

# QS 16-5

DEPARTMENT OF D20 MODERN

Religious Paranormal Activities Field Manual

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## QUICKSHOTS MISSION FILE: CHARLIE

**SECRET**

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HEADQUARTERS, DEPARTMENT OF D20 MODERN PARASECURITY  
THE BROOD, 2004

# QUICKSHOTS

## MISSION FILE: CHARLIE

**THANKS TO:** SHAWN MUDER, FOR LETTING ME USE #REALMSOFEVIL ON PSIONICS.NET IRC AS A SOUNDING BOARD; DRILL SERGEANT JIMENEZ, WHO TAUGHT ME WHAT I NEEDED TO KNOW DESPITE THE FACT I WAS AN IDIOTIC TEENAGER; SERGEANT MAJOR ELLIS, WHO PUT UP WITH A LOT OF CRAP FROM ME WHEN HE SHOULD HAVE JUST PUNCHED ME IN THE MOUTH; MORGAN, FOR SAVING ME WHEN I WAS SURROUNDED BY DARKNESS; AND MY FATHER.

THANKS DAD, FOR EVERYTHING.

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THIS BOOK REQUIRES BOTH THE MODERN D20 CORE BOOK BY WIZARDS OF THE COAST, AND BLOOD & RELICS BY RPGOBJECTS.

[A NOTE FROM TIMOTHY WILLARD: BY WRITING THIS SUPPLEMENT, I'M NOT SHITTING ON ANYONE'S RELIGION. I ATTEMPTED TO PAINT MANY OF THE MAJOR RELIGIONS AS THE "GOOD-GUYS" AND FORCES OF DARKNESS AS JUST THAT, INSTEAD OF FORCES OF DORKNESS. WHILE SOME PEOPLE MAY FIND RELIGION TO BE OFFENSIVE IN AN RPG, THIS WAS AN INTERESTING EXERCISE TO WRITE, AND IF YOU DON'T HAVE ANYTHING BETTER TO DO THAN GET OFFENDED BY AN RPG, YOU NEED TO GET A FUCKING LIFE.]

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## INTRODUCTION

SO ONCE AGAIN 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.

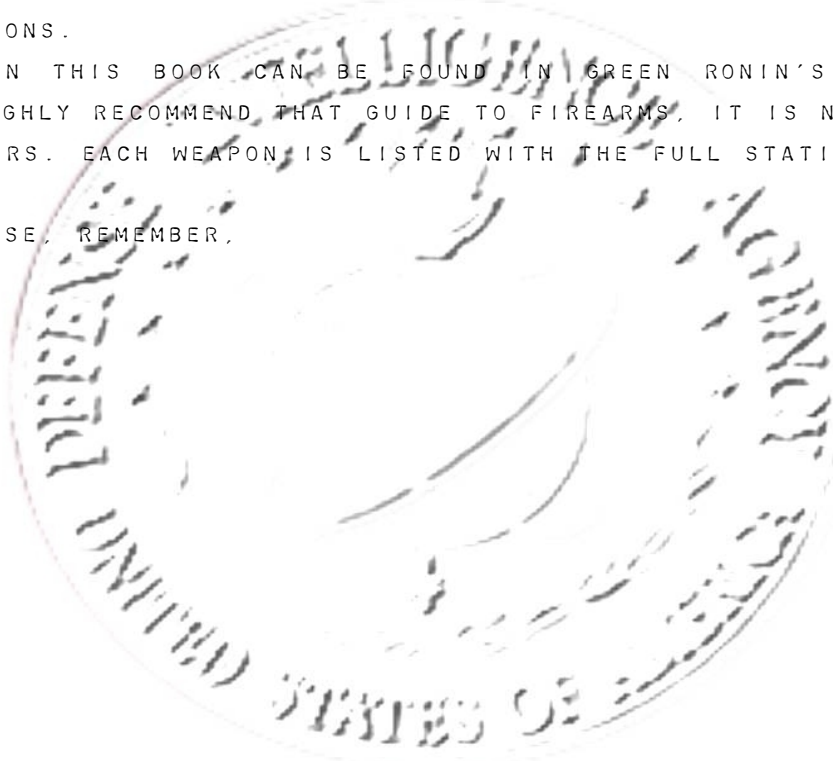
THIS BOOK IS WRITTEN FOR USE WITH RPGOBJECTS CAMPAIGN MODEL, BLOOD & RELICS, WHICH IS PRIMARILY LOW FX, AND INVOLVES THE MANY RELIGIONS OF THE WORLD.

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.

FINALLY, ABOVE ALL ELSE, REMEMBER,

**HAVE FUN!**





# #1: STREET PREACHER DELIGHT

"REPENT! THY SINS SHALL COME HOME TO ROOST! REPENT NOW, SINNER!"

"HEY, TIM, HE'S TALKING TO YOU."

"BOOYAH, YOU BEEN TOL'!"

"SHUT UP, PAUL. YEAH, RIGHT. I'M PURE AS THE DRIVEN SNOW."

"GOD SEES THY SINS, HARLOT!"

"HARLOT? I'LL KILL YOU!!"

ON MANY METROPOLITAN STREETS IN AMERICA, YOU CAN FIND THE STREETPREACHERS, WHO EXPOUND WHATEVER TWISTED AND CRAZED VERSIONS OF RELIGION THAT THEY FOLLOW FOR ALL TO HEAR. MANY CONSIDER THEM MERELY ANNOYANCES, BUT THOSE IN THE KNOW REALIZE THAT THE STREET PREACHER IS OFTEN A KIND OF MODERN DAY PROPHET WHO HAS WANDERED THE VAST CONCRETE AND STEEL DESERTS AND NOW SPEAKS IN THE VOICE OF THEIR CHOSEN GOD.

## HOOKING THE PARTY UP

A STREET-PREACHER DENOUNCES SINS OF PASSERSBYS CORRECTLY WITHOUT EVER HAVING MET THEM IN PERSON, AND WITHOUT SPYING ON THEM. THOSE WHO ARE DENOUNCED ARE OFTEN PUBLICLY EMBARRASSED AT HAVING THEIR DEEP, DARK SINS REVEALED. WHEN THE PARTY PASSES BY, THE STREET PREACHER WILL DENOUNCE EITHER THEIR GREATEST WRONGDOINGS, DEEPEST SHAMES, OR THEIR MOST RECENT SINS.

EVEN IF THERE WERE NO WITNESSES TO THE CRIME/SIN THE STREET PREACHER WILL STILL COMMENT UPON IT, AND NAME THE VICTIM. IF THE CRIME IS PARTICULARLY HEINOUS, OR IF THE CHARACTER'S ALLEGIANCE IS TOWARD EVIL, THEN THE STREET PREACHER WILL FOLLOW THE CHARACTER, HARANGUING THEM AND POINTING AT THEM WHILE SHOUTING OUT THE GUILTY PARTY'S SINS. IF THE CHARACTER IS PARTICULARLY EVIL, THE STREET PREACHER WILL APPEAR OUT IN FRONT OF HIS RESIDENCE, POINTING AT IT AND DECRYING THE "EVIL WITHIN!"

## TROUBLESHOOTING

SOME CHARACTERS WILL FIGURE THAT A GOOD SOLUTION TO THE PUBLIC SHAMING IS JUST TO KILL THE STREET PREACHER. THIS IS A SHORT TERM SOLUTION AT BEST. MORE AND MORE STREET PREACHERS WILL DENOUNCE THEM; AND STRANGERS (THE STRANGER THE BETTER) AND HOMELESS PEOPLE WILL DECRY THEIR FOUL DEED IN PUBLIC.

**Street preacher**, male human Charismatic Ordinary I: CR 1/2; Medium humanoid; HD 1d6+1; hp 3; Mas 13; Init -1; Spd 30ft; Defense 9, touch 9, flat-footed 9 (-1 Dex); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed); Full Atk +1 melee (1d3+1 nonlethal, unarmed); FS 5 ft by 5 ft; Reach 5 ft; SQ: sinsight; AL Higher Power; SV Fort +2, Ref +0, Will +2; AP 0; Rep +2; Str 12, Dex 8, Con 13, Int 10, Wis 14, Cha 15.

**Occupation:** Religious [class skill or mod: Knowledge (streetwise), class skill or mod: Knowledge (theology & philosophy), class skill or mod: Sense Motive].

**Skills:** Gamble +4, Gather Information +6, Intimidate +8, Knowledge (current events) +4, Knowledge (streetwise) +5, Knowledge (theology and philosophy) +5, Profession (street preacher) +6, Sense Motive +8.

**Feats:** Attentive, Confident.

**Possessions:** Bible, rosary beads.

**Sinsight (Su):** By studying a single person for 1 round, the street preacher gains an intimate knowledge of what he or she considers transgressions against his or her moral code ("sins"). No transgression can be hidden from this ability. It is not something the street preacher can control or suppress, though he or she usually takes this ability in stride and publicly derides the person whose sins they see.



**Sin Eater**, male or female male human Fast Hero 3/Sin Eater I: CR 4; Medium humanoid; HD 3d6+1d10+8; hp 27; Mas 13; Init +4; Spd 30ft; Defense 23, touch 19, flat-footed 19 (+5 class, +4 Dex, +4 equipment); BAB +3; Grap +5; Atk +5 melee (1d4+2, knife) or +8 ranged (2d6, TEC-9); FS 5 ft by 5 ft; Reach 5 ft; SQ weight of sin, transfer the load; AL Higher Power, Sin Eaters; SV Fort +5, Ref +6, Will +3; AP 2; Rep -1; Str 12, Dex 18, Con 13, Int 10, Wis 15, Cha 16.

**Occupation:** Religious [class skill or mod: Knowledge (streetwise), class skill or mod: Knowledge (theology & philosophy), class skill or mod: Sense Motive].

**Skills:** Hide +10, Knowledge (streetwise) +6, Knowledge (theology and philosophy) +7, Move Silently +10, Sense Motive +8.

**Feats:** Conviction (Higher Power), Weapon Focus (TEC-9).

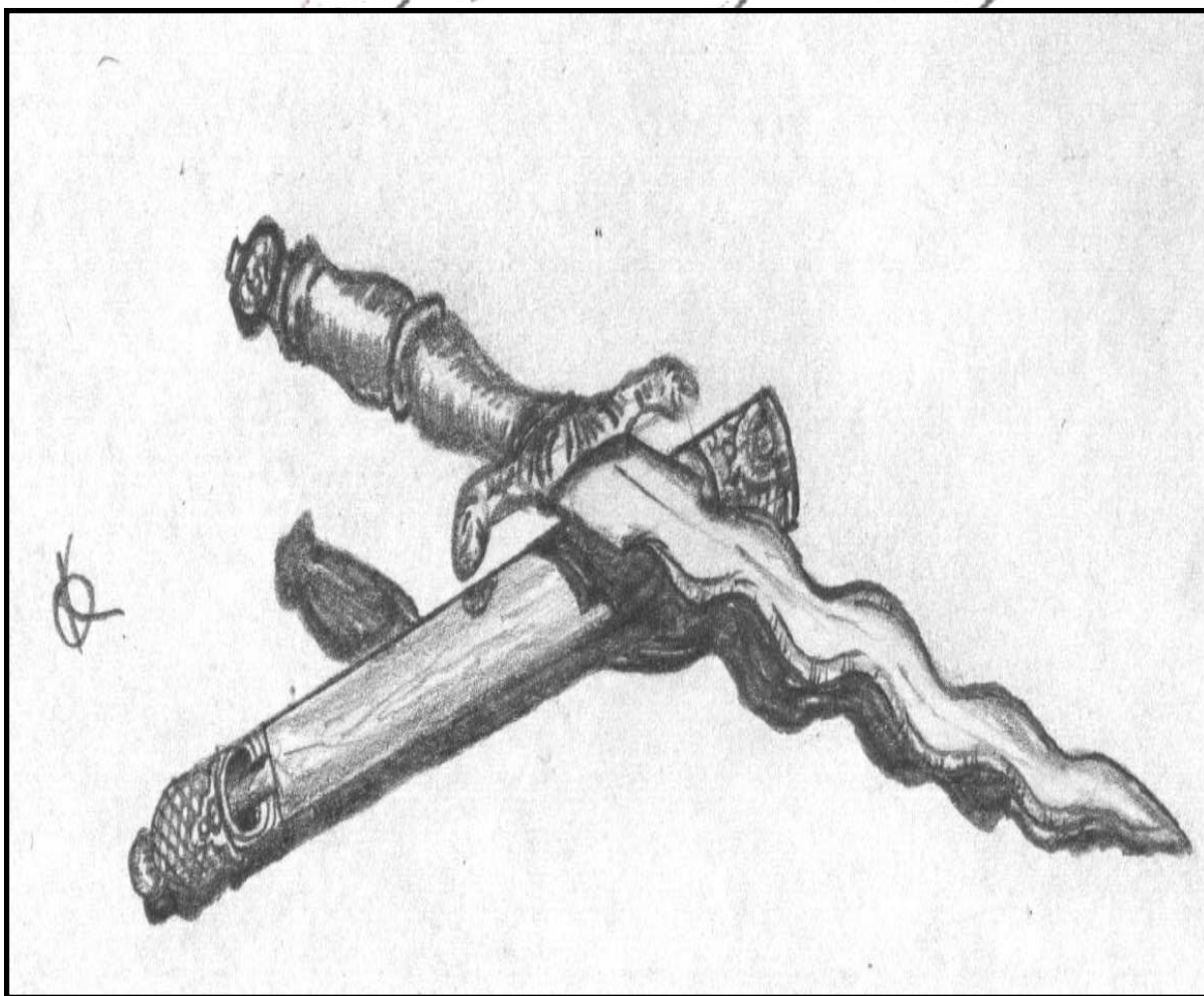
**Point Blank Shot, Double Tap**

**Talents:** Evasion, Opportunist.

**Possessions:** TEC-9, Concealable vest.

**VARIANT:** A SIN EATER COMES AFTER THE TRULY GUILTY THAT THE STREET PREACHER HAS DENOUNCED. SHOULD THE CHARACTERS HAVE PERFORMED ANY EVIL ACTS, THE SIN EATER MAY COME AFTER THEM. THIS COULD LEAD THEM INTO DIRECT CONFLICT WITH A LOCAL GROUP OF SIN EATERS.

**VARIANT:** THE DENOUNCED HAVE NIGHTMARES OF BEING THE VICTIMS OF THEIR SINS. THIS COULD KEEP CHARACTERS FROM SLEEPING WELL, UNTIL THEY ATTEND A TRUE CONFESSION, AND HONESTLY REPENT FOR THE SINS THAT THEY HAVE PERFORMED.



## #2: SEX & POLITICS

"I HAVE OUR ORDERS IN."

"ANYTHING GOOD, H-HONEY?"

"SHUT UP, PAUL. WHAT'S DIA WANT THIS TIME?"

"WET-WORK, TIM. RIGHT UP YOUR ALLEY."

"WHIP OUT THE JAMMY, AND FLAT BLAST SOME NIGGAH?"

"I SWEAR TO GOD, PAUL, YOU SOUND LIKE A CRAPPY RAP SONG, SHUT UP."

AT TIMES, THERE CAN BE NO CHOICE BUT TO USE NAKED FORCE TO ELIMINATE POLITICIANS. BLACKMAIL, BAD PRESS, VOTING, ALL OF IT JUST ROLLS OFF THE CROOKED POLITICIAN'S BACK. SOONER OR LATER, THESE CORRUPT OFFICIALS SEEK TO BREAK THEIR CONTRACTS WITH THOSE WHO HAVE BOUGHT THEIR SOULS AND THE ORGANIZATION THAT OWNS THEM WILL SEEK TO HAVE THEM KILLED.

IN OTHER CASES, CERTAIN GOVERNMENT ORGANIZATIONS WILL SEEK TO REMOVE THE CROOKED POLITICIAN FROM OFFICE VIA THE APPLICATION OF HEAVY FIREPOWER.

### HOOKING THE PARTY UP

THE PC'S ARE "TASKED" BY HIGHER-UPS WITH THE ELIMINATION OF AN INCUBUS POSING AS THE GOVERNOR. THIS IS A DEFINITE SHADOW-OP, WITH COLLATERAL DAMAGE CONSIDERED UNACCEPTABLE.

THE GOVERNOR HAS A RECENT HABIT OF TAKING FOUR OR MORE LOW-CLASS STREETWALKERS TO A SOMEWHAT REMOTE MOTEL AND STAYING THERE FOR THREE TO SIX HOURS WITH THEM.

THE AGENCY WANTS THE GOVERNOR ELIMINATED; EITHER IN THE ROOM, OR IN THE PARKING LOT. THE STREETWALKERS ARE TO BE CONSIDERED ACCEPTABLE CASUALTIES IN THE ELIMINATION OF THIS TARGET.

IF THE CHARACTERS BURST INTO THE ROOM, THEY WILL DISCOVER THE GOVERNOR IN ALL OF HIS DEMONIC GLORY, "SERVICING" THE STREETWALKERS IN THE HOPES OF CREATING OFFSPRING.

NOT ONLY WILL THE GOVERNOR USE EVERYTHING AT HIS DISPOSAL TO ELIMINATE THE WITNESSES TO HIS TRUE FORM, BUT THE STREETWALKERS WILL DEFEND THEIR "PARAMOUR" TO THE DEATH.

### TROUBLESHOOTING

IF THE PC'S BLOW THE SHOT, OR HAVE TO RETREAT, THE INCUBUS WILL TARGET THEM, SENDING MINIONS FROM THE UNDERWORLD OUT TO ELIMINATE THEM.

THIS IS PRETTY MUCH A STRAIGHT FORWARD "WALK IN AND KILL HIM ON THE BED."

**VARIANT #1:** IT'S TAKEN OVER A CATHOLIC BISHOP'S BODY, AND IS PREACHING THAT CASUAL SEX IS NOT A SIN, AND A WORTHY THING IN THE EYES OF GOD. HE WILL HAVE "CONVERTED" A SMALL HAREM OF WOMEN, WHO WILL DEFEND HIM TO THE DEATH. THE AGENCY WANTS HIM ELIMINATED AT HOME.

**VARIANT#2:** IT HAS POSSESSED A TEENAGED MALE POP STAR. THIS ONE IS VERY DIFFICULT, AS THE POP STAR

**Prostitute/haremite**, female Charismatic Ordinary I; CR 1/2; Medium humanoid; HD 1d6+1; hp 5; Mas 13; Init +2; Spd 30ft; Defense 12, touch 12, flat-footed 10 (+2 Dex); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed) or +2 ranged (2d4, Walther PPK); Full Atk +1 melee (1d3+1 nonlethal, unarmed) or +2 ranged (2d4, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +2; Str 12, Dex 14, Con 13, Int 8, Wis 10, Cha 15.

**Occupation:** Criminal (class skill or mod: Gamble, class skill or mod: Sleight of Hand, bonus feat: Personal Firearms Proficiency)

**Skills:** Bluff +8, Disguise +8, Escape Artist +4, Gamble +4, Knowledge (streetwise) +3, Perform (dance) +6, Profession (prostitute) +4, Sleight of Hand +8.

**Feats:** Personal Firearms Proficiency, Deceitful, Nimble

**Possessions:** Walther PPK, condoms, Astroglide lubrication, handcuffs, cell phone.



WILL HAVE SECURITY, WHO WILL MORE THAN LIKELY BE MID-LEVEL DARK WARRIORS, AND WILL OFTEN BE SURROUNDED BY CROWDS. THE CHARACTERS' BEST BET WILL BE A LONG RANGED SNIPER SHOT. FOR THIS VARIANT, MODERATE COLLATERAL DAMAGE IN THE FORM OF BODYGUARDS WILL BE ALLOWABLE, AND THOSE THAT REQUEST IT CAN RECEIVE A "CLEAN" BARRETT LIGHT-FIFTY.

**Governor Grant Carlyle, Bishop George Canterbury, or teen pop sensation G-Cooli**, male Incubus; CR 7; Medium fiend; HD 6d8+6; hp 38; Mas 13; Init +1; Spd 30 ft. (6 squares), fly 50 ft. (average); Defense 20, touch 11, flat-footed 19 (+1 Dex, +9 natural); BAB +6; Grap +7; Atk +7 melee (1d6+1, claw) or +8 ranged (2d6, Colt Python); Full atk +7/+7 melee (1d6+1, claw) or +8 ranged (2d6, Colt Python); FS 5 ft by 5 ft; Reach 5 ft; SA alter shape, allure, winning smile, talk down, sow distrust, demon seed; SQ damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues AL chaos, evil; SV Fort +6, Ref +6, Will +7; AP 0; Rep +5; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26

**Skills:** Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (civics) +12, Listen +19, Move Silently +10, Search +12, Spot +19.

**Feats:** Dodge, Mobility, Persuasive, Quick Recovery, Instant Recovery, Self-Aware (x3).

**Possessions:** Colt Python

**Alter Shape:** the Incubus may assume any humanoid form. If the Incubus wishes to resemble a specific person, he must make a Disguise check (at a +10 bonus) when assuming that form. Anyone familiar with the chosen person must make a Spot check versus the Disguise result to determine if they notice the falsehood.

**Allure:** the Incubus can talk people with favourable attitudes toward him into engaging in sexual activities. He must spend a full round talking. This ability applies to all beings within 30 feet of the Incubus who can hear him. They must make a Will save (DC 24) to resist the urge to have intercourse with the Incubus.

**Winning Smile:** the Incubus such a force of personal magnetism that he or she can convince a single target to regard him as a trusted friend. The target makes a Will saving throw to avoid being persuaded by the Incubus' words and actions (DC 24). The DC is Charisma-based. This doesn't give the Incubus control the target, but the target perceives his words and actions in the most favorable way. He can try to give the target orders, but he must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Incubus or his allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 6 minutes. This is a Mind-Affecting ability.

**Talk Down:** the Incubus can talk his way out of trouble. Either prior to the start of hostilities or during combat, the Incubus can talk down all opponents within 30 feet of his position or otherwise able to hear his voice. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Incubus and the situation in general. Any hostile action by him or one of his allies directed at the opponents allows the opponents to act as they see fit.

The Incubus must spend a full-round action talking to his opponents. They may make a Will saving throw (DC 24). If the save fails, the opponents stop fighting. If the save succeeds, the opponent continues as normal. The DC is Charisma-based. This is a Mind-Affecting ability.

**Demon Seed:** Incubii live for one simple purpose: to breed. When copulating with a mortal humanoid, there is an 85% chance that the female will become pregnant. The seed within her begins to gestate, taking 2d4+20 weeks. After 20 weeks, the pregnant woman loses 2 point of Constitution; if she dies before the baby is ready, so does the baby. Once ready, the seed within her bursts out as an infant incubus (male) or succubus (female). The "mother" must make a Fortitude save (DC 15) or die. If she succeeds, she still loses ½ her remaining Constitution points and may never have children again. She may also be permanently disfigured or disabled, as per the GM's decision.

**Sow Distrust:** the Incubus can turn one character against another. He must spend a full-round action and know the name of the character he is attempting to persuade as well as the name of the character toward whom the target's distrust will be directed. The target makes a Will save (DC 24). The DC is Charisma-based. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the Incubus uses this talent against him or her. As long as the target continues to fail the Will save, the Incubus can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character. A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Incubus to sow distrust. This is a Mind-Affecting ability.

**Tongues:** Incubii are able to speak and understand all verbal languages.

**Bodyguard**, male Tough Hero 3/Bodyguard 3/Dark Warrior 3; CR 9; Medium humanoid; HD 3d10+3d12+32; hp 81; Mas 16; Init +2; Spd 30ft; Defense 23, touch 18, flat-footed 21 (+6 class, +2 Dex, +5 equipment); BAB +7/+2; Grap +9; Atk +10 melee (1d6+3, brass knuckles) or +9 ranged (2d6, Glock 17); Full Atk +10/+5 melee (1d3+3, brass knuckles) or +9/+4 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SA harm's way, hatred 1/day; SQ combat sense +1, willing manifestation (contortions); AL dark power, avarice; SV Fort +11, Ref +8, Will +4; AP 80; Rep +; Str 14, Dex 14, Con 16, Int 8, Wis 13, Cha 10.

**Occupation:** Blue Collar (class skill or mod: Drive, class skill or mod: Intimidate, class skill or mod: Repair).

**Skills:** Concentrate +12, Gamble +3, Intimidate +15

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Brawl, Confident, Defensive Martial Arts, Improved Damage Threshold.

**Talents:** Robust, Stamina.

**Possessions:** Light-duty vest, brass knuckles, Glock 17, FRS radios w/ headsets.

**Harm's Way:** Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject him or herself to the attack in the ally's stead. If the attack hits the Bodyguard, he or she takes damage normally. If it misses, it also misses the ally.

The Bodyguard must declare his or her intention to place himself in harm's way before the attack roll is made. The Bodyguard selects his or her ally either prior to combat or immediately after the Bodyguard makes his or her initiative check. The Bodyguard can't change his or her ally for the duration of the combat.

**Combat Sense:** The Bodyguard may designate a single opponent during his or her action and receive a +1 competence bonus on attacks against that opponent. The Bodyguard can select a new opponent on any action.

**Hatred:** 1/day, may add Dark Warrior level (+3) to damage on a melee attack

**Willing Manifestation:** By spending an action point, the Bodyguard may allow his body to contort as if possessed in order to frighten his foes (see Contortions in Blood & Relics).





# #3: WATERING THE PLANTS

"NICE JOB, PAUL, YOU GOT US LOST AGAIN."

"HEY, I GOT MAD NAV SKILLS."

"THEN WHY IS YOUR MAP UPSIDE-DOWN, DUMBASS?"

"YO, CHECK THE WHACK PEEPS!"

"DROP THE KNIFE, BUDDY! I WILL PUT YOU DOWN!"

THERE HAVE LONG BEEN RUMORS OF SECRET SOCIETIES HOLDING DARK AND SINISTER RITES IN REMOTE LOCATIONS. FOR THE MOST PART, IT IS CONSIDERED LITTLE BETTER THAN URBAN LEGEND THAT GROUPS GO OUT INTO THE WOODS AND COMMIT VILE ACTS TO APPEASE THEIR DARK MASTERS OR GAIN POWER.

## HOOKING THE PARTY UP

WHILE IN A REMOTE LOCATION, THE PARTY STUMBLES ONTO A RITUAL HUMAN SACRIFICE. THERE ARE ONLY ABOUT 2 CULTISTS PER PARTY MEMBER, NONE OF WHICH ARE ARMED (OR CLOTHED FOR THAT MATTER) EXCEPT FOR THE HIGH PRIEST(ESS), WHO WILL BE ARMED WITH A RITUALISTIC SACRIFICIAL KNIFE.

THE CULTISTS WILL ATTEMPT TO KILL THE 'INTERLOPERS' FOR WITNESSING AND/OR INTERFERING WITH THE SACRIFICE, AND THE SACRIFICE IS ENTIRELY WILLING.

THE CULTISTS CLOTHING IS NEAR THE AREA, ROUGHLY 60' AWAY. ONLY A FEW OF THE CULTISTS WILL BE CARRYING FIREARMS (CLOTHING), BUT EVERYONE HAS WEAPONS HIDDEN IN THEIR CLOTHING OF ONE TYPE OR ANOTHER. THIS COULD LEAD TO THE CHARACTERS ALTERNATING BETWEEN THE HUNTERS AND THE HUNTED THROUGH THE AREA.

## TROUBLESHOOTING

IF THE CHARACTERS ALLOW ANY OF THE CULTISTS TO ESCAPE, THEY WILL COME AFTER THE PC'S. THESE PEOPLE COME FROM ALL WALKS OF LIFE, AND IF IT IS A MAJOR CULT, THE PC'S COULD HAVE MADE A LONG TIME ENEMY WITH GREAT POWER AND RESOURCES. THERE WILL BE NOWHERE SAFE, AND NOBODY THEY CAN TRUST.

**VARIANT:** WITHOUT THE SACRIFICE TAKING PLACE, A DEMON ESCAPES FROM IMPRISONMENT AND BEGINS KILLING THE CULT MEMBERS. THE DEMON HAS BEEN KEPT IN ITS PRISON FOR CENTURIES BY THE CULT, AND IS OUT FOR REVENGE. IF THE CHARACTERS ATTACK IT, IT WILL ATTACK BACK, OTHERWISE IT WILL THANK THEM AND LEAVE THEM STANDING THERE AMIDST THE BLOODY CARNAGE.

**VARIANT:** THE CULTISTS ARE LOCAL POLITICIANS AND POLICE. IF ANY ARE ALLOWED TO ESCAPE, THIS WILL CREATE A LOT OF HARDSHIP ON THE CHARACTERS, SINCE THE ESCAPEES WILL HAVE A LOT OF CLOUT AND INFLUENCE. THIS WILL ALSO MEAN THAT A LOT MORE OF THE CULTISTS WILL HAVE FIREARMS IN THEIR BUNDLED AND FOLDED CLOTHING.

**VARIANT:** THE SACRIFICE IS THE DEMON, AND THIS IS THE ONLY WAY TO DESTROY IT. ITS HUMAN APPEARANCE IS ONLY THE SKIN OF SOME POOR SOUL THAT IT HAS REMOVED AND IS NOW WEARING.

**Cultist (student)**, male or female Smart Hero 3/Cultist I; CR 4; Medium humanoid; HD 3d6+1d6+4; hp18; Mas 12, Init +4; Spd 30 ft; Defense 12, touch 12, flat-footed 12 (+2 class); BAB +1; Grap +0; Atk +0 melee (1d3-1 nonlethal, unarmed) or +0 melee (1d4-1, knife); Full Atk +0 melee (1d3-1 nonlethal, unarmed) or +0 melee (1d4-1, knife); FS 5 ft by 5 ft; Reach 5 ft; SA control undead; AL Dark Power; SV Fort +2, Ref +1, Will +8; AP 2; Rep +1; Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 13.

**Starting Occupation:** Student [class skill or mod: Computer Use, class skill or mod: Knowledge (arcane lore), class skill or mod: Knowledge (theology and philosophy)].

**Skills:** Computer Use +11, Forgery +10, Knowledge (arcane lore) +14, Knowledge (ritual) +10, Knowledge (theology & philosophy) +16, Knowledge (three other subjects) +10, Research +11, Search +10.

**Feats:** Conviction (Dark Power), Educated (arcane lore & theology and philosophy), Iron Will, Improved Initiative.

**Talents:** Savant [Knowledge (theology and philosophy)], Trick.

**Possessions:** Knife (not on person)

**Control Undead:** Cultist may control, rebuke, and bolster undead as a 1<sup>st</sup> level evil cleric

**Cultist (cop)**, male or female Strong Hero 3/Cultist I; CR 6; Medium humanoid; HD 3d8+1d6+6; hp 28; Mas 12, Init +4; Spd 30 ft; Defense 12, touch 12, flat-footed 12 (+2 class); BAB +3; Grap +6; Atk +6 melee (1d3+3 nonlethal, unarmed) or +3 ranged (2d6, Beretta 92F); Full Atk +6 melee (1d3+3 nonlethal, unarmed) or +3 ranged (2d6, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SA control undead; AL Dark Power; SV Fort +5, Ref +1, Will +5; AP 3; Rep +1; Str 16, Dex 10, Con 12, Int 8, Wis 14, Cha 13.

**Starting Occupation:** Law Enforcement (class skill or mod: Drive, class skill or mod: Listen, bonus feat: Personal Firearms Proficiency).

**Skills:** Drive +8, Knowledge (ritual) +4, Knowledge (theology & philosophy) +6.

**Feats:** Conviction (Dark Power), Educated (arcane lore & theology and philosophy), Blind-Fight, Improved Initiative.

**Talents:** Melee Smash, Improved Melee Smash.

**Possessions:** Beretta 92F (not on person)

**Control Undead:** Cultist may control, rebuke, and bolster undead as a 1<sup>st</sup> level evil cleric

**Cultist (businessperson)**, male or female Smart Hero 1/Dedicated Hero 1/Charismatic Hero 1/Cultist I; CR 4; Medium humanoid; HD 1d6+1d6+1d6+4; hp 23; Mas 12, Init +4; Spd 30 ft; Defense 12, touch 12, flat-footed 12 (+2 class); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed) or -1 melee (1d4-1, knife); Full Atk -1 melee (1d3-1 nonlethal, unarmed) or -1 melee (1d4-1, knife); FS 5 ft by 5 ft; Reach 5 ft; AL Dark Power; SV Fort +4, Ref +1, Will +8; AP 2; Rep +5; Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 13.

**Starting Occupation:** Entrepreneur (class skill or mod: Bluff, class skill or mod: Gamble, Reputation bonus +1).

**Skills:** Bluff +12, Computer Use +7, Gamble +9, Knowledge (theology & philosophy) +10, Knowledge (ritual) +10, Knowledge (eight other skills) +7, Listen +3, Sense Motive +3, Spot +3, Investigate +4, Profession (any business) +4, Gather Information +2, Diplomacy +2, Intimidate +2.

**Feats:** Conviction (Dark Power), Educated (theology and philosophy & one other), Improved Initiative.

**Talents:** Savant [Knowledge (theology and philosophy)], Skill Emphasis (Bluff), Fast-Talk.

**Possessions:** Knife, cell phone (not on person)

**Control Undead:** Cultist may control, rebuke, and bolster undead as a 1<sup>st</sup> level evil cleric

**Cultist (leader)**, male or female Smart Hero 3/Cultist 9; CR 12; Medium humanoid; HD 3d6+9d6+12; hp 57; Mas 12, Init +4; Spd 30 ft; Defense 17, touch 17, flat-footed 17 (+7 class); BAB +5; Grap +4; Atk +4 melee (1d4-1, knife); Full Atk +4 melee (1d4-1, knife); FS 5 ft by 5 ft; Reach 5 ft; SA control undead; SQ darkness's embrace, dark familiar, dark longevity; AL Dark Power; SV Fort +5, Ref +4, Will +12; AP 6; Rep +1; Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 13.

**Starting Occupation:** Religious (class skill or mod: Knowledge (arcane lore), class skill or mod: Knowledge (theology and philosophy), class skill or mod: Sense Motive).

**Skills:** Decipher Script +11, Forgery +10, Knowledge (arcane lore) +22, Knowledge (ritual) +18, Knowledge (theology & philosophy) +16, Knowledge (three other subjects) +10, Research +11, Scry +11, Search +10, Sense Motive +9.

**Feats:** Conviction (Dark Power), Educated (arcane lore & theology and philosophy), Iron Will, Improved Initiative, Profane Ritual, Low Profile, Human Sacrifice, Blood Altar, Bloodletting, Black Bargain, Antithesis (Higher Power)

**Talents:** Savant [Knowledge (theology and philosophy)], Trick.

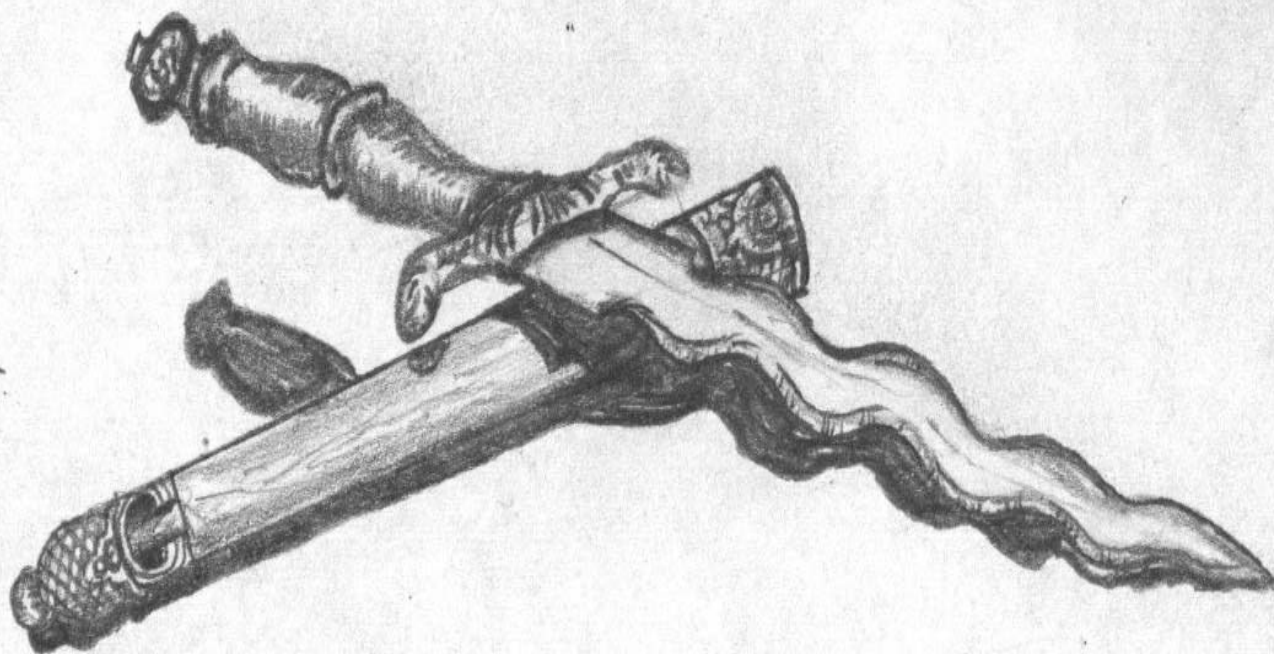
**Possessions:** Knife (on person), cell phone, PDA with contact info for all associated cultists (not on person)

**Control Undead:** Cultist may control, rebuke, and bolster undead as a 9<sup>th</sup> level evil cleric

**Darkness' Embrace:** the Cultist has Darkvision to a range of 60 feet. However, the Cultist shuns the light and is -2 to hit and skill checks in daylight. Also, Undead and Fiends recognize the Cultist as a "kindred spirit" and will not attack him unless provoked.

**Dark Familiar:** the Cultist leader has an Imp bond to him who acts as a spy, but is not present in the encounter.

**Dark Longevity:** the Cultist adds one-hundred years to his maximum age as a "gift" from his Dark Power. However, the Cultist still suffers the normal effects of aging. When the character exceeds his race's normal maximum age, he suffers the ability modifiers for being venerable (-3 to Str, Dex, and Con; +1 to Int, Wis, and Cha) again.



# #4 : NO GOOD DEED GOES UNPUNISHED

"THIS ONE'S STILL ALIVE, HEATHER."

"MOVE, DUMBASS, BEFORE YOUR KILL HIM."

"WHAT DID HE SAY?"

"NOT SURE. SOUNDED LIKE SOMETHING ABOUT A SMALL BOX. QUIT GRINNING, FIELD APE."

"WAIT, SMALL BOX, OR SMALLPOX?"

"YO, HOMEY, WHATCHA TINK YOU DOIN'?"

"DON'T MOVE! STEP AWAY FROM THAT BRIEFCASE NOW!"

## HOOKING THE PARTY UP

THE PARTY IS BODY-GUARDING SOMEONE WHO HAS HAD SEVERAL ATTEMPTS ON THEIR LIFE. SEVERAL MORE ATTACKS TAKE PLACE BEFORE A WOUNDED, WOULD-BE ASSASSIN SPILLS THE BEANS TO THE CHARACTERS THAT THEIR CHARGE IS A SCION OF CAIN WHO HAS IN HIS POSSESSION A VIAL OF WEAPONIZED SMALLPOX AND IS INTENT UPON RELEASING IT SOON.

## TROUBLESHOOTING

SHOULD THE PC'S NOT CARE THAT THEIR CHARGE IS GOING TO KILL SEVERAL THOUSAND PEOPLE, AND CRIPPLE MILLIONS MORE, I PERSONALLY SUGGEST KILLING THEM. IF THAT'S NOT YOUR STYLE THOUGH, HAVE THEM BECOME "KNOWN TERRORISTS" AND ON THE FBI AND HOMELAND DEFENSE AGENCIES MOST WANTED LISTS.

SHOULD SING ABDULLA ESCAPE FROM THE PC'S, HE WILL CROP UP SOON AFTERWARDS IN THE CHARACTERS' HOME TOWNS, INTENT ON GAINING REVENGE BY HOLDING FAMILY MEMBERS HOSTAGE UNTIL THE CHARACTERS ARRIVE, THEN MAKING THE PC'S WATCH AS SING AND HIS MEN TORTURE AND KILL THE CHARACTERS' FAMILIES.

**VARIANT:** SING IS INSTEAD CARRYING A LOCATION OF A COLD WAR STORE OF TACTICAL NUCLEAR WEAPONS THAT THE OLD SOVIET UNION LEFT BEHIND IN AFRICA, AND INTENDS ON AUCTIONING IT OFF TO THE HIGHEST BIDDER. NOT ONLY ARE TERRORIST GROUPS ATTEMPTING TO KILL SING RATHER THAN PAY THE MONEY, THE PC'S HAVE TO PROTECT SING FROM LAW ENFORCEMENT AND INTELLIGENCE AGENCIES.

**VARIANT:** SING HAS THE ACCESS CODES TO ENTER A FORGOTTEN FEMA SITE THAT CONTAINS ONLY GOD KNOWS WHAT, AND WOULD MAKE A PERFECT BASE OF OPERATIONS FOR ANY TERRORIST GROUP OR PLAYER CHARACTER PARTY THAT GETS A HOLD OF IT.

**Sing Abdulla**, male human Smart Hero 8/Dedicated Hero 6; CR 14; Medium humanoid; HD 6d6+8d6+30; hp 81; Mas 16; Init +5; Spd 30ft; Defense 19, touch 17, flat-footed 18 (+6 class, +1 Dex, +2 equipment); BAB +8/+3; Grap +10; Atk +10 melee (1d3+2 nonlethal, unarmed) or +9 ranged (2d6, Beretta 92F); Full Atk +10/+5 melee (1d3+2 nonlethal, unarmed) or +9/+4 ranged (2d6, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; AL Scions of Cain, Evil, Death; SV Fort +8, Ref +5, Will +12; AP 7; Rep +5; Str 14, Dex 12, Con 16, Int 17, Wis 17, Cha 13.

**Occupation:** Technician [class skill or mod: Craft (chemical), class skill or mod: Knowledge (earth and life sciences), class skill or mod: Knowledge (physical sciences)].

**Skills:** Computer Use +20, Craft (chemical) +29, Craft (writing) +20, Decipher Script +5, Demolitions +16, Disable Device +18, Forgery +14, Knowledge (current events) +20, Knowledge (earth & life sciences) +31, Knowledge (physical sciences) +31, Knowledge (tactics) +20, Knowledge (theology & philosophy) +20, Listen +14, Research +16, Search +5, Spot +14.

**Feats:** Personal Firearms Proficiency, Armor Proficiency (light), Educated [(earth & life sciences) and (physical sciences)], Improved Initiative, Educated [(current events) and (tactics)], Meticulous, Cautious, Studious, Alertness, Lightning Reflexes, Iron Will, Advanced Firearm Proficiency, Blind-Fight.

**Talents:** Savant [Craft (chemical)], Savant [Knowledge (earth and life sciences)], Savant [Knowledge (physical sciences)], Plan, Skill Emphasis [Craft (chemical)], Faith, Aware.

**Possessions:** Beretta 92F, light undercover shirt, briefcase containing cans of shaving cream (actually concealed, cryo-cooled vials of weaponized smallpox).



## 5: WOMEN'S LIBERATION

"ADMIT IT, TIM, MEN RUN THE WORLD."

"LOOK, AS LONG AS THE GOVERNMENT TELLS ME I GOTTA GO FIGHT AND DIE BECAUSE I GOT A COCK, YOU CAN SHOVE EQUAL RIGHTS UP YOUR..."

"WATCH IT, T-DOG!"

"CHRIST, YOU JUST HIT THAT WOMAN, TIM!"

"HELP ME, PLEASE, THEY'RE COMING."

"AND WHEN DEY GET HERE, TIM WILL RUN THEIR ASSES OVER TOO."

"SHUT UP, PAUL, LOOK AT HER TATTOO."

### HOOKING THE PARTY UP

A DAUGHTER OF EVE SLIPS INTO THE PC'S CAR, BADLY WOUNDED AND HOLDING AN EMPTY PISTOL. SHE WILL BEG THE PC'S TO TAKE HER TO A SAFEHOUSE, AND PROTEST ANY HOSPITALIZATION.

SHE WILL LET THE CHARACTERS KNOW THAT DEMONIC SUPPORTERS ARE CHASING HER, AND ARE PERFECTLY WILLING TO KILL THE CHARACTERS TO KILL HER.

### TROUBLESHOOTING

IF THE PARTY LEAVES THE DAUGHTER OF EVE TO DIE, BETRAYS HER, OR DUMPS HER OUT OF THE CAR, THEY WILL SEE A BRIEF BLURB ON THE NEWS THAT HER BODY WAS FOUND IN A NEARBY BODY OF WATER. THE BLURB WILL STATE THAT THE POLICE ARE TREATING IT AS A SUICIDE.

**VARIANT:** SHE DIES ENROUTE TO THE HOSPITAL, LEAVING THE PC'S HOLDING A DAMAGED AND ENCRYPTED CD, AS WELL AS DARK WARRIORS CHASING THEM TO REGAIN IT. THE ONLY WAY TO GET RID OF THE DARK WARRIORS IS TO EITHER GIVE THEM THE CD, IN WHICH CASE, THE DARK WARRIORS WILL KILL THEM, OR FIND A WAY TO GET AHEAD OF THE DAUGHTER'S OF EVE.

**VARIANT:** SHE'S FIGHTING POSSESSION BY A DEMON THAT IS TRYING TO INFILTRATE THE DAUGHTERS OF EVE. SHE WILL SWITCH BACK AND FORTH BETWEEN A CALM, LUCID STATE WHERE SHE QUESTIONS THE CHARACTERS ON THEIR ALLEGIANCES, AND A PAINED, DESPERATE STATE WHERE SHE PLEADS TO BE TAKEN TO A CHURCH TO BE EXORCISED.

**VARIANT:** SHE'S ESCAPING CULT "PERSUASION" TO "PARTICIPATE" IN A RITUAL, AND WANTS DESPERATELY TO RETURN TO HER SISTERS. SHE WILL BE HEAVILY DRUGGED, AS WELL.

**Meredith Lane**, female Smart Hero 4/Monitor 3; CR 7; Medium humanoid; 4d6+3d10+7; hp 28; Mas 12; Init +3; Spd 30 ft; Defense 21, touch 21, flat-footed 18 (+8 class, +3 Dex.); BAB +6/+1; Grap +7; Atk +7 melee (1d8+1, 19-20, longsword), or +9 ranged (2d6, TEC-9); Full Atk +7 melee (1d8+1, 19-20, longsword), or +9 ranged (2d6, TEC-9); FS 5 ft by 5 ft; Reach 5 ft; SA monitor's wrath; SQ divine health; AL Good, Daughters of Eve; SV Fort +5, Ref +6, Will +4; Str 13, Dex 17, Con 12, Int 10, Wis 14, Cha 13.

**Starting Occupation:** Academic [class skill or mod: Decipher Script, class skill or mod: Knowledge (arcane lore), class skill or mod: Knowledge (theology and philosophy)]

**Skills:** Decipher Script +8, Drive +10, Knowledge (arcane lore) +11, Knowledge (theology and philosophy) +11, Sense Motive +5, Spot +5, Tumble +10.

**Feats:** Conviction, Archaic Weapons Proficiency, Personal Firearms Proficiency, Two-Weapon Fighting, Point Blank Shot, Low Profile, Pentagram.

**Talents:** Uncanny Dodge 1, Uncanny Dodge 2.

**Possessions:** TEC-9, longsword.

**Monitor's Wrath:** Monitors bear a special enmity for those who would plunder the past for their own purposes, and for the creatures of darkness. They gain a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Undead, Fiends, Grave Robbers, or anyone who has stolen from a site of power or threatened the Sang Real. Likewise, he gets the same bonus to weapon damage rolls against creatures of these types. A Monitor also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the Monitor cannot strike with deadly accuracy beyond that range). The Monitor's damage bonus applies to Undead and Fiends even if those creatures are immune to critical hits, because Monitors have trained and studied these creatures for weaknesses.

**Divine Health:** Meredith is immune to all diseases, including magical diseases.



## #6 : FROM HELL'S HEART...

"SHIT! WHAT'S HE DOING BACK? I SHOT HIM IN THE FACE TWICE!"

"DAY-UM, T-DOG, HE LOOKS WHACK! YOU REALLY MESSED UP HIS GRILL. IT'S ALL YOU, DOG!"

"THERE AIN'T NO COMIN BACK, THIS IS THE REALLY REAL WORLD!"

*"Do you assholes know how long it took me to repair this body so that I could once again walk the earth?"*

"SHOOT HIM, TIM, SHOOT HIM!"

*"Now I shall take my revenges upon your souls."*

"T-DOG JACKED YOU, NOT ME!!"

**HOOKING THE PARTY UP**

AN OLD FOE, PRESUMED DEAD, RETURNS, POSSESSED BY A DEMON AND OUT TO GAIN REVENGE FOR THE BODY IT NOW INHABITS IN ORDER TO SATISFY THE LUST FOR VENGEANCE THE NEARLY DEPARTED SOUL HAS.

THIS FOE WILL NOT ONLY CONTAIN THE SKILLS AND KNOWLEDGE OF THE DECEASED, BUT ALSO SKILL AND POWERS OF THE POSSESSING ENTITY. FOR REASONS UNKNOWN, THIS MERGER WORKED FAR BETTER THAN ANY OTHER THE DEMON HAS EVER MANAGED BEFORE.

**TROUBLESHOOTING**

THERE SHOULD NOT BE TOO MUCH TROUBLE, BEYOND THE FACT THAT THIS WILL BE AN EVENTUAL FIGHT TO THE DEATH. THE VILLAIN WILL FIGHT AS THEY ALWAYS DID, JUST WITH THE DEMONS POWER, SKILL AND CUNNING IN RESERVE/BACKING THEM UP.

**VARIANT:** KILLING THE POSSESSING SPIRIT AVENGES THE SPIRIT OF THE FOE, AS IT WAS THE SPIRIT THAT DROVE IT TO FACE THE PC'S IN THE FIRST PLACE. RELEASING THE SPIRIT WILL GRANT THE PC'S A ONE TIME LUCK BONUS OF +4 TO ANY ROLL.

**VARIANT:** THE POSSESSING ENTITY IS THE REAL FOE, AND IT SWITCHES FROM BODY OF DEFEATED FOE TO BODY OF DEFEATED FOE. SOMETHING THE CHARACTERS DID YEARS AGO RELEASED OR ANGERED THE SPIRIT, AND THEY ARE THE ONLY ONES ABLE TO PUT THE SPIRIT DOWN.

**Arkon DuPraide**, Male Human Fiendish Vessel Dedicated 4/Field Medic 4: CR 10; Medium-size Humanoid (Fiend); HD 4d6+4d8+16; hp 48; Mas 13; Init +6; Spd 30 ft.; Defense 27, touch 17 flat-footed 25 (+5 class, +2 dex, +1 equipment, +9 natural); BAB +5; Grap +8; Atk Straight razor +8 (1d4+3 19-20(x2)), Sword cane +8 (1d6+3 19-20(x2)), Claw +8 (1d4+3), Bite +8 (1d6+3); FS 5 ft. by 5 ft.; Reach 5 ft.; SA alter self, instill hatred, rage; SQ telepathy, immune to fire, damage reduction 5/+1; SV Fort +9 Ref +5 Will +6; AP 60; Rep +4; Str 17, Dex 17, Con 16, Int 17, Wis 14, Cha 7.

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

**Skills:** Balance +2, Bluff +6, Climb +3, Computer use +6, Concentration +2, Craft +4, Craft (Pharmaceutical) +17, Decipher Script +4, Demolitions +4, Diplomacy +10, Drive +4, Escape Artist +2, Forgery +11, Gamble +4, Gather Information +10, Hide +2, Intimidate +10, Investigate +10, Jump +3, Knowledge (Arcane Lore) +10, Knowledge (History) +8, Knowledge (Ritual) +6, Knowledge (Streetwise) +10, Knowledge (Theology) +6, 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, Speak Ancient Hebrew, Speak Latin, Speak English, Speak French, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write English, Read/Write French

**Feats:** Archaic Weapon Proficiency, Profane Ritual, 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)

**Telepathy (Su):** Arkon can communicate telepathically with any creature within 100 feet that has a language.

**Alter Self (Su):** Arkon can assume any humanoid shape, at will. The duration of these changes is indefinite. Arkon will typically take the shape of any group in the majority.

**Instill Hatred (Su):** Arkon can cause the Spiritual Affliction of Hatred. See Spiritual Afflictions and Possession for more information. The Save DC for this ability is 15.

**Immune to Fire (Ex):** Arkon is immune to fire of all kinds. In the past, many of these creatures enjoyed going to the stake and stepping out the flames en masse to rend their "executioners" to pieces.

**Damage Reduction 5/+1 (Ex):** This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or from Holy Water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or Higher.

**Rage (Ex):** Arkon temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. The Constitution bonus increases Arkon's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While raging, Arkon cannot use skills or abilities that require patience and concentration. Only Intimidate may be used while enraged. Arkon may not use his Profane Ritual feat while Raging. A fit of rage lasts for 7 rounds. Arkon may voluntarily end the rage before its time is up. At the end of the rage, Arkon is fatigued (-2 to Strength, -2 to Dexterity, and can't charge or run) for the duration of that encounter. Arkon can only fly into a rage once per encounter, but he may do so at will. Entering a rage takes no time itself, but Arkon can only do it during his action.

**Possessions:** Straight razor, leather jacket, sword cane.

# #7: WE WERE THE FIRST TO KILL, YOU SHOULD BE HONORED

"SNIPER!"

"GOT HIM. FIRE IN THE HOLE!"

"MOVING FORWARD, COVER ME."

"WHO THE HELL IS THIS GUY?"

"GEEZ, PAUL, YOU SURE MAKE A LOT OF FRIENDS. WHAT IN THE HELL IS AN OBVIOUS SPETZ DOING GUNNING FOR YOU HERE IN IRAQ?"

"BEATS ME, CAPTAIN. HEY, CHECK THE WHACK TATTOO."

"HEATHER, CALL FOR RETRIEVAL, PAUL'S IN A SHITLOAD OF TROUBLE."

"WHY?"

"THAT'S A SCION OF CAIN, CAPTAIN. TRUST ME, WE NEED TO GET OUT OF HERE, THEY NEVER OPERATE SINGLY."

## HOOKING THE PARTY UP

THE SCIONS OF CAIN FRATERNAL ORDER PUTS A HIT OUT ON THE PARTY OR JUST ONE OF THE PARTY MEMBERS. INFORMATION IN THEIR POSSESSION SHOWS THAT THE PARTY MEMBER IS ON THE EDGE OF UNWITTINGLY UNCOVERING ONE OF THEIR DEEP LEVEL OPERATIVES. WHILE IT IS ONLY CIRCUMSTANTIAL EVIDENCE, THE SCIONS OF CAIN HAVE NOT EXISTED FOR CENTURIES BY BEING STUPID OR SLOPPY, AND THEY INTEND TO ELIMINATE THE CHARACTER OR CHARACTERS AND PIN IT ON ONE OF THE MAJOR PROBLEM GROUPS IN THE PC'S LIVES.

## TROUBLESHOOTING

THE BIGGEST PROBLEM WITH THIS QUICKSHOT, IS THAT THERE IS A VERY REAL POSSIBILITY THAT THE SCIONS OF CAIN WILL ELIMINATE THEIR TARGETS. IN THREE PLAYTESTS, THE PC'S WERE WIPED OUT TWICE BY THE SCIONS OF CAIN CELL. THE ENTIRE SCIONS OF CAIN ORGANIZATION SHOULD NOT BE DRAGGED INTO THIS PLOT, BUT RATHER, A SMALL, LOCAL GROUP WITH ONE HIGHLY-PLACED OPERATIVE. PERHAPS A SHERIFF, OR A DISTRICT ATTORNEY. SHOULD THE PC'S HAVE TOO EASY OF A TIME WITH THE FIRST FEW MEMBERS HAVING THE CELL LEADERS BEING MUCH STRONGER IS NOT UNFEASIBLE.

**VARIANT:** THE SCIONS OF CAIN ARE TRYING TO RECRUIT ONE OF THE PC'S. IF THE PC CAN DEFEND HIMSELF SUCCESSFULLY FROM AN ATTACK, THE SCIONS OF CAIN WILL APPROACH THE PC AND ATTEMPT TO RECRUIT HIM.

**VARIANT:** THE GOAL IS ACTUALLY THE PC'S COMPUTER HARDDRIVES, AS THE PC ACCIDENTALLY DOWNLOADED A CELL MEMBER LIST WHILE LOOKING FOR COMPUTER TEXT PORN ON A PEER TO PEER NETWORK.

**Shawn Golan**, male Strong Hero 5/Infiltrator 10; CR 15; Medium humanoid; HD 5d8+10d8+15; hp 88; Mas 12, Init +3; Spd 30 ft; Defense 21, touch 21, flat-footed 18 (+8 class +3 Dex); BAB +10/+5; Grap +12; Atk +15 ranged (2d10, HK PSGI) or +13 ranged (1d8+2, Compound Bow); Full Atk +15/+10 ranged (2d10, HK PSGI) or +13/+8 ranged (1d8+2, Compound Bow); FS 5 ft by 5 ft; Reach 5 ft; SA sweep, improved sweep; SQ improvised implements, improved evasion, skill mastery, improvised weapon damage, without a trace; AL Scions of Cain; SV Fort +7, Ref +11, Will +6; AP 7; Rep +2; Str 14, Dex 17, Con 12, Int 8, Wis 14, Cha 10.

**Starting Occupation:** Military (class skill or mod: Hide, class skill or mod: Move Silently, bonus feat: Personal Firearms Proficiency).

**Skills:** Disable Device +13, Hide +21, Listen +12, Move Silently +21, Search +12, Tumble +13.

**Feats:** Personal Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Archaic Weapons Proficiency, Point Blank Shot, Weapon Focus (HK PSGI), Far Shot, Stealthy, Dead Aim, Dodge, Skip Shot, Mobility, Low Profile

**Talents:** Extreme Effort, Improved Extreme Effort, Advanced Extreme Effort.

**Possessions:** HK PSGI, compound bow, 20 arrows, climbing tools, Crate of 12 Colt 9mm assault rifles in OEM packaging.

# #8: THE END IS NEAR!

"THE END IS COMING! REPENT, THE END IS HERE!"

"AW MAN, THESE GUYS ARE POPPING UP EVERYWHERE."

"DESE DUDES BE TRIPPIN."

"SHUT UP, PAUL."

"REPENT, SINNING HARLOT, FOR..."

"HEATHER, TELL ME YOU DIDN'T JUST SHOOT HIM."

## HOOKING THE PARTY UP

A SNIPER SHOOTS A STREET PREACHER THAT IS HARANGUING THE PARTY FROM A STREET CORNER. THE PARTY WILL BE STANDING CLOSE ENOUGH THAT THE BLOOD WILL SPLATTER THEM, AND THE STREET PREACHER WILL HAVE TAKEN A 7.62MM DRAGUNOV SNIPER RIFLE ROUND TO THE RIGHT TEMPLE, EXITING JUST ABOVE THE LEFT SIDE OF THE JAW.

PEOPLE ON THE STREET WILL IMMEDIATELY BEGIN PANICKING. SOME MAY ACCUSE THE PC'S OF SHOOTING THE MAN, AND THE POLICE WILL ARRIVE IN 5+1D4 MINUTES, FURTHER CONFUSING THE SCENE.

THE SNIPER SHOT TOOK PLACE FROM RIGHT AND UP, AT AN OLD HOTEL THAT IS NOW A FLOPHOUSE FOR THE HOMELESS AND DRUG ADDICTS. IT IS 7 STORIES HIGH, AND THE SHOT CAME FROM THE 3<sup>RD</sup> ROOM ON THE RIGHT ON THE 5<sup>TH</sup> FLOOR.

IF THE PC'S CAN GET TO THE ROOM WITHIN 4 MINUTES, THEY WILL FIND THE SNIPER PUTTING THE RIFLE AWAY. THE SNIPER DOES NOT INTEND ON GETTING CAPTURED OR KILLED, AND WILL NOT ENGAGE IN A STANDUP GUN BATTLE WITH PC'S, PREFERRING TO JUMP OUT ONTO THE FIRE ESCAPE AND MAKE A RUN FOR IT.

THE SNIPER BELONGS TO THE SCIONS OF CAIN, AND HAS A MAP OF THE LOCAL AREA WITH 9 MORE CIRCLES ON VARIOUS CORNERS, WITH A BLUE CIRCLE AROUND BUILDINGS THAT FACE THOSE CORNERS.

THE SCION OF CAIN FULLY INTENDS ON ELIMINATING THESE 10 STREET PREACHERS FOR UNKNOWN REASONS, AND POSSESSES NO LEADS AS TO WHERE THE CELL MEETS, OR WHO ELSE BELONGS TO THE LOCAL CHAPTER OF THE SCIONS OF CAIN.

**VARIANT:** THE STREET PREACHERS ARE ACTUALLY SATANIC MINIONS WHO ATTEMPT TO SWAY PEOPLE'S MINDS AGAINST THE BIBLE. THE SNIPER IS ACTUALLY A DAUGHTER OF (THE TRUE) EVE. THE STREET PREACHER WILL PRETEND TO BE DEAD SO THAT IT CAN ESCAPE FROM THE MORGUE LATER AS "RESURRECTED BY MY FAITH IN CHRIST" AND CONTINUE TO SPREAD IT'S CORRUPTED GOSPEL.

**VARIANT:** THE SNIPER IS A DEMON, AND DOESN'T DIE WHEN THE BULLET HITS HIM. IF THE PC'S TRY TO GIVE FIRST AID, THEY WILL NOTICE SLIGHT SIGNS THAT THE DEMON IS ACTUALLY ALIVE IF A SUCCESSFUL TREAT INJURY ROLL (DC: 15) IS MADE. THE DEMON INTENDS ON BEING TAKEN TO THE MORGUE, AND SNEAKING OUT LATER.

**Ellen Dyer**, female Strong Hero 5/Infiltrator 10; CR 15; Medium humanoid; HD 5d8+10d8+15; hp 88; Mas 12, Init +3; Spd 30 ft; Defense 21, touch 21, flat-footed 18 (+8 class +3 Dex); BAB +10/+5; Grap +12; Atk +15 ranged (2d10, 7.62mm Dragunov) or +12 melee (1d4+2, knife); Full Atk +15/+10 ranged (2d10, 7.62mm Dragunov) or +12/+7 melee (1d4+2, knife); FS 5 ft by 5 ft; Reach 5 ft; SA sweep, improved sweep; SQ improvised implements, improved evasion, skill mastery, improvised weapon damage, without a trace; AL Daughters of the True Eve; SV Fort +7, Ref +11, Will +6; AP 7; Rep +2; Str 14, Dex 17, Con 12, Int 8, Wis 14, Cha 10.

**Starting Occupation:** Military (class skill or mod: Hide, class skill or mod: Move Silently, bonus feat: Personal Firearms Proficiency).

**Skills:** Disable Device +13, Hide +21, Listen +12, Move Silently +21, Search +12, Tumble +13.

**Feats:** Personal Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Archaic Weapons Proficiency, Point Blank Shot, Weapon Focus (7.62mm Dragunov), Far Shot, Stealthy, Dead Aim, Dodge, Skip Shot, Mobility, Low Profile

**Talents:** Extreme Effort, Improved Extreme Effort, Advanced Extreme Effort.



**Possessions:** Dragunov rifle, knife, Bible.

**Possessed street preacher**, male human Fiendish Vessel (Qaldjinn) Charismatic Ordinary I: CR I; Medium humanoid (Fiend); HD 1d6+2; hp 7; Mas 13; Init +0; Spd 30ft; Defense 19, touch 10, flat-footed 19 (+9 natural); BAB +0; Grap +2; Atk +2 melee (1d6+2, bite) or +2 melee (1d4+2, claw); Full Atk +2 melee (1d6+2, bite) or +2 melee (1d4+2, claw); FS 5 ft by 5 ft; Reach 5 ft; SA enthrall, inflame; SQ: sinsight, ballistics immunity, fire immunity, poison immunity, pagebound, Qaldjinn tongue; AL Dark Power, Evil, Satan; SV Fort +3, Ref +1, Will +2; AP 0; Rep +2; Str 14, Dex 10, Con 15, Int 20, Wis 10, Cha 26.

**Occupation:** Religious [class skill or mod: Knowledge (streetwise), class skill or mod: Knowledge (theology & philosophy), class skill or mod: Sense Motive].

**Skills:** Bluff +22, Diplomacy +22, Gather Information +22, Intimidate +22, Listen +10, Sense Motive +10, Spot +10, Read/Write English, Speak English, Read/Write Arabic, Speak Arabic, Read/Write Aramaic, Speak Aramaic, Read/Write Latin, Speak Latin, Read/Write Hebrew, Speak Hebrew.

**Feats:** Archaic Weapons Proficiency

**Possessions:** Satanic Bible (to which the Qaldjinn is pagebound)

**Demonic Ellen Dyer**, female Fiendish Vessel (Qaldjinn) Strong Hero 5/Infiltrator 10; CR 18; Medium humanoid; HD 5d8+10d8+15; hp 88; Mas 12, Init +3; Spd 30 ft; Defense 30, touch 21, flat-footed 27 (+8 class +3 Dex, +9 natural); BAB +10/+5; Grap +13; Atk +15 ranged (2d10, 7.62mm Dragunov) or +13 melee (1d4+3, knife); Full Atk +15/+10 ranged (2d10, 7.62mm Dragunov) or +13/+8 melee (1d4+3, knife); FS 5 ft by 5 ft; Reach 5 ft; SA sweep, improved sweep, enthrall, inflame; SQ improvised implements, improved evasion, skill mastery, improvised weapon damage, without a trace, ballistics immunity, fire immunity, poison immunity, pagebound, Qaldjinn tongue; AL Daughters of the True Eve; SV Fort +7, Ref +11, Will +6; AP 7; Rep +2; Str 16, Dex 19, Con 14, Int 20, Wis 10, Cha 26.

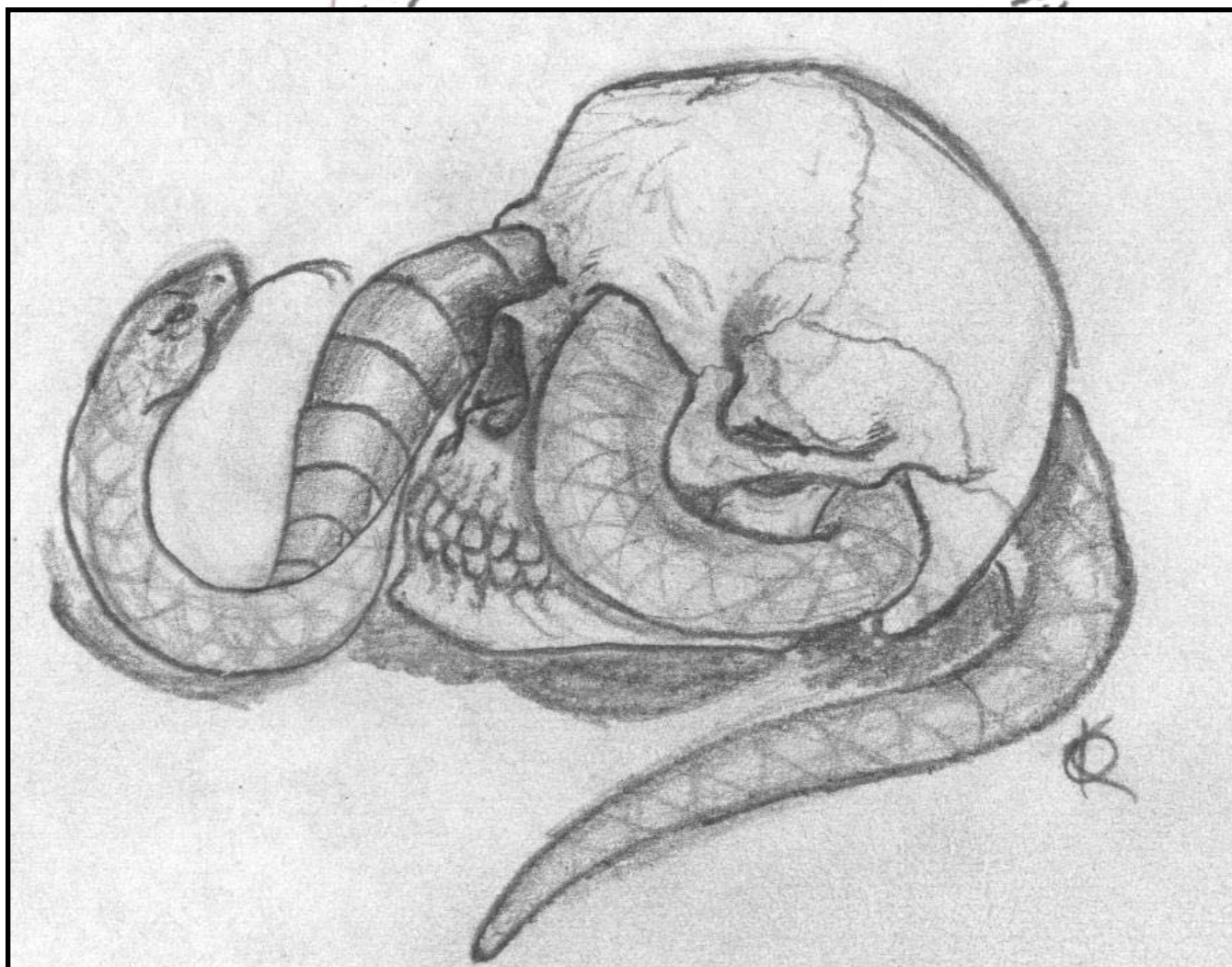
**Starting Occupation:** Military (class skill or mod: Hide, class skill or mod: Move Silently, bonus feat: Personal Firearms Proficiency).

**Skills:** Bluff +22, Diplomacy +22, Gather Information +22, Intimidate +22, Listen +10, Sense Motive +10, Spot +10, Read/Write English, Speak English, Read/Write Arabic, Speak Arabic, Read/Write Aramaic, Speak Aramaic, Read/Write Latin, Speak Latin, Read/Write Hebrew, Speak Hebrew.

**Feats:** Personal Firearms Proficiency, Archaic Weapons Proficiency

**Talents:** Extreme Effort, Improved Extreme Effort, Advanced Extreme Effort.

**Possessions:** Dragunov rifle, knife, Satanic Bible (to which the Qaldjinn is pagebound)





## #9: LONG DISTANCE

"YO YO YO, MAH NIGGUZ!"

"SHUT UP, GOON. YOU SEEN TIM ANYWHERE?"

"NOPE, H-HONEY, I AIN'T PEEPED DA HOMEY."

"THAT'S WEIRD, HE SHOULD HAVE... THERE YOU ARE."

"SHUT UP, AND GET DOWN."

"WHAT? WHAT DO YOU MEAN... HOLY SHIT!"

"YO, SOMEONE BE POPPIN' CAPS AT US!"

"NO SHIT, I'M OUT OF AMMO, ANYONE GOT A CLIP?"

"WHO'D YOU PISS OFF ENOUGH THAT YOU'RE OUT OF BULLETS, TIM?"

### HOOKING THE PARTY UP

ONE OF THE PC'S IS TARGETED BY A HITMAN WHO HAS BEEN HIRED TO ELIMINATE SOMEONE THAT HAD CAUSED A POWERFUL GROUP A LOT OF TROUBLE. THIS ASSASSIN IS NOT KNOWN TO BE A DARK WARRIOR, JUST VERY COMPETENT AT THE CRAFT OF KILLING.

HE PLANS ON ELIMINATING THE PC THROUGH ANY NECESSARY METHODS, UP TO AND INCLUDING A CAR BOMB. HE WILL START OFF WITH SNIPER METHODS, THEN MOVE TO ATTEMPTS IN AN ALLEY, AND FINALLY, WITH EXPLOSIVES.

**VARIANT:** HE IS A CHURCH HITMAN WHO IS OUT TO KILL A PC WHO HAS OFFENDED OR BETRAYED THE CHURCH IN SUCH A MANNER THAT THE CHURCH FEELS IT NECESSARY TO ELIMINATE THEM WITH DEADLY FORCE.

**VARIANT:** THIS IS ACTUALLY RETROACTIVE ABORTION, AND THE HITMAN, ONCE KILLED, WILL DISAPPEAR IN A CRACKLING OF BLUISH-WHITE ELECTRICITY AND A SUCKING WIND. THERE WILL BE NO EVIDENCE LEFT OVER TO EVEN PROVE THE HITMAN EXISTS, EXCEPT POSSIBLY THE PISTOL THAT THE HITMAN FAVORS.

**Vaughn Braum**, male human Strong 3/Martial Artist 2/Gunslinger 3; CR 8; Medium humanoid; HD 3d8+2d8+3d10+24; hp 78; Mas 16, Init +11 (+3 Dex, +8 Jacked Reflexes); Spd 30 ft; Defense 19, touch 19, flat-footed 16 (+6 class, +3 Dex); BAB +7/+2; Grap +10; Atk +12 ranged (2d10, 7.62mm Dragunov) or +13 ranged (varies, Syntek fast-fire 19) or +10 melee (1d6+5, unarmed); Full Atk +12/+12/+7 ranged (2d10, 7.62mm Dragunov) or +11/+11/+6 ranged (varies, Syntek fast-fire 19) or +10/+10/+5 melee (1d6+5, unarmed); FS 5 ft by 5 ft; Reach 5 ft; SA flying kick, close combat shot; AL varies based on encounter; SV Fort +6, Ref +13, Will +5; AP 4; Rep +1; Str 17, Dex 17, Con 16, Int 12, Wis 14, Cha 13

**Starting Occupation:** Adventurer (class skill or mod: Demolitions, class skill or mod: Sleight of Hand, bonus feat: Personal Firearms Proficiency)

**Skills:** Climb +10, Demolitions +14, Drive +9, Jump +10, Sleight of Hand +13, Tumble +22

**Feats:** Personal Firearms Proficiency, Combat Martial Arts, Defensive Martial Arts, Power Attack, Combat Throw, Elusive Target, Weapon Focus (Syntek fast-fire 19), Quick Draw.

**Talents:** Melee Smash, Improved Melee Smash.

**Possessions:** Dragunov sniper rifle, Syntek fast-fire 19 pistol, holographic imager with target's personal data and images in memory.

**Cyberware:** Eye Replacement with Thermal Imaging, Low-Light, Flare Compensation, x10 magnification, and targeting sight. Weapon-Wire Targeting System, Balance Augmentator, Jacked Reflexes 2.



Matthew



Mark



Luke

&



John

Bless the bed that I lay on.  
Four corners to my bed.  
Four Angels around my head.  
One to watch  
One to pray  
Two to keep me safe till day  
-Child's Prayer

# #10: I DID WHAT?

"OK, PAUL, I PAID YOUR BAIL, LET'S GO."

"I DON'T UNDERSTAND WHAT HAPPENED, H-HONEY. THE LAST THING I REMEMBER WAS DRINKING AT TREMORS IN HARKER HEIGHTS."

"OH PUH-LEASE, LIKE YOU'D FORGET GOING ON A COP-PUNCHING SPREE."

"STRAIGHT UP, G, THE LAST THING I REMEMBER IS DRINKING."

## HOOKING THE PARTY UP

ONE OF THE PC'S SUFFERS DEMONIC CONTROL FOR A FEW MINUTES EACH DAY. THIS CONTROL STEADILY GETS WORSE AT THE RATE OF +1D4 MINUTES EACH DAY, UNTIL EVENTUALLY THE DEMON HAS A FULL TIME-SHARE ON THE BODY.

THE DEMON IS NOT OUT TO OVERTHROW THE WORLD, BUT RATHER, A MISCHIEVOUS ENTITY MORE INTENT ON CAUSING HAVOC AND TROUBLE THAN ACTIVELY SPREADING TRUE EVIL.

## TROUBLESHOOTING

IF THE PC DOESN'T CARE ABOUT THE PROBLEM, AND MERELY BLOWS IT OF, EVENTUALLY ANOTHER DEMON WILL DISCOVER WHAT THE MINOR ONE IS DOING, AND TAKE CONTROL WITH ONE GOAL IN MIND: DESTROY THE DAUGHTERS OF EVE. THIS WILL BRING THE PC'S INTO DIRECT CONFLICT WITH A POWERFUL SECRET ORGANIZATION THAT IS FULLY CAPABLE OF DEFENDING ITSELF.

**VARIANT:** THE POSSESSING ENTITY IS ACTUALLY HIMSELF FROM THE FUTURE, ATTEMPTING TO STOP HIM FROM KILLING A SEEMINGLY RANDOM BAD-GUY.

**VARIANT:** ANGELIC/DEMONIC ENTITIES, BOTH AT RANDOM INTERVALS, BOTH VYING FOR CONTROL OF THE SAME BODY, AND USING IT TO FURTHER THEIR OWN OPPOSING GOALS. THIS COULD RESULT IN THE PC ALTERNATELY TRYING TO KILL OR PROTECT SOME PERSON IN PARTICULAR AT TIMES, AND COMPLETELY CONFUSED ABOUT WHO THE PERSON IS THE REST OF THE TIME.

### Inspiron Possession Template

**Challenge Rating:** same as base creature.

**Type:** the creature's type changes to Celestial.

**Speed:** same as base creature.

**Defense:** the base creature's natural armor improves by +5.

**Attacks:** the base creature retains all of its attacks and gains no new ones.

**Special Abilities:** the base creature retains all of its special abilities and gains the Instill Hope ability.

**Special Qualities:** the base creature retains all of its special qualities and gains the Telepathy and Blessed Creature abilities.

**Allegiances:** the base creature's Allegiances become Dark Power and Evil.

**Saves:** same as base creature.

**Ability Scores:** the base creature's physical stats (Str, Dex, Con) increase by +2. The base creature's Intelligence becomes 16, Wisdom becomes 16, and Charisma becomes 14.

**Skills:** the base creature skills become the following: Bluff +7, Diplomacy +6, Gather Information +6, Knowledge (History) +7, Knowledge (Theology) +7, Knowledge (Ritual) +7, Sense Motive +7, Speak Ancient Hebrew, Speak Latin, Speak 2 Modern Languages, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages

**Feats:** the base creature feats become the following: Archaic Weapons Proficiency.

### Maliason Possession Template

**Challenge Rating:** same as base creature.

**Type:** the creature's type changes to Fiend.

**Speed:** same as base creature.

**Defense:** the base creature's natural armor improves by +5.

**Attacks:** the base creature retains all of its attacks and gains no new ones.

**Special Abilities:** the base creature retains all of its special abilities and gains the Instill Malaise ability.

**Special Qualities:** the base creature retains all of its special qualities and gains the Telepathy and Damage Reduction 5/+1 abilities.

**Allegiances:** the base creature's Allegiances become Dark Power and Evil.

**Saves:** same as base creature.

**Ability Scores:** the base creature's physical stats (Str, Dex, Con) increase by +2. The base creature's Intelligence becomes 16, Wisdom becomes 16, and Charisma becomes 14.

**Skills:** the base creature skills become the following: Bluff +7, Diplomacy +6, Gather Information +6, Knowledge (History) +7, Knowledge (Theology) +7, Knowledge (Ritual) +7, Sense Motive +7, Speak Ancient Hebrew, Speak Latin, Speak 2 Modern Languages, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages

**Feats:** the base creature feats become the following: Profane Ritual.

# #11: STOP SHOOTING JESUS!

"STOP THE CAR, HEATHER!"

"MAN, WHAT ARE THESE PEOPLE FREAKING ABOUT?"

"YO, CHECK IT, SOME NIGGAH WHIPPING A CROSS AROUND."

"OH MAN, HE JUST KILLED THAT KID. PAUL, GO RIGHT, TIM, GRAB YOUR M-4 OUT OF THE TRUNK, WE NEED TO DROP THIS PSYCHO."

"SETTING UP MY SHOT, HEATHER, CALL IT."

"DROP HIM, TIM."

"UMMM, I CAN'T."

"SHOOT HIM, T-DOG!"

"SHOOT HIM, SERGEANT MCNEAL, THAT'S A DIRECT ORDER!"

"I CAN'T SHOOT JESUS!"

## HOOKING THE PARTY UP

RECENTLY A LOCAL CHURCH WAS DONATED A WONDERFULLY CRAFTED STATUE OF JESUS ON THE CROSS FROM AN ANONYMOUS DONOR. BEING A POOR CHURCH, THEY TOOK IT AS A CORPORATE OR PHILANTHROPIC DONATION. THE STATUE WAS PLACED BEHIND THE ALTAR, AND EVERYTHING WAS FINE FOR SEVERAL WEEKS.

THEN, A LARGE MASS OCCURRED, AND THE DEMON INSIDE THE STATUE AWOKES, AND HAS BEGUN KILLING EVERYONE IT CAN. THE PLAYERS CAN EITHER BE PRESENT AT THE CHURCH FOR MASS, OR BE DRIVING BY WHEN "KILLER JESUS" BURSTS OUT OF THE CHURCH WITH BLOODY CROSS IN HAND.

THERE WILL BE NO WAY TO TRACE THE STATUE BACK, AND THE DEMON WILL DISSIPATE UPON DESTRUCTION OF THE JESUS STATUE. THIS IS A DEAD END AS FAR AS INVESTIGATION.

## TROUBLESHOOTING

NO REAL PROBLEMS HERE, EITHER THE PC'S MIX IT UP, OR STAND BY WHILE "KILLER JESUS" MURDERS DOZENS OF PEOPLE, TAKING SPECIAL CARE TO SMUSH BABIES WITH HIS CROSS.

**VARIANT:** INSTEAD OF JESUS, THE KILLER IS AN ANGEL ARMED WITH A SWORD.

**Non-Buddy Christ** male construct; CR 6; medium construct; HD 4d10+20; Mas N/A; Init +3 (+3 Dex); Spd 30 ft.; Def 19, touch 19, flat-footed 16 (+3 Dex, +5 Natural Armor); BAB +4; Grp +4; Atk +10 melee (1d10+5, Mastercraft Cross); Full Atk: +10 melee (1d10+5, Mastercraft Cross); Space/Reach 5 ft./5 ft., 10 ft.; SA None; SQ special qualities: Construct Immunities, Darkvision; AL Evil, Chaos; AP 0; Rep +30 (It's Jesus!); SV Fort +1, Ref +3, Will +1; Str 21, Dex 16, Con --, Int 10, Wis 10, Cha 18.

**Starting Occupation:** ---

**Skills and Feats:** Simple Weapons Proficiency

**Racial Traits:** Constructs are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or the effects of massive damage. Constructs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct and each check represents 1 hour of work. A construct reduced to 0 hit points is immediately destroyed and cannot be repaired.

**Possessions:** Mastercraft Cross

**VARIANT:** A STATUE OF JESUS ON THE CROSS DONATED TO A CHILDREN'S TERMINAL WARD GOES BERSERK, ROARING OUT THE WORDS: "MEET MY FATHER, UNCLEAN ONES!"



**Archangel of Hatred** male construct; CR 6; medium construct; HD 4d10+20; Mas N/A; Init +3 (+3 Dex); Spd 30 ft.; Def 19, touch 19, flat-footed 16 (+3 Dex, +5 Natural Armor); BAB +4; Grp +4; Atk +10 melee (1d10+5, Mastercraft longsword); Full Atk: +10 melee (1d10+5, Mastercraft longsword); Space/Reach 5 ft./5 ft., 10 ft.; SA None; SQ special qualities: Construct Immunities, Darkvision; AL Evil, Chaos; AP 0; Rep +30 (It's an Angel!); SV Fort +1, Ref +3, Will +1; Str 21, Dex 16, Con --, Int 10, Wis 10, Cha 18.

**Starting Occupation:** ---

**Skills and Feats:** Simple Weapons Proficiency

**Racial Traits:** Constructs are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage. Constructs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct and each check represents 1 hour of work. A construct reduced to 0 hit points is immediately destroyed and cannot be repaired.

**Possessions:** Mastercraft Longsword

## #12: FAITHFUL THEFT!

"SERGEANT MCNEAL?"

"YES, PRIVATE?"

"A MAN IS HERE TO SEE YOU."

"WELL, SHOW HIM IN."

"HE'S ARABIC, SERGEANT."

"SO? SEND HIM IN."

"YOU FOUGHT IN IRAQ, DID YOU NOT, MR. MCNEAL?"

"YES, NEIGHBOR, I DID."

"YOUR HEART IS NOT HARDENED AGAINST THE ISLAMIC PEOPLE?"

"ONLY ASSWIPE WITH GUNS, NEIGHBOR."

"WHAT ABOUT DEMONS?"

"THEY DIE LIKE MEN. TELL ME YOUR PROBLEM, EFFENDI."

### HOOKING THE PARTY UP

AN ISLAMIC SUNNI CLERIC NAMED SULYMAN APPROACHES THE PARTY WITH A REQUEST FOR ASSISTANCE. HE FEARS FOR THE SOULS OF HIS CONGREGATION, SINCE A RECENT "REFUGEE" FROM IRAQ HAS ARRIVED, AND IS SPEAKING TO HIS PARISHIONERS.

THIS "CLERIC", A MAN NAMED ABAL IBN QURYAL HAS BEEN SPEAKING AGAINST THE POLICE, AGAINST AMERICANS, AND AGAINST FELLOW ARABS, INCITING STREET BEATINGS, QUIET MURDERS, AND IS CURRENTLY WORKING ON INCITING A RIOT IN THE AREA.

SULYMAN KNOWS THAT AN ARABIC RIOT IN A MAJOR AMERICAN CITY WOULD RESULT IN MANY OF HIS FOLLOWERS BEING INJURED OR KILLED, NOT TO MENTION THE SOCIAL REPERCUSSIONS AGAINST ARAB COMMUNITIES IN AMERICA.

QURYAL IS NOT HUMAN, BUT RATHER A QALDJINN FREED BY THE FIGHTING IN THE MIDDLE EAST. LEAVING IRAQ OUT OF CURIOSITY, THE QALDJINN HEADED TO AMERICA, WHERE HE FOUND PLENTY OF OPPORTUNITY TO CAUSE HAVOC AND CORRUPT THE HEARTS OF PEOPLE.

QURYAL HAS BEEN INCITING THE SULYMAN'S CONGREGATION, GLEEFULLY AWAITING THE UPCOMING BLOODSHED AND HEARTBREAK, IN HOPES THAT THIS WILL MERELY BE THE BEGINNING OF CARNAGE AND BLOODSHED ON A SCALE HE HAS NEVER BEFORE BEEN ABLE TO CREATE.

**VARIANT:** SULYMAN IS THE ONE WHO IS ACTUALLY THE QALDJINN, AND QURYAL IS THE ONE WHO IS TRYING TO STOP SULYMAN FROM INCITING A RIOT THAT WOULD DESTROY A LARGE SECTION OF THE ARABIC SECTOR OF A CITY AND CREATE A LOT OF SOCIAL TENSION.

**VARIANT:** BOTH SULYMAN AND QURYAL ARE BEING PLAYED FOR SUCKERS BY A MEMBER OF THE CULT OF THE TENTACLE, WHO IS TRYING TO GET BOTH SIDES TO START A MASSIVE FIGHT THAT WILL LEAD THE WAY TO STREET FIGHTING IN AMERICA, AND ALLOW THEM TO DESTROY SEVERAL CHURCHES AND MOSQUES IN THE AREA.

**Abal ibn Quryal:** Qaldjinn: CR 8; Medium fiend; HD 7d8+7 hp 46; Mas 12; Init +1; Spd 30 ft. (60 squares), fly 40ft; Defense 18, touch 11, flat-footed 17 (+1 Dex, +2 equipment, +5 natural); BAB +4; Grap +4; Atk +4 melee (1d6, 19-20, machete), or +5 ranged (2d8, 20, AK-47); Full Atk +4 melee (1d6, 19-20, machete), or +5 ranged (2d8, 20, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SA enthrall, inflame, malicious fatwa; SQ: ballistics immunity, fire immunity, poison immunity, pagebound, Qaldjinn tongue; AL chaos, evil; SV Fort +5, Ref +6, Will +5; AP 0; Rep +0; Str 10, Dex 13, Con 12, Int 20,

Wis 10, Cha 26

**Skills:** Bluff +22, Diplomacy +22, Gather Information +22, Intimidate +22, Listen +10, Sense Motive +10, Spot +10, Read/Write English, Speak English, Read/Write Arabic, Speak Arabic, Read/Write Aramaic, Speak Aramaic, Read/Write Latin, Speak Latin, Read/Write Hebrew, Speak Hebrew.

**Feats:** Archaic Weapons Proficiency, Armor Proficiency (light), Personal Firearms Proficiency

**Possessions:** AK-47, machete, cleric's robes, copy of the Qu'ran (to which he is bound).

**Enthrall (Su):** Abal begins preaching his inflammatory, militant Islamic views. All those who can hear him and who listen for one round may make a Will save (DC 20) or become



*enthralled*. Any creatures with an allegiance opposed to Islam receive a +4 bonus on their saving throw. The DC is Charisma-based. *Enthralled* creatures listen intently to Abal's words and take no other actions, but are not kept from moving or defending themselves should the need arise. This ability lasts for a maximum of one hour, though Abal can end it before that time by simply stopping his speech. Whenever the speech ends, the creatures remain *enthralled* for 1d3 rounds more. This ability is language-dependant.

**Inflame (Ex):** By *enthraling* a group for one hour, Abal can incite in them the urge to riot, commit violent atrocities, and wage war. This destructive impulse lasts for 1d6 days. A successful Will save (DC 20) is required to resist the Inflame ability, which also breaks the *enthral* effect. Creatures whose alignment is opposed to Islam may make another Will save (DC 20) with a +4 bonus. Creatures may make a new save each day to resist the Inflame effect. The DC is Charisma-based.

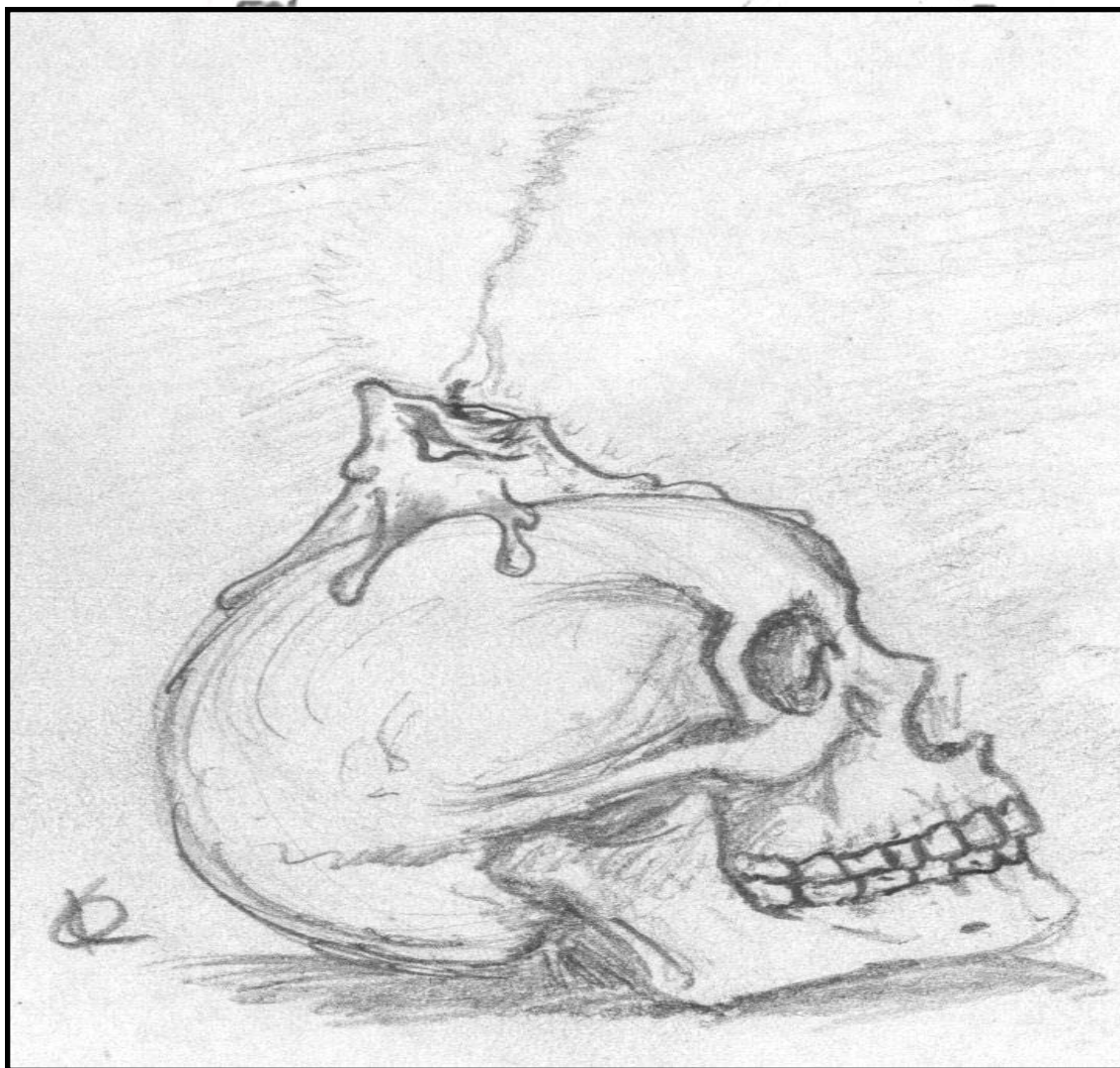
**Malicious Fatwa (Ex):** Abal is able to convince his followers that his word carries the weight of Islamic Fatwa. By keeping an audience *enthralled* for one hour, Abal may grant upon each of them the Enemy feat to one Allegiance he deems opposed to Islam. Creatures whose alignment is opposed to Islam may make another Will save (DC 20) with a +4 bonus (creatures whose alignment matches the one selected for the Enemy feat receive a +8 bonus to their save). The DC is Charisma-based. Those who make successful saves resist the implantation of the Enemy feat and are no longer *enthralled*. Abal may only grant one such Enemy feat to his followers; if he tries to grant another one targeting a different Allegiance, the old one is replaced.

**Immunities (Su):** Qaldjinn are immune to all damage from ballistic, fire, and poison sources.

**Pagebound (Su):** Qaldjinn are born in hateful writings, and thus are bound to collections of written word. All Qaldjinn are linked to a page of written text. A Qaldjinn reduced to 0 hit points is instantly trapped within the page they are bound to until someone reads it, after which the Qaldjinn springs forth again with full hit points. Qaldjinn are able to link themselves to a new piece of text with a successful Charisma check (DC 15). Success means the Qaldjinn is no longer bound to its former page and is linked with the new one. Establishing a new link takes a day. By establishing new links, Qaldjinn have transcended through the various ages of humanity, transported through its ever-changing written medium.

**Qaldjinn Tongue (Ex):** All Qaldjinn have a +4 racial bonus to Bluff, Diplomacy, Gather Information, and Intimidate. They know how to read and write the language of any page they are linked to.

Abal ibn Quryal appears as a typical Arab Muslim cleric. His skin is olive, his greying beard is long and uncut, and he wears traditional white robes. He is obviously more than he seems. His charisma and his fanaticism for Islamic Jihad against the forces of the West have catapulted him to the forefront of tensions in the Middle East. What few know is that Abal ibn Quryal is no man of God. His heritage is fiendish, his sustenance is hate, and his followers are ready to fight. He is a Qaldjinn, Arabic for "demon of the heart." These ancient fiends were born of the fierce hate imbued in humanity's earliest piece of malicious writing. They thrive on hatred and revel in inspiring violence within the human race. Abal ibn Quryal is a relatively young Qaldjinn, born in the 6<sup>th</sup> century and bound to one of the first recordings of the Qu'ran. He has enjoyed the potential in Islam for religiously sponsored fanaticism, and has throughout the ages used it to inspire his beloved violence. He was recently released from his prison in the Middle East, and posed as a refugee in order to quickly leave the land of his creation. Current, Abal ibn Quryal is in the United States, where he is enjoying the freedom to move around, and the political and social turmoil that is just below the surface, ready to explode with just a little incentive.



# #13: WHEN ECOLOGISTS ATTACK!

"WHY DID WE LET PAUL LEAD AGAIN?"

"CAUSE I GOT MAD SKILLZ, BIATCH."

"THAT'S CAPTAIN BIATCH TO YOU. WHERE ARE WE?"

"I BE KNOWIN, BUT IT BE SECRET 411."

"HMPH, REMEMBER THE LAST TIME THIS DUMBASS GOT US LOST, TIM?"

"YEAH, WE SAW SOMETHING LIKE THAT."

"AW CHRIST, NOT ANOTHER FREAK. I HATE THE WOODS."

## HOOKING THE PARTY UP

WHILE IN THE WOODS, THE DEEPER THE BETTER, PERHAPS EVEN LOOKING FOR A MEETING OR HEADING FOR A DROP POINT OF ILLEGAL WEAPONRY, THE PARTY STUMBLES ACROSS A NAKED WOMAN, SURROUNDED BY OVER A DOZEN NAKED BABIES.

THE BABIES ARE CRYING, AND BEFORE THE PC'S CAN REACT, THE WOMAN PICKS ONE UP, TURNS IT UPSIDE DOWN, AND SLITS THE INFANT'S THROAT, KILLING IT AND ALLOWING THE BLOOD TO SPRAY UPON THE ROOTS OF THE TREE. AS SHE TURNS TO GRAB ANOTHER CHILD, SHE SPOTS THE CHARACTERS.

SHE WILL SNATCH THE COLT M1911A1 OUT FROM BETWEEN HER LEGS, AND BEGIN FIRING, GRABBING UP A NEARBY LIVING INFANT TO USE AS PARTIAL COVER.

## TROUBLESHOOTING

SHOULD THE PC'S KILL THOSE CHILDREN, THEY WILL BE UP ON MURDER CHARGES. IF THEY STAND THERE AND DO NOTHING, HAVE THE FBI SHOW UP, AND ARREST THEM AS ACCOMPLICES "STANDING GUARD". IF THE WOMAN GETS AWAY, SHE WILL HUNT DOWN THE PC'S TO STOP THEM FROM HALTING WHATEVER SHE IS DOING.

**VARIANT:** THE TREE IS A BLOOD OAK THAT WILL AWAKEN TO HELP DEFEND ITS MISTRESS. IT HAS ALSO GIVEN THE WOMAN A TASTE OF ITS POWER IN ORDER TO STRENGTHEN HER IN THE MORTAL WORLD.

**VARIANT:** FBI SHOWS UP AND THE KILLING BEGINS AS THE AGENTS OPEN FIRE ON EVERYONE IN THE AREA, MAKING IT A BUTCHERING FREE FOR ALL.

**VARIANT:** SHE'S ACTUALLY MAKING A HOLY SITE, AND THE BABIES ARE NOT BEING DESTROYED, BUT PURIFIED AND SAVED FROM THE CLUTCHES OF THE TREE'S EVIL. THE DAGGER SHE IS USING IS ONE THAT PENETRATES THE BODY, KILLS THE DEMON, AND WHEN WITHDRAWN, LEAVES THE VICTIM UNHARMED.

**FBI Agent**, male or female Smart Ordinary 4; CR 4; Medium humanoid; HD 4d6; hp 12; Mas 10, Init +3; Spd 30 ft; Defense 14, touch 11, flat-footed 14 (+1 class, +3 equipment); BAB +2; Grap +3; Atk +2 ranged (2d6, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; AL Active Duty (FBI); SV Fort +3, Ref +1, Will +4; AP 0; Rep +2; Str 12, Dex 11, Con 10, Int 15, Wis 14, Cha 8.

**Starting Occupation:** Law Enforcement (class skill or mod: Drive, class skill or mod: Listen, bonus feat: Personal Firearms Proficiency).

**Skills:** Computer Use +9, Demolitions +9, Drive +9, Disable Device +9, Investigate +9, Knowledge (behavioral sciences) +9, Knowledge (current events) +9, Knowledge (tactics) +9, Listen +9, Repair +9, Search +9.

**Feats:** Personal Firearms Proficiency, Armor Proficiency (light), Great Fortitude, Point Blank Shot.

**Possession:** Undercover vest, Beretta 92F

**Tree Freak**, female Smart Hero 3/Cultist 9; CR 12; Medium humanoid; HD 3d6+9d6+12; hp 57; Mas 12, Init +4; Spd 30 ft; Defense 17, touch 17, flat-footed 17 (+7 class); BAB +5; Grap +4; Atk +4 melee (1d4-1, knife); FS 5 ft by 5 ft; Reach 5 ft; SA control undead; SQ darkness's embrace, dark familiar, dark longevity; AL Dark Power; SV Fort +5, Ref +4, Will +12; AP 6; Rep +1; Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 13.

**Starting Occupation:** Religious [class skill or mod: Knowledge (arcane lore), class skill or mod: Knowledge (theology and philosophy), class skill or mod: Sense Motive].

**Skills:** Decipher Script +11, Forgery +10, Knowledge (arcane lore) +22, Knowledge (ritual) +18, Knowledge (theology & philosophy) +16, Knowledge (three other subjects) +10, Research +11, Scry +11, Search +10, Sense Motive +9.

**Feats:** Conviction (Dark Power), Educated (arcane lore & theology and philosophy), Iron Will, Improved Initiative, Profane Ritual, Low Profile, Human Sacrifice, Blood Altar, Bloodletting, Black Bargain, Antithesis (Higher Power)

**Talents:** Savant [Knowledge (theology and philosophy)], Trick.

**Possessions:** Knife, cell phone, PDA with contact info for all associated cultists

**Darkness' Embrace:** the Cultist has Darkvision to a range of 60 feet. However, the Cultist shuns the light and is -2 to hit and skill checks in daylight. Also, Undead and Fiends recognize the Cultist as a "kindred spirit" and will not attack him unless provoked.

**Dark Longevity:** the Cultist adds one-hundred years to his maximum age as a "gift" from his Dark Power. However, the Cultist still suffers the normal effects of aging. When the character exceeds his race's normal maximum age, he suffers the ability modifiers for being venerable (-3 to Str, Dex, and Con; +1 to Int, Wis, and Cha) again.

## #14: LAST WILL & TESTAMENT

"YO, CHECK IT, PEEPS! MY DEAD UNCLE BE HOOKIN' A BROTHER UP!"

"SPEAK ENGLISH, IDIOT."

"WHAT, AIN'T YOU DOWN WIT' DA 'HOOD?"

"NO, I OWN A HOUSE AND HAVE A JOB."

"I BE NEEDIN' LEAVE. MY UNCLE DIED."

### HOOKING THE PARTY UP

A MEMBER OF THE PARTY HEARS NEWS THAT A LITTLE KNOWN OF RELATIVE HAS DIED, AND THEY ARE REQUESTED TO ATTEND THE HEARING OF THE WILL. UNKNOWN TO THE CHARACTER, THE UNCLE HAS KEPT TRACK OF THE CHARACTER'S ACCOMPLISHMENTS IN THE SHADOW WAR OF GOOD VS EVIL, AND SEES MUCH OF HIMSELF IN THE CHARACTER.

WHEN THE CHARACTER ATTENDS THE WILL-READING, THEY DISCOVER THAT THEY HAVE INHERITED A "RELIC" FROM WESTERN EUROPE THAT THE UNCLE'S FATHER ACQUIRED DURING WW-II.

THE RELIC IS A BRONZE MASK, ROUGHLY FROM THE SUMERIAN PERIOD, THAT IS THOUGHT TO BE THE DEATH MASK OF A HIGH PRIEST FROM ANCIENT SUMERIA. IT'S HEAVY, UGLY, AND HAS AN UNPLEASANT FEELING.

THE MASK ENABLES THE CHARACTER TO "SEE" IF SOMEONE IS POSSESSED, BY BEING ABLE TO SEE THE POSSESSING ENTITY AS AN "OVERLAY" OF THE POSSESSED.

WHILE THIS MAY SOUND WONDERFUL, THE CHARACTER USING IT WILL SOON BE APPROACHED IN HIS DREAMS BY A SUCCUBUS WHO WILL SLOWLY SEDUCE HIM.

THE SUCCUBUS INTENDS ON FULLY SEDUCING THE PC, AND USING HIM AS A WAY TO RE-ENTER THE WORLD. ONCE SHE ACCOMPLISHES THAT, SHE INTENDS ON SETTING HERSELF UP AS A QUEEN, UNAWARE OF THE VAST CHANGES THAT THE WORLD HAS UNDERGONE IN THE EONS SINCE SHE WALKED THE EARTH.

### TROUBLESHOOTING

IF THE CHARACTER CHOOSES TO KEEP IT, FEEL FREE TO HAVE THE SUCCUBUS EAT HIM. THE HARDEST PART THE PARTY MAY FACE IS TRYING TO WREST THE MASK AND THE CHARACTER'S DREAM LOVER AWAY FROM THE LUCKY INHERITOR.

**VARIANT:** IT TRIES TO POSSESS ONE OF THE PC'S BUDDIES, IN ORDER TO RETURN TO IT'S GRAVE IN THE MIDDLE EAST. THIS COULD LEAD THE PARTY STRAIGHT INTO THE MIDDLE OF A HOT ZONE, WHERE THERE IS HEAVY OR LIGHT FIGHTING, TO A PREVIOUSLY UNKNOWN TOMB. THE PROBLEMS OF GETTING TRAVEL PERMITS, AND SURVIVING THE TRIP WOULD BE A HEAVY CHALLENGE TO ANY GROUP.

**VARIANT:** THE NAZI'S CAPTURED IT FROM THE CULT OF THE TENTACLE, WHO WANTS IT BACK NOW THAT IT HAS "SURFACED" AGAIN. THEY WILL KILL, TORTURE AND COMMIT ARSON TO GET IT BACK, SINCE IT HAS VAST RELIGIOUS SIGNIFICANCE TO THEM, IN ADDITION TO ITS POWERS.



## #15: CENTRAL HEATING

"HELP ME, MISTER, PLEASE? I'LL DO ANYTHING IF YOU HELP ME."

"CHRIST, WHAT'S GOING ON? WHERE'S YOUR CLOTHES, KID?"

"LET THE KID GO, TIM, SHE'S JUST A HOOKER."

"I'LL MAKE YOU FEEL REAL GOOD, MISTER, JUST SAVE ME."

"HEY, KID, DON'T TOUCH ME LIKE THAT. WHAT'S YOUR PROBLEM."

"COME ON, SERGEANT, WE HAVE TO REPORT BACK THAT WE DROPPED PAUL OFF AT MORNINGOAK. WE DON'T HAVE TIME FOR YOU TRYING TO SAVE EVERYONE."

"IN A MINUTE, HEATHER. FINISH YOUR QUIKIE-BURGER. WHAT'S THE PROBLEM, KID?"

"THIS WAY, PLEASE. YOU HAVE TO BELIEVE ME. IT'S IN THE BASEMENT OF MY PARENT'S HOUSE, AND NOBODY BELIEVES ME!"

"A BASEMENT? TIM, I SWEAR TO GOD, IF YOU SO MUCH AS TOUCH..."

"IT'S IN HERE. IT HATES ME, AND NOBODY BELIEVES ME."

"WHAT THE FUCK!"

### HOOKING THE PARTY UP

A YOUNG GIRL APPROACHES THE PARTY IN THE MIDDLE NIGHT. SHE DRESSED IN A NIGHT-GOWN, AND BAREFOOT, OBVIOUSLY TERRIFIED. SHE IS NEARLY HYSTERICAL, AND THE BACK OF HER NIGHTGOWN IS SINGED BADLY, AS ARE THE ENDS OF HER LONG HAIR.

SHE WILL BE BABBLING ABOUT SOMETHING IN THE BASEMENT OF HER PARENT'S HOUSE, INSIDE THE FURNACE. SHE WILL BE DESPERATE, AND WILL OFFER THE CHARACTERS SEXUAL FAVORS IF THEY JUST HELP HER.

THE HOUSE IS A SMALL, MIDDLE-CLASS HOUSE IN THE MIDDLE OF A MIDDLE-CLASS NEIGHBORHOOD. THE YOUNG GIRL WILL WANT THE PC'S TO FOLLOW HER TO THE BACK DOOR, WHICH IS DIRECTLY ACROSS FROM THE BASEMENT DOOR, SO AS "NOT TO WAKE UP MY PARENTS".

IF THE PC'S INSIST ON GOING THROUGH THE FRONT DOOR, OR WISH THE PARENTS INVOLVED, THE PARENTS WILL CHASTISE THE YOUNG GIRL, APOLOGIZE TO THE PC'S, AND RUSH THEM OUT OF THE HOUSE, THREATENING TO CALL THE POLICE IF NECESSARY.

IF THE PC'S FOLLOW THE GIRL, SHE WILL SHOW THEM DOWN INTO THE BASEMENT, WHERE BOXES OF OLD FAMILY STUFF HAVE BEEN STACKED IN SUCH A WAY AS TO CREATE A SMALL BEDROOM, WITH THE FURNACE AGAINST THE FAR WALL. THERE WILL BE SOME POSTERS OF POPULAR TEENAGE BUBBLEGUM BANDS ON THE WALLS, AN ICON OF CHRIST ON THE CROSS OVER THE SMALL BED, AND A BIBLE ON TOP OF A DRESSER.

THE YOUNG GIRL WILL SHOW THE CHARACTERS THE FURNACE, REFUSING TO APPROACH IT, AND TELLING THEM THAT THERE IS A "MONSTER" INSIDE OF IT. THE MONSTER IS A "BLADE-FIEND" THAT IS TRYING TO USE THE GAS FURNACE AS A WAY TO ENTER THE REAL WORLD.

IT WILL TAKE AT LEAST 45 MINUTES BEFORE THE HEATER KICKS ON, PROBABLY STARTLING THE PC'S WHEN IT SHAKES FOR A MOMENT THEN IGNITES WITH A RUMBLING ROAR. AFTER NEARLY 10 MINUTES OF PUTTING OUT MORE AND MORE HEAT, CAUSING THE ROOM TO BECOME NEARLY INTOLERABLY HOT, THEY WILL SEE THE TIPS OF SERRATED BONE BLADES PUSH THROUGH THE GRILL OF THE GAS HEATER AND BEGIN RATTLING THE DOOR. THE BLADE FIEND IS ATTEMPTING TO ENTER THE REAL WORLD.

THE PC'S WILL HAVE ONLY 2 ROUNDS TO PREPARE, AND THE BLADEFIEND WILL FINALLY MANAGE TO BREACH THE GATE, ERUPTING FROM THE FRONT OF THE FURNACE IN A GOUT OF FIRE (REF 15 TO AVOID, ID6 FIRE DAMAGE) AND LOOK AT THE YOUNG GIRL WITH A LEER.



THE BLADEFIEND INTENDS ON KILLING THE PC'S, RAPING THE YOUNG GIRL, AND RETURNING TO WHEREVER IT COMES FROM. IT WILL REPEAT THE RAPE OF THE YOUNG WOMAN UNTIL SHE BECOMES PREGNANT, WHEREUPON IT WILL BE GONE, LEAVING THE YOUNG WOMAN ALONE WITH A DEMONIC CHILD AND NO EXPLANATION TO GIVE TO HER BIBLE-THUMPING PARENTS.

### TROUBLESHOOTING

SHOULD THE PC'S CHOOSE NOT TO HELP HER THIS NIGHT, SHE WILL APPEAR TO THE PC'S A WEEK LATER, LOOKING MUCH MORE DESPERATE, AND EXHAUSTED, BEGGING THEM TO HIDE HER FROM THE BLADEFIEND'S VILE LUSTS.

SHOULD THE PC'S REFUSE AGAIN, THEY WILL SEE THAT THE YOUNG GIRL LEAPED FROM A BRIDGE AND COMMITTED SUICIDE THAT NIGHT. SHE MAY RETURN FROM THE GRAVE TO HOUND, TORMENT, AND REVENGE HERSELF AGAINST THOSE WHO ABANDONED HER.

DURING THE FIGHT, IF THE PC'S USE FIREARMS, THERE IS A CHANCE THE GAS MAIN COULD TAKE DAMAGE, CAUSING THE BASEMENT TO EXPLODE AS THE GAS MAIN IS RUPTURED. THE DM SHOULD KEEP THIS IN MIND DURING THE FIGHT.

**VARIANT:** THE PARENTS ARE NOT AS RELIGIOUS AS THEY SEEM, AND HAVE ACTUALLY ENABLED THE BLADEFIEND TO ENTER THE WORLD AND IMPREGNATE THEIR DAUGHTER IN ORDER TO FURTHER THEIR DARK LORD'S AIMS.

**VARIANT:** THE DAUGHTER'S OF EVE CONTACT THE PARTY FOR HELP IN STOPPING THE BLADEFIEND BEFORE IT CAN HARM THE GIRL, AND ALSO TO POSSIBLY HANDLE THE CHILD'S MOTHER. THE DAUGHTER'S OF EVE WILL LET THE PARTY KNOW THAT IF THE PARENTS MUST BE KILLED, THAT THEY WILL WELCOME THE CHILD INTO THEIR RANKS.

**Blade Fiend:** CR 6; Large outsider; HD 7d8+21; hp 68; Mas 17; Init -1; Spd 30 ft.; Defense 22, touch 8, flatfooted 22 (-1 size, -1 Dex, +14 natural); BAB +7; Grap +16; Atk +11 melee (1d8+7/19-20, bone armblade); Full Atk +11 melee (1d8+5/19-20, 2 bone armbldes), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved critical (bone armblade), 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 blade fiend 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 blade fiend threatens a critical hit on a natural roll of 19 or 20.

**Immunities (Ex):** A blade fiend is immune to fire and poison

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

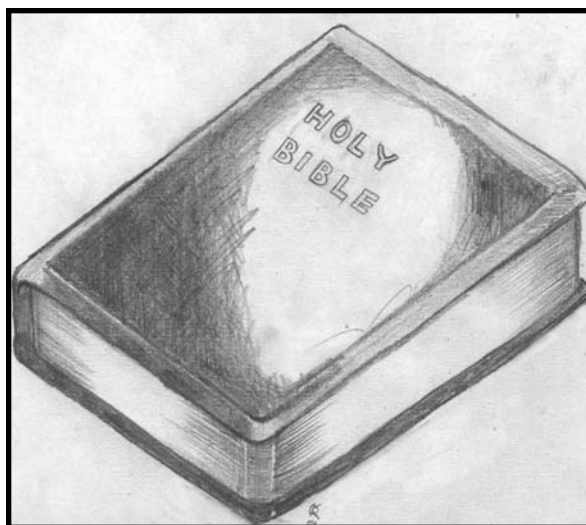
**Jamie McCuggin,** female human Dedicated Ordinary 1; CR 1/2; Medium humanoid; HD 1d6+1; hp 3; Mas 13; Init -1; Spd 30ft; Defense 9, touch 9, flat-footed 9 (-1 Dex); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed); Full Atk +1 melee (1d3+1 nonlethal, unarmed); FS 5 ft by 5 ft; Reach 5 ft; AL none; SV Fort +2, Ref +2, Will +2; AP 0; Rep +1; Str 12, Dex 14, Con 13, Int 8, Wis 15, Cha 10.

**Occupation:** Student [class skill or mod: Knowledge (current events), class skill or mod: Perform (keyboard), class skill or mod: Perform (sing)].

**Skills:** Knowledge (current events) +3, Perform (keyboard) +6, Perform (sing) +6, Spot +6.

**Feats:** Creative [Perform (keyboard) & Perform (sing)], Run.

**Possessions:** Nightgown, jade pinkie ring, jade chip earring studs



**#16: INSTANT CORPSE**

"I LOVE THE CITY."

"YOU ARE TOO STUPID FOR WORDS."

"YOU DON'T LIKE THE CITY, TIM?"

"SOMETHING ALWAYS HAPPENS TO ME."

"NO WAY... WATCH IT!"

"GET OFF ME, FREAK!"

"OH, MAN, HE RUINED YOUR BOOTS."

**HOOKING THE PARTY UP**

WHILE THE PARTY IS WANDERING AROUND A CITY, A HOMELESS GUY, DRESSED IN DIRTY RAGS AND IN OBVIOUS NEED OF A BATH, RUNS UP, BABBLES NONSENSE, VOMITS BLOOD ONTO THE CHARACTER AND DIES. THE HOMELESS MAN HAS NOTHING OF VALUE ON HIM, NOR DO THE WORDS MAKE SENSE IN ANY LANGUAGE EVER SPOKEN.

CHECKING THE CORPSE REVEALS NOTHING EXCEPT FOR A FADED TATTOO ON THE INSIDE OF HIS LEFT FOREARM, NEARLY INVISIBLE UNDER THE DIRT AND GRIME THAT COATS HIS SKIN. THE TATTOO MARKS HIM AS A FORMER MEMBER OF THE "SONS OF LILITH", A SHADOW ORGANIZATION THAT HAS BEEN INVOLVED IN EVERY CONFLICT SINCE THE GARDEN OF EDEN.

A SUCCESSFUL TREAT INJURY CHECK (DC: 20) WILL REVEAL THAT THE MAN WAS POISONED, ALTHOUGH THE TYPE OF VENOM USED IS COMPLETELY UNFAMILIAR TO THE CHARACTER, AND DOES NOT SHOW UP ON ANY TOXICOLOGY OF THE CORPSE.

SOON AFTER THE DEATH (A NIGHT OR TWO AT THE MOST), THE LOCAL CHAPTER OF THE SONS OF LILITH CONTACT THE CHARACTER WHOM THE SON OF LILITH TOUCHED, INTENT TO KNOW WHAT HE SAID, OR IF HE HANDED ANYTHING TO THE PC. THE SONS OF LILITH WILL NOT BELIEVE THE PC'S DENIALS, AND WILL EVENTUALLY POB THE PC FULL OF SODIUM PENTATHOL, A HIT OF KETAMINE AND INTERROGATE HIM ABOUT WHAT THE PC HEARD AND SAW.

ONCE THE CHEMICAL INTERROGATION IS COMPLETE, THE SONS OF LILITH WILL LEAVE, SATISFIED THAT THE PC HAS TOLD THE TRUTH, AND WHATEVER THE DEEP COVER STREET AGENT HAD BEEN ENGAGED IN IS NOW LOST FOREVER.

**TROUBLESHOOTING**

THE SONS OF LILITH WILL NOT TAKE NO FOR AN ANSWER FROM THE PC'S AND ARE WILLING TO GO TO ANY LENGTHS TO FIND OUT WHAT THE CHARACTER KNOWS.

**VARIANT:** WHEN THE MAN VOMITS UP THE BLOOD, A SMALL REPTILIAN-LIKE CREATURE IS IN BLOODY VOMIT. THE CREATURE IS TADPOLE SHAPED, WITH OBVIOUS SCALES AND MALEVOLENT BLACK EYES. IT WILL QUICKLY TRY TO FLIP IT'S WAY INTO THE GUTTER AND A STORM DRAIN, AND ESCAPE.

**VARIANT:** THE DEAD GUY IS ON THE NEWS AS "VANISHING" FROM THE MORGUE, AND SOON AFTERWARDS, THE PC HEARS A HAMMERING ON HIS DOOR IN THE MIDDLE OF THE NIGHT. WHEN THE DOOR IS OPENED, THEY WILL SEE THE DEAD MAN, STANDING BEFORE THEM, AND HOLDING OUT A SMALL NECKLACE TO THEM. ON THE DOORWAY IS A PHONE NUMBER, SCRAWLED IN BLOOD. AS SOON AS THE PC TAKES THE CRUCIFIX FROM THE CORPSE, IT WILL COLLAPSE WITH SIGH. WHEN THE POLICE ARRIVED, THE CHARACTER MAY BE CHARGED WITH STEALING THE CORPSE, ALONG WITH MOLESTING THE CORPSE.

**VARIANT:** THE PC IS ACCUSED OF KILLING THE MAN, WITH SEVERAL PEOPLE CLAIMING THAT THEY SAW THE PC STAB HIM. UNFORTUNATELY FOR THE CHARACTER, FOR ONCE, THERE IS A

POLICE OFFICER RIGHT THERE WHEN HE ISN'T NEEDED, WHO WILL BE OVER-ZEALOUS IN HIS ATTEMPT TO TAKE IN THE PC FOR MURDER, EVIDENCE BE DAMNED.

**Taylor Armitage**, male Tough Ordinary 6; CR 6; Medium humanoid; HD 6d10+18; hp 54; Mas 19, Init +4, Spd 30 ft; Defense 13, touch 13, flat-footed 13 (+3 class, +0 Dex); BAB +4; Grap +5; Atk +5 ranged (1d4 + paralysis, taser); FS 5 ft by 5 ft; Reach 5 ft; AL Dark Power, Sons of Lillith; SV Fort +6, Ref +2, Will +3; AP 0; Rep +2; Str 12, Dex 10, Con 16, Int 11, Wis 8, Cha 14.

**Starting Occupation:** Blue Collar (class skill or mod: Climb, class skill or mod: Drive, class skill or mod: Intimidate)

**Skills:** Climb +11, Drive +10, Intimidate +11.

**Feats:** Personal Firearms Proficiency, Improved Initiative, Iron Will, Improved Damage Threshold.

**Possessions:** Taser, Halitosis, urine stench, mismatched shoes, pair of panties stolen from a prostitute

**Taylor Armitage**, male zombie Tough Ordinary 6; CR 6; Medium humanoid; HD 2d12+3; hp 14; Mas -, Init +4, Spd 30 ft; Defense 14, touch 14, flat-footed 14 (+3 class, -1 Dex, +2 natural); BAB +4; Grap +5; Atk +6 ranged (1d4 + paralysis, taser) or +6 melee (1d6+2, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ move or attack action only; AL none; SV Fort -, Ref -1, Will +0; AP 0; Rep +2; Str 14, Dex 8, Con -, Int -, Wis 10, Cha 1.

**Starting Occupation:** Blue Collar (class skill or mod: Climb, class skill or mod: Drive, class skill or mod: Intimidate)

**Skills:** none.

**Feats:** Toughness

**Possessions:** Taser, Halitosis, urine stench, mismatched shoes, pair of panties stolen from a prostitute, maggots.

**Gutseater** CR 1; Diminutive Fiend; HD 1d8-3; hp 2; Mas 5, Init +3; Spd 0 ft, swim 10 ft; Defense 15, touch 12, flat-footed 13; BAB +1; Grap +1; Atk +4 melee (1d2, bite); FS 1 ft by 1-1/12 inch; Reach 0 ft; SA devour innards; SQ acid immunity; AL Dark Power; SV Fort -3, Ref +3, Will -5; Str 10, Dex 17, Con 5, Int 1, Wis 1, Cha 1.

**Devour Innards:** When within the body of another creature, a Gutseater will begin to consume the creature from within. Every hour, the creature will lose one point of Constitution and must make a Fortitude save to resist dying (DC 15). If the creature dies before being utterly consumed by the Gutseater, it vomits the creature up in a bloody pool and expires. Attempting to remove the Gutseater from the creature's body requires a Treat Injury check made by a character with the Surgery feat (DC 20). Failing the check by less than 5 means the Gutseater is still in the victim's body. Failing by 5 or more kills the victim instantly. Succeeding at the check means the Gutseater is removed, but the victim must make a final Fortitude save to avoid dying (DC 15) as the creature resists removal.

Gutseaters are small aquatic fiends. They are typically used to as a painful method of execution by dropping them down a victim's esophagus. Once inside a person's mouth, the fiend wriggles down the windpipe, latching onto the tongue or the inside of the cheek with their powerful teeth if any attempt to remove them is made. Once inside, they rav- enously devour the victims innards.

**Efferiel Gregorum**, female Dedicated Hero 3/Believer 2/Investigator 4; CR 9; Medium humanoid; HD 3d6+2d6+4d6+18; hp 55; Mas 15; Init -1; Spd 30 ft; Defense 16, touch 16, flat-footed 16 (+6 class, -1 Dex +1 equipment); BAB +6/+1; Grap +8; Atk +10 melee (1d8+2, unarmed) or +5 ranged (1d4 + paralysis, taser); Full Atk +10/+4 melee (1d8+2, unarmed) or +5/+0 ranged (1d4 + paralysis, taser); FS 5 ft by 5 ft; Reach 0 ft; SA turn undead, lay on hands, profile; SQ contact (low-level), nonlethal force; AL Dark Power, Asceticism, Sons of Lilith; SV Fort +6, Ref +3, Will +9; AP 5; Rep +3 Str 14, Dex 9, Con 15, Int 15, Wis 17, Cha 16.

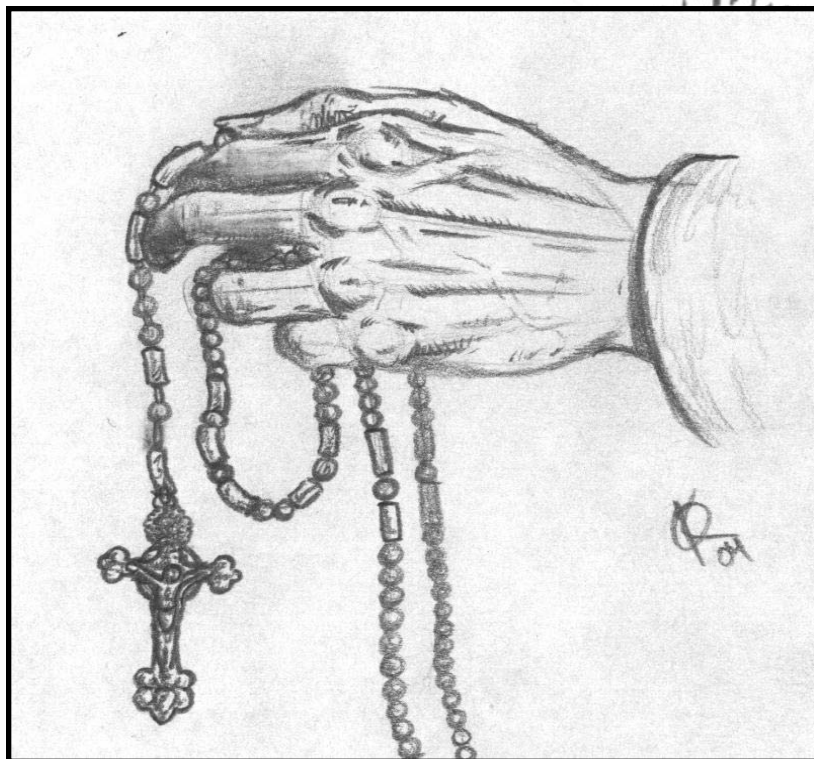
**Starting Occupation:** Investigative (class skill or mod: Investigate, class skill or mod: Sense Motive, bonus feat : Brawl)

**Skills:** Decipher Script +4, Gather Information +6, Intimidate +6, Investigate +18, Knowledge (ritual) +4, Knowledge (streetwise) +16, Knowledge (theology and philosophy) +12, Listen +13, Sense Motive +18, Spot +13, Treat Injury +11, Read/Write Aramaic, Read/Write Latin.

**Feats:** Brawl, Educated (streetwise & theology and philosophy), Attentive, Iron Will, Faith, Improved Brawl, Knockout Punch.

**Talents:** Empathy, Intuition.

**Possessions:** Taser, leather jacket, needles, doses of sodium penathol & ketamine.





# #17: CHRIST DIED FOR YOUR SINS, AND NOW, SO SHALL YOU!

"THERE'S MY CONTACT, HE'LL KNOW WHO'S GUNNING FOR ME."

"CAPTAIN, ARE YOU SURE ABOUT THIS? SERGEANT MCNEAL DOESN'T SEEM VERY RELIABLE TO ME."

"LOOK, LIEUTENANT, MCNEAL IS IN HIS ELEMENT. DEFENSE INTELLIGENCE AGENCY OR NOT, MY MONEY'S ON HIS INFORMATION RATHER THAN ON YOUR DATA."

"STILL, CAPTAIN, THIS ISN'T EVEN AN APPROVED MEETING PLACE, OR FOLLOWING ANY OF THE OTHER PROCEDURES THAT GO ALONG WITH MEETING A CONTACT."

"HE'S DEAD, LET'S GO, YOU TWO."

"WHAT HAPPENED, TIM."

"SOMEONE GOT HERE BEFORE US. YOU TWO GO HOME. THEY LEFT A CALLING CARD, AND IT'S ME THEY'RE AFTER."

## HOOKING THE PARTY UP

THE SCIONS OF CAIN HAVE TARGETED ONE OF THE PC'S FOR ELIMINATION AFTER THEY HAVE INTERFERED ONE TOO MANY TIMES IN AN OPERATION THAT THE SCIONS HAVE BEEN RUNNING. THE PC'S MIGHT NOT EVEN KNOW THAT THEY HAVE INTERFERED WITH ONE OF THE OPERATIONS.

THE SCIONS OF CAIN WILL ATTACK FROM AMBUSH, USE SNIPERS, CAR BOMBS AND OTHER METHODS TO TRY TO ELIMINATE THE PC. THE LOCAL CELL IS SOMEWHAT SMALL, ONLY 10 ACTIVE FIELD MEMBERS, BUT ARE STILL STRONG ENOUGH TO PUT A SERIOUS HURT ON THE PARTY IN GENERAL, AND THE PC IN PARTICULAR.

THERE IS NO TALKING THEIR WAY OUT OF THIS PROBLEM. NONE OF THE FIELD AGENTS KNOW THE IDENTITY OF ANY OTHER FIELD AGENTS, OR EVEN OF THEIR CONTROL. THEY ARE MERELY ACTIVATED VIA A HOTMAIL(FREE/PUBLIC?) EMAIL ACCOUNT THAT CONTAINS A PICTURE OF THE TARGET AND A CODEWORD GROUPING.

## TROUBLESHOOTING

IF THE SCIONS OF CAIN PUT THE PC'S DOWN TOO FAST, IT MIGHT BE ADVISABLE TO BRING IN THE SONS OF LILITH, OR THE DAUGHTERS OF EVE TO HELP THE PARTY OUT.

**VARIANT:** HE'S AFTER A PC'S LONG-TIME FRIEND AND COMRADE, WHO MUST BE KEPT ALIVE FOR THE NEXT TWO DAYS, AND PUT ON A PLANE TO WASHINGTON, DC TO TESTIFY BEFORE A CONGRESSIONAL INVESTIGATIVE COMMITTEE REGARDING RECENT ASSASSINATIONS OF HIGH-LEVEL GOVERNMENT OFFICIALS.

**VARIANT:** HE'S THE PC'S SUBCONSCIOUS ALTER-EGO AT NIGHT, AND IS ELIMINATING HIS OWN FRIENDS TO MAKE SURE THAT ANY AND ALL THREATS ARE REMOVED.

**VARIANT:** IF THE SCIONS OF CAIN ARE KILLED, THE PC IS INVITED TO BECOME A SCION OF CAIN BY THE LAST FEW REMAINING SCIONS OF THE LOCAL CELL.

**Harry Ving**, male Strong Hero 5/Infiltrator 10; CR 15; Medium humanoid; HD 5d8+10d8+15; hp 88; Mas 12, Init +3; Spd 30 ft; Defense 21, touch 21, flat-footed 18 (+8 class +3 Dex); BAB +10/+5; Grap +12; Atk +15 ranged (2d10, HK PSGI) or +13 ranged (1d8+2, Compound Bow); Full Atk +15/+10 ranged (2d10, HK PSGI) or +13/+8 ranged (1d8+2, Compound Bow); FS 5 ft by 5 ft; Reach 5 ft; SA sweep, improved sweep; SQ improvised implements, improved evasion, skill mastery, improvised weapon damage, without a trace; AL Scions of Cain; SV Fort +7, Ref +11, Will +6; AP 7; Rep +2; Str 14, Dex 17, Con 12, Int 8, Wis 14, Cha 10.

**Starting Occupation:** Military (class skill or mod: Hide, class skill or mod: Move Silently, bonus feat: Personal Firearms Proficiency).

**Skills:** Disable Device +13, Hide +21, Listen +12, Move Silently +21, Search +12, Tumble +13.

**Feats:** Personal Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Archaic Weapons Proficiency, Point Blank Shot, Weapon Focus (HK PSGI), Far Shot, Stealthy, Dead Aim, Dodge, Skip Shot, Mobility, Low Profile

**Talents:** Extreme Effort, Improved Extreme Effort, Advanced Extreme Effort.

**Possessions:** HK PSGI, compound bow, 20 arrows, climbing tools

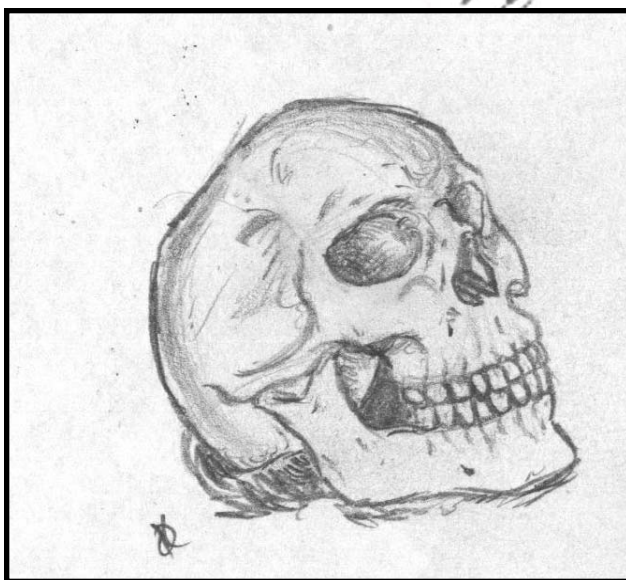
**Scion of Cain lackey**, male or female Strong Ordinary 2/Fast Ordinary 2/Tough Ordinary 3; CR 7; Medium humanoid; HD 2d8+2d8+3d10+14; hp 39; Mas 14, Init +1; Spd 30 ft; Defense 19, touch 19, flat-footed 18 (+8 class +1 Dex); BAB +5; Grap +7; Atk +7 melee (1d6+2, 19-20, cleaver) or +7 melee (1d6+3, brass knuckles) or +6 ranged (2d10, sniper rifle) or 6 ranged (2d6, pistol); FS 5 ft by 5 ft; Reach 5 ft; AL Scions of Cain; SV Fort +4, Ref +4, Will +1; AP 3; Rep +1; Str 15, Dex 13, Con 14, Int 8, Wis 11, Cha 10.

**Starting Occupation:** Blue Collar [class skill or mod: Craft (structural), class skill or mod: Drive, class skill or mod: Repair] or White Collar [class skill or mod: Computer Use, class skill or mod: Knowledge (business), class skill or mod: Research].

**Skills:** Knowledge (current events) +4, Knowledge (popular culture) +9, Knowledge (streetwise) +4, Profession (any) +10.

**Feats:** Conviction (Scions of Cain), Improved Initiative, Brawl, Point Blank Shot.

**Possessions:** various weapons (see stats) depending on preference.



## #18: PAST DEEDS

"YOU, I KNOW I CAN TRUST YOU!"

"GET OFF ME, ABDULLA! WHO THE FUCK ARE YOU?"

"PLEASE, YOU MUST HELP ME, THEY WILL KILL ALL OF MY FLOCK!"

"HEY TIM, WHERE'D YOU GET THE NEW FRIEND?"

"SERGEANT MCNEAL, HAVE YOU BEEN CONSORTING WITH UNCLEARED ARABIC RELIGIOUS PERSONS?"

"DOES THIS GUY LOOK LIKE A FRIEND OF MINE? SHUT UP, LIEUTENANT."

"PLEASE, THEY SAY YOU ARE A FRIEND TO THE TRUE SON OF ISLAM."

"FINE, CALM DOWN, OLD MAN, WHAT'S THE PROBLEM."

### HOOKING THE PARTY UP

WHILE RETURNING HOME LATE ONE NIGHT, BRUISED, BEATEN UP, AND LOW ON AMMO, AN ISLAMIC CLERIC WILL APPROACH THE PC'S, DESPERATE FOR HELP. THIS IS BEST USED IF ONE OF THE CHARACTERS HAS A MILITARY BACKGROUND, AS THE CLERIC CAN CLAIM THAT HE REMEMBERS THE PC FROM THE PC'S TOUR OF THE PERSIAN GULF.

THE CLERIC WILL TELL THE PARTY THAT THE CULT OF THE TENTACLE IS OUT TO DESTROY HIS SMALL MOSQUE, AND KILL ALL OF HIS PARISHIONERS, AND HE DESPERATELY NEEDS THEIR HELP.

### TROUBLESHOOTING

IF THE CHARACTERS REFUSE TO HELP THE CLERIC, IT DOESN'T MATTER, THE CULT WILL HAVE SEEN THE ISLAMIC CLERIC MAKE CONTACT WITH THE PC'S, AND WILL SLATE THEM FOR CAPTURE, THAT WAY THE CULT CAN EITHER BRAINWASH THEM, OR FEED THEM TO SOMETHING HORRID.

**VARIANT:** THE LOCAL LAW ENFORCEMENT ARE AGENTS OF THE CULT OF THE TENTACLE, AND WILL USE ALL THE POWERS AT THEIR DISPOSAL TO MAKE LIFE ROUGH FOR THE PC'S.

**VARIANT:** BENEATH THE MOSQUE LIES A POOL OF BLACKISH FLUID THAT THE CULT WORSHIPS AS A FRAGMENT OF ONE OF THEIR INHUMAN MASTERS.

**VARIANT:** THE PARTY DISCOVERS THAT THE CULT OF THE TENTACLE IS A SMALL SECT THAT HAS BEEN HIRED BY A RIVAL CLERIC IN ORDER TO ELIMINATE THIS MOSQUE.

CAMPAIGN HOOK: PURSUING THE CULT OF THE TENTACLE, AND FOLLOWING-UP LEADS COULD LEAD THE PARTY TO THE MIDDLE EAST, INTO THE MIDDLE OF A NEAR-WAR ZONE, AND PUT THEM IN GREAT DANGER, AS THEY SLOWLY MAKE THEIR WAY TO AN ANCIENT TEMPLE OF THE CULT OF THE TENTACLE.

**Islamic Cleric**, male human Charismatic Ordinary I: CR 1/2; Medium humanoid; HD 1d6+1; hp 3; Mas 13; Init -1; Spd 30ft; Defense 9, touch 9, flat-footed 9 (-1 Dex); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed); Full Atk +1 melee (1d3+1 nonlethal, unarmed); FS 5 ft by 5 ft; Reach 5 ft; AL Islam, Higher Power; SV Fort +3, Ref +1, Will +3; AP 0; Rep +2; Str 12, Dex 8, Con 13, Int 10, Wis 14, Cha 15.

**Occupation:** Religious [class skill or mod: Knowledge (streetwise), class skill or mod: Knowledge (theology & philosophy), class skill or mod: Sense Motive].

**Skills:** Bluff +6, Craft (writing) +4, Diplomacy +6, Gather Information +6, Knowledge (theology & philosophy) +4, Perform (percussion) +6, Read/Write Arabic, Speak Arabic, Read/Write Urdu, Speak Urdu.

**Feats:** Conviction (Islam), Faith

**Possessions:** Qu'ran, robes.



# #19: HOLY HARMON, BATMAN!

"MAN, THIS SUCKS."

"HEY, YOU'RE THE ONE WHO ADMITTED YOU'RE ROMAN CATHOLIC."

"YEAH, BUT NOBODY'S GOING TO ATTACK THIS CHURCH OUT IN THE MIDDLE OF HICKS-VILLE."

"DAMN, I MISS PAUL. HE NEEDS TO GET OUT OF MORNINGOAK HOSPITAL."

"YEAH, MAYBE THIS TIME HE'LL BE LUCKY THE LEPRECH... WHAT IN THE HELL?"

"CAPTAIN, WHAT'S THAT?"

"HARMON? OH PLEASE NO. NOT HARMON. PLEASE TELL ME THAT ISN'T HARMON, HEATHER."

"SERGEANT, CALL FOR BACKUP! THAT THING JUST CRUSHED MY CAR!"

"BACKUP? **BACKUP?** I'M CALLING ALL OF FIRST CAV. YOU MORONIC BUTTERBAR BITCH! HARMON'S HERE AND HE IS PISSED!"

## HOOKING THE PARTY UP

THE PC'S HAVE BEEN ASSIGNED/HIRED TO GUARD A SMALL CHURCH THAT HAS SUFFERED A LOT OF PROBLEMS LATELY. FROM VANDALS TO OUTRIGHT DESECRATION, THIS LONG STANDING CHURCH IS BELOVED BY THE SURROUNDING COMMUNITY, BUT SOMEONE, OR SOMETHING, HATES IT. A JUNKYARD GOLEM ATTACKS WHILE THE PC'S ARE GUARDING IT, INTENT ON TEARING THE CHURCH DOWN AND KICKING APART THE FOUNDATION. IT WILL BE OBSESSED WITH THE CHURCH BUILDING ITSELF, AND WILL IGNORE THE PC'S UNLESS THEY DO MORE THAN 10 POINTS OF DAMAGE ABOVE AND BEYOND ITS DAMAGE REDUCTION.

THE JUNKYARD GOLEM BEARS NO SPECIFIC MARKINGS OF ANY RELIGION, AND THE PARTS WERE ALL BOUGHT OFF OF THE INTERNET AND SHIPPED TO A WAREHOUSE THAT BURNED TO THE GROUND WHEN THE JUNKYARD GOLEM EXITED IT.

## TROUBLESHOOTING

IF THE JUNKYARD GOLEM IS PROVING TOO MUCH FOR THE PARTY TO HANDLE, HAVING S.W.A.T. ARRIVE TO HELP WITH THE LOAD MAY BE JUST THE KEY, BUT CAN OPEN A WHOLE NEW SET OF PROBLEMS FOR PC'S WITH CRIMINAL WARRANTS FOR THEIR ARRESTS.

**VARIANT:** IT'S HARMON WITH A MAD-ON FOR THIS CHURCH, WHERE HE WAS BORN DECADES AGO AND BAPTIZED. PERHAPS THE ONLY WAY TO PUT DOWN HARMON AGAIN IS TO WRITE HIS NAME IN THE BOOK UNDER "DECEASED PARISHIONERS" OR PERHAPS THE PC'S MUST JUST TRY TO KILL HARMON AGAIN. IF THE PC'S HAVE FACED HARMON BEFORE, HE WILL GO OUT OF HIS WAY TO CRUSH THE PC'S.

**VARIANT:** CHURCH MESSED UP A PURIFICATION RITUAL DECADES AGO AND MUST REPURIFY THE SITE ONCE THE JUNKYARD GOLEM IS DISPOSED OF. THE BAD CONSECRATION RITUAL IS WHAT IS CAUSING THE ATTRACTION OF THE JUNKYARD GOLEM.

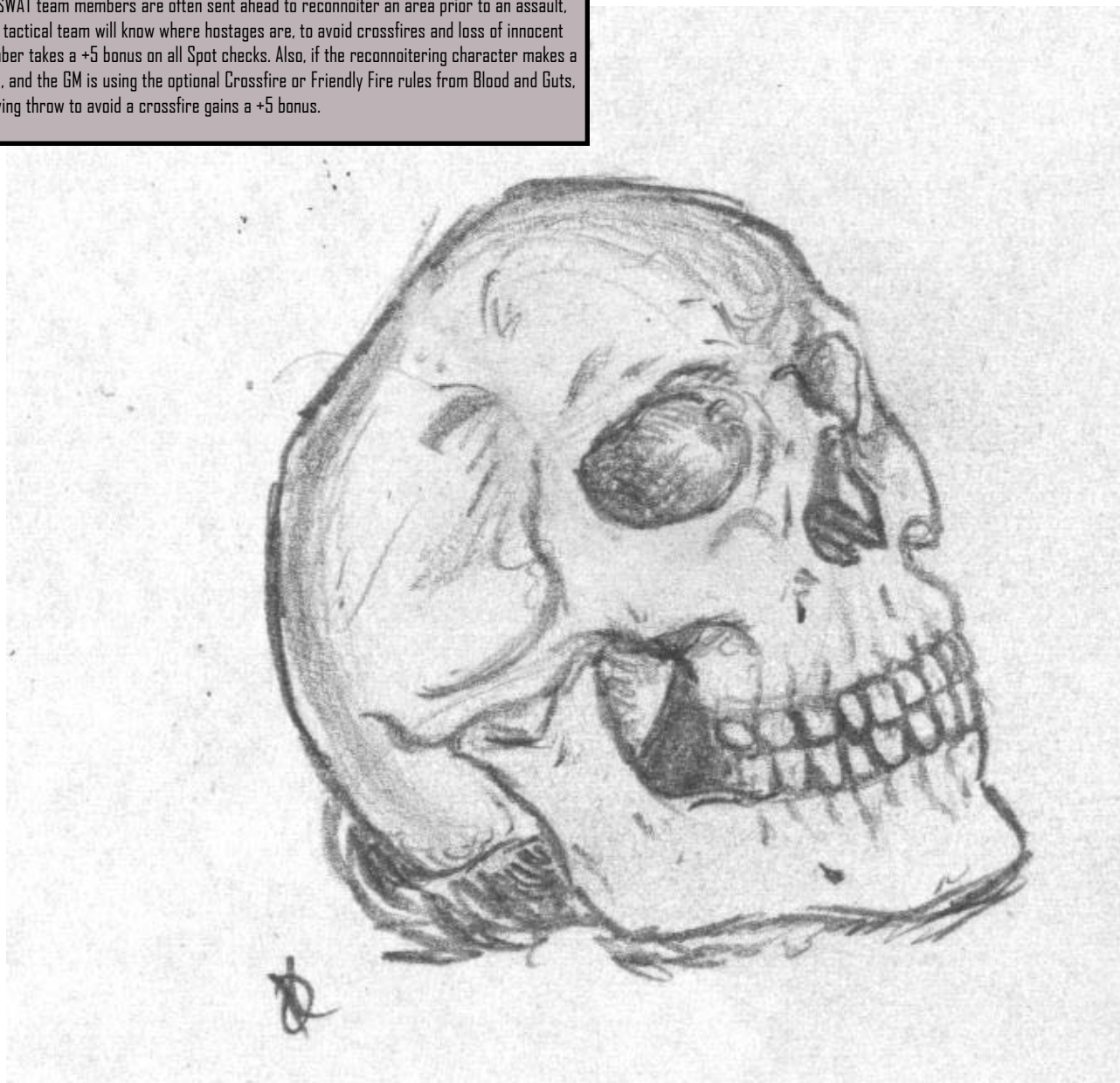
**Jules Harmon, (junkyard golem):** CR 12; Gargantuan Construct; HD 32d10; hp 176; Mas -; Init -2; Spd 30 ft.; Defense 19, touch 4, flat-footed 21 (-4 Size, -2 Dex, +15 Natural Armor); BAB +20; Grap +4; Atk +29 melee (2d8+9, slam), or +24 melee (2d6+4, stomp), or +24 ranged (2d10, piston shot); Full Atk +29 melee (2d8+9 slam), or +24 melee (2d6+4, stomp), or +24 ranged (2d10, Piston Shot); FS 20 ft. by 20 ft.; Reach 20 ft.; AL chaos, evil; SV Fort +10, Ref +8, Will +10; AP 0; Rep +2; Str 29, Dex 7, Con -, Int 6, Wis -, Cha -  
**Skills:** Hide +4, Spot +4, Swim -10  
**Feats:** Alertness  
**Possessions:** None

**SWAT officer,** male or female human Strong Hero 6/SWAT5; CR 11; Medium humanoid; HD 6d8+5d8-11; hp 48; Mas 8, Init +3; Spd 30 ft.; Defense 26, touch 19, flat-footed 25 (+8 class +1 Dex, +7 equipment); BAB +9/+4; Grap +11; Atk +12 ranged (2d6, HK MP5); Full Atk +12/+7 ranged (2d6, HK MP5); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ quick response +2, nonlethal force, reconnaissance; AL Active Duty (local police); SV Fort +5, Ref +6, Will +3; AP 5; Rep +2; Str 15, Dex 13, Con 9, Int 14, Wis 11, Cha 10.  
**Starting Occupation:** Law Enforcement [class skill or mod: Intimidate, class skill or mod: Knowledge (tactics), bonus feat: Personal Firearms Proficiency].  
**Skills:** Climb +16, Drive +6, Hide +11, Intimidate +14, Jump +16, Knowledge (tactics) +16, Move Silently +6.  
**Feats:** Personal Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Weapon Focus (HK MP5), Teamwork (police), Blind-Fight.  
**Talents:** Extreme Effort, Improved Extreme Effort, Advanced Extreme Effort  
**Possessions:** HK MP5, special response vest, pack of cigarettes, lighter.

**Quick Response:** The SWAT gains a +2 bonus to initiative, and also gains +2 to hit a surprised, flat-footed, or flanked target (this bonus is in addition to all other modifiers an attacker gains due to these conditions). If the SWAT wishes to grapple or trip an opponent to the ground while gaining this bonus, he also gains a +2 bonus to any opposed check. Lastly, the SWAT gains a +2 bonus to any Intimidate check (again usually used to make a target surrender without violence).

**Nonlethal Force:** SWAT characters are highly trained in subduing opponents. He or she can deal Nonlethal damage with a weapon that normally deals lethal damage (if he or she chooses) without taking the normal -4 penalty on the attack roll.

**Reconnaissance:** SWAT team members are often sent ahead to reconnoiter an area prior to an assault, so members of the tactical team will know where hostages are, to avoid crossfires and loss of innocent life. The SWAT member takes a +5 bonus on all Spot checks. Also, if the reconnoitering character makes a Spot check (DC 25), and the GM is using the optional Crossfire or Friendly Fire rules from Blood and Guts, then any Reflex saving throw to avoid a crossfire gains a +5 bonus.



## #20: SEWER RAT

"TIM, WHATCHA LOOKING AT?"

"THERE'S A KID IN THE SEWER, BUT SHE LOOKS... WEIRD..."

"A KID!?! CHRIST, TIM, DO SOMETHING!"

"I'M NOT SURE, HEATHER..."

"NOT SURE? WHAT, ARE YOU BRAIN-BROKEN LIKE PAUL?"

"YOU HEARD THE CAPTAIN, SERGEANT, GET THE KID."

"BITE ME, BITCH. I AIN'T FUCKING WITH THAT KID, AND HEATHER CAN'T MAKE ME."

### HOOKING THE PARTY UP

AS THE PARTY PASSES BY A STORM SEWER GRATE THEY HEAR A SMALL CHILD CALLING FOR HELP (LISTEN CHECK DC: 5) FROM DOWN INSIDE THE DRAIN. ANYONE LOOKING DOWN THERE WILL SEE A SMALL, BEDRAGGLED WAIF, APPROXIMATELY 7 YEARS OLD, DRESSED IN DECENT CLOTHING THAT IS TORN AND FILTHY. SHE IS OBVIOUSLY TERRIFIED, AND HOLDING ONTO A MUDDY, BEDRAGGLED DOLL.

THE LITTLE GIRL WILL CRY AND COMPLAIN, BEGGING THE PC'S TO RESCUE HER, AND STATING THAT SHE FELL INTO THE DRAIN AND HAS BEEN WALKING AROUND UNDER THERE TRYING TO FIND SOMEONE TO HELP HER.

SHE IS TOO SHORT TO REACH HANDS THRUST DOWN AT HER, AND TOO WEAK TO HOLD ONTO ANYTHING TO BE PULLED UP. IT WILL REQUIRE SOMEONE TO CLIMB DOWN AND HELP HER UP.

AND THAT'S WHEN THE MAYHEM BEGINS.

THE "LITTLE GIRL" IS ACTUALLY A TENTACLE GUARDIAN WHO LURES VICTIMS INTO THE SEWERS WHERE SHE CAN TEAR THEM TO BITS AND DEVOUR THEM. THIS HAS BEEN A VERY SUCCESSFUL WAY OF FEEDING SINCE SHE GOT LOST FROM AN UNDERGROUND CHAPEL OF THE CULT OF THE TENTACLE.

SHE WILL FLEE ANY STAUNCH RESISTANCE, HOPING THAT HER INTENDED PREY WILL FOLLOW HER INTO THE SEWERS WHERE SHE CAN THEN AMBUSH THEM AND THEN FLEE AGAIN.

"MOLLY" IS BEING SOUGHT AFTER BY AGENTS OF THE CULT OF THE TENTACLE, WHO DESIRE TO BRING HER BACK TO THEIR TEMPLE SO THAT SHE CAN TAKE HER RIGHTFUL PLACE AS A REPRESENTATIVE OF THEIR GOD, AND AN OBJECT OF WORSHIP.

### TROUBLESHOOTING

PC'S WHO IGNORE THE CHILD, OR ABANDON IT, WILL HAVE NO REPERCUSSIONS, BEYOND GUILT.

**VARIANT:** WHILE THE PC'S ARE FIGHTING "MOLLY", THE CULT OF THE TENTACLE SHOW UP WITH THE INTENT OF CAPTURING "MOLLY" AND WILL NOW ATTEMPT TO KILL THE PC'S.

**VARIANT:** IT'S ACTUALLY A REAL LITTLE GIRL, WHO IS NOW STALKED WITH THE INTENT OF KILLING HER. THE HUNTER IS THE TENTACLE MONSTER, AND THIS CHILD HAS BEEN ON THE NEWS AS MISSING FOR THE LAST 2 DAYS AS SHE HAS BEEN FLEEING THE MONSTER.

**"Molly", Tentacle Guardian:** CR 5; Small ooze; HD 5d10+30; hp 61; Mas 20; Init -5; Spd 10ft; Defense 6, touch 6, flat-footed 6 (+1 size, -5 Dex); BAB +3; Grap +5; Atk +5 melee (1d4+2, slam); Full Atk +3/+3/+3/+3 melee (1d4+2, slam); FS 5 ft by 5 ft; Reach 10 ft; SA constrict 1d4+2, improved grab, tentacle adept; SQ: blindsight 60 ft., immunity to cold and fire, ooze traits humanform; AL cult of the tentacle; SV Fort +7, Ref -4, Will +0; AP 0; Rep +0; Str 15, Dex 1, Con 22, Int 10, Wis 8, Cha 1.

**Skills:** none.

**Feats:** Multiattack.

**Constrict (Ex):** A tentacle guardian deals automatic slam damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a tentacle guardian must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Tentacle Adept (Ex):** Tentacle guardians know how to use their appendages in co-ordination to increase their effectiveness. As a full attack action, the tentacle guardian may attack or grapple using multiple tentacles, gaining a +1 bonus to attack, grapple, and damage rolls for each additional tentacle used beyond the first. The tentacle guardian may also grapple as many as four creatures at once. It may begin a grapple even if already grappling other creatures, so long as it has at least one free tentacle.

**Humanform (Su):** As a full-round action, a tentacle guardian may change its form to resemble that of a human (in Molly's case, a small child). Its ability scores do not change, it gains no skills, feats, or proficiencies, nor does it gain any human senses, including sight (it retains its blindsight). Its size changes to Medium. If attacked, the tentacle guardian returns to its natural form (a full-round action).

**Julie, female human Child:** CR 1/2; Medium humanoid; HD 1d4-1; hp 3; Mas 8; Init +2; Spd 20ft; Defense 12, touch 12, flat-footed 10 (+2 Dex); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed); FS 5 ft by 5 ft; Reach 5 ft; AL none; SV Fort -1, Ref +2, Will -2; AP 0; Rep +0; Str 9, Dex 14, Con 8, Int 9, Wis 7, Cha 13.

**Possessions:** "Raggedy Anne" doll.



## 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: ECHO, 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 OUT A HAND NOW AND THEN.

**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.

**HISTORICAL DATA**

SFC MCNEAL IS WHAT A LOT OF PEOPLE THINK OF WHEN THEY THINK OF A 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, 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."

RECENTLY, IT HAS COME TO LIGHT TO THE DEFENSE INTELLIGENCE AGENCY, THAT MCNEAL IS ONE OF THE SONS OF LILITH, A FACT THAT DID NOT SURPRISE CAPTAIN HEATHER: BUT INSTEAD EXPLAINS WHY HE SEEMS TO KNOW SO MANY PEOPLE, AND HAVE AN EASY TIME GAINING ACCESS TO TRAINING AND HIGH-SPEED WEAPONRY.

## HEATHER, DAWN MELISSA

**RANK:** 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.

### HISTORICAL DATA

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 FRATRI-



CIDE 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.

CAPTAIN HEATHER IS ALSO A MEMBER OF THE SECRET SOCIETY: DAUGHTERS OF THE TRUE EVE, AND ALTHOUGH HER SUPERIORS AT THE DIA KNOW ABOUT THIS, SHE KEEPS IT VERY QUIET. SHE IS CONSIDERED AN EXPENDABLE AGENT BY THE DAUGHTERS OF THE TRUE EVE DUE TO THE FACT THAT SHE IS UNABLE TO HAVE CHILDREN AFTER AN OPERATION THAT TOOK PLACE IN THE CHERNOBYL DEAD ZONE IN 2002.

## 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.

### HISTORICAL DATA

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 COUNTER-TERRORISM IN KUWAIT AND ISRAEL FOR 3 YEARS.

SGT. MCOWEN SUFFERED EXTREME TRAUMA IN A CAVE SYSTEM IN AFGHANISTAN WHILE CONDUCTING WHAT WAS ASSUMED TO BE A STANDARD SWEEP AND CLEAR FOR 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. HE WAS PLACED IN WALTER REED ARMY HOSPITAL, WHERE HE MET SFC MCNEAL.

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.

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.

AS OF THIS WRITING, SGT. MCOWEN IS CURRENTLY INCARCERATED IN MORNINGOAK HIGH SECURITY MENTAL INSTITUTION AFTER AN ENCOUNTER WITH A CREATURE THAT HE CLAIMS IS DEMONIC IN NATURE WHILE PARTICIPATING IN A COUNTER-TERRORISM OPERATION IN THE TOWN OF RIO HAVRIR (SEE RAPIDFIRE: RIO HAVRIR FILE), HAVING SUSTAINED SERIOUS INJURIES AT ITS HANDS.

SGT. MCOWEN IS CURRENTLY CATATONIC AND UNREACTIVE TO ANY STIMULI.



# APPENDIX TWO: CREATURES

## QADLJINN:

CR 7; MEDIUM FIEND; HD 7D8+7 HP 46; MAS 12; INIT +1; SPD 30 FT. (60 SQUARES), FLY 40FT; DEFENSE 16, TOUCH 11, FLAT-FOOTED 15 (+1 DEX, +5 NATURAL); BAB +4; GRAP +4; ATK +4 MELEE (1D3 NONLETHAL, UNARMED); FULL ATK +4 MELEE (1D3 NONLETHAL, UNARMED); FS 5 FT BY 5 FT; REACH 5 FT; SA ENTHRALL, INFLAME; SQ: BALLISTICS IMMUNITY, FIRE IMMUNITY, POISON IMMUNITY, PAGEBOUND, QALDJINN TONGUE; AL CHAOS, EVIL; SV FORT +5, REF +6, WILL +5; AP 0; REP +0; STR 10, DEX 13, CON 12, INT 20, WIS 10, CHA 26

**SKILLS:** BLUFF +22, DIPLOMACY +22, GATHER INFORMATION +22, INTIMIDATE +22, LISTEN +10, SENSE MOTIVE +10, SPOT +10, READ/WRITE ENGLISH, SPEAK ENGLISH, READ/WRITE ARABIC, SPEAK ARABIC, READ/WRITE ARAMAIC, SPEAK ARAMAIC, READ/WRITE LATIN, SPEAK LATIN, READ/WRITE HEBREW, SPEAK HEBREW.

**FEATS:** ARCHAIC WEAPONS PROFICIENCY

**POSSESSIONS:** NONE..

**ENTHRALL (SU):** THE QALDJINN BEGINS TO SPEAK IN A ROUSING VOICE. THE QALDJINN CHOOSES AN ALLEGIANCE TO SUPPORT WHEN USING THIS ABILITY. ALL THOSE WHO CAN HEAR HIM AND WHO LISTEN FOR ONE ROUND MAY MAKE A WILL SAVE (DC 20) OR BECOME *ENTHRALLED*. ANY CREATURES WITH AN ALLEGIANCE OPPOSED TO THE CHOSEN ALLEGIANCE RECEIVE A +4 BONUS ON THEIR SAVING THROW. THE DC IS CHARISMA-BASED. *ENTHRALLED* CREATURES LISTEN INTENTLY TO THE QADJINN'S WORDS AND TAKE NO OTHER ACTIONS, BUT ARE NOT KEPT FROM MOVING OR DEFENDING THEMSELVES SHOULD THE NEED ARISE. THIS ABILITY LASTS FOR A MAXIMUM OF ONE HOUR, THOUGH THE QALDJINN CAN END IT BEFORE THAT TIME BY SIMPLY STOPPING ITS SPEECH. WHENEVER THE SPEECH ENDS, THE CREATURES REMAIN *ENTHRALLED* FOR 1D3 ROUNDS MORE. THIS ABILITY IS LANGUAGE-DEPENDENT.

**INFLAME (EX):** BY *ENTHRALLING* A GROUP FOR ONE HOUR, A QALDJINN CAN INCITE IN THEM THE URGE TO RIOT, COMMIT VIOLENT ATROCITIES, AND WAGE WAR. THIS DESTRUCTIVE IMPULSE LASTS FOR 1D6 DAYS. A SUCCESSFUL WILL SAVE (DC 20) IS REQUIRED TO RESIST THE INFLAME ABILITY, WHICH ALSO BREAKS THE *ENTHRALL* EFFECT. CREATURES WHOSE ALIGNMENT IS OPPOSED TO ISLAM MAY MAKE ANOTHER WILL SAVE (DC 20) WITH A +4 BONUS. CREATURES MAY MAKE A NEW SAVE EACH DAY TO RESIST THE INFLAME EFFECT. THE DC IS CHARISMA-BASED.

**IMMUNITIES (SU):** QALDJINN ARE IMMUNE TO ALL DAMAGE FROM BALLISTIC, FIRE, AND POISON SOURCES.

**PAGEBOUND (SU):** QALDJINN ARE BORN IN HATEFUL WRITINGS, AND THUS ARE BOUND TO COLLECTIONS OF WRITTEN WORD. ALL QALDJINN ARE LINKED TO A PAGE OF WRITTEN TEXT. A QALDJINN REDUCED TO 0 HIT POINTS IS INSTANTLY TRAPPED WITHIN THE PAGE THEY ARE BOUND TO UNTIL SOMEONE READS IT, AFTER WHICH THE QALDJINN SPRINGS FORTH AGAIN WITH FULL HIT POINTS. QALDJINN ARE ABLE TO LINK THEMSELVES TO A NEW PIECE OF TEXT WITH A SUCCESSFUL CHARISMA CHECK (DC 15). SUCCESS MEANS THE QALDJINN IS NO LONGER BOUND TO IT'S FORMER PAGE AND IS LINKED WITH THE NEW ONE. ESTABLISHING A NEW LINK TAKES A DAY. BY ESTABLISHING NEW LINKS, QALDJINN HAVE TRANSCENDED THROUGH THE VARIOUS AGES OF HUMANITY, TRANSPORTED THROUGH ITS EVER-CHANGING WRITTEN MEDIUM.



**QALDJINN TONGUE (EX):** ALL QALDJINN HAVE A +4 RACIAL BONUS TO BLUFF, DIPLOMACY, GATHER INFORMATION, AND INTIMIDATE. THEY KNOW HOW TO READ AND WRITE THE LANGUAGE OF ANY PAGE THEY ARE LINKED TO.

QALDJINN IS ARABIC FOR "DEMON OF THE HEART." THESE ANCIENT FIENDS WERE BORN OF THE FIERCE HATE IMBUED IN HUMANITY'S EARLIEST PIECES OF MALICIOUS WRITING. THEY THRIVE ON HATRED AND REVEL IN INSPIRING VIOLENCE WITHIN THE HUMAN RACE. THEY ARE FAIRLY COMMON, BUT ARE SO INDISTINGUISHABLE FROM HUMAN BEINGS THAT FEW KNOW THEY EXIST.

## INCUBUS

CR 7; MEDIUM FIEND; HD 6D8+6; HP 38; MAS 13; INIT +1; SPD 30 FT. (6 SQUARES), FLY 50 FT. (AVERAGE); DEFENSE 20, TOUCH 11, FLAT-FOOTED 19 (+1 DEX, +9 NATURAL); BAB +6; GRAP +7; ATK +7 MELEE (1D6+1, CLAW) OR +8 RANGED (2D6, COLT PYTHON); FULL ATK +7/+7 MELEE (1D6+1, CLAW) OR +8 RANGED (2D6, COLT PYTHON); FS 5 FT BY 5 FT; REACH 5 FT; SA ALTER SHAPE, ALLURE, WINNING SMILE, TALK DOWN, SOW DISTRUST, DEMON SEED; SQ DAMAGE REDUCTION 10/COLD IRON OR GOOD, DARKVISION 60 FT., IMMUNITY TO ELECTRICITY AND POISON, RESISTANCE TO ACID 10, COLD 10, AND FIRE 10, SPELL RESISTANCE 18, TELEPATHY 100 FT., TONGUES AL CHAOS, EVIL; SV FORT +6, REF +6, WILL +7; AP 0; REP +5; STR 13, DEX 13, CON 13, INT 16, WIS 14, CHA 26

**SKILLS:** BLUFF +19, CONCENTRATION +10, DIPLOMACY +12, DISGUISE +17 (+19 ACTING), ESCAPE ARTIST +10, HIDE +10, INTIMIDATE +19, KNOWLEDGE (ANY ONE) +12, LISTEN +19, MOVE SILENTLY +10, SEARCH +12, SPOT +19.

**FEATS:** DODGE, MOBILITY, PERSUASIVE, QUICK RECOVERY, INSTANT RECOVERY, SELF-AWARE (X3)

**ALTER SHAPE:** THE INCUBUS MAY ASSUME ANY HUMANOID FORM. IF THE INCUBUS WISHES TO RESEMBLE A SPECIFIC PERSON, HE MUST MAKE A DISGUISE CHECK (AT A +10 BONUS) WHEN ASSUMING THAT FORM. ANYONE FAMILIAR WITH THE CHOSEN PERSON MUST MAKE A SPOT CHECK VERSUS THE DISGUISE RESULT TO DETERMINE IF THEY NOTICE THE FALSEHOOD.

**ALLURE:** THE INCUBUS CAN TALK PEOPLE WITH FAVOURABLE ATTITUDES TOWARD HIM INTO ENGAGING IN SEXUAL ACTIVITIES. HE MUST SPEND A FULL ROUND TALKING. THIS ABILITY APPLIES TO ALL BEINGS WITHIN 30 FEET OF THE INCUBUS WHO CAN HEAR HIM. THEY MUST MAKE A WILL SAVE (DC 24) TO RESIST THE URGE TO HAVE INTERCOURSE WITH THE INCUBUS. THE DC IS CHARISMA-BASED. THIS IS A MIND-AFFECTING ABILITY.

**WINNING SMILE:** THE INCUBUS HAS SUCH A FORCE OF PERSONAL MAGNETISM THAT HE OR SHE CAN CONVINCE A SINGLE TARGET TO REGARD HIM AS A TRUSTED FRIEND. THE TARGET MAKES A WILL SAVING THROW TO AVOID BEING PERSUADED BY THE INCUBUS' WORDS AND ACTIONS (DC 24). THE DC IS CHARISMA-BASED. THIS DOESN'T GIVE THE INCUBUS CONTROL THE TARGET, BUT THE TARGET PERCEIVES HIS WORDS AND ACTIONS IN THE MOST FAVORABLE WAY. HE CAN TRY TO GIVE THE TARGET ORDERS, BUT HE MUST WIN AN OPPOSED CHARISMA CHECK TO CONVINCE THE TARGET TO PERFORM ANY ACTIONS THE TARGET WOULDN'T NORMALLY UNDERTAKE. THE TARGET NEVER OBEYS SUICIDAL OR OBVIOUSLY HARMFUL ORDERS, AND ANY ACT BY THE INCUBUS OR HIS ALLIES THAT THREATENS THE TARGET BREAKS THE MOOD AND CLEARS THE TARGET'S HEAD. OTHERWISE, A TARGET

REMAINS WON OVER FOR 6 MINUTES. THIS IS A MIND-AFFECTING ABILITY.

**TALK DOWN:** THE INCUBUS CAN TALK HIS WAY OUT OF TROUBLE. EITHER PRIOR TO THE START OF HOSTILITIES OR DURING COMBAT, THE INCUBUS CAN TALK DOWN ALL OPPONENTS WITHIN 30 FEET OF HIS POSITION OR OTHERWISE ABLE TO HEAR HIS VOICE. THAT OPPONENT IMMEDIATELY STOPS FIGHTING AND REVERTS TO AN INDIFFERENT ATTITUDE REGARDING THE INCUBUS AND THE SITUATION IN GENERAL. ANY HOSTILE ACTION BY HIM OR ONE OF HIS ALLIES DIRECTED AT THE OPPONENTS ALLOWS THE OPPONENTS TO ACT AS THEY SEE FIT.

THE INCUBUS MUST SPEND A FULL-ROUND ACTION TALKING TO HIS OPPONENTS. THEY MAY MAKE A WILL SAVING THROW (DC 24). THE DC IS CHARISMA-BASED. IF THE SAVE FAILS, THE OPPONENTS STOP FIGHTING. IF THE SAVE SUCCEEDS, THE OPPONENT CONTINUES AS NORMAL. THIS IS A MIND-AFFECTING ABILITY.

**DEMON SEED:** INCUBI LIVE FOR ONE SIMPLE PURPOSE: TO BREED. WHEN COPULATING WITH A MORTAL HUMANOID, THERE IS AN 85% CHANCE THAT THE FEMALE WILL BECOME PREGNANT. THE SEED WITHIN HER BEGINS TO GESTATE, TAKING 2D4+20 WEEKS. AFTER 20 WEEKS, THE PREGNANT WOMAN LOSES 2 POINT OF CONSTITUTION; IF SHE DIES BEFORE THE BABY IS READY, SO DOES THE BABY. ONCE READY, THE SEED WITHIN HER BURSTS OUT AS AN INFANT INCUBUS (MALE) OR SUCCUBUS (FEMALE). THE "MOTHER" MUST MAKE A FORTITUDE SAVE (DC 15) OR DIE. IF SHE SUCCEEDS, SHE STILL LOSES ☐ HER REMAINING CONSTITUTION POINTS AND MAY NEVER HAVE CHILDREN AGAIN. SHE MAY ALSO BE PERMANENTLY DISFIGURED OR DISABLED, AS PER THE GM'S DECISION.

**SOW DISTRUST:** THE INCUBUS CAN TURN ONE CHARACTER AGAINST ANOTHER. HE MUST SPEND A FULL-ROUND ACTION AND KNOW THE NAME OF THE CHARACTER HE IS ATTEMPTING TO PERSUADE AS WELL AS THE NAME OF THE CHARACTER TOWARD WHOM THE TARGET'S DISTRUST WILL BE DIRECTED. THE TARGET MAKES A WILL SAVE (DC 24). THE DC IS CHARISMA-BASED. IF THE TARGET FAILS THE SAVE, HIS OR HER ATTITUDE TOWARD THE OTHER DESIGNATED CHARACTER WORSENS BY ONE STEP: HELPFUL TURNS TO FRIENDLY, FRIENDLY TO INDIFFERENT, INDIFFERENT TO UNFRIENDLY, UNFRIENDLY TO HOSTILE (SEE THE DIPLOMACY SKILL). THE TARGET MAKES A WILL SAVE WHENEVER THE INCUBUS USES THIS TALENT AGAINST HIM OR HER. AS LONG AS THE TARGET CONTINUES TO FAIL THE WILL SAVE, THE INCUBUS CAN CONTINUE TAKING FULL-ROUND ACTIONS TO WORSEN THE TARGET'S ATTITUDE TOWARD A DESIGNATED CHARACTER. WHEN THE TARGET'S ATTITUDE DROPS TO HOSTILE, HE OR SHE ATTACKS THE DESIGNATED CHARACTER. A SUCCESSFUL WILL SAVE DOESN'T RESTORE PREVIOUS ATTITUDE SHIFTS, BUT IT DOES RENDER THE TARGET IMMUNE FOR 24 HOURS TO FURTHER ATTEMPTS BY THE INCUBUS TO SOW DISTRUST. THIS IS A MIND-AFFECTING ABILITY.

**TONGUES:** INCUBI ARE ABLE TO SPEAK AND UNDERSTAND ALL VERBAL LANGUAGES.

## JUNKYARD GOLEM

### GARGANTUAN CONSTRUCT

**HIT DICE:** 32D10 (176 HP)

**INITIATIVE:** -2 (-2)

**SPEED:** 30 FT

**ARMOR CLASS:** 19 (+15 NATURAL, -2 DEX)

**ATTACKS:** 1 SLAM +29 MELEE; 1 STOMP +24 MELEE; 1 PISTON SHOT +24 RANGED

**DAMAGE:** SLAM 2D8+9; STOMP 2D6+4; PISTON SHOT 2D10

**FACE/REACH:** 20 FT BY 20 FT/20 FT

**SPECIAL ATTACKS:** HAZMAT BREATH

**SPECIAL QUALITIES:** IMMUNITIES (CONSTRUCT), DARKVISION 60 FT, DR 25/-, REPAIR & REFIT

**SAVES:** FORT +10 REF +8 WILL +10

**ABILITIES:** STR 29, DEX 7, CON --, INT 6, WIS --, CHA --

**SKILLS:** HIDE +4, SPOT +4, SWIM -10

**FEATS:** ALERTNESS

**CLIMATE/TERRAIN:** COLD, TEMPERATE, WARM, DESERT, FOREST, HILL, MARSH, MOUNTAINS, PLAINS

**CHALLENGE RATING:** 12

**TREASURE:** NONE.

**ALIGNMENT:** USUALLY NEUTRAL

**ADVANCEMENT RANGE:** 33-64 HD (GARGANTUAN), 65-96 HD (COLOSSAL)

JUNKYARD GOLEMS ARE MASSIVE COLLECTIONS OF JUNK SHAPED INTO A VAGUE HUMANOID SHAPE WITH OLD ENGINES FOR FISTS. THE ONES CREATED IN OLDER JUNKYARDS, WITH VEHICLES MADE IN THE MID-1970'S TO MID 1980'S, OFTEN HAVE VW BUG FRONT ENDS FOR HEADS, V-6 OR STRAIGHT-6 850S FOR FISTS, FEET MADE OF SMALL TRUCK BEDS, AND BODIES

CONSTRUCTED OUT OF SUPPORT BEAMS AND AXLES. WHEN FIGHTING, THE HOOD OF THE BUG OFTEN RISES IN A ROAR, AND THE HEADLIGHTS (WHETHER INTACT OR NOT) GLOW RED.

THE JUNKYARD GOLEM STANDS ROUGHLY 30 FEET TALL AND 20 FEET WIDE, MADE OF RUSTED METAL. WHEN NOT MOVING FROM PLACE TO PLACE WITH EARTH-SHAKING STEPS, IT IS COLLAPSED INTO WHAT LOOKS LIKE AN OLD CAR WRECK (ITS PRIMARY MODE OF CONCEALMENT).

USUALLY CREATED BY POWERFUL DESIRES FOR REVENGE, THESE CREATURES HAVE ONLY CROPPED UP A FEW TIMES IN THE LAST 10 YEARS. IN ALL CASES, THE MILITARY HAS SEIZED THE REMAINS OF THE CREATURES, TRYING TO DISCOVER HOW EXACTLY THEY COME ABOUT.

#### COMBAT SECTION

THE JUNKYARD GOLEM MOVES STRAIGHT INTO COMBAT, ATTACKING FIRST WITH ITS PISTONSHOT AGAINST AERIAL OR VEHICULAR ATTACKERS, THEN GETTING IN CLOSE TO USE ITS MASSIVE FISTS AGAINST OTHER TARGETS. WHEN FOUND IN GROUPS, OFTEN 2-5 OF THEM GANG UP ON THE SINGLE LARGEST OR MOST WELL ARMORED UNIT TO KILL IT FIRST.

**PISTON SHOT (EX):** EACH DAY, THE JUNKYARD GOLEM HAS 12 MISSILES (6 IN EACH FIST) THAT THEY MAY FIRE POINT TO POINT. THESE MISSILES DO 2D10 DAMAGE WHEN THEY HIT, AND FORCE THE TARGET TO MAKE A FORTITUDE CHECK (DC: 20) OR BE STUNNED FOR 4 ROUNDS. THE PISTON SHOT HAS 45' RANGE INCREMENT.

**HAZMAT BREATH (EX):** THE JUNKYARD GOLEM MAY BREATHE A MIST OF BRIGHT GLOWING GREEN DROPLETS THAT EXTENDS OUT IN A 40-FOOT CONE. THOSE WITHIN THE CONE MUST MAKE A REFLEX SAVE (DC 26) OR BE COVERED IN ACID, WHICH DOES 10D6 POINTS OF DAMAGE PER ROUND UNTIL WASHED OFF.

**DAMAGE REDUCTION (EX):** THE JUNKYARD GOLEM HAS A DAMAGE REDUCTION OF 25/- DUE TO THE RITUAL MAGICS THAT CREATED AND SUSTAIN THEM, AND THE MATERIALS THAT WERE USED TO CREATE THEM.

**REFIT & REPAIR (SU):** THE JUNKYARD GOLEM CAN REPAIR ITSELF AT THE RATE OF 1 HIT POINT PER MINUTE. THE GOLEM MUST TOUCH A PILE OF SCRAP FOR AT LEAST A FULL



ROUND; PIECES OF THE SCRAP FLY UP AND ADHERE TO ITS BODY AS IF IT HAD SUDDENLY BECOME MAGNETIZED. THE METAL WARPS AND TWISTS WITH LOUD GROANS AND SCRAPES AS IT FORMS

TO REPAIR DAMAGE. IT TAKES THE JUNKYARD GOLEM 1 MINUTE AND 25 POUNDS OF METAL TO REGENERATE 1 HIT POINT.

\*DUE TO ITS CONSTRUCTION AND APPEARANCE, THE JUNKYARD GOLEM GAINS A +4 CIRCUMSTANCE BONUS TO HIDE IN URBAN AND JUNKYARD AREAS.

## SUCCUBUS

CR 7; MEDIUM FIEND; HD 6D8+6; HP 38; MAS 13; INIT +1; SPD 30 FT. (6 SQUARES), FLY 50 FT. (AVERAGE); DEFENSE 20, TOUCH 11, FLAT-FOOTED 19 (+1 DEX, +9 NATURAL); BAB +6; GRAP +7; ATK +7 MELEE (1D6+1, CLAW) OR +8 RANGED (2D6, COLT PYTHON); FULL ATK +7/+7 MELEE (1D6+1, CLAW) OR +8 RANGED (2D6, COLT PYTHON); FS 5 FT BY 5 FT; REACH 5 FT; SA ALTER SHAPE, ALLURE, WINNING SMILE, TALK DOWN, SOW DISTRUST, DEMON SEED; SQ DAMAGE REDUCTION 10/COLD IRON OR GOOD, DARKVISION 60 FT., IMMUNITY TO ELECTRICITY AND POISON, RESISTANCE TO ACID 10, COLD 10, AND FIRE 10, SPELL RESISTANCE 18, TELEPATHY 100 FT., TONGUES AL CHAOS, EVIL; SV FORT +6, REF +6, WILL +7; AP 0; REP +5; STR 13, DEX 13, CON 13, INT 16, WIS 14, CHA 26

**SKILLS:** BLUFF +19, CONCENTRATION +10, DIPLOMACY +12, DISGUISE +17 (+19 ACTING), ESCAPE ARTIST +10, HIDE +10, INTIMIDATE +19, KNOWLEDGE (CIVICS) +12, LISTEN +19, MOVE SILENTLY +10, SEARCH +12, SPOT +19.

**FEATS:** DODGE, MOBILITY, PERSUASIVE, QUICK RECOVERY, INSTANT RECOVERY, SELF-AWARE (X3)

**ALTER SHAPE:** THE SUCCUBUS MAY ASSUME ANY HUMANOID FORM. IF THE SUCCUBUS WISHES TO RESEMBLE A SPECIFIC PERSON, SHE MUST MAKE A DISGUISE CHECK (AT A +10 BONUS) WHEN ASSUMING THAT FORM. ANYONE FAMILIAR WITH THE CHOSEN PERSON MUST MAKE A SPOT CHECK VERSUS THE DISGUISE ROLL TO DETERMINE IF THEY NOTICE THE FALSEHOOD.

**ALLURE:** THE SUCCUBUS CAN TALK PEOPLE WITH FAVOURABLE ATTITUDES TOWARD HER INTO ENGAGING IN SEXUAL ACTIVITIES. SHE MUST SPEND A FULL ROUND TALKING. THIS ABILITY APPLIES TO ALL BEINGS WITHIN 30 FEET OF THE SUCCUBUS WHO CAN HEAR HER. THEY MUST MAKE A WILL SAVE (DC 24) TO RESIST THE URGE TO HAVE INTERCOURSE WITH THE SUCCUBUS.

**WINNING SMILE:** THE SUCCUBUS HAS SUCH A FORCE OF PERSONAL MAGNETISM THAT SHE CAN CONVINCE A SINGLE TARGET TO REGARD HER AS A TRUSTED FRIEND. THE TARGET MAKES A WILL SAVING THROW TO AVOID BEING PERSUADED BY THE SUCCUBUS' WORDS AND ACTIONS (DC 24). THE DC IS CHARISMA-BASED. THIS DOESN'T GIVE THE SUCCUBUS CONTROL THE TARGET, BUT THE TARGET PERCEIVES HER WORDS AND ACTIONS IN THE MOST FAVORABLE WAY. SHE CAN TRY TO GIVE THE TARGET ORDERS, BUT SHE MUST WIN AN OPPOSED CHARISMA CHECK TO CONVINCE THE TARGET TO PERFORM ANY ACTIONS THE TARGET WOULDN'T NORMALLY UNDERTAKE. THE TARGET NEVER OBEYS SUICIDAL OR OBVIOUSLY HARMFUL ORDERS, AND ANY ACT BY THE SUCCUBUS OR HER ALLIES THAT THREATENS THE TARGET BREAKS THE MOOD AND CLEARS THE TARGET'S HEAD. OTHERWISE, A TARGET REMAINS WON OVER FOR 6 MINUTES. THIS IS A MIND-AFFECTING ABILITY.

**TALK DOWN:** THE SUCCUBUS CAN TALK HER WAY OUT OF TROUBLE. EITHER PRIOR TO THE

START OF HOSTILITIES OR DURING COMBAT, THE SUCCUBUS CAN TALK DOWN ALL OPPONENTS WITHIN 30 FEET OF HER POSITION OR OTHERWISE ABLE TO HEAR HER VOICE. THAT OPPONENT IMMEDIATELY STOPS FIGHTING AND REVERTS TO AN INDIFFERENT ATTITUDE REGARDING THE SUCCUBUS AND THE SITUATION IN GENERAL. ANY HOSTILE ACTION BY HER OR ONE OF HER ALLIES DIRECTED AT THE OPPONENTS ALLOWS THE OPPONENTS TO ACT AS THEY SEE FIT.

THE SUCCUBUS MUST SPEND A FULL-ROUND ACTION TALKING TO HER OPPONENTS. THEY MAY MAKE A WILL SAVING THROW (DC 24). THE DC IS CHARISMA-BASED. IF THE SAVE FAILS, THE OPPONENTS STOP FIGHTING. IF THE SAVE SUCCEEDS, THE OPPONENT CONTINUES AS NORMAL. THIS IS A MIND-AFFECTING ABILITY.

**DEMON WOMB:** SUCCUBI ARE ABLE TO BEAR THE SEEDS OF THEIR INCUBI BRETHREN, THOUGH THEY DO NOT OFTEN BECOME PREGNANT (15% CHANCE). IF THEY DO, THEY BEAR THE CHILD NORMALLY IN 2D4+20 WEEKS WITH NO CONSTITUTION LOSS. THE CHILD IS BIRTHED NORMALLY RATHER THAN BURSTING THROUGH ITS MOTHER'S CHEST.

**SOW DISTRUST:** THE SUCCUBUS CAN TURN ONE CHARACTER AGAINST ANOTHER. SHE MUST SPEND A FULL-ROUND ACTION AND KNOW THE NAME OF THE CHARACTER SHE IS ATTEMPTING TO PERSUADE AS WELL AS THE NAME OF THE CHARACTER TOWARD WHOM THE TARGET'S DISTRUST WILL BE DIRECTED. THE TARGET MAKES A WILL SAVE (DC 24). THE DC IS CHARISMA-BASED. IF THE TARGET FAILS THE SAVE, HIS OR HER ATTITUDE TOWARD THE OTHER DESIGNATED CHARACTER WORSENS BY ONE STEP: HELPFUL TURNS TO FRIENDLY, FRIENDLY TO INDIFFERENT, INDIFFERENT TO UNFRIENDLY, UNFRIENDLY TO HOSTILE (SEE THE DIPLOMACY SKILL). THE TARGET MAKES A WILL SAVE WHENEVER THE SUCCUBUS USES THIS TALENT AGAINST HIM OR HER. AS LONG AS THE TARGET CONTINUES TO FAIL THE WILL SAVE, THE SUCCUBUS CAN CONTINUE TAKING FULL-ROUND ACTIONS TO WORSEN THE TARGET'S ATTITUDE TOWARD A DESIGNATED CHARACTER. WHEN THE TARGET'S ATTITUDE DROPS TO HOSTILE, HE OR SHE ATTACKS THE DESIGNATED CHARACTER. A SUCCESSFUL WILL SAVE DOESN'T RESTORE PREVIOUS ATTITUDE SHIFTS, BUT IT DOES RENDER THE TARGET IMMUNE FOR 24 HOURS TO FURTHER ATTEMPTS BY THE SUCCUBUS TO SOW DISTRUST. THIS IS A MIND-AFFECTING ABILITY.

**TONGUES:** SUCCUBI ARE ABLE TO SPEAK AND UNDERSTAND ALL VERBAL LANGUAGES.

## MALIASON

TINY HUMANOID FIEND; HD 2D8+4; HP 13; MAS 14; INIT +0; DEFENSE 14, TOUCH 12, FLAT-FOOTED 14, (+2 SIZE, +2 NATURAL); BAB +1; GRAP +3; ATK +3 MELEE (1D3, BITE) OR +3 MELEE (1D2, CLAW); FULL ATK +3 MELEE (1D3, BITE) OR +3 MELEE (1D2, CLAW); FS 2-1/2 FT BY 2-1/2 FT; REACH 0 FT; SA ALTER SELF, INSTILL MALAISE; SQ TELEPATHY, DAMAGE REDUCTION 5/+1; AL DARK POWER, EVIL; SV FORT +2, REF +0, WILL +3; STR 10, DEX 10, CON 14, INT 16, WIS 16, CHA 14

**SKILLS:** BLUFF +7, DIPLOMACY +6, GATHER INFORMATION +6, KNOWLEDGE (HISTORY) +7, KNOWLEDGE (THEOLOGY) +7, KNOWLEDGE (RITUAL) +7, SENSE MOTIVE +7, SPEAK ANCIENT HEBREW, SPEAK LATIN, SPEAK 2 MODERN LANGUAGES, READ/WRITE ANCIENT HEBREW, READ/WRITE LATIN, READ/WRITE 2 MODERN LANGUAGES

**FEATS:** PROFANE RITUAL

**TELEPATHY (SU):** MALIASONS CAN COMMUNICATE TELEPATHICALLY WITH ANY CREATURE WITHIN 100 FEET THAT HAS A LANGUAGE.

**ALTER SELF (SU):** MALIASONS CAN ASSUME THE FORM OF ANY TINY CREATURE, AT WILL.

**INSTILL MALAISE (SU):** MALIASONS CAN CAUSE THE SPIRITUAL AFFLICTION OF MALAISE. SEE SPIRITUAL AFFLICTIONS AND POSSESSION IN BLOOD & RELICS FOR MORE INFORMATION. THE SAVE DC FOR THIS ABILITY IS 12. CONVERSELY, THE MALIASON CAN USE THIS ABILITY TO NEGATE THE EFFECTS OF INSTILL HOPE.

**DAMAGE REDUCTION 5/+1 (EX):** THIS DAMAGE REDUCTION DOES NOT PROTECT AGAINST ANY WEAPON CONSECRATED BY A BELIEVER OF 8TH LEVEL OR HIGHER OR FROM HOLY WATER DRAWN FROM A HOLY SITE (SUCH AS THE FOUNTAINS OF GLASTONBURY) OR CREATED BY A BELIEVER OF 8TH LEVEL OR HIGHER

## INSPIRON

TINY HUMANOID CELESTIAL; HD 2D8+4; HP 13; MAS 14; INIT +0; DEFENSE 14, TOUCH 12, FLAT-FOOTED 14, (+2 SIZE, +2 NATURAL); BAB +1; GRAP +3; ATK +3 RANGED (1D4, BOW); FULL ATK +3 RANGED (1D4, BOW); FS 2-1/2 FT BY 2-1/2 FT; REACH 0 FT; SA ALTER SELF, INSTILL HOPE; SQ TELEPATHY, BLESSED CREATURE; AL DARK POWER, EVIL; SV FORT +2, REF +0, WILL +3; STR 10, DEX 10, CON 14, INT 16, WIS 16, CHA 14

**SKILLS:** BLUFF +7, DIPLOMACY +6, GATHER INFORMATION +6, KNOWLEDGE (HISTORY) +7, KNOWLEDGE (THEOLOGY) +7, KNOWLEDGE (RITUAL) +7, SENSE MOTIVE +7, SPEAK ANCIENT HEBREW, SPEAK LATIN, SPEAK 2 MODERN LANGUAGES, READ/WRITE ANCIENT HEBREW, READ/WRITE LATIN, READ/WRITE 2 MODERN LANGUAGES

**FEATS:** ARCHAIC WEAPONS PROFICIENCY

**TELEPATHY (SU):** INSPIRONS CAN COMMUNICATE TELEPATHICALLY WITH ANY CREATURE WITHIN 100 FEET THAT HAS A LANGUAGE.

**ALTER SELF (SU):** INSPIRONS CAN ASSUME THE FORM OF ANY TINY CREATURE, AT WILL.

**INSTILL HOPE (SU):** INSPIRONS CAN INSPIRE HOPE IN CREATURES. IT MAY GRANT A SINGLE CREATURE AT A TIME A +2 MORALE BONUS TO ATTACK ROLLS, SKILLS CHECKS, AND SAVES. CONVERSELY, THE INSPIRON CAN USE THIS ABILITY TO NEGATE THE EFFECTS OF INSTILL MALAISE.

**BLESSED CREATURE:** DAMAGE DEALT BY THIS CREATURE AS AN EFFECTIVE +1 SOURCE, THUS NEGATING THE DAMAGE REDUCTION OF MOST FIENDS.

## GUTSEATER

CR 1; DIMINUTIVE FIEND; HD 1D8-3; HP 2; MAS 5, INIT +3; SPD 0 FT, SWIM 10 FT; DEFENSE 15, TOUCH 12, FLAT-FOOTED 13; BAB +1; GRAP +1; ATK +4 MELEE (1D2, BITE); FS 1 FT BY 1-1/12 INCH; REACH 0 FT; SA DEVOUR INNARDS; SQ ACID IMMUNITY; AL DARK POWER; SV FORT -3, REF +3, WILL -5; STR 10, DEX 17, CON 5, INT 1, WIS 1, CHA 1.

**DEVOUR INNARDS:** WHEN WITHIN THE BODY OF ANOTHER CREATURE, A GUTSEATER WILL BEGIN TO CONSUME THE CREATURE FROM WITHIN. EVERY HOUR, THE CREATURE WILL LOSE ONE POINT OF CONSTITUTION AND MUST MAKE A FORTITUDE SAVE TO RESIST DYING (DC 15). IF THE CREATURE DIES BEFORE BEING UTTERLY CONSUMED BY THE GUTSEATER, IT VOMITS THE CREATURE UP IN A BLOODY POOL AND EXPIRES. ATTEMPTING TO REMOVE THE GUTSEATER FROM THE CREATURE'S BODY REQUIRES A TREAT INJURY CHECK MADE BY A CHARACTER WITH THE SURGERY FEAT (DC 20). FAILING THE CHECK BY LESS THAN 5 MEANS THE GUTSEATER IS STILL IN THE VICTIM'S BODY. FAILING BY 5 OR MORE KILLS



THE VICTIM INSTANTLY. SUCCEEDING AT THE CHECK MEANS THE GUTSEATER IS REMOVED, BUT THE VICTIM MUST MAKE A FINAL FORTITUDE SAVE TO AVOID DYING (DC 15) AS THE CREATURE RESISTS REMOVAL.

GUTSEATERS ARE SMALL AQUATIC FIENDS. THEY ARE TYPICALLY USED TO AS A PAINFUL METHOD OF EXECUTION BY DROPPING THEM DOWN A VICTIM'S ESOPHAGUS. ONCE INSIDE A PERSON'S MOUTH, THE FIEND WRIGGLES DOWN THE WINDPIPE, LATCHING ONTO THE TONGUE OR THE INSIDE OF THE CHEEK WITH THEIR POWERFUL TEETH IF ANY ATTEMPT TO REMOVE THEM IS MADE. ONCE INSIDE, THEY RAVENOUSLY DEVOUR THE VICTIMS INNARDS.

## TENTACLE GUARDIAN

CR 5; SMALL OOZE; HD 5D10+30; HP 61; MAS 20; INIT -5; SPD 10FT; DEFENSE 6, TOUCH 6, FLAT-FOOTED 6 (+1 SIZE, -5 DEX); BAB +3; GRAP +5; ATK +5 MELEE (1D4+2, SLAM); FULL ATK +3/+3/+3/+3 MELEE (1D4+2, SLAM); FS 5 FT BY 5 FT; REACH 10 FT; SA CON- STRICT 1D4+2, IMPROVED GRAB, TENTACLE ADEPT; SQ: BLINDSIGHT 60 FT., IMMUNITY TO COLD AND FIRE, OOZE TRAITS HUMANFORM; AL CCULT OF THE TTENTACLE, SV FORT +7, REF -4, WILL +0; AP 0; REP +0; STR 15, DEX 1, CON 22, INT 10, WIS 8, CHA 1.

SKILLS: NONE.

FEATS: MULTIATTACK.

**CONSTRUCT (EX):** A TENTACLE GUARDIAN DEALS AUTOMATIC SLAM DAMAGE WITH A SUCCESS- FULL GRAPPLE CHECK.

**IMPROVED GRAB (EX):** TO USE THIS ABILITY, A TENTACLE GUARDIAN MUST HIT WITH ITS SLAM ATTACK. IT CAN THEN ATTEMPT TO START A GRAPPLE AS A FREE ACTION WITHOUT PROVOKING AN ATTACK OF OPPORTUNITY. IF IT WINS THE GRAPPLE CHECK, IT ESTABLISH- ES A HOLD AND CAN CONSTRICT.

**TENTACLE ADEPT (EX):** TENTACLE GUARDIANS KNOW HOW TO USE THEIR APPENDAGES IN CO- ORDINATION TO INCREASE THEIR EFFECTIVENESS. AS A FULL ATTACK ACTION, THE TEN- TACLE GUARDIAN MAY ATTACK OR GRAPPLE USING MULTIPLE TENTACLES, GAINING A +1 BONUS TO ATTACK, GRAPPLE, AND DAMAGE ROLLS FOR EACH ADDITIONAL TENTACLE USED BEYOND THE FIRST. THE TENTACLE GUARDIAN MAY ALSO GRAPPLE AS MANY AS FOUR CREATURES AT ONCE. IT MAY BEGIN A GRAPPLE EVEN IF ALREADY GRAPPLING OTHER CREATURES, SO LONG AS IT HAS AT LEAST ONE FREE TENTACLE.

**HUMANFORM (SU):** AS A FULL-ROUND ACTION, A TENTACLE GUARDIAN MAY CHANGE ITS FORM TO RESEMBLE THAT OF A HUMAN. ITS ABILITY SCORES DO NOT CHANGE, IT GAINS NO SKILLS, FEATS, OR PROFICIENCIES, NOR DOES IT GAIN ANY HUMAN SENSES, INCLUDING SIGHT (IT RETAINS ITS BLINDSIGHT). ITS SIZE CHANGES TO MEDIUM (THE CHILD IS SEVEN, IS THIS RIGHT?. IF ATTACKED, THE TENTACLE GUARDIAN RETURNS TO ITS NAT- URAL FORM (A FULL-ROUND ACTION).

## BLOOD OAK TREE

**BLOOD OAK, LESSER:** CR 11; HUGE PLANT; HD 10D8+62; HP 107; MAS: 21; INIT -2; SPD 0 FT.; DEFENSE 22, TOUCH 16, FLAT-FOOTED 24 (-2 DEX, +16 NATURAL, -2 SIZE); BAB +7 (-2 SIZE); GRAP +24; ATK +16 (BRANCH WHIP 2D4+9); FULL ATK +16/+11 (BRANCH WHIP 2D4+9); FS 10 FT BY 10 FT; REACH 15 FT; SQ: EMPOWERED BY SACRIFICE, DR 10/SLASHING, TRANSFORM, GRANT LONG LIFE, GRANT CHARISMA BOOST. AL: ; SV FORT +13, REF +1, WILL +4; ABILITIES: STR 28 (+9), DEX 7 (-2), CON 21

(+5), INT 14 (+2), WIS 12 (+1), CHA 20 (+5).; SKILLS: - ; RACIAL BONUS: - ;  
FEATS: TOUGHNESS (X4) (B);

**EMPOWERED BY SACRIFICE:** FOR EVERY TEN CREATURES THAT IS SACRIFICED TO A LESSER BLOOD OAK IT GAINS +1 HD. WHEN IT GETS ENOUGH HD TO CHANGE INTO THE NEXT POWER LEVEL, IT DOES SO.

**TRANSFORM:** WHEN A LESSER BLOOD OAK GAINS 15 HD IT CHANGES INTO A BLOOD OAK.

**GRANT LONG LIFE:** A LESSER BLOOD OAK LIKE ALL BLOOD OAKS CAN EXTEND A PERSONS LIFE TO TEN TIMES ITS NORMAL MAXIMUM.

**GRANT CHARISMA BOOST:** A LESSER BLOOD OAK FINDS AND PICKS ONE PERSON TO BE HIS SPOKES PERSON. THE PERSON THAT HELPS GIVE IT THE SACRIFICES IT NEEDS TO TRANSFORM INTO THE NEXT FORM (SO GIVING THE PERSON MORE POWER). SO LONG AS THE LESSER BLOOD OAK WISHES, IT CAN GIVE ONE PERSON A +4 TO ITS CHARISMA SCORE.

**BLOOD OAK;** CR 16; HUGE PLANT; HD 15D8+129; HP 196; MAS: 26; INIT -2; SPD 0 FT.; DEFENSE 25, TOUCH 16, FLAT-FOOTED 24 (-2 DEX, +19 NATURAL, -2 SIZE); BAB +11 (-2 SIZE); GRAP +30; ATK +20 (BRANCH WHIP 2D4+11); FULL ATK +20/+15/+10 (BRANCH WHIP 2D4+11); FS 10 FT BY 10 FT; REACH 15 FT; SQ: EMPOWERED BY SACRIFICE, DR 15/SLASHING, TRANSFORM, GRANT LONG LIFE, GRANT CHARISMA BOOST. AL: ; SV FORT +16, REF +3, WILL +6; ABILITIES: STR 32 (+11), DEX 7 (-2), CON 25 (+7), INT 14 (+2), WIS 12 (+1), CHA 26 (+8).; SKILLS: - ; RACIAL BONUS: - ; FEATS: TOUGHNESS (X8) (B);

**EMPOWERED BY SACRIFICE:** FOR EVERY FIFTEEN CREATURES THAT IS SACRIFICED TO A BLOOD OAK IT GAINS +1 HD. WHEN IT GETS ENOUGH HD TO CHANGE INTO THE NEXT POWER LEVEL, IT DOES SO. T

**TRANSFORM:** WHEN A BLOOD OAK GAINS 17 HD IT CHANGES INTO A GREATER BLOOD OAK.

**GRANT LONG LIFE:** A BLOOD OAK LIKE ALL BLOOD OAKS CAN EXTEND A PERSONS LIFE TO TEN TIMES ITS NORMAL MAXIMUM.

**GRANT CHARISMA BOOST:** A BLOOD OAK FINDS AND PICKS ONE PERSON TO BE HIS SPOKES PERSON. THE PERSON THAT HELPS GIVE IT THE SACRIFICES IT NEEDS TO TRANSFORM INTO THE NEXT FORM (SO GIVING THE PERSON MORE POWER). SO LONG AS THE BLOOD OAK WISHES, IT CAN GIVE ONE PERSON A +6 TO ITS CHARISMA SCORE.

**BLOOD OAK, GREATER;** CR 22; HUGE PLANT; HD 17D8+206; HP 282; MAS: 30; INIT -2; SPD 0 FT.; DEFENSE 22, TOUCH 14, FLAT-FOOTED 24 (-2 DEX, +16 NATURAL, -2 SIZE); BAB +12 (-2 SIZE); GRAP +32; ATK +22 (BRANCH WHIP 2D4+12); FULL ATK 4 BRANCH WHIPS +22 (2D4+12); FS 10 FT BY 10 FT; REACH 15 FT; SQ: EMPOWERED BY SACRIFICE, DR 20/SLASHING, GRANT LONG LIFE, GRANT CHARISMA BOOST, GRANT SPELL-LIKE ABILITIES. AL: ; SV FORT +22, REF +3, WILL +6; ABILITIES: STR 34 (+12), DEX 7 (-2), CON 30 (+10), INT 14 (+2), WIS 12 (+1), CHA 30 (+10).; SKILLS: - ; RACIAL BONUS: - ; FEATS: TOUGHNESS (X12) (B);

**EMPOWERED BY SACRIFICE:** FOR EVERY FORTY CREATURES THAT'S SACRIFICED TO A GREATER BLOOD OAK IT GAINS +1 HD.

**GRANT CHARISMA BOOST:** A GREATER BLOOD OAK FINDS AND PICKS ONE PERSON TO BE HIS SPOKES PERSON. THE PERSON THAT HELPS GIVE IT THE SACRIFICES IT. SO LONG AS THE BLOOD OAK WISHES, IT CAN GIVE ONE PERSON A +8 TO ITS CHARISMA SCORE.

**GRANT SPELL-LIKE ABILITIES:** THE GREATER BLOOD OAK CAN GIVE THE PERSON THAT ITS GIVING THE BOOST TO CHARISMA THE ABILITY TO USE *RAY OF FATIGUE* AND *SLEEP* AT

WILL AS CAST BYE A 5<sup>TH</sup> LEVEL MAGE.

BLOOD OAKS APPEAR AS LARGE, HEALTHY OAK TREES WITH A REDDISH TINGE TO THIER LEAVES AND BARK, AS WELL AS A DEEP CRIMSON SAP. THESE TREES ARE THE EVIL CREA- TURES THAT MANY DARKER DRUID SECTS ONCE WORSHIPPED, AND WHAT SOME ENGLISH LADIES CATERED TOO IN ORDER TO RESTORE THIER YOUTHFUL APPEARANCE AND VIGOR.

BLOOD OAKS GROW IN OUT OF THE WAY PLACES, OFTEN SURROUNDED BY OTHER OAKS. IT DEVOURS ALL OF IT'S PREY, INCLUDING THE BONE AND HORN. BLOOD OAKS WILL OFTEN APPEAR AS PERFECTLY NORMAL TREES, AS THIS IS IT'S BEST DEFENSE AGAINST THOSE WHO WOULD WISH TO HARM IT. WHEN ATTACKED, THE BLOOD OAK ATTACKS WITH A FURY, INTEND- ING ON COMPLETELY DESTROYING ANY FOES AND DEVOURING THEM HOLE. ANY NON-EDIBLE PARTS OF THE VICTIM ARE GRASPED BY THE ROOTS AND PULLED DEEP UNDERGROUND, EVEN- TUALY PUSHED OVER TO THE OTHER OAKS IN A D.M ATTEMPT AT PINNING THE BLAME ON THE OTHER TREES, AS WELL AS LETTING THE OTHER OAKS DEAL WITH ANY POISONS OR TOX- INS RESIDENT IN THE INEDIBLE SUBSTANCES.





# APPENDIX THREE: CLASSES

## SIN EATER

THE MANSION WAS SILENT; ITS RICH FAÇADE HIDING THE EVIL DEEDS THAT HAD TAKEN PLACE INSIDE. WITHIN ITS DARK BASEMENT, VIRGINS HAD BEEN DEFILED, CHILDREN SEXUALLY USED AND SACRIFICED, AND THINGS FAR DARKER AND FAR WORSE IN THE NAME OF PERSONAL POWER.

THE MANSION'S OWNER TREADED THE DARK HALLS WITHOUT FEAR, AS SECURE IN HIS EARTHLY POWER AS HE WAS OVER THE SUPERNATURAL POWER HE HAD BEEN GRANTED IN EXCHANGE FOR HIS SOUL AND THE SOULS OF OTHERS, FOR FAVORS PERFORMED TO ADVANCE HIS DARK MASTER'S PLANS.

A TIMID KNOCK AT THE HEAVY FRONT DOORS, STILL AUDIBLE AS THE OWNER, HENRY JAMES, MILLIONAIRE, PASSED IT BY, HIS CROTCH STILL COVERED IN THE BLOOD OF A CHILD. THE SOUND STARTLED THE MAN, SINCE HIS GUARDS HAD NOT CLEARED A VISITOR, AND THEY ALL KNEW THAT TO DISTURB THE LORD OF THE MANOR COULD RESULT IN PAIN WORSE THAN DEATH.

HENRY JAMES ANSWERED THE TIMID KNOCK AT THE DOOR, WRAPPING HIS SILKEN ROBE AROUND HIMSELF. WHO EVER WAS KNOCKING AT THE DOOR AT 2AM WAS GOING TO GET A PIECE OF HIS MIND, AND THE SECURITY GUARDS ON SHIFT WERE GOING TO BE FIRED FOR LETTING SOMEONE THROUGH WITHOUT SCREENING THEM FIRST.

THE DOOR SWUNG OPEN SLOWLY, REVEALING THE RAINY NIGHT AND THE WET FIGURE DRIPPING WATER ONTO THE MARBLE PORCH. THE FIGURE WAS WRAPPED IN A HEAVY BURLAP ROBE THAT WAS FLUNG OPEN TO REVEAL STYLIZED BODY ARMOR.

JAMES BRIEFLY RECOGNIZED THE SYMBOL OF CHRIST CAREFULLY PAINTED ON THE MILITARY GRADE HARDENED BODY ARMOR OF THE FIGURE BEFORE HIM, HIS MIND FOCUSING ON THE IMAGE RATHER THAN THE SHORT AND STUBBY SUBMACHINE GUN HELD EASILY IN THE MAN'S HANDS.

JAMES KNEW THAT HE HAD BEEN SHOT BY THE FLARING MUZZLE, BUT THE THICK, HEAVY SILENCER MUFFLED THE SHOTS TO THE POINT WHERE JAMES COULD ACTUALLY HEAR THE WEAPON'S BOLT WORKING.

HE WAS FALLING BACK, THE REEK OF HOT BLOOD FILLING ROOM, AND JAMES VAGUELY HEARD THE WORDS: "THY SINS HAVE BEEN FORGIVEN." AS HE HIT THE THICK CARPETING.

JAMES MANAGED TO MOUTH THE WORDS "SIN EATER" BEFORE HE SHUDDERED AND DIED, HIS BACK ARCHING AND BLOOD GOUTING FROM HIS MOUTH.

ORIGINALLY A MAN WHO, FOR TRIFLING PAYMENT, WAS BELIEVED TO TAKE UPON HIMSELF, BY MEANS OF FOOD AND DRINK, THE SINS OF A DECEASED PERSON. THE SIN-EATER WAS TAKEN INTO THE DEATH-CHAMBER, AND, A PIECE OF BREAD AND POSSIBLY CHEESE THAT HAD BEEN PLACED ON THE BREAST OF THE CORPSE BY A RELATIVE (USUALLY A WOMAN) WAS HAND-ED TO THE SIN EATER, WHO ATE IT IN THE PRESENCE OF THE DEAD. HE WAS THEN HAND-ED HIS FEE, AND AT ONCE HUSTLED AND THRUST OUT OF THE HOUSE, FOR THE SIN EATER NOW CONTAINED THE SINS OF THE DEAD.

THIS PARIAH TREATMENT LED TO THE TWISTING OF THE TEACHERS IN RECENT CENTURIES, UNTIL IT HAD GONE FROM A METHOD OF SAVING THE SOUL OF THE RECENTLY DECEASED TO KILLING THOSE GUILTY OF CRIMES BEFORE THEY CAN BLACKEN THEIR SOUL FURTHER, AND TAKING THE SINS UNTO THEMSELVES AS THEIR OWN BURDEN.

SIN EATERS NOW HUNT AND KILL THOSE THEY HAVE DEEMED HAVE SOULS STAINED BY THE BLACKEST EVIL, THOSE WHO THE SIN EATERS FEEL WOULD NEVER GAIN THE REWARDS OF HEAVEN WITHOUT THEIR INTERCESSION. UPON THE DEATH OF THE GUILTY ONE, THE SIN EATER BELIEVES THAT BY MURDERING THE SINNER, THE SIN EATER HAS TAKEN THE SINS OF THE DECEASED UPON THEM, ALLOWING THE DECEASED TO GO TO THE ARMS OF THEIR GOD.

HOWEVER, THIS COMES AT A HIGH PRICE FOR THE SIN EATER, WHO FEELS THE WEIGHT OF THESE SINS UPON HIS OWN SOUL, AND OFTEN EMBARKS IN PAINFUL PURIFICATION RITUALS TO PURGE THESE SINS FROM HIMSELF.

TO BECOME A SIN EATER, THE CHARACTER MUST FULFIL THE FOLLOWING:

**SKILLS:** KNOWLEDGE (THEOLOGY) 6 RANKS

**FEATS:** CONVICTION (HIGHER POWER), WEAPON FOCUS (ONE FIREARM)

**ALLEGIANCE:** HIGHER POWER

**SPECIAL:** MUST BE INDUCTED INTO A SIN EATER ORDER BY OTHER MEMBERS OF THE ORDER.

#### CLASS INFORMATION

THE FOLLOWING INFORMATION PERTAINS TO THE SIN EATER ADVANCED CLASS

**HIT DICE:** ID10

**ACTION POINTS:**  $6 + \frac{1}{2}$  CHARACTER LEVEL, ROUNDED DOWN, EVERY TIME THE CHARACTER ATTAINS A LEVEL IN THIS CLASS.

**CLASS SKILLS:** CLIMB (STR), DEMOLITIONS (INT), DRIVE (DEX), JUMP (STR), KNOWLEDGE (STREETWISE, TACTICS, ONE OTHER OF CHOICE), SURVIVAL (WIS), SWIM (STR), TREAT INJURY (WIS)

**SKILL POINTS:**  $2 + \text{INT MODIFIER}$

TABLE 01: THE SIN EATER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEF BONUS	REP	SPECIAL
1ST	+1	+2	+0	+0	+1	+0	WEIGHT OF SIN, TRANSFER THE LOAD
2ND	+2	+3	+0	+0	+1	+0	PRAYER, UNCANNY DODGE
3RD	+3	+3	+1	+1	+2	-1	LOW PROFILE, WEAPON SPECIALIZATION
4TH	+4	+4	+1	+1	+2	-1	GIRDED SOUL
5TH	+5	+4	+1	+1	+3	-1	EXORCISM
6TH	+6	+5	+2	+2	+3	-2	STEALTHY
7TH	+7	+5	+2	+2	+4	-2	EVIL'S STEPS
8TH	+8	+6	+2	+2	+4	-2	LONG LIFE
9TH	+9	+6	+3	+3	+5	-3	SUSTAINED BY FAITH
10TH	+10	+7	+3	+3	+5	-3	SUDDEN INSIGHT

#### CLASS FEATURES

ALL OF THE FOLLOWING ARE CLASS FEATURES OF THE SIN EATER ADVANCED CLASS.

**WEAPON AND ARMOR PROFICIENCY:** THE SIN EATER IS PROFICIENT IN THE USE OF SIMPLE AND MARTIAL WEAPONS, LIGHT AND MEDIUM BODY ARMOR.

**WEIGHT OF SIN:** THE SIN EATER CAN TELL IF A CHARACTER IS OF THE ALLEGIANCE OF A DARK POWER, AND HOW DEEPLY THEY ARE SUNK INTO EVIL. THE SIN EATER CAN SMELL THE SIN UPON THEM.

**TRANSFER THE LOAD:** WHEN THE SIN EATER KILLS HIS VICTIM, HE GAINS ONE NEGATIVE LEVEL FOR EACH LEVEL OF HIS VICTIM, THAT LASTS UNTIL THE SIN EATER HAS BEEN PURI-

FIED. THE SIN EATER DOES NOT DIE IF HER LEVEL REACHES ZERO OR LESS. THESE NEGATIVE LEVELS MUST BE PURGED THROUGH A PAINFUL RITUAL THAT REQUIRES 1 DAY PER NEGATIVE LEVEL BEFORE THE LEVELS ARE LOST. WHEN THE RITUAL IS OVER, THE SIN EATER MUST MAKE FORTITUDE SAVE OF 10+NUMBER OF NEGATIVE LEVELS, OR ELSE THE RITUAL WAS UNSUCCESSFUL. RITUALS TO PURIFY A SIN EATER INVOLVE SUCH THINGS AS CRUCIFIXION, SELF-FLAGELLATION, ETC.

**PRAYER:** THE SIN EATER GAINS THE PRAYER FEAT (SEE BLOOD & RELICS) FOR FREE

**LOW PROFILE:** THE SIN EATER LOSES ALL REPUTATION BONUSES ACQUIRED DUE TO PREVIOUS LEVELS IN OTHER CLASSES, AND NO LONGER GAINS REPUTATION BONUSES.

**GIRDED SOUL:** THE SIN EATER IS IMMUNE TO SPIRITUAL AFFLICTIONS AND POSSESSIONS AS WELL AS BRAINWASHING AND ANY OTHER MIND AFFECTING MAGICS, PSIONICS OR ABILITIES.

**EXORCISM:** THE SIN EATER GAINS THE EXORCISM FEAT (SEE BLOOD & RELICS) FOR FREE.

**STEALTHY:** THE SIN EATER MAY EXPEND ONE ACTION POINT IF SPOTTED BY THE TARGET, OR BY THE TARGET'S BODY GUARDS, AND REROLL HIS HIDE CHECK WITH A +4 BONUS. IF SUCCESSFUL, THE SIN EATER REMAINS UNDETECTED. FURTHERMORE, THE SIN EATER MAY FIRE A SILENCED WEAPON AND NOT INCUR ANOTHER HIDE CHECK OR PENALTY TO REMAIN HIDDEN.

**EVIL'S STEPS:** THE SIN EATER MAY TRACK HIS TARGET BY CONCENTRATING FOR ONE ROUND AND EXPENDING AN ACTION POINT. WHEN THE ROUND IS OVER, THE SIN EATER KNOWS THE APPROXIMATE DISTANCE (TO WITHIN 10 FEET IF THE SIN EATER IS WITHIN 500 FEET, TO WITHIN 5 MILES IF THE SIN EATER IS ON THE SAME CONTINENT, TO WITHIN 100 MILES IF THE SIN EATER IS IN THE SAME REALITY) AND THE DIRECTION OF THE TARGET.

**LONG LIFE:** THROUGH THE CONTINUAL BURDEN AND LIFTING OF OTHERS' SINS, AND DEVOTION TO DUTY TO THEIR HIGHER POWER, THE SIN EATER IS GRANTED LONG LIFE. THEY EFFECTIVELY STOP AGING AT MATURE, AND LIVE FOR AN UNSPECIFIED AMOUNT OF TIME. USUALLY, THIS IS WHEN THE SIN EATER PASSES THEIR MANTLE TO ANOTHER, TRAINING THEM FOR A BRIEF PERIOD OF TIME, INDUCTING THEM INTO THEIR ORDER, AND THEN DYING OF NEARLY INSTANTANEOUS OLD AGE.

**SUSTAINED BY FAITH:** THE SIN EATER CAN GO WITHOUT FOOD AND WATER FOR ONE WEEK PER POINT OF CONSTITUTION BONUS, WHILE ON THE TRAIL OF A TARGET. THEY ALSO GAIN A +4 HOLY BONUS TO RESIST TORTURE INFLICTED UPON THEM.

**SUDDEN INSIGHT** (REPRINTED FROM MODERN PLAYERS COMPANION VOLUME 2, BY THE GAME MECHANICS): ONCE PER DAY THE SIN EATER MAY SPEND 1 ACTION POINT TO DETERMINE WHAT, IN VERY GENERAL TERMS, THE TARGET INTENDS TO DO NEXT. POTENTIAL ANSWERS INCLUDE: STAY WHERE IT IS AND HIDE, FLEE, SET A TRAP, CAST A SPELL, SUMMON ALLIES, OR ATTEMPT TO AMBUSH THE SIN EATER. THIS IS A FREE ACTION FOR THE SINEATER.



# APPENDIX FOUR: EQUIPMENT

## SYNTEK FAST-FIRE 19

A BRUTAL LOOKING PISTOL, WITH A BUILT IN LASER SIGHT, MADE OF BLACK POLYMER AND IS SLIGHTLY SLICK FEELING TO THE TOUCH, THE SYNTEK FAST-FIRE IS THE LATEST ENFORCEMENT WEAPON FOR THE POLICE OFFICER IN THE CONCRETE JUNGLE. WITH SPECIAL SAFETY LOCKS TO KEEP THE WEAPON FROM BEING USED BY PROSPECTIVE PERPS, THIS WEAPON NOT ONLY REPRESENTS FIREPOWER THAT COULD STOP A GANG-ENFORCER CYBORG, BUT CAN-NOT BE TURNED UPON ITS WIELDER.

BY THE USE OF PICOCHIP TECHNOLOGY EXCLUSIVELY AVAILABLE IN SYNTEK HIGH QUALITY FIREARMS, THE FAST-FIRE 19 BONDS ITSELF TO THE USERS THERMAL PALM SIGNATURE, AND CAN ONLY BE USED TO FIRE A PRESET NUMBER OF ROUNDS BEFORE THE WEAPON "SWITCHES OFF" AND IS NO LONGER USABLE AS THE INTERNAL MECHANISMS DISSOLVE INTO HARMLESS VAPORS.

SHOULD A PERP GRAB THE WEAPON THE FAST-FIRE DISCHARGES ITS CHLORIUM BATTERY IN A DIRECTIONAL EMP/ELECTRICAL PULSE DESIGNED TO DROP A PERP WHERE THEY STAND. IN ADDITION, SYNTEK HAS CONTINUED ITS POPULAR TREND OF USING POLY-MOLECULAR BUCKY-BALL AND CARBON TUBE RECOIL COMPENSATION IN ORDER TO MAKE SURE THAT WHAT YOU AIM AT, YOU HIT. ADD IN OUR "DROP-EM-LITE" LASER SIGHT, AND "RAPID-RAMBO" FIRING MECHANISM, AND YOU HAVE SOMETHING TO MAKE EVEN A CHROME-BONE THINK TWICE ABOUT RESISTING ARREST, INSIDE THE ARCOLOGY OR OUT IN THE TWISTED STEEL STREETS! WHY PACK SOMETHING CHEAP WHEN YOU HIT THE STREETS? SYNTEK STANDS BY ITS BIOCLINIC GUARANTEE. IF YOUR WEAPON FAILS, YOUR MEDICAL BILLS OR BURIAL COSTS ARE ON US! (not a guarantee)

THE GRIP IS WARM TO THE TOUCH AND SEALS TO THE USERS PALM. THE USER'S GRIP IS UNAFFECTED BY SWEAT, BLOOD, OR OTHER DEBRIS UPON THE PISTOL'S GRIP. THE FAST-FIRE 19 USES SYNTEK'S PATENTED BALLISTIC POLYMER BLOCKS AS ITS AMMUNITION, AND HAS TWO PROJECTILE SETTINGS AND THREE RATES OF FIRE. THE PROJECTILE SETTINGS ARE FLECHETTE AND NORMAL ROUNDS. THE RATES OF FIRE ARE: SINGLE SHOT, THREE ROUND BURST, AND FULLY AUTOMATIC. THE BURST SETTING FIRES THE THREE ROUND AT SUCH A FAST RATE THAT IT SOUNDS LIKE ONE SHOT, AND THE BARREL HAS LITTLE, IF ANY, RISE, ENABLING YOU TO PUT DOWN THE TOUGHEST OVER-CHROMED ALLEY-DUMPSTER. IN ORDER TO KEEP THE WEAPON FROM BEING ILLEGALLY MODIFIED, SYNTEK INTRODUCED A REVOLUTIONARY PROCESS THAT CAUSES THE WEAPON TO DISSOLVE INTO GOO WHEN IT IS BROKEN DOWN, X-RAYED, FLUOROSCOPED, OR IS MAGICALLY OR PSIONICALLY EXAMINED. ONLY SYNTEK AND REGISTERED LAW ENFORCEMENT OFFICES HAVE THE ABILITY TO BREAK DOWN THE FAST-FIRE 19 WITHOUT IT DISSOLVING OR RESET IT'S FIRING COUNT.

Weapon	Damage	Crit	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight
Syntek fast-fire 19	2d6+1	20	Ballistic	30 ft	S, B, A	25	S	1.5 lbs
Syntek Fast Fire 19	3d4	19-20	Flechette	40 ft		25	S	
Burst-Flechette	4d4	19-20	Flechette	40 ft		25	S	
Burst-Ball	3d6+1	19-20	Ballistic	30 ft		25	S	
"Perp Discharge"	4d6	-	Electrical	Touch	-	-	-	-

[AUTHOR'S NOTE (AGAIN): YES, I KNOW THE DAMAGES DO NOT ADHERE TO NORMAL FIREARM DAMAGE FOR PISTOLS, BUT KEEP THIS IN MIND: NOBODY KNOWS WHERE IT CAME FROM, IT CANNOT BE REVERSE ENGINEERED, THE PC'S CAN'T GET ANOTHER, AND THEY ONLY HAVE A SINGLE BLOCK OF POLYMER.]

# APPENDIX FIVE: ORGANIZATIONS

## CHILDREN OF THE TRUE EVE

God then formed Lilith, the first woman, just as He had formed Adam, except that He used filth and sediment instead of pure dust. From Adam's union with this demoness, and with another like her named Naamah, Tubal Cain's sister, sprang Asmodeus and innumerable demons that still plague mankind. Many generations later, Lilith and Naamah came to Solomon's judgment seat, disguised as harlots of Jerusalem.

Adam and Lilith never found peace together; for when he wished to lie with her, she took offence at the recumbent posture he demanded. 'Why must I lie beneath you?' she asked. 'I also was made from dust, and am therefore your equal.' Because Adam tried to compel her obedience by force, Lilith, in a rage, uttered the magic name of God, rose into the air and left him.

Adam complained to God: 'I have been deserted by my helpmeet.' God at once sent the angels Senoy, Sansenoy and Semangelof to fetch Lilith back. They found her beside the Red Sea, a region abounding in lascivious demons, to whom she bore lilim at the rate of more than one hundred a day. 'Return to Adam without delay,' the angels said, 'or we will drown you.' Lilith asked: 'How can I return to Adam and live like an honest housewife, after my stay beside the Red Sea??' 'It will be death to refuse!' they answered. 'How can I die,' Lilith asked again, 'when God has ordered me to take charge of all newborn children: boys up to the eighth day of life, that of circumcision; girls up to the twentieth day. Nonetheless, if ever I see your three names or likenesses displayed in an amulet above a newborn child, I promise to spare it.' To this they agreed; but God punished Lilith by making one hundred of her demon children perish daily; and if she could not destroy a human infant, because of the angelic amulet, she would spitefully turn against her own.

Some say that Lilith ruled as queen in Zmargad, and again in Sheba; and was the demoness who destroyed Job's sons. Yet she escaped the curse of death which overtook Adam, since they had parted long before the Fall. Lilith and Naamah not only strangle infants but also seduce dreaming men, any one of whom, sleeping alone, may become their victim.

Undismayed by His failure to give Adam a suitable helpmeet, God tried again, and let him watch while he built up a woman's anatomy: using bones, tissues, muscles, blood and glandular secretions, then covering the whole with skin and adding tufts of hair in places. The sight caused Adam such disgust that even when this woman, the First Eve, stood there in her full beauty, he felt an invincible repugnance. God knew that He had failed once more, and took the First Eve away. Where she went, nobody knows for certain.

God tried a third time, and acted more circumspectly. Having taken a rib from Adam's side in his sleep, He formed it into a woman; then plaited her hair and adorned her, like a bride, with twenty-four pieces of jewelry, before waking him. Adam was entranced.

EXCERPTS FROM CHAPTER 10 OF **HEBREW MYTHS: THE BOOK OF GENESIS**: RAPHAEL PATAI (WAYNE STATE UNIVERSITY PRESS, 3RD EDITION, 1978).

GOD ALLOWED ADAM TO VIEW THE CREATION OF OUR MOTHER, AND HE SPURNED HER, BOTH YAHWEH AND ADAM TURNED AWAY FROM US. NEWBORN, CONFUSED, AND REBUKED, OUR MOTHER WENT OUT INTO THE LANDS OF NOD. WHEREAS LILITH WENT TO THE RED SEA, OUR MOTHER JOURNEYED A DIFFERENT PATH. LIFE SPRANG FORTH FROM HER AND A RACE BEGAN. A PURE AND SIMPLE LIFE WAS LED. UNTOUCHED BY THE SINS OF LILITH OR OF ADAM FOR MANY



Artist Sir Edward-Coley Burne-Jones  
Possibly Adam Rebuking the First Eve?

YEARS AS THEY HID FROM ALL WHO WOULD HARM THEM. THE LAND OF NOD BECAME THEIR SANCTUARY UNTIL MAN WAS CAST OUT OF THE GARDEN AND MIXED HIS SEED WITH THE TRUE DAUGHTERS OF EVE, AND FOR THE FIRST TIME CORRUPTION ENTERED OUR HOUSE.

FROM THE STORIES OF OUR MOTHERS, WE HAVE SECRETED WITHIN OUR HEARTS A HISTORY BOTH OF MAN AND NOT OF MAN THAT HAS NOT BEEN REVEALED TO OUTSIDERS, TO THOSE WHO ARE NOT THE DAUGHTERS OF THE TRUE EVE. OUR LIFE IS BEST KEPT SECRET FROM THOSE WHO WISH TO HARM US. AND IT CAME TO PASS THAT THE BEAUTY THAT ADAM BECAME INFATUATED WITH LED TO THE FALL OF MAN.

THE DAUGHTERS OF THE TRUE EVE CLAIM TO HAVE WALKED THE EARTH SINCE BEFORE ADAM AND EVE LEFT THE GARDEN OF EDEN. THEY CLAIM TO HAVE WATCHED LILITH SEDUCE AND CONSORT WITH THE CHILDREN OF ANGELS AND WOMEN, AND GIVE BIRTH TO HALF-BREEDS THAT WOULD EVENTUALLY CAUSE GOD TO FLOOD THE WORLD.

THE DAUGHTERS OF THE TRUE EVE WERE WARNED OF THE FLOOD, AS GOD TOOK MERCY UPON THE CHILDREN OF THE WOMAN HE CREATED AND ABANDONED, BUT YET STILL REMAINED TRUE TO HIS WORD. IF "TRUE EVE" GAVE HER LIFE, HER CHILDREN WOULD LIVE, AND "TRUE EVE" STAYED BEHIND AS HER DAUGHTERS BUILT A SECOND ARK AND SURVIVED THE FLOOD.

RUMOR HAS IT THAT IT WAS A DAUGHTER OF THE TRUE EVE THAT CHRIST MARRIED, ON THE ORDERS OF HIS FATHER, IN ORDER TO HEAL THE BREACH BETWEEN THE CHILDREN OF ADAM AND THE SECOND EVE, AND THE CHILDREN OF THE FIRST EVE.

IN THE YEARS SINCE, THE DAUGHTERS OF THE TRUE EVE HAVE BEEN IN A SHADOWY WAR AGAINST THOSE WHO WOULD CORRUPT THE WORDS OF GOD, OR SIDE WITH THE FORCES OF EVIL. DESPITE THE CATHOLIC CHURCH'S AND VATICAN SANCTIONED DAUGHTERS OF EVE'S DENIAL OF THE DAUGHTERS OF THE TRUE EVE'S EXISTENCE, AND AGE OLD HATRED OF THE DAUGHTERS OF THE TRUE EVE, THE ORGANIZATION STILL STRIVES TO UPHOLD THE WORD OF GOD.

THEY CARE NOTHING FOR RELICS, GIVING THEM OVER ANONYMOUSLY TO THE VATICAN RATHER THAN HOARDING THEM OR USING THE RELICS FOR THEMSELVES. THE VATICAN, HOWEVER, REFUSES TO ACKNOWLEDGE THEIR EXISTENCE, GOING SO FAR AS TO MAINTAIN THE BIBLICAL EDITING THAT TOOK PLACE UNDER KING JAMES' REVISION OF THE BIBLE, AND DENYING THE EXISTENCE OF THE FIRST EVE. DESPITE THE STANCE OF THE VATICAN, DAUGHTERS OF THE TRUE EVE STILL SEE THE VATICAN AS THE BEST HOPE FOR THE WORD OF CHRIST AND GOD.

IN RECENT YEARS, THE DAUGHTERS OF THE TRUE EVE HAVE BEEN DISCOVERED BY THE SCIONS OF CAIN, AND HAVE BEEN LOCKED IN MORTAL COMBAT WITH THEM SINCE 1975. SINCE 1975, THE SCIONS OF CAIN HAVE BEEN SLOWLY WINNING THROUGH ATTRITION, BUT THE DAUGHTERS OF THE TRUE EVE HAVE FOILED FAR MANY MORE PLOTS THAN THE SCIONS OF CAIN HAVE MANAGED TO PULL OFF. DUE TO THE ATTRITION, HOWEVER, THE DAUGHTERS ARE CONSIDERING THE POSSIBILITY OF RECRUITING THE MALE CHILDREN OF THEIR MEMBERS TO ROUND OUT THE RANKS. SOME DAUGHTERS OF THE TRUE EVE ARE EVEN CONSIDERING JOINING FORCES WITH THE SONS OF LILITH IN ORDER TO BRING UP THEIR NUMBERS AND TAKE THE FIGHT TO THE SCIONS OF CAIN.

**MEMBERSHIP:** 800

**CURRENT HEADQUARTERS:** NONE

**SYMBOL:** DAUGHTERS OF THE TRUE EVE HAVE A TATTOO OF AN UNBITTEN APPLE UPON THEIR LEFT BREAST, ROUGHLY THE SIZE OF AN AMERICAN QUARTER.

**REQUIREMENTS FOR MEMBERSHIP:** MEMBERSHIP TO THE DAUGHTERS OF THE TRUE EVE IS



NOT EARNED, OR RECRUITED, BUT RATHER IS A BIRTHRIGHT. WHEN A DAUGHTER OF THE TRUE EVE GIVES BIRTH TO A FEMALE, SHE INDOCTRINATES THE CHILD IN THE BELIEFS OF THE DAUGHTERS' ORGANIZATION.

**BENEFITS OF MEMBERSHIP:** THE DAUGHTERS OF THE TRUE EVE GAIN THE ANTITHESIS (SCIONS OF CAIN) FEAT FOR FREE.

AT CHARACTER LEVEL ONE, THE DAUGHTER OF THE TRUE EVE GAINS THE FEAT: CONVICTION (HIGHER POWER), AND MUST CHOOSE ALLEGIANCE (HIGHER POWER) AS WELL AS ALLEGIANCE (DAUGHTERS OF THE TRUE EVE).

DAUGHTERS OF THE TRUE EVE ARE ALSO IMMUNE TO SPIRITUAL AFFLICTIONS AND POSSESSIONS, AS THEIR MOTHER WAS NEVER CORRUPTED BY THE ORIGINAL SIN.

## DAUGHTERS OF EVE

*And the LORD God said, Behold, the man is become as one of us, to know good and evil: and now, lest he put forth his hand, and take also of the tree of life, and eat, and live for ever: Therefore the LORD God sent him forth from the Garden of Eden, to till the ground from whence he was taken.*

*So he drove out the man; and he placed at the east of the garden of Eden Cherubims, and a flaming sword which turned every way, to keep the way of the tree of life. -GENESIS 3*

FOR AGES, OUR MOTHER HAS BEEN BLAMED FOR THE FALL OF MAN. HER SIN WAS USED TO JUSTIFY WAR, OPPRESSION, RAPE AND MURDER, AND HER DAUGHTERS OFTEN PAID THE PRICE. THE SINS OF OUR MOTHER BECAME FAR LESS THAN THE SINS VISITED UPON US TENFOLD.

EVIL CREEPT INTO THE WORLD, AND OFTEN JUSTIFIED CRUELTY TO US, THE OFFSPRING OF ADAM'S SOULMATE, AS BEING DESERVED FOR THE SIN OF OUR MOTHER. DESPITE THE PUNISHMENT LAID UPON US BY GOD, MANY MEN FELT THAT IT WAS NECESSARY TO PUNISH US EVEN FURTHER, AND BRAND US WITH THE SIGIL OF EVIL BY THE PENANCE THAT GOD LAID UPON OUR BODIES. AS IF THE PAIN AND BLOOD OF CHILDBIRTH WAS NOT ENOUGH FOR US TO BEAR. CAUSING SOME OF MY SISTERS TO DEPART THE WORLD EARLY BECAUSE OF OUR MOTHER'S SIN. CHILDREN BECAME OUR DUTY, EVEN WITH THE PAIN THEY CAUSED.

IN ORDER TO LESSEN THE OPPRESSION, WE BEGAN TO FIGHT BACK AGAINST THOSE WHO WOULD CORRUPT OUR SOULMATES. WE BEGAN TO FIGHT, AND LEARNED THE SKILLS OF OUR BROTHER CAIN SO THAT WE COULD LAY LOW THOSE WHO SOUGHT TO DENY ALL OF ADAM AND EVE'S CHILDREN THE BIRTHRIGHT OF HEAVEN. OUR SKILLS BECAME MORE THAN A SIMPLE BLOW TO THE HEAD. WE LEARNED TO USE WHAT GOD PROVIDED IN THE FORM OF PLANTS, AND OUR BODIES TO LURE THEM. OUR TALENTS ARE SIMPLE, OUR METHODS ARE FINAL.

WE TAKE THE WAR TO THEM. WITH THEIR OWN TOOLS, WE SEND EVIL BACK TO THE DARKNESS, AND BACK TO THE SNAKE WHOSE LIES STOLE FROM US THE LIGHT OF HEAVEN.

THE DAUGHTERS OF EVE CAME INTO EXISTENCE DURING THE SPANISH INQUISITION, WHEN MANY WOMAN HATING CHURCH OFFICIALS BEGAN WHAT WAS VIEWED AS AN ATTEMPT AT WIPING OUT WOMEN.

WHERE A MAN WOULD BE PARDONED, OR NOT EVEN ACCUSED, A FEMALE WOULD BE PUT TO DEATH OR WORSE. MANY WOMEN WERE KILLED MERELY FOR BEING WOMEN IF A PARTICULARLY RABID, WOMAN-HATING CLERGYMAN CAME INTO THE AREA.

THE DAUGHTERS OF EVE ESTIMATE THAT OVER 25,000 WOMEN IN WESTERN EUROPE WERE



KILLED ON TRUMPED UP CHARGES BY RABID, WOMAN-HATERS DURING THIS TIME, AND MANY LAWS OPPRESSIVE TO WOMEN CAME ABOUT DURING THIS TIME.

THE DAUGHTERS OF EVE WERE CREATED IN THE DUNGEONS OF A SPANISH PRISON, BY WOMEN WHO HAD BEEN RAPED AND TORTURED. THEY MANAGED TO ESCAPE, LOSING OVER 75% OF THEIR NUMBER AS THEY DID SO, BUT THEY FOUND FREEDOM. THOSE WHO SURVIVED SWORE THAT THEY WOULD NO LONGER ALLOW MEN TO CAST WOMEN IN AN EVIL LIGHT WHEN ADAM'S GREED HAD LED TO THREE EVES BEING CREATED, AND THERE WERE FAR WORSE SINS THAT MEN WERE PERPETRATING USING EVE'S SIN FOR JUSTIFICATION.

THIS LED TO A TIGHTLY KNIT GROUP OF WOMEN WHO WERE WILLING TO BREAK TRADITIONAL BONDS LAID UPON WOMEN, AND LEARN THE ART OF WAR, THE CRAFT OF ASSASSINATION, AND DO UNTO THOSE WHO WOULD DO UNTO THEM.

WITH THESE SKILLS, THEY BEGAN TO TRY TO INFLUENCE LOCAL POLICIES TOWARD WOMEN, FIGHTING HISTORICAL AND CULTURAL BIAS AGAINST WOMEN.

IN RECENT YEARS, MORE AND MORE DAUGHTERS OF EVE HAVE ENTERED THE POLITICAL AND CORPORATE ARENAS, ATTEMPTING TO STOP THE PERSECUTION OF WOMEN WORLDWIDE.

**MEMBERSHIP:** APPROXIMATELY 1,200

**CURRENT HEADQUARTERS:** VATICAN

**SYMBOL:** A SNAKE SEVERED IN HALF, TATTOOED UPON THE INNER LEFT THIGH OR TWO SNAKE HALVES WORN UPON A NECKLACE.

**REQUIREMENTS FOR MEMBERSHIP:** ALLEGIANCE (HIGHER POWER), CONVICTION (HIGHER POWER), EXORCISM.

**BENEFITS OF MEMBERSHIP:** THE DAUGHTERS OF EVE ARE RECOGNIZED BY THE CATHOLIC CHURCH, AND EACH MEMBER IS PROVIDED WITH AN ENCLOPION, EACH DAUGHTER OF EVE IS PROVIDED WITH A SILVER DAGGER CONSECRATED BY POPE JOHN PAUL II, AND IS USED AS AN IDENTIFICATION METHOD AS WELL AS A WEAPON.

## SONS OF LILITH

*"When the Almighty created the first, solitary man, He said: It is not good for man to be alone. And He fashioned for man a woman from the earth, like him (Adam), and called her Lilith. Soon, they began to quarrel with each other. She said to him: I will not lie underneath, and he said: I will not lie underneath but above, for you are meant to lie underneath and I to lie above. She said to him: We are both equal, because we are both created from the earth. But they did not listen to each other.*

*When Lilith saw this, she pronounced God's avowed name and flew into the air. Adam stood in prayer before his Creator and said: Lord of the World! The woman you have given me has gone away from me. Immediately, the Almighty sent three angels after her, to bring her back.*

*The Almighty said to the Angels: If she decides to return, it is good, but if not, then she must take it upon herself to ensure that a hundred of her children die each day. They went to her and found her in the middle of the Red Sea. And they told her the word of God. But she refused to return. They said to her: We must drown you in the sea. She said: Leave me! I was created for no other purpose than to harm children, eight days for boys and twenty for girls.*

*When they heard what she said, they pressed her even more. She said: I swear by the name of the living God that I, when I see you or your image on an amulet, I will have no power over that particular child. And she took it upon herself to ensure that, every day, a hundred of her children died. That is why we say that, every day, a hundred of her demons die. That is why we write the names Senoi, Sansenoi and Semangloph on an amulet for small children. And when Lilith sees it, she remembers her promise and the child is saved."* - EXCERPT FROM GENESIS



Lilith?

WAR IS OUR STOCK IN TRADE. MUNITIONS OUR COIN. THE WORLD, OUR BATTLEFIELD. WHEN THE END COMES, WE ARE THE SOLDIERS THAT SHALL STAND BETWEEN THE FORCES OF DARKNESS AND THE CHILDREN OF EVE.

SINCE THE EXODUS FROM THE GARDEN OF EDEN, WE HAVE FOUGHT THEIR WARS, KILLED THEIR ENEMIES, AND DESTROYED THOSE WHO SOUGHT TO HARM THEM. DEMONS, SPIRITS, AND THOSE WHO CAME BEFORE THE RACE OF MAN LEFT THE GARDEN, ALL ARE THOSE WHOM WE CALL FOE.

THE SONS AND DAUGHTERS OF EVE DO NOT UNDERSTAND, THAT MORTAL WAR IS MERELY A PRELUDE TO THE WAR IN HEAVEN. WHEN GOD ORDERED OUR MOTHER TO SLAY A HUNDRED OF HER SONS AND DAUGHTERS EACH DAY, SHE CHOSE WAR, VIOLENCE, AND BLOODSHED TO BE THE VEHICLES FOR THIS, TO SHARPEN OUR SKILLS.

ON THE DAY OF JUDGMENT, WHEN THE BATTLE BETWEEN THE FALLEN ARCHANGEL LUCIFER AND THE HOSTS OF JEHOVAH TAKES PLACE, OUR ALLEGIANCE WILL BE WITH GOD.

IF HE FORGIVES OUR MOTHER FOR THE SIN OF PRIDE IN HIS CREATION, AND NOT BEING ADAM'S SUBORDINATE. -PROLOGUE TO: THE BOOK OF BATTLE, HISTORY AND GENEALOGY OF THE SONS OF LILITH

THE SONS OF LILITH CLAIM TO BE DESCENDED FROM ADAM'S FIRST WIFE, LILITH, WHOM THE CHRISTIAN GOD MADE AT THE SAME TIME HE MADE ADAM. ACCORDING TO THE SONS OF LILITH, ADAM FATHERED SEVERAL CHILDREN UPON LILITH BEFORE ADAM AND THE NON-SUBMISSIVE LILITH HAD A FALLING OUT REGARDING WHO WAS SUPPOSED TO BE IN CHARGE (READ: WHO WAS SUPPOSED TO BE ON TOP) AFTER THE SERPENT HAD WHISPERED ABOUT DOMINATION AND THE ROLE OF SERVANT AND SLAVE TO ADAM AND LILITH SEPARATELY.

AFTER THE ARGUMENT, LILITH REJECTED GOD, WHO SIDED WITH HIS CHOSEN SON, ADAM, AND SHE WAS CAST OUT FROM THE GARDEN OF EDEN, ALONG WITH HER CHILDREN, AND CURSED THAT ALL MALE OFFSPRING WOULD BE SLAIN BY HER HAND. CALLING UPON THE TRUE NAME OF GOD, SHE WARPED THE CURSE SO THAT SHE WOULD HAVE DOMINION OVER VIOLENCE, IN HER RAGE AT GOD'S OBVIOUS FAVORITISM TOWARD ADAM, SHE CHOSE HER SONS, THE MALE THAT JEHOVAH WAS SO PROUD OF, TO DIE IN THE NAME OF JEHOVAH'S CURSE. SINCE THAT DAY, THE SONS OF LILITH HAVE SERVED AS MERCENARIES, SOLDIERS, RONIN AND MUCH ELSE, AND AT LEAST ONE HAS BEEN PRESENT IN EVERY BATTLE IN THE HISTORY OF MANKIND.

SONS OF LILITH ARE NOT DISTINGUISHED BY ANY OBVIOUS MARK, AND COME FROM NEARLY ALL THE ETHNIC BRANCHES ON MAN. MEMBERSHIP CANNOT BE EARNED, IT IS A BIRTHRIGHT. SONS OF LILITH HAVE NO TAILBONE, NO MISSING RIB, AND A MUCH WIDER PELVIS THAN THAT OF A NORMAL MALE. SONS OF LILITH ARE ALSO MARKED BY INCREASED AGGRESSION, LOYALTY, AND A BAD SAVIOR COMPLEX.

SONS OF LILITH TODAY

APPROXIMATE MEMBERSHIP: PRESUMED OVER 50,000

#### Summoning our mother in your time of need.

[author's note: if you do this, and if for some reason, she shows up and tears your lungs out, that's your fault for being stupid, so don't come crying to the brood or rpgnow because some maldy old demoness ripped your cajones off to wear as earrings.]

☠ Clearly mark the floor with a white cord (or white chalk) and make a protective circle or pentagram. A white marble inlaid in black marble floor would be best, but most people can't afford that. It is important that nothing disrupts the protective circle. Even a brush of dirt across the white line could ruin the spell.

☠ Take 3 black candles (or 5) and place them equal Distances apart inside the circle.

Outside the circle, make 3 or 5 (same number as the candles) protective talismans or sigils around you.

☠ If possible, create an outer circle made from crushed protective herbs mixed together. (Crushed dried bay leaves, arcania, and cloves are a few that can be used. Also a circle of salt can be used.)

☠ Calm yourself and relax. Centre yourself.

☠ Now, visualize the circle around you, protecting you and separating you from the rest of your house. This is \*essential\*.

☠ Once you have done that, and the candles are lit, lie in the pentagram position (arms straight out, legs apart) and summon the succubus (or incubus).

☠ Feel her come into the circle and feel her power.

☠ Feel her coalesce into a physical, or semi physical form and now you'll be able to interact with her.

☠ She should be easier to invoke and banish than an Incubus and I suggest a successful encounter with her followed by a successful banish of her before attempting the more aggressive Incubus. Always do these at the new moon.

[Author's note: I suggest you get a better hobby than trying to summon up women, but hey, if you want to risk it, you're a big boy, and if you screw this up, and she eats you for breakfast, tough shit, buddy.]



**CURRENT HEADQUARTERS:** NONE

**SYMBOL:** SONS OF LILITH ARE NOT DISTINGUISHED BY ANY OBVIOUS MARK, AND COME FROM NEARLY ALL THE ETHNIC BRANCHES OF MAN. ALTHOUGH SONS OF LILITH OFTEN HAVE A SIGIL OF A UNIT THEY SERVED IN BATTLE WITH, OR THE UNIT INSIGNIA OF A PARTICULAR UNIT THEY ARE PROUD OF SERVING WITH TATTOOED UPON THEM, THIS IS MORE OF AN IDIOSYNCRASY THAN A REQUIREMENT OR A RITUAL.

**REQUIREMENTS FOR MEMBERSHIP:** MEMBERSHIP CANNOT BE EARNED, IT IS PASSED FROM FATHER TO SON. OFTEN, THE FATHER WILL WATCH THE SON, LOOKING FOR THE GENETIC DISPOSITION THAT MARKS THEM AS A TRUE SON OF LILITH. ON OCCASION, THE BLOOD WILL COME FROM A FEMALE, OFTEN THESE SONS OF LILITH END UP BEING RECRUITED AT A LATER DATE AFTER DISTINGUISHING THEMSELVES IN BATTLE.

**RECRUITMENT METHODS:** NONE. HOWEVER, SONS OF LILITH LOOK MORE AT A WOMAN'S GENETIC TRAITS, SUCH AS STRONG HEART, HEAVY BONE STRUCTURE, ETC, IN ORDER TO CHOOSE A MATE AND STRENGTHEN THE BLOODLINE EVEN FURTHER.

**BENEFITS OF MEMBERSHIP:** THE SONS OF LILITH HAVE THE FOLLOWING BONUSES APPLIED:

+2 ON PROMOTION CHECKS FOR MILITARY CHARACTERS USING BLOOD & GUTS RULES

+2 ON WILLPOWER SAVES AGAINST BATTLE FATIGUE

+1 POINT OF NATURAL HEALING FOR EACH CHARACTER LEVEL PER DAY OF REST.

WHEN CAPTURED ON THE FIELD OF BATTLE BY A FELLOW SON OF LILITH, THE CAPTIVE WILL BE EITHER EXECUTED ON THE SPOT, OR TREATED WITH POLITENESS.

## **CULT OF THE TENTACLE**

*WE WORSHIP IN SECRET. OUR HOLY PLACES THOSE ABANDONED BY MAN, OR SHUNNED BY THOSE WHO SERVE THE YOUNG GODS. OUR GRASP EXTENDS THROUGHOUT THE WORLD, TAKING IN THOSE WHOM THE YOUNG GODS HAVE CAST ASIDE.*

*THE LONELY, THE HIDEOUS, THE LOST. THOSE TOO SMALL TO BE OF CONSEQUENCE TO THE YOUNG GODS. THEY ALL FEED OUR LORD.*

THE CULT OF THE TENTACLE CLAIMS TO HAVE BEEN A RELIGION SINCE MANKIND WAS COVERED IN HAIR AND GRUNTING AT ONE ANOTHER IN CAVES. THEY BELIEVE THAT MANKIND WAS CREATED TO SERVE A GROTESQUE, SQUID-LIKE MONSTROSITY THAT LAIRS IN DEEP CAVES AND SECRET PLACES OF THE EARTH. THEY CLAIM THAT THOSE THAT THEY WORSHIP WHO HAD BEEN ABOVE GROUND WHEN JEHOVAH, ALLAH, SHIVA AND THE OTHER ARRIVED, WERE DESTROYED, AND ONLY THOSE WHO HAD BEEN SLUMBERING, OR HAD MANAGED TO GO UNDERGROUND DURING THE GREAT BATTLE, SURVIVED THOSE TERRIBLE DAYS WHEN FOREIGN GODS CAME.

STRANGELY ENOUGH, THE CULT BELIEVES THAT ALL OF THE WORLD'S MAJOR RELIGIONS ARE TRUE, AND BELIEVE THAT THOSE GODS OVERTHREW OR DESTROYED THEIRS. THEY DEEPLY HATE JEHOVAH AND SATAN EQUALLY, AND HOLD JUST AS MUCH HATRED FOR SHIVA AND ALLAH. THEY SEEK TO DESTROY ALL TEMPLES BUT THEIR OWN.

### **THE CULT TODAY**

**MEMBERSHIP:** UNKNOWN, POSSIBLY IN THE TENS OF THOUSANDS WORLDWIDE.

**CURRENT HEADQUARTERS:** NONE

**SYMBOL:** A SIX TENTACLED SQUID CRUSHING A CROSS

SINCE RECENT WORLD EVENTS, THE CULT OF THE TENTACLE HAD STEPPED UP OPERATIONS, FIREBOMBING CHURCHES, ASSASSINATING PREACHERS, AND INSTIGATING THE CURRENT RELI-

GIONS INTO GOING AT ONE ANOTHER'S THROATS.

RECRUITMENT HAS BECOME EASIER WITH SO MANY PEOPLE BECOMING DISGUSTED WITH RELIGION, OR LOOKING FOR BETTER ANSWERS THAN MAINSTREAMS RELIGIONS OFFER. CURRENT APATHY AND RAGE AT LIFE IN GENERAL HAS MADE IT QUITE EASY FOR THE CULT OF THE TENTACLE TO RECRUIT FROM THE DISILLUSIONED, OR THOSE WHO FEEL THAT THEY WERE DESTINED TO BE "MORE SPECIAL" THAN THEY FEEL THAT THEY ARE.

SEX IS A COMMON LURE, OFTEN BY USING TENTACLE GUARDIAN IN HUMAN FORM AS AN OBJECT FOR A PROSPECTIVE CLIENT TO SLAKE THEIR LUSTS UPON, NO MATTER HOW PERVERSE.

IN THE LAST SEVERAL DECADES, THE CULT OF THE TENTACLE HAS BEEN MASQUERADING AS VARIOUS SATANIC CULTS, SINCE THE THOUGHT OF WORSHIPPING THE "ANTI-GOD" APPEALS TO THOSE REBELLING AGAINST THE CATHOLIC CHURCH, ISLAMIC FAITH, OR BUDDHIST TENETS.

REQUIREMENTS FOR MEMBERSHIP: NONE, ONLY A DEEP ABIDING HATRED FOR MAINSTREAM RELIGION.

**RECRUITMENT METHODS:** INDIVIDUAL MEMBERS OF THE CULT OF THE TENTACLE SEEK OUT PROSPECTIVE MEMBERS IN SUCH PLACES AS THE INTERNET, HOMELESS SHELTERS, SATANIC CULTS, ETC. ONCE THEY LOCATE A PROSPECTIVE MEMBER BASED UPON THEIR VOICED HATRED OF MAINSTREAM RELIGION, THEY BEGIN SLOWLY SEDUCING THEM OVER TO THE CULT OF THE TENTACLES' VIEW, USING DRUGS, SEX, WHATEVER THE PERSON DESIRES.

**BENEFITS OF MEMBERSHIP:** THE CULT OF THE TENTACLE HAS MANY HIDING PLACES, AND ACCESS TO WEALTH. SHOULD A MEMBER OF THE CULT OF THE TENTACLE NEED TO PURCHASE SOMETHING FOR THE MISSION THAT WAS TASKED TO THEM, CONSIDER THEIR WEALTH 8 POINTS HIGHER WHILE BUYING NECESSITIES. HIGHER LEVEL, MORE INFLUENTIAL MEMBERS WILL OFTEN BE ESCORTED, AND/OR HAVE AS A SERVANT ONE OR MORE TENTACLE GUARDIANS.

## SCIONS OF CAIN

8: CAIN SAID TO ABEL, HIS BROTHER, "LET US GO OUT TO THE FIELD." AND WHEN THEY WERE IN THE FIELD, CAIN ROSE UP AGAINST HIS BROTHER ABEL, AND KILLED HIM.

9: THEN THE YAHWEH SAID TO CAIN, "WHERE IS ABEL YOUR BROTHER?" HE SAID, "I DO NOT KNOW; AM I MY BROTHER'S KEEPER?"

10: AND THE YAHWEH SAID, "WHAT HAVE YOU DONE? THE VOICE OF YOUR BROTHER'S BLOOD IS CRYING TO ME FROM THE GROUND.

11: AND NOW YOU ARE CURSED FROM THE GROUND, WHICH HAS OPENED ITS MOUTH TO RECEIVE YOUR BROTHER'S BLOOD FROM YOUR HAND.

12: WHEN YOU TILL THE GROUND, IT SHALL NO LONGER YIELD TO YOU ITS STRENGTH; YOU SHALL BE A FUGITIVE AND A WANDERER ON THE EARTH."

13: CAIN SAID TO THE YAHWEH, "MY PUNISHMENT IS GREATER THAN I CAN BEAR.

14: BEHOLD, THOU HAST DRIVEN ME THIS DAY AWAY FROM THE GROUND; AND FROM THY FACE I SHALL BE HIDDEN; AND I SHALL BE A FUGITIVE AND A WANDERER ON THE EARTH, AND WHOEVER FINDS ME WILL SLAY ME."

15: THEN THE YAHWEH SAID TO HIM, "NOT SO! IF ANY ONE SLAYS CAIN, VENGEANCE SHALL BE TAKEN ON HIM SEVENFOLD." AND THE YAHWEH PUT A MARK ON CAIN, LEST ANY WHO CAME UPON HIM SHOULD KILL HIM.

16: THEN CAIN WENT AWAY FROM THE PRESENCE OF THE YAHWEH, AND DWELT IN THE LAND OF NOD, EAST OF EDEN.." GENESIS 4:8

OUR FIRST TOOL WAS A ROCK, AND WE USED IT WELL AGAINST OUR OWN BROTHER. AT THAT TIME, OUR LINEAGE WAS CRUDE, OUR METHODS UNDEVELOPED, OUR WAYS CLOUDED. SINCE THAT ROCK THAT TOOK THE LIFE OF ABEL, WE HAVE PROGRESSED IN OUR WAYS, AND OUR TOOLS. WE WERE THE FIRST TO FORGE IMPLEMENTS OF BRONZE AND IRON, AND WHEN A YOUNG MAN RAISED HIS HAND AGAINST LAMECH, HE TOO WAS SLAIN.

KNIVES, SWORDS, PISTOLS, AXES, STEALTH BOMBERS, DRUGS, ANTHRAX, CHEMICAL WEAPONS, ALL OF THESE ARE USED TO KILL OUR BROTHER. IN WHATEVER WAY WE CAN, WE CARRY OUT THE TASK THAT OUR FATHER STARTED, AND SLAY AS MANY OF THE WEAK SHEEP THAT HAVE ISSUED FROM THE BLOOD OF ADAM, OUR FOREFATHER.

WHERE THERE IS PEACE, WE BRING WAR. WHERE THERE IS PLENTY, WE BRING FAMINE. WHERE THERE IS HEALTH, WE BRING DISEASE. WHERE THERE IS LIFE AND LOVE, WE BRING DEATH AND HATRED. THE FOUR HORSEMEN ARE OUR GODS, SINCE GOD LOVED ABEL BEST, WE WOULD NOT SETTLE FOR HIS OPPONENT, AND SO, WE CHOSE THOSE WHO WOULD BRING ABOUT THE END OF THE TIME OF MAN UPON THIS EARTH.

WE ARE THE SCIONS OF CAIN, AND DEATH OF ALL IS OUR DESIRE. IF YOU KILL US YOU HAVE STRENGTHENED US BY DOING OUR WORK. -FROM THE BOOK OF BATTLE, THE GENEALOGY, TACTICS AND DOCTRINE OF THE SCIONS OF CAIN

WHEN CAIN WAS EJECTED FROM HIS FAMILY, AND TOOK A WIFE FROM THE LAND OF NOD, HE RAISED HIS SONS AND DAUGHTERS WITH AN IN-DEPTH HATRED OF THE OFFSPRING OF ADAM AND EVE. HE TRAINED THEM TO HUNT AND KILL ALL THOSE WHO STILL WORSHIPPED THE GOD OF HIS PARENTS, AND TO DESTROY AND BURN THEIR TEMPLES, RAZE THEIR HOLY PLACES, AND PLUNDER THEIR WEALTH. HE INSTILLED UPON THEM THE DESIRE TO LAY LOW THEIR CIVILIZATIONS, AND TO INCITE NATIONS TO EXTERMINATE NATIONS.

WHEN THE DEATH CAMPS OF WORLD WAR II WERE IN FULL FLOURISH, THE SCIONS OF CAIN WERE THERE. WHEN STALIN COMMITTED BLOODY PURGES, IT WAS THE SCIONS WHO WHISPERED RUMORS OF TREASON IN HIS EAR. THE SCIONS OF CAIN DESIRE NOTHING LESS THAN THE TOTAL EXTERMINATION OF ALL MANKIND, THEMSELVES INCLUDED.

TO THIS END, THE PURSUIT OF WEAPONS OF MASS DESTRUCTION BY THE GLOBAL SUPER-POWERS WAS SEEN AS A NEARLY HOLY THING, A GOOD THING, SOMETHING TO BE PUSHED FORWARD. A DOOMSDAY CLOCK AT 5 MINUTES TO MIDNIGHT IS NOT GOOD ENOUGH, THE CLOCK MUST BE PUSHED FORWARD THOSE PRECIOUS MINUTES.

ONLY ONE MINUTE AFTER MIDNIGHT WILL DO.

#### THE SCIONS OF CAIN TODAY

**MEMBERSHIP:** 12,500

**CURRENT HEADQUARTERS:** RUMORED TO BE IN THE CHERNOBYL DEAD ZONE.

**SYMBOL:** A BLOODY STONE

**REQUIREMENTS FOR MEMBERSHIP:** ALLEGIANCE (SCIONS OF CAIN), MUST HAVE KILLED IN ORDER TO FOSTER EVEN GREATER VIOLENCE.

**RECRUITMENT METHODS:** THE SCIONS OF CAIN RECRUIT FROM THE WORST OF THE TERRORIST GROUPS, THE MOST VILE OF THE HATE GROUPS, AND THOSE ON DEATH ROW WHO REVEL IN SLAUGHTER AND MISERY. WAR CRIMINALS ARE ESPECIALLY SOUGHT AFTER BY THE SCIONS OF



NOVELLI, Pietro (b. 1603, Monreale, d. 1647, Palermo)



CAIN.

A SCION OF CAIN USUALLY APPROACHES A WOULD-BE MEMBER, FEELS OUT THEIR VENOM TOWARD THE REST OF MANKIND, GAUGING HOW EASY IT WOULD BE TO SWAY THEM INTO HATRED OF ALL MANKIND. THE INTERNET IS A PERFECT GROUND TO SEEK OUT POTENTIAL CONVERTS.

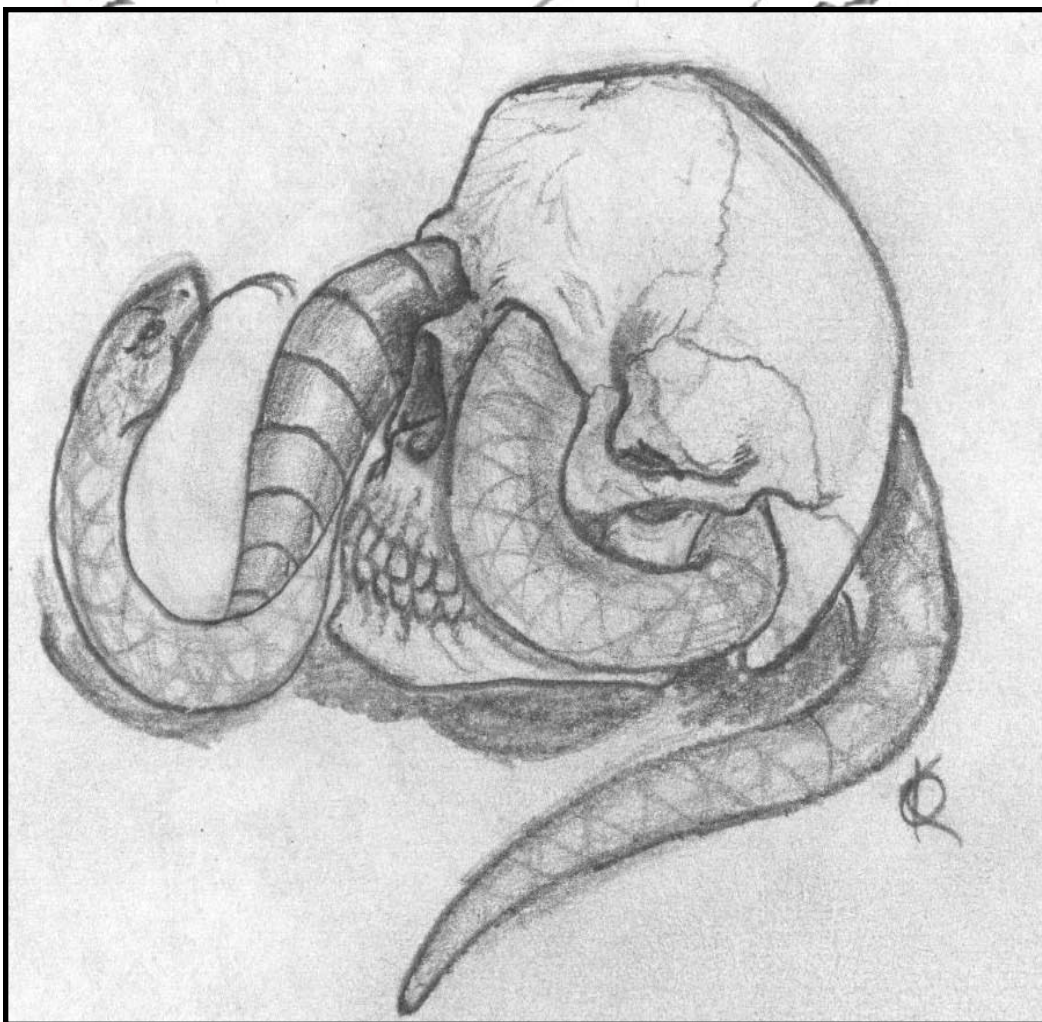
ONCE A CONVERT HAS BEEN SELECTED, THROUGH SUBTLE INTERVIEWS, THE SCIONS OF CAIN WILL TAKE THE PROSPECTIVE MEMBER ON A MISSION, TO GAUGE THEIR REACTION TO THE WHOLESALE DEATH AND SLAUGHTER.

IF THE CONVERT SHOWS ENTHUSIASM OR PLEASURE IN THE DEED, A RIGOROUS INDOCTRINATION OF BRAIN-WASHING, RELIGIOUS INDOCTRINATION AND TERRORIST TRAINING BEGINS.

THOSE THAT FAIL ARE OFTEN SENT UPON SUICIDE MISSIONS, AS DO THOSE WHO DO NOT MEET THE RECRUITERS STANDARDS.

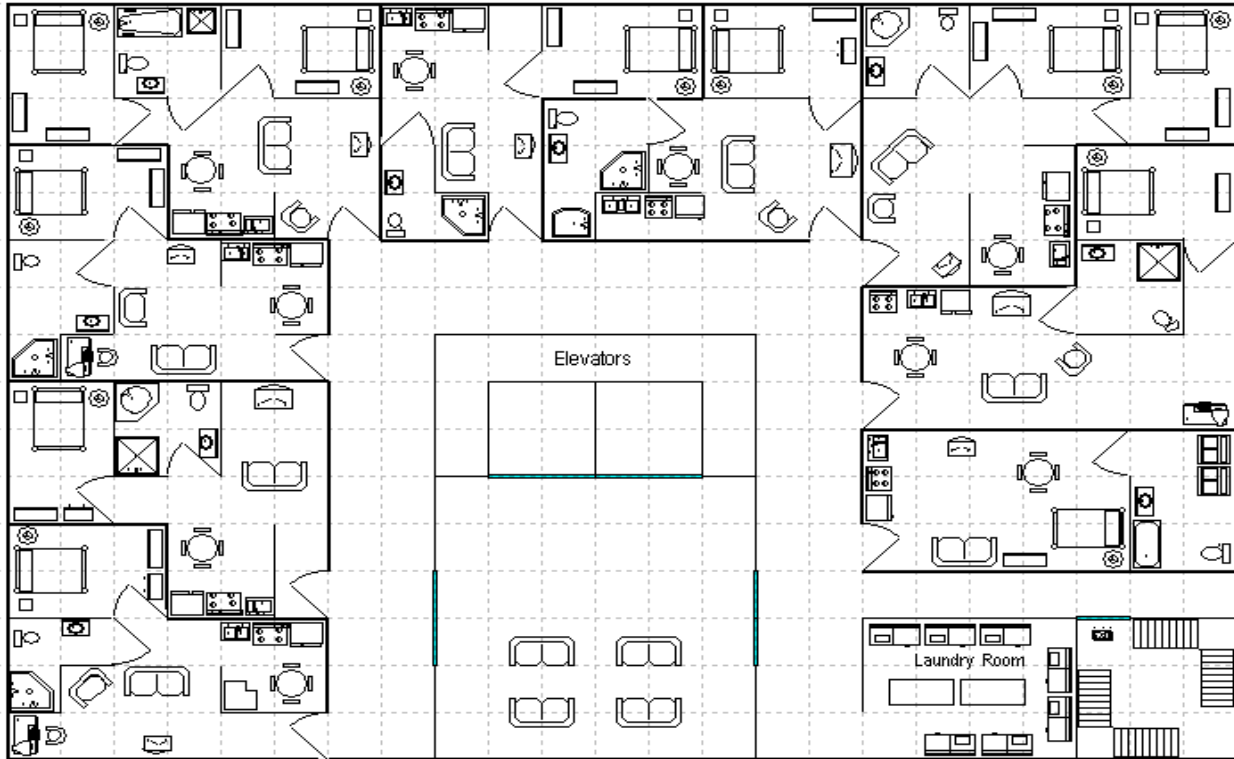
**BENEFITS OF MEMBERSHIP:** A SCION OF CAIN GAINS HIS CHARACTER LEVEL TOWARD A WEALTH CHECK TO ACQUIRE WEAPONS, EXPLOSIVES, AND MUNITIONS. A SCION OF CAIN CAN A LEVEL CHECK ONCE PER WEEK IN ORDER TO DRAW DISPOSABLE ASSETS ACCORDING TO THE FOLLOWING TABLE:

Level Check (DC)	Who Shows Up
15 or lower	1d4 low-level thugs
16-20	1d6 4 <sup>th</sup> level Tough ordinaries and 1d4 mid-level thugs
20-25	2d6 mid level thugs and 1 8 <sup>th</sup> level tough hero
26-30	3d6 mid-level thugs and 1d4 level tough heroes

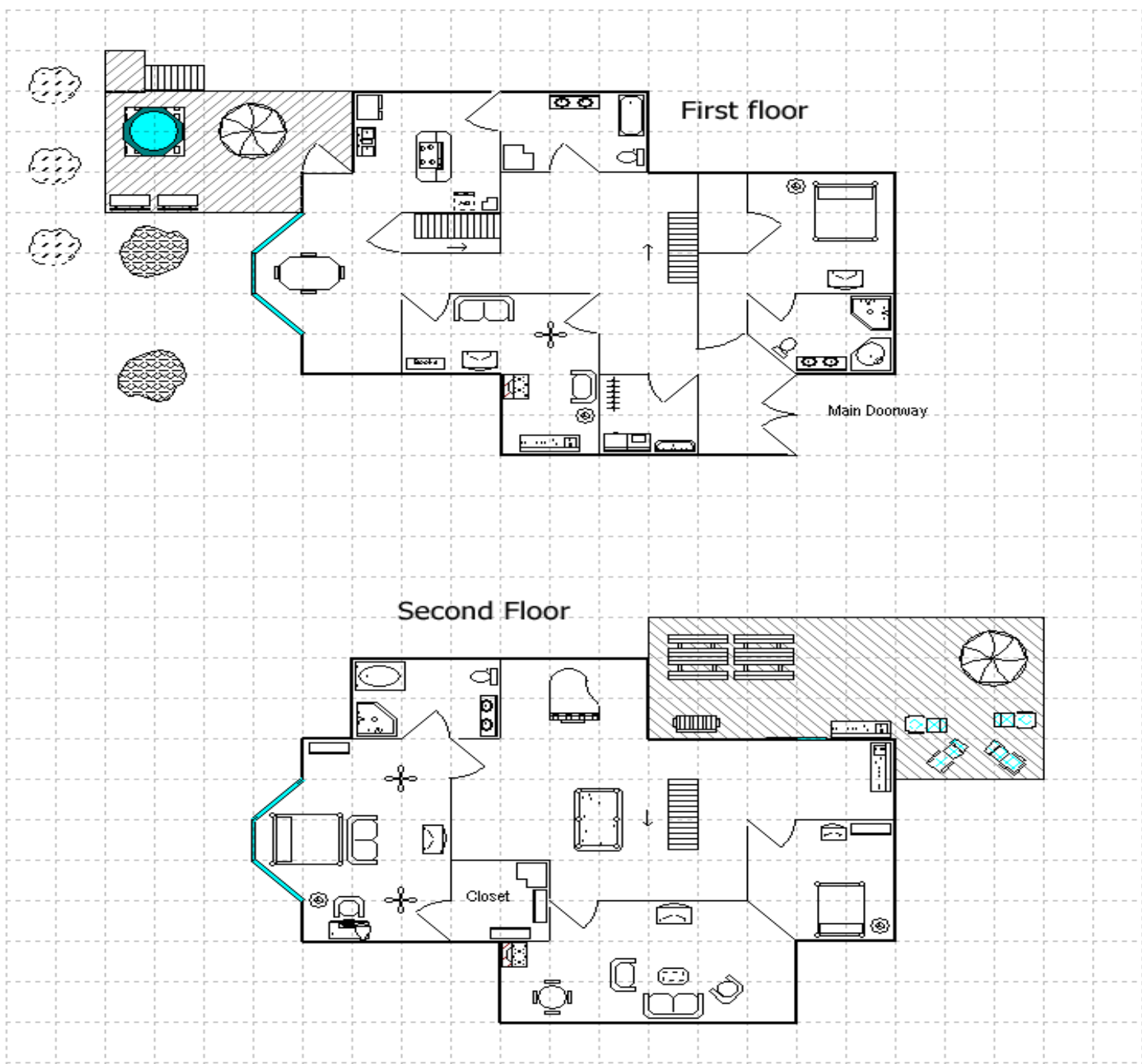


# APPENDIX SIX: MAPS

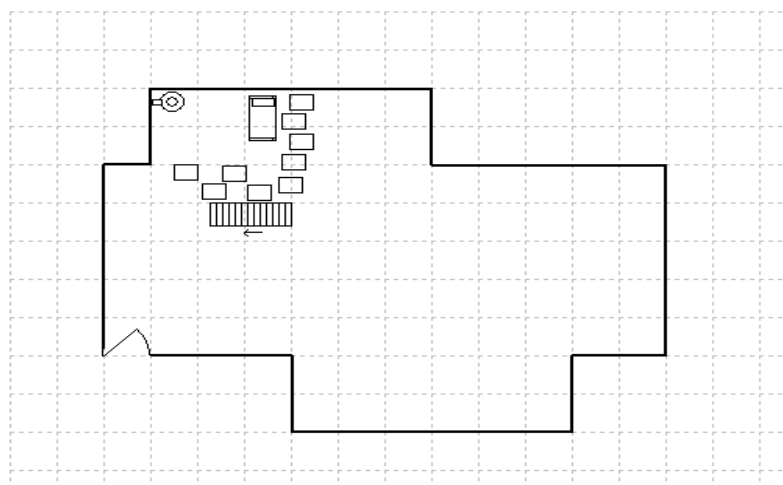
BELOW IS AN APARTMENT FLOOR, SUITABLE FOR USE WITH QUICKSHOTS #2 & #4



THE FOLLOWING IS THE INTERIOR OF A HOUSE, SUITABLE FOR:#15

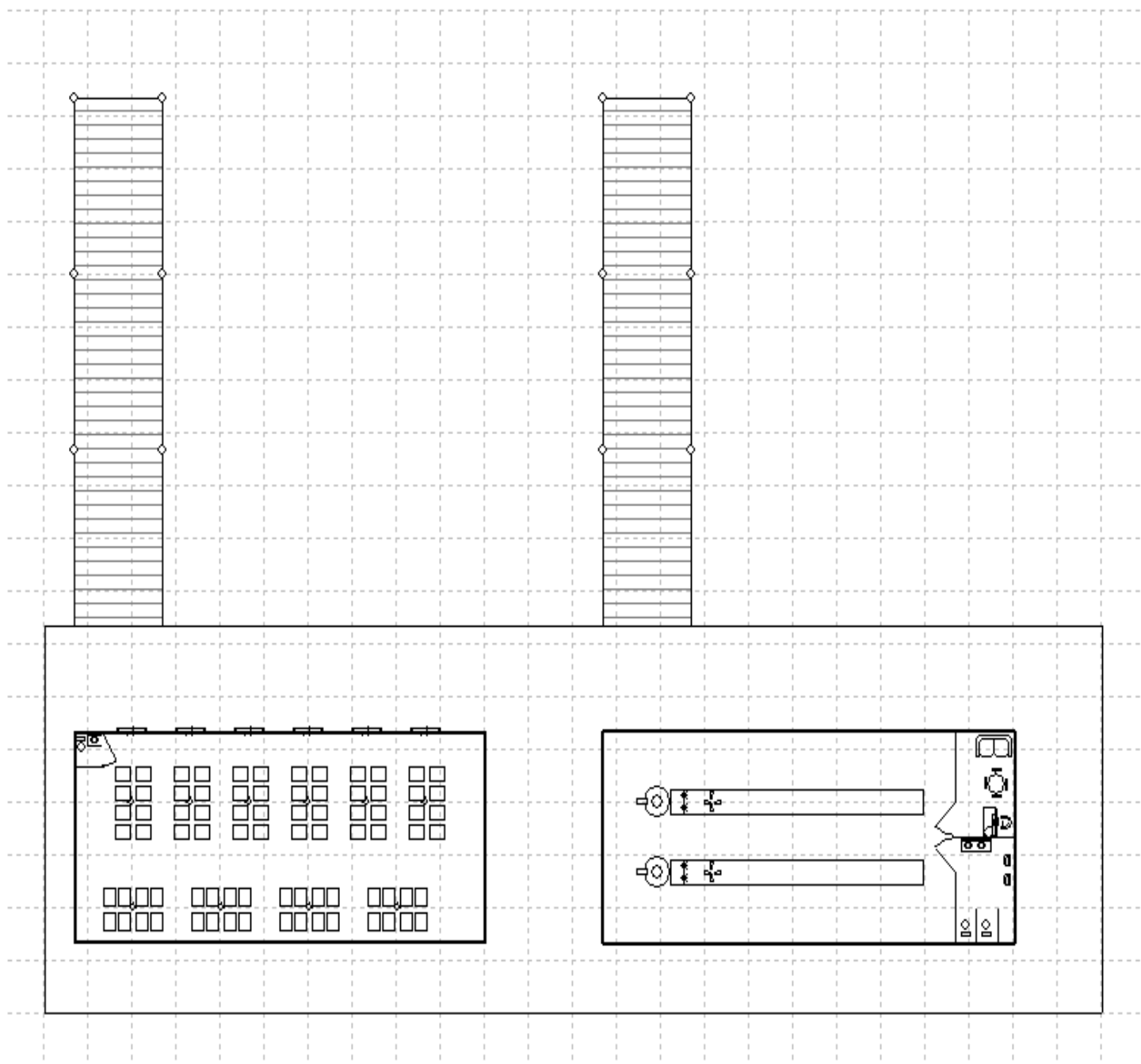


BASEMENT





HARBOR AREA  
USEABLE FOR QUICKSHOT # 17



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Cyberware equipment- The Brood

Self-Aware feat, Instant Recovery feat, Quick Recovery feat- Book of Erotic Fantasy, ValarProject

Dark Warrior advanced class- Blood & Relics, RPGObjects

Cultist advanced class- Blood & Relics, RPGObjects

Profane Ritual feat, Conviction feat, Human Sacrifice feat, Blood Altar feat, Bloodletting feat, Black Bargain feat, Monitor advanced

class, Pentagram feat, Fiendish Vessel template, Malaise spiritual affliction, Antithesis feat, Believer advanced class, Faith feat, Exorcism feat - - Blood & Relics, RPGObjects  
Teamwork feat- Blood & Guts: Modern Military, RPGObjects  
SWAT advanced class- Blood & Guts: War on Terror, RPGObjects  
Sudden Insight ability, Follower Response Table for Scions of Cain adapted from "The Enforcer"- Modern Players Companion vol 2, The Game Mechanics  
7.62mm Dragunov weapon- Ultramodern Firearms



