt that has the old Soviet Union flag across it. Her features are flawless and natural looking.

Natasha grew up during the Cold War, and trained as a spy for the KGB after graduating advanced studies in economics and political theory. For the most part, she operated within the Soviet Union, but once the Soviet Union collapsed, she began marketing her services as a skilled operative to corporations and rogue governments. She encountered Max Power several times, but they never directly confronted each other.

THE ONLY WAY TO ESCAPE.

VARIANT #2: THE HERO OF "BLOOD TROOPS", A MILITARY/HORROR MOVIE HAS COME THROUGH THE SCREEN INSTEAD. PEOPLE IN THE THEATER MAY REACT TO IT AS A PUBLICITY STUNT, OR MAY FREAK OUT. WHICHEVER WAY, VITAS THILIN WILL BE CONFUSED AND MAY REACT

Max Power

Male Human Charismatic 9/Personality 6; CR 15; Medium-sized Humanoid (Human); Lvl 15; HD 15d6+60; hp 125; Mas 18; Init +4; Spd 30 ft.; Defense 19, touch 19 flat-footed 15 (+5 class, +4 dex); BAB +7; Grap +10; Atks: Steyr SPP +15/+10 (2d6 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +11 Ref +13 Will +8; AP 137; Rep 7; Str 16, Dex 18, Con 18, Int 18, Wis 17, Cha 18.

Occupation: Law Enforcement (bonus feat: Personal Firearms Proficiency, class skill or mod: Knowledge (Tactics), class skill or mod: Intimidate)

Skills: Balance +4, Bluff +25, Climb +3, Computer use +4, Concentration +4, Craft +4, Decipher Script +4, Demolitions +4, Diplomacy +25, Disguise +19, Drive +4, Escape Artist +4, Forgery +4, Gamble +3, Gather Information +19, Handle Animal +12, Hide +4, Intimidate +23, Jump +3, Knowledge (Arcane Lore) +8, Knowledge (Art) +8, Knowledge (Behavioral Sciences) +8, Knowledge (Business) +6, Knowledge (Civics) +6, Knowledge (Current Events) +12, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +10, Knowledge (Tactics) +6, Knowledge (Theology and Philosophy) +8, Listen +5, Move Silently +4, Navigate +4, Perform +5, Perform (Act) +18, Profession +15, Repair +4, Research +4, Ride +4, Search +13, Sense Motive +3, Speak Language +13, Spot +12, Survival +3, Swim +3, Treat Injury +3

Feats: Simple Weapon Proficiency, Charm Talent Tree (Charm), Charm, Charm Talent Tree (Captivate), Captivate, Charm Talent Tree (Favor), Favor, Leadership Talent Tree (Coordinate), Coordinate, Fast-Talk Talent Tree (Fast-Talk), Fast-Talk, Law Enforcement (Personal Firearms Proficiency, Knowledge (Tactics), Intimidate), Personal Firearms Proficiency, Advanced Firearms Proficiency, Combat Martial Arts, Point Blank Shot

Other Abilities: Talent: Charm (+9), Talent: Captivate, Talent: Favor, Coordinate (1/2 Charismatic Level), Talent: Fast-Talk (+9)

Possessions: Mastercraft Steyr SPP, Laser sight (on Steyr SPP)

Max Power is the stereotypical secret agent. Perfect, with a photographic memory and an ability to attract women like bees to honey. He is 6 feet tall, 180 lbs of muscle, and moves with athletic grace. His black hair is always perfect, and his blue eyes are always clear and visible. Max Power has a snappy comeback for anything villains say, always looks cool and in control, and speaks with an English accent.

Born the son of a British Lord, Max Power entered MI 6 at the age of 25, having been recruited from Oxford. He has performed many missions on many different soils for the British government. He has a license to kill, and no problem using it. Once he enters the PCs' world, he will discover he is no longer infallible, and women are not instantly attracted to him, as well as MI-6 having no record of him. This may begin affecting his mental state.

BADLY TO BEING APPROACHED BY THE PC'S. EITHER WAY, HE IS IN A STRANGE NEW WORLD, AND MAY SEEK OUT THE PC'S IN

ORDER TO HAVE SOME FRIENDS ON THIS SIDE OF THE SCREEN.

CAMPAIGN HOOK: SOMEONE INVOLVED IN CREATING OR DISTRIBUTING THE MOVIES IS USING RARE AND ANCIENT MAGIC TO BRING FILM CHARACTERS TO LIFE TO CAUSE HAVOC. THE REASON OR MOTIVE IS UNCLEAR, BUT MAY LEAD THE PCS DEEP INTO THE DECADENT GLITTER OF HOLLYWOOD, TO DEAL WITH SUCCUBUS AGENTS, TROLLISH STUNTMEN, AND DEADLY DEALS.

Vitas Thilin

Male Human Strong 3/Tough 5/Soldier 5/Vampire; CR 15; Medium-sized Humanoid (Human); Lvl 13; HD 13d12; hp 147; Mas --; Init +6; Spd 30 ft.; Defense 34, touch 22 flat-footed 30 (+8 class, +4 dex, +6 armor [Tactical vest], +6 natural armor); BAB +12; Grap +16; Atks: M4 Carbine +14/+9 (2d8+2 (x2)), Colt M1911 +13/+8 (2d6 (x2)). Unarmed strike +16/+11 (1d6+7 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +10 Ref +11 Will +6; AP 112; Rep 2; Str 22, Dex 18, Con --, Int 17, Wis 19, Cha 21, AL US Army

Occupation: Military (bonus feat: Personal Firearms Proficiency, class skill or mod: Knowledge (Tactics), class skill or mod: Move Silently).

Skills: Bluff +12, Climb +10, Computer use +1, Concentration +2, Craft (Demolitions) +3, Decipher Script +3, Demolitions +19, Diplomacy +5, Disguise 5, Drive +4, Forgery +1, Gamble +4, Gather Information +5, Hide +12, Intimidate +18, Jump +7, Knowledge (Tactics) +16, Listen +14, Move Silently +20, Navigate +6, Profession +9, Repair +3, Research +3, Ride +4, Search +12, Sense Motive +12, Spot +30, Survival +17, Swim +7, Treat Injury +4

Feats: Alertness (B), Combat Reflexes (B), Dodge (B), Improves Initiative (B), Lightning Reflexes (B), Simple Weapon Proficiency, Unbreakable Talent Tree (Second Wind), Second Wind, Damage Reduction Talent Tree (Damage Reduction 1/-), Damage Reduction 1/-, Damage Reduction Talent Tree (Damage Reduction 2/-), Damage Reduction 2/-, Military (Personal Firearms Proficiency, Knowledge (Tactics), Move Silently), Personal Firearms Proficiency, Weapon Focus (M4 Carbine), Weapon Specialization (M4 Carbine), Armor Proficiency (Light), Armor Proficiency (Medium)

Other Abilities: Talent: Second Wind, Damage Reduction 1/-, Damage Reduction 2/-, Ignore Hardness (1 Point), Ignore Hardness (2 Points), Blood Drain, create spawn, domination, energy drain, alternate form, children of the night, damage reduction 15/+1, fast healing 5, gaseous form, cold and energy resistance 20, spider climb, +4 turn resistance, Darkvision 60 ft, weaknesses

Possessions: Tactical vest, M4 Carbine, Colt M1911

Vitas Thilin was a member of the US Special Forces until he was attacked by a vampire during a training mission in Panama. He is the main character of the *Blood Troops I-VIII* movies, working as a "supernatural special forces" in various countries. He's blond with heavy muscles and he speaks slowly, with an innate superiority and natural leadership evident in his Midwestern American accent.



2: MISIDENTIFICATION

"ANSWER THE DOOR, WILL YOU, HEATHER? I'M BUSY ON A CASE."

"YEAH, OF BEER."

"JUST GET THE DOOR."

"DON'T BE A HATER, H-HONEY."

"SHUT UP, PAUL. HELLO? UMMM, TIM. IT'S FOR YOU."

"TELL HIM I'M BUSY. WHO IS IT?"

"ABOUT 11 FEET TALL, THAT'S WHO, AND HE SAYS HE HAS A WARRANT FROM OUR OFFICE."

GETTING THE PARTY HOOKED UP

FROM A PARALLEL WORLD, A TROLL HOMELAND DEFENSE COUNTER-TERRORISM SPECIALIST HAS CHASED A MAGE, THE LEADER OF "BLOODLINE OF FAUST" THROUGH A MAGICAL GATEWAY AND TO THE PCS' WORLD. QUICKLY ADAPTING TO THIS STRANGE NEW WORLD, ARCHIBALD "BALDY" QUENTWORTH FOUND HIS CODES AND COMPUTER EQUIPMENT STILL FUNCTIONED IN THIS WORLD.

FIGURING THAT THE TERRORIST LEADER WOULD SEEK OUT AND KILL HIS OWN DOUBLE TO MAKE A PLACE FOR HIMSELF, HE USED HIS INVESTIGATIVE SKILLS TO TRACK DOWN HIS OPPOSITE IN THIS WORLD, INTENDING ON EITHER FORCING THE FEARMAGE TO RETURN THEM BOTH HOME, OR WAIT TO TRAP THE FEARMAGE BY GUARDING THE OPPOSITE. EVENTUALLY, THE FEARMAGE WILL ATTEMPT TO REPLACE THE PC, KILLING HIM AND ALL OF HIS FRIENDS IF THAT IS WHAT IT TAKES.

TROUBLESHOOTING

IF THE CHARACTERS KILL ARCHIBALD WITHOUT PROVOCATION, OR WITHOUT JUSTIFICATION, IT IS PERFECTLY LOGICAL FOR "GOVERNMENT AGENTS" TO COME LOOKING FOR WHO EVER KILLED THE "OTHER-WORLD REPRESENTATIVE" AND TREAT THE CASE AS A POLITICAL ASSASSINATION.

VARIANT #1: THE CHARACTER IS ACTUALLY THE OPPOSITE THAT SPECIAL AGENT QUENTWORTH IS TRACKING, AND THE REAL PC IS HELD CAPTIVE BY THEIR DOUBLE. THIS CAN BE DONE WITHOUT THE PLAYER KNOWING, AS THE OPPOSITE WOULD HAVE USED HIS POWERS TO DRAIN THE KNOWLEDGE FROM THE PC ABOUT HIS HABITS, DAILY ROUTINES AND OTHER PERSONAL INFORMATION.

VARIANT #2: TROLL ISN'T FROM SHADOW, BUT INSTEAD IS AN ON-MISSION "SUPER SOLDIER" THAT IS ON LOAN TO THE HOMELAND DEFENSE AGENCY TO STALK AND ELIMINATE HIGH PROFILE TARGETS. HE HAS COME TO THE CHARACTERS FOR ASSISTANCE IN A PARTICULARLY DIFFICULT TARGET, AND FOR PLAUSIBLE DENIABILITY FOR THE AGENCY.

Archibald "Baldy" Quentworth

Male Troll Strong 6/Tough 3/Soldier 3; CR 12; Large Humanoid (Troll); Lvl 12 (17); HD 11d8+6d10+108; hp 230; Mas 28; Init +3; Spd 30 ft.; Defense 32, touch 23 flat-footed 32 (+7 natural, +7 class, +9 armor [Forced entry unit]); BAB +14; Grap +23; FS 0 ft. by 0 ft.; Reach 0 ft.; SV Fort +20 Ref +10 Will +8; AP 126; Rep 2; Str 28, Dex 17, Con 28, Int 12, Wis 13, Cha 8; Atks: Desert Eagle +17/+12/+7 (2d8+2 (x2)), Desert Eagle +17/+12/+7 (2d8+2 (x2)), M-60 +12/+7/+2 (2d8 (x2)), Unarmed strike +22/+17/+12 (1d3+10 (x2)), Unarmed strike +22/+17/+12 (1d3+5 (x2))

Occupation: Law Enforcement (bonus feat: Personal Firearms Proficiency, class skill or mod: Intimidate, class skill or mod: Knowledge (Tactics))

Skills: Climb +3, Computer use +2, Concentration +9, Craft +2, Decipher Script +2, Demolitions +2, Drive +3, Forgery +2, Gamble +1, Intimidate +8, Jump +1, Knowledge (Tactics) +12, Listen +3, Navigate +2, Repair +2, Research +2, Ride +3, Search +2, Sense Motive +1, Spot +7, Survival +1, Swim +9, Treat Injury +1

Feats: Alertness, Iron Will, Simple Weapon Proficiency, Personal Firearms Proficiency, Quick Reload, Weapon Focus (Desert Eagle), Weapon Specialization (Desert Eagle), Quick Draw, Armor Proficiency (Light), Combat Reflexes, Blind-Fight, Armor Proficiency (Medium), Armor Proficiency (Heavy), Combat Martial Arts

Other Abilities: Ignore Hardness (1 Point), Melee Smash (+1 Melee Damage), Talent: Remain Conscious, Talent: Second Wind, Extreme Effort (+2 Str checks/skills), DR 15/+3 against projectiles

Possessions: Mystical Forced entry unit, Desert Eagle, Desert Eagle, M-60, Outerwear: Overcoat, Outfit: Business, Uniform, Holster: Hip, Holster: Hip, Laser sight (on Desert Eagle), Laser sight (on Desert Eagle), *Bulletproof Shirt, Eldritch Cell Phone*

Archibald "Baldy" Quentworth was born in New Jersey and was part of Delta Force until the terrorist attack upon the Two Spires in New York City, when he was transferred to the Homeland Defense Agency. He specializes in anti-arcanic terrorism, and was part of the team responsible for rescuing the Kenyan Embassy staff in 2002 when that country fell to Kenyan Arcane Separatists.

Archibald is 12 feet, 4 inches high, weighs 625 lbs, and wears well tailored, expensive suits when not on combat operations. He has intelligent amber eyes, and keeps his tusks well maintained. He has a tattoo on his left biceps of a modified 101st Airborne patch that features a screaming Dragons head and reads: "Screaming Firedrakes" instead of "Screaming Eagles" below it.

CAMPAIGN HOOK: BALDY WILL WANT TO RETURN HOME, TO HIS FAMILY AND FRIENDS, AND GETTING HIM THERE COULD INVOLVE TRACKING DOWN MAGES WHO DO NOT WANT TO BE FOUND, AND GAINING THE ASSISTANCE OF SHADOW GROUPS BEST LEFT ALONE. DOING THIS CAN LEAD THE CHARACTERS AROUND THE WORLD, AND INVOLVE THEM IN SEARCHING OUT VARIOUS SECRETS THAT GOVERNMENTS AND GROUPS OF POWER WOULD PREFER HIDDEN.

3 : BUGGIN'

"HOW'D YOUR DATE GO, PAUL?"

"I DON'T KNOW, YO, I THINK, SHE BUGGIN'!"

"I TOLD YOU TO QUIT THAT GANGSTA SHIT, PAUL!"

"NO JIVE, T-DOG, CHECK IT; SHE TOOK ME TO HER CRIB, AND WHILE THE HONEY WENT TO GET READY FOR ME TO SMACK THAT MONKEY, I WENT TO GET A FORTY, AND ALL THAT WAS IN HER FRIDGE WAS A FATTY GRIPPA OLD MOLDY GRUBS. I BAILED."

"PUSSIED OUT, AGAIN?."

"NO, I'M SERIOUS, HEATHER, HER PLACE WAS FLAT-ASS NASTY!"

HOOKING THE PARTY UP

ONE MEMBER OF THE PARTY, WHO HAS A HABIT OF PICKING UP HOOKERS, OR GOING TO BARS AND PICKING UP STRANGERS, WILL MEET AN AMAZINGLY ATTRACTIVE JAPANESE GIRL WHO WEARS THE STEREOTYPICAL JAPANESE SCHOOLGIRL OUTFIT TO A RATHER ROUGH CLUB. SHE WILL MAKE A PLAY FOR ANY MEMBER OF THE PARTY WHO HAS AT LEAST A 14 IN STRENGTH, CONSTITUTION OR DEXTERITY AND AT LEAST A 15 CHARISMA.

SHE WILL ATTEMPT TO SEDUCE THE PC, BRUSHING OFF ANY ATTEMPT TO PAY HER, GIGGLING ALL THE WHILE, AND TAKE HIM TO A HOTEL ROOM, WHERE SHE WILL HAVE SEX WITH HIM, AND LEAVE HIM A PARTING GIFT. THANKFULLY, MODERN TECHNOLOGY CAN REMOVE A ROACH THRALL EGG (SUCCESSFUL FORT SAVE, DC 14) WITH A PRETTY GOOD CHANCE OF HOST SURVIVAL... IF THE SURGERY IS ATTEMPTED WITHIN 24 HOURS.

VARIANT #1: ONE OF THE PCS' FRIENDS COMPLAINS TO THEM OF A STOMACH ACHE, QUICKLY FOLLOWED BY MIGRAINES, BUT STILL BRAGS ABOUT HIS CONQUEST AND SHOWS PICTURES OF WHAT LOOKS LIKE A 13 YEAR OLD JAPANESE SCHOOLGIRL TIED TO HIS BED. AFTER ABOUT A WEEK, HE BEGINS TO ACT STRANGELY, AS THE ROACH THRALL HAS TAKEN OVER HIS BODY.

VARIANT #2: YUKI IS, IN FACT, A MAN NAMED TONY WHO HAS MOVIE-STAR LOOKS, IS

Yuki/Tony

Roach thrall: CR 2; Medium Aberration; HD 3d8+5; hp 28; Mas 16; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (bipedal) or 40 ft (as insect); Defense 18, touch 11, flat-footed 16 (+6 natural, +2 Dex, +1 armor [Leather jacket-when worn]); BAB +2; Grap +2; Atks: +2 melee (1d4, claw); Full Atk +2 melee (1d4, 2 claws or 4 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ human host, multiple limbs, resistance to massive damage, darkvision 60 ft, DR 5/+1 against bullets, arrows and crossbow bolts; AL *roach thralls*; SV Fort +2 Ref +3 Will +4; AP 0; Rep +0; Str 11, Dex 14, Con 16, Int 14, Wis 13, Cha 7 (19 when in human form)

Occupation: Criminal (bonus feat: Brawl, class skill or mod: Hide, class skill or mod: Move Silently)

Skills: Bluff +5 (+10 when pretending to be its human host), Climb +4, Disguise +5 (+15 inside human host), Jump +4, Listen +6, Read/Write Language (French, Japanese, English), Sense Motive +5, Speak Language (English, French, Japanese), Spot +6, Swim +4

Feats: Alertness, Archaic Weapons Proficiency, Deceptive, Improved Initiative, Simple Weapons Proficiency

Possessions: Leather jacket, Japanese school-girl's outfit, *Bulletproof Shirt*, *Eldritch Cell Phone*

APPARENTLY BISEXUAL, AND IS DATING A FRIEND OF THE PCS' WHO IS INTO SIMULTANEOUSLY MULTIPLE-SEX PARTNERS. TONY WILL SET HIS EYES ON THE PCS AS PERFECT HOSTS, AND TRY TO INCLUDE THE PCS IN THE NEXT ORGY HE ARRANGES.

VARIANT #3: TONY AND YUKI ARE PARTNERS, AND ARE USING A LOCAL DATING SERVICE AS A WAY TO GET MORE PEOPLE IMPREGNATED WITH ROACH THRALL EGGS.

CAMPAIGN HOOK: TONY AND/OR YUKI COULD MERELY BE THE CHARACTERS' INTRODUCTION TO

A VERY BIG THREAT TO HUMANITY. ROACH THRALLS WHO PREY UPON MANKIND'S GREATEST WEAKNESS, AND ARE SETTING UP ESCORT SERVICES AND BROTHELS THAT CATER TO HUMANITY'S DARKEST DESIRES IN ORDER TO CREATE MORE ROACH THRALLS. THIS COULD EASILY TURN INTO A FULL FLEDGED WAR FOR THE PCS, INVOLVING STRANGE ALLIES WHO WOULD NORMALLY JUST FRY THE CHARACTERS TO CINDERS, AND SHADOW ORGANIZATIONS THAT THE CHARACTERS WOULD NORMALLY NEVER COME INTO CONTACT WITH.

Data File: 11291
CLASSIFIED



File Acquired by: Hotel 9 Room Security Camera 39a

Enhanced and digitized for clarity.

Warning: Data loss occurred, digitation may have rendered certain objects/surfaces differently.

Subject: "Yuki" removed, enhanced, reinserted for subject clarity

Subject: "Yuki" (Unknown)

Suspected Parabiological

Parasite Transmitter

Mutable Appearance.

CONSIDER ARMED AND DANGEROUS

4 : GIVE ME MY LIFE

"MAIL CALL. LOOKS LIKE YOU'VE GOT ONE FROM VITAL-CARD, HEATHER."

"WELL, AT LEAST I'VE ALMOST PAID IT OFF."

"H-HONEY'S FRONTIN' US THE BREWS!"

"WHAT! TWENTY THOUSAND DOLLARS! I NEVER BOUGHT A HERMES SPORTS CAR! I'M KILLING TIM WHEN HE GETS HERE! LET HIM BORROW MY CREDIT CARD FOR A CASE OF BEER, MY ASS!"

"NEVER MIND, GIRLFRIEND."

HOOKING THE PARTY UP

IT STARTS WITH THE ODD CREDIT CHARGE OR TWO ON A CREDIT CARD STATEMENT, THEN MOVES UP TO NEW CREDIT CARDS, DEMANDS FOR PAYMENT ON A CAR OR A LOAN THE CHARACTER NEVER TOOK OUT. SOON, THE CHARACTER WILL BEGIN TO LOSE WEALTH POINTS AT THE RATE OF 1 OR 2 PER WEEK AS SOMEONE BEGINS TO CHARGE BIGGER AND BIGGER ITEMS TO THE CHARACTER'S CREDIT CARDS, WITHDRAWING MONEY FROM THEIR BANK ACCOUNTS, BORROWING MONEY FROM THEIR ASSOCIATES, AND EVEN GETTING DRAWS ON THEIR PAYCHECKS. A MISSED DAY OF WORK WILL HAVE COWORKERS SWEARING THE CHARACTER HAD SHOWN UP, AND A MISSED PARTY WILL RESULT IN PICTURES OF THE CHARACTER THERE.

THE CHARACTER HAS A REPLACEMENT (SEE CHAPTER 8 IN THE D20 MODERN CORE BOOK) OUT THERE, AND THE SYNTHETIC IS BUSY TRYING TO CO-OPT THE CHARACTER'S LIFE. IT IS AN EXACT DUPLICATE OF THE CHARACTER (IF YOU ARE FEELING PARTICULARLY NASTY, HAVE IT BE IDENTICAL UP TO A LEVEL OR TWO BEFORE, THEN ADD ON LEVELS IN A DIFFERENT CLASS) AND EVEN HAS THEIR MEMORIES UP TO THE TIME OF ITS "BIRTH". THE REPLACEMENT WANTS THE CHARACTER'S LIFE, AND WILL STOP AT NOTHING TO GET IT, BUT WOULD PREFER TO KILL ITS "TWIN" FACE TO FACE, AND SMILE WHILE DOING SO.

VARIANT #1: THE REPLACEMENT WANTS THE PC TO BACK HIM UP THAT THEY ARE TWINS SEPARATED AT BIRTH AND HELP IT ESTABLISH ITS OWN IDENTITY. FOR SOME REASON, IT HAS NO URGE TO KILL THE CHARACTER, BUT DESPERATELY WANTS A LIFE OF ITS OWN. THIS VARIANT IS BEST USED ON A CHARACTER WHO HAS CHOSEN TO HAVE NO FAMILY OUTSIDE OF MARRIAGE.

VARIANT #2: THE REPLACEMENT WANTS THE PC TO HELP HIM ESTABLISH ITS OWN IDENTITY, BUT FIRST WILL NEED PLASTIC SURGERY IN ORDER TO CHANGE ITS FACE. THIS COULD BE A PROBLEM LATER ON IF THE REPLACEMENT COMMITS A CRIME OR GETS IN TROUBLE WITH AUTHORITIES WILLING TO DO A DNA TEST.

CAMPAIGN HOOK: SOMEWHERE OUT THERE, A ROGUE ORGANIZATION IS CREATING REPLICATES OF SHADOWCHASERS, SOLDIERS, INTELLIGENCE AGENTS AND LOCAL POLITICIANS. WHAT IS THE PURPOSE, AND WHO IS DOING IT? WITH SO MANY SECRET LABORATORIES AND FACILITIES LOST AT THE END OF THE COLD WAR, THEY COULD BE HOLED UP ANYWHERE IN THE WORLD WITH THE HIGHLY SOPHISTICATED EQUIPMENT NEEDED. THE ORGANIZATION IS NOT GOING TO SIT STILL AND ALLOW ONE OF THEIR KEY PIECES TO VANISH, BUT WILL INSTEAD SEEK TO ELIMINATE BOTH THE REPLICATE (IF IT SURVIVED) AND THE ORIGINAL.



5: SPEED KILLS

"LOOK AT THAT JACKASS."

"HE'S DRIVING A NOVA, SO WHAT?"

"NICE CAR, DICKLESS!"

"JEEZ, HEATHER, WHAT'S YOUR PROBLEM?"

"YEAH, THE BROTHER HAS A BOMB RIDE, H-HONEY."

"SHUT UP, PAUL. SOME KID DRIVING HIS DAD'S CAR AND THINKS IT MAKES HIM COOL. IT'S ALWAYS IRRITATED ME."

"JEEZ, YOU'RE A BITCH. UMMM, I THINK HE JUST KILLED THAT KID."

HOOKING THE PARTY UP

WALKING DOWN THE STREET, THE PCS SEE A KID IN A HOPPED UP NOVA, COMPLETE WITH CHERRY BOMB TAILPIPES, BLOWER, TINTED WINDOWS, FLAME PAINT JOB, AND LIFTED BACK END. WHEN THE KID PULLS AWAY FROM THE LIGHT, THE CHARACTERS GET A RINGSIDE SEAT TO THE CAR JUMPING THE CURB AND SLAMMING INTO A YOUNG GIRL, WHO GOES PLUNGING THROUGH A STORE WINDOW TO LAND IN A BLOODY HEAP. THE GIRL IS OBVIOUSLY DEAD, HER BACK BROKEN AND LEGS TWISTED, WITH HER LIFELESS EYES STARING AT THE CHARACTERS, ACCUSINGLY.

THE CAR IS JET BLACK, WITH FLAMES UP THE SIDE, A SPIKED BUMPER, CHROME BLOWER, AND A PAIR OF DICE HANGING FROM THE REAR-VIEW MIRROR, WHILE THE KID BEHIND THE WHEEL IS ABOUT 16, WITH PASTY-WHITE AND PIMPLY COMPLEXION, DIRTY BROWN HAIR, AND A RING THROUGH HIS NOSE. HE'S WEARING A PAIR OF GREASE STAINED BLUE JEANS AND A SHIRT THAT BEARS THE NAME OF A POPULAR HEAVY-METAL BAND.

THE KID ATTEMPTS TO ESCAPE AT FIRST, BUT AFTER A SHORT WHILE BEGINS TRYING TO KILL THE PCS.

TROUBLESHOOTING

SHOULD THE PCS NOT INTERVENE, THE KID WILL REMEMBER THAT THEY WITNESSED HIM RUNNING DOWN A FELLOW STUDENT AND WILL DO HIS BEST TO CATCH THEM OUT IN THE OPEN AND RUN THEM DOWN. ALL THE PCS HAVE DONE BY NOT FACING THE MURDEROUS TEENAGER, IS SET THEMSELVES UP FOR AMBUSHES AND EVENTUAL JOBS AS ROAD KILL.

VARIANT #1: THE TEENAGER WAS POSSESSED BY THE SPIRIT OF HIS DEAD FATHER, WHOM HE IDOLIZED. THE FATHER WAS A CONTRACT KILLER IN LIFE, AND IS USING HIS TIME TO

Dillian James

Male Human Tough 3/Daredevil Ordinary 2; CR 4; Medium-size Humanoid (Human); Lvl 5; HD 5d10+5; hp 37; Mas 15; Init +2; Spd 30 ft.; Defense 12, touch 12 flat-footed 10 (+2 Dex); BAB +4; Grap +4; Atks: TEC-9 +2 (2d6 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5 Ref +3 Will +2; AP 33; Rep 0; Str 12, Dex 15, Con 15, Int 11, Wis 14, Cha 13.

Occupation: Academic (Class Skill or Mod: Computer use, Class Skill or Mod: Knowledge (Technology), Class Skill or Mod: Gather Information)

Skills: Balance +2, Bluff +1, Computer use +2, Concentration +7, Diplomacy +1, Disguise +1, Drive +10, Escape Artist +2, Gamble +1, Gather Information +1, Hide +2, Intimidate +9, Listen +1, Move Silently +2, Perform +1, Repair +2, Ride +2, Sense Motive +1, Spot +3, Survival +1, Treat Injury +1

Feats: Ordinary, Child, Simple Weapon Proficiency, Academic (Computer use, Knowledge (Technology), Gather Information)

Other Abilities: Special (Child)

Possessions: TEC-9

Dillian James

Male Human Tough Ordinary 6/Daredevil Ordinary 2/ 6; CR 7; Medium-size Humanoid (Human); Lvl 8; HD 8d10+8; hp 57; Mas 15; Init +2; Spd 30 ft.; Defense 12, touch 12 flat-footed 10 (+2 dex); BAB +6; Grap +9; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6 Ref +4 Will +3; AP 58; Rep 0; Str 17, Dex 15, Con 15, Int 11, Wis 14, Cha 13
Atks: TEC-9 +8/+3 (2d6 (x2))

Occupation: Criminal (bonus feat: Personal Firearms Proficiency, class skill or mod: Knowledge (Streetwise), class skill or mod: Move Silently)

Skills: Balance +2, Bluff +1, Climb +7, Concentration +7, Diplomacy +1, Disguise +1, Drive +10, Escape Artist +2, Gamble +1, Gather Information +1, Hide +2, Intimidate +12, Jump +3, Listen +1, Move Silently +2, Perform +1, Ride +2, Sense Motive +1, Spot +3, Survival +6, Swim +3, Treat Injury +1

Feats: Ordinary, Child, Simple Weapon Proficiency, Endurance, Criminal (Personal Firearms Proficiency, Knowledge (Streetwise), Move Silently), Personal Firearms Proficiency

Other Abilities: Special (Child)

Possessions: TEC-9

GAIN VENGEANCE UPON THOSE WHO KILLED HIM. THIS COULD BRING THE CHARACTERS INTO CONTACT WITH ORGANIZED CRIME, TERRORIST ORGANIZATIONS, GOVERNMENT AGENCIES AND CORPORATE BLACK OPERATIVE TEAMS. THE TEEN WILL HAVE NO MEMORY OF WHAT OCCURRED WHILE HE WAS POSSESSED, ALTHOUGH THE FATHER WILL HAVE MEMORIES OF WHAT HIS SON HAS DONE.

VARIANT #2: ONCE THE KID IS KILLED, THE CAR DESTROYED, OR BOTH, THE CAR WILL RETURN AS A *DEMONIC AUTO* OUT TO KILL THE CHARACTERS. THE CAR MAY OR MAY NOT BE POSSESSED BY: THE SPIRIT(S) OF THE CAR'S VICTIM(S), THE TEENAGER, THE FATHER, OR JUST A RANDOM, PISSED OFF SPIRIT. WORSE YET, THE CAR MAY BE FROM HARMON'S JUNKYARD (SEE QUICKSHOTS MISSION FILE: ALPHA) AND GO THERE AT NIGHT TO REPAIR AND REFIT. TRACKING IT TO HARMON'S JUNKYARD MAY LEAD THE PC'S INTO CONTACT WITH HARMON FOR THE FIRST TIME, OR A RECONSTITUTED HARMON WITH A SERIOUS MAD ON FOR THE PC'S. THIS VARIANT WORKS WELL WITH THE CAMPAIGN HOOK BELOW.

CAMPAIGN HOOK: THIS MAY NOT BE AN ISOLATED INCIDENT IN THE LOCAL AREA. IF THE PCS TOOK PART IN HARMON'S JUNKYARD (QUICKSHOTS MISSION FILE: ALPHA) THEN PERHAPS PARTS FROM THE VEHICLE CAME FROM THERE, OTHERWISE, PERHAPS THERE IS SOMEONE SELLING POSSESSED AND/OR CURSED CAR PARTS OVER THE INTERNET. TRACKING DOWN THE SINISTER DEALER MAY LEAD THE PCS DEEP INTO A BLACK MARKET OF CRUEL AND UNUSUAL ARTIFACTS AND ITEMS OF POWER, ALONG WITH A MAGICAL GROUP WHOSE ONLY GOAL IS WORLDWIDE ANARCHY.



Linnette: *Demonic Auto*: CR 13; Huge construct; HD 15d10+40; hp 102; Mas --; Init +1; Spd 400 ft. (320 squares as vehicle); Defense 24, touch 9, flat-footed 23 (-2 size, +1 Dex, +15 natural); BAB +11; Grap --; Atk +15 melee (1d6+9, slam); Full Atk +15/+10/+5 melee (1d6+6, slam); FS 10 ft by 15 ft; Reach 5 ft; SQ: construct, outsider traits, damage reduction 20/+1, vehicle movement, no limbs, trample (2d6+9 alley speed or 4d6+9 at higher speeds), repairable, Darkvision 120 ft.; AL chaos, evil; SV Fort +5, Ref +6, Will +5; AP 0; Rep +0; Str 23, Dex 13, Con --, Int 10, Wis 10, Cha 5

Skills: Bluff +15, Drive +21, Hide +3, Navigate +18, Repair +10, Sense Motive +18, Spot +18

Feats: Drive-By Attack, Force Stop, Vehicle Dodge, Vehicle Expert

Possessions: *Engine of Infernal Speed, Dashboard Figurine (Religious, Satan), Bumper of the Ram, Flame Job, Fuzzy Dice of Luck, Horn of Dread, Impervious Tires, Seatbelts of Safety (Drivers seat only).*

Linnette appears as a 1973 Chevrolet Nova with flames up the side, a chromed blower sticking out of the hood, fuzzy dice on the mirror, and a Satan figurine on the dashboard. Linnette is painted a dark metallic blue, and the back windows are etched with dragons and nymphs along the edges.

6 : CRIPS , NOT CRYPTS

"GIMME YER BLING-BLING, FOOL!"

"GET THE HELL OUT OF MY WAY, MIDGET."

KRUNCH

"WHAT THE HELL IS YOUR PROBLEM, TIM?"

"YO, T-DOG, YOU STRAIGHT UP JACKED THAT LITTLE NIGGAH!"

"SHUT UP, PAUL. I'M SICK OF GETTING MUGGED ALL THE TIME."

"THAT WAS LIKE A 9-YEAR-OLD KID YOU JUST KICKED DOWN THE ALLEY."

"WHAT, ARE YOU BLIND, HEATHER? IT'S ANOTHER DAMN KOBOLD. STUPID THINGS ARE EVERYWHERE LATELY."

"I THINK WE NEED TO GET YOUR MEDICATION CHECKED."

HOOKING THE PARTY UP

CRIME AND THE URBAN SPRAWL, SADLY, GO TOGETHER. WITH A DEPRESSED ECONOMY, AND APATHY IN THE POLICE FORCE AND CITIZENS, IT DOES NOT TAKE LONG FOR ORGANIZED CRIME, IN THE FORMS OF GANGS, TONGS, SEOUPLA RINGS OR THE MOB TO QUICKLY MOVE IN. THE CHARACTERS CAN WITNESS SEVERAL CARJACKINGS, SEVERAL MUGGINGS, AND MAYBE A ROBBERY OR TWO, APPARENTLY DONE BY 9-11 YEAR OLD CHILDREN, BEFORE THE GROUP IS FINALLY CONFRONTED BY ONE WHO IS INTENT ON MUGGING THE CHARACTER.

INITIALLY, IT MAY ONLY BE ONE CHARACTER WHO CAN ACTUALLY TELL THAT THE "KIDS" ARE KOBOLDS, BUT BY THEN IT MAY BE TOO LATE. FOR THE KOBOLD GANG, YOU MESS WITH ONE, THE REST MESS YOU UP.

THE HAMMER

THESE KOBOLDS ARE NOT STUPID AS FAR AS SURVIVING IN THE URBAN SPRAWL. THEY ARE TOUGH SURVIVORS, WHO HAVE ENDED UP ON THIS SIDE OF THE SHADOW BY ACCIDENT. THEY HAVE QUICKLY ADAPTED TO THEIR SURROUNDINGS, AND USING THE GUERRILLA WARFARE THEY HAD PERFECTED IN THEIR HOME WORLD, TOOK OUT A GANG RESIDING IN THE BASEMENT OF AN ABANDONED TENEMENT BUILDING. FROM THERE, THE KOBOLDS HAVE QUICKLY BEEN EXPANDING THEIR OPERATION. OUT OF THE INITIAL 115 OF THEM THAT MADE THE CROSSOVER, ONLY 72 ARE LEFT, BUT THEY HAVE MANAGED TO GET THEIR HANDS INTO DRUG MANUFACTURING AND DISTRIBUTION, PROSTITUTION RINGS, PORN RINGS (INCLUDING SNUFF FILMS), GAMBLING, EXTORTION, "PROTECTION MONEY", CARJACKING, AND ARE MOVING INTO TAKING ON THE MOB.

THE KOBOLDS COMMONLY WEAR LEATHER, AND CARRY BENT NAILS AS IDENTIFICATION.

Bent Nail Gang Member

Male Kobold, Fast Ordinary 4; CR 3; Small Humanoid (Kobold); Lvl 4; HD 4d8+4; hp 36; Mas 13; Init +3; Spd 30 ft.; Defense 16, touch 15 flat-footed 13 (+1 natural, +3 dex, +1 armor [Leather jacket]); BAB +3; Grap +3; Atks: MAC Ingram MID +3 (2d6 (x2)), Straight razor 0 (1d4 19-20(x2)); FS 0 ft. by 0 ft.; Reach 0 ft.; SV Fort +2 Ref +6 Will +1; AP 24; Rep 0; Str 11, Dex 16, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Criminal (bonus feat: Brawl, class skill or mod: Hide, class skill or mod: Move Silently)

Skills: Balance +7, Computer use +3, Concentration +1, Craft +1, Decipher Script +1, Demolitions +1, Drive +10, Escape Artist +6, Forgery +1, Hide +11, Move Silently +11, Navigate +1, Pilot +6, Profession +3, Repair +3, Research +1, Ride +5, Search +1, Sleight of Hand +6, Tumble +6

Feats: Simple Weapon Proficiency, Brawl, Drive-By Attack, Gearhead

Other Abilities: Darkvision 60 ft.

Possessions: Leather jacket, MAC Ingram MID, Suppressor: Rifle (on MAC Ingram MID), Laser sight (on MAC Ingram MID), Straight razor

THEY USUALLY LEAVE A HANDFUL OF RUSTY, BENT NAILS SCATTERED AROUND THE BODIES OF THEIR VICTIMS, AND THEIR IDENTIFICATION HAND SIGNAL IS A FIST WITH THEIR INDEX FINGER CROOKED SLIGHTLY WITH A BROWN PAINTED NAIL.

VARIANT #1: A GANG THAT THE CHARACTERS HAVE PREVIOUSLY BUMPED HEADS WITH COMES TO THEM FOR HELP. THE KOBOLDS ARE

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Classified



Photo Acquired from ATM
Positive Identification: Parabiological
Consider Armed and Dangerous

TEARING THEM UP IN THE GANG WAR, AND THEY ARE LOSING BADLY. IN ADDITION, SHOP KEEPERS, MOBSTERS, AND LOCAL FAMILIES ARE COMING TO THE PCS FOR HELP WITH THE KOBOLDS ALSO. FOR A REALLY CRUEL TWIST, THE PC'S COULD GET STUCK BETWEEN A SHOOTOUT BETWEEN LOCAL POLICE AND THE KOBOLD GANG AFTER THE GANG ACQUIRES SOME HEAVY ORDNANCE.

VARIANT #2: TO TOP IT OFF, THE KOBOLDS HAVE MADE AN ALLIANCE WITH THE CULT THAT WORSHIPS GUNTER, THE *LIVING DUMPSTER* (SEE MISSION FILE 16), GIVING THE CULT THEIR VICTIMS FOR "DISPOSAL." THIS WILL PROVIDE THEM WITH SUPERNATURAL FIREPOWER AND BACKUP, AS WELL AS CREATING A ZEALOT FACTION WITHIN THE GANG.

CAMPAIGN HOOK: THE SMALL GANG IS ONLY A RECENTLY IMMIGRATED SPEARHEAD GROUP FOR A MUCH LARGER GANG THAT HAS TAKEN OVER THE GANG RELATED ACTIVITIES OF SEVERAL MAJOR CITIES AND NOW HAS BEGUN TO FRAGMENT DUE TO ITS SIZE. BEHIND THE WHOLE THING, SUPPLYING THE KOBOLDS WITH WEAPONRY, MAGIC AND LEADERS, COULD BE A MAJOR MULTINATIONAL CORPORATION ATTEMPTING TO DESTABILIZE A RIVAL CORPORATION OR PUSH THROUGH A LAW THAT WILL BENEFIT THEM AND HAMPER THIER ECONOMIC RIVAL.



7 : SURPRISE PACKAGE

"THIS IS THE ONE, HEATHER. THE SHIPPING NUMBERS MATCH. OPEN IT, BUDDY."

"LOOK, MISTER, I'M NOT SURE ABOUT THIS WARRANT."

"READ IT, CRACKHEAD. IT SAYS: HOME-LAND DEE-FENCE. IT'S SIGNED BY A FEDERAL JUDGE."

"ARE YOU SURE YOU GUYS HAVE JURISDICTION?"

"LAST TIME. OPEN. THE. CRATE."

"YEAH, T-DOG'S 4-1-1 IS DOPE, BIZNATCH."

"SHUT UP, PAUL."

"FINE, SEE, THERE'S AAAAARRRRRRGGGGHHH!"

"WHAT THE HELL ARE THOSE?"

"IT'S ON ME! SHOOT IT! SHOOT IT!"

HOOKING THE PARTY UP

THE CHARACTERS HAVE RECEIVED A TIP, THROUGH TRUSTED CHANNELS THAT A CRATE COMING INTO THE LOCAL SHIPPING YARD (PREFERABLY A PORT, BUT A LARGE SHIPPING AND RECEIVING AREA WILL DO THE TRICK) CONTAINS MILITARY GRADE WEAPONRY, EARMARKED FOR TERRORISTS INSIDE THEIR HOME COUNTRY.

THE PERSONNEL AT THE SHIPPING YARD WILL BE SURLY AND UNCOOPERATIVE, AND DEMAND UNION REPRESENTATIVES BE PRESENT, THAT OVERTIME SHEETS ARE SIGNED, AND ALL KINDS OF FUN BUREAUCRATIC STUFF, INCLUDING CHECKING AND RECHECKING THE CHARACTERS' PAPERWORK, AND OCCASIONALLY INSISTING THAT THE CHARACTERS HAVE NO JURISDICTION, OR THAT THE WARRANT DOES NOT APPLY. ONCE THE CRATE IS OPENED, THE DOCK WORKERS WILL GET IN THE WAY, PANIC, TRY TO PLAY HERO, AND IN GENERAL, GET IN THE WAY OF EVERYONE.

SHOULD THE CHARACTERS CHOOSE A LESS THAN LEGAL METHOD FOR ENTERING THE YARD AND POPPING OPEN THE CRATE, THE POLICE WILL SHOW UP WITHIN 5 MINUTES OF THE FIRST GUNSHOT.

AND THERE WILL BE PLENTY OF THOSE.

THE HAMMER

THE CRATE IS A TYPICAL 6 FT. X 30 FT. OVERSEAS SHIPPING CRATE, AT THE BOTTOM OF A STACK OF FOUR OF THEM, IN THE CENTER OF THE SHIPPING YARD. IT IS RED, AND HAS FADED WHITE LETTERS ON IT PROCLAIMING IT WAS MANUFACTURED BY TRUSTEE-BOX, AND TAGGING FROM VARIOUS GANGS. THE SHIPPING MANIFEST READS: "CONSTRUCTION SUPPLIES: EARTH MOVERS" IN BOTH ENGLISH AND ARABIC, THE COUNTRY OF ORIGIN IS LISTED AS "HOLY STATE OF MALAVANIA" WHICH WON'T EVEN TAKE A KNOWLEDGE (HISTORY) CHECK TO REALIZE IS A LIE.

THE SHIPPING CONTAINER IS LOCKED WITH 4 PADLOCKS; A SPOT CHECK (DC 15) WILL NOTICE THAT THE KEYS ARE BROKEN OFF IN THE SLOTS AND GLUED IN. IT WILL REQUIRE EITHER LOCK CUTTERS, 15 POINTS OF DAMAGE (THE LOCKS ARE MADE OF HEAVY STEEL AND HAVE HARDNESS 5) OR A STRENGTH CHECK (DC 25) WITH A CROWBAR TO POP OPEN.

ONCE OPENED, THE STENCH OF ROTTED FLESH POURS OUT OF THE CONTAINER, AND AT LEAST ONE LARGE FIGURE CAN BE SEEN MOVING AROUND INSIDE. BLOOD IS SPLASHED ALL

AROUND THE ENTRANCE OF THE CONTAINER, AND THE RAVAGED AND TORN BODIES OF AT LEAST 3 MEN CAN BE SEEN INSIDE THE CONTAINER, ALONG WITH WHAT MAY HAVE BEEN AN AK-47, BEFORE IT WAS DESTROYED.

THE FLESH GOLEMS IMMEDIATELY MOVE TO ATTACK, BUT THERE IS ONE ADDITIONAL PROBLEM: THE FACT THAT THE GOLEMS HAVE SOME "UNUSUAL" MODIFICATIONS TO THEM THAT MAKE THEM EVEN MORE RESISTANT TO CONVENTIONAL ATTACKS THAN NORMAL.

VARIANT #1: THE MOLDY BODY OF THE SHADOW-MAKER MIGHT BE IN THERE TOO. HIS BODY WILL BE COMPLETELY CRUSHED, BUT STILL IDENTIFIABLE AS "LARS AM-SHEA", A WELL KNOWN AND HIGHLY SOUGHT AFTER MAGICAL TERRORIST. ALL OF HIS EQUIPMENT HAS BEEN DESTROYED, BUT THERE MAY BE INFORMATION RECOVERABLE FROM THE BODY THAT MAY LEAD TO MORE TERRORIST CELLS WITHIN THE COUNTRY. THIS OPTION CAN LEAD THE PC'S INTO DIRECT CONFLICT WITH THE TERRORIST CELL, WHICH WILL ALSO TARGET THE PC'S FOR RETRIBUTION DUE TO LOSING THE ORGANIZATION SEVERAL IMPORTANT ASSETS.

VARIANT #2: THE FLESH GOLEMS HAVE BOMBS IMPLANTED IN THEIR CHEST CAVITY. EACH BULLET THAT DOES MORE THAN 7 POINTS OF DAMAGE HAS A 10% CHANCE OF DETONATING THE BOMB FOR 5D6 POINTS OF DAMAGE TO EVERYTHING WITHIN A 50-FOOT RADIUS. WHEN THE GOLEMS ARE DESTROYED, THE BOMBS AUTOMATICALLY DETONATE.

CAMPAIGN HOOK: THE ORIGINAL PERSON THAT THESE GOLEMS WERE SLATED TO BE DELIVERED TO MAY COME LOOKING, AND COULD BE CONNECTED WITH ANYTHING FROM A SMALL ECO-TERRORIST OUTFIT TO THE GOVERNMENT OF A FOREIGN COUNTRY BENT ON WREAKING DAMAGE AGAINST THE CHARACTERS' HOME NATION. FOR THOSE PC'S NOT INVOLVED WITH A LAW ENFORCEMENT AGENCY, THEY MAY FIND THEIR POLICE/FEDERAL RECORDS IN THE MAIL, WITH THE STICKER/STAMP "ORIGINAL COPY" ON IT, LETTING THEM KNOW THAT NOT ONLY DO THE LAW ENFORCEMENT AGENCIES KNOW WHAT WENT DOWN, BUT NOW THE PC'S OWE SOMEONE A FAVOR.

Flesh Golem

CR 7; Large construct; HD 9d10+10; hp 85; Mas --; Init -1; Spd 30 ft. (can't run); Defense 22, touch 8, flat-footed 22 (-1 size, -1 Dex, +14 natural); BAB +6; Grap +15; Atk +10 melee (2d8+5, slam and 1d6 electrical); Full Atk +10 melee (2d8+5 and 1d6 electricity, 2 slams), or +4 ranged; FS 10 ft by 10 ft; Reach 10 ft; SQ: construct, berserk, magic immunity, damage reduction 15/slashing; AL none; SV Fort +3, Ref +2, Will +3; AP 0; Rep +0; Str 21, Dex 9, Con --, Int --, Wis 11, Cha 1.

Notes: The flesh golem (or golems if more than one is used) has two 12-volt batteries implanted in them, with power leads that connect to metal rings on their hands, effectively giving them electrically charged brass knuckles, in addition to their own tremendous power. To make things even worse on the characters, Kevlar and steel have been implanted within the creature's bodies, making them highly resistant to damage. If the GM feels that the party may be having too easy of a time with the golem, simply add another 1 or 3. In playtest, 5 of these crushed a 15th level party, so recommendations are at 4 or less.

8 : A DAY AT THE BEACH

"QUIT THROWING STOMACH-EZ AT THE SEAGULLS, TIM."

"MIND YOUR OWN BUSINESS, HEATHER."

"HEY, CHECK OUT THE COOL DIVING SUIT."

"UMMM, I THINK THEY AREN'T WEARING SUITS."

"YO, THOSE BRUDDA'S BE WHACK!"

"NO, I THINK THEY'RE DEAD, DUMBASS."

HOOKING THE PARTY UP

THE CHARACTERS ARE RELAXING AT THE BEACH. POSSIBLY IN THE CARIBBEAN, BUT IF THE ORGANIZATION THEY WORK FOR ARE CHEAPSKATES, OR THEY ARE FREELANCERS, THEN JUST A LOCAL BEACH. THEY ARE KICKING BACK, ENJOYING THE SIGHTS, THE BEACH-BUMS HANGING OUT, THE WEIGHT LIFTERS, THE BIKINIS AND SPEEDOS, EATING HOT DOGS AND DRINKING SODA OR BEER. IN GENERAL, THEY ARE HAVING A LITTLE DOWNTIME (ASSUME ALL

NON-CRITICAL INJURIES HAVE HEALED, SUBDUAL DAMAGE IS GONE, BUT THEY ARE MORE THAN LIKELY UNARMED AND WEARING NOTHING BUT BATHING SUITS) IN THE HOT SUN, AND THE 100+ DEGREE TEMPERATURES DURING THE HEAT WAVE.

THE SCREAMING WILL START OUT BY THE SURF; PEOPLE WILL BEGIN STREAMING AWAY FROM THE SHORE, AND THE PCS CAN QUICKLY SEE WHY - TWELVE SKELETONS, GARBED IN THE RAGS OF PIRATE ATTIRE AND BEARING RUSTY CUTLASSES, HAVE COME UP ONTO THE BEACH TO RETRIEVE A TREASURE THEY BURIED 200 YEARS AGO AND ARE WILLING TO KILL ALL WITNESSES.

TROUBLESHOOTING

IF THE PARTY LEAVES BEFORE THE PIRATES CAN BEGIN THEIR RAIDING/RECOVERY, DECIDE THAT A FAMILY HEIRLOOM IS ACTUALLY PART OF THE PIRATES' LOOT. THE PIRATES WILL WARN THE PC A FEW TIMES AND THEN ATTACK, TRYING TO REGAIN THE HEIRLOOM. THE PIRATES MAY LEAVE WARNINGS TO THE PERSON WHO CURRENTLY HAS THE HEIRLOOM, OR THE PC'S OLDEST LIVING RELATIVE.

VARIANT #1: THE TREASURE IS IN A MUSEUM NOW, AND THE PIRATES ROUND UP HOSTAGES AND BEGIN KILLING THEM, ONE EVERY 15 MINUTES, UNTIL THE TREASURE IS RETURNED.

VARIANT #2: THE TREASURE WAS FOUND A WEEK AGO (THIS IS WHAT DISTURBED THE PIRATES) AND IS IN THE BASEMENT OF A HOUSE A FEW MILES AWAY. THE SKELETAL PIRATES BEGIN HEADING FOR THE HOUSE, INTENT ON KILLING EVERYONE IN THE HOUSE AND RECLAIMING THE TREASURE. THE PERSON'S YACHT WILL BE SEIZED BY THE PIRATES, AND THEY WILL USE IT TO BEGIN THEIR CAREER AGAIN.

Crewmember (2 per PC)

Male Human Tough 5/Soldier 2/Skelros: CR 9; Medium-size Undead; Lvl 7; HD 7d12; hp 67; Mas 15; Init +2; Spd 30 ft.; Defense 18, touch 11 flat-footed 16 (+4 class, +2 dex, +5 armor [Chainmail shirt], +2 Natural Armor); BAB +4; Grap +7; Atk Cutlass +8 (1d6+5 19-20(x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +7 Ref +5 Will +1; AP 49; Rep 1; Str 15, Dex 15, Con 15, Int 14, Wis 10, Cha 11.

Occupation: Criminal (bonus feat: Brawl, class skill or mod: Gamble, class skill or mod: Sleight of Hand).

Skills: Climb +6, Computer use +2, Concentration +2, Craft +2, Decipher Script +2, Demolitions +2, Drive +2, Gamble +6, Intimidate +10, Knowledge (History)* +5, Knowledge (Tactics) +6, Listen +5, Navigate +6, Profession +3, Repair +2, Research +2, Ride +2, Search +2, Sleight of Hand +5, Spot +8, Survival +4.

Feats: Simple Weapon Proficiency, Damage Reduction Talent Tree, Damage Reduction Talent Tree, Damage Reduction Talent Tree, Criminal (Brawl, Gamble, Sleight of Hand), Brawl, Personal Firearms Proficiency, Archaic Weapons Proficiency, Streetfighting, Improved Brawl.

Special Qualities: Undead Traits, Damage Resistance 5/blunt.

Possessions: Cutlass, Chainmail shirt

Pirate Captain

Male Human Strong 6/Soldier 8/Skelros: CR 17; Medium-size Undead; Lvl 14; HD 14d12; hp 135; Mas --; Init +6; Spd 30 ft.; Defense 26, touch 19 flat-footed 26 (+7 class, +2 dex, +5 [chain shirt], +2 natural armor); BAB +12; Grap +17; Atk Cutlass +18/+13/+8 (1d6+12 19-20(x2)), Derringer +14/+9/+4 (2d6 (x2)), Unarmed strike +17/+12/+7 (1d3+8 (x2)); FS 5 ft. by 5 ft.;

Reach 5 ft.; SV Fort +8 Ref +8 Will +5; AP 127; Rep 2; Str 18, Dex 14, Con 13, Int 15, Wis 13, Cha 11.

Occupation: Criminal (bonus feat: Brawl, class skill or mod: Forgery, class skill or mod: Knowledge (Streetwise)).

Skills: Balance +2, Climb +13, Computer use +2, Concentration +1, Craft +2, Craft (Structural) +7, Decipher Script +2, Demolitions +2, Drive +2, Escape Artist +2, Forgery +10, Gamble +1, Hide +2, Intimidate +11, Jump +11, Knowledge (Currents) +6, Knowledge (History)* +10, Knowledge (Streetwise) +10, Knowledge (Tactics) +14, Listen +1, Move Silently +2, Navigate +19, Profession +9, Read/Write Language +9, Repair +2, Research +2, Ride +2, Search +2, Sense Motive +1, Speak Language +14, Spot +10, Survival +6, Swim +5, Treat Injury +1.

Feats: Simple Weapon Proficiency, Melee Smash Talent Tree (Melee Smash), Melee Smash, Melee Smash Talent Tree (Improved Melee Smash), Improved Melee Smash, Melee Smash Talent Tree (Advanced Melee Smash), Advanced Melee Smash, Criminal (Brawl, Forgery, Knowledge (Streetwise)), Brawl, Two-Weapon Fighting, Archaic Weapons Proficiency, Knockout Punch, Improved Brawl, Power Attack, Combat Reflexes, Personal Firearms Proficiency, Weapon Focus (Cutlass).

Other Abilities: Melee Smash (+1 Melee Damage), Improved Melee Smash (+1 Melee Damage), Improved Melee Smash (+1 Melee Damage).

Special Qualities: Undead Traits, Damage Resistance 5/blunt.

Possessions: Chainmail shirt, Cutlass, Derringer.

* Knowledge (History) is considered Knowledge (Current Events) for the skeletons.

VARIANT #3: THEY AREN'T INTERESTED IN BURIED TREASURE, BUT INSTEAD ROBBING EVERYONE AND RETURNING TO THE WRECK OF THEIR ONCE PROUD SHIP. THE SHIP COULD BE VISIBLE DURING A NEAP TIDE, IF THE GM SO DESIRES, OR COULD REQUIRE MAJOR DIVING GEAR TO REACH.

CAMPAIGN HOOK: ALL OVER THE WORLD, PIRATES WHO WENT DOWN WITH THEIR SHIPS, CREWS OF OLD SPANISH GALLEONS AND SOLDIERS WHO HAD BEEN SUNK ON SHIPS IN WARS PAST ARE RETURNING FROM THEIR WATERY GRAVES. THE REASON IS MYSTERIOUS, AND COULD LEAD CHARACTERS TO AN UNDERSEA CITY, THE ISLE OF LOST SOULS IN THE BERMUDA TRIANGLE, OR ATLANTIS ITSELF.

9 : DIE, MONKEY, DIE

"HEY, CHECK OUT DA LITTLE HOMIE FEEDING THE MONKEY, HEATHER."

"CRIPES KID, GET THE HELL AWAY FROM IT!"

"WHAT THE HELL IS YOUR PROBLEM?"

"YOU TRIPPIN', H-HONEY?"

"IF YOU'D WATCH THE NEWS INSTEAD OF CARTOONS, GUYS, YOU'D KNOW THAT THING'S INFECTED!"

"INFECTED?"

"YEAH, AS IN 'ACHOO! OH SHIT, I'M DEAD!' INFECTED"

"CRIPES, KID, GET BACK!"

"RUN, LIL' NIGGAH! RUN!"

HOOKING THE PARTY UP

THE PARTY IS IN THE PARK, WAITING FOR A MEETING BETWEEN THEMSELVES AND AN IMPORTANT CONTACT, WHEN ONE OF THE PCS SPOTS THE CHILD (A FOUR YEAR OLD DEAF GIRL) FEEDING A SMALL MONKEY WITH A RED TAG DANGLING FROM ITS EAR. A SUCCESSFUL KNOWLEDGE (CURRENT EVENTS) CHECK (DC 12) AND THE CHARACTER WILL REMEMBER HEARING ON THE NEWS THAT A MONKEY HAD ESCAPED FROM A CDC TRANSPORT ABOUT AN HOUR BEFORE, RIGHT IN THE AREA.

THE MONKEY WILL SPOOK AT ANY LOUD NOISE (SUCH AS THE SCREAMING MOTHER WHO WILL SEE THE MONKEY AND HER CHILD IN APPROXIMATELY 4 ROUNDS) BUT WILL IGNORE NORMAL MOVEMENT AND THE HAPPY SCREECHING OF CHILDREN. ONCE SPOOKED, THE MONKEY WILL TURN AND FLEE INTO THE WOODS AT THE BACK OF THE PARK, BUT WILL BE UNABLE TO CROSS THE RIVER ON THE OTHER SIDE OF THE WOODS. THIS WILL RESULT IN THE PCS CHASING THE MONKEY DOWN A FITNESS TRAIL THAT CROSSES A BIKE PATH, DODGING JOGGERS AND BIKERS, WHO WILL REACT WITH PANIC AND FEAR AT GUN-WAVING CHARACTERS.

TROUBLESHOOTING

IF THE PCS CALL ANIMAL CONTROL OR TRY TO LEAVE, HAVE THE MONKEY BITE THE GIRL AND RUN. THOSE THAT TRY TO LEAVE WILL FIND THE MONKEY ON THE HOOD OF THEIR CAR, RAISING HAVOC AND THROWING THE TYPICAL MONKEY PROJECTILES. CHARACTERS WHO TRY TO SHOOT THE MONKEY MAY HAVE EVEN LARGER PROBLEMS, SINCE THE GIRL PROVIDES THE MONKEY WITH 3/4 COVER, AND IF THE MONKEY IS HIT WITH A BULLET, BLOOD WILL SPLATTER ALL OVER THE LITTLE GIRL, PANICKING THE CHILD'S MOTHER, WHO WILL RUSH UP TO CRADLE THE GIRL.

THE HAMMER

EVEN IF THE PC'S DO NOT COME IN TO CONTACT WITH THE MONKEY, IF THEY ARE NOT CHECKED OUT BY THE AUTHORITIES FOR CONTAMINATION, THEY WILL BE THE SUBJECT OF A NATIONWIDE MANHUNT THE LIKE OF WHICH HAS NEVER BEEN SEEN. AFTER LONGER THAN 24 HOURS, THE ORDER WILL BE: "SHOOT TO KILL."

CLEANUP

THE PARK WILL BE CORDONED OFF, AS WILL EVERYONE THAT THE CDC AND THE POLICE

Mr. Sickly

CR 1/6; Tiny animal; HD 1d8; hp 4(1)*; Mas 10(2)*; Init +2(-4)*; Spd 30 ft., climb 30 ft (10 ft. climb 10 ft)*; Defense 14, touch 14, flat footed 12 (+2 size, +2 Dex); Defense 8, touch 8, flat footed 12 (+2 size, -4 Dex)*; BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk -4 melee (1d3-4, bite)*; Atk -4 melee (1d3-4, bite)*; Full Atk +4 melee (1d3-4, bite)*; Face/Reach 2 1/2 ft by 2 1/2 ft; Reach 0 ft; AL none; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15 (3)*, Con 10 (3)*, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +13, Hide +13, Listen +4, Spot +4.

Feats: Weapon Finesse (bite).

*Stats lowered due to infection. In addition, the monkey may not move and attack, and must either move or attack.

Mr. Sickly looks like typical white and brown monkey, about 11 inches high if standing up, about 7 inches crouched over. The only hint that something is wrong is crust around Mr. Sickly's nose and eyes.

CAN GRAB. CHARACTERS THAT OPERATE OUTSIDE THE LAW MAY FIND THEMSELVES IN A BIT OF TROUBLE, AS THE COPS WILL SHOOT TO KILL RATHER THAN LET A POTENTIALLY INFECTED PERSON LEAVE THE AREA. IF THE PC'S GET AWAY, THE DISEASE COULD START POPPING UP HERE AND THERE AT THE PC'S FAVORITE HOT SPOTS, AND SOON, AN ENTIRE CITY MAY BE INFECTED.

VARIANT #1: THE MONKEY WAS STOLEN FROM A MILITARY RESEARCH LAB, AND IS MERELY A CARRIER, NOT ACTUALLY SUFFERING FROM THE DISEASE. THE MONKEY WAS SET LOOSE IN A PARK BY AN ANIMAL RIGHTS GROUP, ALL OF WHOM ARE SUFFERING FROM THE DISEASE AND DYING. [WARNING: THIS VARIANT COULD EASILY RESULT IN LONG TERM, WIDE SWEEPING EFFECTS ON THE CAMPAIGN SETTING, AND SHOULD BE USED CAUTIOUSLY] THE PARTY WOULD HAVE TO NOT ONLY TRACK THE MONKEY, BUT EACH OF THE GROUP MEMBERS WHO ARE SICK AND DYING. THIS COULD BE AS EASY AS GOING TO THE LOCAL CHAPTER HOUSE, OR AS DIFFICULT AS TRACKING DOWN A HIDDEN BASE STAFFED BY SICK AND DYING MEMBERS.

VARIANT #2: THE LITTLE GIRL SHOWS NO SIGN OF THE DISEASE CROPPING UP IN HER AND IS RELEASED AFTER 72 HOURS OF OBSERVATION. UNFORTUNATELY, THE LITTLE GIRL IS A CARRIER OF THE DISEASE, NOT SUFFERING THE EFFECTS, BUT HIGHLY CONTAGIOUS. THE CHARACTERS MAY NOTICE THE SPREAD OF THE DISEASE OR MAY NOT. EITHER WAY, TROUBLE WILL SOON BEGIN AS PEOPLE BEGIN DYING, AND THE CDC AND HDA BEGINS LOOKING FOR THE PC'S.

CAMPAIGN HOOK: THIS ONE HAS TO BE HANDLED CAREFULLY OR THE CAMPAIGN SETTING WILL SLOWLY PROGRESS INTO A POST-APOCALYPTIC SETTING, WHICH MAY BE FINE FOR YOUR PLAYERS. ON THE OTHER HAND, THE DISEASE COULD TURN OUT TO BE AN OLD RUSSIAN OR CHINESE BIOWEAPON, OR PERHAPS A BIOWEAPON TO WHICH ONLY REFERENCES ARE FOUND IN THE WRECKAGE OF THE IRAQI WMD PROGRAM. AND THE BIG QUESTION IS, HOW DID THE CORPORATION THE MONKEY WAS TAKEN FROM GAIN ACCESS TO THE VIRUS, AND WHY?

10: DERMATOLOGIST IN TRAINING

"HEY, CHECK OUT THE BUM."

"BUM? WHERE?"

"RIGHT THERE, TIM, IN THE OLD DOCTOR'S SCRUBS."

"WHAT ARE YOU, PSYCHO, HEATHER? THERE'S NOTHING OVER THERE. GET IN THE CAR, WE'RE LATE."

"YO, GIRLFRIEND, YOU BE TRIPPIN. THAT DON'T BE NO BUM! KILL IT!"

"SHUT UP, PAU...OMG, WHAT THE HELL IS HE?"

"WHAT IS WHO? HEY, WHY ARE YOU SHOOTING AT A TRASHCAN?"

HOOKING THE PARTY UP

WHILE WAITING FOR A MEETING WITH A CONTACT, ONE OF THE PCS SPOTS WHAT APPEARS TO BE A HOMELESS MAN WEARING A LARGE, BLACK GARBAGE BAG OVER HIS TORSO AND A BATTERED LUBEOIL BASEBALL CAP. THE HOMELESS MAN IS MOVING CAREFULLY FROM SHADOW TO SHADOW, AND AFTER THE INITIAL SIGHTING BY THE PC, USES HIDE AND MOVE SILENTLY CHECKS TO MOVE CLOSER AND CLOSER TO HIS VICTIM. THE SKINHUSKER WILL FLEE 2-1 OR

Skinhusker (blade fiend)

CR 6; Large outsider; HD 7d8+21; hp 68; Mas 17; Init -1; Spd 30 ft.; Defense 22, touch 8, flat-footed 22 (-1 size, -1 Dex, +14 natural); BAB +7; Grap +16; Atk +11 melee (1d8+7/19-20, bone arblade); Full Atk +11 melee (1d8+5/19-20, 2 bone arblades), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved critical (bone arblade), immune to fire and poison, electricity resistance 20, damage reduction 10/+1, telepathy, darkvision 60 ft.; AL evil, chaos; SV Fort +8, Ref +4, Will +7; AP 0; Rep +0; Str 21, Dex 8, Con 17, Int 13, Wis 14, Cha 14.

Skills: Intimidate +11, Knowledge (Physical Sciences & Anatomy) +10, Listen +11, Read/Write Abyssal, Read/Write Latin, Search +10, Speak Abyssal, Speak Latin, Spot +11, Survival +11.

Feats: Cleave, Power Attack, Simple Weapons Proficiency.

Death Explosion (Su): When a skinhusker is reduced to -1 or fewer hit points, it explodes in a ball of flame. All creatures in adjacent squares take 2d6 points of fire damage; a successful Reflex save (DC 12) halves the damage.

Improved Critical (Ex): A skinhusker threatens a critical hit on a natural roll of 19 or 20.

Immunities (Ex): A skinhusker is immune to fire and poison

Electricity Resistance 20 (Ex): A skinhusker ignores the first 20 points of damage from any attack that deals electricity

GREATER ODDS, PREFERRING TO LEAD THE PARTY INTO AN ABANDONED BUILDING, OR A DIMLY LIT PARK, WHERE HE CAN DOUBLE BACK AND PICK THEM OFF ONE AT A TIME.

THE SKINHUSKER IS SMART, CANNY, AND PREFERS TO USE ITS VICTIM'S SCREAMS TO BRING IN OTHER PEOPLE

A SKINHUSKER RESEMBLES A FRIGHTFULLY GAUNT, 9-FOOT-TALL HUMAN WITH RED SKIN. TWO SLENDER, WHITE HORNS PROTRUDE FROM ITS ELONGATED FOREHEAD, AND EACH OF ITS TWO ARMS ENDS IN A WICKED, 3-FOOT-LONG,

SERRATED BONE BLADE. A SKINHUSKER REVEALS IN COMBAT AND ENJOYS INFLECTING PAIN.

VARIANT #1: THE SKINHUSKER IS SELLING THE ORGANS ON THE BLACK MARKET, AND HAS MANY POWERFUL CUSTOMERS. IF THE SKINHUSKER IS TRACKED TO HIS LAIR, THE PARTY WILL FIND CAREFULLY REMOVED ORGANS STORED IN MEDICAL CONTAINERS AND KEPT AT THE PROPER TEMPERATURES. THIS COULD RESULT IN MANY ORGANIZATIONS/POWERFUL PEOPLE OUT FOR VENGEANCE ON THE PEOPLE WHO DENIED THEM THEIR 6TH LIVER.

VARIANT #2: IT'S WORKING FOR A MAD SCIENTIST BUILDING FLESH GOLEMS IN RETURN FOR A GUARDED LAIR. THE SCIENTIST MAY BELONG TO A MAJOR CORPORATION, OR EVEN A ROGUE MILITARY SCIENTIST WHO IS BUILDING "SUPER-SOLDIERS" FOR ANY GOVERNMENT OF YOUR CHOICE.

CAMPAIGN HOOK: THE SKINHUSKER'S ALLIES COULD TAKE OFFENSE AT THE CHARACTERS INVOLVING THEMSELVES IN THE ORGANIZATION'S BUSINESS. A LARGE CABAL OF ORGAN-LEGGERS WHO SELL TO SACRIFICE CULTS, BLACK MARKET HOSPITALS AND MAGICAL GROUPS COMES GUNNING FOR THE PCS AS A "REPRISAL" AND "EXAMPLE". THIS GROUP COULD BE FIRMLY ENTRENCHED, COMPLETE WITH ALLIES WHO ARE HIGHLY RESPECTED AND PLACED DOCTORS, ACTORS AND POLITICIANS.

Robert Tonesy

Male Human Smart 4/Field Medic 2/Field Scientist 6/Techie 3; CR 15; Medium-size Humanoid (Human); Lvl 15; HD 7d6+8d8+15; hp 66; Mas 12; Init +1; Spd 30 ft.; Defense 15, touch 14 flat-footed 14 (+3 class, +1 dex, +1 armor [Leather jacket]); BAB +7; Grap +9; Atk Beretta 93R +4/-1 (2d6 (x2)), Knife +9/+4 (1d4+2 19-20(x2)), Unarmed strike +9/+4 (1d3+2 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +9 Ref +6 Will +10; AP 142; Rep 2; Str 14, Dex 13, Con 12, Int 17, Wis 13, Cha 12.

Occupation: Technician (Class Skill or Mod: Craft (Chemical), Class Skill or Mod: Craft (Electronic), Class Skill or Mod: Knowledge (Technology)).

Skills: Balance +1, Bluff +1, Climb +2, Computer use +18, Concentration +1, Craft +5, Craft (Chemical) +27, Craft (Electronic) +23, Craft (Mechanical) +21, Craft (Pharmaceutical) +22, Decipher Script +7, Demolitions +5, Diplomacy +1, Disable Device +11, Disguise +1, Drive +5, Escape Artist +1, Forgery +15, Gamble +1, Gather Information +1, Hide +1, Intimidate +1, Investigate +15, Jump +2, Knowledge (Arcane Lore) +14, Knowledge (Earth and Life Sciences) +10, Knowledge (Physical Sciences) +13, Knowledge (Technology) +18, Listen +1, Move Silently +1, Navigate +5, Perform +1, Profession +14, Repair +21, Research +20, Ride +1, Search +20, Sense Motive +1, Spot +7, Survival +1, Swim +2, Treat Injury +19.

Feats: Research Talent Tree (Savant), Savant (Craft (Chemical)), Research Talent Tree (Savant), Savant (Craft (Pharmaceutical)), Technician (Craft (Chemical), Craft (Electronic), Knowledge (Technology)), Builder, Creative, Simple Weapon Proficiency, Studious.

Other Abilities: Talent: Savant (Craft (Chemical)), Talent: Savant (Craft (Pharmaceutical))

Possessions: Knife, Leather jacket, T.A.S.E.R., Glock 10mm with laser sight, Colt M-4 Carbine, 4 clips 10mm, 8 clips 5.56mm, mastercraft electronics kit, mastercraft chemistry kit, mastercraft mechanical kit, house with basement (Or other domicile)

II : IT'S SUCKING OUT MY
WILL TO LIVE!

"GET ME A SODA, TIM."

"GET YOUR OWN DAMN SODA, I STILL DON'T REMEMBER THE LAST TIME I WENT TO GET YOU A SODA."

"JUST DO IT, OR SUFFER".

"BOOYAH! T-DOG GOT TOLD! OW! AW-ITE, I'LL GO WITCHU."

"FINE. BLASTED HEATHER, WHO DOES SHE MUMBLE MUMBLE MUMBLE..."

"PEEP DA DANCING MONKEY SOMEONE LOST, T-DOG."

"DAMN, THAT THING'S UGLY FOR A MONKEY. HAND ME THAT STICK, PAUL. I WANT A SODA, AND I DON'T WANT THE UGLY ASS APE SLINGING POOP AT ME."

HOOKING THE PARTY UP

THE PARTY HAS STOPPED AT A GASNGRUB, ONE OF THE ONES WITH THE NEW NO-TELLER

Gargoyle

CR 4; Medium-size magical beast; HD 4d10+16; hp 38; Mas 18; Init +2; Spd 45 ft., fly 75 ft. (average); Defense 16, touch 14, flat-footed 12 (+2 Dex, +4 natural); BAB +4; Grap +4; Atk +6 melee (1d4, claw); Full Atk +6 melee (1d4, 2 claws), +4 melee (1d6, bite), +4 melee (1d6, gore), or +6 ranged; FS 5 ft by 5 ft.; Reach 5 ft.; SQ freeze, keen sight, damage reduction 15/+1; AL chaos, evil; SV Fort +8, Ref +6, Will +1; AP 0; Rep +0; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9 (+17 when concealed against worked stone), Listen +4, Speak Terran, Spot +4.

Feats: Multiattack, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (gore).

Advancement: 5-6 HD (Medium-size); 7-12 HD (Large); or by character class.

Gargoyle Tough Hero

CR 7; Medium-size humanoid magical beast; HD 4d10+16 plus 3d10+12 plus 3 (robust); hp 69; Mas 18; Init +2; Spd 45 ft., fly 75 ft. (average); Defense 18, touch 14, flat-footed 16 (+2 Dex, +2 class, +4 natural); BAB +6; Grap +6; Atk +8 melee (1d4, claw); Full Atk +8 melee (1d4, 2 claws), +6 melee (1d6, bite), +6 melee (1d6, gore), or +8 ranged; SQ freeze, keen sight, damage reduction 15/+1; AL chaos, evil; SV Fort +10, Ref +7, Will +2; AP 1; Rep +1; Str 11, Dex 15, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +11 (+19 when concealed against worked stone), Intimidate +1, Listen +4, Move Silently +4, Speak Terran, Spot +4.

Feats: Multiattack, Power Attack, Simple Weapons Proficiency, Stealthy, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (gore).

Talents (Tough Hero): Robust, stamina.

GAS PUMPS. YOU KNOW, THE ONES THAT EAT YOUR CREDIT OR GAS CARD. WON'T TAKE THE MONEY, AND TAKE FOREVER TO PUMP THREE BUCKS IN GAS. AT THE SIDE OF THE BUILDING, ON TOP OF THE YUMMYGOOPY SODA MACHINE, IS A SMALL CREATURE SHRIEKING AT THE TOP OF ITS LUNGS AT A BRIGHTLY COLORED "DANCING ELVIS" THAT IS CYRATING MADLY AND SINGING A SONG OFF-KEY FROM LOW BATTERIES (USE THE STATS FOR A NORMAL KOBOLD IF NECESSARY).

VARIANT #1: IT'S NOT ELVIS THE KOBOLD IS FREAKING OVER, BUT TWO CREATURES INSIDE THE STORE THAT ARE BUSY SNARFING ON HIS "FRIEND'S" CORPSE. THE DEAD MAN THOUGHT THAT THE KOBOLD WAS AN "UGLY MIDGET" AND USED TO FEED HIM, BUT NOW A GARGOYLE IS FEEDING ON HIS CORPSE.

VARIANT #2: THE KOBOLD IS A DISTRACTION FOR A PAIR OF CARJACKING CREATURES WHO WILL WAIT UNTIL THE PCS CHASE THE KOBOLD AND THEN TAKE OFF IN THEIR CAR (USE THE KOBOLD GANG MEMBERS FROM MISSION FILE 6).

CAMPAIGN HOOK: THE "DANCING ELVIS" COULD BE WHAT SUMMONED THE CREATURES, AND WHEN MORE AND MORE OF THESE INCIDENTS BEGIN HAPPENING ALL ACROSS AMERICA, THE PCS COULD FIND THEMSELVES RECRUITED BY THE ESTATE OF ELVIS PRESLEY TO HUNT DOWN WHO IS RESPONSIBLE, OR EVEN THE FEDERAL GOVERNMENT MAY CALL THEM IN TO HELP.

12: MISSING INFORMATION

"WHAT'S GOING ON, PAUL?"

"BEATS ME, T-DOG."

"THAT'S IT!"

"TIM, GET OFF OF HIM! WE'RE SUPPOSED TO BE DOING SOMETHING FOR SECTION 15!"

"SHUTUP, BITCH!"

"BITCH? BITCH! OH, NOW IT'S ON! HELL WITH THE MISSION!"

HOOKING THE PARTY UP



THE PARTY NEEDED SOMETHING TO DO.

VARIANT #1: THE WRITER WASN'T LAZY AND FINISHED THIS BLOCK.

VARIANT #2: GO TO THE NEXT ONE.

CAMPAIGN HOOK: YOU'VE QUIT GMING BECAUSE YOU'RE SICK OF THE COMPLAINING.



13: POSSESSION IS 9/10THS OF THE LAW

"AWW MAN, WHAT DID YOU DO THIS TIME, TIM?"

"ME? IT'S YOUR DRIVING THAT MAKES BABY JESUS CRY."

"LET'S BEAT THE PIG DOWN, H-HONEY."

"IT'S JUST ONE COP, AND WE'RE DIA, IDIOT, I KEEP TELLING YOU, WE'RE NOT GANGSTAS."

"HERE HE COMES, JUST ROLL DOWN THE WINDOW."

"PUNCH IT HEATHER! GO GO GO!"

"WHAT THE FUCK, TIM? PUT AWAY THE GODDAMN SHOT--- GODDAMMIT, WATCH MY EAR!"

"HOLY CRAP, T-DOG, HE'S GETTING BACK UP!"

"DRIVE, BITCH, DRIVE!"

HOOKING THE PARTY UP

THE PCS ARE IN A BAD SECTION OF TOWN, IT'S RAINING, AND ITS NIGHT TIME. (SEEMS LIKE THEY WOULD HAVE LEARNED BY NOW, DOESN'T IT?) UP TO THEIR USUAL MISDEEDS, THE LAST THING THEY NEEDED WAS TO ATTRACT THE ATTENTION OF JOHNNY LAW, BUT THAT'S JUST WHAT THEY HAVE DONE. THE "COP" WILL ASK THE CHARACTERS TO STEP OUT OF THE CAR AND PLACE THEIR HANDS ON THE HOOD OF HIS CRUISER, AND ONCE HE DOES THAT, HE WILL ATTACK THEM, CATCHING THEM FLAT-FOOTED AND PROBABLY BUTCHERING AT LEAST ONE OF THEM.

SHOULD THEY DECIDE TO PUNCH IT, THE "COP" WILL FOLLOW THEM IN HIS CAR, USING EVERY TRICK HE KNOWS TO FORCE THEM OFF THE ROAD, INCLUDING ATTEMPTING TO SHOOT OUT THEIR TIRES. ONCE HE GETS THE CAR DISABLED, HE WILL BEGIN TRACKING AND KILLING THE PCS.

THE SKINEATER (SEE APPENDIX 2) IS CURRENTLY WEARING THE SKIN OF A POLICE OFFICER NAMED "HAMM", AN OVERWEIGHT MAN WITH A SIZEABLE GUT, WEARING A COUNTY SHERIFF'S UNIFORM. A SPOT CHECK (DC 25) MIGHT NOTICE A FEW DROPS OF BLOOD AROUND THE COLLAR THAT HAVE LONG SINCE DRIED.

VARIANT #1: THE POLICE STATION HAS BEEN TAKEN OVER BY THE CREATURES, AND THE HOLDING CELLS ARE BEING USED AS CATTLE PENS. THERE WILL BE AT LEAST 2-5 SKINEATERS BACK AT THE POLICE STATION, ROUTING EMERGENCY CALLS TO THEIR COLLEAGUE. THERE MAY EVEN BE A FEW MORE CRUISING IN POLICE CARS, WHO WILL ASSIST THE NORMAL POLICE OFFICERS IN APPREHENDING THE "DANGEROUS, COP-KILLING SUSPECTS."

VARIANT #2: THE BODY OF THE REAL POLICE OFFICER IS IN THE TRUNK. THE POLICE OFFICER MAY BE STILL ALIVE DESPITE HIS HORRIFIC INJURIES, OR IT MAY BE THE DRIVER'S PARTNER, NOW WAITING HIS TURN TO BE WORN AS A NEW JACKET.

CAMPAIGN HOOK: THIS IS NOT THE ONLY ATTACK, BUT THE GOVERNMENT IS CAREFUL TO

False Police Officer

Skin Eater; CR 14; Medium-size Aberration; HD 11d8+33; 92 hp; Mas 17; Init +11; Spd 45 ft., 20 ft (climb); Defense 24, touch 15, flat-footed 19 (+5 Dex, +3 armor, +4 natural, +2 Deflection); BAB +8; Grap +14; Atk +15 melee (1d4+6, claw) or +17 ranged (2d6, Glock 20 w/laser sight) or +15 ranged (2d8, Mossberg 500 ATP8C), +15 ranged (2d10, Remington Model 700); Full Atk +15/+10 melee (1d4+6, 2 claws) and +10/+5 (2d4+6, bite) or +17/+12 ranged (2d6, Glock 20) or +15/+10 (2d8, Mossberg 500 ATP8C) or +15/+10 (2d10, Remington Model 700); FS 5 ft by 5 ft; Reach 5 ft; SQ: Darkvision 60 ft, DR 3/-. Regeneration 3 (Holy or Blessed Weapons), Fast Healing 3, DR 5/piercing; AL Chaos, Evil; SV Fort +6, Ref +12, Will +8; AP 0; Rep +0; Stats: Str 22, Dex 24, Con 17, Int 16, Wis 14, Cha 14*

Skills: Craft (Skinsuit) +14, Disguise +11, Hide +21, Intimidate +21, Listen +17, Move Silently +21, Search +9, Sense Motive +8, Spot +16;

Feats: Simple Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Improved Initiative (B), Lightning Reflexes (B), Increased Damage Threshold (B), Frightful Presence, Weapon Focus (claw), Alertness, Combat Reflexes, Combat Expertise

Possessions: Glock Model 20 with Laser Sight, Mossberg 500 ATP8C12g Shotgun, Remington Model 700 rifle with Truesight Scope, Blue Shield, Undercover Vest, police car with all normal effects. Law Enforcement officer uniform.

These false police officers will follow police procedure to the letter, and invite all witnesses down to the police station to "fill out reports" about any incident that takes place in a public place.

Those who accompany a skin eater usually end up the next meal, or cattle in the holding cells awaiting the slaughter. If variant one is used, it is recommended that no more than 4 of the law enforcement officers have been replaced, or the PC's do not have a prayer: in playtesting, 2 skin-eaters cornered a fully outfitted US Army SF team and obliterated all 8 members.

COVER THE INCIDENTS UP. SURVIVORS ARE CAREFULLY DEBRIEFED, GIVING AN EXCUSE ABOUT BIOLOGICAL WEAPONS, AND RELEASED. HOWEVER, THE CHARACTERS WILL BE THE ONLY INCIDENCE OF SURVIVORS IN OVER 10 OF THESE ATTACKS, AND WHATEVER SHADOWY FIGURE IS BEHIND THE SKINEATER MAY DECIDE THAT THE CHARACTERS ARE A VALID TARGET.

14: LAST BUS STOP

"YO, CHECK IT, AN OLD TRANSIT."

"SO? I HAVE A CAR."

"HEY, LEMME SPIN THIS DOPE CD I GOT FROM A HOMIE IN YOUR RIDE."

"I'M NOT KIDDING YOU, PAUL, STOP TALKING LIKE YOU'RE A GANGSTA."

"YOU A PLAYA-HATAH, HEATHER."

"HEATHER, SMACK HIM FOR ME THEN LET'S CHECK THAT BUS. IT GIVES ME THE CREEPS."

"IT'S JUST AN OLD BUS. NOBODY IS EVEN ON IT."

"PROBABLE CAUSE, HEATHER. TRANSIT DOESN'T RUN THIS LATE. THE CITY CHANGED BUS STYLES ABOUT 2 YEAR AGO, AND I DON'T SEE A DRIVER. SOMETHING TELLS ME THAT SOMETHING IS WRONG."

"LET'S BUST CAPS, G'S."

"SHUT UP, PAUL."

HOOKING THE PARTY UP

IT'S LATE, AND THE PARTY IS OUT ON THE STREETS IN A ROUGH PART OF TOWN. THIS MISSION IS BEST USED WHEN THE PC'S ARE BEING CHASED, AND AT LEAST HALF OF THEM ARE BADLY WOUNDED, AND NEED DESPERATELY TO ESCAPE FOES WHO ARE HOUNDING THEM. UP AHEAD, SQUATTING IN A POOL OF DARKNESS BETWEEN TWO STREETLIGHTS IS AN OLDER STYLE METRO-TRANSIT BUS, WITH WHAT LOOKS TO BE PEOPLE MOVING AROUND INSIDE. THE BUS HAS AN OLD AD ON ONE SIDE FOR A RADIO-DJ THAT DIED IN A FREAK AUTO-EROTIC ASPHYXIATION ACCIDENT ONE SIDE, AND AN AD FOR A BRAND OF INFANT ASPIRIN THAT KILLED A

Alleystalker

Medium Aberration; CR 8; HD 9d8+18 Hp; 54; Mas 17; Init +3 (+3 Initiative); Spd 30 ft.; Defense 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BAB +10/+5; Grap +10/+5; Atk +10/+5 melee (1d3+4 slam) or +11/+6 melee (2d4+4 and poison, bite); Full Atk +10/+5 melee (1d3+4, 2 slams) and +9/+4 melee (2d4+4 and poison, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Close quarters fighting, darkvision 60 ft., fast healing 5, fluid drain, poison, pounce, rend, teleoperation; AL: chaos, evil; SV Fort +5, Ref +6, Will +9; AP 0; Rep +0; Str 18, Dex 16,

Con 14, Int 14, Wis 16, Cha 12.

Skills: Balance +9, Climb +12, Disguise +13, Drive +7, Hide +10, Intimidate +10, Jump +7, Listen +8, Move Silently +11, Search +8, Sense Motive +6, Spot +9, Survival +10

Feats: Alertness, Improved Damage Threshold, Multiattack, Stealthy, Track (B), Weapon Focus (bite)(B).

Possessions: Metro Transit Driver Uniform, wallet with 10, pocket change, house keys and bus keys.

BUNCH OF KIDS A FEW YEARS AGO ON THE OTHER (KNOWLEDGE (POP CULTURE) DC 20 TO REMEMBER EITHER INCIDENT). THE BUS SITS, WAITING AND RUMBLING TO ITSELF AS THE HEAVY DIESEL ENGINE IDLES PATIENTLY, AWAITING ITS NEXT PASSENGERS.

AND MEAL.

TROUBLESHOOTING

CHARACTERS WHO DON'T GET ON THE BUS ARE CHASED BY IT, WHICH IS OUT TO KILL EVERYONE IT CAN, SLAMMING INTO THEM AND CRUSHING THEM INTO A BLOODY PULP.

VARIANT #1: THE BUS IS NORMAL, BUT THE DRIVER, WHO RETURNS IN A FEW MOMENTS WITH A STEAMING CUP OF REDDISH COFFEE (FUNNY HOW ADDING BLOOD TO COFFEE WILL DO

Metro Transit Bus

Demonic Auto: CR 17; Gargantuan construct; HD 26d10+80; hp 285; Mas --; Init +1; Spd 400 ft. (320 squares as vehicle); Defense 26, touch 7, flat-footed 25 (-4 size, +1 Dex, +19 natural); BAB +18; Grap --; Atk +25 melee (1d8+15, slam); Full Atk +25/+15/+10 melee (1d8+10, slam); FS 10 ft by 30 ft; Reach 5 ft; SQ: construct, outsider traits, damage reduction 20/+1, vehicle movement, no limbs, trample (DC 33; 2d8+15 alley speed or 4d8+15 at higher speeds), repairable, Darkvision 120 ft.; AL chaos, evil; SV Fort +10, Ref +9, Will +10; AP 0; Rep +0; Str 31, Dex 13, Con --, Int 10, Wis 10, Cha 5

Skills: Bluff +22, Drive +32, Hide +10, Navigate +25, Repair +25, Sense Motive +25, Spot +29
Feats: Drive-By Attack, Force Stop, Great Fortitude, Iron Will, Vehicle Dodge, Vehicle Expert, Weapon Focus (Slam)

Special Qualities: Regeneration 2, Devouring

Possessions: *Bumper of the Ram, Impervious Tires, Windows of Deception* (makes the passengers, if any, look healthy, alive, and friendly)

Devouring (Su): The Metro Transit bus can absorb the dead bodies of creatures inside it. For every five such bodies it absorbs, it gains a Hit Die.

THAT, EH?) IS, IN ACTUALITY, AN ALLEYSTALKER (SEE APPENDIX 2) WHO IS USING THE BUS TO LURE IN VICTIMS AND DEVOUR THEM.

VARIANT #2: THE BUS IS ACTUALLY POSSESSED, AS BELOW, BUT INSTEAD ALLOWS PCS ONTO IT, LOCKING THE DOORS BEHIND THEM AND CAREENING THROUGH THE CITY, DAMAGING THEM BY SLAMMING THEM AROUND INSIDE, AND FEEDING ON THE BLOOD AND PAIN THAT OCCURS FROM IMPACTS. WHEN A CREATURE DIES, THE BUS ABSORBS ITS BODY, GAINING ANOTHER HIT DIE FOR EVERY FIVE PEOPLE IT DEVOURS.

CAMPAIGN HOOK: CHARACTERS INVESTIGATING THE WRECK WILL FIND A CLUE THAT THIS BUS' ENGINE HAS BEEN OVERHAULED WITH PARTS FROM HARMON'S JUNKYARD (SEE QUICKSHOTS: MISSION FILE ALPHA). CHECKING RECEIPTS FROM THAT PLACE REVEALS THAT MANY CITIES JUNKED BUSES THERE, AND HARMON SOLD REPAIR PARTS TO MANY DIFFERENT CITIES AND THEIR MUNICIPAL TRANSPORT DIVISIONS. THIS COULD LEAD TO MANY DIFFERENT CITIES, LOCATIONS, AND A FURTHER CLUE THAT SOMETHING SINISTER IS BEHIND HARMON'S JUNKYARD.



15: GONE IN 60 NANOSECONDS

"HEY, CHECK IT OUT, THAT GUY..."

"WHAT? WHAT GUY?"

"NOTHING, I THINK I'M SEEING THINGS."

"WHAT?"

"I THOUGHT I SAW A GUY PULL A GUN IN THAT QUICK STOP."

"YOU TRIPPIN' T-DOG, AIN'T NUTTIN' IN DEB."

"WILL YOU QUIT IT?! YOU'RE FROM GODDAMN IOWA!"

HOOKING THE PARTY UP

A RECENT STRING OF BAFFLING BURGLARIES ARE BEING PULLED OFF BY A WEEDY LITTLE MAN, WHO NEVER APPEARS ON VIDEOS, NEVER APPROACHES THE REGISTER, BUT STILL CLEANS THE PLACE OUT. THE CHARACTERS WILL SEE THE LITTLE GUY APPROACHING THE DOOR AT A WALK, THEN REAPPEAR SEVERAL FEET AWAY FROM THE DOOR, RUNNING, WITH A BAG IN HIS HAND. HE WILL DO HIS BEST TO ESCAPE THE PARTY BY USING THE WATCH AS OFTEN AS POSSIBLE, HOPING TO LOSE WHOEVER IS CHASING HIM.

VARIANT #1: HE HAS A MUMMY AFTER HIM BECAUSE IT WANTS THE WATCH BACK. THE MUMMY CREATED THE WATCH, AND SILAS STOLE IT FROM THE MUSEUM WHERE THE MUMMY AND THE POSSESSIONS DUG UP FROM ITS TOMB WERE ON DISPLAY. SILAS THEN QUIT HIS JOB AS A MUSEUM SECURITY GUARD, AND IS NOW GOING ON A ROBBING SPREE WITH THE WATCH.

VARIANT #2: THE WATCH IS CURSED, AND WHILE HE SLEEPS, HE TURNS INTO ARKON DUPRAIDE, A NOTORIOUS SERIAL KILLER FROM THE 1800'S. ARKON IS LOOKING FOR WAYS TO NOT ONLY INCREASE HIS "SCORE" BUT TO REMAIN IN POSSESSION OF THIS BODY.

CAMPAIGN HOOK: IN SILAS' POCKET IS A RECEIPT, SHOWING HE BOUGHT THE WATCH AT A PAWN SHOP DOWNTOWN. INVESTIGATING THE PAWN-SHOP, THE PARTY FINDS THE OWNER MURDERED, AND THAT MANY OF THE ITEMS ARE NOT THE MUNDANE ITEMS THAT THEY APPEAR TO BE. THIS LEAVES THE PARTY TO HUNT DOWN AND ELIMINATE ALL THE CURSED MAGIC ITEMS THAT HAVE BEEN SOLD WITHOUT ANY KNOWLEDGE OF WHAT THE ITEMS CAN DO.

Silas McDwens

Male Human Smart Ordinary 3: CR 2; Medium-size Humanoid (Human); Lvl 3; HD 3d6+3; hp 18; Mas 17; Init +2; Spd 30 ft.; Defense 17, touch 12 flat-footed 15 (+2 dex, +5 armor [Light-duty vest]); BAB +1; Grap +3; Atk HK MP5K -1 (2d6 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +2 Ref +3 Will +2; AP 17; Rep 0; Str 15, Dex 14, Con 17, Int 12, Wis 10, Cha 8.

Occupation: Academic (Class Skill or Mod: Computer use, Class Skill or Mod: Decipher Script, Class Skill or Mod: Knowledge (Arcane Lore)).

Skills: Computer use +11, Concentration +1, Craft +1, Craft (Chemical) +5, Craft (Electronic) +4, Craft (Mechanical) +7, Decipher Script +10, Demolitions +1, Drive +2, Forgery +7,

Investigate +7, Knowledge (Arcane Lore) +7, Knowledge (History) +7, Knowledge (Streetwise) +3, Knowledge (Theology and Philosophy) +7, Navigate +1, Repair +1, Research +9, Ride +2, Search +4, Swim +2.

Feats: Research Talent Tree (Savant), Savant (Computer use), Academic (Computer use, Decipher Script, Knowledge (Arcane Lore)), Simple Weapon Proficiency.

Other Abilities: Talent: Savant (Computer use)

Possessions: HK MP5K, Light-duty vest, briefcase, *tempus fugit watch*

Arkon DuPraide

Male Human Dedicated 4/Field Medic 4: CR 8; Medium-size Humanoid (Human); Lvl 8; HD 4d6+4d8+16; hp 48; Mas 13; Init +6; Spd 30 ft.; Defense 18, touch 17 flat-footed 16 (+5 class, +2 dex, +1 armor [Leather jacket]); BAB +5; Grap +8; Atk Straight razor +8 (1d4+3 19-20(x2)), Sword cane +8 (1d6+3 19-20(x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +8 Ref +4 Will +6; AP 60; Rep 4; Str 15, Dex 15, Con 14, Int 17, Wis 14, Cha 7.

Occupation: Doctor (Class Skill or Mod: Treat Injury, Class Skill or Mod: Craft (Pharmaceutical))

Skills: Balance +2, Climb +3, Computer use +6, Concentration +2, Craft +4, Craft (Pharmaceutical) +17, Decipher Script +4, Demolitions +4, Diplomacy +9, Drive +4, Escape Artist +2, Forgery +4, Gamble +4, Hide +2, Investigate +10, Jump +3, Knowledge (Arcane Lore) +10, Knowledge (History) +8, Knowledge (Streetwise) +10, Listen +8, Move Silently +2, Navigate +4, Profession +9, Read/Write Language +10, Repair +4, Research +15, Ride +2, Search +4, Sense Motive +9, Spot +13, Survival +2, Swim +3, Treat Injury +19.

Feats: Simple Weapon Proficiency, Insightful Talent Tree (Skill Emphasis), Skill Emphasis (Sleight of Hand), Doctor (Treat Injury, Craft (Pharmaceutical)), Archaic Weapons Proficiency, Surgery, Healing Talent Tree (Healing Knack), Healing Knack, Weapon Focus (Knife)

Possessions: Straight razor, leather jacket, sword cane, *tempus fugit watch*

Mummy Dedicated Hero 3

CR 7; Medium-size undead; HD 9d12 plus 3 (Toughness feat); hp 58; Mas —; Init —; Spd 20 ft.; Defense 19, touch 11, flat-footed 19 (—1 Dex, +2 class, +8 natural); BAB +5; Grap +8; Atk +8 melee (1d6+4 plus mummy rot, slam), or +4 ranged (1d10/19-20, crossbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, despair, mummy rot, fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60 ft.; AL evil, law; SV Fort +4, Ref +2, Will +9; AP 1; Rep +1; Str 17, Dex 8, Con —, Int 7, Wis 14, Cha 15.

Skills: Hide +8, Listen +12, Move Silently +8, Read/Write Egyptian, Speak Egyptian, Spot +12, Survival +11.

Feats: Alertness, Archaic Weapons Proficiency, Blind-Fight, Simple Weapons Proficiency, Toughness, Track, Talents (Dedicated Hero): Skill emphasis (Survival), aware.

Possessions: *Staff of Swarms*

16 : MMMMMM, HOBO ON THE HOOF

"MAN, THE ALLEY OUTSIDE YOUR NEW PLACE REEKS, TIM."

"BITE ME, HEATHER, YOU'RE THE REASON I DON'T HAVE A HOUSE ANYMORE."

"DON'T BLAME ME. YOU SHOULD HAVE PUT THE SEMTEX OUT OF PAUL'S REACH."

"I DIDN'T THINK IDIOTS COULD CLIMB."

"STILL, YOU OUGHT TO DO SOMETHING, LIKE CALL THE SANITATION DEPARTMENT TO SWAP OUT THAT UGLY ASS DUMPSTER."

"NAW, I KEEP SEEING PEOPLE AROUND IT. I MIGHT CHECK IT FOR DRUGS OR BODIES TOMORROW."

"IT STILL SMELLS LIKE A HOBO'S ASS OUT THERE."

HOOKING THE PARTY UP

THE CHARACTERS MAY SEE A HOBO STUFFING A BODY INTO THE DUMPSTER, OR MAY BE ATTACKED BY IT. ALTERNATELY, IT COULD BE LIVING BEHIND THEIR HOUSE, AND COLLECTING VICTIMS LIKE THE CABLE MAN, METER READER, SATELLITE TV GUY, OR EVEN GANG MEMBERS AND HOUSE PETS. ALTERNATELY, THE DUMPSTER COULD ATTACK THE CHARACTERS WHEN THEY ARE WEAK, SLAMMING INTO THEIR CAR REPEATEDLY UNTIL THEY EITHER LEAVE THE SMASHED VEHICLE OR DIE.

VARIANT #1: IT'S ALLIED WITH SEVERAL OTHER LIVING DUMPSTERS ABOUT THE CITY. THESE DUMPSTERS ARE IN LOW ECONOMIC AREAS, AND OCCASIONALLY SLURP DOWN PEOPLE WHO ARE "SLUMMING" AND THE ODD POLICE OFFICER OR TWO WHO COMES TOO CLOSE. THEY WILL CHANGE LOCATION OFTEN, AND LET THE CITY TRASH SERVICE MOVE THEM FROM PLACE TO PLACE, AVOIDING DEVOURING SANITATION WORKERS.

VARIANT #2: THE DUMPSTER HAS A CULT OF KILLER HOBOS WHO WILL DIE TO PROTECT THEIR GOD.

THE CULT IS MADE UP OF ABOUT 20 HOBOS WHO WORSHIP THE DUMPSTER, WHICH PROTECTS THEM FROM GANGS AND OTHER PREDATORS, AND GIVES THEM ADVICE, AS WELL AS LETTING

SOME SLEEP INSIDE OF IT WHEN THE WEATHER IS PARTICULARLY BAD.

CAMPAIGN HOOK: THE DUMPSTER AND THE HOBOS ARE PART OF A NATIONWIDE CULT OF CANNIBALS THAT PREY ON THE UNSUSPECTING. THIS COULD LEAD DEEP BENEATH CITIES, ABANDONED MINES, MILITARY BASES AND TOWNS, WITH MANY HIGH-POWERED PEOPLE WHO ARE SECRETLY CANNIBALS. ADD IN AN ABANDONED CONTINUITY OF GOVERNMENT SHELTER FAR BELOW THE CITY AS THE CANNIBALS' MAIN STRONGHOLD AND WHERE THEY PERFORM THEIR MOST OBSCENE RITUALS, AND YOU'VE GOT A HANDFUL FOR ANY PARTY.

Alley Dumpster: *Living Dumpster:* CR 5; Large Construct; HD 8d10+20; hp 88; Mas --; Init -2; Spd 30 ft.; Defense 19, touch 7, flat footed 19 (-2 Dex, -1 Size, +12 Natural); BAB +6; Grab +16; Atk +11 melee (1d8+9, slam); Full Atk +11 melee (1d8+9, slam); FS 10ft by 10 ft; Reach 5 ft; SQ construct, wheels, wall smash 4d6+30, swallow whole (holds 4 medium creatures or 8 Small creatures), darkvision 60 ft; AL none; SV Fort +2, Ref +0, Will +2; AP 0; Rep +0; Str 22, Dex 7, Con --, Int --, Wis 10, Cha 1.

Skills: Hide -6.

Killer Hobo, Male Human

Strong Ordinary 1/Tough Ordinary 2: CR 2; Medium-size Humanoid (Human); Lvl 3; HD 2d10+1d8+6; hp 28; Mas 14; Init +2; Spd 30 ft.; Defense 12, touch 12 flat-footed 10 (+2 dex); BAB +2; Grap +4; Atk Knife +4 (1d4+2 19-20(x2)), Unarmed strike +4 (1d3+2 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4 Ref +2 Will +0; AP 17; Rep 0; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Criminal (bonus feat: Brawl, class skill or mod: Knowledge (Streetwise), class skill or mod: Gamble).

Skills: Balance +2, Climb +2, Computer use +1, Concentration +1, Craft +1, Decipher Script +1, Demolitions +1, Drive +3, Escape Artist +2, Forgery +1, Gamble +2, Hide +2, Intimidate +3, Jump +2, Knowledge (Current Events) +3, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +7, Move Silently +2, Navigate +1, Profession +6, Repair +1, Research +1, Ride +2, Search +1, Spot +2, Survival +6, Swim +2.

Feats: Ordinary, Simple Weapon Proficiency, Criminal (Brawl, Knowledge (Streetwise), Gamble), Brawl, Toughness

Possessions: Wood-handled paring Knife with "Arkakle" carved into it, cardboard box lined with human skin.

Alley Dumpster, Cult Focus: CR 9; Huge Construct; HD 23d10+40; hp 238; Mas --; Init -2; Spd 30 ft.; Defense 20, touch 5, flat footed 20 (-3 Dex, -2 Size, +15 Natural); BAB +18; Grab +36; Atk +26 melee (2d6+15, slam); Full Atk +26 melee (2d6+15, slam); FS 15ft by 15 ft; Reach 5 ft; SQ construct, wheels, wall smash 4d6+30, swallow whole (holds 4 medium creatures or 8 Small creatures), darkvision 60 ft; AL none; SV Fort +7, Ref +5, Will +7; AP 0; Rep +0; Str 30, Dex 5, Con --, Int 8, Wis 10, Cha 12

Skills: Hide -11.

17: JUNK MAIL JUNKY

"DIDJA GET THE MAIL FOR ME, PAUL."

"YO, G, THE BOX WAS EMPTY, T-DOG."

"BS, PAUL, I SHOULD HAVE GOTTEN MY ELECTRIC BILL 2 WEEKS AGO."

"THEY BE BUGGIN', T-DOG, BOX WAS EMP-TEE."

"GO LOOK AGAIN, AND IF YOU CALL ME T-DOG AGAIN, I'LL SHOOT YOU."

HOOKING THE PARTY UP

ONE OF THE PARTY MEMBERS WILL START GETTING REFERENCES TO UNANSWERED BILLS, PHONE CALLS REGARDING PAST DUE ACCOUNTS, PHONE CALLS FROM FAMILY AND FRIENDS WHO HAVE MAILED THE PC LETTERS THAT HAVE GONE UNANSWERED. THE PC'S MAILBOX IS ACTUALLY A MIMIC THAT HAS DEVoured THE MAILBOX AND TAKEN ITS PLACE. THE MIMIC MIGHT BE CONVINCED TO TAKE BRIBES INSTEAD OF EATING THE PC'S MAIL, MAYBE NOT.

OF COURSE, THE REAL QUESTIONS COME WHEN A TEMPORARY POSTMAN COMES UP MISSING. **VARIANT #1:** IT'S THE MAILMAN'S PET THAT HE FOUND AND BEFRIENDED WHEN IT TOOK THE FORM OF HIS MICROWAVE OVEN AND HE BEGAN INADVERTENTLY FEEDING IT. NOW, THE MIMIC IS SLAVISHLY LOYAL TO THE POSTMAN, WHO HAS DECIDED THAT THE SEMI-ABANDONED HOUSE (THE PC'S HIDEOUT) IS THE PERFECT PLACE TO ALLOW HIS "PET" TO HAVE SOME OUTDOORS TIME.

VARIANT #2: IT'S AN ATM WITH A TASTE FOR PLASTIC AND LATE NIGHT VISITORS. IT IS CLEVER ENOUGH TO MOVE FROM PLACE TO PLACE, AND IS ATTEMPTING TO WORK UP THE COURAGE TO SNEAK INTO AN ALL NIGHT CONVENIENCE STORE TO BE ABLE TO GET SNACKS WITHOUT DRAWING TOO MUCH ATTENTION.

CAMPAIGN HOOK: UNEXPLAINED MURDERS START SHOWING UP ON THE NIGHTLY NEWS, AND

MORE AND MORE PEOPLE ARE BEING KILLED IN FRONT OF THEIR HOUSES, AT NIGHT BY THE BANK, BUT ROBBERY IS OBVIOUSLY NOT THE MOTIVE, SINCE ALL NON-ORGANIC ITEMS ARE LEFT BEHIND. NOBODY BELIEVES THE PCS AS TO WHAT IS CAUSING THE DEATHS, AND IT'S UP TO THE PCS TO TRACK DOWN AND KILL THE MIMICS AND WHOEVER IS SEEDING THEM ABOUT THE COUNTRY.

Hans Browning

Male Human Dedicated 5: CR 5; Medium-size Humanoid (Human); Lvl 5; HD 5d6+15; hp 38; Mas 17; Init +3; Spd 20 ft.; Defense 18, touch 16 flat-footed 15 (+3 class, +3 dex, +2 armor [Undercover vest]); BAB +3; Grap +4; Atk Colt M1911 +7 (2d6 (x2)), Unarmed strike +4 (1d3+1 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6 Ref +4 Will +6; AP 0; Rep 2; Str II, Dex 16, Con 17, Int 13, Wis 17, Cha 12.

Occupation: Blue Collar (Drive, Handle Animal)

Skills: Balance +1, Bluff +1, Computer use +1, Concentration +3, Craft +1, Craft (Pharmaceutical) +3, Decipher Script +1, Demolitions +1, Diplomacy +1, Disguise +1, Drive +3, Escape Artist +1, Forgery +1, Gamble +3, Gather Information +1, Hide +1, Intimidate +1, Investigate +6, Knowledge (Arcane Lore) +9, Knowledge (Behavioral Sciences) +3, Knowledge (Streetwise) +3, Listen +7, Move Silently +1, Navigate +1, Perform +1, Profession +11, Repair +1, Research +1, Ride +3, Search +1, Sense Motive +13, Spot +11, Survival +7, Swim +1, Treat Injury +10, Knowledge (Physical Sciences) +3.

Feats: Simple Weapon Proficiency, Healing Talent Tree (Healing Knack), Healing Knack, Empathic Talent Tree (Empathy), Empathy, Insightful Talent Tree (Skill Emphasis), Skill Emphasis (Handle Animal)

Other Abilities: Talent: Healing Knack, Empathy (+1 interaction skills/Ded lvl).

Possessions: Undercover vest, Colt M1911, Laser sight (on Colt M1911), Holster, concealed carry (on Colt M1911), Postal Worker uniform.

Mailbox/ATM (Mimic)

CR 3; Tiny Aberration (Shapechanger); HD 2d8+21; hp 88; Mas --; Init -2; Spd 10 ft.; Defense 18, touch 13, flat-footed 13 (+2 size, +1 Dex, +5 natural); BAB +5; Grab +13; Atk +9 melee (1d8+4, slam); Full Atk +9 melee (1d8+4, 2 slams); FS 2 ½ ft by 2 1/2 ft; Reach 0 ft; Special Qualities: Darkvision 60 ft., immunity to acid, mimic shape, adhesive, crush; AL none; SV Fort +5, Ref +5, Will +6; AP 0; Rep +0; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10

Skills: Climb +9, Disguise +13, Listen +8, Spot +8

Feats: Alertness, Lightning Reflexes, Weapon Focus (slam)

18 : WASTE NOT, DIE NOT

"JESUS, TIM, YOU EVER CLEAN THIS GARAGE?"

"NO."

"WHAT'S THAT?"

"I DON'T KNOW. YOU CAN HAVE IT."

"UMMM, THAT'S OK, I'LL PASS."

"WHAT, AFRAID OF A LITTLE MOLD, HEATHER? WUSS."

"YO, T-DOG, DAT 'LITTLE MOLD' JUST ATE YOUR DOG."

HOOKING THE PARTY UP

IN AN OUT-OF-THE-WAY, LITTLE-MAINTAINED PLACE, A TOXYDERM HAS TAKEN UP RESIDENCE AND IS DEVOURING ANYTHING IT CAN CATCH. IT CAN EAT NPCs, ATTACK VILLAINS OR THE HEROES, OR JUST BE A GENERAL MENACE.

VARIANT #1: IT'S LEFT OVER IN AN OLD FOE'S LAST KNOWN LAIR AND AMBUSHES THE CHARACTERS WHEN THEY INVESTIGATE THE HIDEOUT. IT MAY HAVE BEEN LEFT FOR A LAST LAUGH FROM HELL'S HEART, OR MAY HAVE BEEN AN EXPERIMENT.

VARIANT #2: THE PC DISCOVERS IT IN A BARREL MARKED "MEDICAL WASTE" IN A PARK THAT BREAKS OPEN IF SOMEONE TOUCHES IT OR MAYBE EVEN LOOKS AT IT TOO HARD.

VARIANT #3: A CERTAIN ORGANIZATION OF THE GM'S CHOICE IS USING THE TOXYDERM TO DISPOSE OF DECEASED "ASSETS", AND NOW THAT THE TOXYDERM HAS ESCAPED, THE ORGANIZATION IS NOW ON THE LOOKOUT FOR IT. THIS COULD LEAD TO BREAK-INS OF THE PC'S HOUSE, ROUGHING THEM UP, OR WORSE, IF THE ORGANIZATION HAS A "NO-WITNESS-

Chemical Toxyderm

CR 15; Huge elemental; HD 24d8+120; hp 285; Mas --; init +0; Spd 20 ft.; Defense 20, touch 8, flat-footed 20 (-2 size, +12 natural); BAB +18; Grap +37; Atk +27 melee (2d6+16 plus 2d6 acid, slam) or +16 ranged; Full Atk +27/+22/+17/+12 melee (2d6+16 plus 2d6 acid, slam) or +16/+11/+6/+1 ranged; FS 15 ft by 15 ft; Reach 10 ft.; SQ elemental, engulf (DC 22), acid, breath

weapon (DC 27), Darkvision 60 ft.; AL none; SV Fort +21, Ref +10, Will +8; AP 0; Rep +0; Str 32, Dex 11, Con 20, Int 6, Wis 11, Cha 11

Skills: Hide -8, Listen +27, Spot +27, Swim +15

Feats: Cleave, Great Cleave, Great Fortitude, Lightning Reflexes, Power Attack

ES" POLICY.

CAMPAIGN HOOK: THESE CREATURES COULD START SHOWING UP MORE AND MORE FREQUENTLY, INCLUDING HOSPITALS AND SCHOOLS. SOMEONE IS SHIPPING THEM TO SCHOOLS OR IMPROPERLY DISPOSING OF THEM UNDER A DISPOSAL CONTRACT. CORPORATE CORRUPTION COULD BE PRODUCING THESE THINGS AS WASTES ARE DUMPED IN URBAN AREAS THAT NOBODY BUT THE RESIDENTS CARES ABOUT.

19: NEVER MIND, I'LL USE THE ATM

"I HATE PAYDAY. IT TAKES FOREVER IN THIS LINE."
 "DIRECT DEPOSIT IS THE SHIZNAT, T-DOG."
 "I'M GONNA PUNCH YOU IN THE FACE, PAUL."
 "YO, IF IT WASN'T FOR YOUR SLOW ASS, WE'D BE DOWN WITH THE HONEYS."
 "WHAT IS THAT?!"

GETTING THE PARTY HOOKED UP

THE PARTY NEEDS TO GO IN THE BANK FOR ONE REASON OR ANOTHER (WITHDRAW MONEY, CHECK A SAFETY DEPOSIT BOX, JACK THE JOINT, WHATEVER) AND END UP STANDING IN A LINE OF ABOUT 20 MUNDANE PEOPLE WHO PROBABLY CAN'T EVEN SEE NORMAL SHADOWS, MUCH LESS CREATURES OF SHADOW. AFTER ABOUT 15 MINUTES AND TEN FANTASIES OF CUTTING THEIR WAY THROUGH THE LINE WITH CHAINSAWS, TWO HUGE CREATURES COME BOUNDING OUT OF THE BANK VAULT, AND PANIC ENSUES.

ADD IN A SECURITY GUARD WHO IS A BAD SHOT TO THE POINT OF BEING A MENACE, FORTY OR FIFTY PANICKED BANK CUSTOMERS, A PANICKING BANK STAFF, AND THE FACT THAT THE CHARACTERS SHOULD BE UNARMED, THIS IS NOT GOING TO BE THE CHARACTERS' BEST DAY.

TROUBLESHOOTING

IF THE PCS ARE PACKING GUNS INTO THE BANK, THEIR PICTURES WILL BE ON THE NEWS, AND THE POLICE WILL SUSPECT THEM OF HAVING BEEN WAITING IN LINE TO ROB THE BANK, UNLESS THEY WORK FOR A GOVERNMENT ORGANIZATION THAT PERMITS THEM TO BE ARMED IN A PUBLIC LOCATION. OR, JUST USE ONE OF THE MORE DANGEROUS VARIANTS.

VARIANT #1: THE CREATURES WERE SUMMONED BY A SHADOWMAGE TO HELP IN THE BANK ROBBERY. IF HIS "HENCHMEN" LOOK AS IF THEY ARE IN TROUBLE, HE MAY PROVIDE ARCANES ASSISTANCE, OR USE HIS OWN MAGIC TO DESTROY THEM TO APPEAR AS A HERO.

VARIANT #2: THE CREATURES ARE LEADING THE WAY FOR THE REST OF THEIR PACK TO GET THROUGH A TEMPORARY GATE IN THE BANK VAULT.

VARIANT #3: THERE IS AN AMULET THAT HAS STARTED SUMMONING CREATURES IN ONE OF THE SAFETY DEPOSIT BOXES.

CAMPAIGN HOOKS: THIS ISN'T THE FIRST TIME SOMEONE HAS USED THESE PARTICULAR CREATURES TO COMMIT CRIMES. A LITTLE DIGGING IN NEWS PAPERS AND THE INTERNET REVEALS MORE AND MORE CRIMES, FROM MURDER TO ROBBERIES, BEING COMMITTED BY THESE

Grendelspawn Hunter

CR 6; Medium magical beast; HD 9d10+27; hp 105, 96; Mas 17; init +2; Spd 40ft, climb 20 ft.; Defense 18, touch 12, flat footed 16 (+2 Dex, +6 natural); BAB +8; Gap +14; Atk +14 melee (1d6+5, bite) or +11 ranged touch (2d6, acid, spit); Full Atk +14 melee (1d4+5, 2 claws), +12 melee (1d6+2, bite) or +11 ranged touch (2d6, acid spit); FS 5 ft by 5 ft; Reach 5 ft; SQ acid spit (2/day), rage, scent, keen sight; AL See variants; SV Fort +9, Ref +8, Will +4; AP 0; Rep +0; Str 20, Dex 15, Con 17, Int 3, Wis 12, Cha 11.

Skills: Climb +13, Listen +6, Spot +6, Survival +5

Feats: Combat Reflexes, Multiattack, Track

Rage (Ex): When raging, a *grendelspawn hunter* gains 18 hit points, and the following statistics change as listed: Mas 21, Defense 16, touch 10, flat-footed 14; Grap +16; Atk +14 melee (1d6+7, bite); Full Atk +16 melee (1d4+7, 2 claws), +14 melee (1d6+3, bite), SV Fort +11, Str 24, Con 21

Darius Almaker

Male Human Smart 3/Mage 8: CR 11; Medium-size Humanoid (Human); Lvl 11; HD 11d6+22; hp 68; Mas 15; Init +3; Spd 30 ft.; Defense 16, touch 14 flat-footed 13 (+1 class, +3 dex, +2 armor [Undercover vest]); BAB +5; Grap +7; Atk Brass knuckles +7 (1d1+1 (x2)), Unarmed strike +7 (1d3+2 (x2)), Desert Eagle +8 (2d8 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5 Ref +6 Will +1; AP 85; Rep 1; Str 15, Dex 17, Con 15, Int 18, Wis 16, Cha 14.

Occupation: Academic (Class Skill or Mod: Knowledge (Arcane Lore), Class Skill or Mod: Decipher Script, Class Skill or Mod: Research).

Skills: Balance +1, Bluff +2, Computer use +19, Concentration +16, Craft +5, Craft (Chemical) +19, Craft (Pharmaceutical) +9, Craft (Writing) +9, Decipher Script +20, Demolitions +11, Diplomacy +2, Disable Device +11, Disguise +2, Drive +3, Escape Artist +3, Forgery +9, Gamble +3, Gather Information +2, Hide +1, Intimidate +2, Investigate +21, Knowledge (Arcane Lore) +19, Knowledge (Current Events) +9, Knowledge (Earth and Life Sciences) +9, Knowledge (History) +11, Knowledge (Popular Culture) +9, Knowledge (Streetwise) +11, Knowledge (Tactics) +7, Knowledge (Technology) +16, Listen +3, Move Silently +1, Navigate +5, Perform +2, Profession +11, Repair +5, Research +18, Ride +3, Search +11, Sense Motive +5, Speak Language +13, Spot +3, Survival +3, Swim +2, Treat Injury +3, Knowledge (Physical Sciences) +12, Spellcraft +19.

Feats: Simple Weapon Proficiency, Research Talent Tree (Savant), Savant (Decipher Script), Academic (Knowledge (Arcane Lore), Decipher Script, Research), Research Talent Tree (Savant), Savant (Decipher Script), Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Point Blank Shot, Studious.

Other Abilities: Talent: Savant (Decipher Script), Talent: Savant (Decipher Script).

Possessions: Brass knuckles, Undercover vest, Desert Eagle.

Darius is a thin looking man, with a bad habit of picking his nose while talking to people. He has greasy black hair, a thin almost non-existent mustache, and a bad complexion problem. His watery brown eyes are often blood shot, and slightly protruding. His clothing often stinks as if it had been worn for several days in a Louisiana bayou by a zombie, and his breath is best described as smelling like fried shit served with a side of rotting animal.

John Oldie

Male Human Dedicated Ordinary 1/Strong Ordinary 1/Tough Ordinary 1: CR 2; Medium-size Humanoid (Human); Lvl 3; HD 1d8+1d10+1d6+3; hp 22; Mas 13; Init +2; Spd 30 ft.; Defense 12, touch 10 flat-footed 10 (+2 dex, +2 armor [Light undercover shirt]); BAB +1; Grap +3; Atks: Glock 20 -2 (+5) (2d6 (x2))* , Unarmed strike +3 (1d3+2 (x2)); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4 Ref +2 Will +1; AP 17; Rep 0; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Blue Collar (Class Skill or Mod: Intimidate, Class Skill or Mod: Drive, Class Skill or Mod: Repair)

Skills: Balance +1, Climb +3, Computer use +1, Concentration +1, Craft +1, Craft (Structural) +7, Decipher Script +1, Demolitions +1, Drive +5, Escape Artist +1, Forgery +1, Hide +1, Intimidate +6, Jump +1, Knowledge (Current Events) +3, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +2, Move Silently* -2 (+2), Navigate +1, Profession +3, Repair* -2 (+4), Research +1, Ride +2, Search +1, Spot +3, Survival +2, Swim +2

Feats: Ordinary, Simple Weapon Proficiency, Blue Collar (Intimidate, Drive, Repair), Personal Firearms Proficiency

Other Abilities: * refers to statistics that are lowered due to moderate Alzheimer's and slight cerebral palsy.

Possessions: Uniform, Light undercover shirt, Glock 20, Handcuffs: Steel, Laser sight (on Glock 20), Holster: Hip (on Glock 20)

CREATURES NATIONWIDE. SOMEONE, OR SOME-
THING, IS BEHIND THIS GRENDELSPAWN
CRIME SPREE.

20: CHECK-IN OR CARRY-ON?

"YO BABY, WANNA GET IT ON WIT AN ALBINO BRUTHA?"

"PARDON OUR FRIEND, MA'AM, HE'S RETARDED."

"WHY YOU GOTTA BE JINXIN' MY GAME, T-DOG?"

"IF WE WEREN'T ON A PLANE, I'D SHOOT YOU IN THE FACE, PAUL."

"FINE, YOU AND H-HONEY BE DAT WAY. I'M GONNA GET MY DOPE NEW CD."

"HEY, WHILE YOU'RE IN THE OVERHEAD RACK, STUFF YOURSELF IN, WILL YOU?"

"AHHHH!! GET IT OFF ME! SHOOT IT!"

"WE'RE IN A PLANE, TIM! DON'T SHOOT!"

GETTING THE PARTY HOOKED UP

THE PARTY, SOONER OR LATER, WILL HAVE TO GO SOMEWHERE VIA AIRPLANE. THE PARTY WILL HAVE TO TAKE A CIVILIAN FLIGHT, AND DURING THE FLIGHT, ABOUT MIDWAY THROUGH THE IN-FLIGHT MOVIE, ONE OF THE OVERHEAD COMPARTMENTS BLOWS OPEN, AND OUT LEAPS A STRANGE CREATURE THAT LOOKS LIKE A PORCUPINE THAT MATED WITH A NERF FOOTBALL AND A CRAB DURING A DRUNKEN ORGY. THE CREATURE LANDS IN THE CENTER AISLE AND BEGIN SNARLING AT EVERYONE. IT IS FAST, AGGRESSIVE, AND HAS A MOUTH FULL OF SHARP TEETH TO GO WITH ITS RAVENOUS HUNGER.

VARIANT #1: THE PET IS OWNED BY A BIOTECH FIRM RESEARCHING TURNING SHADOWCREATURES INTO BIOWEAPONS. THE BIOTECH FIRM COULD NOT GET THE NECESSARY PERMITS TO MOVE A POSSIBLY HAZARDOUS BIOLOGICAL, AND SO IT WAS DISGUISED AS A PET, OR HIDDEN IN SOME CARRYON LUGGAGE, AND TAKEN ABOARD ILLEGALLY.

VARIANT #2: THE CREATURE WAS A FAMILIAR FOR A TECHNOMAGE THAT WORKED FOR THE DEPARTMENT OF JUSTICE, WHO IS NOW LYING IN THE LAVATORY WITH HIS THROAT SLIT ALL THE WAY TO HIS SPINE. THIS MEANS THAT SOMEWHERE ON THE PLANE IS A KILLER, AND WHO KNOWS WHAT KIND OF NEFARIOUS SCHEMES THE KILLER HAS COOKED UP, OR HOW MANY ACCOMPLICES.

Disgruntled Customer

CR 1; Tiny construct; HD 2d10; hp 11; Mas --; Init +2; Spd 20 ft, fly 50 ft (good); Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +1; Grap -9; Atk +1 melee (1d3-2, bite); Full Atk +1 melee (1d3-2, bite); FS 2 ½ ft by 2 ½ ft; Reach 0 ft; SQ construct, repairable, Darkvision 60 ft, poison, damage reduction 5/+1, fast healing; AL None; SV Fort +0, Ref +2, Will +1; AP 0; Rep +0; Str 7, Dex 14, Con --, Int 10, Wis 12, Cha 7.

Skills: Hide +10.

CAMPAIGN HOOK: WHEN THE PCS LAND, THEY DISCOVER THAT ALL AIRLINE TRAFFIC HAS BEEN HALTED, AS 8 PLANES HAVE CRASHED AND 22 OTHERS HAVE HAD PROBLEMS BECAUSE OF SIMILAR CREATURES. THE PCS ARE TAPPED AS "DISPOSABLE AND DENIABLE ASSETS" TO INVESTIGATE WHERE THESE CREATURES ARE COMING FROM.

APPENDIX ONE: ICONIC NPCs

THESE ICONIC NPCs WERE DESIGNED TO PROVIDE THE GM WITH VIABLE CONTACTS FOR THE PCS WITHIN AN INTELLIGENCE AGENCY THAT WOULD TAKE THEM AROUND THE GLOBE, INTO MANY SITUATIONS THAT THEY OTHERWISE WOULD NOT BE AWARE OF, AND WOULD PROVIDE INTERESTING WAYS FOR THE GM TO GET THE CHARACTERS INTO TROUBLE. WHILE THESE ARE JUST BIOGRAPHIES AND STATISTICS ARE INCLUDED AT THIS TIME, THE FULL WRITE-UP FOR THESE NPCs WILL APPEAR IN QUICKSHOTS MISSION FILE: DELTA, WHICH DETAILS MILITARY TARGETS. THESE NPCs COULD PROVIDE VALUABLE CONTACTS AND WAYS TO GET THE PCS WHO ARE NON-MILITARY INVOLVED IN THAT SUPPLEMENT, AS WELL AS LENDING A HELPING HAND NOW AND THEN WHEN PC'S NEED HEAVILY ARMED CAVALRY.

NAME: MCNEAL, TIMOTHY DANIEL

RANK: SERGEANT FIRST CLASS

BRANCH: DEFENSE INTELLIGENCE AGENCY, UNITED STATES ARMY

AGE: 36; **HAIR:** BLOND; **EYES:** GREEN; **HEIGHT:** 73 INCHES (6'1"); **WEIGHT:** 225 LBS.

DISTINGUISHING MARKS: MILKY FILM OVER LEFT EYE COMMONLY COVERED WITH MIRRORED SUNGLASSES OR AN EYE PATCH, JAGGED SCAR ACROSS LEFT SIDE OF FACE AND NECK, PATCH OF BALD SCAR TISSUE APPROX 3" WIDE ON RIGHT REAR OF SKULL, THICK WRISTS, THICK WAIST WITH EMERGENCY APPENDECTOMY FIELD SURGICAL SCAR, FIELD-APPLIED TRACHEOTOMY SCAR. WALKS WITH A SLIGHT LIMP AND SLURS HIS WORDS SLIGHTLY.

BACKGROUND

SFC MCNEAL IS WHAT A LOT OF PEOPLE THINK OF WHEN THEY THINK OF MEAN AND CRUEL DRILL SERGEANT - MUSCULAR, A LOUD, ROUGH VOICE, AND SCARRED UP. SFC MCNEAL BECAME A US ARMY RANGER IN 1985, AND HAS FOUGHT IN MANY COVERT ACTIONS AND NEARLY EVERY ENGAGEMENT AMERICA HAS BEEN INVOLVED IN SINCE THEN, INCLUDING, BUT NOT LIMITED TO: HAITI, OPERATION DESERT STORM, OPERATION JUST CAUSE, BOSNIA, SOMALIA, BEIRUT,

GRENADA, SOUTH AMERICA, AND MANY OTHER PLACES. RUMOR EVEN PLACES HIM AS ASSISTING THE RUSSIAN GOVERNMENT IN PUTTING DOWN THEIR 1990 REVOLT.

SFC MCNEAL IS WHISPERED TO BE DELTA FORCE, BUT HE JUST GRINS AND TELLS PEOPLE THAT DELTA FORCE IS A FIGMENT OF HOLLYWOOD'S IMAGINATION, AND HE'S JUST A NORMAL SOLDIER.

A GRADUATE OF THE DEFENSE LANGUAGE INSTITUTE, US ARMY NBC SCHOOL, RANGER TRAINING, SNIPER SCHOOL, SPECIAL FORCES TRAINING, PATHFINDER SCHOOL, EOD AND WHATEVER ELSE HE COULD WORM HIS WAY INTO, SFC MCNEAL SEEMS TO HAVE FRIENDS, ASSOCIATES, AND SOME ENEMIES IN NEARLY EVERY MILITARY FORCE IN THE WORLD.

SFC MCNEAL MET CAPT. HEATHER, A FEMALE DOCTOR KNOWN FOR BEING ABLE TO KEEP HER MOUTH SHUT REGARDING TREATING INJURIES, DURING OPERATION DESERT STORM, AND HE ARRANGED FOR HER TO BE TAPPED BY DIA AND SENT INTO THE THEATER AS SOON AS HE WAS ASSIGNED TO THE INITIAL PLANNING OF THE AFGHANISTAN INVASION. THOUGH HE WAS WOUNDED DURING THE AFGHANISTAN CAMPAIGN, THE LOCATION OF THE INCIDENT IS CONSIDERED CLASSIFIED, AND HE OFTEN BRAGS HE WAS STABBED IN AN AUSTRALIAN BAR.

HE WAS REMOVED FROM OPERATION IRAQI FREEDOM ONCE THE WAR WAS DECLARED OVER, AND TAPPED BY CAPT. HEATHER AS THE HARD-CASE AND EXPERIENCE IN THE HOMELAND DEFENSE AGENCY HARD OPTION TEAM SHE WAS ORDERED TO ASSEMBLE. HIS SLURRING AND IGNORANT REDNECK ACT HAS NEVER FOOLED HER - SHE MANAGED TO SNEAK A LOOK AT HIS DD-201 FILE AND SAW HIS MENTAL SCORES, AS WELL AS THE ANNOTATION THAT HE IS ABLE TO GLIMPSE THROUGH THE VEIL OF SHADOW UPON OCCASION.

SFC MCNEAL IS KNOWN TO BE FLUENT IN THE LANGUAGES AND CUSTOMS OF THE FOLLOWING: ARABIC, GERMAN, ENGLISH, RUSSIAN, HEBREW, FRENCH, CHINESE AND AFRIKAANS.

SFC MCNEAL CARRIES A BATTERED OLD GLOCK-17 WITH AN INTEGRAL LASER SIGHT THAT HAS BEEN MODIFIED TO ACCEPT A SILENCER AND FIRE THREE-ROUND BURSTS, AN OLD COLT M1911A1 HE CLAIMS HIS FATHER CARRIED DURING WORLD WAR II, AND A BATTERED M-16A1 ASSAULT RIFLE WITH AN M-203 GRENADE LAUNCHER ON IT. HE IS ALSO KNOWN TO BE ABLE TO SLEEP IN HIS BODY ARMOR, AND OFTEN COMPLAINS IF HE IS NOT WEARING SOME KIND OF BODY ARMOR, HE "FEELS NAKED."

NAME: HEATHER, DAWN MELISSA

RANKS: CAPTAIN

BRANCH: DEFENSE INTELLIGENCE AGENCY, UNITED STATES ARMY

AGE: 35; **HAIR:** BROWN; **EYES:** BLUE; **HEIGHT:** 70 INCHES; **WEIGHT:** 210 LBS

DISTINGUISHING MARKS: TATTOO OF A ROSE AND STEM ON RIGHT BREAST. STEM IS WRAPPED AROUND BREAST, WITH THORNS DRAWING BLOOD. MISSING LEFT EAR LOBE. BENT LEFT PINKY FINGER. BULLET ENTRANCE SCARS LOWER ABDOMEN.

BACKGROUND

CAPTAIN HEATHER WENT FROM BASIC TRAINING TO US ARMY MEDICAL SCHOOL DUE TO AN ACCIDENT OF PAPERWORK THAT KEPT CROPPING UP HER ENTIRE CAREER. WHEN SHE ORIGINALLY JOINED, AN EXISTING SOLDIER WITH THE SAME NAME, WHO WAS A COMMISSIONED OFFICER ABOUT TO FINALIZE HIS MEDICAL TRAINING, WAS KILLED IN A CAR WRECK IN HER HOME TOWN. THEIR SOCIAL SECURITY NUMBERS WERE THE SAME, EXCEPT FOR THE FACT THAT HIS ENDED WITH A 9 AND HERS ENDED WITH A 0. THIS HAS CAUSED PLENTY OF DIFFICULTY, INCLUDING, BUT NOT LIMITED TO: BEING PROMOTED TO 2ND LIEUTENANT SIX MONTHS

AFTER BASIC TRAINING, ACCIDENTALLY BEING ASSIGNED TO ALL-MALE UNITS, TWICE BEING DEPLOYED TO THE FRONT LINES, BEING ASSIGNED TO RANGER SCHOOL, AND NUMEROUS OTHER DIFFICULTIES, INCLUDING UNDERGOING COUNTER-PARANORMAL TRAINING.

WHAT HAS NOT HELPED IS HER ATHLETICISM. FOR SIX YEARS STRAIGHT SHE WAS THE US ARMED SERVICES POWER LIFTING CHAMPION AND THE V CORPS BOXING CHAMPION IN EUROPE. SHE IS TOUGH, STRONG, AND TAKES NO CRAP FROM ANYONE.

DURING DESERT STORM, WORD GOT AROUND AMONG THE SPECIAL OPERATIONS TROOPS THAT SHE WAS A "DOCTOR" WHO COULD KEEP HER MOUTH SHUT ABOUT INJURIES AND JUST GET THE PAPERWORK PLACED INTO THE REQUIRED FILES, WITHOUT A MINOR INJURY RESULTING IN THE PATIENT LEAVING THE THEATER. AT THAT TIME SHE MET UP WITH (THEN) SSG MCNEAL AND WAS TAPPED BY HIM TO GO AND GIVE AID TO KURDISH GUERRILLAS IN NORTHERN IRAQ, ESCORTING AND SUPPORTING HIS TEAM, WHICH HE INSISTED WERE A COMBINATION OF MERCENARIES AND US ARMY SPECIAL FORCES.

CPT HEATHER SECRETLY SUSPECTS SFC MCNEAL OF HAVING A HAND IN HER ATTENDING SPECIAL FORCES TRAINING, BLACKMAILING, CONNING, OR BROWBEATING THE INSTRUCTORS INTO LETTING HER ACCOMPLISH THE SCHOOL, AND HAVING IT BEING ENTERED INTO HER DOSSIER. DESPITE HER COMPLETION OF NBC SCHOOL, RANGER AND SPECIAL FORCES TRAINING, SHE DOES NOT WEAR THE PATCHES, NOR DOES SHE MAKE REFERENCE TO THEM.

WHEN THE DIA OFFERED HER THE CHANCE FOR HER TO PUT TOGETHER A PARANORMAL HARD RESPONSE TEAM, SHE IMMEDIATELY TAPPED SFC MCNEAL AND SGT MCOWEN, DESPITE THE FACT THAT MCNEAL WAS UNDERGOING COURT-MARTIAL FOR PREMEDITATED FRATRICIDE, AND MCOWEN WAS UNDERGOING PSYCHIATRIC THERAPY.

CPT HEATHER IS WELL KNOWN FOR A CARRYING A SIG-SAUER P228 WITH A BUILT-IN BAFLE SILENCER AND AN M-4 CARBINE. RUMORS PERSIST THAT SHE HAS COMMITTED FRATRICIDE ON ORDERS FROM DOD WITH THE SIG-SAUER, WHICH HAS AN ENGRAVING OF A ROSE ON THE GRIP, WITH THE STEM WINDING AROUND THE OUTSIDE OF THE BARREL SHROUD.

RUMOR HAS IT THAT CPT HEATHER IS MAGICALLY ACTIVE, BUT IF SHE IS, IT IS CONSIDERED CLASSIFIED AND HAS NOT BEEN VERIFIED BY ANYONE WILLING TO SPEAK OF IT.

NAME: MCOWEN, JAMES PAUL

RANK: SERGEANT

BRANCH: DEFENSE INTELLIGENCE AGENCY, UNITED STATES ARMY RANGER

AGE: 25; **HAIR:** BLOND; **EYES:** BROWN; **HEIGHT:** 70 INCHES; **WEIGHT:** 185 LBS

DISTINGUISHING MARKS: TATTOO OF A JAGGED LIGHTNING BOLT ON THE BACK OF THE NECK AND A "31" TATTOOED ON THE BACK OF HIS LEFT BICEPS.

BACKGROUND

SGT MCOWEN HAS BEEN WITH DIA FOR 2 YEARS TOTAL, BUT ONLY 3 MONTHS SINCE HE WAS PULLED FROM THE IRAQI THEATER. HE IS A LONG TIME VETERAN OF THE US ARMY, HAVING ATTENDED DLI FOR ARABIC, HEBREW AND RUSSIAN STUDIES, COMPLETED AIRBORNE AND RANGER SCHOOLS AND PARANORMAL INCIDENT RESPONSE TRAINING. FOLLOWING THE SEPTEMBER 11TH ATTACKS UPON THE US BY AGENTS OF THE AL-QUEDA TERRORIST GROUP, SGT MCOWEN WAS ASSIGNED TO THE DIA, HAVING SPECIALIZED IN COUNTERTERRORISM IN KUWAIT AND ISRAEL FOR 3 YEARS.

WHILE IN AFGHANISTAN, SGT MCOWEN SUFFERED EXTREME TRAUMA IN A CAVE SYSTEM IN AFGHANISTAN WHILE CONDUCTING WHAT MILITARY INTELLIGENCE HAD ASSUMED WAS TO BE A

STANDARD SWEEP AND CLEAR OF ENTRENCHED MEMBERS OF THE TALIBAN. HE AND HIS TEAM MATES CAME FACE-TO-FACE WITH A BLADE-FIEND. THE BLADE-FIEND WAS BACKED BY MAGICAL FIREPOWER, AND SGT MCOWEN WAS THE ONLY SURVIVOR OF THE AMBUSH, ALTHOUGH HE WAS BADLY WOUNDED AND REQUIRED IMMEDIATE MEDEVAC. HE WAS PLACED IN WALTER REED ARMY HOSPITAL, WHERE HE MET SFC MCNEAL, WHO WAS RECOVERING FROM WOUNDS RECIEVED.

WHEN OPERATION IRAQI FREEDOM BEGAN, HE WAS ASSIGNED TO A COVERT OPERATIONS GROUP, BUT DURING THE EARLY FIGHTING, HE RAN INTO A SQUAD OF TECHNO-ZOMBIES THAT HAD BEEN CREATED FROM OF THE BODIES OF HIS OLD TEAM, HIDDEN IN THE BAGHDAD INTERNATIONAL AIRPORT. ONCE AGAIN THE ONLY SURVIVOR, HE WAS SAVED ONLY BY THE ARRIVAL OF SFC MCNEAL AND HIS TEAM, WHO RESPONDED TO THE PANICKED CALLS OF THE SPECIAL OPERATIONS GROUP.

UPON RETURNING TO THE UNITED STATES OF AMERICA, MCNEAL PASSED SGT MCOWEN'S NAME ON TO CPT HEATHER, WHO WAS PUTTING TOGETHER A PARANORMAL HARD OPTION TEAM FOR THE DEFENSE INTELLIGENCE AGENCY AND THE HOMELAND SECURITY AGENCY. DESPITE THE FACT THAT SGT MCOWEN WAS SUFFERING FROM A SEVERE PERSONALITY DISORDER THAT CAUSED HIM TO ADAPT THE IDENTITY OF A URBAN AFRICAN-AMERICAN STEREOTYPE KNOWN AS "GANGSTA," HE PERFORMS ABOVE EXPECTATIONS, AND SEEMS TO BE ABLE TO OFTEN SEE THROUGH THE VEIL OF SHADOW. CPT HEATHER HAS DECIDED THAT SGT MCOWEN DOES NOT WANT TO BE THE IRISH-AMERICAN FARMER FROM IOWA THAT HE WAS BORN AS ANYMORE - THAT GUY HAD TOO MUCH BAD SHIT HAPPEN TO HIM.

SGT MCOWEN HAS A BAD HABIT OF HOLDING HIS PISTOLS SIDEWAYS WHEN HE FIRES, SOMETHING THAT ONLY STARTED AFTER OPERATION IRAQI FREEDOM. HE COMMONLY CARRIES BERRETTA PISTOLS OR AN M-16A2. WHILE HE USED TO BE AN EXPERT SHOT WITH SNIPER WEAPONS AND MACHINE GUNS, SINCE OPERATION IRAQI FREEDOM, HE HAS SHOWN NO APTITUDE FOR THEM.

APPENDIX TWO: MONSTERS

ALLEY STALKER

ALLEY STALKERS ARE FEARSOME PREDATORS WITH THE ABILITY TO DISGUISE THEMSELVES AND WALK AMONG HUMANITY. THESE TERRORS FEED ON THE VERY FLUIDS THAT KEEP A HUMAN ALIVE WITH THEIR NEEDLE-SHARP TEETH AND A BARBED MULTI-TENTACLED TONGUE THAT SPROUTS A VERY SHARP, HARD FEEDING TUBE FROM THE CENTER OF THE TENTACLED MASS.

THE CHEEKS OF AN ALLEY STALKER FOLD OUTWARD WHEN IT IS READY TO ATTACK, REVEALING FANGS AND SPINES ALONG THE INSIDE OF THE CHEEKS AND JAWS FULL OF NEEDLE-SHARP TEETH. WHEN THE JAWS AND FACE ARE FOLDED TOGETHER, AN ALLEY STALKER APPEARS AS A SLIGHTLY SCARRED, NORMAL HUMAN, AND THEY OFTEN DECORATE THE SCAR LINES WITH INTRICATE TATTOOS THAT WORK THE SCARS INTO THE PATTERN SO AS TO DRAW THE EYE AWAY FROM THE SCARS.

ALLEY STALKERS USUALLY ATTACK BY USING VEHICLES AND OTHER MACHINES TO HERD, HARRY AND PURSUE THEIR VICTIMS INTO NEAR-EXHAUSTION, OFTEN SPECIFICALLY TARGETING PREGNANT WOMEN, AND LOITERING AROUND PLANNED PARENTHOOD CLINICS.

WHEN IT CATCHES ITS PREY, THE ALLEY STALKER INCISES IT, THEN INSERTS THE FEEDING TUBE AND SUCKS OUT THE VICTIM'S BLOOD, SPINAL FLUID, CEPHALIC FLUID, MARROW, AND WATER; LEAVING BEHIND A DESICCATED (AND SOMETIMES MUTILATED) CORPSE. SHOULD

THE CREATURE FEED ON A PREGNANT PERSON, IT WILL SAVE THE AMNIOTIC FLUID FOR LAST, AS IT ACTS AS AN INTOXICANT; AFTER FEEDING ON A PREGNANT PERSON, THE ALLEY STALKER WILL BE INTOXICATED FOR 1D4 HOURS, DURING WHICH TIME IT HAS A -2 TO ALL ATTACK ROLLS AND SKILL CHECKS.

ALLEY STALKER: CR 8; MEDIUM-SIZE ABERRATION; HD 9D8+18; HP 54; MAS: 17; INIT +3; SPD 30 FT.; DEFENSE 17, TOUCH 13, FLAT-FOOTED 14 (+3 DEX, +4 NATURAL); BAB +10; GRAP +10; ATK +10 MELEE (1D3+4, SLAM) OR +11 MELEE (2D4+4 AND POISON, BITE); FULL ATK +10/+5 (1D3+4, 2 SLAMS) AND +9/+4 MELEE (2D4+4 AND POISON, BITE); FS 5 FT BY 5 FT; REACH 5 FT; SQ: CLOSE QUARTERS FIGHTING, DARKVISION 60 FT., FAST HEALING 5, FLUID DRAIN, REND, POISON, POUNCE, TELEOPERATION. AL; CHAOS, EVIL; SV FORT +5, REF +6, WILL +9; AP 0; REP +0; STR 18, DEX 16, CON 14, INT 14, WIS 16, CHA 12.

SKILLS: BALANCE +9*, CLIMB +12*, DISGUISE +13*, DRIVE +7, HIDE +10*, INTIMIDATE +10, JUMP +7*, LISTEN +8*, MOVE SILENTLY +11*, SEARCH +8, SENSE MOTIVE +6, SPOT +9*, SURVIVAL +10*.

*THE ALLEY STALKER GAINS A +4 RACIAL BONUS TO THE FOLLOWING: BALANCE, CLIMB, DISGUISE, HIDE, JUMP, LISTEN, MOVE SILENTLY, SPOT, AND SURVIVAL.

FEATS: TRACK (B), WEAPON FOCUS (BITE)(B), ALERTNESS, IMPROVED DAMAGE THRESHOLD, MULTIATTACK, STEALTHY.

SPECIES TRAITS

CLOSE QUARTERS FIGHTING (EX): THE ALLEY STALKER IS ABLE TO FIGHT EFFECTIVELY IN A 2 ½ FT BY 2 ½ FT AREA, DESPITE THE FACT THAT IT IS A MEDIUM-SIZE CREATURE. THE ALLEY STALKER SUFFERS NO PENALTY FOR FIGHTING IN TIGHT SPACES.

FLUID DRAIN (EX): WHEN IT CATCHES ITS PREY, THE ALLEY STALKER WILL INCISE IT, THEN INSERT THE FEEDING TUBE AND SUCK OUT THE VICTIM'S BLOOD, SPINAL FLUID, CEPHALIC FLUID, MARROW, AND WATER; LEAVING BEHIND A DESICCATED AND SOMETIMES MUTILATED CORPSE. SHOULD THE CREATURE FEED ON A PREGNANT PERSON, IT WILL SAVE THE AMNIOTIC FLUID FOR LAST, AS IT ACTS AS AN INTOXICANT; AFTER FEEDING ON A PREGNANT PERSON, THE ALLEY STALKER WILL BE INTOXICATED FOR 1D4 HOURS, DURING WHICH TIME IT HAS A -2 TO ALL ATTACK ROLLS AND SKILL CHECKS.

POISON (EX): AN ALLEY STALKER INJECTS VENOM THROUGH THE BARBS ON ITS TONGUE, ON A SUCCESSFUL BITE ATTACK. THE VICTIM MUST SUCCEED ON A FORTITUDE SAVE OR SUFFER FROM 1D6 MINUTES OF PARALYSIS. A SECOND FORTITUDE SAVE MUST BE MADE ONE MINUTE LATER OR SUFFER AN ADDITIONAL 2D6 MINUTES OF PARALYSIS.

POUNCE (EX): WHEN THE ALLEY STALKER MAKES A CHARGE, IT MAY MAKE A FULL ATTACK UPON A SINGLE VICTIM.

REND (EX): IF AN ALLEY STALKER HITS WITH BOTH CLAW ATTACKS, IT LATCHES ONTO THE OPPONENT'S BODY AND TEARS THE FLESH. THIS ATTACK AUTOMATICALLY DEALS AN ADDITIONAL 2D6+3 POINTS OF DAMAGE.

SCENT (EX): THE ALLEY STALKER IS ABLE TO TRACK ITS PREY BY SMELL, UP TO 30 FT. AWAY. THIS RANGE GOES TO 15 FT. IF THE PREY IS DOWNWIND, AND 60 FT. IF THE PREY IS UPWIND.

SEMI-HUMAN APPEARANCE (EX): THE ALLEY STALKER MAY FOLD IN ITS CHEEK SECTIONS AND LOWER MOUTH PARTS TO APPEAR TO HAVE A NORMAL FACE. TO NOTICE ANYTHING DIFFERENT BUT THIN SCARS AROUND THE MOUTH AND NOSE REQUIRES A SPOT CHECK (DC 17).

TELEOPERATION (SU): THE ALLEY STALKER IS ABLE TO CONTROL AUTOMOBILES OR OTHER

MOTORIZED MACHINES WITHIN A 20 FT. RADIUS. IT CAN CAUSE THE MACHINE TO PERFORM ANY ACTION THE MACHINE IS NORMALLY CAPABLE OF. IT CAN CONTROL UP TO ONE MACHINE PER POINT OF WISDOM MODIFIER WITH A MINIMUM OF ONE MACHINE.

GIANT ANT

STANDING 10 FEET HIGH, EIGHT FEET IN ARMORED WIDTH, AND AN AWESOME 25 FEET LONG, THE GIANT ANT STRIKES FEAR IN ALL WHO SEE IT. A VORACIOUS OMNIVORE, EVERYTHING IN ITS PATH IS EITHER OF THE HIVE, OR FOOD. THEY HAVE NO FEAR, NO REMORSE, NO SENSE OF SELF, AND THROW THEMSELVES INTO COMBAT DESPITE ODDS OR AN OPPONENT'S SIZE, SECURE IN THE KNOWLEDGE THAT IF THEY DIE, OTHERS FROM THE HIVE WILL DESTROY THEIR OPPONENT.

AN ANT IS FAR STRONGER THAN IT SEEMS THEY SHOULD BE, OFTEN SURPRISING THEIR ENEMIES. THEIR LARGE SERRATED JAWS ARE CAPABLE OF TEARING THE ARMOR OFF AN M1 ABRAMS MAIN BATTLE TANK, AND THEIR LEGS PROVIDE ENOUGH STABILITY THAT EVEN THE LOSS OF TWO WILL NOT IMPAIR ITS MOBILITY.

RUMORS OF SIGHTINGS OF GIANT ANTS HAVE PERSISTED SINCE A FEW MONTHS AFTER THE FIRST NUCLEAR TEST AT THE TRINITY SITE, BUT FOR THE MOST PART, EVEN DOCUMENTARIES OF THESE CREATURES DEVOURING TOWNS AND MILITARY UNITS HAVE BEEN RELEGATED TO FICTION, AND THE DESTRUCTION OF COMPLETE HIVES BY NUCLEAR WEAPONS ARE PASSED OFF AS NUCLEAR TESTS PERFORMED BY THE GOVERNMENT.

GIANT ANT; CR 8; GARGANTUAN VERMIN; HD 24D8+144; HP 252; MAS: 28; INIT +3; SPD 30 FT, BURROW 15 FT, CLIMB 10 FT.; DEFENSE 14, TOUCH 4, FLAT-FOOTED 16 (-2 DEX, +10 NATURAL, -4 SIZE); BAB +23/18/19 (-4 SIZE); GRAP +35; ATK +23 MELEE (2D8+18 AND POISON, BITE); FULL ATK +23/+18/+13 (2D8+18, BITE AND POISON); FS 15 FT BY 25 FT; REACH 15 FT; SQ: TREMORSENSE 120 FT, CONSTRICT, DAMAGE RESISTANCE 20 AGAINST BLUNT AND PIERCING ONLY., SCENT, IMPROVED GRAB, DARKVISION 30 FT., POISON. AL: HIVE; SV FORT +12, REF +4, WILL +6; ABILITIES: STR 35 (+12), DEX 7 (-2), CON 23 (+6), INT -, WIS 10, CHA 10.; KILLS: BALANCE +9*, CLIMB +27*, LISTEN +8*, SEARCH +7, SPOT +5*, SURVIVAL +11*; RACIAL BONUS: BALANCE +6, CLIMB +10, LISTEN +8 SEARCH +6, SPOT +5, SURVIVAL +10; FEATS: WEAPON FOCUS (BITE)(B), ALERTNESS(B), TRACK (B);

POISON: DC +36. THIS POISON CAUSES 2D6 POINTS OF ACID DAMAGE TO THOSE WHO ARE AFFECTED BY IT.

CONSTRICT: WHENEVER A GIANT ANT MAKES A SUCCESSFUL MELEE ATTACK AND HAS SUCCESSFULLY GRAPPLED A TARGET, THE GIANT ANT MAY CONSTRICT ITS PREY FOR 4D6 HP OF DAMAGE PER ROUND WITHOUT MAKING AN ATTACK ROLL.

SCENT: THE GIANT ANT CAN RELEASE SEVERAL DIFFERENT PHEROMONE CLOUDS, EACH OF WHICH MEANS A DIFFERENT THING TO THE ANTS. EACH SCENT CAN BE SMELLED BY ANOTHER ANT UP TO 250 FEET AWAY.

TRAIL: SMELLS BITTER, LIKE LEMONS. USED TO INDICATE THE ROUTE THE ANT TOOK.

FOOD: SMELLS LIKE BLEACH. USED TO INDICATE THAT FOOD CAN BE FOUND HERE.

DANGER/THREAT: A DRY, LEAFY SCENT. USED TO INDICATE THAT THE ANT HAS ENCOUNTERED DANGER OR ENEMIES.

DEAD: A SHARP, ACRID SCENT. USED TO INDICATE THAT SOMETHING HAS KILLED THE ANT.

INJURED: SMELLS LIKE AMMONIA. USED TO INDICATE THAT SOMETHING HAS INJURED

A MEMBER OF THE HIVE.

HIVE: SMELLS DIFFERENT ACCORDING TO EACH HIVE. USED TO INDICATE DENOTED BORDERS AND TUNNEL ENTRANCES

DARKVISION (EX): 30 FT

TREMORSENSE (EX): 120 FT: DUE TO THE GIANT ANT'S SENSES AND ANTENNAE ARRAY, IT CAN SENSE VIBRATIONS IN THE AIR AND GROUND WITH EASE.

IMMUNITIES: IMMUNE TO MIND AFFECTING AGENTS; RESISTANT TO MASSIVE DAMAGE +5

SKINSTEALER

VAGUE REFERENCES TO THE SKINSTEALER ARE FOUND THROUGHOUT MANY DIFFERENT REGIONAL LEGENDS AND TALES; THEY ARE ALWAYS RUMORED TO TAKE THE SKIN OF A VICTIM, DEVOUR THE VICTIM'S BODY - WHETHER IT IS DEAD OR NOT - AND USE THEIR COSTUME TO GET CLOSER TO OTHER VICTIMS.

MOST SKINSTEALERS THAT ARE FOUND IN MODERN TIMES HAVE EMIGRATED FROM CENTRAL AMERICA, OR HAVE LONG BEEN PREYING ON NATIVE AMERICAN RESERVATIONS. THEY ARE CANNY AND HIGHLY INTELLIGENT, OFTEN BANDING INTO GROUPS OF TWO TO TEN MEMBERS. THE DELIGHT IN CHAOS AND VILLAINY, AND ARE OFTEN RESPONSIBLE FOR HORRIBLE ACTS OF MASS OR SERIAL MURDER THAT ARE BLAMED ON AN INNOCENT PERSON OR ARE NEVER SOLVED.

OUTSIDE OF A VICTIM'S SKIN, A SKINSTEALER LOOKS LIKE A HAIRLESS, SKINLESS TRANSSEXUAL, OR A HERMAPHRODITE, JUST A LIGHT, GLISTENING LAYER OF JELLY OR SLIME COVERING OVER VEINS, MUSCLE AND FAT. THE FINGERNAILS ARE HARD AND RAZOR-SHARP, BEARING A METALLIC SHEEN, AND EXTEND APPROXIMATELY A ½ INCH PAST THE END OF THE FINGER. THIS IS OFTEN THE ONLY WARNING THAT THE PERSON STANDING BEFORE A PROSPECTIVE VICTIM IS ACTUALLY A SKINSTEALER.

SKINSTEALERS REJOICE IN THE LACK OF MAGICAL WEAPONRY, SPELLS, AND SPELLCASTERS, IN THE DEFILEMENT OF CHURCHES AND OTHER HOLY GROUNDS THAT HAS TAKEN PLACE, AS IT MAKES THEM NEARLY INVULNERABLE, AND HIGHLY DANGEROUS.

SKINSTEALER: MEDIUM-SIZE ABERRATION; CR 14; HD 11D8+33; HP 92; MAS 20; INIT +11; SPD 45 FT., 20 FT (CLIMB); DEFENSE 21, TOUCH 17, FLAT-FOOTED 14 (+7 DEX, +4 NATURAL); BAB +8; GRAP +14; ATK +15 MELEE (1D4+6, CLAW); FULL ATK: +15/+10 MELEE (1D4+6, 2 CLAWS) AND +10/+5 MELEE (2D4+6, BITE); FS 5 FT. BY 5 FT.; REACH 5 FT.; SQ DARKVISION 60 FT, DR 3/-, FAST HEALING 3, REGENERATION 3, NATURAL ARMOR 4; AL CHAOS, EVIL; SV FORT +6, REF +12, WILL +8; AP 0; REP +0; STR 22, DEX 24, CON 17, INT 16, WIS 14, CHA 10*

*CHARISMA WHEN WEARING A HOST'S SKIN IS EQUAL TO THE HOST'S AND AFFECTS SKILL MODIFIERS WHILE THE SKIN IS BEING WORN.

SKILLS: CRAFT (SKINSUIT) +14, DISGUISE +11, HIDE +21, INTIMIDATE +19, LISTEN +17, MOVE SILENTLY +21, SEARCH +9, SENSE MOTIVE +8, SPOT +16

FEATS: SIMPLE WEAPON PROFICIENCY, ARMOR PROFICIENCY (LIGHT), ARMOR PROFICIENCY (MEDIUM), PERSONAL FIREARMS PROFICIENCY, IMPROVED INITIATIVE (B), LIGHTNING REFLEXES (B), INCREASED DAMAGE THRESHOLD (B), FRIGHTFUL PRESENCE, WEAPON FOCUS (CLAW), ALERTNESS, COMBAT REFLEXES, COMBAT EXPERTISE

SKINSTEALERS GAIN A +6 TO THE FOLLOWING: HIDE, INTIMIDATE, MOVE SILENTLY, SPOT

AND LISTEN. THEY ALSO GAIN A +8 RACIAL BONUS TO DISGUISE, CRAFT (SKINSUIT).

DR15/SILVER (SU): A SKINSTEALER IGNORES THE FIRST 15 POINTS OF DAMAGE DEALT BY ANY ATTACK UNLESS THE ATTACK IS PERFORMED WITH A SILVER WEAPON.

REGENERATION (EX): A SKINSTEALER REGENERATES 3 POINTS OF DAMAGE EACH ROUND BUT CANNOT REGENERATE UNARMED MELEE DAMAGE. IF A SKINSTEALER LOSES A LIMB OR BODY PART, THE LOST PORTION WILL REGENERATE IN 3D6 MINUTES. THE CREATURE CAN REATTACH THE SEVERED MEMBER INSTANTLY BY HOLDING IT TO THE STUMP.

FAST HEALING 5 (EX): A SKINSTEALER HEALS 5 POINTS OF DAMAGE EACH ROUND SO LONG AS IT HAS AT LEAST 1 HIT POINT. IF REDUCED TO 0 HIT POINTS OR LOWER, A SKINSTEALER MAY ONLY BE KILLED BY SEVERING THE HEAD OR REMOVAL OF THE HEART, FOLLOWED BY ITS DESTRUCTION.

SKINSUIT (SU): THE SKINSTEALER CAN MAKE A SUCCESSFUL CRAFT (SKINSUIT) CHECK SO SUCCESSFULLY SKIN A HUMAN BEING AND WEAR ITS SKIN, TO APPEAR AS A NORMAL HUMAN. THE SKINSTEALER GAINS THE CHARISMA MODIFIER OF THE SKIN THEY ARE WEARING, LOOKS AND WALKS JUST LIKE THE VICTIM. IF THE SKINSUIT TAKES MORE THAN 10 POINTS OF DAMAGE, IT TEARS, AND SHOWS ITSELF FOR WHAT IT IS. A THIN LAYER OF STOLEN SKIN OVER THE CREATURE'S REAL FORM.



APPENDIX THREE: ADVANCED CLASSES

SHADOW SORCERER ADVANCED CLASS

[CONCEPT AND DEVELOPMENT BY: SHAWN MULDER]

(AUTHOR'S NOTE: WHILE THE QUICKSHOT CONTAINING THIS CLASS WAS CUT DUE TO IMPLEMENTATION PROBLEMS, IT IS TOO GOOD TO LET FALL BY THE WAYSIDE, SO CONSIDER THIS AN EASTER-EGG. ENJOY. TIM)

THE SHADOW SORCERER IS AN INDIVIDUAL WHO TRADES HIS SOUL AND MORALITY FOR POWER OVER THE FORCES OF THE SHADOW AND THUS BECOMES A MASTER OF IT. SKULKING IN DARKNESS, THE SHADOW SORCERER WIELDS MAGIC AND ABILITIES THAT AFFECT THE SHADOWS AROUND HIM, ALLOWING HIM TO TRANSPORT HIMSELF THROUGH THEM OR TO USE THE POWER OF HIS OWN SHADOW TO ENHANCE HIS ABILITIES IN BATTLE.

ALWAYS THE CREEPY STRANGER, SHADOW SORCERERS RETAIN THE TAINT OF THEIR MAGIC ON THEIR APPEARANCE, MAKING THEM FREAKS AND OUTCASTS WHO ARE QUICK TO HIDE THEIR FACES FROM THE STARES OF THE 'MUNDANES' AND ARE QUICK TO ANGER IF RIDICULED ABOUT THEIR LOOKS. MANY ARE HOMELESS MEN AND WOMEN WHO HAVE LOST FAITH IN THE WAYS OF THE NORMAL WORLD AND HAVE INSTEAD TURNED TO OCCULT LORE TO MAKE THEIR WAY OF LIFE BETTER.

SHADOW MAGIC ISN'T A FREE PATH TO POWER, FOR THOSE WHO INCANT THE MAGIC OF DARKNESS SACRIFICE THEIR OWN BODILY HEALTH AS THE POWER OF SHADOW SLOWLY CONSUMES THEIR MORTAL FLESH, CHANGING IT INTO DARKNESS WHICH IT THEN CONSUMES AND ADDS TO ITS OWN POOL OF POWER. EVENTUALLY, THOSE WHO PRACTICE SHADOW MAGIC BECOME SHADOWS THEMSELVES, FLITTING ALONG TRASHY ALLEY WALLS AND ALWAYS FEARFUL OF THE LIGHT IN WHICH THE REST OF THE WORLD PROSPERS, BECOMING FUEL FOR FUTURE SHADOW SORCERERS.

SHADOW SORCERERS DRAW APPRENTICES AND ACOLYTES FROM THE RANKS OF THE OUTCAST, THE ABUSED, AND THE UNWANTED. MANY A CHILD HAS BEEN STOLEN FROM AN ABUSIVE HOME BY A SHADOW SORCERER AND RAISED TO HATE, TO KNOW THAT SECURITY COMES FROM A POSITION OF POWER AND THE ABILITY TO CAUSE PAIN AND MISERY. THE HARSH LIFE OF THE SHADOW SORCERER REQUIRES THAT HE MUST ALSO BE ADEPT IN MELEE AND RANGED COMBAT, SO MANY OF HIS ABILITIES REFLECT THIS MOST BASIC NEED FOR SURVIVAL.

PICK THE SHADOW SORCERER ADVANCED CLASS IF YOU WISH TO HAVE A CREEPY CLASSICAL HORROR MOVIE VILLAIN WHO WIELDS THE POWERS OF DARKNESS FOR A PERSONAL PRICE. THE FASTEST PATH TO THE SHADOW SORCERER ADVANCED CLASS IS THROUGH THE SMART HERO BASIC CLASS BECAUSE A HIGH INTELLIGENCE IS NEEDED TO MEMORIZE AND RETAIN THE OCCULT LORE NEEDED TO CAST SHADOW SPELLS, THOUGH OTHER PATHS ARE POSSIBLE.

REQUIREMENTS

TO QUALIFY FOR THE SHADOW SORCERER ADVANCED CLASS, A CHARACTER MUST FULFILL THE FOLLOWING CRITERIA.

BASE ATTACK BONUS: +3

SKILLS: KNOWLEDGE (ARCANA) 6 RANKS

FEATS: COMBAT CASTING, GREAT FORTITUDE, PERSONAL FIREARMS PROFICIENCY

SPECIAL: A CHARACTER WISHING TO BE A SHADOW SORCERER MUST HAVE SUFFERED SOME EXTREME EMOTIONAL TRAUMA OR COME FROM A BACKGROUND WITH ENOUGH STRIFE TO WISH TO CHANGE THEIR LIFE THROUGH LESS THAN MORAL MEANS. THE CHARACTER MUST FIND SOMEONE WHO ALREADY KNOWS SHADOW SORCERY AND LEARN THE PROCEDURES FOR CASTING THE MAGIC.

CLASS INFORMATION

THE FOLLOWING INFORMATION PERTAINS TO THE SHADOW SORCERER ADVANCED CLASS.

HIT DIE

THE SHADOW SORCERER GAINS 1D6 HIT POINTS PER LEVEL. THE CHARACTER'S CONSTITUTION MODIFIER APPLIES.

ACTION POINTS

THE SHADOW SORCERER GAINS A NUMBER OF ACTION POINTS EQUAL TO 6 + ONE HALF THEIR CHARACTER LEVEL, ROUNDED DOWN, EVERY TIME THEY GAIN A LEVEL IN THIS CLASS

CLASS SKILLS

THE SHADOW SORCERER CLASS SKILLS ARE AS FOLLOWS: COMPUTER USE (INT), CONCENTRATION (CON), CRAFT (ANY), ESCAPE ARTIST (DEX), HIDE (DEX), INVESTIGATE (INT), KNOWLEDGE (ARCANA)(INT), MOVE SILENTLY (DEX), RESEARCH (INT), SEARCH (INT), SENSE MOTIVE (WIS), SLEIGHT OF HAND (DEX), SPELLCRAFT (INT), AND SURVIVAL (WIS).

SKILL POINTS AT EACH LEVEL: 9 + INT MODIFIER

ARCANE SPELLS

UNLIKE THE MAGE, THE SHADOW SORCERER KEEPS NO SPELLBOOK AND DOESN'T NEED TO SPEND TIME MEMORIZING SPELLS. EACH NIGHT AS HE SLEEPS, THE SHADOWS THEMSELVES WHISPER THE SECRETS OF SHADOW MAGIC DIRECTLY INTO HIS IN THE FORM OF NIGHT TERRORS, DISTURBING IMAGES, AND WORDS. HE RETAINS THIS INFORMATION DURING HIS WAK-

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Talent	+1	+1
2nd	+1	+0	+0	+3	Bonus Feat	+1	+1
3rd	+1	+1	+1	+3	Talent	+2	+1
4th	+2	+1	+1	+4	Bonus Feat	+2	+2
5th	+2	+1	+1	+4	Talent	+3	+2
6th	+3	+2	+2	+5	Bonus Feat	+3	+3
7th	+3	+2	+2	+5	Talent	+4	+3
8th	+4	+3	+3	+6	Bonus Feat	+4	+3
9th	+4	+3	+3	+6	Talent	+5	+4
10th	+5	+3	+3	+7	Bonus Feat	+5	+4

ING HOURS WITHOUT REMEMBERING THE TORTUROUS EXPERIENCE IN HIS SLEEP, THOUGH HIS BODY SURELY PAYS FOR THE LACK OF REST.

THIS PRICE MANIFESTS AS A -2 PENALTY TO ALL PHYSICAL SKILL CHECKS (SKILLS WITH A KEY ABILITY SCORE OF STR, DEX, OR CON) AT FIRST, BUT EVENTUALLY HE BECOMES ACCUSTOMED TO (OR GOES COMPLETELY INSANE FROM) THE LACK OF NATURAL SLEEP. BECAUSE HE HAS BETTER COMBAT ABILITIES, THE SHADOW SORCERER PROGRESSES MORE SLOWLY THAN THE MAGE AND DOESN'T HAVE ACCESS TO THE HIGHER LEVEL SPELLS, BUT MAKES DUE JUST

FINE WITH A GOOD BALANCE OF FIGHTING ABILITY AND SPELLCASTING.

BONUS FEATS: THE SHADOW SORCERER GAINS A BONUS FEAT AT LEVELS 2, 4, 6, 8, AND 10 THAT MUST BE CHOSEN FROM THE FOLLOWING LIST: ADVANCED FIREARMS PROFICIENCY, ARCHAIC WEAPONS PROFICIENCY, ALERTNESS, ATTENTIVE, BLIND FIGHT, COMBAT EXPERTISE, CREATIVE, DECEPTIVE, EDUCATED, FAR SHOT, FRIGHTFUL PRESENCE, IMPROVED INITIATIVE, IRON WILL, LOW PROFILE, METICULOUS, POINT BLANK SHOT, PRECISE SHOT, STEALTHY, AND WEAPON FOCUS. THE CHARACTER MUST MEET THE PREREQUISITES FOR ANY FEAT CHOSEN AS A BONUS FEAT.

COMBAT MAGIC TALENT TREE

SOME SHADOW SORCERERS CHOOSE TO FOCUS MORE ON THE COMBAT SIDE OF THE MAGIC OF SHADOW SORCERY RATHER THAN ANY SURVIVAL INSTINCT THAT WOULD MAKE THEM CONCENTRATE ON PHYSICAL COMBAT. THIS TALENT TREE REPRESENTS THE MAGICAL COMBAT ABILITIES OF THE SHADOW SORCERER.

SPELL COMBINATION: THE SHADOW SORCERER CAN COMBINE TWO SPELLS HE KNOWS INTO ONE SPECTACULAR SPELL EFFECT WHICH TAKES A FULL ROUND ACTION TO CAST. USING THIS ABILITY USES UP ALL THE SPELL SLOTS OF THE SPELLS THE SHADOW SORCERER CHOOSES TO COMBINE AND CAN ONLY BE USED ONCE PER DAY, PLUS ONE PER POINT OF HIS CHARISMA BONUS.

GREATER SPELL COMBINATION: LIKE SPELL COMBINATION, BUT THE SHADOW SORCERER CAN NOW COMBINE THREE SPELLS INTO ONE MAGICAL EFFECT AS A FULL ROUND ACTION. THIS ABILITY SUPERCEDES AND DOES NOT STACK WITH SPELL COMBINATION, MAKING THE LESSER ABILITY USELESS. THIS ABILITY CAN ONLY BE USED ONCE PER DAY, PLUS ONE PER POINT OF HIS CHARISMA MODIFIER. **PREREQUISITE:** SPELL COMBINATION.

SHADOW WEAPON: THE SHADOW SORCERER CAN SACRIFICE A SPELL SLOT IN ORDER TO TURN ANY RANGED OR MELEE ATTACK HE MAKES INTO A TOUCH ATTACK. IN ADDITION TO THIS, ANY AMMUNITION USED DURING SUCH AN ATTACK CHANGES TO SHADOW AND DISAPPEARS AFTER THE ATTACK IS COMPLETE (THUS DEPRIVING THE AUTHORITIES OF EVIDENCE). **PREREQUISITES:** SPELL COMBINATION, GREATER SPELL COMBINATION.

SHADOW MAGIC TALENT TREE

SOME SHADOW SORCERERS DELVE DEEPER INTO THE SHADOW ASPECT OF THEIR POWERS RATHER THAN ANY TYPE OF COMBAT ABILITIES. THIS TALENT TREE IS FOR ANY SHADOW SORCERER WHO MAY HAVE IT EASIER THAN OTHERS AND CAN RESEARCH MORE SHADOW-BASED ABILITIES THAN NORMAL. HOWEVER, THIS TALENT TREE ALSO CAUSES THE SHADOW SORCERER TEMPORARY ABILITY DAMAGE AS HE EXPOSES HIMSELF TO THE DEBILITATING EVIL OF THE SHADOW.

SHADOW ADEPT: THE SHADOW SORCERER INSTILLS THE ESSENCE OF SHADOW ITSELF IN HIS BODY AND MIND. THIS HAS THE BENEFIT OF GRANTING HIM A +2 ENHANCEMENT BONUS TO THE DC OF HIS SPELLS WHEN HE IS IN AN AREA OF DIM ILLUMINATION (TWILIGHT OR TORCHLIGHT). ACTIVATING THIS ABILITY IS A FREE ACTION, BUT INFLECTS A SINGLE POINT OF CONSTITUTION DAMAGE AND LASTS FOR ONE MINUTE PER CLASS LEVEL.

SHADOW RESISTANCE: THE SHADOW SORCERER GAINS A +2 RESISTANCE BONUS TO ALL SAVING THROWS WHILE IN AN AREA WITH DIM ILLUMINATION (TWILIGHT OR TORCHLIGHT). THIS ABILITY COSTS ONE POINT OF CONSTITUTION DRAIN WHEN FIRST CHOSEN, BUT IS THEN A CONTINUOUS ABILITY THAT CANNOT BE DISPELLED OR TAKEN AWAY (MUCH LIKE A FEAT). **PREREQUISITES:** SHADOW ADEPT.

SHADOW JUMP: THE SHADOW SORCERER GAINS THE ABILITY TO TRANSPORT HIMSELF OVER LONG DISTANCES SIMPLY BY MAKING A STANDARD ACTION AND TAKING 2 POINTS OF

CONSTITUTION DAMAGE. THE SHADOW SORCERER CAN TRAVEL UP TO 10 MILES, +1 MILE PER CLASS LEVEL PER DAY. THIS DOES NOT HAVE TO BE USED ALL AT ONCE, HOWEVER - THE CHARACTER CAN JUMP 1 MILE, THEN 10 MILES, THEN FIVE MILES, AS LONG AS HE DOES NOT EXCEED THE MAXIMUM ALLOWED DISTANCE. *PREREQUISITES:* SHADOW ADEPT, SHADOW RESISTANCE.

STEALTH MAGIC TALENT TREE

SOME SHADOW SORCERERS JUST WANT TO BE LEFT ALONE TO THEIR STUDIES; THESE FEW INDIVIDUALS USUALLY TAKE POWERS FROM THE STEALTH MAGIC TALENT TREE IN ORDER TO ACCOMPLISH THIS. THESE PROVIDE MAGICAL ABILITIES WHICH HIDE, CHANGE THE THOUGHTS OF OTHERS, OR MAKE THEM SEE WHAT ISN'T REAL. HOWEVER, THE ABILITY TO WARP APPEARANCE AND REALITY LEAVES PERMANENT OR TEMPORARY DEFORMATIONS AND SHADOWY LESIONS ON THE SHADOW SORCERER'S SKIN, CAUSING CHARISMA DAMAGE.

ILLUSIONIST: THE SHADOW SORCERER'S ILLUSION SPELLS ARE CONSIDERED TO BE ONE LEVEL HIGHER THAN THEY ACTUALLY ARE. THESE SPELLS ARE ALSO HARDER FOR 'MUNDANES' TO DISBELIEVE THAN USUAL, GRANTING A +1 BONUS TO THE SAVE DC. THIS BONUS STACKS WITH THE ONE GRANTED BY THE SHADOW ADEPT ABILITY. THE SHADOW SORCERER SUFFERS 1 POINT OF CHARISMA DRAIN WHEN GAINING THIS TALENT.

HIDE IN PLAIN SIGHT: THE SHADOW SORCERER CAN ATTEMPT TO USE THE HIDE SKILL EVEN WHILE BEING OBSERVED AS LONG AS HE IS WITHIN 10 FT. OF SOME SOURCE OF SHADOW (EXCLUDING HIS OWN SHADOW) EVEN IF THERE IS NOTHING FOR HIM TO HIDE BEHIND OR IN. IN THE VIEW OF OTHERS, THE SHADOW SORCERER SIMPLY FADES FROM SIGHT AS IF HE WERE NEVER ACTUALLY THERE. THE SHADOW SORCERER TAKES 2 POINTS OF CHARISMA DAMAGE WHEN USING THIS ABILITY. *PREREQUISITES:* ILLUSIONIST.

STYGIAN WHISPERS: THE SHADOW SORCERER CAN COMMUNICATE WITH ANYONE HE HAS MET BEFORE THROUGH THE POWERS OF SHADOW. TO THE PERSON HE IS SPEAKING TO, IT'S AS IF THE SHADOW SORCERER WERE WHISPERING DIRECTLY INTO THEIR EAR. THIS ABILITY CAN BE PERFORMED ONLY IF THE OTHER PERSON IS WITHIN 20 MILES, +1 MILE PER CLASS LEVEL. THE SHADOW SORCERER MAY INFECT THE OTHER PERSON WITH A MILD COMPULSION EFFECT NOT UNLIKE THE *SUGGESTION* SPELL ONCE PER DAY (A SAVE VS. DC 10+SHADOW SORCERER'S LEVEL + INT MODIFIER APPLIES). THE SHADOW SORCERER TAKES 1 POINT OF CHARISMA DRAIN WHEN SELECTING THIS TALENT. *PREREQUISITES:* ILLUSIONIST, HIDE IN PLAIN SIGHT.

SHADOW SORCERER SPELL LIST

0-LEVEL ARCANES SPELLS

ARCANES GRAFFITI
DAZE
DETECT MAGICAL AURA
MESSAGE
PRESTIDIGITATION
READ MAGIC
RESISTANCE
MENDING

CAUSE FEAR
DEGAUSS
FEATHER FALL
OBSCURING MIST
RAY OF FATIGUE
SHIELD
SLEEP
SUMMON VIVILOR I
TRUE STRIKE

BURGLAR'S BUDDY
DARKVISION
INVISIBILITY
LEVITATE
LOCATE OBJECT
MAGIC MESSAGE
MAGIC MOUTH
PROTECTION FROM
ARROWS/BULLETS

1ST-LEVEL ARCANES SPELLS

CHANGE SELF

2ND-LEVEL ARCANES SPELLS

BLUR

SEE INVISIBILITY
SPIDER CLIMB

SUMMON VIVILOR II	SUMMON VIVILOR III	WIRE WALK
WEB	VAMPIRIC TOUCH	5TH-LEVEL ARCANES SPELLS
3RD-LEVEL ARCANES SPELLS	WALL WALK	CLOUDKILL
DISPEL MAGIC	4TH-LEVEL ARCANES SPELLS	CONE OF COLD
DISPLACEMENT	ANIMATE DEAD	HOLD MONSTER
GASEOUS FORM	BESTOW CURSE	PASSWALL
GREATER MAGIC WEAPON	CONFUSION	PHANTOM LIMOUSINE
HOLD PERSON	DETECT SCRYING	PHANTOM WATCHDOG
INVISIBILITY SPHERE	DIMENSION DOOR	SECRET VAULT
NONDETECTION	FEAR	SEEMING
PHANTOM CHOPPER	PHANTASMAL KILLER	SUMMON VIVILOR V
SECRET POCKET	REMOVE CURSE	TELEKINESIS
SHUTDOWN	SCRYING	WALL OF FORCE
SLOW	SUMMON VIVILOR IV	

APPENDIX FOUR: EQUIPMENT

AMULET OF THE RELENTLESS HUNTER: THIS HEAVY SILVER AMULET ON A PLATINUM CHAIN IS INSCRIBED WITH STRANGE, WARPED BEASTS TEARING APART MEN, DOGS, WOMEN AND CHILDREN, THE ENGRAVINGS SEEMINGLY FILLED WITH BLACKISH VERDIGRIS THAT DOESN'T COME OFF, NO MATTER WHAT IS USED. THERE IS A SMALL CLUSTER OF RUBIES ON THE BACKSIDE AND CRYPTIC RUNES THAT SEEM TO TWIST AND WARP TO DEFY TRANSLATION. THE ENTIRE AMULET IS COLD TO THE TOUCH, THOUGH NOT DANGEROUSLY SO.

THE POSSESSOR OF THIS AMULET CAN SUMMON TWO *GRENDLESPAWN* PER POINT OF WISDOM BONUS PER DAY. THESE CREATURES WILL REMAIN IN THE PHYSICAL REALM, AND UNDER THE CASTER'S CONTROL FOR ONE HOUR PER POINT OF CHARISMA BONUS.

THE AMULET HAS 45 HIT POINTS AND HARDNESS 15; THE CHAIN HAS 15 HIT POINTS AND HARDNESS 10.

TYPE: WONDROUS ITEM (MAGIC); CASTER LEVEL: 7; PURCHASE DC: 35 (RESTRICTED); WEIGHT: 5LBS (8LBS W/CHAIN).

BLUE SHIELD: THIS LOOKS LIKE A NORMAL POLICE BADGE, BUT IT ALSO PROVIDES THE WEARER WITH A +2 DEFLECTION BONUS TO AC AND DR 5/- AGAINST PIERCING WEAPONS.

TYPE: WONDROUS ITEM (MAGIC); CASTER LEVEL: 7; PURCHASE DC: 35 (RESTRICTED); WEIGHT: --

TRUESIGHT SCOPE: THIS SCOPE SEES THROUGH DARKNESS, MIST AND OTHER VISION-DEGRADING CONDITIONS (BUT NOT A SOLID WALL, BE REALISTIC) LIKE TINTED WINDOWS, SMOKE AND FOG, AS IF THE VISIBILITY WERE TWO CLASSES BETTER. THE SCOPE *DOUBLES* THE RANGE INCREMENT OF THE WEAPON TO WHICH IT IS MOUNTED.

TYPE: WONDROUS ITEM (MAGIC); CASTER LEVEL: 11TH; PURCHASE DC: 33; WEIGHT: 1 LB.

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21: Get the RAID!

"Damn this desert is boring."

"Shut up, it's your fault the Agency won't pay for a plane."

"Hey, I need my sniper rifle. I'm not turning it over to luggage-apes."

"LOOK OUT!"

"I hope your insurance covers 'big-ass ant', H-Honey, or you're screwed."

"Oh man, no car, no phone service, and a dead ant, this can't be good."

"Day-um, T-Dog, who farted?"





Hooking the Party Up

The PCs are driving through a remote desert area, this can be the American Southwest, Iraq, California, whatever, when they slam grill-first into an ant. No problem? Well, this ant is roughly eight feet high by 20 feet long. It is also fairly peeved about being hit by the PCs and starts tearing apart the car with huge mandibles that drip caustic venom.

A Spot Check (DC: 5) will spot the ant scurrying across the road, but it will take a Drive Check (DC: 25) to avoid the ant, as it has moved very quickly and managed to dart out in front of the character's vehicle within only 5 feet of the front bumper. Speeding PCs will be hating life when the vehicle collides with the ant if the Drive Check fails.

The ant will be wounded, and will release a large cloud of ammonia smelling vapor that will stink up the place. The ant will also tear into the car, ignoring any PCs unless they do more than 15 HP of damage over its damage resistance to it, in which case, it will pursue and intend on killing that PC.

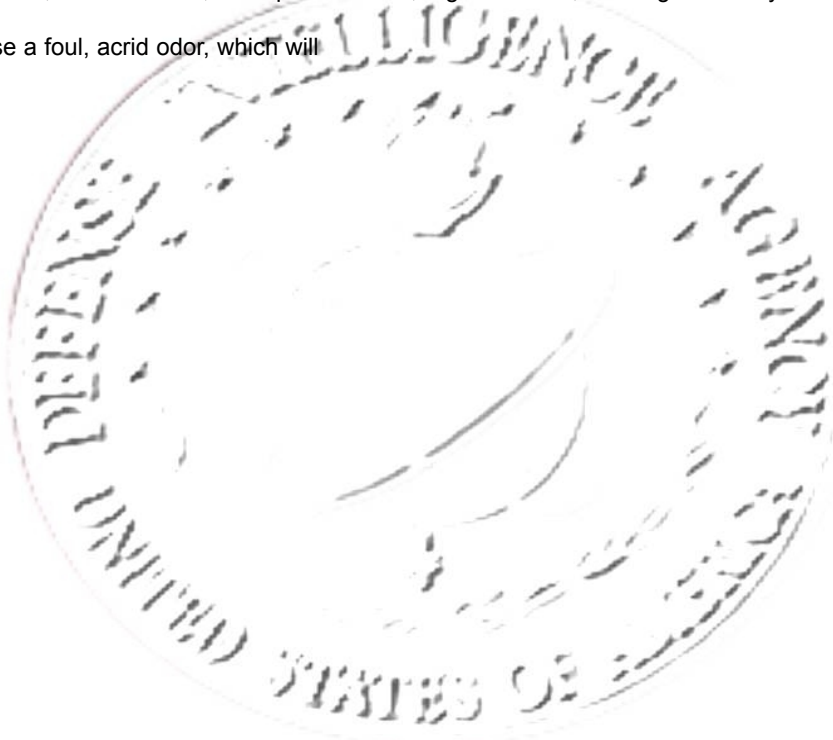
Once that ant is killed, it will release a foul, acrid odor, which will

fill the area and coat the PCs and their gear. Around 10 (1d6+8) minutes later, a high pitched buzzing sound will fill the air, and soon afterwards (1-2 minutes) more ants will cross over the hill, following the "INJURED" and "THREAT" and "DEAD" scents that the ant released into the air.

Variant: The ants are scouring farm houses and eating cattle and humans. The party is called in to investigate these disappearances, or perhaps have gone to visit a friend in the country, and the friend is missing, or perhaps is concerned over missing cattle or neighbors.

Variant: The ant shoulders its way out of a manhole, tearing up the road as it erupts into an intersection in the middle of town, causing havoc as it attacks both cars and people, seemingly impervious to bullets.

Campaign Hook: On the back of the ant is a series of coded letters and a bar code. The ant could have been created by a corporation, a government, or a rogue military bioweapons laboratory.



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