

d20
MODERN™

d20 PAST™



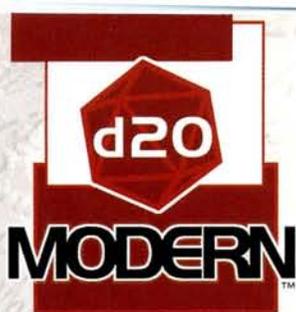
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This product requires the use of the *d20 MODERN™ Roleplaying Game* by Bill Slavicsek, Jeff Grubb, Rich Redman, and Charles Ryan. Certain spells and encounters also require the use of the *d20 Menace Manual™*. Rules mechanics are based on the *d20 MODERN™ Roleplaying Game*, the original *DUNGEONS & DRAGONS®* rules created by E. Gary Gygax and Dave Arneson, and the new *DUNGEONS & DRAGONS* game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

Sources for this product include "Pulp Heroes" by David Noonan (*Polyhedron* #149, updated to use the *d20 MODERN* rules in *Polyhedron* #161), "Sixguns and Sesheyan's" by Richard Baker (*Dragon* #249), *A Mighty Fortress* by Steve Winter, and "V For Victory" by Chris Pramas (*Polyhedron* #156).

Reference works consulted include *20th-Century Arms and Armor* by Stephen Bull; *Weapons: An International Encyclopedia from 5000 B.C. to 2000 A.D.* by the Diagram Group, and Wikipedia (www.wikipedia.org), the free online encyclopedia.

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620-17740-001-EN
9 8 7 6 5 4 3 2 1
First Printing: March 2005

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INTRODUCTION

The *d20 MODERN Roleplaying Game* is, at its heart, a game about action and adventure in the modern world.

The *d20 Future* supplement extended that definition to worlds beyond the modern one, introducing science-fiction technology and alternative campaign settings to the fundamental rules systems of *d20 MODERN*. Now *d20 Past* extends it in the other direction, pushing the early boundaries of modernity to facilitate adventures from the Renaissance to World War II. Like *d20 Future*, this book presents alternative campaign models, along with all the rules you need to play swashbuckling pirate adventures, Victorian horror investigations, wahoo Pulp Era escapades, or any other kind of adventure you might imagine between the end of the fifteenth century and the start of the twentieth.

d20 Past begins with an exploration of the historical period between 1450 and 1950. The possibilities for adventure during this long sweep of history are explored, and the technological advances of those centuries are brought to life in game mechanics for equipment, starting occupations, skills, and feats. One advanced class, the Explorer, is presented in Chapter Two as a character archetype that is viable in any era of play.

Campaign Models

Chapters Three through Five present three settings that make use of the rules in Chapter Two. Each one takes a period of history and adds a fantastic element thematically appropriate to some key elements of that period. Like *Urban Arcana* in the *d20 MODERN Roleplaying Game*, the AGE OF ADVENTURE setting introduces high-fantasy elements to a world of pirates and musketeers in the seventeenth century. The SHADOW STALKERS setting is SHADOW CHASERS in the nineteenth century, bringing supernatural horror into the Victorian world in the tradition of Gothic horror fiction. Finally, PULP HEROES brings weird science and unexplained psychic powers to the world of the early twentieth century, in the fashion of the pulp fiction of the time.

These campaign models are just three examples of ways to make use of the rules in this book. You can mix and match

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High fantasy meets the Pulp era

thematic elements from the settings and historical periods as you see fit. If you want a pirate game with more horrific elements (perhaps inspired by *Pirates of the Caribbean*), you can use the rules for sailing ships from Chapter Two, make use of some setting-specific details from the AGE OF ADVENTURE, and incorporate the horror elements of SHADOW STALKERS. If a Victorian setting where faeries inhabit Ireland and magic lanterns replace gaslights is more your style, you might use the magical elements from *Urban Arcana* in the setting of SHADOW STALKERS and adopt a lighter tone with your adventures. You might bring high fantasy into the Pulp Era, where RAF pilots fly their Spitfires into dogfights with fire-breathing dragons. In the other direction, you could introduce weird science after the fashion of PULP HEROES into the eighteenth century, following the lead of the *Age of Unreason* series by J. Gregory Keyes.

Of course, you can also leave the fantastic elements out of your game entirely, instead playing a game much closer to historical reality (while hopefully remaining heroic and full of adventure, rather than grimly realistic). Popular fiction and movies—from *The Three Musketeers* to *Band of Brothers*—have demonstrated that the historical eras covered in this book need no fantastic elements to host interesting and exciting adventures. Even if you choose to run such a campaign (or even just one-shot adventures), the campaign models in this book can provide advanced and prestige classes and adventure ideas for your game. While not as modular in its structure as *d20 Future* is, *d20 Past* is intended to be a toolbox to help you build the game you want to play.

Each of the campaign settings provided includes two mini-adventures. These adventures can be run as they are presented, expanded into full-length adventures with a little effort on the GM's part, or simply read as examples of the styles of adventures appropriate to their campaign settings.

Progress Levels

For thousands of years, the greatest leaps in human evolution have been technological rather than biological. At certain points during its development, the human species has learned how to make better use of accumulated knowledge; at other points, a breakthrough in knowledge, in the form of a new discovery, has bred certain technological advancements. These advances, in whatever form they take, define and delineate the differences between Progress Levels in *d20 Past* as they do in *d20 Future*.

Simply put, a Progress Level (PL) is an indication of the state of technology that exists in a particular society or civilization. This state of technological development generally pervades all aspects of a culture. It's unlikely—but not impossible—for a group of humans to be at one Progress Level in some respects and at another one in other respects.

Progress Levels may vary wildly from place to place on the same world or even on the same continent. Consider the early twentieth-century explorers who finally penetrated the deepest reaches of the Congo or the Amazon jungle, encountering native tribes who still used Stone Age technology. Through much of the period covered in *d20 Past*, Europe and its colonies are at a higher Progress Level than most of the rest of the world.

The DUNGEONS & DRAGONS roleplaying game is assumed to take place in a setting somewhere around Progress Level 2

(Middle Ages), though some campaign settings or regions might linger at PL 0 (Stone Age) or PL 1 (Bronze/Iron Age), or make advances into PL 3. The scope of *d20 Past* begins in PL 3 and carries the d20 System rules forward to the very end of PL 4. The d20 MODERN rules cover PL 5, and *d20 Future* continues on to the higher Progress Levels.

PL 3: AGE OF REASON

The Age of Reason is an era in human history when the development of ideas and systems of thought takes precedence over technological invention. The scientific method improves humankind's understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. The study of the various scientific disciplines—chemistry, electromagnetics, medicine, biology, and astronomy—flourishes. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries.

The cannon becomes the dominant factor in naval warfare, while massed musket fire and horse-pulled field pieces rule the battlefield. Even the reliable bow vanishes, replaced by the flintlock. Light melee weapons remain common.

In humanity's history, this was a time of great strides. Giants such as Galileo, Kepler, and Newton redefined the world of physics and astronomy, and knowledge in all the sciences advanced. Most of the world was mapped by explorers of this period, and the Old World met the New.

The AGE OF ADVENTURE campaign model presented in Chapter Three is PL 3.

PL 4: INDUSTRIAL AGE

In the fourth Progress Level, the theoretical knowledge of the previous era matures into widespread practical application. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Developments such as the telegraph, telephone, and radio make true global communication possible. Breakthroughs in manufacturing techniques allow the construction of heavy ironclad vessels, rail transportation, and architecture of previously unimagined size. Pioneers venture high into the atmosphere and descend into the depths of the sea.

The means of war change swiftly through the period. Aircraft and submersibles join the list of military assets. Reliable and accurate rifles, pistols, and machine guns become common. Mechanized war machines herald the first great change in the art of battle since the end of the knight.

For humanity, the transition to an industrial way of life came tumultuously and spread slowly. New sciences such as psychology, evolutionary biology, and genetics broadened our understanding of what our species is and where it has come from. Economies and societies based on agriculture faded into history. Countries such as the United States and Russia were ravaged by civil wars as the agrarian lifestyle gave way to industrialization. The world was wracked by conflict toward the end of this Progress Level, when humankind had equipped itself with weapons of mass destruction and the means to transport those weapons on a global scale.

The SHADOW STALKERS and PULP HEROES campaign models presented in Chapters Four and Five are set at opposite ends of PL 4.

CHAPTER ONE

HOW REAL IS YOUR PAST?

History is written by the victors.

—Latin Proverb

Some people view history as an orderly succession of events and verifiable facts. Many scholars assert that there is no “real” past; to them, history is merely an interpretation of events with no objective truth.

Approaches to History

The history of our race, and each individual's experience, are sown thick with evidence that a truth is not hard to kill and that a lie told well is immortal.

—Mark Twain, *Advice to Youth*

Before starting your campaign, consider how the Gamemaster and her players look at history in reality and in the campaign. Is it a rough draft of a more perfect present or is it the perfect ideal rendered more flawed as the years pass? How much ability should the players have to influence events?

PROGRESSING

A traditional approach to history is that it is a story of progress. This view emphasizes improvement and a steady drive toward perfection. With this approach, each generation is smarter, tougher, and better than the one before. Each invention and innovation is accepted as an improvement. History is a story building to a grand utopian climax.

This is history writ large. All of the present is a grand accumulation of past events. It can be a utopian vision of a better life for all, or it can contribute to more racist views such as the “white man’s burden” or “manifest destiny.”

DECLINING

Another popularized viewpoint is that history merely tells the story of a fall from perfection. This worldview might start with a mythological utopia or merely show a longing for “the good old days.” The past is an ideal corrupted by each successive change. This viewpoint focuses on the

Heroes can alter the outcome of history as we know it

shining brightness of the past and contrasts it with the tarnished present.

PREDESTINED

History is history as it was, as it must have been. Inevitability drives this view. Each person has a prearranged time to be born, live his or her life, and die. Each invention has a definite time for coming into use. Everything from gunpowder to the assembly line plays its role in history. This view has a narrow range of possibilities: For instance, if Hitler hadn't come to power in Germany, another autocratic dictator would have seized power and would have produced the same historical results.

Prophecies often play an important role in such a worldview. It's possible to precisely predict what will come to pass.

MANIPULATED

A powerful group (or coalition of groups) works behind the scenes to manipulate the events of history. All the major events are carefully orchestrated to further the organization's ambitions. The group uses a variety of ordinary resources, and often has incredible mystical powers at its disposal. Variations on this view include alleged control by organizations from the Freemasons to Illuminati conspiracies to alien overlords.

This approach is a conspiracy theorist's dream. It offers the GM a clear focus for opponents who endeavor to thwart the heroes. The DARK*MATTER setting (presented for d20 MODERN in DUNGEON Magazine #108) uses this concept to great advantage and can easily be adapted to a d20 Past campaign.

RANDOM

Events happen without true pattern or predictability. Napoleon might well have decided against his resource-draining campaign against Russia. Victoria became Queen of England because of a series of flukes that placed her on the throne at the age of 18, potentially underprepared. Nothing is guaranteed to happen.

Approaches to Campaigns

History never looks like history when you are living through it. It always looks confusing and messy, and it always feels uncomfortable.

—John W. Gardner, *No Easy Victories*

Once you've identified your approach to history, how will you approach your campaign style?

HISTORICAL

This model is the most restrictive. When playing or running a campaign devoted to accurate historical representation, it's essential to consider the role the heroes fulfill in the world. If the GM wants to keep the events in the campaign world purely in line with history, the players' options are restricted. Two variants exist.

First, the characters could be the macrocosmic force for keeping history as written. The world runs smoothly only because of their efforts. They might act as matchmakers for Henry VIII. The characters may need to ensure the assassination of Austrian Archduke Ferdinand, which contributes to the start of World War I.

Alternatively, the characters could be involved in small-scale, microcosmic activities that would not register in a general

survey of history. They could seek to apprehend bank robbers in a small town in the Old West, spy for a world power, or scout unmapped regions of Africa.

For most Gamemasters and players, trying to make a campaign adhere firmly to history is ultimately unsatisfying. Few players will enjoy attempting to fulfill a predetermined result or playing an inconsequential role.

SEMIHISTORICAL

Much more in keeping with the playing of a game, a semihistorical approach uses history as the backdrop for the action. The heroes can alter the outcome of history and create change. The degree of alteration to history can vary widely. Options discussed below range from a conservative, mostly historical model to a much looser construction.

Self-Correcting: The major events of history are predetermined, but variations are allowed. History will ultimately turn out the same. For example, if Thomas Edison died in infancy, someone else (one person or many people) would be credited with inventing electric lights. (As a matter of historical record, J.W. Swan, working independently of Edison, also created the electric light in 1880.)

This format relies on the premise that any significant event will happen and that deviations will not last long. For example, if the heroes foil Booth's assassination of President Lincoln at the theater, Lincoln will die that night because of a carriage accident or later that week from an acute illness.

This campaign style is easier for a Gamemaster to administer, because historical texts will be reliable and only need small adjustments to account for the player's actions. Some players find this model of campaign unsatisfying over the long run because, ultimately, what they do matters only on a very short-term basis.

Diverging: A common type of alternative history, a diverging campaign is one in which historical events happened exactly as they did in reality, until a specific moment in time (likely the start of the campaign). After this point, anything can happen. For example, if in 1492, the heroes greet Columbus's arrival in the New World with armed resistance and rebuff the Spanish expedition, the history of the Americas changes dramatically.

This model requires a great deal of thought and flexibility on the part of the Gamemaster. She must be willing to adapt events (local and even global) in response to the heroes' actions. Using the example of Columbus, the Gamemaster decides whether Spain launches another expedition if Columbus returns with little plunder or if he does not return at all.

Players often enjoy the opportunity that a diverging campaign gives them to "do it right," to rewrite history as they'd like to see it. Such a campaign offers satisfying opportunities to extend the Tokugawa dynasty rule of Japan, to avert World War I, or to prevent the assassination of Martin Luther King, Jr.

Blended History and Fiction: Some campaign worlds blend history and fiction. This approach relies on history only as a broad canvas. It takes a very liberal view of what can happen in a d20 Past game. These settings often use well-known fictional characters and events. Such a world can take numerous bits of fiction as fact.

Worlds that take this approach vary from remaining very "real world" to allowing multiple fantastic elements. Using this model, Sherlock Holmes, Sir Arthur Conan Doyle's famous sleuth, actually battles archvillain James Moriarty at Reichenbach Falls.



HOW REAL IS YOUR PAST?



In a fantasy-rich environment, Mary Shelley and Bram Stoker might have been writing nonfiction accounts when they related the stories of Frankenstein and Dracula.

When running or playing in such a game, it's very valuable to discuss the extent to which the campaign adopts fiction as reality. Can one really take a balloon to the moon, as Jules Verne suggests? It is fine to make these decisions slowly, as the campaign progresses, but it's a good idea to keep track of what's accepted as fact in the campaign.

Gaming in the Past

History studies not just facts and institutions; its real subject is the human spirit.

—Fustel de Coulange, *La Cité Antique*

The richest source of material to use in a *d20 Past* game is the past itself. Wherever your campaign is situated along the fiction–history spectrum, your local library or bookstore has multitudes of source material for you to use.

GLOBAL ISSUES

Some concepts, ideas, and aspects of society should be considered when playing or Gamemastering in *d20 Past*. Depending upon the flavor of the campaign you create, you might choose to model these elements based on their historical roles or use a more liberal approach to suit your needs.

Communication

Until the advent of the telegraph, messages were delivered locally by people on foot or horseback. Messengers could be delayed, waylaid, or killed. Messages to distant lands often went by ship. Weather, both on land and sea, often slowed down communications. Early methods of communication were slow and cumbersome, and frequently dangerous for the messenger.

The lack of convenient or quick communication created rather insular communities. All but the most noteworthy of events and personages were almost unknown from location to location. Criminals would rarely be pursued beyond the locale of their crimes.

The telegraph was invented near the end of the eighteenth century. The early, nonelectric model required signal post constructions with messages visually conveyed between them. They covered limited routes and relied on clear weather for use.

The electric telegraph became popular and widespread throughout Europe and the United States in the second half of the nineteenth century. It enabled near-instantaneous communications between multiple locations in any kind of weather. Of course, both the sending and receiving locations required electricity and cables to connect them.

In 1876, Alexander Graham Bell patented a new invention: the telephone. By 1915, telephone service connected New York and San Francisco.

Game Implications: News of deeds and misdeeds travels slowly in most eras. Unless particularly significant or noteworthy, it's not apt to spread very far. Well-informed heroes might be able to use this situation to their advantage. If an adventure goes awry, the blemish to their reputations won't be widely known. If the characters are experienced travelers or explorers, many smaller settlements will welcome them warmly for the news and stories they bring.

Gender Roles

Society dictates socially acceptable roles for each gender. Throughout history, females have had a narrower choice of careers than males. However, even at times when the general scope of female roles focused on marriage, children, and family, individual women still found ways to engage in grand, adventurous activities.

Extraordinary Women: In every century, there have been women who openly dared to disobey. These women often thumbed their noses at convention and pursued male roles, sometimes adopting male attire, but still flaunting their femininity. Mary Read and Anne Bonny earned infamy as pirates. The female author George Sand lived unconventionally; among other disregards for “a woman's role,” she dressed in men's clothing and smoked a cigar.

Extraordinary “Men”: Sometimes females decided to forego the societal inconveniences of their gender by passing as men. For example, during the Napoleonic Era, a female posing as a male joined the Russian cavalry. Passed over several times for promotion due to “his” apparent youth (and inability to grow the customary officer's mustache), Nadeznda Durova nevertheless achieved the rank of captain by masquerading as a man. In the twentieth century, Billie Tipton, a jazz musician, passed as a male until her death in 1989.

Game Implications: There's little reason why female heroes should be restricted based on gender. They should be able to choose whatever occupation, class, or advanced class they please, although their choice may put them outside the norms of society.

In addition, for eras prior to the modern one, Gamemasters can choose to eliminate the penalty for disguising oneself as the opposite gender for females. History proves it can be done with remarkable success.

Life Expectancy

People didn't live as long in the second millennium as they do now. Illnesses and disease took harsh tolls. During the epidemics of the Black Death in the fourteenth century, the death count was enormous. *Timetables of History* asserts that in the four years from 1347 to 1351, the disease claimed about 75 million lives. Few incidents since then can compete with the severity of the Black Death, but cholera, smallpox, and other communicable diseases regularly claimed lives into the twentieth century.

Game Implications: While no one wants to roll dice all the time to see if his character has gotten sick with an illness, disease can be a useful tool for the GM in other ways. Rumors of an outbreak might guide heroes' travels. The threat of someone accidentally or intentionally spreading a virulent plague can easily serve as the basis for an adventure plot.

Literacy

Over the course of history, few members of the world's population have been able to read and write. Literacy depends upon the era and is predicated upon the individual's social status, occupation, gender, and nationality.

The wealthy weren't necessarily the most likely group to know how to read and write. Literacy most often accompanied preparing for the clergy or for bureaucratic work. Males generally had more opportunities to cultivate literacy. More than any other factor, one's cultural and national identity determined who received training in reading and writing.

Game Implications: Gamemasters might opt to have literacy restricted to those from selected occupations. Other characters can choose to know how to read and write at a cost of 2 skill points.

Nationalism/Group Identity

Nationality or ethnicity forms a nucleus of identity for most people. It often provides clear alliances and enmities. The PULP HEROES campaign setting offers a model of a nationality-based campaign world.

Game Implications: Most history books focus on conflicts between nations or major groups. Nationality or ethnicity can unify a group of heroes with a common background and serve as the spur to adventure for the good of their cause. In the Sengoku period (also called the Onin Era) of warring states in Japan, for instance, clan affiliation determined loyalties.

Religion/Philosophic Worldview

For most people throughout history, religion has been a central part of their lives. In general, religion shapes the major events of a person's life: birth, marriage, and death; it also affects day-to-day details such as the food one eats and the clothes one wears.

Game Implications: Selective use of region- and era-dependent class skills can be a powerful tool to lend flavor to a campaign and make the setting feel significantly different. For example, in a Confucian society, respect for and knowledge about one's ancestors is of central importance. Allowing Knowledge (history) as a class skill is reasonable.

Movement

Characters spend a lot of time getting from one place to another. A character who needs to reach a distant location might choose to walk along the road, hire a boat to row along the river, or cut cross-country on horseback.

The GM moderates the pace of a game session, so she determines when movement is so important that it's worth measuring. During casual scenes, you usually won't have to worry about movement rates. If your character has come to a new city and takes a stroll to get a feel for the place, no one needs to know exactly how many rounds or minutes the circuit takes.

There are three movement scales in the game, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his speed twice in a single round, or moving that speed in the same round that he makes an attack action or another move action, is hustling when he or she moves.

Run (x3): Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human.

TABLE 1-1: MOVEMENT AND DISTANCE

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)¹				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

¹ Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet. See page 142 of the *d20 MODERN Roleplaying Game* for more information on tactical movement in combat.

Run (x4): Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in light or medium armor.

Tactical Movement

Use tactical movement for combat, as explained on page 142 of the *d20 MODERN Roleplaying Game*. Characters generally don't walk during combat—they hustle or run. A character who moves his or her speed and takes an action, such as attacking or casting a spell, is hustling for about half the round and doing something else the other half.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as 2 squares, effectively reducing the distance a character can cover in a move. For example, a character moving through difficult terrain (such as undergrowth) pays 2 squares of movement per square moved into (double the normal cost).

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling; see page 304 of the *d20 MODERN Roleplaying Game*.) For instance, a character moving through difficult terrain in darkness would pay 4 squares of movement per square moved into (double cost times double cost is quadruple cost).

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)

You can't run or charge through any square that would hamper your movement.

TABLE 1-2: HAMPERED MOVEMENT

Condition	Example	Additional Movement Cost
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor	×2
Obstacle ¹	Low wall, deadfall, broken pillar	×2
Poor visibility	Darkness or fog	×2
Impassable	Floor-to-ceiling wall, closed door, blocked passage	—

¹ May require a skill check.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued. A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 1-3: Terrain and Overland Movement). Travel is quickest on a highway, not quite as fast on a road or trail, and slowest through trackless terrain. A highway is a major paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is

TABLE 1-3: TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×1/2	×1/2
Forest	×1	×1	×1/2
Hills	×1	×3/4	×1/2
Jungle	×1	×3/4	×1/4
Moor	×1	×1	×3/4
Mountains	×3/4	×3/4	×1/2
Plains	×1	×1	×3/4
Swamp	×1	×3/4	×1/2
Tundra, frozen	×1	×3/4	×3/4

TABLE 1-4: MOUNTS AND VEHICLES

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.) ¹	4 miles	32 miles
Light warhorse (231–690 lb.) ¹	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.) ¹	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.) ¹	3-1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.) ¹	3 miles	24 miles
Warpony (101–300 lb.) ¹	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.) ¹	2 miles	16 miles
Mule (231–690 lb.) ¹	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Bigger and Smaller Creatures, page 121 of the *d20 MODERN Roleplaying Game*, above, for more information.

2 Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and again, the damage it takes is lethal damage. Mounts also



HOW REAL IS YOUR PAST?



TABLE 1-5: TRAIN TRAVEL

Sample Train	Year	Passenger	Freight or Mixed
Trevithick	1804	—	5 mph
Stevenson	1825	6 mph	—
Rocket	1829	29 mph	—
Atlantic	1832	—	15 mph
Canadian National #9000	1928	63 mph	—
Zephyr	1934	78 mph	—
Mallard	1938	126 mph	—

Travel in hills is at 3/4 speed.

Travel in mountains is at 1/2 speed.

become fatigued when they take any damage from hustling or forced marches.

See Table 1-4: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 1-4: Mounts and Vehicles for speeds for water vehicles.

Train Travel: The original trains were tracks upon which a cart or carriage was placed to be pulled by horses or people. The first attempt at a locomotive was made in 1804 by Richard Trevithick. He built his "tram road engine" in South Wales. His experimental train had a top speed of 5 miles per hour and pulled 10 tons, but proved unreliable and unsafe.

Improvements in train travel came quickly, though. By the mid-1800s, train travel linked major locations within the countries of England, the United States, France, and Germany. Where these routes ran, travel time reduced dramatically. For instance, in 1840, a carriage ride between Paris and Dieppe lasted 12 hours; by train, it took only 4 hours.

In 1855, the first intercontinental rail, the Panama Railway, opened. By the 1870's, rail-road technology had spread as far as Japan.

Train travel proved liberating. It provided an inexpensive way to travel quickly over long distances. Travelers would often use multiple methods of transportation to get from one place to another, and trains frequently made their travel plans easier.

The speed of a train is impacted by the weight it carries. Express trains are usually smaller and carry only light loads of passengers and mail. Freight trains are laden with massive,

heavy cargos such as ore or lumber. These trains travel much more slowly.

In addition to load, the straightness or curvature of the track and the type of slope over which the train passes also affects its speed.

With the introduction of the diesel engine, train travel was further revolutionized. On May 26, 1934, the Burlington Zephyr, the world's first diesel-powered passenger train, made its famous journey from Denver to Chicago in 13 hours and 5 minutes. While this was an impressive 12 hours and 55 minutes faster than the regular service between Denver and Chicago, this trip represented an even more revolutionary occurrence: The Zephyr could travel more than 775 miles before stopping to refuel, an impossible feat in the days of steam locomotive travel.

See Table 1-5: Train Travel for typical speeds by era and freight.

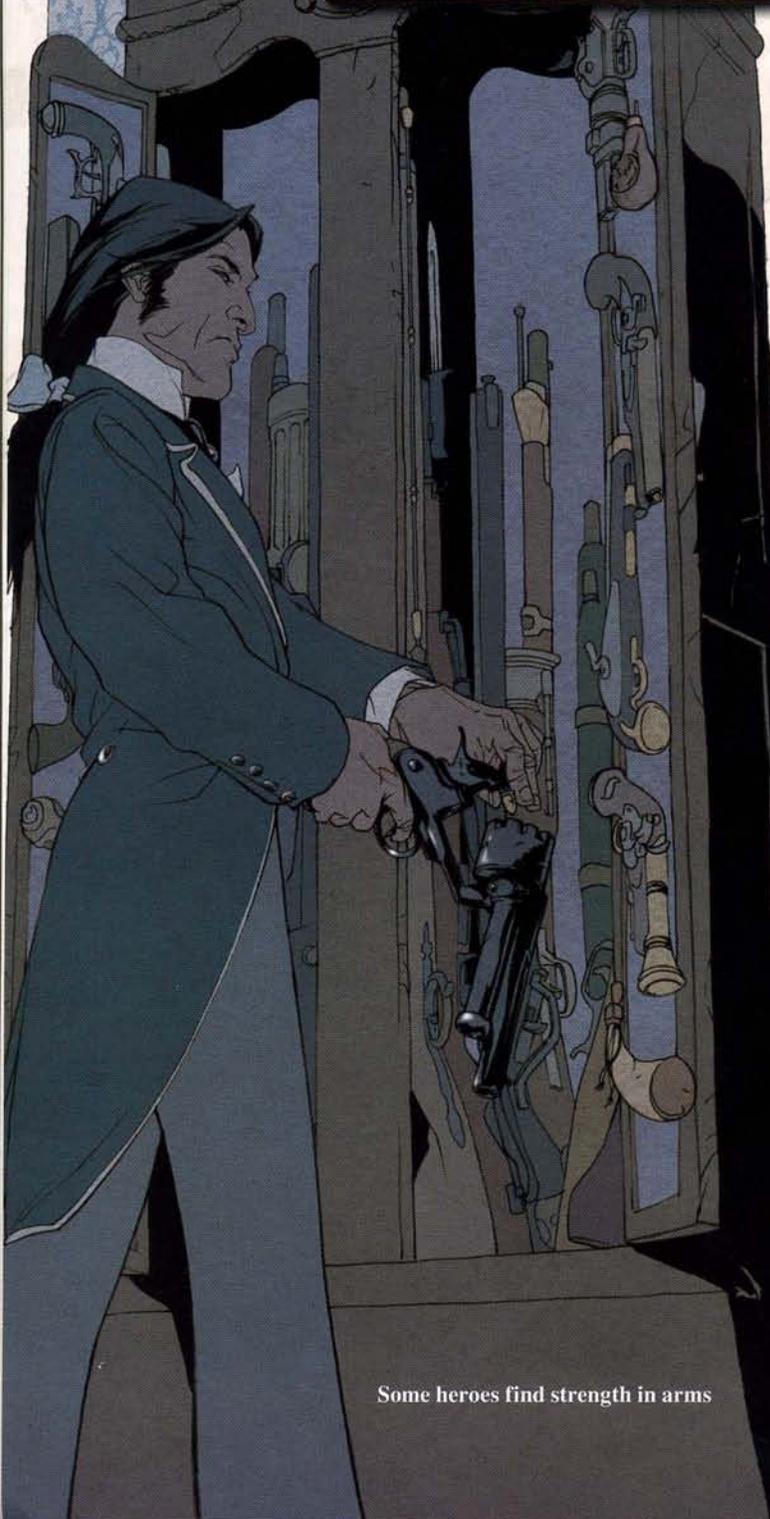


Train travel is liberating—when the trains run on time

MAHT 18/04

CHAPTER TWO

RULES COMPONENTS



Some heroes find strength in arms

The material in this chapter gives you all the rules you need to build a campaign that takes place in any time from the beginning of PL 3 (1453) to the end of PL 4 (1945). New occupations, advanced classes, skills and feats, equipment, and vehicle combat rules lay the groundwork for an action-adventure game with the flavor of *d20 MODERN*, but set during Earth's past.

Starting Occupations

By their nature, occupations are fairly generic, and those presented in the *d20 MODERN Roleplaying Game* are broad enough to cover most characters in any campaign. This section introduces a few new occupations, primarily to cover archetypes of certain genres of historical fiction, including pulp action and Gothic horror. It also addresses each of the starting occupations from the core rulebook in the context of the centuries between 1450 and 1950, describing what a character of each occupation might be like during these years.

Be sure to refer to the section about skills later in this chapter when choosing an occupation for your character. Some of the permanent class skills offered by a profession might not be available in earlier historical periods.

ACADEMIC

The academic occupation has changed little since the Middle Ages, except by growing significantly in size. Before the twentieth century, education is the province of the wealthy elite, and higher education remains so through the end of the period covered in this book. Particularly in the earlier part of the Age of Reason, education is closely linked to the religious establishment, so teachers and professors might choose either this occupation or the religious starting occupation.

ADVENTURER

The adventurer is a more prominent occupation in *d20 Past* than in more modern times. At the start of the Age of Reason, the European explorers who made their way across the Atlantic or down the coast of Africa were adventurers, as were the pioneers of trade with China, Japan, and Indonesia. By the Elizabethan era (1550–1650) the gentleman adventurer was the model of the modern soldier, traveling across Europe or its colonies as a soldier, mercenary, bodyguard, or officer. The Three Musketeers are a classic

example of this occupation during that period. The end of the seventeenth century produced adventurers in the form of pirates and privateers.

The many wars of the eighteenth and nineteenth centuries produced more adventurer-soldiers like the gentleman adventurers of earlier times. Horatio Hornblower during the French Revolution (in C. S. Forester's novels) and Jack Aubrey during the War of 1812 (in Patrick O'Brian's *Master and Commander* novels) are examples of adventurers from these wars.

In the late nineteenth century and into the twentieth century, adventurers flourished in the colonial possessions of the European powers. British rule in India and Egypt, for example, produced the big-game hunter—a thrill-seeker who hunted tigers, elephants, and lions for no purpose other than to seek and overcome danger.

ARISTOCRAT

The aristocrat is the predecessor of the modern dilettante. Before the modern era, wealth is rare enough that it comes with a measure of celebrity—and often a noble title to boot. Thus, the aristocrat has a better reputation bonus increase and an expanded skill list.

Before the American and French revolutions, and continuing after them in many parts of the world, aristocrats carry noble titles, though their ancestral holdings might be quite small. Aristocrat heroes are entitled to be called Lord or Lady, and probably have an estate staffed with plentiful servants, but carry little or no political power as a result of their station. British aristocrats carry their titles through the end of the period covered by *d20 Past*, from Arthur Holmwood in *Dracula* to Lord Peter Wimsey in the pulp-era novels of Dorothy Sayers.

Prerequisite: Age 18.

Skills: Choose one of the following skills as a permanent class skill. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Diplomacy, Gamble, Intimidate, Knowledge (current events or popular culture), Perform (any), Ride, or add a new Speak Language.

Reputation Bonus Increase: +2.

Wealth Bonus Increase: +6.

ATHLETE

Athletic competition has been a popular form of recreation since the dawn of human history, but professional athletes are a rarity in history before the middle of the nineteenth century. A character in a campaign set during an earlier period might still choose the athlete occupation to represent an active participation in sports on an amateur level. Such a character might regularly frequent inns or taverns where athletic competitions are held to stimulate business.

By the mid-nineteenth century, spectator sports become more common and begin organizing into associations and leagues, allowing athletes to make sports their occupation. Most of the professional sports that remain popular in the modern age had their professional beginnings in this era.

BLUE COLLAR

The blue collar occupation is ancient in origin, though the Industrial Revolution transformed it significantly. Carpenters, shipwrights, carriage drivers, innkeepers, and sailors could all represent this occupation in a preindustrial campaign. With the

industrialization of manufacturing, the blue collar occupation begins more strongly to resemble its modern form.

CELEBRITY

The occupation of celebrity has changed little from the Age of Reason to the modern era, with the primary difference being the cause of celebrity. In a campaign set during the fifteenth to eighteenth centuries, a celebrity might be a political figure (Oliver Cromwell), a religious leader of some repute (Martin Luther), a renowned soldier (Albrecht von Wallenstein), a well-traveled explorer (Francis Drake), an infamous scientist (Galileo), a famous playwright (Shakespeare), or an illustrious stage actor (Edward Alleyn). As newspapers grow in circulation, certain writers and publishers of newspapers (Benjamin Franklin) become celebrities, and the widespread publication of books leads to celebrity for some novelists, satirists, and other writers (Voltaire). When movies and radio become popular forms of entertainment in the 1920s, radio and screen personalities (Orson Welles) achieve widespread popularity, much like television and movie stars claim in the modern era.

CLOISTERED

The cloistered occupation is designed for characters who grew up in Himalayan mountain fortresses, hidden Vatican chapels, and other places isolated from society at large. Often the ward of a secret society, a cloistered character benefits from rigorous training, but usually knows little about the outside world.

Prerequisite: Age 22.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Concentration, Decipher Script, Knowledge (arcane lore, art, behavioral sciences, history, or theology and philosophy), Research, Sense Motive.

Bonus Feat: Select one of the following: Acrobatic, Archaic Weapons Proficiency, Athletic, Blind-Fight, Combat Martial Arts, Creative, Defensive Martial Arts, Educated, Exotic Melee Weapon Proficiency, Focused, Nimble, Stealthy, Studious.

Wealth Bonus Increase: +2.

COSMOPOLITAN

The cosmopolitan occupation represents world travelers—people who've been there and done that. Many cosmopolitans are wealthy travelers, but others toured the world because their parents were diplomats or are themselves accomplished stowaways.

Of course, what defines a "world traveler" varies from century to century as the commonly held view of the world itself changes. Before the colonization of the Americas, a world traveler might be a European who had traveled as far as Constantinople. The essential ingredient for this occupation is exposure to a culture dramatically different from one's own, whether it is in a neighboring country or around the world.

Prerequisite: Age 25.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Drive, Gamble, Gather Information, Knowledge (civics, current events, or history), Navigate, Survival.

Bonus Feat: Select one of the following: Attentive, Confident, Educated, Guide, Renown, Trustworthy.

Other: You speak, read, and write two other languages fluently, in addition to your native tongue.

Wealth Bonus Increase: +4.

CREATIVE

The creative occupation is very much the same from the early Age of Reason to the modern era. In earlier times, aristocrats are the primary consumers of art, and act as patrons to composers, painters, sculptors, and troupes of actors. Throughout the years covered by *d20 Past*, though, talented entertainers could make a living on the popular stage, musicians could find work in the church or the secular world, and writers and visual artists could find an audience for their work outside the aristocracy.

CRIMINAL

The criminal occupation is no different in any era of *d20 Past* than in the modern era.

DILETTANTE

This starting occupation is replaced by the aristocrat occupation prior to the modern era.

DOCTOR

While the technology of medical practice develops dramatically from the start of the period covered by *d20 Past* to its end, the profession of doctor actually changes little. In contrast to the modern age, doctors in any era of *d20 Past* are more likely to work in patients' homes rather than exclusively in an office, and almost certainly know all of their patients by name.

Several of the permanent class skills available to doctors are not available before the twentieth century, including Computer Use, Craft (pharmaceutical), Knowledge (behavioral sciences), and Knowledge (technology). For this reason, a doctor in a *d20 Past* campaign set before the twentieth century can choose two of the following skills as permanent class skills.

Craft (chemical), Knowledge (earth and life sciences or theology and philosophy), Research, Search, Treat Injury, or add a new Read/Write Language or a new Speak Language.

EMERGENCY SERVICES

Organized emergency services did not become professionalized until the end of the nineteenth century. The first fire brigades and ambulances were developed beginning around 1870; before that time, this starting occupation is not available.

ENTREPRENEUR

An entrepreneur might be an investor or ship captain with the Dutch East India Company in the 1600s, or an enterprising industrialist in the 1930s.

IMPOVERISHED

An impoverished character comes from a background of utter destitution. This occupation covers orphans, hobos, and drunks—not the most glamorous people, perhaps, but frequent heroes of historical fiction.

Prerequisite: Age 12.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Disguise, Escape Artist, Gamble, Gather Information, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +0.

INVESTIGATIVE

Although forensic techniques for analyzing crime evidence are not developed until the end of the nineteenth century, investigation certainly happened before that time. Spies, detectives, and reporters might not have had the same scientific techniques that modern investigators use, but they have effective techniques for learning the truth nonetheless—often grounded in a firm grasp of human psychology.

LAW ENFORCEMENT

Although constables exist in every period covered by *d20 Past*, their role changes considerably over the years. Through most of the Age of Reason, the citizens of towns and cities are expected to assist in capturing fugitives and carry arms to enable them to do so. The constable's office is not necessarily a desirable or prestigious one, since it involves supervising the night watch and holding prisoners in one's own home. Only with the dawn of the Industrial Age and the rapid growth of cities do organized police forces develop, and it is at this time the law enforcement starting occupation becomes available.

MILITARY

The occupation of a soldier in 1500 is little different from one in 1900, except for his equipment and his chances of survival.

Before the twentieth century, a character with the military starting occupation can choose Archaic Weapons Proficiency as a bonus feat.

ON THE RUN

A character on the run is a fugitive being chased by law enforcement, a shadowy government agency, or a sinister but well-connected secret society. Such a character might be wanted for a crime she didn't commit—or one she did. Whatever the reason for her fugitive status, the character has developed skills that make her a tough quarry to catch.

Prerequisite: Age 20.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Disguise, Escape Artist, Forgery, Gather Information, Hide, Knowledge (streetwise), Move Silently, Sense Motive.

Bonus Feat: Select one of the following: Brawl, Dodge, Low Profile, Personal Firearms Proficiency, Stealthy.

Wealth Bonus Increase: +1.

PRIMITIVE

Primitive characters hail from far-off, exotic places such as the Australian Outback, the Amazon, or the continent of Africa. Modern conveniences of the time are still somewhat puzzling to such a character. A primitive character might be a native of a primitive culture who somehow wound up in the big city. He might be a European or American who was lost in the jungle as a child and reared by a hunter-gatherer culture (or animals like wolves or apes), then returned to civilization.

Prerequisite: Age 15.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.



Balance, Climb, Concentration, Handle Animal, Jump, Survival, Swim.

Bonus Feats: Archaic Weapons Proficiency and Track.

Wealth Bonus Increase: +0.

RELIGIOUS

Possibly one of the most conservative occupations in the world, the religious occupation is very similar throughout the period covered by *d20 Past* and into the modern age.

RURAL

Farm workers, hunters, and other rural characters are much more common in earlier ages of history than they are in the modern world, but their skill set changes little.

SERVANT

This occupation includes members of the servant class of society, employed or sometimes indentured in the service of the wealthy. Butlers, maids, stewards, cooks, nannies, and housekeepers—and their families—fall into this category.

Prerequisite: Age 12.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Diplomacy, Drive, Gather Information, Handle Animal, Knowledge (streetwise), Pilot, Repair.

Wealth Bonus Increase: +1.

SLAVE

This occupation represents bonded laborers, whether indentured servants of European descent working in the American colonies or Africans stolen from their homes to work in the sugar fields. It is generally assumed that a heroic character has escaped from slavery or fulfilled the terms of his indenture and is now free, though the stigma of his slavery might haunt him forever.

Prerequisite: Age 12.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Climb, Craft (mechanical, structural), Disguise, Escape Artist, Gather Information, Handle Animal, Hide, Jump, Move Silently, Repair, Sleight of Hand, Survival, Swim.

Bonus Feat: Select one of the following: Brawl, Endurance, Personal Firearms Proficiency, or Toughness.

Wealth Bonus Increase: +0.

STUDENT

As with the academic occupation, the primary difference between the student occupation in the early Age of Reason and its modern manifestation is the number of people to whom it is available. A student in earlier periods of history probably comes from a wealthy background, while a more universal ideal of education did not become widespread until the late nineteenth century.

TECHNICIAN

The technician occupation reflects the professionalization of science beyond the academic realm, a feature of the Industrial Revolution. Therefore, this occupation is not available until the late nineteenth century.

WHITE COLLAR

While white-collar professionals represent a large proportion of the modern workforce, they were a tiny minority before the Industrial Revolution. Accountants, lawyers, bankers, and clerks have always had a role in society, but their role expanded enormously after the mid-nineteenth century.

Skills

To a certain extent, skills are dependent on technology. It is impossible, for example, for a character to be skilled in building or using a computer before the invention of the digital computer. In any *d20 Past* campaign, some skills are unavailable and others are modified depending on the era of play.

COMPUTER USE

Though some forms of computing devices are in use by the end of PL 4, the digital computer is not invented until the start of PL 5. In fact, its invention heralds the start of the Information Age. In *d20 Past*, a character with ranks in Knowledge (physical sciences) has the skills required to use the computing devices available at the time, but none of the uses of the Computer Use skill are relevant. Therefore, this skill is not available in *d20 Past*.

CRAFT

As a general rule, a character cannot use the Craft skill to make something that has not been invented yet. Thus, no character in *d20 Past* can use Craft (electronic) to build a working personal computer, even though a character in a pulp-era campaign has access to that skill.

Even if a certain item has been invented, the DC of a Craft check to make it might be higher in earlier eras than in the modern world. The key phrase in most of the Craft skill descriptions is “compared to current technology.” Crafting a radio direction finder might be of moderate complexity in the twentieth century, but prior to the invention of radio (1890s) it is impossible, and it might be hard to do even in the 1930s when RDFs were in wide use.

The Craft (electronic) skill is not available before the invention of the telegraph in the 1840s.

The Craft (pharmaceutical) skill is not available before the late nineteenth century at the earliest. This represents the groundbreaking medicinal work of Louis Pasteur. Penicillin was not discovered until 1928, so the use of Craft (pharmaceutical) is very limited before that time.

DEMOLITIONS

Although explosives undergo vast technological advances during the period covered by *d20 Past*, the most essential function of the Demolitions skill remains unchanged. Whether a character is using a keg of gunpowder or a plastic explosive, the check required to place an explosive device to maximum effect works the same. However, before the advent of electric detonators, it is impossible to set a detonator or disarm one.

DRIVE

In *d20 MODERN*, this skill covers the operation of ground and seagoing vehicles, from automobiles and trucks to tanks and cruise ships. In *d20 Past*, the use of this skill changes dramatically over time.

Prior to the nineteenth century, the Drive skill applies only to watercraft. You can use the Drive skill to pilot a small watercraft (a canoe or rowboat) without penalty. You take a -4 penalty on Drive checks to control a larger ship, whether sailed or oared, unless you have the Surface Vehicle Operation feat.

Beginning in 1807, the introduction of the steamship expands the use of the Drive skill somewhat. In this period, you can use Drive to pilot a steamship, but at a -4 penalty unless you have the Surface Vehicle Operation (steamship) feat.

The locomotive begins widespread use around 1822. You can use the Drive skill (with a -4 penalty) to operate a locomotive. You can take the Surface Vehicle Operation (locomotive) feat to negate that penalty. That said, there is little use for Drive checks when operating a vehicle on a track, so some locomotive engineers do not have the Surface Vehicle Operation (locomotive) feat.

Beginning around 1900, the widespread use of automobiles (both electric and gasoline-powered) means they enter the category of general-purpose surface vehicles. In this era, you can use Drive to control an automobile or a small watercraft with no penalty. You can also take the Surface Vehicle Operation (heavy wheeled) feat.

Single-driver powerboats become popular in the 1920s, allowing characters in that era to take the Surface Vehicle Operation (powerboat) feat.

Tracked vehicles appear in the 1920s and see widespread use beginning around 1937. In that era, you can take the Surface Vehicle Operation (tracked) feat.

INVESTIGATE

The Investigate skill does not exist until the end of the nineteenth century when forensic techniques begin to be used in crime investigation. Before that time, characters can use the Search skill to find clues, but cannot analyze clues in a formal way. They can collect pieces of evidence (such as bullets or objects) but have no access to tools or laboratories to analyze the evidence.

Beginning in the Victorian era (the 1880s–1890s), forensic science is born, though it remains in its infancy until the early twentieth century. Characters in that period can take the Investigate skill and use it to analyze clues, but crime labs do not exist to perform more comprehensive analysis of evidence. Analysis of fingerprints begins around the turn of the twentieth century.

Forensic laboratories appear in the 1930s, with the FBI opening its lab in 1932. Beginning in this period, characters with the Investigate skill can attempt to collect evidence for analysis at a laboratory.

KNOWLEDGE

Certain categories of the Knowledge skill rely on research and discoveries not yet made in the earlier periods covered by *d20 Past*. As a general rule, a character cannot use the Knowledge skill to answer a question that has not yet been answered by contemporary science or thinking. For example, a character with Knowledge (physical science) in a campaign set in 1690 might have a comprehensive understanding of Isaac Newton's *Principia Mathematica*, but she cannot answer questions about Einstein's theories or advanced astronomy.

Behavioral Sciences: These sciences emerge from philosophy beginning around 1880. Before 1880, questions about

human behavior or cognition are answered by the Knowledge (theology and philosophy) skill.

Business: The science of economics, world markets, and large corporations do not come into being until the late nineteenth and early twentieth centuries. Prior to this time, characters interested in running a business use the Profession skill for any relevant information.

Earth and Life Sciences: Most of these sciences are born in the Age of Reason, so this skill applies throughout the period covered by *d20 Past*. Genetics originates in the early twentieth century (the earlier work of Gregor Mendel mostly forgotten), paleontology as an organized science begins in the late eighteenth century, and forensic techniques evolve around the start of the twentieth century.

Technology: While every age has its "cutting-edge devices," keeping up with developments does not require a Knowledge skill before the modern era. The PULP HEROES campaign model in Chapter Five uses Knowledge (technology), however, in a way equivalent to the Spellcraft skill employed by mages and acolytes in *Urban Arcana*. See the Scientist advanced class description in Chapter Five for details.

PILOT

The Pilot skill applies only to flying vehicles, which do not exist until the end of the eighteenth century with the development of hot air and helium balloons. Before this time, the Pilot skill is not available. Once it becomes available, the use of this skill changes as aircraft technology advances.

Beginning around 1800, you can use the Pilot skill to control a hot air or helium balloon. These airships have no propulsion systems, but you can control the direction of travel somewhat by changing altitude to find winds blowing in the desired direction.

Beginning in the early twentieth century (the Wright brothers flew in 1903), you can also use the Pilot skill for its primary purpose in the modern era: to fly a general-purpose fixed-wing aircraft. Much more so than in the modern age, these aircraft often include biplanes and triplanes. About the same time, airships (blimps and zeppelins) are developed. You can use Pilot to control an airship, but at a -4 penalty unless you have the Aircraft Operation (airship) feat. (The Aircraft Operation feat is not available until this time.)

In 1923, the autogyro (a predecessor of the helicopter) is invented. You can use Pilot to control an autogyro, but at a -4 penalty unless you have the Aircraft Operation (helicopter) feat. The helicopter is successfully introduced in 1936 and uses the same rules as an autogyro.

By 1935, advances in aircraft technology make various kinds of heavy aircraft creation possible. You can use Pilot to control these planes, but at a -4 penalty unless you have the Aircraft Operation (heavy aircraft) feat.

TREAT INJURY

The beginning of the period covered in *d20 Past* nearly coincides with the beginning of medicine as a science. In any era of play, you can use Treat Injury for any of the functions described in the *d20 MODERN Roleplaying Game*.

Surgery kits are not available before the twentieth century, and the Surgery feat becomes available only around 1850. If you attempt surgery before 1850, you take a -8 penalty on your check.

Feats

Like skills, feats in *d20 Past* campaigns are limited by the technology available. This section explains those restrictions and introduces a few new feats appropriate to the flavor of historical campaigns.

ADVANCED FIREARMS PROFICIENCY

This feat is not available until personal firearms capable of autofire are developed, beginning with the Tommy gun in 1921. Among the campaign models presented in this book, it is available only in the PULP HEROES campaign.

AIRCRAFT OPERATION

This feat is not available until the early twentieth century (late in PL 4). Among the campaign models presented in this book, it is available only in the PULP HEROES campaign.

You must select a class of aircraft each time you take this feat. The classes available depend on the time in which your campaign is set. The following table shows the year in which each vehicle class becomes generally available.

Year	Vehicle Class
1900	Airship
1923	Helicopter
1935	Heavy aircraft

Airships include blimps and zeppelins. Helicopters include autogyros (introduced in 1923) as well as true helicopters (introduced around 1936). Heavy aircraft include jumbo passenger airplanes, large cargo planes, heavy bombers, and similar aircraft.

A character cannot take Aircraft Operation to learn the use of jet fighters or spacecraft in *d20 Past*.

ARCHAIC WEAPONS PROFICIENCY

In the Age of Reason, the weapons covered by this feat are much less archaic than they are in the modern era. Before the twentieth century, a character with the military starting occupation can choose Archaic Weapons Proficiency as a bonus feat.

BURST FIRE

This feat is not available until personal firearms capable of autofire are developed, beginning with the Tommy gun in 1921. Among the campaign models presented in this book, it is available only in the PULP HEROES campaign.

DOUBLE TAP

This feat is not available until semiautomatic weapons are developed, beginning with the first percussion cap pepperboxes and revolvers around 1830. Among the campaign models presented in this book, it is available in the SHADOW STALKERS and PULP HEROES campaigns.



Zeppelin LZ1



Sikorski S-42
Flying Clipper



Sopwith Camel



Autogyro

DRIVE-BY ATTACK

This feat assumes a level of vehicle maneuverability that is not possible before 1900, and is therefore not available until that time.

EXOTIC FIREARMS PROFICIENCY

Before 1921, a character can take Exotic Firearms Proficiency (cannons) or, after 1866, Exotic Firearms Proficiency (heavy machine gun) to use the Gatling gun. The only prerequisite is Personal Firearms Proficiency.

Starting with the introduction of automatic personal firearms in 1921, a character must have the Advanced Firearms Proficiency feat to take Exotic Firearms Proficiency.

FIND CLUES

You have a knack for noticing things at a crime scene or other location of mystery.

Prerequisite: Search 6 ranks.

Benefit: If you merely pass within 5 feet of a clue to a crime or other mystery, you are entitled to a Search check to notice it as if you were actively looking for clues.

Normal: You must specifically search for clues (spending a full-round action to do so) to discover anything of interest.

FORCE STOP

This feat assumes a level of vehicle maneuverability that is not possible before 1900, and is therefore not available until that time.

GEARHEAD

This feat is not available during the time period covered in *d20 Past*.

MEDICAL EXPERT

This feat is not available until the twentieth century, when advances in pharmacology and surgery make it appropriate.

MINIONS

You have access to guards, thugs, or other subordinates who follow your orders.

Prerequisite: 6th level.

Benefit: You attract loyal followers, according to Table 2-1: Minion Table.

Minions are generally loyal, but aren't fanatical and won't do anything obviously suicidal. Minions who die or leave the character are replaced with new recruits within a month's time.

Leader Score: Your leader score is equal to the sum of your character level, your Reputation score, and your Charisma modifier, modified by the factors listed in the next column.

TABLE 2-1: MINION TABLE

Leader Score	Number of Minions by level					
	1st	2nd	3rd	4th	5th	6th
1 or less	—	—	—	—	—	—
2	—	—	—	—	—	—
3	—	—	—	—	—	—
4	—	—	—	—	—	—
5	—	—	—	—	—	—
6	—	—	—	—	—	—
7	—	—	—	—	—	—
8	—	—	—	—	—	—
9	—	—	—	—	—	—
10	5	—	—	—	—	—
11	6	—	—	—	—	—
12	8	—	—	—	—	—
13	10	1	—	—	—	—
14	15	1	—	—	—	—
15	20	2	1	—	—	—
16	25	2	1	—	—	—
17	30	3	1	1	—	—
18	35	3	1	1	—	—
19	40	4	2	1	1	—
20	50	5	3	2	1	—
21	60	6	3	2	1	1
22	75	7	4	2	2	1
23	90	9	5	3	2	1
24	110	11	6	3	2	1
25+	135	13	7	4	2	2

Leader Attribute	Modifier
Considered fair and generous	+1
Displays special power	+1
Has had well-publicized failure	-1
Considered aloof or cruel	-1
Known for unsurpassed megalomania	+3
Has a secret base	+2
Moves around a lot	-1
Provides uniforms	+1

OBSCURE KNOWLEDGE

You know and remember unusual bits of knowledge on a wide variety of topics. Your command of trivia sometimes comes in handy when other sources of information fail.

DC	Type of Knowledge (Examples)
10	Common; known by at least a substantial minority of the locals. (The mayor's reputation for drinking; folklore about a local haunted house.)
20	Uncommon but available; known to only a few locals. (A local priest's shady past; rumors about a powerful corporation.)
30	Obscure; known to only a few people anywhere. (An industrialist's family history; rumors about an ordinary organization.)
40	Extremely obscure; known to very few or forgotten completely. (The history of an ordinary building; why the industrialist's last word was "Rosebud.")

Prerequisite: Gather Information 6 ranks.

Benefit: You can make a special Obscure Knowledge check with a bonus equal to your character level + your Intelligence modifier to determine whether or not you know relevant information about people, items, or places. This check won't reveal the identity of a killer, but it might give you a hint to his identity. You can't take 10 or take 20 on this check, and the check can be made only once per subject.

The GM determines the DC of the Obscure Knowledge check using the above table.

Normal: Depending on the information sought, a particular category of the Knowledge skill may also allow a check.

QUICK RELOAD

With this feat, you can reload an early firearm (wheel lock, snaplock, matchlock, or blunderbuss) as a single full-round action. Normally, reloading an early firearm requires two full-round actions.

If you have this feat, you can also reload a crossbow as a free action, or a heavy crossbow as a move action. Normally, reloading a crossbow is a move action, and reloading a heavy crossbow is a full-round action.

SECRET IDENTITY

You have two identities: an innocuous private identity for when you want to be unobtrusive, and a public persona for those times when you want your reputation to work for you.

Benefit: You have two Reputation scores, one for each identity. One identity (you choose which one) takes the Reputation score you've earned prior to taking this feat. The other identity has a Reputation score of 0. Most people won't connect your two identities unless confronted with incontrovertible evidence that you're one person.

Special: If your public persona adopts a distinctive style of dress or moniker, increase your Reputation score by 2. You only



get the Reputation increase once, even if you change your public persona's costume or nickname.

SIDEKICK

You have an individual follower of some ability.

Prerequisite: 6th level.

Benefit: Just as with the Minion feat above, you use your Leader score to determine the exact benefit of this feat. But rather than receiving a group of low-level GM characters, you receive a single higher-level GM character. However, your sidekick must always be at least one level lower than the level of your character.

Leader Score	Sidekick Level	Leader Score	Sidekick Level
1 or lower	—	14	10th
2	1st	15	10th
3	2nd	16	11th
4	3rd	17	12th
5	3rd	18	12th
6	4th	19	13th
7	5th	20	14th
8	5th	21	15th
9	6th	22	15th
10	7th	23	16th
11	7th	24	17th
12	8th	25 or higher	17th
13	9th		

Leader Score: Your leader score is equal to the sum of your character level, your Reputation score, and your Charisma modifier, modified by the factors listed below:

Leader Attribute	Modifier
Considered fair and generous	+1
Displays special power	+1
Has had well-publicized failure	-1
Considered aloof or cruel	-1
Known for unsurpassed megalomania	+3
Has a secret base	+2
Moves around a lot	-1
Provides uniforms	+1

Just like minions, sidekicks are considered loyal, and they might even sacrifice themselves for their leader if asked. It takes about three months to recruit a new sidekick if one dies or leaves.

STRAFE

This feat is not available until personal firearms capable of autofire are developed, beginning with the Tommy gun in 1921. Among the campaign models presented in this book, it is available only in the PULP HEROES campaign.

SURFACE VEHICLE OPERATION

You must select a class of surface vehicle each time you take this feat. The classes available depend on the time in which your campaign is set. The following table shows the year in which each vehicle class becomes generally available.

Seagoing ships include both sailed ships, such as galleons and carracks, and oared ships such as the galley. Steamships include paddle-wheeled riverboats as well as oceangoing ships. Locomotives are steam-powered engines that travel on rails. The other classes of vehicles are described in the *d20 MODERN Roleplaying Game*.

Year	Vehicle Classes
pre-1800	Seagoing ships
1807	Steamships
1822	Locomotives
1900	Heavy wheeled vehicles
1922	Powerboats
1925	Tracked vehicles

SURGERY

The Surgery feat is not available until around 1850. The first surgical operation with anesthesia is performed in 1842. Before that time, you can attempt surgery, but you always take the -4 penalty on your Treat Injury check for not having the Surgery feat. (Also, because the surgery kit is not available until the early twentieth century, you take an additional -4 penalty on this check.)

VEHICLE DODGE

This feat assumes a level of vehicle maneuverability that is not possible before about 1900, and is therefore not available until that time.

Equipment

A historical campaign is almost defined by the equipment available. What makes a game set in Renaissance Italy play and feel different from a game set in Victorian England is, in a large part, the weapons, vehicles, and other gear the characters can use in each setting. Swashbuckling adventures on eighteenth-century galleons with single-shot flintlock pistols are very different from pulp cliffhangers aboard Nazi zeppelins with Lugers and Tommy guns.

Most *d20 Past* campaigns feature more melee combat and brawling than a typical *d20 MODERN* campaign, and fewer high-speed vehicle chases, little technological gear, and no computer hacking.

WEAPONS

The period covered by *d20 Past* includes virtually the entire history of firearms, so the rules in this book cover weapons from the first matchlock muskets up to World War II-era assault rifles—some of which remain in use in the modern era. Particularly in the early part of this period, “archaic” weapons such as rapiers and spears are still common, and this section introduces new archaic weapons, such as halberds, pikes, and lances, to reflect their widespread use.

In contrast to the modern world, openly carrying a weapon is much more acceptable—even expected—in earlier periods of history. Gentlemen in the Elizabethan era always wear a rapier and dagger in public, just as travelers in the Old West always carry guns. Before the twentieth century, the restrictions shown on the weapons tables are practically meaningless. Some countries begin implementing gun regulations around 1865, but the general rise of licensing regulations occurs in the 1910s and later, generally in response to high-profile crimes or the threat of civil strife or external invasion.

Early Weapons

The first firearms are difficult to load, aim, and fire. Powder and shot must be poured into the barrel and packed down. Reloading any kind of early firearm requires two full-round actions. A character with the Quick Reload feat can reload with a single



full-round action. Soldiers commonly carry a brace of loaded pistols or resort to melee weapons after firing a single shot, rather than taking time in combat to reload.

Since the bullet of an early firearm is smaller in diameter than the barrel, it bounces down the barrel when the gun is fired, leaving the barrel in an essentially random direction. For this reason, a character wielding an early firearm cannot apply his Dexterity bonus to his attack roll, though any Dexterity penalty still applies.

Early firearms are also prone to misfire. If a character rolls a natural 1 on an attack roll using an early firearm, the weapon misfires and cannot be fired again until it is thoroughly cleaned, which takes 10 minutes.

Optional: Early firearms are particularly difficult to fire in inclement weather. At the GM's discretion, the chance to misfire an early firearm increases in rain or other wet conditions, so that the weapon misfires on a natural roll of 1, 2, or 3.

Matchlock Rifles: When they appeared in the early fifteenth century, matchlock firearms revolutionized warfare. They remained in use in Europe until 1700, and in Japan and India well into the nineteenth century. Pulling the trigger of a matchlock plunges a glowing match into a pan of priming powder. This mechanism presents several difficulties, including keeping the match lit (particularly in wet weather) and having to manually open the pan cover before firing.

Wheel Lock Firearms: Wheel lock firearms originate in the early 1500s. Though far more efficient than matchlocks, they require an expensive mechanism and are rarely issued to common soldiers. Pulling the trigger slides open the pan cover and presses a crystal of iron pyrite against a steel wheel, producing sparks to ignite the priming in the pan. Though muskets, rifles, and carbines exist, wheel lock pistols are more common, and are favored by cavalry and officers.

Wheel Lock Horse Pistol: This is a large pistol, usually equipped with a large ball at the end of the stock to make it easier to grab and draw on horseback. Cavalry officers commonly carry two of these pistols in holsters attached to their saddles.

Wheel Lock Belt Pistol: A smaller pistol designed to be carried at the belt, this weapon is better suited for civilian personal defense than for military use.

Matchlock Arquebus: Not exactly the first personal firearm, the matchlock arquebus (or harquebus) is derived from hand-match weapons that are essentially miniaturized cannon. While the arquebus is difficult to use and slow to reload, it's a huge improvement over earlier weapons and starts a revolution in the way war is conducted.

Wheel Lock Musket: Because the wheel lock mechanism is expensive compared to the popular matchlock, it is rarely used in muskets intended for common soldiers and it never entirely displaces the matchlock. Wheel lock muskets are usually elaborately decorated weapons owned (and possibly used) by members of the nobility.

Wheel Lock Carbine: This weapon is similar to the wheel lock rifle but shorter, making it more suitable for use on horseback.

Matchlock Musket: The matchlock musket is a heavy weapon typically steadied by a short pole planted on the ground—the precursor of more modern tripod mounts.

Matchlock Caliver: A lighter descendant of the arquebus, the caliver is light enough to be used effectively from horseback. This is the first firearm to have its bore calibrated to a standard size, permitting soldiers to exchange bullets.

Cannon

At the beginning of the period covered by *d20 Past*, cannon are cast of bronze, but by the sixteenth century, cannon are cast of iron, which is much less expensive than bronze. By the end of the sixteenth century, cannon calibers ranged from 1-1/2 inches (firing 1-pound shot) to 8 inches (firing 60-pound shot).

In the early seventeenth century, King Gustavus Adolphus of Sweden divided his artillery into field and siege branches, with the field category including cannon firing less than 12-pound shot and mounted on light carriages.

Cannon Shot

Typical cannon shot is an iron or stone sphere called round shot, which can be fairly accurately fired and is particularly effective against walls, ships, and other objects.

Chain Shot: Consisting of two balls connected by a length of chain, chain shot is intended to attack a ship's rigging and sails. It is useless at a distance greater than 30 feet. Fired within that distance, it deals an additional die of damage against a ship.

Grapeshot: Grapeshot is designed for antipersonnel use. It consists of a dozen smaller lead balls in a canvas bag, designed to scatter throughout enemy troops when fired. (When the shot is contained in a metal can, it is called canister or case shot instead.) A cannon loaded with grapeshot makes separate attack rolls against every target in a 10-foot-square area, dealing a number of 6-sided dice of damage equal to the number of 12-sided dice the cannon deals when loaded with round shot. For example, an 18-pounder cannon (normal damage 5d12) deals 5d6 damage with a successful attack roll against each target in a 10-foot-square area.

TABLE 2-2: EARLY FIREARMS

Weapon	Damage	Crit.	Damage Type	Range Inc.	Rate of Fire	Mag.	Size	Weight	Purchase DC	Restrict.	Year
Early Handguns (require the Personal Firearms Proficiency feat)											
Wheel lock horse pistol	2d6	20	Ballistic	15 ft.	Single	1 int.	Med	4 lb.	18	—	1530
Wheel lock belt pistol	2d4	20	Ballistic	10 ft.	Single	1 int.	Med	3 lb.	17	—	1530
Early Longarms (require the Personal Firearms Proficiency feat)											
Matchlock arquebus	2d6	20	Ballistic	30 ft.	Single	1 int.	Huge	10 lb.	15	—	1425
Wheel lock musket	2d8	20	Ballistic	40 ft.	Single	1 int.	Large	8 lb.	23	—	1517
Wheel lock carbine	2d8	20	Ballistic	30 ft.	Single	1 int.	Large	7 lb.	22	—	1520
Matchlock musket	2d8	20	Ballistic	40 ft.	Single	1 int.	Huge	20 lb.	17	—	1547
Matchlock caliver	2d4	20	Ballistic	20 ft.	Single	1 int.	Large	8 lb.	14	—	1590

TABLE 2-3: CANNON

Weapon	Damage	Crit.	Damage Type	Range Inc.	Rate of Fire	Mag.	Size	Weight	Purchase	
									DC	Restrict.
Field Cannon (require the Exotic Firearms Proficiency [cannons] feat)										
1-pounder	1d12	20	Ballistic	15 ft.	Single	1 int.	Huge	300 lb.	22	—
6-pounder	2d12	20	Ballistic	30 ft.	Single	1 int.	Huge	400 lb.	24	—
9-pounder	3d12	20	Ballistic	45 ft.	Single	1 int.	Huge	500 lb.	26	—
12-pounder	4d12	20	Ballistic	60 ft.	Single	1 int.	Huge	800 lb.	28	—
Siege Cannon (require the Exotic Firearms Proficiency [cannons] feat)										
18-pounder	5d12	20	Ballistic	90 ft.	Single	1 int.	Huge	1,000 lb.	30	—
32-pounder	8d12	20	Ballistic	125 ft.	Single	1 int.	Huge	2,000 lb.	32	—
60-pounder	12d12	20	Ballistic	250 ft.	Single	1 int.	Huge	4,000 lb.	34	—

Flintlock Firearms

Beginning with the snaplock in the late sixteenth century, the flintlock is a leap forward in firing mechanisms, dominating warfare into the early nineteenth century. The age of the flintlock also sees the introduction of rifling (by the end of the eighteenth century), which makes longarms far more accurate by controlling the spin of the bullet. Better gunsmithing techniques also make breech-loading possible at around the same time.

Like early firearms, flintlocks are difficult to load. Reloading a flintlock firearm requires two full-round actions, unless otherwise noted in the weapon description. A character with the Quick Reload feat can reload with a single full-round action.

Flintlocks are slightly more accurate than matchlocks and wheel locks; therefore, characters can apply their Dexterity modifiers to attack rolls with a flintlock. Their small range increments reflect their inaccuracy compared to modern firearms.

Optional: Like early firearms, flintlocks are difficult to fire in wet weather. At the GM's discretion, a flintlock weapon misfires in rain or other wet conditions, on a natural attack roll of 1.

Snaplock Pistol and Musket: Snaplock (also called snaphance or snaphaunce) weapons are an early form of flintlock weapons developed by the Dutch between 1550 and 1570. (The Spanish miquelet, developed around the same time, is a similar mechanism.) Pulling the trigger opens the pan cover and strikes a piece of flint against steel, creating sparks to ignite the priming in the pan. Although effective, this mechanism is somewhat more complex than the simpler and less expensive flintlocks that developed from it.

Blunderbuss Pistol and Musket: These weapons are heavy flintlocks with short barrels and large calibers, loaded with small shot. Their flaring barrels are erroneously believed to spread the shot at close range. Blunderbuss pistols are popular with pirates, and blunderbuss muskets are favored by the Pilgrims.

Four-Barrel Pistol: This flintlock has four identical barrels arranged so the user can rotate each barrel under the hammer, allowing four shots before reloading. On the downside, reloading all four barrels requires three full-round actions (or two full-round actions with the Quick Reload feat). A character can reload two barrels with two full-round actions (or one full-round action with the Quick Reload feat).

Dueling Pistol: In late eighteenth century, flintlock pistols specially designed for dueling are created. These are often elaborately decorated and usually come by the pair in an attractive and conveniently portable wooden box. (The purchase DC shown on the table is for a single pistol; the DC for a set of pistols is 20.)

Brown Bess: The standard longarm of the British army for over 200 years, the "Brown Bess" flintlock musket is inexpensive and reliable.

Ferguson Rifle: The first breech-loading rifle used in warfare, the Ferguson could have revolutionized warfare (and possibly changed the outcome of the American Revolution) if the British army had fully recognized its potential. The weapon's relatively high purchase DC reflects the fact that only a few of these weapons were made or used. A character using a Ferguson rifle can reload it with a single full-round action, or with a move action if the character has the Quick Reload feat.

Plains Rifle: The famous trade rifles supplied to various Native American nations during the late eighteenth and early

TABLE 2-4: FLINTLOCK FIREARMS

Weapon	Damage	Crit.	Damage Type	Range Inc.	Rate of Fire	Mag.	Size	Weight	Purchase		Year
									DC	Restrict.	
Flintlock Handguns (require the Personal Firearms Proficiency feat)											
Snaplock pistol	2d4	20	Ballistic	10 ft.	Single	1 int.	Med	3 lb.	20	—	1580
Blunderbuss pistol	2d8	20	Ballistic	5 ft.	Single	1 int.	Med	6 lb.	19	—	1680
Four-barrel pistol (.32)	2d4	20	Ballistic	15 ft.	Single	4 int.	Med	3 lb.	12	—	1780
Dueling pistol (.50)	2d6	20	Ballistic	20 ft.	Single	1 int.	Med	3 lb.	19	—	1775
Flintlock Longarms (require the Personal Firearms Proficiency feat)											
Snaplock musket	2d8	20	Ballistic	30 ft.	Single	1 int.	Large	14 lb.	21	—	1570
Blunderbuss musket	2d10	20	Ballistic	5 ft.	Single	1 int.	Large	14 lb.	19	—	1654
Brown Bess (.75 musket)	2d10	20	Ballistic	20 ft.	Single	1 int.	Large	10 lb.	13	—	1690
Ferguson rifle (.65 breechloader)	2d10	20	Ballistic	40 ft.	Single	1 int.	Large	8 lb.	18	—	1776
Plains rifle (.38)	2d8	20	Ballistic	30 ft.	Single	1 int.	Large	9 lb.	12	—	1820
Kentucky rifle (.52)	2d10	20	Ballistic	40 ft.	Single	1 int.	Large	11 lb.	14	—	1825

nineteenth centuries, these weapons are also popular with the first wave of white scouts and pioneers who push west before the Civil War.

Kentucky Rifle: The first firearm designed in the American colonies, this fine shooting piece is designed for hunting. Its long barrel increases its accuracy, allowing it to outrange contemporary military muskets.

Percussion Cap Firearms

In a percussion cap weapon, a hammer strikes a tiny explosive cap, which sends a flash down a narrow channel to the powder. Patented in 1807, percussion cap technology enters widespread use around 1842. For the first time, weather is no longer a factor in using a firearm, and the way is paved for the development of cartridges and breech-loading guns.

Reloading a percussion cap firearm requires the same amount of time as loading a comparable cartridge firearm, as described in the *d20 MODERN Roleplaying Game*.

Pepperbox: A refinement of the multibarreled pistols that appear at the end of the flintlock era, a pepperbox rotates the barrels by means of a cocking mechanism in the trigger, allowing the user to shoot multiple times single-handed.

Derringer: This short-barreled pistol is designed to fit easily in a pocket or purse to provide personal defense at very close range.

Henry Derringer designed the original weapon, which was quickly copied by dozens of competitors.

Navy Revolver: One of the first Colt designs to be produced in great numbers, the "Old Navy" is representative of the medium-caliber weapons of the period.

LeMat Revolver: This unusual weapon is a nine-chambered cylinder, .42 caliber revolver with a second barrel, approximately .63 caliber and designed to fire buckshot, added below the main barrel. The top of the hammer has a pivoting striker, allowing the wielder to choose which barrel to fire with a pull of the trigger. In the weapon statistics above, the numbers before the slash are for the revolver rounds, while the numbers after the slash are for the buckshot. Switching the weapon between firing modes is a free action, but the weapon can only be switched once per round. It is popular among officers in the Confederate Army.

Army Revolver: Perhaps the best example of the percussion cap pistol, Colt's 1860 "New Army" revolver is valued by experienced shooters into the 1890s because of its excellent range.

Rifle-Musket: The standard infantry longarm of the American Civil War, this is the last muzzleloader to be produced in numbers in the United States. A number of these weapons are flintlocks that have been refitted as percussion cap weapons.

Colt Revolver Rifle: Colt's revolving action is not very successful as a rifle, despite several attempts to win over the U.S. government.

12 Gauge Double-Barrel Shotgun: This descendant of the blunderbuss musket has changed little since its introduction. It fires small lead balls, or any junk and debris that might be at hand.

Dreyse Needle Gun: The ancestor of all bolt-action rifles, the Prussian needle gun has a bolt to open and close the chamber at the breech. The weapon's name derives from the long firing pin that passes through the paper cartridge to strike the percussion cap and fire the round. The French Chassepot rifle (developed in 1863) is similar but slightly more reliable, and it has a longer range increment (60 feet).

Sharps Carbine: This is an excellent breechloader made famous in the American Civil War. Despite being a single-shot weapon, it is used extensively in the west after the war.

Cartridge Handguns

Cartridge firearms build on the innovation of the percussion cap, combining the cap, the charge, and the bullet itself into a single metal cartridge easily loaded into the weapon. Cartridges make loading firearms quick and simple, and make repeating weapons possible.

Tranter: This huge British single-action revolver, designed to discourage opponents from approaching for close-quarters combat, turns up in all corners of the British Empire, even though few were made.

Double Derringer: This is essentially the same weapon described in the *d20 MODERN Roleplaying Game*, a two-barreled pistol easily concealed in a boot or garter.

Pocket Revolver: Designed as a weapon of self-defense, this small revolver is a popular personal weapon, though never as popular as the Derringer.

Colt Peacemaker: The most famous weapon of the Old West, the Peacemaker is widely available, powerful, and rugged. The same statistics could also describe similar weapons of different calibers, such as the .38 caliber Colt Lightning or Thunder.

TABLE 2-5: PERCUSSION CAP FIREARMS

Weapon	Damage	Crit.	Damage Type	Range Inc.	Rate of Fire	Mag.	Size	Weight	Purchase		Year
									DC	Restrict.	
Percussion Cap Handguns (require the Personal Firearms Proficiency feat)											
Pepperbox (.22)	2d4	20	Ballistic	15 ft.	S	8 int.	Small	2 lb.	14	—	1830
Derringer (.41)	2d6	20	Ballistic	10 ft.	Single	1 int.	Small	1 lb.	9	—	1841
Navy revolver (.36)	2d6	20	Ballistic	15 ft.	S	6 cyl.	Med	2 lb.	13	—	1851
LeMat revolver (.42/18 gauge)	2d6/2d6	20	Ballistic	20 ft./10 ft.	S/Single	9 cyl./1 int.	Med	4 lb.	15	—	1856
Army revolver (.44)	2d6	20	Ballistic	20 ft.	S	6 cyl.	Med	3 lb.	14	—	1860
Percussion Cap Longarms (require the Personal Firearms Proficiency feat)											
Rifle-musket (.58)	2d10	20	Ballistic	70 ft.	Single	1 int.	Large	10 lb.	14	—	1835
Colt revolver rifle (.36)	2d8	20	Ballistic	40 ft.	S	8 cyl.	Large	8 lb.	17	—	1836
12 gauge double-barrel shotgun	2d8	20	Ballistic	30 ft.	S	2 int.	Large	10 lb.	15	—	1840
Dreyse Needle gun (.60 rifle)	2d10	20	Ballistic	40 ft.	S	1 int.	Large	10 lb.	16	—	1841
Sharps carbine (.52)	2d10	20	Ballistic	60 ft.	Single	1 int.	Large	6 lb.	14	—	1861



TABLE 2-6: CARTRIDGE FIREARMS

Weapon	Damage	Crit.	Damage Type	Range Inc.	Rate of Fire	Mag.	Size	Weight	Purchase		
									DC	Restrict.	Year
Cartridge Handguns (require the Personal Firearms Proficiency feat)											
Tranter (.57 revolver)	2d8	20	Ballistic	15 ft.	S	5 cyl.	Med	4 lb.	18	—	1865
Double Derringer (.32)	2d4	20	Ballistic	10 ft.	S	2 int.	Small	1 lb.	14	—	1866
Pocket revolver (.32)	2d4	20	Ballistic	15 ft.	S	6 cyl.	Small	2 lb.	14	—	1869
Colt Peacemaker (.45 revolver)	2d6	20	Ballistic	15 ft.	S	6 cyl.	Med	3 lb.	14	—	1873
Nagant Model 1895 (7.62 mm)	2d6	20	Ballistic	20 ft.	S	7 cyl.	Small	2 lb.	15	—	1895
Mauser "Broomhandle" (7.63mm)	2d6	20	Ballistic	20 ft.	S	10 box	Med	3 lb.	15	—	1896
Luger P08 Pistol (9mm)	2d6	20	Ballistic	30 ft.	S	8 box	Small	2 lb.	16	Lic (+1)	1908
Colt M1911A1 (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)	1911
Walther Model PP (.32)	2d4	20	Ballistic	30 ft.	S	8 box	Small	1 lb.	17	Lic (+1)	1929
Tokarev Model TT33 (7.62 mm)	2d6	20	Ballistic	30 ft.	S	8 box	Small	2 lb.	14	Lic (+1)	1933
Beretta M1934 (9mm)	2d4	20	Ballistic	20 ft.	S	7 box	Small	2 lb.	15	Lic (+1)	1934
Browning High Power (9mm)	2d6	20	Ballistic	20 ft.	S	13 box	Small	2 lb.	15	Lic (+1)	1935
Smith & Wesson 38/200 (.357)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	16	Lic (+1)	1940

Cartridge Longarms (require the Personal Firearms Proficiency feat)

Spencer (.56 repeating carbine)	2d10	20	Ballistic	50 ft.	S	7 box	Large	8 lb.	15	—	1863
Buffalo rifle (.50)	2d12	20	Ballistic	90 ft.	Single	1 int.	Large	12 lb.	20	—	1866
Winchester 1873 (.30 lever-action)	2d10	20	Ballistic	50 ft.	S	15 box	Large	6 lb.	15	—	1873
12 gauge repeating shotgun	2d8	20	Ballistic	30 ft.	S	7 box	Large	7 lb.	15	—	1875
M-P-C Carbine M1891 (6.5 mm)	2d8	20	Ballistic	70 ft.	S	6 box	Large	8 lb.	16	—	1891
Springfield M1903 (.30)	2d10	20	Ballistic	80 ft.	S	5 box	Large	9 lb.	16	Lic (+1)	1903
Thompson M1921 (Tommy gun, .45 submachine gun)	2d8	20	Ballistic	30 ft.	S, A	30/50/100 box	Large	10 lb.	16	Res (+2)	1921
Mosin-Nagant M1930G (7.62mmR)	2d8	20	Ballistic	70 ft.	S	5 box	Large	9 lb.	18	Lic (+1)	1930
Suomi Model 1931 ¹ (9mm submachine gun)	2d6	20	Ballistic	30 ft.	S, A	71 box	Large	10 lb.	18	Res (+2)	1931
M1 Garand (.30)	2d10	20	Ballistic	80 ft.	S	8 box	Large	10 lb.	17	Lic (+1)	1936
Beretta M1938A (9mm submachine gun)	2d6	20	Ballistic	30 ft.	S, A	40 box	Large	9 lb.	18	Res (+2)	1938
M3 Grease Gun (.45 submachine gun)	2d8	20	Ballistic	40 ft.	A	30 box	Large	9 lb.	17	Res (+2)	1942

Cartridge Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)

Gatling gun (.50 machine gun)	2d10	20	Ballistic	100 ft.	A	40 box	Huge	150 lb.	24	Mil (+3)	1862
Maxim gun Mk 1 (.303 machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Huge	60 lb.	23	Mil (+3)	1889
Colt-Browning M1895 (6mm machine gun)	2d8	20	Ballistic	100 ft.	A	Linked	Huge	35 lb.	21	Mil (+3)	1895
Browning M1917 (.30 machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Huge	33 lb.	22	Mil (+3)	1917
Breda, Model 1930 (6.5mm machine gun)	2d6	20	Ballistic	90 ft.	A	20 box	Huge	23 lb.	19	Mil (+3)	1930
Browning M2HB (.50 machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	84 lb.	25	Mil (+3)	1932
MG34 (7.92 mm machine gun)	2d8	20	Ballistic	100 ft.	A	50 box or linked	Huge	27 lb.	21	Mil (+3)	1934

¹ This mastercraft weapon gives a +1 bonus on attack rolls.

Nagant Model 1895: This Russian revolver is used in the time of the Russian Revolution and beyond.

Mauser "Broomhandle": This popular, if somewhat awkward, pistol has the magazine mounted in front of the trigger, making it somewhat nose-heavy. Its nickname comes from the narrow grip. A stock can be mounted to the grip, counterbalancing the magazine.

Luger P08 Pistol: This is the famous weapon of German officers in both World Wars. American soldiers in World War II prized Lugers as war souvenirs.

Colt M1911A1: A slightly modified version of the pistol adopted by the American army in 1911, this weapon's .45 round gives it more stopping power than any other pistol in service.

Walther Model PP: The Walther, designed as a replacement for the Luger, is widely issued to German forces in the 1930s. The Swedish army also purchases Walthers in 1939.

Tokarev Model TT33: Designed as a replacement for the Nagant, the Tokarev is based on the Colt M1911. Because the Soviets favor mass-produced submachine guns, the Tokarev never becomes an especially common weapon in the Red Army. The same statistics can be used for similar weapons, such as the Polish Radom (a 9mm pistol) and the German Walther P38 (also 9mm).

Beretta M1934: The standard sidearm of the Italian army through the Italian–Abyssinian War (1935–36) and World War II, the Beretta M1934 has a short barrel and underpowered ammunition, resulting in its low damage capability.

Browning High Power: Originally manufactured in Belgium, the Browning High Power is used by militaries around the world: Lithuania, Canada, Germany, China, and Britain, among others. Its large magazine capacity makes it particularly popular.

Smith & Wesson 38/200: Called a .38, this revolver is Smith & Wesson's standard Military and Police .38, but rechambered to take the British .38 cartridge—which actually measures .357 inches. It is the most popular revolver issued to British soldiers during World War II.

Cartridge Longarms

Spencer: Made famous in the American Civil War, what the Spencer lacks in range and hitting power, it makes up for in volume of fire when compared with its muzzle-loading contemporaries.

Buffalo Rifle: These large, powerful weapons (produced by a variety of manufacturers) are designed to handle big game at extreme ranges.

Winchester 1873: More than 700,000 of these famous rifles are produced between 1873 and the 1830s. The same statistics can be used for similar weapons, including the .44 Winchester 1866, which is a favorite of nineteenth-century hunters and frontiersmen, and various .45 Springfield trapdoor rifles.

12-Gauge Repeating Shotgun: Many early repeating shotguns are lever-action weapons, just like the rifles of the day. The pump action is introduced late in the nineteenth century.

Mannlicher-Parravicino-Carcano Carbine M1891: The Italian army uses this weapon during World War I, and shortens it for use in World War II. The Japanese Arisaka Meiji 38 is almost identical, except for its smaller magazine (5 rounds) and greater weight (10 pounds).

Springfield M1903: This American rifle is licensed from an earlier Mauser bolt-action rifle. The same statistics can be used for the German Mauser Karabiner 98K, the standard

German rifle of World War II, as well as later Mausers such as the Gewehr 43 or the Sturmgewehr 44.

Thompson M1921: The famous "Tommy gun" of American gangsters is one of the first handheld weapons capable of automatic fire. Its large-caliber bullets give it greater damage potential than many more modern submachine guns, although at a shorter range.

Mosin-Nagant M1930G: The 1930G is the standard bolt-action rifle of the Soviet Red Army through World War II. Nearly the same statistics can be used for modified versions of the M1930G, such as the M1938G carbine (with a range increment of 60 feet).

Suomi Model 1931: This Finnish submachine gun is widely recognized as the finest of its kind, and is used in Norway, Denmark, and Sweden during World War II. Due to its high quality of manufacture, the Suomi is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M1 Garand: The U.S. army adopts this rifle in 1936, though the rate of production before World War II means it is slow to get in service during the war. The same statistics can be used for similar rifles, such as the Lee-Enfield No. 4 (.303 caliber) or the US Carbine M1.

Beretta M1938A: Primarily an Italian weapon, the Model 1938A is also issued to some Rumanian and German troops. The same statistics can be used for similar submachine guns, such as the Erma MP38/40, the Sten Mark 2, the Shpagin PPSH-41 (7.62mm), or the Sudarev PPS-42 (also 7.62mm).

M3 Grease Gun: The U.S. army develops this weapon to replace its military version of the Thompson M1921. It includes a conversion kit that allows it to fire 9mm ammunition if .45 ammo is scarce. This reduces its damage to 2d6.

Cartridge Heavy Weapons

Gatling Gun: This original machine gun sees little action in the American Civil War, but really proves itself in the American West. It is operated by a hand crank, with six to ten barrels rotating to provide a high rate of fire.

Maxim Gun Mk 1: The first automatic machine gun, the Maxim gun is portable enough to see widespread military use. A .450 caliber version of this gun was developed in 1885, but the British army's adoption of the weapon in 1889 contributed to its great success. The Maxim gun is water-cooled; its weight does not include the water.

Colt-Browning M1895: This early gas-operated machine gun is colloquially called the "potato digger," because the movement of the gun's levers sometimes kicks up loose dirt from the ground. Its light weight and portability compensate for its relatively slow rate of fire compared to its main competitor, the Maxim.

Browning M1917: This medium machine gun is used by the U.S. Army at the end of World War I and, in a slightly improved form, in World War II. It is water-cooled, though an air-cooled version is issued to infantry (as the M1919A4) in the 1920s. The Browning M1918 Automatic Rifle uses the same statistics, except that it has a small (20-round) magazine instead of using linked ammo.

Breda Model 1930: The Breda is the only light machine gun available to the Italian army in World War II, and it proves to be a terrible weapon. Its cartridge is weak (which is reflected in its low damage), its capacity low, and its reliability poor.

Browning M2HB: Originally designed as an aircraft weapon, the Browning is adopted by the U.S. Army in 1921.

TABLE 2-7: OTHER RANGED WEAPONS

Weapon	Damage	Crit.	Damage Type	Range Inc.	Rate of			Purchase			
					Fire	Mag.	Size	Weight	DC	Restrict.	Year
Compound bow (Archaic)	1d8 ¹	20	Piercing	40 ft.	1	—	Large	3 lb.	10	—	early
Crossbow, heavy (Simple)	1d12	19–20	Piercing	60 ft.	1	1 int.	Large	8 lb.	11	—	early
Crossbow (Simple)	1d10	19–20	Piercing	40 ft.	1	1 int.	Med.	7 lb.	9	—	early
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	—	Med.	2 lb.	4	—	early
Longbow (Archaic)	1d8	20	Piercing	50 ft.	1	—	Large	3 lb.	10	—	early
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	3	—	early
Sling (Simple)	1d4	20	Bludgeoning	25 ft.	1	—	Small	0 lb.	2	—	early
Whip (Simple)	1d2	20	Slashing	15 ft.	1	—	Small	2 lb.	4	—	early
Flamethrower (no feat needed)	3d6	—	Fire	—	1	10 int.	large	50 lb.	17	Mil (+3)	1912

1 Your Strength modifier applies to damage rolls you make when using a compound bow.

The M2 is an improved version, affectionately called the “Ma Deuce” and is fitted to a variety of vehicles or used from a tripod mount.

MG34: The German Maschinengewehr 34 is the first general-purpose machine gun. It can be mounted on a bipod to serve as an excellent light machine gun, or on a tripod with linked ammunition and used as a medium machine gun. The same statistics can be used for similar weapons, such as the Nambu Type 92 (7.7mm), the Bren Gun (.303), or the MG42.

Other Ranged Weapons

Many of the weapons in this category are the same archaic ranged weapons described in the *d20 MODERN Roleplaying Game*, growing obsolete even at the start of the period covered by *d20 Past*. The compound bow, crossbow, flamethrower, javelin, shuriken, and whip are all detailed in the *d20 MODERN Roleplaying Game*.

Crossbow, Heavy: This earlier cousin of the regular, or light, crossbow is rarely used in the modern age because it requires a winch to draw the bow. Reloading a heavy crossbow is a full-round action that provokes attacks of opportunity. A character with the Quick Reload feat can reload a heavy crossbow with a move action.

Longbow: Extensively used by the English military into the sixteenth century, the longbow is a simple (not compound) bow with excellent range and significant piercing power. Unlike a compound bow, however, a longbow does not allow you to apply your Strength modifier to your damage rolls.

Sling: An extremely ancient weapon, the sling remains in use into the Age of Reason. It consists of a short length of rope with a leather pocket that holds a lead bullet. The sling is whirled in a circle and then the bullet is released.

Ammunition

Ammunition for firearms and other ranged weapons is covered on Table 2-8.

Explosives and Splash Weapons

While thrown grenades are an innovation of World War I, explosives are as old as the gunpowder used in the earliest matchlock weapons. The explosives and splash weapons described here follow the same rules as those in the *d20 MODERN Roleplaying Game*. Dynamite, fragmentation grenades, smoke grenades, acid, and Molotov cocktails are fully detailed in the *d20 MODERN Roleplaying Game*.

Gunpowder, Barrel: Before gunpowder firearms were developed, the explosive properties of gunpowder found expression in other forms, from explosive catapult shot used in China in

the tenth century to the barrels of gunpowder Guy Fawkes and his coconspirators put in the basement of the British Houses of Parliament in 1605.

You can fit a fuse to a barrel of gunpowder, or you can use a trail of gunpowder spread along a floor or other surface as a makeshift fuse. Attaching a fuse to a barrel requires a full-round action. A character can spread a trail of gunpowder as part of a move action, moving up to half his speed while pouring gunpowder out of a barrel. The trail burns at a rate of 5 feet per round.

Blast Grenade: Hand grenades originate in the sixteenth century, and enter widespread use beginning around 1667. Time fuses—which detonate the grenade a set amount of time after the fuse is initiated—are relatively safe and common. Impact fuses detonate when they strike the ground. In game terms, the two types are functionally the same.

TABLE 2-8: AMMUNITION

Early Firearms and Flintlocks				Purchase DC
Musket shot and powder (10)				8
Pistol shot and powder (12)				8
Blunderbuss shot and powder (10)				6
Cannon				
Round shot and powder				
1-pound (10)	4	18-pound (10)		8
6-pound (10)	5	32-pound (10)		9
9-pound (10)	6	60-pound (10)		10
12-pound (10)	7			
Chain shot				+1*
Grapeshot				+1*
Percussion Cap Firearms				
.22 caliber (20)	4	.52 caliber (20)		6
.36 caliber (20)	5	.58 caliber (20)		7
.41 caliber (20)	5	.60 caliber (20)		8
.42 caliber (20)	5	12-gauge buckshot (10)		4
.44 caliber (20)	5	18-gauge buckshot (10)		3
Cartridge Firearms				
6mm (50)	4	.303 caliber (50)		5
6.5mm (20)	4	.32 caliber (50)		5
7.62mm (20)	4	.357 caliber (50)		5
7.62mmR (20)	4	.45 caliber (50)		5
7.63mm (20)	4	.50 caliber (20)		5
7.92mm (50)	5	.56 caliber (50)		7
9mm (50)	5	.57 caliber (50)		7
.30 caliber (50)	5	12-gauge buckshot (10)		4
Other Ranged Weapons				
Arrow (12)				6
Crossbow bolt (12)				5
Sling bullet (12)				3

*Chain shot and grapeshot have a purchase DC 1 higher than round shot for the same cannon.



TABLE 2-9: EXPLOSIVES AND SPLASH WEAPONS
Grenades and Explosives

Weapon	Damage	Crit.	Damage Type	Burst Radius	Reflex DC	Range		Size	Weight	Purchase		Year
						Inc.				DC	Restrict.	
Gunpowder, barrel	3d6	—	Concussion	20 ft.	15	—	Med	5 lb.	12	—	1450	
Blast grenade	2d6	—	Concussion	10 ft.	15	10 ft.	Tiny	1 lb.	14	—	1667	
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)	1867	
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	—	Tiny	1 lb.	15	Mil (+3)	1913	
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	10	—	1915	
Stun grenade	1d8	—	Sonic	20 ft.	15	10 ft.	Small	2 lb.	13	Res (+2)	1933	

Splash Weapons

Weapon	Direct Hit Damage	Splash Damage	Crit.2	Damage Type	Reflex DC	Range		Size	Weight	Purchase		Year
						Inc.				DC	Restrict.	
Acid, mild	1d6	1	20	Acid	—	10 ft.	Tiny	1 lb.	6	—	early	
Molotov cocktail ¹	1d6	1	20	Fire	—	10 ft.	Small	1 lb.	6	—	1939	

¹ This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.

² Threat range applies to direct hits only; splash damage does not threaten a critical hit.

Stun Grenade: Stun grenades are designed primarily to shock enemy troops or control rioting crowds. They combine a bright magnesium flash with a deafening bang. Soldiers often use them in house-to-house fighting, lobbing one into a room before spraying it with submachine gun fire. Targets in the blast radius who fail their Reflex saves must make an extra Fortitude save (DC 15) or be stunned for 1 round.

Melee Weapons

In the eras covered by *d20 Past*, melee combat is much more common than in the modern age. Particularly in the earlier periods, when single-shot firearms with long reload times are the only firearms available, most soldiers are still trained primarily for melee. Pistols are made to serve double duty as axes or maces so they would remain useful after they were fired.

TABLE 2-10: MELEE WEAPONS

Weapon	Damage	Crit.	Damage Type	Range Inc.	Size	Weight	Purchase		Year
							DC	Restrict.	
Simple Weapons (require the Simple Weapon Proficiency feat)									
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—	early
Knife or dagger	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	7	—	early
Quarterstaff ¹	1d6/1d6	20	Bludgeoning	—	Large	4 lb.	—	—	early
Sap	1d6 ¹	20	Bludgeoning	—	Small	3 lb.	2	—	early
Sickle	1d6	20	Slashing	—	Small	2 lb.	9	—	early
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—	—	1550
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—	—	1460

Archaic Weapons (require the Archaic Weapons Proficiency feat)

Brandistock	1d6	20	Piercing	—	Large	5 lb.	8	—	early
Cutlass, machete, scimitar	1d6	18-20	Slashing	—	Small	2 lb.	5	—	early
Greatsword	2d6	19-20	Slashing	—	Large	8 lb.	9	—	early
Halberd ¹	1d10	20	Piercing or slashing	—	Large	12 lb.	6	—	early
Hatchet, hand axe, tomahawk	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—	early
Lance ¹	1d8	20	Piercing	—	Large	10 lb.	6	—	early
Longsword	1d8	19-20	Slashing	—	Med	4 lb.	4	—	early
Pike ¹	1d8	20	Piercing	—	Large	9 lb.	7	—	early
Spear	1d8	20	Piercing	—	Large	9 lb.	6	—	early
Rapier, smallsword	1d6	18-20	Piercing	—	Med	3 lb.	10	—	1530
Saber	1d6	18-20	Slashing	—	Med	3 lb.	10	—	1530
Pistol-axe ¹	1d6	20	Slashing	—	Med	+1 lb.	+1	—	1550
Pistol-mace ¹	1d6	20	Bludgeoning	—	Med	+2 lb.	+1	—	1550
Bayonet (fixed) ¹	1d4/1d6	20	Piercing/Bludgeoning	—	Large	1 lb.	7	—	1647
Sword cane ¹	1d6	18-20	Piercing	—	Med	3 lb.	9	—	1850

Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)

Chain ¹	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5	—	early
Kama	1d6	20	Slashing	—	Small	2 lb.	5	—	early
Katana	2d6	19-20	Slashing	—	Large	6 lb.	12	—	early
Kukri	1d4	18-20	Slashing	—	Small	1 lb.	5	—	early
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	3	—	early
Three-section staff ¹	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	4	—	early

¹ See the description of the weapon for special rules.

Braces of pistols are often carried to capitalize on the advantage of multiple shots without reloading.

The club, knife, pistol whip, rifle butt, sap, bayonet, hatchet, longsword, rapier, spear, sword cane, chain, kama, katana, kukri, nunchaku, and three-section staff are all fully detailed in the *d20 MODERN Roleplaying Game*. The daggers common in the Age of Reason (including specialized parrying daggers) all share the same statistics as the knife. The hand axe and tomahawk are functionally identical to the hatchet.

The earliest bayonets plug into the barrels of early firearms. Later models include functional swords and knives attached to gun barrels, as well as spring-loaded folding blades, which are particularly common on blunderbuss muskets.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you are using a one-handed weapon and a light weapon. You can also strike with either end singly.

Brandistock: A brandistock is a three-spiked spear or trident with the blades concealed inside the haft. With the blades withdrawn, it appears as an iron-shod walking staff. The blades can be shaken out quickly (as a move action).

Cutlass, Machete, or Scimitar: These weapons have very different places in the history of swords, but their game statistics are identical. The cutlass is the favored sword of pirates. The machete is a tool used for cutting through undergrowth, but it is also suitable as a weapon; it is frequently carried by soldiers in the Pacific region in World War II. The scimitar is an ancient curved sword from the Middle East.

Greatsword: This late medieval weapon is as tall as many men. It is difficult to swing, but effective when it connects.

Halberd: The early Age of Reason witnesses the flourishing of the polearm, of which the halberd is but one example. Normally, you strike with a halberd's axe head, but the spike on the end is useful against charging opponents. If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use the hook on the back of a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Lance: The quintessential weapon of the mounted warrior, the lance makes a fine weapon to use after a cavalry officer fires his two horse pistols. A lance deals double damage when used from the back of a charging mount. It has reach, so you

can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Pike: Famous for its use among the Swiss, the pike has the advantage of long reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a pike against a charge, you deal double damage on a successful hit against a charging character.

Pistol-Axe: This unusual weapon combines a wheel lock or flintlock belt pistol with an axe blade attached to the stock. After firing, the wielder grips the barrel of the pistol and can swing a functional hand axe, allowing the weapon to remain useful after the first shot is fired. A pistol-axe weighs 1 pound more than an ordinary pistol of the same type, and has a purchase DC 1 higher.

Pistol-Mace: Like the pistol-axe, this weapon combines a pistol with a heavy metal ball mounted on the stock. A pistol-mace weighs 2 pounds more than an ordinary pistol of the same type, and has a purchase DC 1 higher.

ARMOR

The period between 1450 and 1950 is a low point in the history of body armor. The introduction of firearms make medieval armor obsolete, and it takes until the 1940s for science to discover new materials that can block bullets without being too heavy for a soldier to wear. Some metal armor remains in use throughout this period, from the Elizabethan back-and-breast to the German Sappenpanzer armor from World War I.

Breastplate: This steel armor covers the front and back of the torso and is thus sometimes referred to as back-and-breast. It is worn by heavy cavalry and the occasional pikeman in the Age of Reason.

Buff Coat: The standard piece of armor throughout PL 3, this is a supple leather coat that covers the torso and shoulders.

Chemico Body Armor: This World War I-era body armor is worn by British soldiers. It is made of kapok and fabric, making it lighter than similar armor using metal, but it is not particularly effective against bullets.

EOB Body Armor: This government-issued British body armor consists of metal plates covering the front, back and groin. It is one of the most effective World War I body armors.

M12 Armor Vest: This body armor is made from nylon and aluminum. Developed during World War II, it does not see extensive use until the beginning of PL 5.

TABLE 2-11: ARMOR

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restrict.	Year
Light Armor										
Buff coat	Archaic	+1	+1	+8	-0	30	5 lb.	11	—	early
Studded leather	Archaic	+3	+1	+5	-1	30	20 lb.	13	—	early
Chemico body armor	Tactical	+3	+1	+4	-3	30	6 lb.	16	—	1917
Medium Armor										
Breastplate	Archaic	+5	+2	+3	-4	20	30 lb.	19	—	early
EOB body armor	Tactical	+4	+2	+3	-4	20	10 lb.	18	Mil (+3)	1917
Heavy Armor										
Three-quarter plate	Archaic	+7	+3	+1	-6	20	45 lb.	21	—	early
Sappenpanzer	Tactical	+6	+3	+1	-5	20	22 lb.	18	Mil (+3)	1917
M12 armor vest	Tactical	+6	+3	+2	-4	20	12 lb.	20	Mil (+3)	1945

Sappenpanzer: This German “trench armor” consists of four metal plates protecting the chest and abdomen. Its weight makes it suitable for sentries and machine gunners during World War I, who have no need for great mobility.

Studded Leather: Mostly obsolete by the start of PL 3, this armor still appears on militia troops.

Three-Quarter Plate: This is a variation on the full plate armor found in the late Middle Ages and early Age of Reason. Worn primarily by heavy cavalry, it dispenses with protection for the back of the legs, buttocks, and lower legs in order to reduce its overall weight.

VEHICLES

Except as noted in this section and the later section on Vehicle Movement and Combat, the vehicles described here use the same rules as those in the *d20 MODERN Roleplaying Game*. In particular, see page 123 of the *d20 MODERN Roleplaying Game* for an explanation of the column headings used in this section. As with weapons, the vehicle tables include a column showing the year each vehicle becomes generally available.

Sailing Ships

The sailing ships described in this book are from the Age of Sail—from the start of the period covered by this book through about 1860. This is the period during which heroic adventures are likely to involve the great sailing ships of the age, based on archetypal adventures in fiction and movies. Just like the *d20 MODERN Roleplaying Game* core rules, this book does not attempt to paint a comprehensive picture of the military ships of any age, and steam-powered warships of the nineteenth and twentieth century are beyond the scope of this book. Even by the seventeenth century, the focus is on exploring or mercantile ships such as the Dutch East Indiaman rather than military ships of the line.

All sailing ships are controlled by the use of the Drive skill. In general, the gunwales of a sailing ship provide one-half cover to characters on any deck of the ship, while characters belowdecks have total cover.

Great Galley: Used since the time of the ancient Greeks, galleys remain in use until the beginning of the nineteenth century, particularly in the Mediterranean. Algerian pirates favor them in the seventeenth century, and France copies some of their designs. The Venetians are credited with the invention of the gallea grossa, or “great galley,” in the thirteenth century.

The advantages of a galley are its maneuverability (compared to a sailing ship), its speed over short distances, and the fact that it is often equipped with a ram. A galley’s crew qual-

ity leaves something to be desired, however—its rowers are typically criminals or exiles sent to the galleys as punishment for their crimes. A galley crew rarely rises above untrained quality, though the crew of an Algerian pirate galley might be more skilled.

A great galley is 35 squares long and 7 squares wide in character scale. It includes two or three lateen-rigged sails, and is sometimes armed with up to fourteen 9-pound cannon on swivel mounts. By the sixteenth century, Venetian galleys carry a battery of six forward-facing 18-pound cannon.

Cog: While the Mediterranean world uses galleys, the merchant ship of the early North Atlantic is the cog, a tall and round ship with square sails. By the end of the fifteenth century, cogs include a second square sail in the fore and a modified lateen sail in the aft.

A cog is 19 squares long and 5 squares wide in character scale. Two 9-pound cannon are set on swivel mounts on the forecastle and two more in the rear, and later models include five 18-pound cannon on each side, firing from a gun deck below the main deck.

Chinese Junk: “Junk” is a very general term for ships of Chinese or Japanese origin. A typical oceangoing junk of the nineteenth century is 18 squares long and 5 squares wide. Its armament consists of six heavy matchlock muskets on swivel mounts on the main deck.

Carrack: The carrack of 1470 is dominated by a huge square mainsail, with a square sail fore and a lateen sail aft. Symbols of political power, carracks serve both as merchant ships and warships. A typical carrack is 21 squares long and 6 squares wide. It might include as many as twenty 9-pound cannon on swivel mounts fore and aft.

Caravel: Combining the lateen sails of later Mediterranean galleys with the building techniques of northern cogs, caravels originated in Portugal in the fifteenth century and are sometimes said to have launched the Age of Exploration. A typical caravel includes three lateen sails, though later (and larger) versions built for war toward the end of the sixteenth century include a square sail in the fore. A typical caravel is 14 squares long and 5 squares wide.

Galleon: The ultimate development of the carrack expressly designed for war, the galleon is the largest ship of the sixteenth century. It has four masts—two aft bearing lateen sails, and one fore and the mainmast carrying square sails with topgallant sails. A typical galleon of the later sixteenth century is 30 squares long and 6 squares wide. It has thirty-two 18-pound cannon on a gun deck below the main deck, and two 9-pounders on swivel mounts on its quarterdeck.

TABLE 2-12: SAILING SHIPS

Name	Crew	Pass	Cargo	Init	Mnvr	Top				Purch			Year
						Spd	Def	Hard	hp	Size	DC	Restrict.	
Great galley	110	0	100 tons	-4	-4	15 (1)	2	10	76	C	34	—	early
Cog	20	5	180 tons	-6	-6	10 (1)	2	10	66	C	33	—	early
Chinese junk	20	5	200 tons	-4	-4	10 (1)	2	10	70	C	32	—	early
Carrack	35	15	200 tons	-6	-6	15 (1)	2	10	66	C	36	—	1470
Caravel	20	40	200 tons	-4	-4	10 (1)	2	10	70	C	35	—	1490
Galleon	60	140	400 tons	-8	-8	20 (2)	2	15	74	C	40	—	1540
Pinnace	8	56	40 tons	-4	-4	10 (1)	2	15	66	C	33	—	1550
East Indiaman	45	155	500 tons	-8	-8	15 (1)	2	15	74	C	42	—	1602
Frigate	40	80	100 tons	-4	-4	20 (2)	2	15	72	C	38	—	1748
Schooner	20	30	40 tons	-2	-2	20 (2)	2	15	66	C	34	—	1772
Clipper schooner	40	100	200 tons	-2	-2	25 (2)	2	15	70	C	44	—	1800



Pinnacle: A pinnacle is a small, light ship designed for scouting. Similar to some caravels, a pinnacle has a lateen sail aft and square sails with topsails in the fore and main mast. A pinnacle is 18 squares long and 5 squares wide. It carries five 9-pound cannon on swivel mounts on its deck.

East Indiaman: These enormous ships make up the bulk of the fleet of the Dutch East India Company, hence their name. The company sponsored some eight thousand voyages between Holland and the East Indies during the seventeenth and eighteenth centuries. These vessels are similar to galleons and the other warships of the same period, and are fully capable of self-defense. They have three masts, which are mostly square-rigged.

An East Indiaman is typically crammed with sailors and soldiers—a typical complement is about 70 sailors and 130 soldiers, working in three shifts. The ship is 30 squares long and 7 squares wide in character scale. It has forty-two 18-pound cannon on gun decks—sixteen each on the port and starboard side, and ten more on the aft face of the vessel.

Frigate: The defining characteristic of a frigate is its speed, attained by putting all the guns on a single deck close to the water line, with the lower deck at or below the waterline. It has unusually spacious quarters for the crew. A typical frigate is 25 squares long and 7 squares wide in character scale. It carries some twenty-eight to thirty-six 18-pound cannon on its single gun deck.

Schooner: Designed as a small naval cruiser but also used for mercantile purposes (including British tax collectors in the American colonies), schooners typically have two masts of roughly equal height, topsails, and headsails. A typical schooner is 16 squares long and 5 squares wide.

Clipper Schooner: An American ship design intended for deep-water sailing in the Atlantic, the clipper schooner (or Baltimore clipper) is primarily a mercantile design. However, several Baltimore clippers are famous as privateer ships, blockade runners, and slaver ships. The name comes from the shape of their hull that allows them to cut through the water faster than earlier ships. A clipper schooner's sails and rigging are similar to those of an older schooner, with two masts and a confusing array of sails. A clipper schooner is 18 squares long and 5 squares wide in character scale. If intended for war or piracy, it carries twenty-four 18-pound cannon on a single gun deck.

Aircraft

All aircraft are controlled by use of the Pilot skill.

Zeppelin LZ1: Though dirigible (“steerable,” as distinct from balloons that simply drift with air currents) airships have been

testing the skies for several decades by the launch of the first Zeppelin, the 1900 flight of the Zeppelin LZ1 is generally also considered the launch of the Golden Age of Airships.

The LZ1 consists of a long, cigar-shaped balloon supporting one or two gondolas where the passengers, crew, and machinery are located. It includes a motor and propellers to maneuver the vessel, as well as a rigid frame to keep the ship's shape constant. It is 84 squares long and 8 squares wide in character scale, and it occupies 2 squares in chase scale because of its great length.

Demoiselle: A very popular early aircraft, the Santos-Dumont Demoiselle is a light monoplane with a 25-horsepower engine. Its canvas wings and tail structure are connected by a very light frame; the plane can carry only a single person aloft. The Demoiselle is 3 squares wide and 4 squares long, with the pilot occupying 1 square at the front of the plane. It provides one-quarter cover to the pilot.

Sopwith Camel: One of the most famous planes of World War I, the Sopwith Camel is a highly maneuverable biplane with twin Vickers machine guns mounted in the nose. (Use the statistics for the Colt-Browning M1895 machine gun.) The breeches of the guns are covered by a hump that gives the plane its name. Other WWI-era biplanes have –1 maneuver modifiers but are otherwise comparable to the Camel. The Sopwith Camel is 9 squares wide (including wingspan; the fuselage is 1 square wide) and 4 squares long.

Fokker Triplane: The only plane nearly comparable to the Sopwith Camel during World War I, the Fokker is just as well known. It carries twin Spandau machine guns. (Use the statistics for the Browning M1917 machine gun.) The Fokker triplane is 5 squares wide (including wingspan; the fuselage is 1 square wide) and 4 squares long.

Autogyro: Invented in 1923, the autogyro is a predecessor of the modern helicopter. Built from airplane components, an autogyro has the body of a light plane such as the Sopwith Camel, but with rotary blades mounted above the cockpit in place of wings (though it does have a pair of light stabilizers extending to the sides where the wings would be on a monoplane). A propeller on the front moves the autogyro forward. An autogyro is 9 squares wide (including wingspan; the fuselage is 1 square wide) and 4 squares long.

Graf Zeppelin: One of the most famous dirigibles of all time, the Graf Zeppelin is a passenger airship created in Germany in 1928, and the first vehicle to fly around the world. The enormous Graf is 155 squares long and 20 squares wide in character scale. It occupies 3 squares in chase scale.

Sikorski S-42 Flying Clipper: Before the extensive development of airports, seaplanes such as the Sikorski S-42 are popular passenger planes. They can carry nearly three

TABLE 2-13: AIRCRAFT

Name	Crew	Pass	Cargo	Init	Mnvr	Top				Purch			Year
						Spd	Def	Hard	hp	Size	DC	Restrict.	
Zeppelin LZ1	1	4	900 lb.	-8	-8	35 (3)	2	5	48	C	45	—	1900
Demoiselle	1	0	100 lb.	-2	-2	110 (11)	8	2	10	H	30	—	1909
Sopwith Camel	1	0	200 lb.	-1	+1	200 (20)	8	8	40	H	39	Mil (+3)	1916
Fokker Triplane	1	0	400 lb.	-1	+0	190 (19)	8	8	50	H	41	Mil (+3)	1917
Autogyro	1	0	200 lb.	-4	-4	120 (12)	8	8	38	H	32	Lic (+1)	1923
Graf Zeppelin	30	91	50 tons	-6	-6	140 (14)	2	10	58	C	50	Res (+2)	1928
Sikorski S-42	2	32	5 tons	-4	-4	280 (28)	2	10	60	C	43	Lic (+1)	1935
Flying Clipper													
Piper Cub	2	0	250 lb.	-2	-2	150 (15)	8	8	30	H	36	Lic (+1)	1936
Spitfire	1	0	100 lb.	-1	+1	640 (64)	6	8	40	G	40	Mil (+3)	1938



dozen passengers in luxurious comfort, and usually carry hostesses as part of the crew. A flying clipper is 25 squares wide (including wingspan; the fuselage is 3 squares wide) and 14 squares long.

Piper Cub: "So easy, even a child could fly it," or so goes the claim of the Taylor Brothers Aircraft company, later purchased by Piper Aircraft. This tiny monoplane is 7 squares wide (including wingspan; the fuselage is 1 square wide) and 4 squares long, and is used as a trainer plane during World War II.

Spitfire: The Spitfire is the iconic fighter plane of British forces in World War II. It carries eight machine guns under its wings (either Browning M1917 or Browning M2HB guns), and its speed and maneuverability are unmatched. A Spitfire is 7 squares wide (including wingspan; the fuselage is 1 square wide) and 6 squares long.

Ground Vehicles

Experimentation with carriages powered by steam or gas motors begin long before the turn of the century, but the Benz Velo in 1894 marks the first real commercial availability of these vehicles. Most early automobiles are appointed luxuriously, appealing to the wealthy customers who can actually afford such a contraption.

Benz Velo: The first "small car" and the first standard production car, the Velo was produced by Karl Benz starting in 1894. Benz sold 67 cars that year, 135 the next, and 2,000 by the turn of the century.

Its 18-liter fuel tank is sufficient to carry the car about 80 miles. It has an open seat, so it provides only one-quarter cover to its two occupants and offers no protection against inclement or cold weather. The Velo is 2 squares wide and 3 squares long.

De Dion: A typical very early car, the 1903 De Dion has an open seat like the Velo but a design more recognizable to modern eyes as a car. It provides one-quarter cover to its two occupants. It is 2 squares wide and 3 squares long.

Silver Ghost: The 1907 Rolls Royce Silver Ghost, named for its quiet engine, was the first car produced by Rolls Royce. It remained in production for 19 years.

It is a reliable and refined car. Though it is open on top like most early cars, its sides are high and it provides one-half cover to its occupants. It is 2 squares wide and 3 squares long.

Model T Ford: Not the first car produced on an assembly line, but by far the most efficiently and economically made, the Model T was the first car to fall within the purchasing power of ordinary workers.

With the roof up, a Model T provides three-quarters cover to its driver and passengers; with the roof down, this is reduced to one-half cover. The car is 2 squares wide and 3 squares long.

Indian Hendee Special: The first electric start motorcycle, the Hendee Special is a powerful bike capable of high speeds. Smaller than modern motorcycles, the Indian occupies only a single square. Like other motorcycles, it provides no cover to its driver.

Bentley 3-Litre: Known for both speed and reliability, the Bentley 3-Litre has been jokingly referred to as "The fastest lorry [truck] in the world." It is 3 squares long and 2 squares wide. With the convertible top up, it provides three-quarters cover to its driver and passengers; with the roof down, this is reduced to one-half cover.

Mercedes-Benz SSK: A fine early sports car, the SSK pales in comparison to the Alfa Romeo that comes along a few years later. It is 2 squares wide and 3 squares long, and provides one-half cover to its occupants.

Model A Ford Roadster Pickup: This is a typical early pickup truck, lacking the large capacity of more modern pickups. It is 2 squares wide and 3 squares long. The driver has three-quarters cover, while the rear bed provides one-half cover.

Model A Ford Station Wagon: Later known as a "Woody" for its wooden sides, this kind of early station wagon is intended for commercial use (replacing its passengers with additional

TABLE 2-14: GROUND VEHICLES

Name	Crew	Pass	Cargo	Top					Purchase				Year
				Init	Mnvr	Spd	Def	Hard	hp	Size	DC	Restrict.	
Benz Velo (gas carriage)	1	1	50 lb.	-3	-4	25 (2)	9	5	30	L	33	—	1894
De Dion (early tourer)	1	1	0 lb.	-3	-4	40 (4)	9	5	30	L	30	—	1902
Silver Ghost (early tourer)	1	3	0 lb.	-2	-2	110 (11)	8	5	28	H	34	—	1907
Model T Ford (early sedan)	1	4	0 lb.	-2	-4	75 (7)	8	5	24	H	27	—	1908
Indian Hendee Special (motorcycle)	1	1	0 lb.	+0	+2	185 (18)	10	5	18	M	23	Lic (+1)	1914
Bentley 3-litre	1	3	0 lb.	-2	-2	220 (22)	8	5	34	H	33	Lic (+1)	1924
Mercedes-Benz SSK	1	1	100 lb.	-2	-2	190 (19)	8	5	34	H	28	Lic (+1)	1928
Model A Ford Roadster Pickup	1	1	800 lb.	-4	-4	165 (16)	8	5	36	H	26	Lic (+1)	1928
Model A Ford Station Wagon ("Woody")	1	4	150 lb.	-2	-4	185 (18)	8	5	28	H	28	Lic (+1)	1929
Alfa Romeo 8C 2900	1	1	0 lb.	-1	-2	245 (24)	8	5	28	H	37	Lic (+1)	1932
Duesenberg Model J Phaeton (luxury tourer)	1	5	275 lb.	-2	-2	200 (20)	8	5	36	H	36	Lic (+1)	1932
Citroën Traction Avant	1	4	200 lb.	-2	-1	125 (12)	8	5	30	H	33	Lic (+1)	1934
Buick Series 90 Convertible Phaeton	1	3	200 lb.	-2	-2	175 (17)	8	5	34	H	30	Lic (+1)	1935
Auburn 852 Speedster	1	1	100 lb.	-2	-2	185 (18)	8	5	32	H	30	Lic (+1)	1936
BMW 328	1	1	100 lb.	-2	-1	165 (16)	8	5	26	H	35	Lic (+1)	1936
Bugatti Type 57 Atalante	1	1	100 lb.	-1	-1	215 (21)	8	5	28	H	37	Lic (+1)	1937
Hispano-Suiza H6C Saoutchik Xenia Coupe	1	1	100 lb.	-1	-1	195 (19)	8	5	34	H	36	Lic (+1)	1938



cargo capacity). It is 2 squares wide and 3 squares long, and provides three-quarters cover to its occupants.

Alfa Romeo 8C 2900: The Alfa Romeo 8C 2900 is a fast two-seat racer. It is 2 squares wide and 3 squares long, and provides one-half cover to its occupants.

Duesenberg Model J Phaeton: This luxury automobile brought the term “duesy” (or “doozy”) into popular slang. It has a separate windshield for the passengers in the rear seat! The Duesenberg is 2 squares wide and 3 squares long. With the convertible top up, it provides three-quarters cover to its occupants; with the roof down, this is reduced to one-half cover.

Citroën Traction Avant: One of the first cars to use front-wheel drive, the 1934 Citroën Traction Avant is a technology leader. It is 2 squares wide and 3 squares long, and provides three-quarters cover to its occupants.

Buick Series 90 Convertible Phaeton: A popular car in the early days of Hollywood, the Buick Series 90 Convertible is elegant and often seen in light colors. It is 4 squares long and 2 squares wide. With the convertible top up, it provides three-quarters cover to its occupants; with the roof down, this is reduced to one-half cover.

Auburn 852 Speedster: Another speedy racing car, the Auburn 852 is 4 squares long and 2 squares wide. With the convertible top up, it provides three-quarters cover to its occupants; with the roof down, this is reduced to one-half cover.

BMW 328: A lightweight and aerodynamic sportscar, the BMW 328 is speedy (for its time) and maneuverable. It is 3 squares long and 2 squares wide. With the convertible top up, it provides three-quarters cover to its occupants; with the roof down, this is reduced to one-half cover.

Bugatti Type 57 Atalante: The Bugatti Type 57 is a sleek and elegant racer from 1937. It is 4 squares long and 2 squares wide, and provides three-quarters cover to its occupants.

Hispano-Suiza H6C Saoutchik Xenia Coupe: A masterpiece of artistic design, this is a successor to the classic Hispano-Suiza sedans of earlier years. Its art deco styling and teardrop shape set it apart from any other car on the road at the time. It is 5 squares long and 2 squares wide, and provides three-quarters cover to its occupants.

Vehicle Movement and Combat

While flying a trainer biplane or driving a pulp-age jalopy is really no different from using more modern vehicles, the great ships of the Age of Sail require some adjustments to the standard *d20 MODERN Roleplaying Game* rules for vehicle movement and combat. Sailing ships occupy multiple squares even in chase scale (and can occupy most of a battlemat in character scale), move slowly (and in a manner dependent on the wind), and lack even a modicum of maneuverability.

CREW

Even a small sailing vessel requires a significantly larger crew than most modern vehicles. The crew numbers shown on Table 2–12 include a captain, several officers (often heroes), the pilot who actually steers the ship, sailors responsible for handling the sails, and gunners who fire the ship’s cannon. While the pilot makes Drive checks to control the vehicle as normal, the operation of the ship depends on the efficient operation of the

entire crew, and so the crew quality applies as a modifier to those checks.

Crew Quality	Check Modifier	Attack Bonus
Untrained	–4	–2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

SCALE

Although sailing ships are not extremely fast, they are very large and can occupy most of the play surface at character scale, so chase scale is recommended for ship-to-ship battles. In chase scale, most sailing ships occupy a space 1 square wide and 2 squares long. Two ships can occupy the same square, as normal.

FACING AND FIRING ARCS

A sailing ship’s cannon are generally mounted on its sides, making its firing arcs quite limited. Half of a ship’s cannon can fire only to the ship’s left, while the other half can fire only to its right.

GETTING STARTED

It takes a long time to get a ship ready to sail, though a crack crew can do it faster than green recruits. In the context of combat, it is generally true that a ship not moving at the start of a battle will not be moving at the end of it. If a ship has been stripped for a long berth, it takes an hour to get it ready to move. If it is already prepared to sail, it takes only 10 minutes to get it under way. An expert crew reduces both of these numbers by 25% (45 minutes or 7 minutes), while an ace crew reduces them by half (30 minutes or 5 minutes).

VEHICLE SPEED

By modern standards, sailing ships are slow—not a single ship of the Age of Sail can exceed alley speed in the *d20 MODERN* rules. This rule simplifies ship-to-ship combat, eliminating the need to declare speed as well as all modifiers to Defense, skill checks, and attack rolls.

PILOTING A SHIP

A ship’s pilot must use a move action each round to steer the ship on its course. During that move action, the ship moves a number of squares that falls within its speed category (usually only 1 square in chase scale, or up to 10 squares in character scale). The pilot can attempt maneuvers to change the vehicle’s course or speed, many of which require the other crew members to use actions as well. These maneuvers can be attempted at any point along the ship’s route. The pilot can choose to use his attack action to attempt additional maneuvers, but his options are limited by the number of actions the sailors can take.

There are no simple maneuvers for sailing ships. While the pilot can make small course adjustments using only the rudder, a turn as small as 45 degrees requires adjusting the sails and a stunt.

STUNTS

Performing any of these stunts requires the ship’s pilot to make a Drive check.



45-Degree Turn: A sailing ship turns slowly, requiring more than a simple adjustment of the rudder—the sails must be adjusted as well. As normal, the ship must move forward at least 1 square before it can turn, and making a 45-degree turn costs 1 square of movement.

Ram: No Drive check is necessary to ram another ship at character scale—moving the ship into the same square is sufficient. At chase scale, however, ramming is a stunt, requiring a Drive check. The DC for a ram is 15. If this check is successful, the Drive check result sets the Reflex save DC for the pilot of the target ship to reduce the damage to both vehicles by half. On a failed check, the vehicles do not collide.

Dash: This stunt does not increase a ship's speed category, but allows the pilot to eke an extra 1d4 squares of movement above the ship's maximum speed in character scale. There is no benefit to a dash in chase scale. The DC for a dash is 15. On a failed check, the vehicle cannot move more than its maximum speed.

LOSING CONTROL

Neither a collision nor a failed stunt can cause a ship's pilot to lose control of the ship.

DAMAGING SHIPS

Damaging sailing ships works the same as with other vehicles. When a sailing ship is reduced to 0 hit points, it is disabled, effectively dead in the water. At negative hit points, it begins breaking apart and sinking. A Colossal ship sinks in 1d12 minutes, a Gargantuan one in 1d10 minutes, a Huge one in 1d8 minutes, and a Large one in 1d6 minutes. When its hit points drop to a certain negative hit point total, the ship is reduced to flinders strewn over the surface of the water, and anything aboard the ship that is heavier than water sinks immediately. The point at which a ship is destroyed depends on its size: a Colossal ship is destroyed at -80 hit points, a Gargantuan one at -60 hit points, a Huge one at -40 hit points, and a Large one at -20 hit points.

GRAPPLING AND BOARDING

Two ships firing cannon at each other across an expanse of open sea is certainly a part of historical naval combat, but it is hardly the most heroic or exciting aspect of a roleplaying game adventure. When two ships come so close that sailors on both ships can fire their pistols at each other and drop gangplanks to board, then the heroes can immerse themselves in the action, and the adventure really begins.

In order to bring a ship close enough to grapple another ship, the ships must occupy the same square (in chase scale) and the pilot must win an opposed Drive check against the pilot of the other ship. If this opposed check succeeds, the crew can make an attack roll to throw grappling lines onto the other ship. Use the crew's attack bonus and the ship's normal Defense rating. If this attack is successful, the crew has thrown grappling lines that have caught on the other ship—on the gunwale, in the rigging, or some other place where they have a firm hold. The number of attached grappling lines

equals 1 + 1 for every 5 points by which the crew's attack roll exceeds the target ship's Defense.

Pulling a Ship in for Boarding: Once a ship has grappled an enemy ship, the crew of the ship can pull on the grappling lines to draw the enemy ship close enough to board it. The crew makes a special attack roll, with a +1 bonus for each grappling line attached to the other ship. The enemy ship's effective Defense for this purpose depends on its size: 14 for a Large ship, 18 for a Huge ship, 22 for a Gargantuan ship, or 26 for a Colossal ship. An ace crew can make two separate attacks as a full-round action. If this attack roll is successful, the crew can drop gangplanks onto the other ship's gunwales as a move action, and board the other ship as a move action (presumably in the next round).

Cutting Grappling Lines: As an attack action, the crew of a ship can cut grappling lines attached to that ship. The crew makes an attack roll using its normal attack bonus. An ace crew can make two separate attacks as a full-round action. The result of this roll determines the number of grappling lines the crew cuts that round.

Attack Roll	Grappling Lines Cut
10–14	1 line
15–29	2 lines
20–24	3 lines
25–29	4 lines
and so on	and so on

Using the Drive skill has a different feel in the 16th century





Escaping a Grapple: On its turn, a ship that is being grappled can use a stunt to try to escape. The Drive check DC is 15 + 1 for each grappling line attached to the ship. Once gangplanks are dropped onto the ship, the DC to escape the grapple is 25.

While Grappling: While two ships are grappling (regardless of which ship initiated the grapple), the actions they can take are restricted. Neither ship can move normally without using an available stunt to try to escape the grapple (as described above). Neither ship can ram the other. Both ships can still fire their cannon at each other, and either ship's crew can board the other ship, either crossing over gangplanks or swinging from ropes.

Once a ship is boarded, normal melee combat takes place on the decks. It is generally easy to find higher ground from which to make melee attacks, by climbing into the rigging, standing on a barrel or a gunwale, or simply standing on a higher deck than an opponent. Masts, sails, and rigging can provide cover or concealment.

WINDS

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table 2-15: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 penalty. This is the velocity of wind produced by a gust of wind spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Listen checks are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table 2-15: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

TABLE 2-15: WIND EFFECTS

Wind Force	Wind Speed	Ranged Attacks Normal/Heavy Weapons ¹	Creature Size ²	Wind Effect on Creatures	Fort Save DC	Check Modifier ³
Light	0-10 mph	-/-	Any	None	—	—
Moderate	11-20 mph	-/-	Any	None	—	—
Strong	21-30 mph	-2/-	Tiny or smaller	Knocked down	10	-1
		Small or larger	None			
Severe	31-50 mph	-4/-	Tiny	Blown away	15	-2
		Small	Knocked down			
		Medium	Checked			
		Large or larger	None			
Windstorm	51-74 mph	Impossible/-4	Small or smaller	Blown away	18	-4
		Medium	Knocked down			
		Large or Huge	Checked			
Hurricane	75-174 mph	Impossible/-8	Medium or smaller	Blown away	20	-8
		Large	Knocked down			
		Huge	Checked			
		Gargantuan or Colossal	None			
Tornado	175-300 mph	Impossible/impossible	Large or smaller	Blown away	30	-16
		Huge	Knocked down			
		Gargantuan or Colossal	Checked			

1 Normal weapons include handguns and longarms, as well as thrown and nonballistic ranged weapons (such as bows and grenades). Heavy weapons include cannon as well as heavy firearms.

2 Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6x10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

3 The check modifier applies to initiative checks and Drive checks made to pilot a ship in a given wind condition.



Ships and Winds

Strong winds make sailing more difficult. Table 2–15: Wind Effects shows the modifier applied to initiative checks and Drive checks to pilot a ship in various wind conditions.

In any winds above 50 mph, sailing ships are in danger of foundering (taking water over their gunwales) and sinking. Each hour a ship spends in such heavy winds, the ship’s pilot must make a Drive check (DC 10) to keep the ship from foundering. The check modifier for wind speed applies to this check. On a failed check, the ship begins to sink, submerging after 1d10 hours. If the pilot fails the check by 10 or more and the wind speed is 75 mph or more (hurricane- or tornado-force), the ship capsizes and sinks immediately.

A typical windstorm lasts for 1d6 hours. A typical hurricane lasts for 24 to 48 hours at its fiercest, with several days of windstorm-force winds before and after the center of the storm passes through.

A tornado lasts for only 1d6×10 minutes, but still forces a single Drive check to keep the ship from foundering.

Explorer

The Explorer is a new advanced class available to characters in any historical era covered by *d20 Past*.

An Explorer is the first to go anywhere—from the highest mountain to the center of the earth. Relying on unparalleled bravery and experience gleaned on all seven continents, he is always seeking out new adventures. Explorer characters might attempt to circumnavigate the globe or seek the mythical kingdom ruled by Prester John, delve into the jungles of Africa or search for the fabled Valley of the Dinosaurs, or excavate ancient Mayan pyramids in a race against Nazi scientists to find precious antiquities.

Select this advanced class if you want to put your ingenuity to the test. You’ll have a wide array of skills and the guts to get you through a tough spot.

The fastest path into this advanced class is from the Dedicated Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become an Explorer, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Skills: Spot 4 ranks, Survival 6 ranks.

Feat: Guide.

CLASS INFORMATION

The following information pertains to the Explorer advanced class.

Hit Die

The explorer gains 1d8 hit points per level. The character’s Constitution modifier applies.

Action Points

The explorer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The explorer’s class skills are as follows.

Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (art, current events, history, popular culture) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Search (Int), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

All of the following are class features of the Explorer advanced class:

Track

An Explorer gains Track as a bonus feat.

Trailblazing

An Explorer can discern the best route through unfamiliar or rugged terrain. When traveling in poor weather conditions or difficult terrain, an Explorer can make a Survival check to save travel time.

With a check result of 15 or better, an Explorer reduces the total travel time by 25%. With a 25 or better, the time is reduced by 50%. An Explorer can take 10 on this check, but he can’t take 20. This ability applies only to long-term travel, not tactical movement.

Travel time is reduced for everyone traveling in the immediate vicinity of an Explorer. An entire caravan can benefit from an Explorer’s trailblazing. Travelers following behind an Explorer, however, don’t benefit and must pass through the terrain normally.

TABLE 2–16: THE EXPLORER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+2	+0	Track	+1	+2
2nd	+1	+3	+3	+0	Trailblazing, sweep	+2	+2
3rd	+2	+3	+3	+1	Endurance, bonus language	+2	+2
4th	+3	+4	+4	+1	Bonus feat	+3	+3
5th	+3	+4	+4	+1	Uncanny1 dodge	+4	+3
6th	+4	+5	+5	+2	Bonus language	+4	+3
7th	+5	+5	+5	+2	Skill mastery	+5	+4
8th	+6	+6	+6	+2	Bonus feat	+6	+4
9th	+6	+6	+6	+3	Bonus language	+6	+4
10th	+7	+7	+7	+3	Sidekick	+5	+7



Sweep

An Explorer knows how to size up an area and get the lay of the land in a single sweep of his eyes that often isn't perceptible to those around him. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Explorer (but not behind him). An Explorer can use this bonus at the start of an encounter to look for obvious enemies, alarms, traps, escape routes, and any objects of historical or anthropological interest.

Anything not concealed can be spotted in a sweep with a successful Spot check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Endurance

An Explorer gains the Endurance feat for free at 3rd level.

Bonus Language

At 3rd level and every third level thereafter, an Explorer learns a new language from his travels. An Explorer can both speak the new language and read it if it has a written form.

Bonus Feats

At 4th and 8th level, an Explorer gets a bonus feat. The bonus feat must be selected from the following list, and the Explorer must meet all the prerequisites of the feat to select it.

Aircraft Operation, Alertness, Animal Affinity, Cautious, Educated, Exotic Melee Weapon Proficiency, Force Stop, Renown, Studious, Vehicle Dodge, Vehicle Expert, Windfall.

Uncanny Dodge 1

An Explorer retains his Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if he's immobilized.) An Explorer need not have the evasion class feature to have uncanny dodge. If the character already has uncanny dodge 1 from another source (such as the Fast Hero's defensive talent tree), he gains uncanny dodge 2 instead.

Skill Mastery

At 7th level, an Explorer selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a skill check using one of these skills, the Explorer may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so accomplished in the use of these skills that he can use them reliably even under adverse conditions.

Sidekick

At 10th level, an Explorer gains the Sidekick feat for free.

READY-TO-USE EXPLORER

Need an Explorer for an adventure? Here is a ready-to-use character that can serve as either a friend or a foe for the heroes in any *d20 Past* campaign. Explorers often begin their careers as

Dedicated heroes. They can be fairly straightforward to create and play.

Dedicated Hero 3/Explorer 3: CR 6; Medium-size humanoid (human); HD 3d8+3 plus 3d8+3; hp 33; Mas 12; Init +2; Spd 30 ft.; Defense 17, touch 16, flat-footed 15 (+2 Dex, +4 Class, +1 armor); BAB +4; Grap +4; Atk +6 ranged (2d10, Winchester 1873) or +4 melee (1d6/18–20, saber); Full Atk +6 ranged (2d10, Winchester 1873) or +4 melee (1d6/18–20, saber); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ empathy, improved aid another, sweep, trailblazing; AL varies; SV Fort +6, Ref +6, Will +8; AP 3; Rep +3; Str 10, Dex 14, Con 12, Int 13, Wis 16, Cha 8.

Occupation: Adventurer (bonus class skills: Spot, Survival).

Skills: Jump -9, Knowledge (earth and life sciences) +7, Knowledge (physical sciences) +7, Listen +5, Navigate +6, Read/Write Dutch, Read/Write Mandarin, Read/Write Swahili, Ride +11, Sense Motive +9, Speak Dutch, Speak Mandarin, Speak Swahili, Spot +10, Survival +14, Treat Injury +9.

Feats: Archaic Weapons Proficiency, Endurance, Guide, Iron Will, Personal Firearms Proficiency, Track.

Possessions: Buff coat, Winchester 1873, 20 rounds of ammunition, saber, horse, various gear and personal possessions.

Elliot Klein,
Explorer



CHAPTER THREE

AGE OF ADVENTURE

Diplomacy starts aboard ship in the Age of Adventure

Swashbuckling privateers and musketeers explore a magical world in the seventeenth century.

Campaign in Brief

AGE OF ADVENTURE is a fantastic interpretation of the swashbuckling era. Not tied to or solely inspired by any particular type of fiction, it draws its inspiration from a variety of sources: the novels of Alexandre Dumas (and their many film interpretations), the Golden Age of Piracy and its many manifestations in film and fiction, and the tail end of the historical Age of Exploration (such as the circumnavigation of the globe by Sir Francis Drake in 1577–1580). The year is 1667. The heroes of the AGE OF ADVENTURE are explorers, privateers, musketeers, and swashbucklers.

Whether sailing across the Atlantic to suppress piracy in the Caribbean or riding across France to thwart an evil Sorcerer's schemes, the heroes of AGE OF ADVENTURE are engulfed in action and embroiled in politics. Like d20 MODERN itself, this setting is built on cinematic adventure—characters might swing on a ship's rigging to board a pirate ship or leap from a balcony onto a horse racing down a crowded street to escape a corrupt noble's personal guards. Armed with sharp rapiers and sharper wits, they pursue adventure around the world.

Who are the heroes of AGE OF ADVENTURE? They might include Sorcerers who wield powerful magic derived from the great drakes that live in the depths of the oceans or Shamans who receive their magic from the spirits that pervade the world. Naturally, their enemies wield this power as well, and their foes might include any number of supernatural evil forces—ghosts and vampires, fiends and nighthags,

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werewolves and necromancers. Magic and science offer competing but not incompatible means to interpret and control reality, and magic is used both for good and for evil.

Unlike the fantastic settings in the *d20 MODERN Roleplaying Game*, there is no façade of normalcy in AGE OF ADVENTURE. The supernatural creatures of the world are not cloaked by Shadow to appear more mundane and spellcasters do not hide behind explainable technology to conceal the true nature of their power. However, the fantasy elements of AGE OF ADVENTURE do not stray too far from the superstitions and beliefs held by people in the real world during the seventeenth century. Thus, as in *SHADOW CHASERS* and *Urban Arcana*, what average people perceive in the world around them does not conflict with what they believe about the world—but unlike their modern counterparts the truth is not concealed from their eyes.

The Role of the Heroes

The heroes of the AGE OF ADVENTURE, naturally enough, are defined by their willingness to seek out great adventures. Most people in this alternate-history seventeenth-century world know little to nothing about the nearest nation, let alone grand continents halfway around the world from them. The heroes are different. They board grand galleons and sail off in search of danger and excitement with the hope of gaining glory and riches, or perhaps some other reward.

The heroes might be loyal to a particular nation. They could be musketeers loyal to the King of France, privateers serving the English Crown, or explorers with Spanish or Portuguese royal patronage. On the other hand, they might be mercenaries throwing their swords (and spells) in with any monarch willing to pay, or simply freelance adventurers trying to avoid international intrigues and conflicts entirely.

Political subterfuge and open warfare aside, this setting offers endless opportunity for adventure. Human villains abound, from wicked pirates in the Caribbean Sea to cutpurses and cutthroats in the dark alleys of London or Paris. Nonhuman villains are plentiful as well, filling many of the same niches: Skeleton pirates crew the ghostly wreckage of their blasted ships and vampires prey on cutthroat and honest citizen alike in the darkest places of the cities. Most fearsome of all are the drakes, awesome reptiles that rule the seas. The threats awaiting the intrepid heroes of the AGE OF ADVENTURE are as numerous as the adventures they can find in a vast world newly opened to exploration.

d20 MODERN RULES IN AGE OF ADVENTURE

Most of the advanced classes detailed in Chapter Six of the *d20 MODERN Roleplaying Game* are suitable for use in an AGE OF ADVENTURE campaign. The following advanced classes are not available: Field Medic, Gunslinger, and Techie. This chapter presents two new advanced classes, the Shaman and the Sorcerer, and a new prestige class, the Musketeer.

This setting makes use of the magic rules and spells presented in Chapter Ten of the *d20 MODERN Roleplaying Game*. The Sorcerer's spell list is identical to that of the Mage, but the Shaman class has a unique spell list that includes many new spells described in the appendix to this book, as well as spells that appear on the lists of the Mage and Acolyte.

You can use most of the monsters from the *d20 MODERN Roleplaying Game* and the *Menace Manual* in an AGE OF ADVENTURE

BY HOOK OR BY CROOK

The Age of Adventure is all about sailing one of the great ships of the age across the high seas. An important issue is how to get one of these ships into the hands of heroes whose Wealth bonuses won't allow them to purchase one. These heroes might still be able to borrow, requisition, rent, or steal a ship as the need arises.

Borrowing a Ship: A Charismatic hero with the favor talent (see page 30 of the *d20 MODERN Roleplaying Game*) can attempt a favor check (DC 30) to borrow a ship from a friendly contact, assuming that the contact has a ship available. The contact must have an attitude of helpful, and improving a contact's attitude requires a Diplomacy check (see pages 57–58 of the *d20 MODERN Roleplaying Game*). The GM sets the terms of the favor. One contact might send someone along to watch over the ship and make sure it's returned intact, while another contact might insist that the heroes use the ship only for local travel—within the Caribbean, for example—and not to circumnavigate the globe or even cross the Atlantic.

Requisitioning a Ship: A character working for an agency can requisition a ship as "equipment," using the rules for requisitioning equipment given on pages 93–94 of the *d20 MODERN Roleplaying Game*. A character can use the same mechanic for appealing for financial backing, either from a royal patron (such as Ferdinand and Isabella) or from a mercantile organization (such as the Dutch East India Company). A financial backer does not simply loan a ship to the heroes, of course—the backer expects something in return, generally including a substantial portion of any profits deriving from the expedition.

Stealing a Ship: Characters can steal a ship after overcoming any hostile crew members aboard. Stealing a ship amounts to piracy, even if the ship is stolen out of port rather than attacked on the high seas, and piracy is usually punishable by death.

campaign. Avoid using monsters that rely on modern technology or its byproducts, such as mecha, robots, or toxic sludges. You could also adapt monsters from the *DUNGEONS & DRAGONS® Monster Manual*.

Campaign Traits

In the AGE OF ADVENTURE setting, *d20 MODERN* and *DUNGEONS & DRAGONS* meet. The setting combines the fantasy adventure of D&D with the trappings of early modernity—primarily galleons and gunpowder. The feel of the setting has much in common with *d20 MODERN*: It emphasizes larger-than-life heroic action in a cosmopolitan setting on the brink of the modern age.

BACKGROUND

The world of AGE OF ADVENTURE is the real world of 1667, with a few key twists that transform it into a fantasy setting of heroic adventure. In 1667, the Age of Exploration is mostly ended: Sir Francis Drake completed his circumnavigation of the globe nearly a hundred years ago, English colonies line the east coast of North America, French and Spanish colonies penetrate ever deeper into the interior of North and South America, and Portugal holds the reins of a vast trade empire stretching from Rio de Janeiro to Macao. Australia, the northwest and extreme north of North America, and the poles are the remaining terra incognita, with the voyages of Bering and Cook still some hundred years in the future. The islands of the Caribbean are a bone of

contention among Spain, France, Britain, and the Netherlands, with the British actively establishing colonies to challenge the Spanish hold on the region and encouraging privateers to attack Spanish treasure ships—helping to launch what will become known as the Golden Age of Piracy.

DEPARTMENT-7 IN AGE OF ADVENTURE

During the AGE OF ADVENTURE, the French government hides a small ministry called Département-VII whose jurisdiction overlaps with the adventurous goals of many heroes. Acting with no royal supervision and a large budget, Département-VII gives funds to ship captains to hunt pirates, hires adventurers to exterminate monsters in the countryside, and assigns the King's own musketeers to various missions around the world.

The heroes of an AGE OF ADVENTURE campaign might have no connection at all to Département-VII, though there are worse masters to serve in this tumultuous period. It could appear as an occasional patron for the heroes, offering them contracts to perform specific tasks once in a while, or it could offer them steady work. For characters with strong ties to the throne of France, such as characters with the Musketeer prestige class, Département-VII could play a vital role in steering the characters' adventuring career, giving them reason to leave France and pursue adventure wherever they can find it.

DRAKES AND MONSTERS

Drakes, the creatures most feared by the oceangoing explorers of the fifteenth to seventeenth centuries, are real, and at least as powerful as those early explorers imagined. These draconic creatures dwell in the deep ocean waters but surface frequently—sometimes to devour ships, sometimes for more mysterious purposes. They are extremely enigmatic, generally refusing even to communicate with humans, let alone explain their purposes or motives.

In addition to drakes, other fantastic creatures populate the AGE OF ADVENTURE. Sea devils are more blatant in their motives than drakes: they erupt from the seas to pillage coastal towns and raid sailing ships. Nighthags haunt human dreams and sap strength from their victims. Ghouls haunt blasted battlefields and plague-wasted towns, feeding on the corpses of the dead. Sirens lure ships to wreck on jagged reefs, calling sailors to their doom.

MAGIC

Magic is also real. Human Sorcerers claim that their mighty arcane magic comes from the dragons, and they display some draconic traits as their magic changes them. Shamans, found primarily among people who have not embraced modern technology, work magic by appealing to the world of spirits. Magic is neither inherently good nor irredeemably evil, but—like technology—is frequently used for both good and evil purposes.

In the real-world seventeenth century, people could be (and often were) exiled, imprisoned, or burned at the stake if they were suspected of practicing magic. The world of AGE OF ADVENTURE is rather less dangerous to Sorcerers and Shamans. Certain countries, including Russia, the Ottoman Empire, and Spain, are less friendly to magic-wielding characters, while Sweden and the United Provinces of the Netherlands are very open to the use of magic. France, England, Portugal, and the Holy Roman Empire lie somewhere in the middle, not fully trusting magic nor its wielders and giving both a wide berth,

but not persecuting them either. Beyond Europe and its colonies, people are generally familiar with Shamans and tend to view Sorcerers in a similar light, as both powerful and generally benign until proven otherwise.

Power Groups

Political, economic, and magical powers are widely dispersed in the AGE OF ADVENTURE. No European nation has yet risen to prominence in the fierce competition for overseas colonies and control of trade routes. Even European dominance over the ancient peoples of Asia, Africa, Australia, and the Americas is not a certainty in this period. Merchant houses and trading companies are beginning to seriously threaten the hold of monarchs and nations over economic power, and enterprising individuals can amass fortunes even if they do not come from noble backgrounds. Magic is a great destabilizer: The blood of the drakes runs in many family lines, and no nation or family or institution can lay claim to control its unpredictable power.

SERVANTS OF THE CROWN

King Louis XIV of France is the model of an absolute monarch—quite literally, advisers to other European monarchs point to France as an ideal to which they should aspire. King Louis is working to undermine the power of the hereditary nobility of France by bringing them into his court to serve, rather than allowing them to rule over their own territories. Likewise, he is reversing earlier policies of religious tolerance, driving Protestants out of the country in an attempt to further unify the country. King Louis is the head of a vast network of operatives extending his will over the entire world, from the colonies of New France and Louisiana in North America to Île Bourbon (present-day Réunion) off the coast of Madagascar.

The servants of King Louis and the other European monarchs include companies of soldiers, fleets of ships with commanders and crews, elite officers (such as the King's Musketeers), courtiers, spies and diplomats, and the bearers of special charters, including privateers (chartered to attack competing merchant ships or, particularly, Spanish treasure ships from South America) and merchants. Wise monarchs also make extensive use of spellcasters; the cadre of Sorcerers affiliated with the French Département-VII is a good example. Thus, every monarch wields power in the political, economic, and magical realms, and each nation jockey with the others for dominance over any of those realms. This delicate balance of power is easily upset by outside forces, such as a party of adventurers. As soon as the heroes begin to amass and exercise power in any area, the monarchs of the world are sure to recognize it and try either to induce the heroes to serve them or to ensure they will not serve their enemies.

Of course, the rulers of Europe are not the only or even the most important monarchs of the AGE OF ADVENTURE. The Ottoman Empire is near the height of its power over western Asia, southeastern Europe, and north Africa. Nearby, two other Muslim empires—Safavid Persia and Mughal India—extend from Europe to the boundaries of China. The mighty Qing Dynasty rules the ancient empire of China, bringing it to a new height of power through military conquests. The Tokugawa family holds Japan in a firm grip, restricting all contact with the outside world to trade with Chinese and Dutch merchants at Dejima. Southeast Asia boasts a number of states both major and minor, from Burma, Siam, and Annam (Vietnam) to the fragmented petty states of Indonesia, where Dutch influence is quickly expanding. Africa and the

Americas can claim their own sovereign nations as well (see Heirs of the Ancients, below).

TRADING COMPANIES

The Dutch East India Company (the Vereenigde Oostindische Compagnie, or VOC) is a mercantile power to be reckoned with in the AGE OF ADVENTURE. Its trading posts in Indonesia (Batavia, Macassar), Malaya (Malacca), Japan (Dejima), India (Cochin and Negapatam), Ceylon (Colombo), and Africa (Cape of Good Hope, Mombasa) make the VOC a dominant force in the trade between Europe and Asia. In fact, the VOC has exclusive rights to European trade with Japan, which occurs only in its post in Dejima, an artificial island off Nagasaki. This lucrative trade in spices, textiles, tea, porcelain, and other exotic goods make the shareholders of the VOC fabulously wealthy. The company—not controlled by the government of the United Provinces—owns 150 merchant ships and some 40 warships, and employs nearly 10,000 soldiers, making it a significant military power as well as an economic one.

The VOC, the Dutch West India Company (WIC), the British East India Company, the French East India Company, and similar trading companies have contributed to the growth of a powerful middle class that holds economic power without also belonging to the ranks of the traditional nobility. All of these trading companies, large and small, are a significant factor in the AGE OF ADVENTURE, because they frequently serve as patrons for adventuring parties. Wherever trade encounters obstacles, whether those obstacles involve diplomatic tangles, pirate raids, or monstrous predation, the trade companies turn to adventurers as troubleshooters.

THE HEIRS OF THE DRAKES

Though they do not form a cohesive organization, the Sorcerers of the AGE OF ADVENTURE are an important power group, being the sole practitioners of powerful arcane magic. At their command, fire can engulf the rigging of a galleon or toxic gas cover a battlefield. Their draconic ancestry is obvious in their physical form as well as in the magic they wield, and thus they command a respect beyond what is due to ordinary mortals.

Zombie master
(page 45)

Nighthag
(page 42)

Ghoul
(page 42)

Creatures of the night

Even nobles and monarchs treat a powerful Sorcerer with some measure of respect.

Sorcerers generally prefer to exercise their political authority from behind the throne. The established order in Europe tends to keep Sorcerers in this at least nominally subordinate position. Beyond Europe, however, lies a vast world entirely new to European Sorcerers, a world of nearly endless opportunity. Just as the English colony of Rhode Island in North America was founded by religious dissidents from the Massachusetts Bay Colony, the Dutch colony of Curaçao in the Caribbean was founded by Sorcerers. In 1634, a group of Dutch Sorcerers led by Willem Nicolaas seized the island from Spain and established a government based on the principle that only spellcasters could own land or vote in the Senate. While Curaçao remains nominally a Dutch colony, it continues its tradition of self-government by Sorcerers and is a haven in the Western Hemisphere for Sorcerers and Shamans from all nations and peoples.

Haudenosaunee (called the Five Nations by the English, or the Iroquois by the French) is a powerful native confederacy seeking a peaceful but just coexistence with European settlers on the east coast of North America. In Africa, Mossi has emerged as a native African nation resisting the slave trade between its African neighbors—Dahomey and the empire of the Oba of Benin—and the European powers.

The Dawn Kingdom, Haudenosaunee, and Mossi are each a distinct and unique culture, but share at least one factor in common: the prominent place Shamans hold in society. The Dawn Kingdom is a stratified, monarchical realm, in contrast to the participatory democracy of Haudenosaunee, with Mossi somewhere in between—but all three nations recognize the power of the Shaman to stand up to European technology and arcane magic, and reward their Shamans with pride of place.

PIRATES AND PRIVATEERS

Fleets of galleons carry cargoes of silver from mines in Central and South America back to Spain. These treasure ships are a tempting target for the other European nations, as well as for pirate captains with only their personal wealth in mind. Political rivalry between Spain, England, France, and the United Provinces plays a part, but the Spanish treasure fleets are the primary reason that the Caribbean is rife with piracy.

Piracy is not confined to the Caribbean Sea, of course. The Barbary corsairs, privateers commissioned by the Ottoman Empire and based out of Algeria and Morocco, prey on European shipping, attack vessels in the Mediterranean, and even raid coastal towns as far north as England to bring slaves back to Africa. Similarly, the Maltese corsairs, sponsored by the Knights of St. John, raid Ottoman shipping in the Mediterranean.

HEIRS OF THE ANCIENTS

The natives of Africa and the Americas are in a slightly better position in the AGE OF ADVENTURE than they were in the real-world seventeenth century. Their Shamans wield magic on par with that of European Sorcerers, enabling them to make up for some of what they lack in military technology compared to their European would-be conquerors. Though the Spanish conquest of the Aztecs is complete, the remnants of that civilization have formed a powerful empire-in-exile, called the Dawn Kingdom (Tlaneci Tlahtocayotl) in Baja California. A similar state, formed from the remnants of the Inca Empire, is believed to exist somewhere in the Amazon rain forest of Brazil. Farther North, the



Friends and Foes

The AGE OF ADVENTURE is full of pirates, swashbucklers, explorers, and monsters. This section presents a number of new monsters for use in the campaign, as well as statistics for ready-to-use pirates.

DRAGONET

A dragonet is a small, winged, lizardlike creature related to the drakes. It is about 3 feet long from its horned nose to the tip of its sinuous tail, and has a wingspan the same size. Its scales are brightly colored, predominantly green but with patches or bands of yellow, black, blue, and fiery red. A feathery crest runs from the top of its head down its spine, ending in a soft tuft at the creature's tail. Its eyes are large and yellow, and its teeth are needle-sharp. It has a range of vocal expression (though it does not speak) from low rumbling growls to high-pitched keening.

Dragonets are fishers in the wild, flying in packs over coastal waters and diving for their prey. Their needlelike teeth are well adapted for grabbing and holding slippery fish, and they use their sharp claws to hold their prey while they eat, sometimes still on the wing. Dragonets nest in colonies on seaside cliffs and small islands.

Dragonets are often encountered as the familiars of Sorcerers. A dragonet familiar has allegiance to its master.

Species Traits

Immunities (Ex): Dragonets are immune to sleep, hold, and paralysis.

Dragonet: CR 1/3; Tiny dragon; HD 1d12+1; hp 7; Mas 12; Init +2; Spd 10 ft., fly 60 ft. (good); Defense 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); BAB +1; Grap -9; Atk +3 melee (1d4-2, bite); Full Atk +3 melee (1d4-2, bite), -2 melee (1d3-2, 2 claws); FS 2-1/2 ft. by 2-1/2 ft.; Reach 0 ft.; SQ darkvision, immunities, low-light vision; AL none (or master's); SV Fort +3, Ref +4, Will +3; AP 0; Str 6, Dex 15, Con 12, Int 2, Wis 12, Cha 9.

Skills: Listen +7, Spot +7.

Feats: Alertness.

Advancement: None (or as familiar).

DRAKE

Source of magic, scourge of the high seas, quite possibly the most majestic and powerful creature of the AGE OF ADVENTURE—the drake is a figure of legend and the object of mingled awe and terror. Similar to the wyrms described in the *d20 MODERN Roleplaying Game* and the dragons detailed in the *Urban Arcana Campaign Setting*, drakes are creatures of primal elemental power that live in the depths of the ocean.

A drake is an enormous creature that looks like a combination of a gigantic serpent and a monstrous lizard. From its nose to the base of its tail, it stretches 80 to 100 feet, and its tail easily doubles its total length. Some have four legs, while others have only front legs or even flippers. All have wings, webbed like those of a bat. Their heads feature gaping mouths with many sharp teeth, and growths like hair that resemble either stringy beards or shaggy manes. Despite their bestial appearance, they possess unparalleled stores of knowledge and godlike wisdom.

Many drakes avoid combat, though all defend their homes when threatened. Some drakes, however, actively seek out humanoid prey, sinking sailing ships to devour their crews.

Species Traits

Blindsight (Ex): A drake's incredibly keen senses give it blindsight to a range of 60 feet. See Special Qualities in Chapter Eight of the *d20 MODERN Roleplaying Game* for details.

Breath Weapon (Su): A drake can breathe a cone of fire 80 feet long, 80 feet wide, and 80 feet high every 1d4 rounds as an attack action. Any creature in the cone takes 20d10 points of fire damage, or half damage on a successful Reflex save (DC 32). The save DC is Constitution-based.

Capsize (Ex): A submerged drake that surfaces under a boat or ship less than 20 feet long capsizes the vessel 100% of the time. It has a 75% chance to capsize a vessel from 20 to 60 feet long and a 50% chance to capsize one more than 60 feet long.

Frightful Presence (Ex): When a drake attacks, charges, or flies overhead, it inspires terror in all creatures within 300 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed on a Will save (DC 27) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that drake's frightful presence for one day. The save DC is Charisma-based.

Hurricane (Sp): Once per week, a drake can summon a hurricane-force wind (see Winds, page 33). The wind blows in an area with a radius of 50 miles, centered on the drake, and lasts for 6d4 hours.

Keen Senses (Ex): A drake sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Spells: A drake knows and casts arcane spells as a 10th-level Sorcerer, gaining bonus spells for its high Charisma score.

Drake



Spell-Like Abilities: At will—*burning hands*; 3/day—*fireball*; 1/day—*wall of fire*.

Immunities (Ex): Drakes are immune to fire, sleep, hold, and paralysis effects.

Water Breathing (Ex): A drake can breathe water as easily as air.

Drake: CR 20; Colossal dragon; HD 25d12+250; hp 412; Mas 30; Init +1; Spd 40 ft., fly 120 ft. (average), swim 80 ft.; Defense 35, touch 10, flat-footed 34 (–8 size, +1 Dex, +25 natural, +7 insight); BAB +25; Grap +59; Atk +35 melee (4d8+18, bite); Full Atk +36 melee (4d8+18, bite), +33 melee (4d6+9, 2 claws), and +33 melee (2d8+27, tail slap); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ breath weapon, capsize, frightful presence, hurricane, spells, spell-like abilities, immunities, water breathing; AL drakes; SV Fort +24, Ref +17, Will +21; AP 0; Str 46, Dex 13, Con 30, Int 23, Wis 24, Cha 21.

Skills: Appraise +34, Bluff +33, Diplomacy +33, Knowledge (arcane lore) +34, Knowledge (history) +34, Listen +37, Navigate +34, Search +34, Sense Motive +35, Spellcraft +34, Spot +37, Survival +35.

Feats: Alertness, Cleave, Combat Expertise, Great Cleave, Improved Trip, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite).

Spells Known (6/8/7/7/5/3): 0—*daze* (DC 15), *detect magical aura*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*, *resistance*; 1st—*mage armor*, *magic missile*, *shield*, *sleep* (DC 16), *true strike*; 2nd—*blur*, *enhance ability*, *invisibility*, *protection from arrows/bullets*; 3rd—*dispel magic*, *lightning bolt* (DC 18), *tongues*; 4th—*ice storm*, *wall of ice*; 5th—*cone of cold* (DC 20).

Advancement: None.

GHOUL

The *Menace Manual* includes statistics for a modern ghoul, apparently a supernatural manifestation of necrotizing fasciitis. Ghouls more ancient and, in some ways, more fearsome haunt the graveyards and blasted battlefields of the AGE OF ADVENTURE. The ancient ghoul is a shapechanger that feeds on carrion, though it also seems to enjoy feasting on newly slain human flesh.

In its natural form, a ghoul is a gaunt humanoid with leathery, desiccated flesh. Its fingers end in sharp, curving claws, and its sharp teeth protrude from its mouth. Its posture is stooped, and it sometimes uses its hands to propel itself faster along the ground. It can also take the shape of a hyena or disguise itself as a normal human.

Ghouls are clever predators. During times of plague or war, they haunt charnel houses and battlefields, scavenging meat from the dead and attacking anyone who might try to prevent them from doing so. When such ready food supplies are not available, they might even venture into cities in search of unwary prey.

Species Traits

Aura of Fear (Su): A ghoul in its natural form can exude a 30-foot-radius aura of fear as a free action. A creature in the area must succeed on a Will save (DC 14) or be affected as though by a fear spell (caster level 7). A creature that successfully saves cannot be affected by the same ghoul's aura for 24 hours. Other ghouls are immune to the aura. The save DC is Charisma-based.

Change Shape (Su): A ghoul can assume the shape of a hyena or a human. In either form, it loses its natural attacks,

though it gains the bite of a hyena (see below) while in hyena form. A ghoul can remain in its new form until it chooses to assume a new one. A change in form cannot be dispelled, but a ghoul reverts to its natural form when killed. A ghoul gains a +10 bonus on Disguise checks when it uses this ability to create a disguise.

In hyena form, a ghoul has the following characteristics: Spd 50 ft.; Atk +6 melee (1d6+4, bite); Full Atk +6 melee (1d6+4, bite); SQ change shape, darkvision 60 ft., scent, undead.

Ghoul Fever (Su): A ghoul's bite infects the victim with a supernatural disease called ghoul fever (injury; Fort DC 14; incubation period 1 day; damage 1d3 Con and 1d3 Dex). As the name suggests, the illness manifests as a high fever accompanied by horrible nightmares and wracking pains in the joints.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. The save DC is Charisma-based.

Rend (Ex): If a ghoul hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+6 points of damage.

Scent (Ex): This ability allows a ghoul to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in Chapter Eight of the *d20 MODERN Roleplaying Game* for details.

Undead: Ghouls have the traits and immunities common to undead.

Ghoul: CR 4; Medium-size undead; HD 4d12; hp 26; Mas —; Init +3; Spd 40 ft.; Defense 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BAB +2; Grap +6; Atk +7 melee (1d4+4, claw); Full Atk +7 melee (1d4+4, 2 claws) and +4 melee (1d8+2 plus disease, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aura of fear, change shape, darkvision 60 ft., ghoul fever, rend 2d4+6, scent, undead; AL chaos, evil; SV Fort +1, Ref +4, Will +6; AP 0; Rep +0; Str 19, Dex 17, Con —, Int 11, Wis 14, Cha 14.

Skills: Balance +10, Climb +11, Jump +15, Tumble +10.

Feats: Multiattack, Weapon Focus (claw).

Advancement: 5–12 HD (Medium-size).

NIGHTHAG

Often described as a female sorcerer or a fiend, the nighthag is actually neither, though it might be closely related to fiends. Like those terrible creatures of evil, the nighthags originate from another world or dimension. In appearance, they are both beautiful and terrible. They usually (but not always) appear female, usually very attractive in visage and body, though their skin is the blackish-purple of a terrible bruise. Their black hair is matted and tangled, and curving horns like those of a ram jut from their heads.

Nighthags are notorious for their nighttime visitations, during which they torment sleeping individuals and draw energy from them. Entering the bedchamber of a sleeping victim, a nighthag pins the victim and paralyzes him, then sits on his chest to draw forth his breath and sap his vitality.

Species Traits

Drink Breath (Su): Once per day, a nighthag can draw out the breath of a victim, gaining sustenance from the life energy contained in it. This is a full-round action that provokes attacks

of opportunity, so nighthags usually use this ability on paralyzed victims. The victim must succeed on a Fortitude save (DC 18) or take 1d4 points of Constitution drain. When it successfully drinks a victim's breath, a nighthag gains 5 temporary hit points. The save DC is Charisma-based.

Nightmare (Su): When stalking a victim, a nighthag usually precedes its physical attack with nightmares sent from a distance. The nighthag designates a sleeping character it has seen and sends nightmares to that character. The victim must succeed on a Will save (DC 18) or suffer from vivid nightmares the entire night, waking fatigued. The save DC is Charisma-based.

Using this ability requires 10 minutes, but a nighthag can target a victim at any range, as long as it has some knowledge of the intended target. The ability fails if the victim is not sleeping at the time.

Paralysis (Su): If a nighthag pins an opponent, the victim must succeed on a Fortitude save (DC 20) or be paralyzed for 1d4 minutes. The save DC is Strength-based.

Nighthag: CR 8; Medium-size outsider; HD 8d8+32; hp 68; Mas 18; Init +2; Spd 30 ft., fly 60 ft. (good); Defense 21, touch 12, flat-footed 19 (+2 Dex, +9 natural); BAB +8; Grap +14; Atk +14 melee (1d6+6, claw); Full Atk +14 melee (1d6+6, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ drink breath, nightmare, paralysis; AL evil; SV Fort +10, Ref +8, Will +10; AP 0; Rep +0; Str 22, Dex 15, Con 18, Int 17, Wis 18, Cha 19.

Skills: Bluff +15, Concentration +15, Diplomacy +15, Disguise +15, Hide +13, Intimidate +15, Listen +15, Move Silently +13, Sense Motive +15, Spellcraft +14, Spot +15.

Feats: Combat Throw, Defensive Martial Arts, Elusive Target.

Advancement: By character class.

Nighthag Charismatic Hero 3/Sorcerer 3: CR 14; Medium-size outsider; HD 8d8+32 plus 3d6+9 plus 3d6+9; hp 107; Mas 18; Init +2; Spd 30 ft., fly 60 ft. (good); Defense 23, touch 14, flat-footed 21 (+2 Dex, +2 class, +9 natural); BAB +10; Grap +16; Atk +17 melee (1d6+7/18–20, +1 cutlass) or +16 melee (1d6+6, 2 claws); Full Atk +17/+12 melee (1d6+7/18–20, +1 cutlass) or +16 melee (1d6+6, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ drakeskin 1/day, drink breath, fire focus, nightmare, paralysis; AL evil; SV Fort +13, Ref +11, Will +14; AP 3; Rep +4; Str 22, Dex 15, Con 18, Int 17, Wis 18, Cha 20.

Skills: Bluff +16, Concentration +21, Craft (visual art) +6, Diplomacy +19, Disguise +19, Hide +13, Intimidate +22, Knowledge (arcane lore) +12, Knowledge (streetwise) +6, Listen +15, Move Silently +13, Perform (dance) +11, Sense Motive +15, Spellcraft +17, Spot +15.

Feats: Archaic Weapons Proficiency, Combat Throw, Defensive Martial Arts, Elusive Target, Improved Combat Throw, Unbalance Opponent.

Talents (Charismatic Hero): Charm, fast-talk.

Sorcerer Spells Known (6/6): 0—*daze* (DC 15), *detect magical aura*, *message*, *prestidigitation*, *resistance*; 1st—*burning hands* (DC 16), *cause fear* (DC 16), *change self*.

Drakeskin (Su): Once per day, a Sorcerer can gain a +3 natural armor bonus and fire resistance 5 for 30 minutes.

Possessions: +1 cutlass.

PIRATES

Typical pirate crew members are equivalent to the thug strong/tough ordinaries presented in Chapter Eight of the *d20 MODERN*

Roleplaying Game, except for the equipment they wield. A typical pirate captain is a strong/charismatic ordinary comparable to the gang leaders in the *d20 MODERN Roleplaying Game*.

Low-Level Pirate (Strong Ordinary 1/Tough Ordinary 1): CR 1; Medium-size humanoid (human); HD 1d8+2 plus 1d10+2; hp 14; Mas 15; Init +1; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +1; Grap +3; Atk +3 melee (1d6+2/18–20, cutlass) or +2 ranged (2d4, snaplock pistol); Full Atk +3 melee (1d6+2/18–20, cutlass) or +2 ranged (2d4, snaplock pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL pirate code; SV Fort +4, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Blue-collar (class skills: Drive, Intimidate).

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

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

Possessions: Snaplock pistol, 4 rounds of ammunition with shot, cutlass, knife, various gear and personal possessions.

Mid-Level Pirate Captain (Strong Ordinary 3/Charismatic Ordinary 3): CR 5; Medium-size humanoid (human); HD 3d8+3 plus 3d6+3; hp 28; Mas 12; Init +1; Spd 30 ft.; Defense 15, touch 14, flat-footed 14 (+1 Dex, +3 class, +1 buff coat); BAB +4; Grap +6; Atk +6 melee (1d6+2/18–20, cutlass) or +6 ranged (2d4, snaplock pistol); Full Atk +6 melee (1d6+2/18–20, cutlass) or +6 ranged (2d4, snaplock pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL pirate code; SV Fort +5, Ref +4, Will +2; AP 0; Rep +2; Str 15, Dex 13, Con 12, Int 8, Wis 10, Cha 15.

Occupation: Criminal (bonus feats: Disable Device, Sleight of Hand).

Skills: Bluff +7, Climb +4, Disable Device +6, Drive +3, Intimidate +8, Jump +3, Knowledge (current events) +1, Knowledge (streetwise) +6, Read/Write English, Read/Write Spanish, Sleight of Hand +7, Speak English, Speak Spanish.

Feats: Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Streetfighting, Weapon Focus (snaplock pistol).

Possessions: Brace (6) of snaplock pistols, 24 rounds of ammunition with shot, cutlass, knife, buff coat, various gear and personal possessions.

SEA DEVIL

Sea devils are ocean-dwelling humanoid creatures that raid shore communities and sink sailing vessels, making them at least as feared and reviled as human pirates. They generally dwell in coastal waters away from civilization, and are most common around the scattered islands of the Pacific Ocean.

A sea devil has scaly skin, webbed fingers and toes, and sharp claws and fangs. It has a long tail ending in a curved fin, and fins adorn its arms, back, and head. Its great, staring eyes are deep black.

Sea devils are savage fighters, asking for and giving no quarter. Even pirates have a code, or so it is said, but the sea devils attack the weak and strong alike, and they respond to no requests for parlay.

When raiding coastal communities or ships, sea devils arm themselves with nets, tridents, and crossbows. Their natural weapons are just as fearsome, however, and if they find

themselves fighting in the water, they often drop their weapons to bring all four claws to bear.

Sea devils speak their own language, which they call Sahuagin. Some have been heard to speak phrases in Pacific languages or occasionally Dutch or Portuguese.

Species Traits

Aquatic: Sea devils can move in water without making Swim checks and cannot drown in water.

Blindsight (Ex): A sea devil has blindsight out to 60 feet. See Special Qualities in Chapter Eight of the *d20 MODERN Roleplaying Game* for details.

Blood Frenzy (Ex): Once per day, a sea devil that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a -2 penalty to Armor Class. A sea devil cannot end its frenzy voluntarily.

Rake (Ex): A sea devil underwater can attack with its clawed feet and its bite. It cannot use its feet to attack while it is on land.

Freshwater Sensitivity (Ex): A sea devil fully immersed in fresh water must succeed on a Fortitude save (DC 15) or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight) blinds sea devils for 1 round. On subsequent rounds, they take a -1 penalty on attack rolls, Spot checks, and Search checks while operating in bright light.

Sea devil



Scent (Ex): This ability allows a sea devil to detect approaching enemies, sniff out hidden foes, and track by sense of smell. This ability works only when a sea devil is underwater. See Chapter Eight of the *d20 MODERN Roleplaying Game* for more details.

Speak with Sharks (Ex): Sea devils can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sea devils can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sea devils can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the suffocation and drowning rules on page 213 of the *d20 MODERN Roleplaying Game*).

Skills: Underwater, a sea devil has a +4 racial bonus on Hide, Listen, and Spot checks. It gains a +4 racial bonus on Survival and Profession checks within fifty miles of its home, and a +4 racial bonus on Handle Animal checks when working with sharks.

Bonus Feat: A sea devil gains the bonus feats Archaic Weapons Proficiency and Simple Weapons Proficiency.

Automatic Language: Sea devils speak Sahuagin.

Sea Devil: CR 2; Medium-size monstrous humanoid (aquatic); HD 2d8+2; hp 11; Mas 12; Init +1; Spd 30 ft., swim 60 ft.; Defense 16, touch 11, flat-footed 15 (+1 Dex, +5 natural); BAB +2; Grap +4; Atk +4 melee (1d4+2, talon) or +4 melee (1d8+3, trident); Full Atk +4 melee (1d8+3, trident) and +2 melee (1d4+1, bite) and +2 melee (1d4+1, 2 rakes), or +4 melee (1d4+2, 2 talons) and +2 melee (1d4+1, bite) and +2 melee (1d4+1, 2 rakes), or +3 ranged (1d10/19-20, heavy crossbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blood frenzy, rake 1d4+1, blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL evil; SV Fort +3, Ref +4, Will +4; AP 0; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Handle Animal +4, Hide +6, Listen +6, Profession +1, Spot +6, Survival +1, Swim +10.

Feats: Archaic Weapons Proficiency, Great Fortitude, Multiattack, Simple Weapons Proficiency.

Possessions: Trident, heavy crossbow.

Advancement: 3-5 HD (Medium-size); 6-10 HD (Large); or by character class.

Sea Devil Dedicated Hero 3/Shaman 3: CR 8; Medium-size monstrous humanoid (aquatic); HD 2d8+2 plus 3d8+3 plus 3d4+3; hp 37; Mas 12; Init +2; Spd 30 ft., swim 60 ft.; Defense 21, touch 16, flat-footed 19 (+2 Dex, +5 natural, +4 class); BAB +6; Grap +8; Atk +8 melee (1d4+2, talon) or +8 melee (1d8+3, trident); Full Atk +8 melee (1d8+3, trident) and +6 melee (1d4+1, bite), or +8 melee (1d4+2, 2 talons) and +6 melee (1d4+1, bite), or +8 ranged (1d10/19-20, heavy crossbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ animal companion, animal empathy, blood frenzy, blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, rake 1d4+1, speak with sharks, water dependent, woodland stride; AL evil; SV Fort +8, Ref +7, Will +10; AP 3; Rep +6; Str 14, Dex 14, Con 12, Int 14, Wis 14, Cha 9.

Occupation: Primitive (bonus class skills: Concentration, Handle Animal, Survival).

Skills: Concentration +10, Diplomacy +2, Handle Animal +8, Hide +7, Listen +12, Profession (hunter) +2, Ride +5, Sense Motive +11, Spot +9, Survival +15, Swim +10.

Feats: Alertness, Archaic Weapons Proficiency, Great Fortitude, Heroic Surge, Multiattack, Renown, Simple Weapons Proficiency, Track.

Talents (Dedicated Hero): Skill emphasis (Survival), faith.

Shaman Spells Prepared (4/4/3): 0—*detect magical aura*, *know direction**, *resistance*, *virtue*; 1st—*cure light wounds* (2), *obscuring mist**, *pass without trace**; 2nd—*barkskin**, *enhance ability*, *warp wood**.

*New spell described in the Appendix.

Animal Empathy (Ex): A Shaman can use Handle Animal like Diplomacy to improve the attitude of an animal.

Woodland Stride (Ex): A Shaman can move through undergrowth at normal speed and without impairment, and cannot be tracked in natural surroundings.

Shark (Animal Companion): CR —; Medium-size animal; HD 5d8+5; hp 27; Mas 13; Init +3; Spd swim 60 ft.; Defense 16, touch 13, flat-footed 13 (+3 Dex, +3 natural); BAB +3; Grap +5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, keen scent, link, low-light vision, share spells; AL master; SV Fort +5, Ref +7, Will +2; AP 0; Rep +0; Str 14, Dex 16, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7, Swim +10.

Feats: Weapon Finesse (bite).

Link (Ex): A Shaman can handle his animal companion as a free action, or push it as a move action, and gains a +4 circumstance bonus on all Handle Animal checks made regarding the companion.

Share Spells (Ex): At the Shaman's option, he may have any spells he casts upon himself also affect his animal companion.

Tricks: Attack, Come, Defend, Guard, Track.

SIREN

Since the time of the ancient Greeks, mariners have been tormented by songs of incredibly alluring beauty, calling them irresistibly toward their doom on rocky shores. These songs are the work of the sirens, eerily beautiful creatures that delight in causing destruction and plundering the wreckage of sailing vessels.

A siren has the head and torso of an attractive human, usually—but not always—female in appearance. Its long legs are like those of an osprey, feathered at the top and ending in scaly claws, and feathered wings sprout from its back.

Species Traits

Captivating Song (Su): The most insidious ability of the siren is its song. When a siren sings, all creatures (other than sirens) within a 300-foot spread must succeed on a Will save (DC 16) or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected by the same siren's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks or otherwise moves toward the siren, taking the most direct route available. (A captivated sailor attempts to steer the ship toward the siren, if possible, and jumps overboard to swim toward the siren if steering the ship proves impossible.) If the path leads into a dangerous area (through flame, off a cliff, into a sharp reef, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves or move toward

the siren. A victim within 5 feet of the siren stands stationary and offers no resistance to the monster's attacks. The effect continues for as long as the siren sings and for 1 round thereafter.

Clap (Su): By clapping its hands together, a siren can create a burst of sound in a single 5-foot square within 20 feet. The siren makes a ranged touch attack to affect creatures in this area, and deals 1d8 points of damage if successful. Three times per day, a siren can imbue this clap with extra sonic energy; a creature who takes damage from this clap must make a successful Fortitude save (DC 16) or be stunned for 1 round. The save DC is Charisma-based.

Spell-Like Abilities: At will—*tongues*; 3/day—*sleep* (DC 14); 1/day—*bestow curse* (DC 17), *shout* (DC 17). The save DCs are Charisma-based.

Suggestion (Su): A siren can make a suggestion to a creature already captivated by its song, compelling the creature to follow a specified course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking a creature to shoot itself, throw itself onto a burning pyre, or do some other obviously self-harming act automatically negates the effect.

The suggested course of activity can continue for up to 3 hours. If the activity can be completed in a shorter time, the effect ends when the creature finishes what it was asked to do. The siren

Siren



can specify conditions that will trigger a special activity during the 3-hour duration of the effect. For example, a siren might suggest that a pirate captain give his treasure chest to the first beggar he meets. If the condition is not met before the suggestion's duration expires, the activity is not performed.

Using this ability does not interrupt the siren's song. A successful Will saving throw (DC 16) negates the effect. This ability affects only a single creature. Suggestion is an enchantment, mind-affecting, language-dependent ability. The save DC is Charisma-based.

Skills: Sirens receive a +4 racial bonus on Bluff and Perform (sing) checks.

Siren: CR 4; Medium-size monstrous humanoid; HD 6d8+6; hp 33; Mas 12; Init +3; Spd 20 ft., fly 80 ft. (average); Defense 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); BAB +6; Grap +6; Atk +9 ranged touch (1d8, clap); Full Atk +9 ranged touch (1d8, clap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ captivating song, clap, spell-like abilities, suggestion; AL Evil; SV Fort +3, Ref +8, Will +6; AP 0; Rep +0; Str 10, Dex 16, Con 12, Int 11, Wis 13, Cha 17.

Skills: Bluff +12, Diplomacy +7, Perform (sing) +16.

Feats: Alertness, Dodge, Mobility.

Advancement: By character class.

Siren Charismatic Hero 5: CR 9; Medium-size monstrous humanoid; HD 6d8+6 plus 5d6+5; hp 55; Mas 12; Init +7; Spd 20 ft., fly 80 ft. (average); Defense 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 class); BAB +8; Grap +8; Atk +11 ranged touch (1d8, clap); Full Atk +11 ranged touch (1d8, clap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Captivating song (DC 19), clap (DC 19), spell-like abilities (DC 14 + spell level), suggestion (DC 19); AL Evil; SV Fort +6, Ref +11, Will +7; AP 2; Rep +3; Str 10, Dex 16, Con 12, Int 11, Wis 13, Cha 18.

Skills: Bluff +18, Diplomacy +13, Intimidate +9, Knowledge (arcane lore) +5, Perform (sing) +22, Read/Write Dutch, Read/Write Spanish, Speak Dutch, Speak French, Speak Spanish.

Feats: Alertness, Dodge, Improved Initiative, Mobility.

Talents (Charismatic Hero): Charm, favor, captivate.

ZOMBIE MASTER

A zombie master is a humanoid who undergoes a hideously painful ritual of transformation and exchanges his soul with a dark god for immortality and power.

Indeed, a zombie master will never age nor die of natural causes, but he is neither of the living nor of the dead. His flesh quickly begins to rot, surrounding him with miasma of putrefaction like a corpse left for days in the sun. While he gains substantial necromantic power, he gives up all of his former spellcasting power in exchange for abilities that, while impressive, are forever limited.

A zombie master is physically quite impressive, with muscles and sinews visible where flakes of rotten flesh have dropped off.

Zombie masters speak, read, and write the languages they knew before being transformed.

Species Traits

Animate Dead (Su): Three times per day, a zombie master can use animate dead, as the spell on page 339 of the *d20 MODERN Roleplaying Game*.

Undead: Zombie masters have the traits and immunities common to undead (see page 223 of the *d20 MODERN Roleplaying Game*).

Stench (Ex): A zombie master smells of the grave. All living creatures within 30 feet of a zombie master must succeed on a Fortitude save (DC 20) or take a -2 morale penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 10 rounds. Characters subjected to stench from multiple zombie masters make only one saving throw. Characters affected by a zombie master's stench cannot be affected again by any zombie master's stench until the current effect expires. The save DC is Charisma-based.

Aura of Fear (Su): A zombie continually exudes a 30-foot-radius aura of fear. A creature in the area must succeed on a Will save (DC 23) or be affected as though by a *fear* spell (caster level 17th), as found on page 341 of the *d20 MODERN Roleplaying Game*. A creature that successfully saves cannot be affected by the same zombie master's aura for 24 hours. Other zombie masters are immune to the aura. The save DC is Charisma-based.

Halt Undead (Su): At will, a zombie master can use halt undead, as the spell on page 347 of the *d20 MODERN Roleplaying Game*.

Damage Reduction 20/+3 (Su): A zombie master ignores the first 20 points of damage dealt by weapons of less than +3 enchantment.

Zombie Master: CR 13; Medium-size undead; HD 17d12; hp 110; Mas —; Init +6; Spd 30 ft.; Defense 24, touch 12, flat-footed 22 (+2 Dex, +12 natural); BAB +8; Grap +11; Atk +11 melee (1d6+5 plus disease, slam) or +10 ranged; Full Atk +11 melee (1d6+5 plus disease, 2 slams) or +10 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ animate dead, aura of fear, damage reduction 20/+3, halt undead, stench, undead traits; AL NE; SV Fort +5, Ref +7, Will +10; AP 0; Rep +0; Str 17, Dex 14, Con —, Int 12, Wis 11, Cha 20.

Skills: Knowledge (arcane lore) +21, Knowledge (theology and philosophy) +21, Listen +20, Spellcraft +21, Spot +20.

Feats: Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack.

Advancement: None.

Musketeer (Prestige Class)

Forming the elite soldiery of the European nations, musketeers are the epitome of the swashbuckling military hero in the AGE OF ADVENTURE. Though the name applies generally to any soldier trained to fire a musket, in its strictest sense the name musketeer applies to a hand-picked champion of the crown, often assigned to guard a royal personage or perform special missions.

Select this prestige class if you want your character to match wits and blades against the enemies of your nation, tumble into combat with blade and insult ready, and squeeze out of the most dangerous situations with panache and style.

The fastest path into this prestige class is from the Soldier advanced class, with at least one level of Fast Hero, though other paths are possible.

REQUIREMENTS

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

Base Attack Bonus: +6.

Skills: Jump 5 ranks, Knowledge (history) 3 ranks, Knowledge (tactics) 3 ranks, Tumble 5 ranks.

Feats: Archaic Weapons Proficiency, Personal Firearms Proficiency, Weapon Finesse (rapier), Weapon Focus (musket), Weapon Focus (rapier).

Special: The character must have the evasion talent and the weapon specialization class feature with the rapier.

CLASS INFORMATION

The following information pertains to the Musketeer prestige class.

Hit Die

A Musketeer gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

A Musketeer gains a number of action points equal to 7 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Musketeer's class skills are as follows.

Balance (Dex), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, street-wise, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write Language (none), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Musketeer prestige class.

Insightful Strike

At 1st level, a Musketeer places her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any

Strength bonus she may have) with any weapon with which she has the Weapon Finesse feat. Targets immune to sneak attacks or critical hits are immune to the Musketeer's insightful strike. A Musketeer cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Acrobatic Charge

A Musketeer of 2nd level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or contains allies blocking her path. This ability enables her to run down steep stairs, leap from a balcony, or tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain. A Musketeer cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge 1

A Musketeer of 3rd level or higher retains her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if she's immobilized.)

If a Musketeer already has the uncanny dodge 1 talent, she gains uncanny dodge 2 instead.

Acrobatic Skill Mastery

At 4th level, a Musketeer becomes so certain in the use of her acrobatic skills that she can use them reliably even under adverse conditions. When making a Jump or Tumble check, a Musketeer may always take 10 even if stress and distractions would normally prevent her from doing so.

Flurry of Steel

At 5th level, a Musketeer gains the ability to make additional attacks with her rapier, at the expense of accuracy. When using the full attack action, the Musketeer may make one extra attack in a round at her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. A Musketeer cannot use



Adam Swift, Musketeer

TABLE 3-1: THE MUSKETEER

Class Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+1	+0	+2	+0	Insightful strike	+1	+2
2nd	+2	+0	+3	+0	Acrobatic charge	+2	+2
3rd	+3	+1	+3	+1	Uncanny dodge 1	+2	+2
4th	+4	+1	+4	+1	Acrobatic skill mastery	+3	+3
5th	+5	+1	+4	+1	Flurry of steel	+4	+3

this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

READY-TO-USE MUSKETEER

Becoming a musketeer requires a diverse base of skills and abilities. Its prerequisites have attributes that no one character class can acquire. It has attributes of the Strong Hero and Fast Hero, but also requires at least a dabbling in an advanced class to acquire weapon specialization.

Adam Swift, Strong Hero 3/Fast Hero 3/Soldier 2/Musketeer 1: CR 9; Medium-size humanoid (human); HD 3d8+6 plus 3d8+6 plus 2d10+4 plus 1d10+2; hp 61; Mas 14; Init +3; Spd 30 ft.; Defense 21, touch 21, flat-footed 18 (+3 Dex, +8 class); BAB +7; Grap +7; Atk +11 melee (1d6+4/18–20, rapier) or +11 ranged (2d8, snaplock musket); Full Atk +11/+6 melee (1d6+4/18–20, rapier) or +11 ranged (2d8, snaplock musket); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ insightful strike, weapon specialization (musket); AL crown; SV Fort +7, Ref +12, Will +1; AP 11; Rep +3; Str 10, Dex 16, Con 14, Int 14, Wis 8, Cha 12.

Occupation: Military (bonus class skills: Climb, Knowledge [tactics]).

Skills: Gamble +8, Jump –10, Knowledge (current events) +12, Knowledge (history) +5, Knowledge (tactics) +10, Read/Write English, Read/Write French, Read/Write Italian, Speak English, Speak French, Speak Italian, Swim +8, Tumble +14.

Feats: Archaic Weapons Proficiency, Combat Expertise, Combat Reflexes, Improved Feint, Lightning Reflexes, Weapon Finesse, Weapon Focus (musket), Weapon Focus (rapier).

Talents (Strong Hero): Improved melee smash, melee smash.

Talents (Fast Hero): Evasion, opportunist.

Possessions: Rapier, snaplock musket, 20 rounds, horse, feathered hat, fine clothes, bottle of wine, scented handkerchief, various gear and personal possessions.

Shaman (Advanced Class)

The Shaman is a practitioner of traditional magic; he is a religious leader in societies that have not yet adopted the trappings of the modern world. Acting as an intermediary between his people and the spirit world, the Shaman is an essential part of his community, whether it is located in the Americas, Africa, the Australian Outback, or the tundra of Russia. His unique relationship with the spirits gives him

magical power surpassing anything normally found in the civilized world.

Select this advanced class if you want to wield the power of spirit magic on behalf of your ancestral people, whether in cooperation with or in opposition to European colonists.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible. In order to qualify as quickly as possible, a Dedicated hero needs an occupation (such as Primitive) that makes Concentration a class skill.

REQUIREMENTS

To qualify to become a Shaman, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Skills: Concentration 6 ranks, Sense Motive 6 ranks, Survival 6 ranks.

CLASS INFORMATION

The following information pertains to the Shaman advanced class.

Hit Die

A Shaman gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

A Shaman gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Shaman's class skills are as follows. Concentration (Con), Craft (visual arts) (Int), Diplomacy (Cha), Handle Animal (Cha), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

All of the following features pertain to the Shaman advanced class.

Divine Skills

A Shaman has access to the following divine skills, as described under the Acolyte advanced class in the *d20 MODERN Roleplaying Game* (page 323): Concentration and Spellcraft. These skills are considered class skills for the Shaman, and he can use his skill points to buy ranks in them, just like other skills in the game.

Itusi, Shaman



KA



In addition, the Shaman gains a +2 bonus on Knowledge (earth and life sciences) and Survival checks.

Divine Spells

A Shaman's most important feature is his ability to cast divine spells, which are described in the appendix of this book and in the *d20 MODERN Roleplaying Game*.

A Shaman can cast only a certain number of spells of each spell level per day, according to his Shaman class level. In addition, a Shaman receives bonus spells based on his Wisdom score. Determine the Shaman's total number of spells per day by consulting the two tables below.

A Shaman must spend 1 hour each day in meditation and communion with the spirits to regain his daily allotment of spells. Time spent resting has no effect on a Shaman's spell preparation. To learn, prepare, or cast a spell, a Shaman must have a Wisdom score of at least 10 + the spell's level.

A Shaman can prepare a lower-level spell in place of a higher-level one if he desires. A Shaman can prepare and cast any spell on the Shaman spell list, provided he can cast spells of that level.

The Difficulty Class of a saving throw to resist the effects of a Shaman's spell is 10 + the spell's level + the Shaman's Wisdom modifier.

Shaman Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st	3	2	—	—	—	—
2nd	4	3	—	—	—	—
3rd	4	3	2	—	—	—
4th	5	4	3	—	—	—
5th	5	4	3	2	—	—
6th	5	4	4	3	—	—
7th	6	5	4	3	2	—
8th	6	5	4	4	3	—
9th	6	5	5	4	3	2
10th	6	5	5	4	4	3

Wis Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

TABLE 3-2: THE SHAMAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Divine skills, divine spells, animal companion, animal empathy	+1	+2
2nd	+1	+3	+0	+3	Woodland stride, divine spells	+1	+2
3rd	+2	+3	+1	+3	Bonus feat, divine spells	+2	+2
4th	+3	+4	+1	+4	Brew potion, divine spells	+2	+3
5th	+3	+4	+1	+4	Combat casting, divine spells	+3	+3
6th	+4	+5	+2	+5	Bonus feat, divine spells	+3	+3
7th	+5	+5	+2	+5	Command or rebuke magical beast, divine spells	+4	+4
8th	+6	+6	+2	+6	Spiritmeld 1/day, divine spells	+4	+4
9th	+6	+6	+3	+6	Bonus feat, divine spells	+5	+4
10th	+7	+7	+3	+7	Spiritmeld 3/day, divine spells	+5	+5

Animal Companion

At 1st level, a Shaman can spend an action point to transform an encountered animal into an animal companion. Doing this requires a full-round action. The animal must already be friendly in attitude toward the Shaman. This animal accompanies the Shaman on his adventures as is appropriate to its species. The Shaman may have a single animal companion at a time.

An animal companion must be of an animal species that holds spiritual significance in the Shaman's belief system. Only an animal from the following list can be made into an animal companion: ape, bear, big cat*, boar*, crocodile, deinonychus, dog (medium), elephant*, herd animal (such as cow, camel, or bison), horse, porpoise*, shark, snake (constrictor or viper), tiger, or wolf. (Animals marked with an asterisk are detailed in the *Urban Arcana Campaign Setting*.) The animal cannot have more Hit Dice than the Shaman has character levels.

The animal chosen remains an animal, but may gain additional abilities according to the level of the Shaman (see the Animal Companions sidebar). The Shaman may release the animal back to the wild, regaining the action point spent in the process of making the animal a companion. The Shaman does not regain the action point if the creature dies. In either case, the Shaman must wait at least 24 hours before attempting to gain another animal companion.

Animal Empathy

Guided by his insight into animal spirits, a Shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal or magical beast. The Shaman makes a Handle Animal check, but this check is treated like a Diplomacy check made to improve the attitude of a person. A Shaman needs to be within 30 feet of the creature to use this ability. Most domestic animals have a starting attitude of indifferent, while most wild animals are unfriendly. (Exceptions exist: Trained guard dogs may have an initial reaction of hostile toward strangers.)

A Shaman may seek to influence magical beasts at a -4 penalty. Animal empathy does not function on vermin.

Woodland Stride

At 2nd level, a Shaman can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede movement still affect him.

ANIMAL COMPANIONS

As a Shaman grows in power and ability, so too does the power of his animal companion.

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Bonus Special
1st–2nd	+0	+0	+0	1	Link, share spells
3rd–4th	+2	+2	+1	2	Evasion
5th–6th	+4	+4	+2	3	Devotion
7th–8th	+6	+6	+3	4	Multiattack
9th–10th	+8	+8	+4	5	Improved evasion

Class Level: The class level of the Shaman.

Bonus HD: These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is equal to a Shaman whose level equals the animal's Hit Dice. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's Hit Dice). The animal companion does not gain additional skill points and feats for bonus Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex Adj.: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the Shaman might choose to teach it (see the Handle Animal skill in Chapter Two: Skills of the *d20 MODERN Roleplaying Game*). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The Shaman selects these bonus tricks; once selected, they can't be changed.

In addition, a Shaman leaves no trail in natural surroundings and cannot be tracked. He can choose to leave a trail if so desired.

Bonus Feats

At 3rd, 6th, and 9th level, a Shaman gets a bonus feat. The bonus feat must be selected from the following list, and the Shaman must meet all of the prerequisites for the feat to select it.

Alertness, Animal Affinity, Archaic Weapons Proficiency, Athletic, Dodge, Endurance, Exotic Melee Weapon Proficiency, Focused, Frightful Presence, Guide, Improved Damage Threshold, Iron Will, Run, Track.

Brew Potion

At 4th level, a Shaman can create potions, which carry spells within themselves. This ability works just like the Mage's ability to brew potions as described in Chapter Nine of the *d20 MODERN Roleplaying Game*.

Combat Casting

At 5th level, a Shaman becomes adept at casting spells during combat. He gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Link (Ex): A Shaman can handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The Shaman gains a +4 circumstance bonus on all Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the Shaman's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of the Shaman at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the Shaman before the duration expires. Additionally, the Shaman may cast a spell with a target of "You" on his animal companion (as a touch range spell) instead of on himself. A Shaman and his animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Command or Rebuke Magical Beasts

At 7th level, a Shaman can spend an action point to turn, command, or rebuke magical beasts. This functions in the same manner as the Acolyte's ability to turn, command, or rebuke undead as described in Chapter Nine of the *d20 MODERN Roleplaying Game*.

Spiritmeld

Beginning at 8th level, a Shaman gains the ability to merge his body and spirit with those of his animal companion, taking on the form of a larger, more powerful animal.

The spiritmeld form has a number of hit points equal to the Shaman's hit points plus the animal companion's hit points. Its size is one category larger than the animal companion's, and it is considered a magical beast for purposes of spells and effects that target such creatures. It has Strength, Dexterity, and Constitution scores equal to the animal companion's score plus the Shaman's ability score modifier. Its Intelligence, Wisdom, and Charisma scores are equal to the Shaman's scores.

For example, an 8th-level Shaman has a wolf animal companion with Strength 15, Dexterity 17, and Constitution 15. If the Shaman himself has Strength 13, Dexterity 12, and Constitution 14, then his spiritmeld has Strength 16 (15 + 1), Dexterity 18 (17 + 1), and Constitution 17 (15 + 2). The spiritmeld form's hit points are not increased by any change in Constitution.



A Shaman can speak and cast spells normally in spirit-meld form, and he can communicate normally with other animals of the same general type as his animal companion. A Shaman can use all special qualities possessed by himself or his animal companion.

A Shaman can use this ability once per day at 8th level, and three times per day at 10th level.

READY-TO-USE SHAMAN

Need a Shaman for an adventure? Here is a ready-to-use character that can serve as either a friend or a foe for the heroes in any *d20 Past* campaign.

Itusi, Dedicated Hero 3/ Strong Hero 2/Shaman 1: CR 6; Medium-size human; HD 3d6+6 plus 2d10+4 plus 1d6+2; hp 37; Mas 14; Init +1; Spd 30 ft.; Defense 19, touch 16, flat-footed 18 (+1 Dex, +5 class, +3 studded leather); BAB +3; Grap +4; Atk +4 melee (1d8+1/x3, spear), or +4 ranged (1d6, longbow), or +4 ranged (2d8, matchlock musket); Full Atk +4 melee (1d8+1/x3, spear), or +4 ranged (1d6, longbow), or +4 ranged (2d8, matchlock musket); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ animal companion (wolf; link, share spells), animal empathy, divine skills, divine spells; AL Five Nations; SV Fort +8, Ref +2, Will +7; AP 3; Rep +3; Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 8.

Occupation: Primitive (bonus class skills: Handle Animal, Survival, Swim).

Skills: Handle Animal +4, Knowledge (arcane lore) +5, Knowledge (history) +6, Listen +5, Sense Motive +5, Spellcraft +5, Spot +5, Survival +9, Treat Injury +9.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Far Shot, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Track.

Talents (Dedicated Hero): Empathy, improved aid another.

Talent (Strong Hero): Extreme effort.

Animal Companion (Ex): Itusi has a wolf as an animal companion (see page 265 of the *d20 MODERN Roleplaying Game*). The Shaman and wolf enjoy the link and share spells special qualities.

Link (Ex): Itusi can handle her wolf as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.

Share Spells (Ex): Itusi may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Typical Spells Prepared (3/3): 0—*create water, cure minor wounds, know direction**; 1st—*cure light wounds, entangle** (DC 14), *spirit club**.

Possessions: Studded leather armor, spear, longbow, 20 arrows, matchlock musket, 20 rounds of ammunition, various gear and personal possessions.

*New spell described in the Appendix.

Sorcerer (Advanced Class)

The Sorcerer has a mystic connection to the drakes of the Age of Adventure, granting her innate magical abilities similar to those wielded by drakes. Unlike the Mage of *Urban Arcana*, she

has no need to study texts to learn her spells—they are a part of her; their magic courses through her veins.

Select this advanced class if you want to wield arcane magic in a spontaneous and powerful way, growing ever closer to your own draconic heritage.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Sorcerer, a character must fulfill the following criteria:

Skills: Bluff 6 ranks, Intimidate 6 ranks, Knowledge (arcane lore) 6 ranks, Perform (any) 6 ranks.

CLASS INFORMATION

The following information pertains to the Sorcerer advanced class.

Hit Die

A Sorcerer gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

A Sorcerer gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Sorcerer's class skills are as follows:

Bluff (Cha), Concentration (Con), Craft (chemical, writing) (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcane lore, art, current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 3 + Int modifier.

Arcane Spells and Armor

A Sorcerer can become proficient in the use of armor, but she still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making it harder to perform the complicated gestures needed to cast spells with somatic components. When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn and whether or not the Sorcerer has the appropriate Armor Proficiency feat, as shown below.

Armor Type	Arcane Spell Failure (Proficient)	Arcane Spell Failure (Nonproficient)
Light	10%	20%
Medium	20%	30%
Heavy	30%	40%

CLASS FEATURES

All of the following features pertain to the Sorcerer advanced class.

Arcane Skills

A Sorcerer has access to the following arcane skills, as described under the Mage advanced class on page 319 of the *d20 MODERN Roleplaying Game*: Spellcraft and the arcane uses of Concentration and Craft (chemical). These skills are considered class skills

for a Sorcerer, and she can use her skill points to buy ranks in them, just like other skills in the game.

Arcane Spells

A Sorcerer's draconic heritage grants her the ability to cast arcane spells, which are described in the *d20 MODERN Roleplaying Game*. Her spell list is identical to that of the Mage.

Sorcerer Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st	5	2	—	—	—	—
2nd	6	3	—	—	—	—
3rd	6	4	—	—	—	—
4th	6	5	2	—	—	—
5th	6	6	3	—	—	—
6th	6	6	4	2	—	—
7th	6	6	5	3	—	—
8th	6	6	6	4	2	—
9th	6	6	6	5	3	—
10th	6	6	6	6	4	2

A Sorcerer can cast only a certain number of spells of each spell level per day, according to her Sorcerer class level. In addition, the Sorcerer receives bonus spells based on her Charisma score. Determine the Sorcerer's total number of spells per day by consulting the two tables below. A Sorcerer may use a higher-level slot to cast a lower-level spell.

Cha Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

A Sorcerer need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. A Sorcerer must spend 15 minutes in concentration each day, following at least 8 hours of rest, to regain her daily allotment of spells.

Each time she advances a level, a Sorcerer may spend an action point to “trade out” a known spell (losing it entirely) in exchange for another of the same level.

The Difficulty Class of a saving throw to resist the effects of a Sorcerer's spell is 10 + the spell's level + the Sorcerer's Charisma modifier.

TABLE 3–3: THE SORCERER

Class Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+0	+0	+2	Arcane skills, arcane spells, summon familiar, fire focus	+0	+2
2nd	+1	+0	+0	+3	Drakeskin, arcane spells	+1	+2
3rd	+1	+1	+1	+3	Bonus feat, arcane spells	+1	+2
4th	+2	+1	+1	+4	Drakebreath, arcane spells	+1	+3
5th	+2	+1	+1	+4	Combat casting, arcane spells	+2	+3
6th	+3	+2	+2	+5	Bonus feat, arcane spells	+2	+3
7th	+3	+2	+2	+5	Drakesight, arcane spells	+2	+4
8th	+4	+2	+2	+6	Drakeflight, arcane spells	+3	+4
9th	+4	+3	+3	+6	Bonus feat, arcane spells	+3	+4
10th	+5	+3	+3	+7	Drakemight, arcane spells	+3	+5

Sorcerer Level	Sorcerer Spells Known					
	0	1st	2nd	3rd	4th	5th
1st	4	2	—	—	—	—
2nd	5	2	—	—	—	—
3rd	5	3	—	—	—	—
4th	6	3	1	—	—	—
5th	6	4	2	—	—	—
6th	7	4	2	1	—	—
7th	7	5	3	2	—	—
8th	8	5	3	2	1	—
9th	8	5	4	3	2	—
10th	8	5	4	3	2	1

Summon Familiar

A Sorcerer has the ability to summon a dragonet as a familiar. The dragonet is a creature described under Allies and Opponents earlier in this chapter. When bound to a Sorcerer as a familiar, it gains all the special abilities described in the Mage entry on page 320 of the *d20 MODERN Roleplaying Game*.

Fire Focus

The fiery elemental nature of the drakes burns in a Sorcerer's blood. Whenever a Sorcerer casts a spell with the fire descriptor, such as fireball or flaming projectiles, the saving throw DC to resist the spell increases by 2.

Drakeskin

Starting at 2nd level, a Sorcerer can grant herself scaly skin that protects her against weapons as well as fire. A Sorcerer gains a +3 natural armor bonus and fire resistance 5 while her drakeskin is in effect. This is a supernatural ability that she can use once per day at 2nd level, with a duration of 30 minutes.

As a Sorcerer advances in level, her drakeskin ability improves, as shown on the table below.

Sorcerer Level	Drakeskin			Drakebreath	
	Uses Per Day	Natural Armor	Fire Resistance	Damage	Uses Per Day
2nd	1/day	+3	5	—	—
4th	2/day	+3	10	3d6	3/day
6th	3/day	+4	15	4d6	4/day
8th	4/day	+5	20	5d6	5/day
10th	4/day	+5	20	6d6	6/day

Bonus Feats

At 3rd, 6th, and 9th level, a Sorcerer gets a bonus feat. The bonus feat must be selected from the following list, and a Sorcerer must meet all the prerequisites of the feat to select it.

Attentive, Archaic Weapons Proficiency, Combat Expertise, Educated, Frightful Presence, Low Profile, Nimble, Studious.

Drakebreath

At 4th level, a Sorcerer gains the ability to use a breath weapon like that of a drake. This breath weapon is a cone of fire 30 feet long, 30 feet high, and 30 feet wide. Using this breath weapon is an attack action, and the fiery breath deals 3d6 points of damage at 4th level. Targets in the area may attempt a Reflex save (DC 10 + the Sorcerer's level + her Charisma modifier) for half damage. A 4th-level Sorcerer can use this ability three times per day. As she attains higher levels, a Sorcerer can use her breath weapon more times per day and deals more damage with each breath, as shown on the table above.

A Sorcerer is immune to fire damage from her own breath weapon.

Combat Casting

At 5th level, a Sorcerer becomes adept at casting spells during combat. She gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Drakesight

At 7th level, a Sorcerer gains the visual acuity of a drake. She can see four times as well as a normal human in low-light conditions and twice as well in normal light, and she gains darkvision with a range of 60 feet.

Drakeflight

Starting at 8th level, a Sorcerer gains the supernatural ability to grow a pair of powerful draconic wings. She gains a fly speed of 100 feet with average maneuverability. She cannot carry aloft more than a light load. A Sorcerer can use this ability for a total duration of 5 hours per day, though this duration need not be consecutive. Growing or dismissing the wings is an attack action.

Drakemight

At 10th level, a Sorcerer can call upon her draconic heritage to take on some of the physical power of a drake. She temporarily gains a +5 enhancement bonus to her Strength, Constitution, and Charisma scores. She also gains a +4 enhancement bonus to her natural armor and becomes immune to sleep, hold, and paralysis effects. She can use this ability once per day for a duration of up to 10 minutes.

READY-TO-USE SORCERER

Need a Sorcerer for an adventure? Here is a ready-to-use character that can serve as either a friend or a foe for the heroes in any *d20 Past* campaign.

Jocasta Cinderheart, Charismatic Hero 3/Sorcerer 10: CR 13; Medium-size human; HD 3d6+3 plus 10d6+10; hp 58; Mas

13; Init +2; Spd 30 ft., fly 100 ft. (average); Defense 20, touch 16, flat-footed 18 (+2 Dex, +4 class, +4 mage armor); BAB +6; Grap +7; Atk +7 melee (2d6+1/19–20, greatsword), or +8 ranged (1d8+1, compound bow); Full Atk +7/+2 melee (2d6+1/19–20, greatsword), or +8/+3 ranged (1d8+1, compound bow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ arcane skills, arcane spells, combat casting, drakebreath, drakeflight, drakemight, drakesight, drakeskin, familiar, familiar benefits (Alertness, empathic link, share spells, speak with familiar), fire focus; AL Graymalkin, Necronus; SV Fort +8, Ref +9, Will +10; AP 6; Rep +4; Str 12, Dex 14, Con 13, Int 8, Wis 10, Cha 18.

Occupation: Creative (bonus class skills: Craft [visual art], Knowledge [arcane lore], Perform [dance]).

Skills: Concentration +11 (+15 casting on the defensive), Craft (visual art) +7, Handle Animal +10, Intimidate +20, Knowledge (arcane lore) +7, Knowledge (art) +1, Listen –1, Perform (dance) +12, Spot –1.

Feats: Archaic Weapons Proficiency, Creative, Educated,

Frightful Presence, Great Fortitude, Iron Will, Lightning Reflexes, Low Profile, Point Blank Shot, Precise Shot, Simple Weapons Proficiency.

Talents (Charismatic Hero): Charm (males), favor.

Drakebreath: 30-foot cone, 4/day, damage 6d6 fire, Reflex DC 24 half. The save DC is Charisma-based.

Drakeskin: 4/day, +5 natural armor.

Familiar: Jocasta Cinderheart's familiar is a dragonet named Pyreserius. The familiar uses the better of its own and Jocasta's base save bonuses. The creature's abilities and characteristics are summarized below.

Familiar Benefits: Jocasta gains special benefits from having a familiar.

Alertness (Ex): Pyreserius grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Jocasta can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Jocasta may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell a target of "You" on her familiar.

Sorcerer Spells Known (6/7/7/4/2): 0—daze (DC 14), detect magical aura, light, mage hand, message, prestidigitation, read magic, resistance; 1st—burning hands (DC 17), cause fear



Jocasta Cinderheart, Sorcerer

KA

(DC 15), mage armor, shield, ray of fatigue (+8 ranged touch; DC 15); 2nd—blur, invisibility, protection from arrows/bullets, see invisibility; 3rd—dispel magic, fireball (DC 19), hold person (DC 17); 4th—confusion (DC 18), wall of fire (DC 20); 5th—hold monster (DC 19).

Possessions: Greatsword, compound bow, 30 arrows, various gear and personal possessions.

Pyreserius, Dragonet Familiar: CR —; Tiny dragon; HD 13; hp 29; Init +2; Spd 10 ft., fly 60 ft. (good); Defense 20, touch 14, flat-footed 18 (+2 size, +2 Dex, +6 natural); BAB +6; Grap -4; Atk +8 melee (1d4-2, bite); Full Atk +8 melee (1d4-2, bite), +3 melee (1d3-2, 2 claws); SQ darkvision, deliver touch spells, empathic link, immunities, improved evasion, low-light vision, speak with dragonets, speak with master, spell resistance 15; AL Jocasta Cinderheart, Graymalkin, Necronus; SV Fort +6, Ref +7, Will +9; Str 6, Dex 15, Con 12, Int 10, Wis 12, Cha 9.

Skills: Bluff +5, Concentration +11, Craft (visual arts) +6, Intimidate +15, Knowledge (arcane lore) +6, Listen +7, Perform (dance) +5, Spot +7

Feats: Alertness.

Deliver Touch Spells (Su): Pyreserius can deliver touch spells for Jocasta (see Touch, page 321 of the *d20 MODERN Roleplaying Game*).

Immunities (Ex): Dragonets are immune to sleep, hold, and paralysis.

Improved Evasion (Ex): If Pyreserius is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw and half damage if the saving throw fails.

Speak with Dragonets (Ex): Pyreserius can communicate with other dragonets.

Speak with Master (Ex): Pyreserius can communicate verbally with Jocasta. Other creatures do not understand the communication without magical help.

Pieces of Eight

An adventure for characters of 5th to 7th level.

"Henry's a good boy. He's a hero. Of course, the French and them Spaniards don't like him. But there's no pleasing all folk."

—Captain Morgan's Mum

The year is 1667. Charles II of England allies with Louis XIV of France against Spain. Fierce competition rages in the Caribbean. Spanish territories have dwindled as the French gained control of Tortuga, Haiti, and Martinique. England won Jamaica, Bermuda, and several small islands. The Dutch control some territory and strive to compete, but their glory days, which included capturing the entire Spanish treasure fleet in 1628, have passed.

International dynamics are in flux; the heroes' actions might influence the balance of power.

ADVENTURE SET-UP

The heroes may be of any nationality. The most obvious rival nations of the time are France and Spain.

Select one of the following to be the main opponent.

British: Henry Morgan (historical) enjoys his reputation as an up-and-coming British privateer. He's eager to prove himself and to gain more accolades, better commissions, and even military or political offices.

French: Jacques Jean David Nau (historical), nicknamed François L'Olonnois, recently looted Maracaibo, gambled away this enormous treasure, and seeks to replenish his wasted fortunes.

Spanish: El Falcon, "The Falcon," (fictional) previously worked for both the British and the French. She is a charismatic older woman who fought her way to the command of a fast corsair. She's ambitious and flies the colors of the country that offers her the best payment in both gold and honors. If she's successful with her current venture, her contact in Spain has promised her a large land grant and a title.

MOTIVATIONS

Allow the heroes to acquire a map to treasure hidden by the rival you've selected from above. There are a wide variety of ways in which this could be done.

- A hero wins the map in a dice game.
- A Charismatic hero meets someone in a bar who tells her of lost treasure.
- A Smart hero finds it in a recently purchased research book.
- A patriotic hero may be given the option to serve King and Country by investigating the map and retrieving the treasure for the crown.

Once the heroes acquire the map, they'll have to gain a ship to sail to the location. At this time, the ships available are galleys, caravels, carracks, galleons, pinnace, and various ships-of-the-line. If the heroes don't have access to a ship of their own, see "By Hook or By Crook" on page 37.

SAILS, HO! (EL 6)

The journey thus far has been unremarkable. Early in the trip, the weather had been bad, slowing your journey, but it has begun to clear. Today dawns clear and bright.

"Sails, Ho!" calls the sailor on watch in the crow's nest. Indeed, a pinnace fast approaches.

The heroes encounter a hostile ship led by the antagonist you selected (Henry Morgan, L'Olonnois, or El Falcon).

The heroes can either endeavor to outrun the foe or to stand and fight.

Both ships are already in motion. The attacking ship is headed straight toward the prow of the heroes' ship. It will attempt to close within two range increments of its guns and maneuver to fire broadsides at the heroes' vessel.

Use the Low-Level Pirate on page 43 for the crew members of the heroes' ship. The opposing ship is also crewed by twelve Low-Level Pirates and the Mid-Level Captain who leads them.

Mid-Level Pirate Captain: hp 28, see page 43.

Low-Level Pirates (12): hp 18, 17, 16, 15, 14, 14, 13, 13, 12, 11, 10, 10.

OPTIONAL ENCOUNTER: SWEET CASTWAYS (EL 6)

As the heroes' ship passes through an area with several small, supposedly uninhabited islands, they notice a large, smoky bonfire has been lit to attract attention. If they approach close enough to look through a spyglass, they'll see a pair of beautiful women.

Standing beside the smoky signal fire are two women. They wave at the ship and jump up and down to attract attention. Although beautiful, their hair is disheveled and their cloaks and long dresses show some wear and stains. They appear overjoyed at the prospect of rescue.

The women are really sirens. They've found that by concealing their wings under cloaks and disguising their legs with long skirts, they're able to appear as stranded travelers. The disguise usually holds up well enough to attract a ship to within range of their captivating song.

Sirens (2): hp 34, 32; see page 45.

“X” MARKS THE SPOT (EL 5)

You've arrived at the island indicated on the map, which shows that the treasure is inside a cave in one of the island's cliffs.

Finding the cave indicated by the map is relatively simple, requiring only a DC 15 Survival check to locate it. A rock fall blocks the cave entrance. It will take approximately 12 hours to clear the rocks from the cave entrance. Up to four individuals can work simultaneously to remove the blockage, thus reducing the time the task takes to about 3 hours.

If still alive after the ship-to-ship battle, the story's antagonist (Henry Morgan, L'Olonnois, or El Falcon) shows up during the excavation. The pirate is alone, having left any surviving crew to guard the ship.

Mid-Level Pirate Captain: hp 28; see page 43.

DEAD MEN TELL NO TALES (EL 7)

The remaining rubble slides away with a rumble. At last the cave opening is uncovered. The glorious treasure will soon be yours. A rank odor of decay and dampness wafts from the excavation. Inside, you hear the wet sounds of a spring bubbling.

The pirate captain who buried this treasure made sure that some of his or her crew were inside the cave before causing the rockslide. Buried alive, the crew members turned cannibal; the three left in the cave have transformed into ghouls. They hide near the cave entrance, repressing their aura of fear, and attack the first person to enter the cave. Once a victim is attacked, they activate their fear auras to drive off other foes.

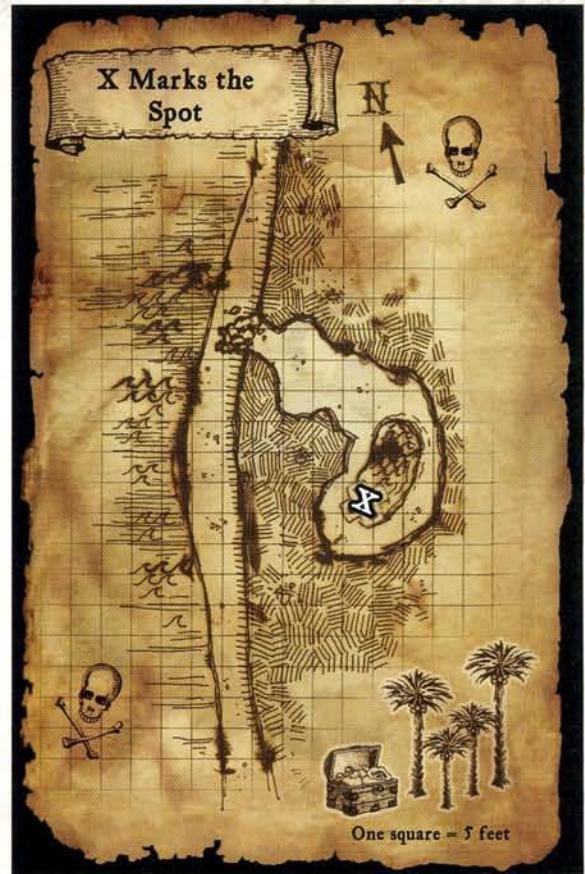
Ghouls (3): hp 28, 26, 24; see page 42.

DESTINATION OF DESTINY (EL —)

Once the ghouls are destroyed, the heroes can look around the cave. It appears empty. A Search check (DC 25) finds the treasure submerged in the spring, lodged in the side of the pool and covered with small rocks.

The chest is heavy, weighing 50 pounds, and locked. An ornately designed inscription says "A curse upon thieves. May they sicken and so die." The lock isn't terribly difficult to open (Open Lock, DC 15); however, the captain who hid it placed a curse on it. A Search check (DC 28) reveals some sort of trap. It requires a Disable Device check (DC 28) to disarm.

If the heroes simply open the chest or the hero who attempts to disable the trap has a Disable Device result of 23 or less, everyone who touches the chest or any of the treasure in it must



make a DC 16 Will save or be cursed and suffer a -6 penalty to Constitution (minimum score of 1). The curse can be removed with a break enchantment or remove curse spell or by returning the gold to the pirate owner.

Adapting the Adventure

This adventure can easily occur any time during the AGE OF ADVENTURE; merely change the identity of the treasure's owner. For example, if you'd like to set it earlier in the era, the hoard could have belonged to John Hawkins, a British privateer reviled by Spain. If you desire to make it later in the period, set it in 1725, seven years after Edmund Teach, the infamous pirate known as Blackbeard, died in battle.

While the general concept of a hunt for long-lost buried treasure can be updated to subsequent eras, there's nothing quite like the excitement of fighting pirates on the high seas. This adventure would need moderate revisions to accommodate updated technologies. Factions and politics require consideration, but it's entirely possible to adapt it. For instance, French patriots might look for treasure to support Napoleon's campaigns in the early nineteenth century.

The Diamond Necklace Affair

An adventure for characters of 8th to 10th level.

One cannot reign and be innocent.

—Saint-Just, speech to the Convention,
November 13, 1792

History provides fodder for adventure ideas.

A fascinating historical incident occurred in 1785 involving a diamond necklace, the arrest of Cardinal de Rohan, and the loss of influence of Marie Antoinette.

Intrigue and scandal dominate the French court. Queen Marie Antoinette is known for her extravagance and capriciousness. When Cardinal de Rohan falls out of her favor, a woman by the name of the Comtesse de La Motte offers to curry favor with the Queen on his behalf. De La Motte uses an elaborate ruse of forged letters and impersonations to convince the Cardinal that the Queen wishes him to buy a diamond necklace. He does so, but later refuses to pay his creditors for it.

The resulting scandal discredits the Cardinal. De La Motte is arrested, but she later escapes to London. Rumors wrongly identify the Queen as the engineer of the farce and further damage her reputation.

History furnishes the basic account, but what really happens is up to the GM. It's a great adventure hook for a campaign with musketeers and intrigue.

Several authors have put their own spin on the historic Diamond Necklace Affair. Two examples are Alexandre Dumas's *The Queen's Necklace* and Robert Carlyle's *The Diamond Necklace*.

In our adventure, supernatural elements guide the machinations and intrigues.

ADVENTURE SET-UP

François de Bourgainville has been training all his life to become a Musketeer like his father and his father's father, who gave their lives in the service of the French monarchs. After much anticipation, he gains a commission in the Musketeers.

During his first week at court, the Queen flirts with him. His fellow Musketeers warn him of the perils of Marie Antoinette's fickle affections, but young and inexperienced François disregards their wise council. The Queen seduces him. Heady with his triumphs, the naïve François believes his good fortune has only just begun.

The bliss lasts only a few days. The Queen's interests wax and wane. She soon tires of him.

In despair, François goes to the Queen's chambers, hoping there is some mistake—surely the Queen wants to see him. However, the ladies-in-waiting pointedly turn him away.

Mortified and miserable, he makes his way to the library to pen his farewell letter before ending his life. As he pours his sentiments onto paper, someone enters the room.

The Comtesse de La Motte (use the High-Level Dilettante from page 279 of the *d20 MODERN Roleplaying Game*) calms the young man, using her charm and wiles to soothe his broken heart and trampled pride. Playing on his conceit and vanity, she directs his energy toward revenge.

The Comtesse, a money- and power-hungry adventuress, plans to use François as a spy. Through a number of small intrigues, she reawakens the Queen's interest in the young Musketeer. At the same time, she also plays upon the ambition of the Cardinal de Rohan.

Watchful Captain Alexandre Du Bois of the Musketeers determines something is amiss with his newest Musketeer. He's concerned and wants to use the heroes to investigate. However, before approaching them with this matter, he needs to test both their fighting prowess and their discretion.

This adventure works best if its scenes are interspersed between other activities.

MOTIVATIONS

How can you involve the heroes? The heroes can have a vested interest because of their identities as:

- A member of the French court.
- A Musketeer who has sworn loyalty to the King and Queen.
- A foreign ambassador.
- An agent of the Vatican.

GATHER INFORMATION

Through asking around the court with the Gather Information skill, the heroes discover the following information. Give the character the information for the highest DC she makes plus all of the lower DC facts.

The Musketeers

DC Result

- 5 Captain Alexandre Du Bois commands the Musketeers.
- 5 The Musketeers are sworn to be loyal to the Queen first, the country second. Their integrity is impeccable.
- 10 Captain Du Bois is very honorable.
- 10 François de Bourgainville is the newest Musketeer.
- 12 François is an experienced duelist who has killed every challenger.
- 15 Ernestine is the Captain's wife.
- 22 François delivers letters from the Queen to the Cardinal de Rohan.
- 25 François raved about committing suicide when the Queen broke his heart.

The Court

DC Result

- 5 The Queen has had a succession of lovers.
- 10 The Queen's relationships with her paramours tend to be brief.
- 15 The Queen recently took François as a lover.
- 18 The Queen broke off her relationship with François in a rather hurtful way.
- 20 The Queen took François back as her paramour.
- 20 Comtesse de La Motte is married to a British nobleman who hates the French nobility.
- 25 Some people, like Ernestine Du Bois, the wife of the Musketeer Captain, don't have what it takes to succeed at court.
- 30 François regularly visits the Comtesse de La Motte.

TROUBLE WEARS WOOL (EL 7)

The Captain hires two thugs to pick a fight with the heroes to test them in physical combat.

Going to the right places to be seen by the right people is an integral part of life at Court. Today's small fête is an exclusive wine tasting party at the Parisian offices of one of the premier vintners.

As you leave, a few people are milling about waiting for their carriages. Two rough-looking individuals hanging about seem out of place. Are they employees of the wine merchant gawking at the nobility?

Now they seem to be coming toward you with a purpose.

High-Level Thugs (2): hp 85, 75; see page 274 of the *d20 MODERN Roleplaying Game*. In place of the Colt M1911, these

thugs each have a blunderbuss pistol, but they attack with their improved unarmed strikes unless the heroes use lethal force.

As the fight transpires, almost all of the people in the area flee. The Captain remains to observe the altercation at a distance. A Spot check (DC 20) notices a well-dressed man lingering to watch the fight. A Knowledge (popular culture) check (DC 20) reveals that it's Captain Alexandre Du Bois of the Musketeers. He leaves before the heroes can approach him.

TRouble WEARS TAFFETA (EL —)

If the captain is satisfied that the heroes can handle themselves in a fight, he will next test their discretion.

Attending a croquet game at Versailles is an unforgettable honor accorded to few. At today's game, the Russian ambassador presents the King with a gift from the Tsar—a croquet mallet made of lacquered gold and encrusted with rubies.

The hottest gossip is about the Queen and her croquet partner, a young Musketeer named François de Bourgainville, and their shared interest in "physical sports."

An intoxicated Duc de Champagne stumbles into a fountain where he sits and sings nursery rhymes until he falls asleep.

Late in the afternoon, the Cardinal de Rohan receives a letter delivered by a page. After reading it, he flushes as scarlet as his robes, making a bit of a spectacle of himself.

A beautiful woman in her mid-thirties sthen trolls by, fluttering her fan.

A Spot check (DC 10) notices that the woman dropped her reticule as she passed.

The woman is the Musketeer captain's wife, Ernestine. It takes a Knowledge (popular culture) check (DC 30) to recognize her. While her husband's status entitles her to a place at court, she rarely bothers to come. Today, she's here merely to help her husband check on the heroes and has intentionally dropped her purse as she passed them.

A Search check (DC 25) reveals a thin thread that will break if the purse is opened. The thread seems to have been intentionally placed.

If opened, the heroes find that the purse contains some gold, a small mirror, smelling salts, perfume, and a sealed note addressed to "Darling Ernestine."

If the heroes break the wax seal of the note, they find a love letter from a Musketeer named Cyrano to his beloved Ernestine, the wife of the Musketeer captain. The details in the letter reveal that the affair has been going on for quite some time.

The letter is a ruse. It was indeed written by Lieutenant Cyrano, but at the request of the captain, who wants to find out if the heroes will read confidential documents, and if so, what they will do with the information they gather. If the heroes read the letter, the captain lets a week or two elapse to see if he hears any gossip or rumors about his wife's betrayal.

Passing the Test: The heroes pass the test if they do any of the following: return the purse unopened; return the purse opened, but with the letter unread; return the purse opened, with the letter read, but do not mention the indiscretion.

Failing the Test: If the heroes leave the purse where it fell, they fail. In addition, if they read the letter and make any mention of its contents, be it as general gossip, a pointed accusation of Ernestine or Cyrano, or blackmail, they fail. If they privately

and tactfully inform the captain of his wife's infidelity, the heroes must succeed on a Diplomacy check (DC 25) or they fail the test.

TRouble SHOOTERS (EL —)

If the captain is satisfied with the heroes' fighting prowess and discretion, he invites them to the headquarters of the Musketeers for a meeting.

Captain Alexandre Du Bois is a thin, wiry man. His face and hands are covered with old scars. Even though he's seated and still, he conveys a sense of great purpose and energy.

"You almost certainly want to know why I've invited you to come here," he begins. "I need the help of competent, trustworthy people. Though you don't know it, you've proven yourselves good candidates."

"The situation I'm about to describe is a delicate matter. I will share the information with you only if you're willing to commit to the mission. It is for the good of your Queen and for the reputation of the Musketeers."

If the heroes consent, Alexandre continues. If they do not, he bids them good day.

"As you may know, the Cardinal de Rohan is out of favor with the Queen. Lately, he has been receiving notes from the Queen through her current lover, the Musketeer François de Bourgainville. The letters instruct the Cardinal to have an ornate, fantastically expensive necklace made for the Queen. Once he does so, the letters indicate he will be restored to status in the Court and be an open favorite of the Queen's."

"The Cardinal believes these notes to be fakes and I tend to agree."

"This places me in a very awkward situation. If François is party to a plot against the Queen—or against the Cardinal falsely in the Queen's name—this will besmirch the honor of all Musketeers."

"I have delicately probed the matter with the Queen. She despises de Rohan and has no intentions toward reconciliation. So, the letters must be fakes."

"I circumspectly broached the topic with François. He hotly denied it. Without proof, I cannot sanction him. With proof, the Musketeer reputation will suffer. This is why I now turn to you."

"I need you to find out if one of my Musketeers has turned against his duty to the Queen. If so, you must stop him. Of course, the whole matter must be kept utterly confidential. Never has a Musketeer been a traitor. We must ensure that reality continues."

The captain gives the letters in question to the heroes. A Forgery check (DC 25) reveals they are good forgeries, written by a woman, probably from samples of the Queen's handwriting.

TRouble WEARS A TABARD (EL 9)

The heroes can pursue any number of investigative avenues. François is enamored of the Comtesse de La Motte and has left the ideals and loyalties of the Musketeers behind in his commitment to revenge. He plays the part of the devoted lover of the Queen, but it is hatred, not love, that burns in his heart.

Following François: The Musketeer spends much of his time attending to the Queen; however, he slips away at least every other day to meet the Comtesse de La Motte in her home. They spend a couple of hours together in intimate conversation.

Confronting François: The Musketeer denies any accusations. He challenges anyone who casts aspersions on his honor to a duel. If the challenge is accepted, it will be at dawn the next day in the woods outside Paris. Each duelist will walk 10 paces, turn, and take a single shot at his or her opponent.

Fatal Resolution: The heroes might choose the simple expedience of killing François. This doesn't solve the problem, since the Comtesse is the mastermind of the plot to discredit the Queen and the Cardinal.

Optimal Resolution: Eliminating the Comtesse (see below) removes the threat to the Queen. The heroes will need to convince, bully, or blackmail François into resigning his commission with the Musketeers, thus salvaging the honor and reputation of the organization.

TROUBLE WEARS SILK (EL 9)

Eventually, the heroes should be able to deduce that the Comtesse de La Motte is behind the elaborate Diamond Necklace Affair.

Confronting the Comtesse: The Comtesse endeavors to present a demeanor of nonchalance to the heroes. However, her position is very vulnerable to exposure. If discredited, she'll lose everything that is important to her—her status and her influence at court.

However, the Comtesse is smart. She knows the heroes probably don't want to reveal her machinations, which would expose her connection to François and thus to the Musketeers, ruining the fine organization's reputation.

Fatal Resolution: The heroes might choose the simple expedience of killing the Comtesse. This will solve the problem, but it may create others.

Murder is a crime, but sometimes, such as in a duel, it is overlooked. The Comtesse has no reputation for dueling. To the contrary, she has created an image of herself as a beautiful lady of the court. Killing her is perceived as murder.

Optimal Resolution: It may be possible to blackmail the Comtesse, thus guaranteeing her silence, or to lure her away from court with a more profitable opportunity elsewhere (with her husband in England, perhaps).

ADAPTING THE ADVENTURE

This adventure can flourish in any environment rife with politics and intrigue. Examples include the Sengoku Era of Japan, the reign of Catherine the Great or Peter the Great in Russia, or even Casablanca during World War II.

Fire Burn and Cauldron Bubble

An adventure for characters of 13th to 15th level.

For the sake of a family an individual may be sacrificed; for the sake of a village a family may be sacrificed; for the sake of a nation a village may be sacrificed; for the sake of one's self the world may be sacrificed.

—Panchatantra, fifth century A.D.

Deep in the Brazilian rain forest, the last survivors of the once large and prosperous Inca Empire live. Their settlement is on a small tributary of the Amazon River at the base of some large, rocky hills.

ADVENTURE SET-UP

To keep their village safe from harm, the inhabitants make an annual sacrifice to the Spirit of the Fire Mountain. The villagers take two youths, a boy and a girl between the ages of 8 and 12, to an area about a day away from the village. The children are told to continue moving up the mountain; it's thought that they journey for a day or two before encountering the Spirit. The children are never seen again.

This year, however, following the advice of a Western missionary, the village did not pay the tribute.

The hills are the lair of an evil trio: a nighthag, a cannibalistic Sorcerer and her dragonet familiar, and a zombie master. The three creatures have become unusual allies and even friends, rather like the witches in Macbeth. They meet once every moon to share tales of their depredations.

One special event that brings them together is the village tribute. They take great pleasure from the annual tribute, and they're irked that it has not come this year. Each of them is dealing with the disappointment in their own way.

Graymalkin, the nighthag, scouts the area and torments her victims with ghastly nightmares.

Jocasta, the Sorcerer, conjures fire from the bowels of the earth, endeavoring to awaken dormant volcanic activity. She wants the rumblings of the mountain to frighten the villagers into sending forth the sacrificial tribute.

Necronus, the zombie master, bides his time and wonders if one of his companions betrayed the other two by taking the children before the group could enjoy them.

MOTIVATIONS

The heroes can be either inhabitants of or well-meaning visitors to the village.

Since the time of the sacrifice came and went without tribute being made, the mountain has rumbled and groaned; occasional fires have been seen high upon it at night. The villagers worry and fret; some are troubled with dreadful nightmares. Perhaps they should make tribute now, but it might be too late to appease the Spirit of Fire Mountain.

PERILS OF THE JUNGLE (EL 12)

The volcanic rumblings disturb the flora and fauna of the area. They've been frightened, and some have moved out of their normal habitats.

One such displaced creature is an Advanced Monstrous Flytrap, which has transplanted itself in the area where the villagers abandon the sacrifices. It is difficult to discern this plant among the other heavy vegetation. Noticing this creature requires the heroes to make a Spot check (DC 25). It attacks any creature that comes within its 15-foot reach. A Shaman or other nature-skilled character might be able to calm it down.

Advanced Monstrous Flytrap: hp 245 (reduced because it had uprooted itself to travel for a few hours); see page 245 of the *d20 MODERN Roleplaying Game*.

DARK DREAM BUBBLES (EL 14)

Graymalkin, the nighthag, scouts for the villagers and heroes in the jungle from the village to the area of sacrifice. At the first sign of the heroes, she uses her change self spell to appear as a typical tribe member. If discovered, she flees, if able, and uses her nightmare ability to plague the dreams of every hero she saw, targeting the brawnier looking individuals first.

Thereafter, each night the party spends on the mountain, the nighthag attacks via nightmares.

Graymalkin, Nighthag Charismatic Hero 3/Sorcerer 3: See page 42.

FIRE BURN (EL 14)

On the second day of their travels up the mountain, the heroes encounter the Sorcerer. Jocasta takes a much more active approach than Graymalkin. Once she learns of the heroes approach (either from information provided by the nighthag or from the nighthag failing to return from scouting), the Sorcerer takes matters into her own hands.

Jocasta uses her dragonet as a scout and watches the approach of the group from a safe distance. She uses her fire wisp shot to attack one of the heroes with a fire wisp. She attacks the heroes and villagers with her fireball spells once they are within range.

If she is losing the fight, she tries to withdraw so that she can regroup with her companions.

Jocasta Cinderheart, Charismatic Hero 3/Sorcerer 10: See page 53.

Fire Wisp: hp 9.

“WHEN SHALL WE THREE MEET AGAIN?” (EL VARIABLE)

Necronus, the zombie master, waits in his bone-strewn, zombie-populated lair at the top of the mountain. The thought that he might leave to avoid encountering the heroes doesn't even occur to him. He waits, along with Graymalkin and Jocasta if they survived their earlier encounters with the heroes.

The journey for the sacrificed village children ends here, where Graymalkin torments them until she tires of their

FIRE WISP SHOT

This red powder and crystalline ball resemble ordinary gunpowder and shot. They are loaded normally into a matchlock, wheel lock, or snaplock firearm. When the weapon so loaded is fired, a fire wisp jets forth from the muzzle of the weapon. (The weapon does not fire normally at the same time.) The fire wisp is under the control of the creature that fired the weapon. The fire wisp remains for 7 rounds before it disappears in a sooty puff of smoke.

Fire wisps are detailed in the *d20 Menace Manual*.

Purchase DC: 28.

screams. Then Jocasta eats the plumper of the two, and Necronus slays the other and turns it into a zombie.

The zombies won't be much of a threat to the heroes, but they might serve as a distraction or as a shield for the trio.

Graymalkin, Nighthag Charismatic Hero 3/Sorcerer 3: See page 42, reduced by whatever resources she used in her earlier encounter with the heroes.

Jocasta Cinderheart, Charismatic Hero 3/Sorcerer 10: See page 53, reduced by whatever resources she used in her earlier encounter with the heroes.

Necronus, Zombie Master: See page 46.

Human Zombies (10): See page 268 of the *d20 MODERN Roleplaying Game*.

Adapting the Adventure

The world offers a plethora of places to situate this adventure. It can be transplanted to a Caribbean island or any location in Africa. It also works in many Eastern locales, including China and Japan.





CHAPTER FOUR

SHADOW STALKERS

Heroes struggle against supernatural horrors that invade the world in 1872.

Campaign in Brief

SHADOW STALKERS is the ancestor of the SHADOW CHASERS campaign model described in the *d20 MODERN Roleplaying Game*. The heroes might be detectives in Victorian London or gunslingers in the Wild West, but like their modern descendants, they all hunt the creatures of Shadow.

In this setting, as in SHADOW CHASERS, horrific monsters prowl the gaslit streets. In a world perched on the brink of modernity, dark forces threaten to pull humanity back into an age of ignorance and fear. These forces originate in Shadow, a dark realm or parallel dimension, which cloaks the true nature of the monsters it produces. In conjunction with the natural defenses of the human mind, this cloaking property prevents the bulk of humanity from becoming aware of the Shadow threat and the monsters that lurk in every dark corner of the world. The heroes of a SHADOW STALKERS campaign, for better or worse, have the ability to see through this veil of Shadow, to perceive the monsters in their true forms.

Unlike their counterparts in the modern world, Shadow Stalkers in the nineteenth century must face the horrors of Shadow without recourse to potentially life-saving technology such as advanced medicine, cell phones, computers, and high-powered weaponry. On the other hand, the premodern world is slightly more open to the supernatural, and Shadow slayers and Occultists might be joined by Shamans and Spiritualists who can lend additional magical support to their struggle.

The world is a very different place from the twentieth-century global metropolis of SHADOW CHASERS. Large cities have grown on each continent, with London a bustling metropolis of around 4 million in the mid-1870s. At the same time, vast expanses of land remain very sparsely settled, with most

Stephanie and Troy confront the source of an ancient curse

of the land west of the Rocky Mountains in the United States, for example, boasting a population density of 0–6 inhabitants per square mile. Technology is advancing at a rapid pace and industrialization is spreading widely, but superstition still has a powerful hold on the human mind—perhaps because of the presence of Shadow creatures.

The Role of the Heroes

The heroes of the SHADOW STALKERS setting are men and women who have had some personal experience of the incursion of Shadow into the world. They come from all walks of life—schoolteachers and detectives, retired generals and Western gunslingers, scientists and miners—but are united by their investment in fighting the evil that threatens to overwhelm the world.

Compared to the heroes of the modern age, the heroes of SHADOW STALKERS have somewhat more magical power at their disposal in their quest. In addition to the arcane research of the Occultist, they can call upon the spiritual connections of the Spiritualist and the mental powers of the Mesmerist. These additional resources do little to assuage the horror they must face in their adventures, however, and in fact open them up to new horrors. The spirit world and the realm of the mind hold their own nightmares, and tapping their power can also open the gates to a terrible backlash.

The heroes might well have simply come together, drawn by their common experience, to fight the creatures of Shadow by their own choice. However, an organization of Shadow Stalkers known as the Fellowship is described in more detail below. The SHADOW STALKERS campaign assumes that the heroes have some contact with the Fellowship, whether they choose to join this new organization, work independently of it, or oppose it.

d20 MODERN RULES IN SHADOW STALKERS

All of the advanced classes detailed in Chapter Six of the *d20 MODERN Roleplaying Game* are suitable for use in a SHADOW STALKERS campaign except for the Techie. The Shadow Slayer and Occultist advanced classes are also available in the campaign. In addition, this chapter presents two new advanced classes, the Mesmerist and the Spiritualist, and a new prestige class, the Frontier Marshal.

This setting makes use of the magic and psionics rules and spells presented in Chapter Ten of the *d20 MODERN Roleplaying Game*. The Spiritualist, like the Occultist in SHADOW CHASERS, can research spells from that book, and the Mesmerist gains psionic powers like the Telepath, albeit at a slower rate. The Wild Talent feat is not available in SHADOW STALKERS.

You can use most of the monsters from the *d20 MODERN Roleplaying Game* or the *Menace Manual* in a SHADOW STALKERS campaign, though the monsters that work best are those with supernatural elements and an overall aura of horror and terror. Avoid using monsters that rely on modern technology or its byproducts, such as moreaus, robots, or toxic sludges. You could also adapt monsters from the *DUNGEONS & DRAGONS Monster Manual*.

Campaign Traits

SHADOW STALKERS is a setting of Gothic horror. The heroes of this setting might hunt werewolves in the Wild West, try to stop a German nobleman from creating a flesh golem, or journey to the Transylvanian castle of a powerful vampire. If SHADOW CHASERS focuses on supernatural search-and-destroy adventures, SHADOW STALKERS has a more desperate tone, pitting the heroes against forces of evil that threaten to overwhelm not only their feeble resistance but the entire world.

BACKGROUND

The background of the SHADOW STALKERS setting is the same as that of SHADOW CHASERS, extensively detailed in the *d20 MODERN Roleplaying Game*. The key difference, of course, is that SHADOW STALKERS takes place some 125 years earlier, during the prior Shadow intrusion. The year is 1872, and the world stands poised to enter the glorious twentieth century. Science is changing the way of life for large numbers of people, bringing revolutions in health care, communication, and transportation. The United States has emerged from its Civil War to a new age of expansion and settlement in the west. The Industrial Revolution is beginning, and the need for the raw materials required for modern industry is just beginning to drive a new wave of European expansionism overseas. With the exception of the interior of Africa, most of the world is charted and divided among the powerful nations of Europe, Asia, and North America.

DEPARTMENT-7 IN SHADOW STALKERS

There is no Department-7 in SHADOW STALKERS. Instead, the heroes could all be associated with the Fellowship, a secretive organization deeply involved in hunting the monsters of Shadow. See below for more information about the Fellowship.

THE WORLD OF SHADOWS

The world is different; Shadow is the same. Where SHADOW CHASERS layers supernatural horror and brooding darkness over the modern world, SHADOW STALKERS does the same with the world of the late nineteenth century. The three key conceits that form the basis of SHADOW CHASERS apply to SHADOW STALKERS as well:

- Monsters exist in a world that otherwise mirrors our world as it existed in 1872;
- Shadow obscures and hides the true form of the monsters from the world at large;
- Heroes emerge to protect the world and fight the monsters.

For more information and inspiration about these three conceits, see Chapter Nine of the *d20 MODERN Roleplaying Game*.

THE FELLOWSHIP

As described in Chapter Nine of the *d20 MODERN Roleplaying Game*, the Fellowship is a mysterious organization that tends to get involved in the life of Shadow Stalkers. In 1872 it is a new organization, founded in direct response to this latest incursion of Shadow. It has a strong sense of both past and future, however. Aware that this incursion is not the first, its members draw from ancient magical traditions and scour ancient tomes to find resources they can use to fight the monsters. Equally



Baskerville
hound

G

certain that this intrusion will not be the last, the members of the Fellowship are seeking to codify their knowledge and formalize an organizational structure that will persist until the next incursion—assuming that humanity survives this one.

As a new organization, the Fellowship faces some serious obstacles. At present, it is poorly organized and poorly funded. Whenever its members deal with outsiders, they try very hard to give the impression that they are trained professionals representing a powerful and efficient organization, but the truth is usually a very different story. Most of its operatives are new recruits with only a handful of encounters with Shadow, at the most, under their belts. The organization has received several large grants from wealthy patrons, but its spending is out of control and it has no savings. Its members are hampered by poor communication, lack of any clear vision or purpose, and the constant threat of infiltration by Shadow creatures.

It is this last factor, above all, that presents the greatest danger to the future of the Fellowship. The forces of Shadow seem, if they can be said to share a common purpose, to be determined to dismember the Fellowship before it can become powerful and well-organized. Vampires, mummies, and fiends prey on the desperation of the Fellowship's recruiting agents, join the organization, and devour it from inside. Torn between competing demands for secrecy and growth, the Fellowship tries to screen all its contacts carefully, but it is eager for new members and often lets questionable characters through.

Friends and Foes

The primary foes of the SHADOW STALKERS campaign are monsters—horrific supernatural creatures that lurk in the darkness and prey on the weakness of humanity. Most of the monsters in the *d20 MODERN Roleplaying Game* and the *Menace Manual* work well in a SHADOW STALKERS campaign, particularly if they are presented in the worst possible light. Even a goblin can be a horrible monster if used properly.

Allies are few and far between in the world of SHADOW STALKERS. Ordinary people are rarely able to perceive the horrors that surround them, and even when the horror makes itself impossible to ignore they generally lack any real capacity to confront it. The Fellowship is the only ally available to the heroes, and even its members cannot always be trusted.

BASKERVILLE HOUND

The detective Sherlock Holmes is said to have unmasked the famous Hound of the Baskervilles as a fraud, simply a large dog adorned with phosphorous paint to create an infernal appearance. The truth is far more terrifying, however. Baskerville hounds, or hell hounds, are very real terrors, monstrous and murderous creatures willing to serve as the minions of powerful evil minds.

A Baskerville hound is an enormous dog with coal-black skin and fur. Fire bursts from its mouth, and its eyes glow with a smoldering flame. Its body is gaunt but powerful, resembling a cross between a mastiff and a bloodhound.

Baskerville hounds are more intelligent than their bestial appearance suggests, and they typically understand one language.

Species Traits

Fiery Bite (Su): A Baskerville hound deals extra fire damage every time it bites an opponent.

Trip (Ex): A Baskerville hound that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hound.

Claw the Fallen (Ex): If a Baskerville hound successfully trips an opponent, it immediately gets a melee attack against that opponent using its front claws. The attack bonus and damage for this attack is specified in the statistics block.

Obscuring Fog (Su): A Baskerville hound is constantly surrounded by a misty cloud of vapor to a radius of 5 feet. The hound has one-half concealment (20% miss chance) relative to creatures adjacent to it, and total concealment (50% miss chance) relative to creatures farther away from it.

Scent (Ex): This ability allows a Baskerville hound to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities in Chapter Eight of the *d20 MODERN Roleplaying Game* for more information.

Baskerville Hound: CR 3; Medium-size magical beast; HD 4d10+4; hp 26; Mas 13; Init +2; Spd 40 ft.; Defense 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); BAB +4; Grap +5; Atk +6 melee (1d8+1 plus 1d6 fire, bite); Full Atk +6 melee (1d8+1 plus 1d6 fire, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ claw the fallen +0 (1d4+1), fiery bite, obscuring fog, scent, trip; AL evil; SV Fort +5, Ref +6, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 13, Int 6, Wis 10, Cha 6.

Skills: Hide +9, Listen +2, Spot +2.
Feats: Alertness, Track, Weapon Focus (bite).
Advancement: 5–8 HD (Medium-size); 9–12 HD (Large).

Advanced Baskerville Hound: CR 7; Large magical beast; HD 9d10+27; hp 76; Mas 17; Init +1; Spd 40 ft.; Defense 16, touch 10, flat-footed 15 (–1 size, +1 Dex, +6 natural); BAB +9; Grap +18; Atk +16 melee (2d6+7 plus 1d8 fire, bite); Full Atk +16/+11 melee (2d6+7 plus 1d8 fire, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ claw the fallen +8 (1d6+4), fiery bite, obscuring fog, scent, trip; AL evil; SV Fort +9, Ref +7, Will +5; AP 0; Rep +0; Str 21, Dex 13, Con 17, Int 6, Wis 10, Cha 6.

Skills: Hide +9, Listen +2, Spot +2.
Feats: Alertness, Dodge, Iron Will, Track, Weapon Focus (bite).

HYDE (TEMPLATE)

The infamous Doctor Henry Jekyll is known for his experiments in isolating the darker side of his personality through the use of a mystic potion. The use of this potion physically transformed him into the embodiment of his antisocial desires and violent passions. Unfortunately for Dr. Jekyll, he found the lure of his dark side irresistible, and he eventually committed suicide rather than let Hyde take over his body and soul.

Dr. Jekyll is not the only repressed gentleman of the Victorian Age to have stumbled upon the secret of the Hyde elixir. The products of this elixir are known as Hydes, and they haunt the underside of genteel society. Some continue to revert to their natural personas, albeit with decreasing frequency, while others have wholly subsumed their original identities, existing only as embodiments of evil and corruption. In any case, a Hyde only distantly resembles his original self, becoming physically smaller but also stronger and bearing a warped countenance suggestive of his depravity. He arouses revulsion and abhorrence in all who see him, giving an impression of deformity without any visible or identifiable defect.

A Hyde spends the hours of his existence gratifying all his evil and unseemly desires. He is avaricious, lustful, quick to violent anger, and rude.

Template Traits

“Hyde” is an acquired template that can be added to any humanoid creature (referred to hereafter as the character). The character retains his original type. He uses all original statistics and special abilities except as noted here. These alterations apply only to the Hyde, not to the original persona. As long as the original persona continues to exist, he retains all of his abilities and statistics unchanged.

Challenge Rating: Same as the character +1.

Special Qualities: A Hyde retains all the special qualities of the character and gains the additional qualities described below.

Rage (Ex): Once per day, a Hyde can fly into a murderous rage, gaining phenomenal strength and durability but becoming reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class.

The increase in Constitution increases the Hyde’s hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. When raging, a Hyde cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist,

Intimidate, and Ride), the Concentration skill, or any abilities that require patience and concentration, nor can he use FX abilities or activate FX items that require a command word or FX completion to function. He can use any feat he has except Combat Expertise.

A fit of rage lasts for a number of rounds equal to 3 + the Hyde’s (newly improved) Constitution modifier. A Hyde cannot prematurely end this rage. If he finds himself with no foes left standing, he brutally mauls the fallen bodies of his enemies until his rage ends.

Entering a rage takes no time itself, but a Hyde can do it only during his action, not in response to someone else’s action.

Revolting Visage (Ex): A GM character that encounters a Hyde never has an initial attitude better than unfriendly. People who consider themselves upstanding citizens and strive to adhere to the lofty ideals of Victorian morality are initially hostile to a Hyde, though they restrain their hostility as society demands. However, a Hyde is adept at bending people to his will using the Intimidate skill.

Allegiances: Previous allegiances are lost (in Hyde form only) and replaced by allegiances to chaos and evil.

Ability Scores: A Hyde gains +2 to his Strength, while taking a –4 penalty to his Charisma.

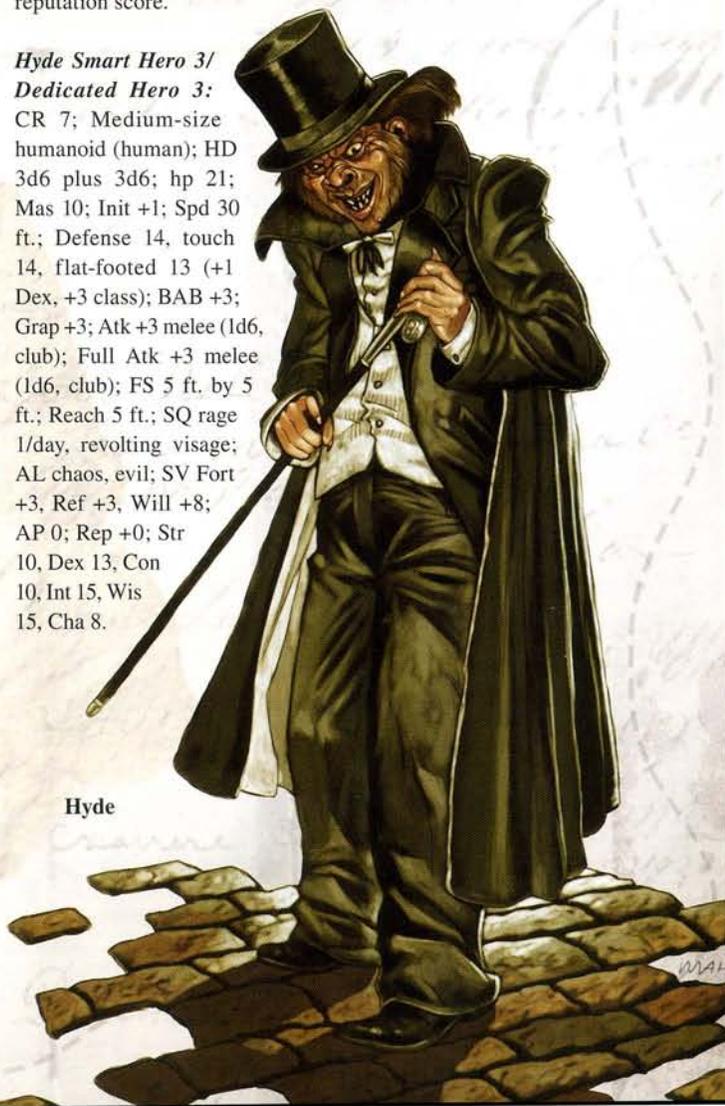
Skills: A Hyde gains a +6 species bonus on Intimidate checks.

Feats: A Hyde gains Secret Identity (described in Chapter Two) as a bonus feat. A Hyde has a reputation of 0 when it is first created, while the original persona retains his own reputation score.

Hyde Smart Hero 3/ Dedicated Hero 3:

CR 7; Medium-size humanoid (human); HD 3d6 plus 3d6; hp 21; Mas 10; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +3; Atk +3 melee (1d6, club); Full Atk +3 melee (1d6, club); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ rage 1/day, revolting visage; AL chaos, evil; SV Fort +3, Ref +3, Will +8; AP 0; Rep +0; Str 10, Dex 13, Con 10, Int 15, Wis 15, Cha 8.

Hyde



Occupation: Doctor (bonus class skills: Craft [pharmaceutical], Knowledge [earth and life sciences]).

Skills: Craft (chemical) +15, Intimidate +12, Knowledge (arcane lore) +11, Knowledge (earth and life sciences) +16, Knowledge (physical sciences) +8, Knowledge (theology and philosophy) +10, Profession +10, Research +10, Search +9, Treat Injury +8.

Feats: Archaic Weapons Proficiency, Brawl, Educated (Knowledge [earth and life sciences] and Knowledge [theology and philosophy]), Heroic Surge, Iron Will, Personal Firearms Proficiency, Secret Identity, Simple Weapons Proficiency.

Talents (Smart Hero): Savant (Craft [chemical]), savant (Knowledge [earth and life sciences])

Talents (Dedicated Hero): Aware, skill emphasis (Intimidate).

Possessions: Walking stick, fine clothes, various personal possessions.

Original Persona: As Hyde persona, but CR 6; Grap +2; Atk +2 melee (1d6-1, club); Full Atk +2 melee (1d6-1, club); SQ none; AL good, law; Rep +2; Str 8, Cha 12. Intimidate +8.

THE ORDER OF THE CRIMSON DAWN

The Order of the Crimson Dawn was founded in 1867 with the stated purpose of discovering whether or not magic actually existed and, if it did, to what ends it might be employed.

The founders of the Order devoted much effort to the research of ancient philosophies and the practice of arcane rituals. Almost by accident, they found that they could indeed manipulate the magical forces that permeate the world. What they did not realize until much later was the price for their meddling in things they failed to fully comprehend.

Agenda: Discover the secrets of Shadow and how they might be put to use.

Structure: Secret magical cabal.

Symbol: A thirteen-pointed starburst.

Most Common Allegiance(s): Evil.

Requisition Limit: 28 (illegal).

Overview

A group of nine men and women of wealth and leisure founded the Order in 1867. What they proposed might even seem noble on the surface: To determine whether magic actually worked and whether it could be put to use to better humanity. Of course, for those familiar with the history of Shadow's incursions into our world, such a question is not only foolish, but mortally dangerous.

In less than three years, the original nine members of the Order had become obsessed with their research into the arcane. They had grasped dark secrets of enormous power, and mastered it faster than they would have believed possible—almost as if some supernatural force wanted them to succeed and helped them along the path. Thinking themselves the most wise and clever people in the world, they quickly proved themselves to be the most foolish and blind. They attempted to manipulate powers and forces far beyond their control, and lost their souls in the attempt.

By the year 1872, the Order of the Crimson Dawn was a society of the doomed. Infused with magic and evil, they became tools of a power they didn't understand. Their fascination with the arcane has made them easy converts to the sinister service of Shadow, and they now eagerly seek others to join their grand experiment. Those they draw into membership join in their

downfall, and it is doubtful that any force in the world or beyond it can redeem them.

The Nine who now lead the Order of the Crimson Dawn are creatures of Shadow, in all likelihood transformed into monstrous creatures (some say doppelgangers, while others suggest they are now rakshasas, yuan-ti, or nagas). Their goals are to draw all who experiment with magic into their ranks, ensuring that they find immediate satisfaction of their desire to perform magic and be quickly corrupted by it. They hate those who seek to use magic for good, and do all they can to subvert their work.

Many members of the Order have little or no contact with the Nine and pursue their own goals and personal agendas, ranging from political schemes for power to personal vendettas. The only common thread is one of evil—every member of the Order of the Crimson Dawn is utterly given over to the evil that gnaws at his soul.

The Order of the Crimson Dawn seeks out individuals of prodigious intellect and personal influence who might be open to an exploration of arcane power. It also seeks those who dabble in magical research, trying to ensure that their path to corruption is swift. The Order is careful to protect its secrecy during recruitment. Most often, a handful of current members invite a single interested party to participate in a séance or perhaps a scientific experiment into the reality of some paranormal phenomenon. Only once the candidate is well on his way to corruption do the members reveal the existence of the cabal.

Structure

The Order of the Crimson Dawn is led by the original founders, known as the Nine, who are probably no longer human. The Order has only fifty or sixty members beyond the Nine, grouped into cells connected by a single linking thread. A cell could be an individual or a small group. Members know only other members with whom they have direct contact. There is no clearly traceable hierarchy. The organization is layered in deep secrecy, and even the Nine don't know all their agents. Information is passed through intermediaries and is often in code. Only those in the highest levels of authority know the true agenda of the group. Members communicate with outsiders via disguises, aliases, and anonymous messages.

Bases of Operation

The Order of the Crimson Dawn has no headquarters and few fixed meeting places. Generally, cells meet in the homes or estates of a member. Cells are known to exist in Boston, London, and Saint Petersburg.

Resources

The Order's resources are the resources of its members. Fortunately for the Order's continued survival, many of its members are quite wealthy, coming from the upper classes of society and possessing a depth and breadth of education that many other organizations would envy. The requisition limit given above is an average for the Order's many cells.

Involving the Heroes

Heroes should never be members of the Order, since its goals are so thoroughly evil. They might come into contact with the Order as they investigate a Shadow occurrence. The heroes might defeat some supernatural monster, and then trace it back to the Order Occultist who conjured it. Alternatively, they might

investigate a mysterious illness that plagues a small town, only to find that a member of the Order unwittingly brought the plague upon the town through his research, and he is dying from a very advanced case.

Using the Order of the Crimson Dawn

The Order of the Crimson Dawn is an organization of villains that can serve as a campaign theme or a one-shot adventure hook. The heroes of the campaign might struggle against the Nine as they work their nefarious schemes across the world. Alternatively, the heroes might confront a lone Occultist member of the Order and foil his plans to conjure a demon to wreak havoc through the streets of San Francisco.

If the Gamemaster wishes to use the Order of the Crimson Dawn as a recurring campaign element, it is best to reveal the existence of the Order as the campaign progresses. The heroes might defeat an individual Occultist without ever learning of his ties to the Order, then go on to confront an entire cell and learn that the leader of this cell had regular coded correspondence with the Occultist they fought previously. Eventually, the heroes might come to suspect the existence of this organization, as they begin to come into conflict with the minions of the Nine themselves.

Learning about the Order

There is very little information to be gained about the Order of the Crimson Dawn through the use of skills, since its existence is such a closely guarded secret. Gather Information and Knowledge (current events) checks can provide information about recent occult occurrences that might or might not be connected to the Order, while Research checks can uncover some of the secrets of an Occultist member, but nothing about the Order specifically.

Members

Most members of the Order of the Crimson Dawn are well-to-do, educated Occultists, and the Order helps advance their Occultist training. Their levels vary widely, from 1st-level novices who have not yet acquired any scrolls to 10th-level masters who are being groomed as possible successors to the Nine. The sample Occultist below is a typical mid-level member.

Order of the Crimson Dawn Occultist (Smart Hero 3/Occultist 5): CR 8; Medium-size human; HD 3d6+3 plus 5d6+5; hp 36; Mas 12; Init +0; Spd 30 ft.; Defense 13, touch 13, flat-footed 13 (+3 class); BAB +3; Grap +2; Atk +2 melee (1d6–1/18–20, sword cane) or +3 ranged (2d4, double derringer); Full Atk +2 melee (1d6–1/18–20, sword cane) or +3 ranged (2d4, double derringer); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ bind Shadow creature, Shadow contact, spell resistance 10; AL evil; SV Fort +3, Ref +2, Will +7; AP 4; Rep +4; Str 8, Dex 10, Con 12, Int 16, Wis 14, Cha 14.

Occupation: Aristocrat (class skill: Diplomacy).

Skills: Decipher Script +16, Diplomacy +13, Forgery +14, Intimidate +5, Knowledge (arcane lore) +16, Knowledge (history) +16, Knowledge (physical sciences) +9, Knowledge

(theology and philosophy) +9, Research +16, Search +9, Sense Motive +5, Use Magic Device +7.

Feats: Archaic Weapons Proficiency, Educated (Knowledge [arcane lore] and Knowledge [history]), Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Studious.

Talents (Smart Hero): Savant (Research), trick (+6; DC 16).

Arcane Scrolls: 1st—*change self, mage armor, magic weapon, ray of fatigue, sleep*; 2nd—*invisibility, resist energy, web*.

Possessions: Sword cane, double derringer, scrolls, various tomes of obscure and blasphemous knowledge, clothing and personal items.

Frontier Marshal (Prestige Class)

In the western territories of the United States, the law is often embodied in a single individual: the town marshal. Frequently called upon to act as judge, jury, and even executioner, the frontier marshal carries a heavy responsibility: to enforce law in areas practically defined by their lawlessness. Cattle rustling, shootouts on the street, saloon brawls, and conflict with natives are just some of the situations a marshal is called upon to deal with on a regular basis. It is a job for the fastest guns and the most dedicated heroes.

Choose this prestige class if you want your character to be a Western gunfighter dedicated to the cause of justice. You might not be the fastest gun in the West—you might not even live in the West any more—but you have the law on your side.

The fastest path into this prestige class is from the Tough Hero and Gunslinger classes. Most Frontier Marshals have levels of Fast Hero as well.

REQUIREMENTS

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

Base Attack Bonus: +6.

Skills: Knowledge (civics) 4 ranks, Sleight of Hand 6 ranks, Tumble 6 ranks.

Feats: Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Shot on the Run, Weapon Focus (any personal firearm).

Reputation Bonus: +5.

Other: The character must have the second wind talent and the close combat shot class feature.

CLASS INFORMATION

The following information pertains to the Frontier Marshal prestige class.

Hit Die

A Frontier Marshal gains 1d10 hit points per level. The character's Constitution modifier applies.

TABLE 4-1: THE FRONTIER MARSHAL

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Sharp-shooting	+1	+2
2nd	+1	+0	+2	+2	Unflappable calm, bonus feat	+2	+2
3rd	+2	+1	+2	+2	Favored enemy	+2	+2
4th	+3	+1	+2	+2	Greater weapon focus, bonus feat	+3	+3
5th	+3	+1	+3	+3	Improved sharp-shooting	+4	+3



Action Points

A Frontier Marshal gains a number of action points equal to 7 + one-half his character level, rounded down, every time she attains a new level in this class.

Class Skills

The Frontier Marshal's class skills are as follows.

Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (civics, current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

All of the following features pertain to the Frontier Marshal prestige class.

Sharp-Shooting

At 1st level, a Frontier Marshal gains the ability to score hits that others would miss due to the target's cover.

If the Frontier Marshal uses a personal firearm to attack a target, the cover bonus to the target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

Unflappable Calm

Beginning at 2nd level, a Frontier Marshal is able to keep his cool in the tensest situations. He gains immunity to fear (natural or supernatural). In addition, he can always choose to take 10 on the following skill checks, even if stress and distractions would normally prevent him from doing so: Demolitions, Drive, Gamble, Ride, and Tumble.

Bonus Feat

At 2nd and 4th level, a Frontier Marshal gets a bonus feat. The bonus feat must be selected from the following list, and the Frontier Marshal must meet all the prerequisites of the feat to select it.

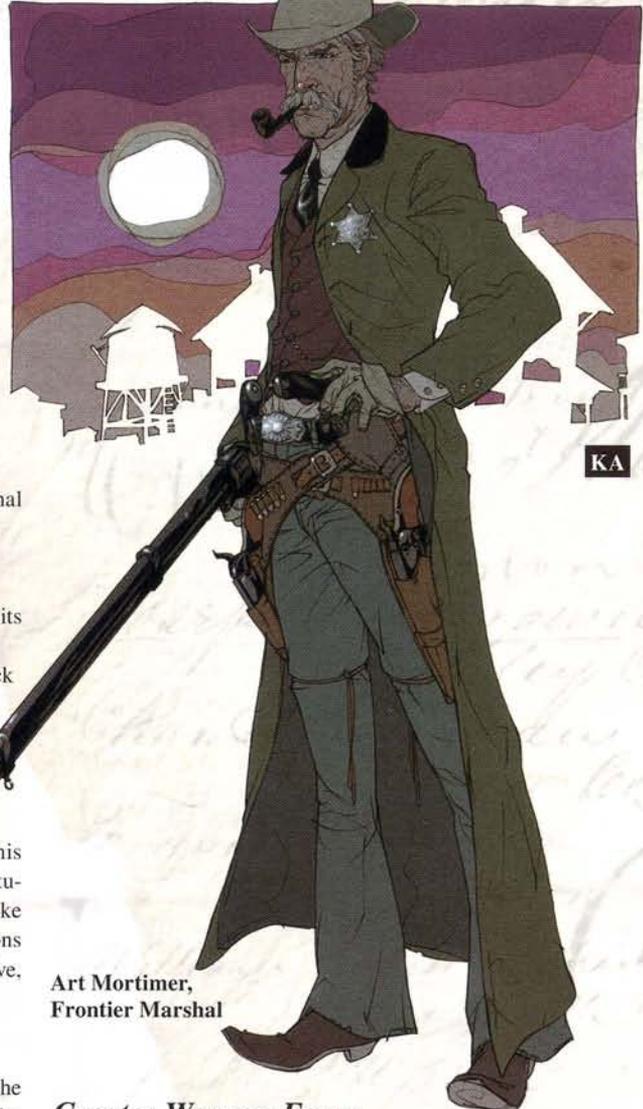
Advanced Two-Weapon Fighting, Brawl, Confident, Dead Aim, Double Tap, Far Shot, Find Clues*, Improved Brawl, Improved Knockout Punch, Improved Two-Weapon Fighting, Knockout Punch, Minions*, Quick Reload, Renown, Sidekick*, Skip Shot, Two-Weapon Fighting.

*New feat described in Chapter Two.

Favored Enemy

At 3rd level, a Frontier Marshal selects a particular kind of foe as a favored enemy. This might be a type of Shadow monster or a particular group of human opponents, such as the members of a cattle rustling gang. Due to his extensive study of these foes and training in the proper techniques for combating them, a Frontier Marshal gains a +2 bonus on Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills against creatures of this type. He also gets a +2 bonus on weapon damage rolls against creatures of this type.

See the Shadow Slayer advanced class in Chapter Nine of the d20 MODERN Roleplaying Game for examples of creature types a Frontier Marshal can choose. Should it ever happen that a Frontier Marshal's favored enemy is completely exterminated (the cattle rustlers are all killed, for example), the Frontier Marshal may choose a new enemy the next time he advances a character level.



Art Mortimer, Frontier Marshal

Greater Weapon Focus

Beginning at 4th level, a Frontier Marshal receives a +1 competence bonus on attack rolls with one firearm he has Weapon Focus with. This bonus stacks with the bonus for Weapon Focus and even with the bonus for Greater Weapon Focus, if he has that class feature from another class (such as the Gunslinger advanced class).

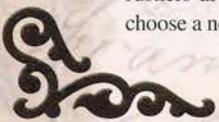
Improved Sharp-Shooting

At 5th level, a Frontier Marshal can ignore the effects of cover or concealment when making a ranged attack with a personal firearm. His ranged attacks ignore the Defense bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against his attacks.

In addition, when a Frontier Marshal shoots a personal firearm at a grappling opponent, he automatically strikes at the opponent he has chosen.

READY-TO-USE FRONTIER MARSHAL

Need a Frontier Marshal for an adventure? Here is a ready-to-use character that can serve as either a friend or a foe for the heroes in any d20 Past campaign.



KA

Art Mortimer, Strong Hero 1/Fast Hero 2/Tough Hero 1/Charismatic Hero 2/Gunslinger 1/Frontier Marshal 2: CR 9; Medium-size human; HD 1d8+2 plus 2d8+4 plus 1d10+2 plus 2d6+4 plus 1d10+2 plus 2d10+4; hp 60; Mas 14; Init +3; Spd 35 ft.; Defense 23, touch 22, flat-footed 20 (+3 Dex, +9 class, +1 buff coat); BAB +4; Grap +5; Atk +5 melee (1d4+1/19–20, knife), or +8 ranged (2d10, Spencer), or +7 ranged (2d6, army revolver); Full Atk +5 melee (1d4+1/19–20, knife), or +8 ranged (2d10, Spencer), or +7 ranged (2d6, army revolver); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ close combat shot, sharp-shooting, unflappable calm; AL Fallen Birch; SV Fort +6, Ref +10, Will +2; AP 4; Rep +5; Str 12, Dex 16, Con 14, Int 10, Wis 8, Cha 14.

Occupation: Law Enforcement (bonus class skills: Knowledge [civics], Listen).

Skills: Gamble +3, Intimidate +10, Knowledge (civics) +9, Listen +8, Sleight of Hand +13, Tumble +13.

Feats: Confident, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Shot on the Run, Simple Weapons Proficiency, Weapon Focus (longarms).

Talent (Strong Hero): Extreme effort.

Talent (Fast Hero): Increased speed.

Talent (Tough Hero): Second wind.

Talent (Charismatic Hero): Coordinate.

Possessions: Buff coat, Spencer .56 repeating carbine, 28 rounds of .56 ammunition, army revolver, 24 rounds of .44 ammunition, various gear and personal possessions.

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks.

Feats: Iron Will, Trustworthy.

CLASS INFORMATION

The following information pertains to the Mesmerist advanced class.

Hit Die

A Mesmerist gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

A Mesmerist gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Mesmerist's class skills are as follows.

Craft (visual arts, writing) (Int), Decipher Script (Int), Escape Artist (Dex), Forgery (Int), Investigate (Int), Knowledge (arcane lore, history, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sleight of Hand (Dex), Speak Language (none), Use Magic Device (Cha).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

All of the following features pertain to the Mesmerist advanced class.

Psionic Skills

A Mesmerist has access to the following psionic skills, as described under the Telepath advanced class on page 305 of the *d20 MODERN Roleplaying Game*: Autohypnosis and Concentration. These skills are considered class skills for the Mesmerist, and she can use her skill points to buy ranks in them, just like other skills in the game.

Psionic Powers

A Mesmerist has a limited ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Mesmerists don't have spellbooks and they don't prepare powers ahead of time. In addition, a Mesmerist can use psionics while wearing armor without risking the failure of the power.

Mesmerist (Advanced Class)

Neither a hypnotist nor a medical practitioner after the fashion of Franz Mesmer, the Mesmerist has more in common with the Occultist than with those interested in more prosaic sciences. The Mesmerist has discovered, through experimentation or rigorous training, that the human mind has powers and capabilities usually untapped by ordinary people. Slowly, haltingly, the Mesmerist learns to bring those powers to bear against the creatures of Shadow. Unfortunately, some creatures of Shadow possess similar powers on a much larger scale, and by tapping into her own psionic potential, the Mesmerist opens a door to unpleasant encounters with such creatures.

Select this advanced class if you want your character to bring limited psionic power into the fight against Shadow.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

REQUIREMENTS

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

TABLE 4–2: THE MESMERIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic skills	+0	+1
2nd	+1	+0	+0	+3	Psionic powers	+1	+1
3rd	+1	+1	+1	+3	Bonus feat, psionic powers	+1	+1
4th	+2	+1	+1	+4	Psionic powers	+1	+2
5th	+2	+1	+1	+4	Psionic powers	+2	+2
6th	+3	+2	+2	+5	Bonus feat, psionic powers	+2	+2
7th	+3	+2	+2	+5	Psionic powers	+2	+3
8th	+4	+2	+2	+6	Psionic powers	+3	+3
9th	+4	+3	+3	+6	Bonus feat, psionic powers	+3	+3
10th	+5	+3	+3	+7	Psionic powers	+3	+4

Mesmerist Level	Pts/Day	Powers Discovered by Level			
		0	1	2	3
2nd	0	2	—	—	—
3rd	1	2	—	—	—
4th	2	3	1	—	—
5th	3	3	2	—	—
6th	5	3	2	—	—
7th	7	3	3	1	—
8th	10	3	3	2	—
9th	13	3	3	2	—
10th	15	4	3	3	1

A Mesmerist's level limits the number of power points available for manifesting powers. In addition, a Mesmerist must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

A Mesmerist's selection of powers is extremely limited, although she enjoys rather more flexibility than the Occultist and the Spiritualist. At 2nd level, a Mesmerist knows two 0-level powers. At each level, a Mesmerist discovers one or more previously latent powers, as indicated on the table above.

The DC for the saving throw to resist a psionic power is 10 + the power's level + the Mesmerist's key ability modifier.

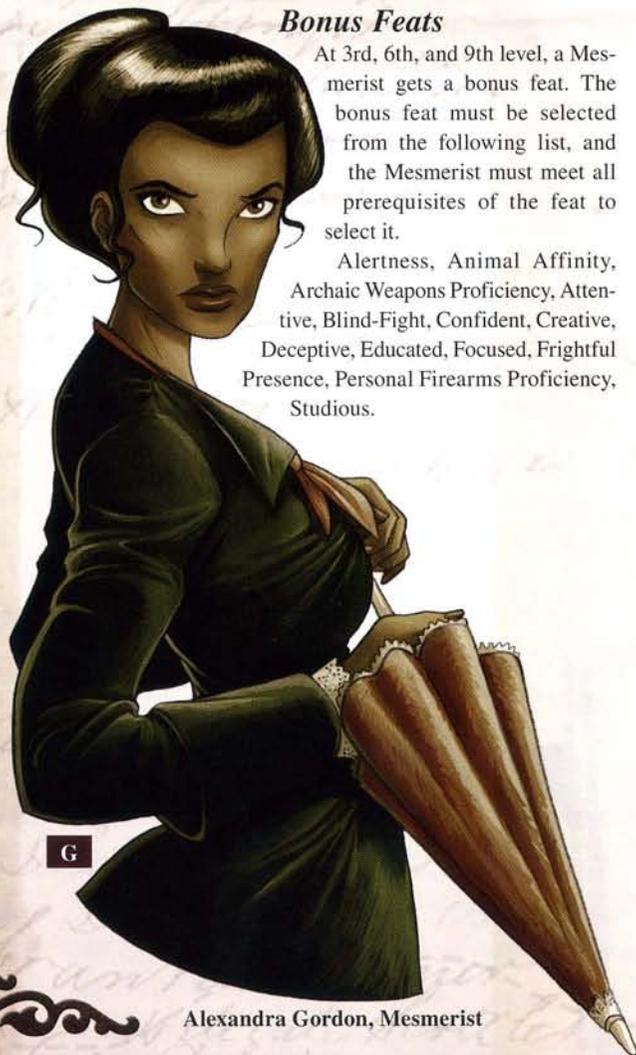
A Mesmerist can manifest a certain number of powers per day based on her available power points. (Zero-level powers have a special cost, as detailed in Chapter Ten of the *d20 MODERN Roleplaying Game*.) She just pays the power point cost of a power to manifest it; no preparation is necessary. The base number of power points available per day is shown on the table above.

The Wild Talent feat is not available in SHADOW STALKERS.

Bonus Feats

At 3rd, 6th, and 9th level, a Mesmerist gets a bonus feat. The bonus feat must be selected from the following list, and the Mesmerist must meet all prerequisites of the feat to select it.

Alertness, Animal Affinity, Archaic Weapons Proficiency, Attentive, Blind-Fight, Confident, Creative, Deceptive, Educated, Focused, Frightful Presence, Personal Firearms Proficiency, Studious.



Alexandra Gordon, Mesmerist

READY-TO-USE MESMERIST

Need a Mesmerist for an adventure? Here is a ready-to-use character that can serve as either a friend or a foe for the heroes in any *d20 Past* campaign.

Alexandra Gordon, Charismatic Hero 3/Mesmerist 10: CR 13; Medium-size human; HD 3d6 plus 10d6; hp 45; Mas 10; Init +6; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +4 class, +1 leather jacket); BAB +6; Grap +7; Atk +7 melee (1d6+1/18–20, sword cane), or +8 ranged; Full Atk +7/+2 melee (1d6+1/18–20, sword cane), or +8/+3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ psionic powers, psionic skills; AL (varies); SV Fort +5, Ref +7, Will +10; AP 6; Rep +8; Str 12, Dex 14, Con 10, Int 8, Wis 15, Cha 16.

Occupation: Aristocrat (class skills: Diplomacy, Gamble).

Skills: Diplomacy +11, Disguise +11, Escape Artist +14, Gamble +8, Gather Information +11, Knowledge (arcane lore) +5, Sleight of Hand +14.

Feats: Alertness, Archaic Weapons Proficiency, Deceptive, Dodge, Improved Initiative, Iron Will, Mobility, Nimble, Simple Weapons Proficiency, Spring Attack, Trustworthy.

Talents (Charismatic Hero): Dazzle, fast talk.

Power Points: 15.

Mesmerist Powers Known (4/3/3/1): 0—*distract* (DC 13), *far hand*, *finger of fire* (+8 ranged touch), *verve*; 1st—*attraction* (DC 14), *control object*, *lesser body adjustment*; 2nd—*brain lock* (DC 15), *clairaudience/clairvoyance*, *sensitivity to psychic impressions*; 3rd—*false sensory input* (DC 16).

Possessions: Leather jacket, sword cane, various gear and personal possessions.

Spiritualist (Advanced Class)

Like the Occultist, the Spiritualist walks in the twilight between two worlds: the mundane world and the world of spirits. Both worlds are tainted by Shadow, but the Spiritualist strives to summon supernatural aid from the spirit world to help her combat the darker forces of Shadow.

Some Spiritualists are ethereal mystics, never fully present in the material world—glassy-eyed dreamers who seem to see beyond what is physically present. Others are rigorously scientific in their approach to dealing with the spirit world, grimly practical about Shadow and its evils, and entirely down to earth. Whatever their particular approach to their powers, they bring divine magic to bear in the struggle against Shadow.

Select this advanced class if you want your character to commune with spirits and wield divine magic against the creatures of Shadow.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

REQUIREMENTS

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

Skills: Knowledge (arcane lore) 6 ranks, Knowledge (philosophy and theology) 4 ranks, Research 6 ranks.

Feats: Educated, Studious.

CLASS INFORMATION

The following information pertains to the Spiritualist advanced class.

TABLE 4-3: THE SPIRITUALIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Death ward, divine skills	+0	+0
2nd	+1	+2	+0	+2	Spiritual research (scrolls)	+1	+0
3rd	+1	+2	+1	+2	Bonus feat	+1	+1
4th	+2	+2	+1	+2	Turn or rebuke undead	+1	+1
5th	+2	+3	+1	+3	Séance 1/week	+2	+1
6th	+3	+3	+2	+3	Bonus feat	+2	+2
7th	+3	+4	+2	+4	Spiritual research (items)	+2	+2
8th	+4	+4	+2	+4	Séance 3/week	+3	+2
9th	+4	+4	+3	+4	Bonus feat	+3	+3
10th	+5	+5	+3	+5	Spirit projection	+3	+3

Hit Die

A Spiritualist gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

A Spiritualist gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Spiritualist's class skills are as follows.

Craft (visual arts, writing) (Int), Decipher Script (Int), Escape Artist (Dex), Forgery (Int), Investigate (Int), Knowledge (arcane lore, history, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sleight of Hand (Dex), Speak Language (none), Use Magic Device (Cha).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

All of the following features pertain to the Spiritualist advanced class.

Divine Skills

A Spiritualist has access to the following divine skills, as described under the Occultist advanced class on page 293 of the *d20 MODERN Roleplaying Game*: Concentration and Use Magic Device. These skills are considered class skills for the Spiritualist, and she can use her skill points to buy ranks in them, just like other skills in the game.

Death Ward

When a Spiritualist is targeted by a death spell, magical death effect, energy drain effect, or any other negative energy effect (such as from an *inflict wounds* spell), the caster or originator of the spell or effect must make a level check as if trying to overcome spell resistance. The DC to overcome the Spiritualist's death ward is equal to 5 + her Spiritualist level. The death ward applies even against effects that spell resistance does not apply to, such as the energy draining touch of a vampire.

Spiritual Research (Scrolls)

Starting at 2nd level, a Spiritualist's contacts in the spirit world can teach her spells, which the Spiritualist uses in the form of scrolls. Indeed, the only way for a Spiritualist to cast a divine spell is by using a scroll. The method and process is almost identical to that used by the Occultist, and it differs from the Mage's scribe scroll ability. There is no purchase DC or XP cost for the scrolls the Spiritualist gains with each new level attained in this class.

When a Spiritualist attains 2nd level, and upon attaining each new level thereafter, she gains divine spell scrolls through spiritual research. The Spiritualist can select a certain number of the scrolls contained on the scrolls, but the GM randomly selects the rest. Unlike the Occultist, the Spiritualist gains scrolls that contain divine spells chosen from the Acolyte spell list on page 338 of the *d20 MODERN Roleplaying Game*. The following table shows how many scrolls of each spell level the Spiritualist receives upon gaining a new level, and how many of these the Spiritualist can choose at each level.



Marjorie Stone, Spiritualist

Level	1	2	3	4	Choose
2nd	3	—	—	—	1
3rd	4	—	—	—	2
4th	5	2	—	—	3
5th	5	3	—	—	4
6th	5	4	—	—	5
7th	6	5	2	—	6
8th	6	5	3	—	7
9th	6	5	4	—	8
10th	7	6	5	2	9

A Spiritualist uses the Use Magic Device divine skill to cast a spell from a scroll.

Bonus Feats

At 3rd, 6th, and 9th level, a Spiritualist gets a bonus feat. The bonus feat must be selected from the following list, and the Spiritualist must meet all the prerequisites of the feat to select it.

Alertness, Archaic Weapons Proficiency, Attentive, Deceptive, Defensive Martial Arts, Focused, Frightful Presence, Iron Will, Personal Firearms Proficiency, Point Blank Shot.

Turn or Rebuke Undead

At 4th level, a Spiritualist gains the supernatural ability to affect undead creatures, such as zombies, skeletons, ghosts, and vampires. The Spiritualist's allegiance (good or evil) determines the effect she can have on these unholy abominations. A character of the good allegiance can turn undead, driving them away. One of the evil allegiance can use negative energy to rebuke undead, causing the creatures to cower in her presence. Both abilities work just like the ability of an Acolyte to turn or rebuke undead described in Chapter Nine of the *d20 MODERN Roleplaying Game*. A Spiritualist turns or rebukes undead as if she were an Acolyte of her Spiritualist level -3.

Séance

Beginning at 5th level, a Spiritualist develops the signature ability of the class: the ability to contact the spirits of the dead in a séance. In order to use this ability, the Spiritualist must join hands in a circle with at least two other people, then enter a trance (requiring a DC 20 Concentration check). Once in a trance, the Spiritualist may ask questions of the spirits, which they answer to the best of their ability, usually with a single word and generally by yes or no. (The spirits do not actually speak, but give their answers by such means as rapping on floors or walls to signify yes or no, moving objects so that they point to a written word, or moving the Spiritualist's hand to write the answer on a slate.) The Spiritualist can ask up to one question per class level, but no more questions than there are people present in the circle.

This ability, at best, provides information to aid character decisions. The spirits contacted do not necessarily have the same priorities as the living, have no qualms about giving incomplete or even misleading answers, and have incomplete knowledge about the world of the living. A 5th-level Spiritualist can use this ability one time per week. At 8th level, she can use it up to three times per week.

Spiritual Research (Items)

Starting at 7th level, a Spiritualist's contacts in the spirit world can invest magic power in mundane items for her. The method and process is almost identical to that used by the Occultist. There is no purchase DC or XP cost for the magic items the Spiritualist gains with each new level attained in this class.

When a Spiritualist attains 7th level, and upon attaining each new level thereafter, she acquires one magic item. The GM randomly selects the item. The item must be a wondrous item, a wand containing a divine spell, a magic weapon, or a set of magic armor.

A Spiritualist uses the Use Magic Device divine skill to use a magic item.

Spirit Projection

At 10th level, a Spiritualist gains the ability to separate her own spirit from her body for short periods of time, sending it to view remote locations she cannot physically reach. This ability is similar to the clairaudience/clairvoyance psionic power detailed in Chapter Ten of the *d20 MODERN Roleplaying Game*. However, to use the power, the Spiritualist must meditate for at least 1 hour, entering a trance state. The spirit projection can travel at near-infinite speed and to any range, and it can both see and hear its surroundings exactly as though the Spiritualist were physically present. The Spiritualist can return her spirit to her body as a full-round action whenever she wishes, and the Spiritualist can remain out of her body for a maximum duration of 10 minutes.

While projecting her spirit, a Spiritualist's physical body is completely helpless and unaware of its surroundings. If the body takes damage, the Spiritualist is aware of it and can send her spirit back to her body as a full-round action. The spirit projection is invisible and completely immune to physical attack, but certain magical effects can harm or hinder it. A *detect magical aura* spell reveals an overwhelming magical aura, and a successful *dispel magic* spell can force the spirit projection back to the Spiritualist's body (with a successful dispel check, using the Spiritualist's class level as her caster level). *Glitterdust* does not reveal the spirit projection, but a *see invisibility* spell allows the subject to see the spirit (as an exact duplicate of the Spiritualist). The spirit projection can pass through walls and other solid objects, but not a *wall of force*.

READY-TO-USE SPIRITUALIST

Need a Spiritualist for an adventure? Here is a ready-to-use character that can serve as either a friend or a foe for the heroes in any *d20 Past* campaign.

Marjorie Stone, Smart Hero 3/Spiritualist 6: CR 9; Medium-size human; HD 3d6+3 plus 6d8+6; hp 46; Mas 12; Init +1; Spd 30 ft.; Defense 15, touch 14, flat-footed 14 (+1 Dex, +3 class, +1 buff coat); BAB +4; Grap +3; Atk +3 melee (1d4-1, pistol whip) or +6 ranged (2d4, pocket revolver); Full Atk +3 melee (1d4-1, pistol whip) or +6 ranged (2d4, pocket revolver); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ death ward, divine skills, séance 1/week, spiritual research (scrolls), turn undead; AL (varies); SV Fort +5, Ref +4, Will +10; AP 4; Rep +8; Str 8, Dex 13, Con 12, Int 10, Wis 17, Cha 14.

Occupation: Academic (class skills: Decipher Script, Knowledge [arcane lore], Research)

Skills: Decipher Script +8, Disable Device +6, Forgery +6, Investigate +8, Knowledge (arcane lore) +14, Knowledge (history) +6, Knowledge (theology and philosophy) +8, Research +11, Search +6, Sense Motive +5, Use Magic Device +14.

Feats: Attentive, Educated (Knowledge [arcane lore], Knowledge [theology and philosophy]), Iron Will, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Studious, Weapon Focus (pocket revolver).

Talents (Smart Hero): Exploit weakness, savant (Research).

Possessions: Black buff coat, pocket revolver, 50 rounds of .32 ammunition, scrolls of *bane*, *bles* (2), *command*, *comprehend languages*, *cure moderate wounds*, *hold person*, *inflict moderate wounds*, *zone of truth*, various gear and personal possessions.

Desert Tomb

An adventure for characters of 4th to 6th level.

ADVENTURE SET-UP

Omar al-Habib, a wealthy scholar from Morocco, sponsors archeological expeditions in the Middle East. Wary of the profiteering and archeological pillaging that typifies digs such as Heinrich Schliemann's at Troy, he pays well to ensure the preservation of archeological treasures.

Most recently, al-Habib discovered the location of a tomb of an ancient Egyptian high priest outside Memphis. He'd like to hire the heroes to secure the tomb and begin investigating it.

Al-Habib gives the heroes copies of the glyphs and carvings found on the tomb's exterior.

MOTIVATIONS

How can you involve the heroes? The heroes can have a vested interest because of their interests in:

- History
- Research
- The occult
- Money

RESEARCHING THE GLYPHS

Through various skills and efforts, the heroes can discover the following information. Give the character the information for the highest DC she makes plus all of the lower DC facts.

Knowledge (history) or Research

DC Result

- 5 Many tombs have been raided, long ago.
- 10 High priest or nobles were often buried in tombs.
- 12 Tombs contain wealth and comforts suitable to the station of the interred. A high priest would be buried with prized possessions.
- 15 Many important personages were buried with a spouse or servants to attend them in the afterlife.
- 20 The glyphs represent a priest named Manethro-Apepi that served the god Apep.
- 25 Manethro-Apepi was also called Desecrator of Souls. Apep, also called Apophis, embodies the powers of dissolution, darkness, and nonbeing. He often appears as a snake.

RESEARCHING APEP

Following up on the name Apep, the heroes can discover additional information.

Knowledge (arcane lore)

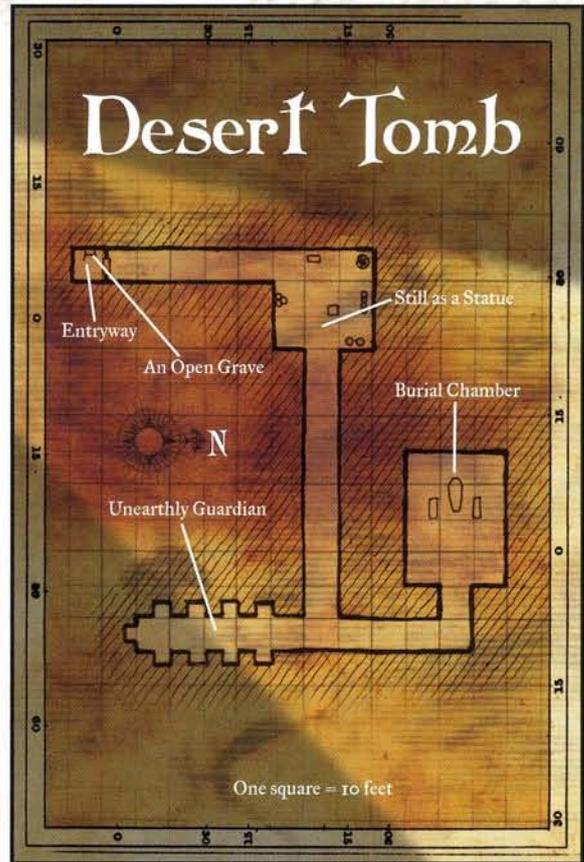
DC Result

- 15 Apep was a "demon" god served by various fiends.

Knowledge (history), Knowledge (theology and philosophy), or Research

DC Result

- 15 Apep, also called Apophis, embodies the powers of dissolution and darkness. He often appears as a snake.



ENTRYWAY (EL 3)

Sheltered between two large boulders, the new excavation is immediately apparent. The workers have dug down to reveal a crafted entryway: a 10-foot-by-10-foot room of large stonework blocks, now askew and showing broad gaps and cracks from the passage of time.

A stone door at the back of the entryway seals the tomb beyond.

Currently, two Medium-size and two Small monstrous spiders lair in the entry way to this tomb. They live in some of the large cracks in the masonry. They stay in their lair during the heat of the day and go out to hunt at night. They attack anyone disturbing the foyer.

Medium-size Monstrous Spiders (2): hp 12, 10; see page 246 of the *d20 MODERN Roleplaying Game*.

Small Monstrous Spiders (2): hp 7, 3; see page 246 of the *d20 MODERN Roleplaying Game*.

A Search check (DC 20) shows that the door to the tomb had been forced open once, but it was a long time ago (over a thousand years, in fact).

AN OPEN GRAVE (EL —)

The passage beyond the entryway slopes sharply down. Hieroglyphics, faded with age, adorn the walls. A bronze bracket on the wall shows where a wall sconce must once have hung.



STILL AS A STATUE (EL 4)

Ahead, the passageway looks like it opens up into a room. A pile of old rags and debris lies at the entrance. The room is splendidly accoutered with gold, copper, and ivory objects. Alabaster urns hold the dry remains of aromatic oils. A fierce, demonic-looking statue with gold and mother-of-pearl inlays stands in the corner.

At the far side of the room, another passageway leads out of the chamber.

The statue is a gargoyle. It remains still unless someone takes an item from the tomb.

Gargoyle: hp 40; see page 237 of the *d20 MODERN Roleplaying Game*.

The pile is the remains of the grave robber from centuries ago. He was carrying four gold wall sconces when he came into this room and met the tomb's first guardian.

UNEARTHLY GUARDIAN (EL 4)

The passageway is 10 feet wide and leads on about 80 feet long before it ends in a T-intersection.

A rotlord waits 10 feet down the southern leg of the T-intersection. He lurks in the alcoves along this hallway until the heroes turn the corner, at which point he attacks.

Rotlord (Corrion Fiend): hp 35; see page 235 of the *d20 MODERN Roleplaying Game*.

BURIAL CHAMBER (EL 6)

The burial chamber appears perfectly preserved and undisturbed. A large, sealed sarcophagus with a gold and laquered cover sits between two smaller, less ornate stone sarcophagi.

Manethro-Apepi's central sarcophagus houses the remains of his early body. He has gone on to his permanent reward. The smaller stone coffins flanking his contain less settled remains. His two advisors who were buried with him are mummies.

If a hero opens a sarcophagus, the mummies stir.

Mummies (2): hp 44, 40; see page 251 of the *d20 MODERN Roleplaying Game*.

CONCLUDING THE ADVENTURE

Once the heroes eliminate the threats posed by the spiders, gargoyle, rotlord, and mummies, the tomb can be safely studied and preserved. There are fantastic archeological treasures here. It also contains valuable history and information. Some of the hieroglyphics point toward another tomb.

ADAPTING THE ADVENTURE

This adventure can flourish in a variety of times, and delving into a lost tomb can occur anywhere. The creatures populating this adventure situate it in Egypt. Other possibilities would be to use ghosts and animated horses in the excavations of Troy.

Dead Men's Hands

An adventure for characters of 5th to 8th level.

ADVENTURE SET-UP

In 1847, gold was discovered in California. The prospect of gold lured many enterprising, adventurous, or desperate people to the

west. Not just prospectors made the trip—merchants, crafters, gamblers, and other folk looking for a new life or a quick profit made their way to California. This adventure takes place in Fallen Birch, a small boomtown in California in 1872.

Fallen Birch is a best known for the Four Aces Saloon, which offers clean rooms, an attractive staff, and the annual summertime "Full Deck" poker tournament. The tournament, which requires a purchase DC 15 buy-in, starts in two days. A few gamblers have come into town early. They either already have their stake or are looking to earn it in these few days before the tournament.

MOTIVATIONS

Why would the heroes be interested in Fallen Birch?

- The most obvious draw is the poker tournament.
- A hero might have acquired a deed to one of the many mining claims, once worthwhile, but now exhausted.
- A bounty hunter character might have traced Bill McPhil to the town.
- A Native American Shaman character might have been drawn here to challenge "a great evil."

PLOT OUTLINE

The heroes arrive in town two days before the tournament.

Three days ago, three gamblers showed up on the evening stage for the tournament: Jim Franklin, Victor Muratz, and Willy Spinner. Unknown to all, Franklin is a vampire.

Two nights ago, Buddy, the town drunk, died. His body was found yesterday morning. Everyone assumed natural causes and he received a charity burial that day. (Because of the warm summer weather, this is not unusual.)

Yesterday, a gambler named Flippin' Bill McPhil arrived.

Yesterday evening, McPhil played poker with Franklin, Muratz, Spinner, and two other players. He won several hands and went to bed happy with at least \$200 in winnings. He died in his sleep, victim of Franklin the vampire.

Today the heroes arrive. At about the same time, a maid finds McPhil's body. Tonight, unless the heroes stop the vampire, a Texan named Sharps will die. Tomorrow night, Franklin will kill Willy Spinner unless the heroes catch him.

GATHERING INFORMATION

Through asking around the town with the Gather Information skill, the heroes can discover the following information. Give the character the information for the highest DC she makes plus all of the lower DC facts.

DC Result

- 5 The annual "Full Deck" tournament hosted by the Four Aces Saloon will start in two days.
- 7 Wyatt Earp may be showing up for the tournament.
- 7 The sheriff is named Art "The Artist" Mortimer. He is respected and considered tough but fair.
- 10 Several prospectors have moved away over the last several months. Their claims were yielding too little gold. Some townfolk are doing the same. The doctor left two weeks ago. The boomtown's going bust.
- 12 The miners in the area practice a form of gold retrieval called hydraulic mining, which uses massive amounts of water to loosen material for sifting.
- 15 Hydraulic mining effectively pours muddy sludge, called "slickins," into the river. The farmers situated downriver have recently won some lawsuits against the miners,

forcing them to pay fees for the debris. The miners are seeking to have the ruling overturned.

- 20 Sheriff Mortimer has been acting a bit peculiar lately.
- 20 Even with hydraulic mining, the amount of gold retrieved has been dwindling.
- 25 Every night for the last three days, Sheriff Mortimer has had a late night visitor.
- 25 Unless there's a profitable new claim found soon, Fallen Birch's population will move away over the next few months and the place will become a "ghost camp."

WHO'S WHO FOR THE GAMEMASTER

There are many people in town with whom the heroes can speak or gamble. They all have verifiable alibis or can otherwise be easily dismissed as suspects in the killings. For simplicity and ease, use various low-level GM characters from the Ordinary Archetypes selection on page 271–283 of the *d20 MODERN Roleplaying Game*. They are all from a variety of occupations and locales, drawn here for the poker tournament. Their statistics should rarely matter, except for Bluff and Gamble. For these scores, roll 2d6 and subtract 1d6.

Thomas Blair (CR 5): The bartender and owner of the Four Aces saloon. Use the statistics for a smart/charismatic ordinary mid-level politician given on page 282 of the *d20 MODERN Roleplaying Game*. Blair keeps a shotgun behind the bar to use if there's trouble.

Buddy (No Last Name Known): The town drunk who died two nights ago. He was the first victim of the vampire, but everyone assumed natural causes. He was buried yesterday.

Wyatt Earp: Famous gunslinger and gambler, Earp hasn't been seen anywhere near the town, but there's a rumor that he will attend the tournament. He's not actually coming.

"Horse" Feathers: The unfortunately nick-named town farrier and the local contact for the stagecoach that passes through town at dusk. He's a cautious man of indifferent attitude, but if made friendly, he would be able to divulge the arrival dates of all the nonlocals.

Jim Franklin (CR 7): A gambler and a vampire. Franklin is tall, slender, and fairly good-looking. His style of dress, mannerisms, and accent place him as a high-roller from the east coast. He's not a very good gambler and is considered an easy mark by anyone who has played with him. That's fine with him. His interest is in feeding, and he acquires plenty of cash from his victims.

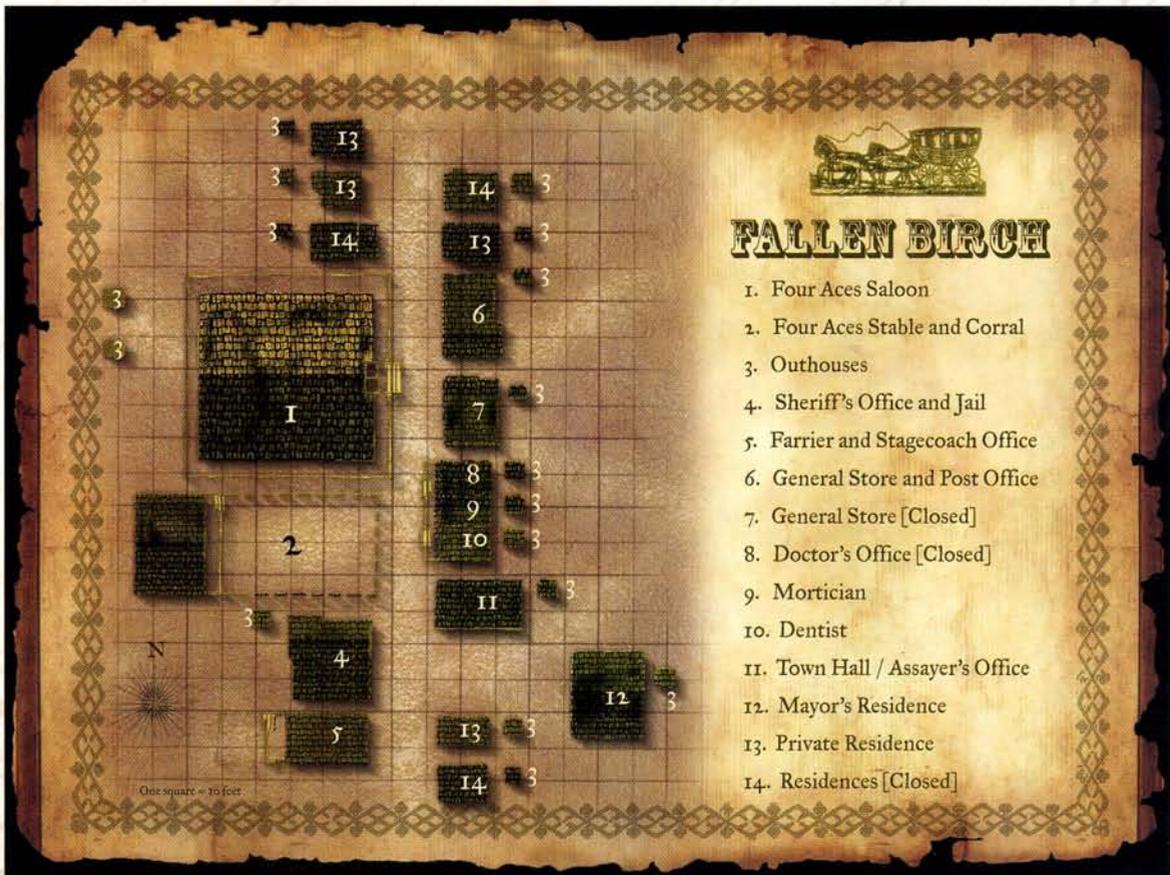
He arrived in town three days ago. Franklin's first act was to dominate the sheriff, Art Mortimer. Use the statistics for a vampire on page 261 of the *d20 MODERN Roleplaying Game*. He carries two derringers and no melee weapon. If confronted, he prefers to use guile and guns unless he's revealed to be a vampire.

Franklin will kill one person every night. He chooses his victims with care, mostly preying upon single travelers. Rarely does he select a local, unless it's a virtual nonperson such as Buddy, about whom no one cares.

Flippin' Bill McPhil: A small-time gambler. There is a minor bounty on McPhil's head; he is wanted for being an accomplice in a bank robbery in Kansas City. The bounty is small and payable only upon returning McPhil alive to Kansas City for trial. Thus, it's beneath most bounty hunters' notice.

Art Mortimer (CR 7): The town sheriff. Generally a good guy, he is now under the control of Jim Franklin. His nickname, "The Artist," refers to his mastery of sharpshooting. Use the statistics for the Ready-to-Use Frontier Marshal on page 67.

Victor Muratz (CR 5): Another gambler. A short, chubby man with dubious fashion sense, Muratz wears an orange and



brown tweed coat, string tie, and bowler hat. Muratz is extremely polite and gallant. Use the statistics for a Fast/Charismatic ordinary mid-level dilettante on page 279 of the *d20 MODERN Roleplaying Game*. He carries an army revolver for protection.

Ezekiel Pine (CR 1): The town chemist, mortician, and sometimes doctor. Use the statistics for a Smart/Dedicated ordinary low-level crime lab technician given on page 282 of the *d20 MODERN Roleplaying Game*.

Sharps (CR 1): Reporter. An amiable man originally from Texas, Sharps is a freelance reporter who convinced the *San Francisco Chronicle* to send him here to cover the tournament. He's a poor poker player and doesn't have enough money for the tournament, but he will happily play low-stakes games. Franklin has selected him as tonight's victim. Use the statistics for a Dedicated/Charismatic ordinary low-level reporter given on page 282 of the *d20 MODERN Roleplaying Game*.

Willy Spinner (CR 5): Professional gambler. Seemingly a short, slender young man, Spinner presents himself as a very aloof gambler. Willy's interested only in playing cards and would rather be left alone. Spinner is actually a woman disguised as a man. While there are a few famous female gamblers and outlaws at this time in the Old West, Willy doesn't feel safe traveling as a woman. Use the statistics for a Fast/Charismatic ordinary mid-level dilettante given on page 279 of the *d20 MODERN Roleplaying Game*. Replace Perform (keyboards) with Disguise, Read/Write German with Read/Write French, and Speak German with Speak French. She carries a navy revolver.

Duncan Washington (CR 1): Town assayer. Use the statistics for a Smart/Charismatic ordinary low-level politician given on page 282 of the *d20 MODERN Roleplaying Game*. Substitute Knowledge (business) for Computer Use.

ARRIVAL

The sun is setting as you arrive in the town of Fallen Birch. A banner hung over the road proclaims "Welcome to the Fourth Annual Four Aces Poker Tournament."

1. FOUR ACES SALOON

Swinging doors open into a large, pleasant room with many round tables scattered about, each surrounded by several chairs. Along one wall is a large bar in front of a broad mural of four men and one woman playing poker. The cards of the two players in the foreground, who sit half-turned away, can be seen. One player has four aces. The other has four eights.

Thomas Blair, the bartender, is also the owner of the saloon. He's behind the bar when the characters arrive.

A Knowledge (popular culture) check (DC 10) can identify the card players in the mural are modeled on famous gamblers. The holder of four aces is Wild Bill Hickok. The person with four eights is Wyatt Earp. A Knowledge (popular culture) check (DC 15) also reveals that the thin, pale gentleman on the far side of the table in the painting is Doc Holiday. The final man at the table is Ben Thompson, known as much for his killing as his gambling. The woman is "Poker Alice" Tubbs.

A character making a Spot check (DC 15) notices that a maid has come up to the bartender and is whispering urgently to him. She occasionally points upstairs.

With a Listen check, the characters might be able to overhear some of the conversation.

DC Result

- 15 "... dead ..."
- 20 "Mr. McPhil's dead in his room!"

A Sense Motive check (DC 15) reveals that she's incredibly upset and frightened.

Blair and the maid both rush upstairs to McPhil's room. If the characters wish to follow or offer their help, Blair begins with an attitude of indifferent toward most characters, but a view of helpful toward any law enforcement agent.

The Guest Rooms

There are several varieties of guest rooms.

Standard Single Room: The guest room is furnished with a single plain bed and some hooks on a wall.

Deluxe Single Room: This large room has a comfortable-looking featherbed, a small table and chair.

Double Room: Two functional beds and a small chest of drawers furnish this room.

Triple Room: This room has three plain beds with cotton mattresses and a small chest of drawers.

Quad Room: Four rather battered-looking beds, a nicked and worn table, and several obviously repaired chairs crowd this room.

C1. Flippin' Bill McPhil's Room

The room is a standard single room. Flippin' Bill lies on the bed between the sheets, wearing nothing but his longdraws. His jacket, shirt, and pants hang from hooks on the wall. A small satchel rests at the foot of the bed.

Searching the Room: The window to the shaded porch is slightly open and the shutters are closed but not fastened. A Search check (DC 15) at the window reveals that there's an area free of dust on the sill. An Investigate check (DC 15) indicates that someone entered and left the room through the window.

The bag contains a spare set of clothes and a copy of a wanted poster offering a reward for bringing McPhil alive to Kansas City. The pockets of the clothes hanging on the hooks hold only about \$10.

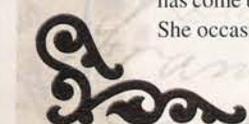
Searching the Body: McPhil is definitely dead. A Treat Injury check (DC 10) finds that McPhil is unusually pale. A Treat Injury check (DC 15) or a Search check (DC 20) discloses two small puncture wounds in his neck; McPhil sustained significant blood loss. A Treat Injury check (DC 20) reveals that McPhil died of suffocation. (The vampire does not want to create spawn, so after draining blood and weakening his victim, he prefers to kill in a conventional manner.)

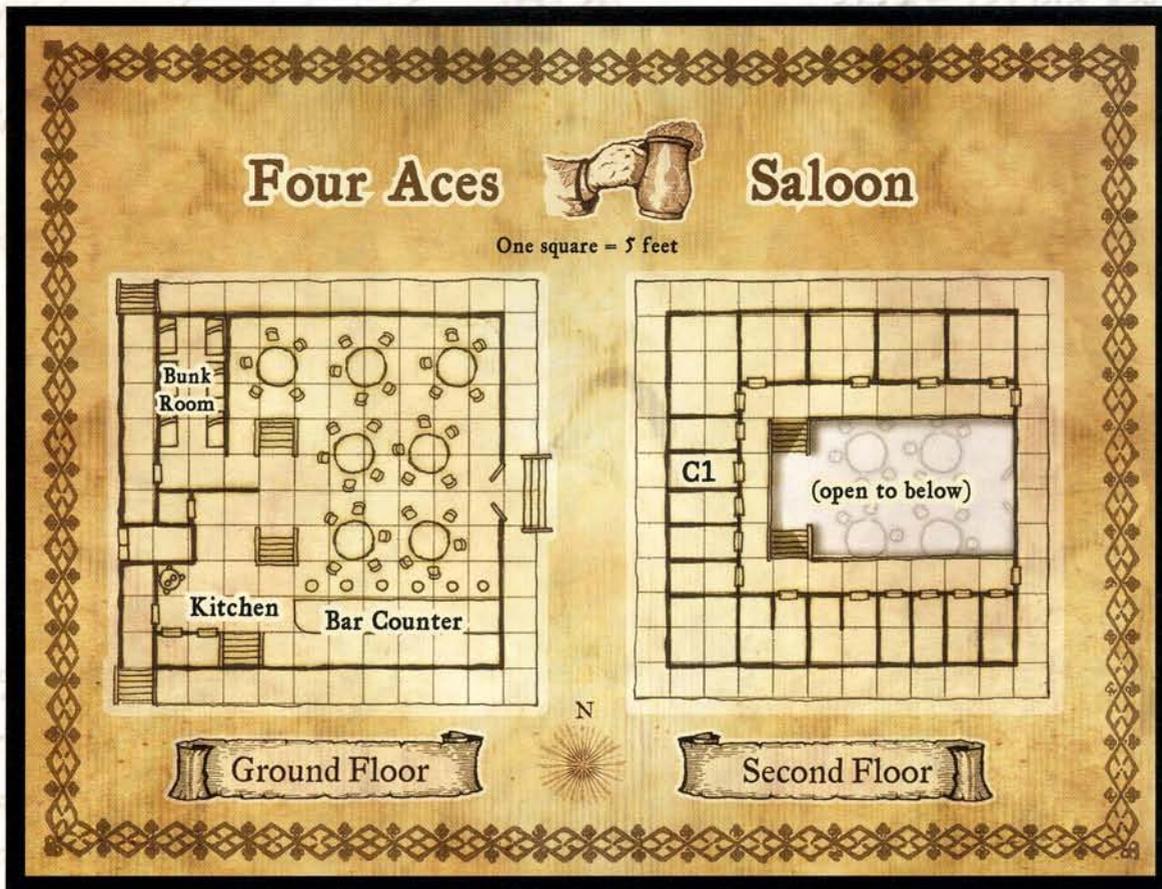
Blair sends for Ezekiel Pine, the mortician, unless someone indicates that McPhil died of foul play. At that point, he sends for Art Mortimer, the Sheriff.

4. THE SHERIFF'S OFFICE

This sturdy building is made of brick and has bars at the windows and a thick oak door.

The front area of the building contains a desk, a board with wanted posters, and various office materials. Bars at the back separate the office from a pair of cells.





The upstairs is a residence for the sheriff, Art Mortimer. Formerly a police officer in Chicago, Mortimer came to Fallen Birch four years ago as the town started to boom.

Mortimer's under the control of the vampire. Upon arriving in town, Franklin visited the sheriff's office and used his domination ability on Mortimer. Every night, the vampire returns to reinforce his hold.

If accused of having a nighttime visitor, Mortimer denies it.

5. STAGECOACH OFFICE

Acting as the local stagecoach office, horse trader, and farrier (blacksmith), "Horse" Feathers does a lively business.

6. LUCKY STRIKE GENERAL STORE

A Native American couple, Hunting Bear and Morning Osprey, runs this shop. They're friendly to potential customers and happily sell to the heroes (or buy items the heroes wish to sell), but they don't have any information to contribute to the investigation. Their business is doing well since the other store closed.

9. EZEKIEL PINE, CHEMIST

Pine is the chemist (pharmacist). In these lean times, he also acts as the area's doctor (since Doc Gordon left two weeks ago) and the mortician. He is overworked and underpaid. As a result, he's dour and uncooperative (with a beginning attitude of hostile to any nonresident of Fallen Birch and a slightly better attitude of indifferent to any resident).

10. DENTIST

An incompetent and alcoholic dentist, Martin Cambridge doesn't have any information or abilities to contribute to the investiga-

tion. His wife, Mary, is an invalid that spends most of her time sitting at the window of their upstairs residence. If the heroes question her, she's delighted to have company to break up her dull day and desperately tries to keep them there talking. She's a very lonely woman who knows some town gossip—the most important of all being that every night for the last three days, Sheriff Mortimer has had a late-night visitor. She was unable to see who it was.

11. TOWN HALL/ASSAYER'S OFFICE

The building is only open from 9 A.M. until 5 P.M. (except for 1 hour at noon).

Duncan Washington is the assayer. He begins with an attitude of helpful. He's a well-respected figure known to be very courteous, competent, and meticulous. He has no information of worth to the investigation.

12. THE MAYOR'S RESIDENCE

The mayor and his family are away right now, on vacation in San Francisco. The remaining staff, the butler and cook/housekeeper, are giving the house a thorough cleaning while it's empty. They are cordial and cooperative, but neither has anything to contribute to the investigation.

CONCLUDING THE ADVENTURE

The heroes are faced with identifying Franklin as a vampire, and then destroying him. If they succeed, Franklin's murder spree is at an end.



CHAPTER FIVE

PULP HEROES

Private eyes and bold explorers unravel the schemes of mad scientists and fascist generals in the first half of the twentieth century.

Campaign in Brief

In the 1920s and '30s, a dime or a quarter could buy a luridly covered fiction magazine made from the cheapest grade of paper—the source of the term “pulp fiction.” Inside you’d find page after page of action and adventure stories. In an era without television or effects-laden movies, a pulp magazine promised hours of exploration in the jungles of darkest Africa or a view of the sunset over a mountain range on Mars. Illustrations were sparse, and the writing was as often very bad as very good. But the pulps offered transportation away from the workaday world into worlds of imagination. PULP HEROES is a campaign of adventure in the fantastic realms of the pulps.

The fiction of the pulps included early science fiction, hardboiled detective stories, creepy horror, gangster tales, and war stories—sometimes in the same issue. By necessity, PULP HEROES is a little more focused: This book does not include rules for space travel, for example, even in the pseudoscience context of pulp science fiction. (However, there is no

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reason why you couldn't use the spacefaring rules in *d20*

Future in combination with this setting to create

pulp sci-fi a la *Flash Gordon*, or even

use the mecha rules from that book to recreate *Sky Captain and the World of Tomorrow*.) This setting is assumed to be

contemporary to the fiction—Earth in 1936,

specifically, though it is easy to adapt the setting a decade earlier or later. With that

one restriction in place, PULP HEROES can

accommodate dark mysteries focusing on

crime, betrayal, and the hidden motives of

the human heart just as easily as it can feature

adventures to the center of the earth to keep evil

Nazi scientists from detonating nega-bombs that will

destroy North America in a sea of lava.

The Pulp Era is a period torn between two worlds.

Prior to World War I, optimism about human potential

and accomplishments dominated popular thinking. Every day and in every way, people

believed, humanity was constantly improving,

making inexorable progress toward building a

paradise on Earth. World War I shattered that naive

Brandon and Roxanne confront
a Nazi supersoldier



optimism. Film noir, along with some of the detective fiction on which it was based, embraced a new attitude of pessimism bordering on despair, and those elements might be strong in a PULP HEROES campaign. But other popular fiction clung to the old optimism, portraying a world much simpler than the real world had proven to be, where morality still worked in black and white terms and human perfection was inevitable. To some extent, the period prior to World War II could be seen as a litmus test to show whether World War I was simply a step backward on the continuing march of progress, a misstep that would soon be overcome, or the beginning of a downward turn, a decline of civilization. In that sense, the world of PULP HEROES hangs in the balance, relying on its heroes to guide it back on the right path lest it slide back into darkness.

The Role of the Heroes

Pulp heroes are a varied lot. Some are driven by altruism, the desire to make the world a better, safer place. Others have darker motives, such as revenge. Some are in it for \$50, plus expenses. Heroes include brilliant scientists whose inventions help them win the day, detectives-for-hire skilled in investigation and analytical skills, soldiers and gangsters, telepaths and martial artists. They have a tremendous variety of goals and methods of achieving those goals.

Like the AGE OF ADVENTURE, the PULP HEROES setting offers endless opportunities for these heroes to find adventure. Sometimes, adventure will come as the result of an external threat: A Nazi scientist is building a destructive weapon in a secret laboratory, and only the heroes can stop her! At other times, an adventure will arise from the heroes' own desires: New rumors have surfaced about the location of a priceless treasure stolen from an Incan temple and then lost, and the heroes have the opportunity to find it. All too often, both cases are true, as when the heroes are locked in a race against Nazi archeologists to recover that priceless Incan treasure.

d20 MODERN RULES IN PULP HEROES

All of the advanced classes detailed in Chapter Six of the *d20 MODERN Roleplaying Game* are suitable for use in a PULP HEROES campaign except for the Field Scientist and the Techie. Characters can select the Wild Talent feat and advance into the Telepath class detailed in Chapter Nine of the *d20 MODERN Roleplaying Game*. In addition, this chapter presents two new advanced classes, the Gangster and the Scientist (a replacement for the Field Scientist), and a new prestige class, the Flying Ace.

This setting introduces variations on the magic and psionics rules and spells presented in Chapter Ten of the *d20 MODERN Roleplaying Game*. The Scientist advanced class presented in this chapter can discover spells from the Acolyte or Mage spell lists, as well as the Shaman spells detailed in the appendix to this book. Telepaths use the psionic powers in Chapter Ten of the *d20 MODERN Roleplaying Game*.

You can use most of the monsters from the *d20 MODERN Roleplaying Game* or the *Menace Manual* in a PULP HEROES campaign. Even monsters that rely on modern technology can work in a Pulp Era campaign, often as the byproducts of pulp science. You could also adapt monsters from the *DUNGEONS & DRAGONS Monster Manual*.

Campaign Traits

Chronologically the latest of the settings available in *d20 Past*, PULP HEROES has much in common with more traditional d20 MODERN games. The level of technology is slightly less advanced, with no personal computers or cell phones, but the overall feeling of action-packed adventure in a modern setting remains the same. If anything, PULP HEROES is more over-the-top, with crueler villains, more daring heroes, and mad scientists inventing tech the likes of which the twenty-first century still has not seen.

BACKGROUND

PULP HEROES is set in the real world, circa 1936, but with the fiction of that era come to life. Mad scientists really do create neuro-induction transmitter beams in subterranean laboratories funded by the Nazis. Mysterious crimefighters really do wield psychic powers they learned in Tibetan monasteries. Humans, even aristocrats, really are raised by apes in the wilds of Africa and then returned to civilized society. Private eyes work tough cases on the streets of every city in the world, some of those cases tinged with an element of the supernatural, some just tinged with the gloom of a film noir.

Not everyone knows it yet, but the world is on the brink of another war, as Adolf Hitler's Nazi party solidifies its control and rebuilds Germany's military machine, reoccupying the Rhineland. Civil war is brewing in Spain. The world is barely beginning to emerge from the throes of the Great Depression.

DEPARTMENT-7 IN PULP HEROES

Depending on the type of campaign you want to run, Department-7 can fill a number of different roles. If you want to focus your campaign on international espionage with an eye on the events leading up to World War II, then Department-7 is a secretive branch of the United States State Department. In contrast to the isolationist mindset that dominates American politics, Department-7 keeps an eye on world affairs and often sends agents to meddle in those affairs.

An alternative Department-7 might be a private foundation with an interest in archeological expeditions and similar affairs. Under its auspices, heroes might travel around the world in search of great treasures to be studied by Department-7 and then put on display in the world's leading museums.

In a campaign geared more toward private investigators and film noir plotlines, Department-7 might not exist at all.

PULP SCIENCE

In two words, "pulp science" sums up what sets PULP HEROES apart from the real world of the early twentieth century. In PULP HEROES, scientists aren't specialized thinkers who publish papers in academic journals. They're square-jawed inventors who volunteer to test their own rocket-packs because, "until I'm sure it works, it's too dangerous to put into the hands of a pilot."

The future holds limitless promise, and pulp science is the means by which that promise will be realized. Inventors' workshops are littered with prototypes for space rockets, flying cars, healing "energon" rays, and giant attack robots. But not all inventors work for the forces of freedom and liberty. Sinister secret societies and tyrant nations have scientists of their own, and their death lasers and nega-bombs are also in production. Science is both promising and threatening.

TABLE 5-1: NAMING INVENTIONS

d%	Words in Name				
01-12	Catalyst I	Function I			
13-25	Catalyst I	Catalyst II	Function I		
26-37	Catalyst I	Prefix	Function I		
38-50	Prefix	Catalyst II	Function II		
51-62	Catalyst I	Prefix	Function I	Function II	
63-75	Catalyst I	Catalyst II	Function I	Prefix	Function II
76-88	Catalyst I	Catalyst II	Function I	Function II	
89-100	Catalyst I	Prefix	Catalyst II	Function I	Function II

TABLE 5-2: NAMING INVENTIONS

d%	Words in Name				
d%	Prefix	Catalyst I	Catalyst II	Function I	Function II
01-05	incini-	Gaussian	wave	converter	gun
06-10	nova-	zortillium	particle	transformer	sphere
11-15	auto-	mu-particle	beam	launcher	unit
16-20	micro-	microwave	field	spectralyzer	machine
21-25	neo-	infrared	alloy	capacitor	array
26-30	aero-	ultraviolet	vestor	reflector	rocket
31-35	cryo-	full-spectrum	plasma	focus	compound
36-40	nega-	polarity	pulse	enhancer	antenna
41-45	multi-	dark matter	radiation	charger	engine
46-50	electro-	positron	flux	targeter	drive
51-55	hydro-	gamma-ray	reaction	emitter	network
56-60	infini-	neutron	vapor	transmitter	weapon
61-65	magneto-	electron	element	transporter	probe
66-70	omni-	atomic	molecule	energy	robot
71-75	porta-	Kirlian	atom	matter	craft
76-80	mega-	jet	spectrum	prismator	bomb
81-85	uni-	martellium	phase	reactor	suit
86-90	hyper-	space	laser	reverser	armor
91-95	nano-	inertial	ray	negator	shield
96-100	anti-	quantum	force	neutralizer	construct

The relationship between pulp science and real science is nebulous at best. One Doc Savage tale explained that his personal airplane traveled at almost 300 miles an hour because it used “turbine.” Any real scientist in the 1930s could have explained that a turbine is pretty much just a rotary engine, but to the reader the word “turbines” suggests science, the kind of science in which all things are possible—in other words, pulp science.

In a PULP HEROES campaign, scientific inventions should have names that make perfectly clear that they are the creations of pulp science. If you need the name for an invention quickly, you can generate one using Tables 5-1 and 5-2. Pick appropriate sounding words from the columns on Table 5-2. Or generate the name randomly: Roll d% on Table 5-1 to find out how many words the invention name consists of, and from which columns on Table 5-2 to draw those words. Then, for each word, roll d% on Table 5-2 and consult the appropriate column. For example, a roll of 29 on Table 5-1 yields a three-word invention name: the first word from the Catalyst I column, the second from the Prefix column, and the third from the Function I column. Rolls of 37, 54, and 78, on Table 5-2 give you the invention name polarity hydro-prismator.

Friends and Foes

Most of the enemies and allies that the heroes encounter in their PULP HEROES adventures will be human, whether they are university or government patrons, fellow adventurers, or enemy soldiers. Any monster from the *d20 MODERN Roleplaying Game* might appear in a PULP HEROES adventure, perhaps in the wild

on an African expedition, in the laboratory as the creation of a half-crazed scientist, or as a hostile visitor from another planet. Humans are the movers and shakers of the campaign, though, so humans make up the bulk of encounters.

NAZIS

Nazis are the iconic villains of the Pulp Era, and perhaps the only human foes that heroes can kill with little compunction. In PULP HEROES, they appear as villains in a tremendous variety of plots. Heroes might face off with a Nazi boxer, run from a squad of Nazi soldiers, thwart the plans of a mad Nazi scientist, and run up against an SS officer—sometimes all in the course of a single adventure. Presented here are sample statistics for a variety of Nazi opponents. Abundant additional examples can be created by using the sample ordinaries in Chapter Eight of the *d20 MODERN Roleplaying Game*, modifying them as necessary.

High-Level Nazi Athlete (Strong Ordinary 5/Fast Ordinary 5): CR 9; Medium-size human; HD 5d8+5 plus 5d8+5; hp 55; Mas 12; Init +2; Spd 30 ft.; Defense 20, touch 20, flat-footed 18 (+2 Dex, +8 class); BAB +8; Grap +11; Atk +11 melee (1d6+3/19-20, improved unarmed strike) or +10 ranged; Full Atk +11/+6 melee (1d6+3/19-20, improved unarmed strike) or +10 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Nazi party; SV Fort +5, Ref +6, Will +1; AP 0; Rep +2; Str 16, Dex 15, Con 12, Int 13, Wis 8, Cha 10.

Occupation: Athlete (class skills: Balance, Climb, Tumble).

Skills: Balance +15, Climb +19, Escape Artist +15, Swim +11, Tumble +15.



Feats: Athletic, Brawl, Combat Martial Arts, Dodge, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Various gear and personal possessions.

Mid-Level Nazi Mentalist (Charismatic Hero 3/Telepath 3): CR 6; Medium-size human; HD 3d6+6 plus 3d6+6 plus 6; hp 20; Mas 8; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 leather jacket); BAB +2; Grap +2; Atk +2 melee (1d4, pistol whip) or +3 ranged (2d6, Luger); Full Atk +2 melee (1d4, pistol whip) or +3 ranged (2d6, Luger); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ psionic powers, psionic skills, trigger power (object reading); AL Nazi party; SV Fort +2, Ref +6, Will +7; AP 3; Rep +3; Str 10, Dex 12, Con 8, Int 13, Wis 14, Cha 16.

Occupation: Academic (class skills: Gather Information, Knowledge [arcane lore], Research).

Skills: Craft (writing) +7, Diplomacy +11, Gather Information +11, Handle Animal +9, Knowledge (arcane lore) +7, Knowledge (theology and philosophy) +7, Research +6, Psicraft +10.

Feats: Iron Will, Lightning Reflexes, Simple Weapons Proficiency, Toughness (2), Wild Talent.

Talents (Charismatic Hero): Coordinate, inspiration.

Power Points: 9.

Telepath Powers Known (3/3): 0—burst, distract (DC 13), missive (DC 13); 1st—charm person (DC 14), lesser mindlink, object reading.

Possessions: Leather jacket, Luger P08, 50 rounds of 9mm ammunition, various gear and personal possessions.

Low-Level Nazi Pilot (Fast Ordinary 1/Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d8 plus 1d6; hp 8; Mas 10; Init +1; Spd 30 ft.; Defense 17, touch 16, flat-footed 15 (+2 Dex, +4 class, +1 leather jacket); BAB +0; Grap +1; Atk +1 melee (1d4+1, pistol whip) or +2 ranged (2d6, Luger); Full Atk +1 melee (1d4+1, pistol whip) or +2 ranged (2d6, Luger); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Nazi party; SV Fort +1, Ref +1, Will +3; AP 0; Rep +1; Str 13, Dex 15, Con 10, Int 8, Wis 14, Cha 12.

Occupation: Military (class skills: Drive, Pilot).

Skills: Drive +7, Escape Artist +6, Pilot +7, Spot +6, Tumble +6.

Feats: Aircraft Operation, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Leather jacket, Luger P08, 50 rounds of 9 mm ammunition, various gear and personal possessions.

High-Level Nazi Scientist (Smart Hero 3/Scientist 7): CR 10; Medium-size human; HD 3d6 plus 7d6; hp 35; Mas 10; Init +1; Spd 30 ft.; Defense 16, touch 16, flat-footed 12 (+1 Dex, +2 class, +3 Int); BAB +4; Grap +3; Atk +3 melee (1d4-1, pistol whip) or +6 ranged (2d6, Luger); Full +3 melee (1d4-1, pistol whip) or +6 ranged (2d6, Luger); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ discoveries, scientific improvisation, smart defense, smart survival; AL (varies); SV Fort +3, Ref +3, Will +9; AP 5; Rep +2; Str 8, Dex 12, Con 10, Int 17, Wis 13, Cha 14.

Occupation: Technician (bonus class skills: Craft [electronic], Craft [mechanical], Knowledge [technology]).

Skills: Craft (electronic) +16, Craft (mechanical) +19, Demolitions +15, Investigate +16, Knowledge (earth and life sciences) +18, Knowledge (physical sciences) +16, Knowledge (technology) +16, Navigate +13, Pilot +4, Research +13, Search +16.

Feats: Iron Will, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Renown, Simple Weapons Proficiency, Weapon Focus (handgun).

Talents (Smart Hero): Savant (Craft [mechanical]), exploit weakness.

Discoveries Made (8/5/3/2/1): 0—cure minor wounds, detect magical aura, inflict minor wounds (DC 13), light, mage hand, read magic, resistance, virtue; 1st—bane (DC 15), bless, hold portal, magic weapon, true strike; 2nd—aid, knock, shatter (DC 15); 3rd—lightning bolt (DC 16), status; 4th—dimension door.

Possessions: Luger P08, 50 rounds of 9mm ammunition, various gear and personal possessions.

Low-Level Nazi Soldier (Strong Ordinary 1/Tough Ordinary 1): CR 1; Medium-size human; HD 1d8+2 plus 1d10+2; hp 14; Mas 15; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 Dex, +2 class, +1 leather jacket); BAB +1; Grap +3; Atk +3 melee (1d4+2/19-20, knife) or +2 ranged (2d6, Luger); Full Atk +3 melee (1d4+2/19-20, knife) or +2 ranged (2d6, Luger); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Nazi party; SV Fort +4, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Military (class skills: Drive, Survival).

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

Feats: Point Blank Shot, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Luger P08 pistol, 50 rounds of 9mm ammunition, combat knife, various gear and personal possessions.

High-Level Nazi Spy (Strong Ordinary 5/Smart Ordinary 5): CR 9; Medium-size human; HD 5d8+10 plus 5d6+10; hp 60; Mas 13; Init -1; Spd 30 ft.; Defense 14, touch 14, flat-footed 14 (-1 Dex, +5 class); BAB +7; Grap +9; Atk +9 melee (1d4+2/19-20, knife) or +6 ranged (2d6, Luger or 2d10, Karabiner); Full Atk +9/+4 melee (1d4+2/19-20, knife) or +6/+1 ranged (2d6, Luger or 2d10, Karabiner); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Nazi party; SV Fort +6, Ref +1, Will +5; AP 0; Rep +3; Str 15, Dex 8, Con 14, Int 15, Wis 12, Cha 10.

Occupation: Investigative (class skills: Forgery, Gather Information).

Skills: Demolitions +12, Disable Device +12, Forgery +18, Gather Information +13, Intimidate +6, Investigate +10, Knowledge (civics) +10, Knowledge (current events) +10, Knowledge (tactics) +10, Profession +14, Read/Write English, Read/Write French, Read/Write German, Read/Write Italian, Search +12, Speak English, Speak French, Speak German, Speak Italian.

Feats: Brawl, Double Tap, Meticulous, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Luger P08 with suppressor, 50 rounds of 9mm ammunition, Springfield M1903 rifle (Mauser Karabiner 98K) with suppressor and standard scope, 50 rounds of .30 ammunition, combat knife, demolitions kit, various gear and personal possessions.

Mid-Level SS Officer (Strong Ordinary 3/Dedicated Ordinary 3): CR 5; Medium-size human; HD 3d8+6 plus 3d6+6 plus 3; hp 39; Mas 14; Init +1; Spd 30 ft.; Defense 15, touch 15, flat-footed 14 (+1 Dex, +4 class); BAB +5; Grap +7; Atk +7 melee (1d4+2, pistol whip) or +6 ranged (2d6, Luger); Full Atk +7



Tag Bristow, Flying Ace

melee (1d4+2, pistol whip) or +6 ranged (2d6, Luger); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Nazi party; SV Fort +6, Ref +3, Will +7; AP 0; Rep +1; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

Occupation: Military (class skills: Knowledge [tactics], Navigate).

Skills: Knowledge (current events) +9, Knowledge (tactics) +10, Navigate +10, Spot +8.

Feats: Iron Will, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Toughness.

Possessions: Luger P08, 50 rounds of 9mm ammunition, various gear and personal possessions.

Flying Ace (Prestige Class)

Among the greatest heroes of the Great War, Flying Aces are decorated pilots, pioneers of a new form of warfare in which planes fight planes. In the years following the Great War, aviation is experiencing a surge of popular interest. Charles Lindbergh was the first person to fly across the Atlantic Ocean in 1927, and Amelia Earhart duplicated that feat in 1932. The Flying Ace is a pop-culture icon.

Select this prestige class if you want your character to be a pulp-era celebrity, swashbuckling adventurer, and first-class pilot.

The fastest path into this prestige class is from the Fast Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Flying Ace, a character must fulfill the following criteria:

- Base Attack Bonus:** +6.
- Skills:** Pilot 12 ranks, Tumble 7 ranks.
- Feats:** Advanced Firearms Proficiency, Exotic Firearms Proficiency (heavy machine guns), Personal Firearms Proficiency, Vehicle Expert.
- Special:** The character must have shot down at least five enemy aircraft to be considered an ace.

CLASS INFORMATION

The following information pertains to the Flying Ace advanced class.

Hit Die

A Flying Ace gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

A Flying Ace gains a number of action points equal to 7 plus one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Flying Ace's class skills are as follows.
 Balance (Dex), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Jump (Str), Knowledge (current events, history, tactics) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Flying Ace prestige class.

Aircraft Dodge

At 1st level, a Flying Ace gains the ability to dodge attacks while flying. This ability is identical to the Vehicle Dodge feat, but it applies only while the Flying Ace is piloting an aircraft.

Fearless

A Flying Ace gains a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.

Improved Autofire

Beginning at 2nd level, when a Flying Ace fires a weapon on autofire, the Reflex save that targets are allowed increases by 4 (to DC 19).

TABLE 5-3: THE FLYING ACE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+1	Aircraft dodge, fearless	+1	+2
2nd	+2	+2	+3	+2	Improved autofire, bonus feat	+1	+2
3rd	+3	+2	+3	+2	Jump free, agile piloting	+2	+2
4th	+4	+2	+4	+2	Action boost, bonus feat	+2	+3
5th	+5	+3	+4	+3	Adrenaline rush	+3	+3

Bonus Feat

At 2nd level, and again at 4th level, a Flying Ace gains a bonus feat. The bonus feat must be selected from the following list, and the Flying Ace must meet all of the prerequisites for the feat to select it.

Acrobatic, Aircraft Operation, Blind-Fight, Drive-By Attack, Far Shot, Focused, Point Blank Shot, Renown, Shot on the Run, Strafe, Vehicle Dodge.

Jump Free

Starting at 3rd level, when a Flying Ace's vehicle takes damage from a collision (including a crash landing on the ground), the Flying Ace himself can often avoid damage entirely. If he makes a successful Reflex save to take half damage, he instead takes no damage at all. If he also has the evasion talent, he takes only half damage even if he fails his Reflex save.

Agile Piloting

Also at 3rd level, a Flying Ace adds his Dexterity bonus (if any) to the Defense score of any aircraft he pilots.

Action Boost

This ability, gained at 4th level, allows a Flying Ace to spend 2 action points in a round. He can spend 1 action point, see the result of the roll, and then decide to spend a second point, as long as he does so before the Gamemaster reveals the result of his action.

Adrenaline Rush

At 5th level, a Flying Ace can temporarily increase two of his physical ability scores (Strength, Dexterity, or Constitution). He spends 1 action point and gets to increase the selected ability scores by 1d4+1 points. The increase lasts for 5 rounds, after which the Flying Ace is fatigued for 1d4+1 rounds.

READY-TO-USE FLYING ACE

Need a Flying Ace for an adventure? Here is a ready-to-use character that can serve as either a friend or a foe for the heroes in any *d20 Past* campaign.

Tag Bristow, Fast Hero 9/Flying Ace 5: CR 14; Medium-size human; HD 9d8+9 plus 5d8+5; hp 77; Mas 12; Init +8; Spd 45 ft.; Defense 25, touch 24, flat-footed 21 (+4 Dex, +10 class, +1 leather jacket); BAB +11; Grap +10; Atk +15 melee (1d4-1/19-20, knife), or +15 ranged (2d6, Walther Model PP); Full Atk +15/+10/+5 melee (1d4-1/19-20, knife), or +15/+10/+5 ranged (2d6, Walther Model PP); FS 5 ft. by 5 ft.; Reach 5 ft.; SA action boost, adrenaline rush, agile piloting, aircraft dodge, fearless, jump free; AL British Royal Airforce; SV Fort +7, Ref +12, Will +6; AP 7; Rep +6; Str 8, Dex 18, Con 12, Int 14, Wis 10, Cha 13.

Occupation: Military (class skills: Drive, Navigate).

Skills: Drive +18, Escape Artist +17, Knowledge (current events) +14, Knowledge (tactics) +19, Navigate +19, Pilot +23, Survival +12, Tumble +21.

Feats: Advanced Firearms Proficiency, Aircraft Operation, Combat Expertise, Double Tap, Drive-By Attack, Exotic Firearms Proficiency (heavy machine guns), Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Strafe, Vehicle Expert, Weapon Finesse.

Talents (Fast Hero): Advanced increased speed, evasion, improved increased speed, increased speed, opportunist.

Possessions: Leather jacket, Fokker triplane, Walther Model PP, 50 rounds of .32 ammunition, combat knife, various gear and personal possessions.

Gangster (Advanced Class)

The Gangster is a representative of the powerful forces of organized crime. Whether currently involved in criminal activities or retired from active duty, he's been on the wrong side of the law for a long time. Smuggling liquor and guns from place to place, directing numbers and protection rackets, putting the enemies of the family "on ice"—these are the sorts of work a Gangster might be accustomed to.

In a pulp setting, law and justice are rarely black-and-white cases of right and wrong. Many organized crime organizations were born in teeming tenements of immigrants, where they provided a rough sort of justice in the places official society ignored. Gangsters might be more true to a code of honor—albiet a criminal's code—than the corrupt cops and unscrupulous industrialists determined to stamp them out.

Select this advanced class if you want your character to be a crook trying to go straight or a shady character who revels in staying one step ahead of the long arm of the law. You will be good in a fight, and you have skills that more reputable characters will not possess.

The fastest path into this advanced class is from the Tough Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Gangster, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Skills: Intimidate 6 ranks.

Feat: Personal Firearms Proficiency.

CLASS INFORMATION

The following information pertains to the Gangster advanced class.

Hit Die

A Gangster gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

A Gangster gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Gangster's class skills are as follows.

Bluff (Cha), Craft (chemical, mechanical, structural) (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (current events, streetwise) (Int), Move Silently (Dex), Read/Write Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Gangster advanced class.

Sneak Attack

Starting at 1st level, if a Gangster can catch an opponent who is unable to defend himself effectively, he can strike a vital spot for extra damage. Any time the gangster's target would be denied his Dexterity bonus to Defense, the gangster can make a sneak attack (whether the target actually has a Dexterity bonus or not). The Gangster also can sneak attack any opponent he flanks. Sneak attacks deal extra damage as noted on Table 5-4.

Ranged attacks count as sneak attacks only if the target is within 30 feet. A gangster can't strike a vital area accurately beyond that range. Only targets with discernable anatomies are vulnerable to sneak attacks. In the Pulp Era, this is nearly everyone, but some strange ooze creatures and other horrid monsters might be immune to Gangsters' sneak attacks.

Infamy

Gangsters earn reputation as other characters do, but their reputations are infamous, inspiring fear rather than respect. In many cases the game effect is the same, but any reputation for positive, law-abiding activities during the course of play actually reduces the gangster's reputation (rather than increasing it) until a reputation of score of 0 is reached. At that point, the character earns and uses reputation normally.

Gangster characters can also increase their infamous reputation during play by doing noteworthy criminal things. Characters who simultaneously want the infamy of a gangster and a legitimate positive reputation should acquire the Secret Identity feat (described in Chapter Two).

Underworld Contact

Every other level, a gangster develops a strong connection to an underworld figure of some importance. As long as the contact is treated well, the contact is completely loyal to the gangster and will place his livelihood—but not his life—at risk if asked. The underworld contact has a Helpful attitude toward the character (as described in the Diplomacy skill description in the *d20 MODERN Roleplaying Game*).

Usually a contact is a member of the underworld, but it's possible to have a cop on the take as a contact or a girlfriend who works in City Hall's records division. Other possible underworld contacts include black marketeers, bootleggers, captains of organized crime families, illicit gunsmiths, safecrackers, forgers, and higher-ups in any crime syndicate.

Opportunist

A Gangster can spend 1 action point to use this class feature. Once the point is spent, he can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Gangster's attack of opportunity for that round. Even a Gangster with the Combat Reflexes feat can't use this class feature more than once per round.

Bonus Feat

At 5th level, a Gangster gets a bonus feat. The bonus feat must be selected from the following list, and the Gangster must meet all the prerequisites of the feat to select it.

Alertness, Brawl, Confident, Deceptive, Drive-By Attack, Frightful Presence, Improved Brawl, Improved Feint, Improved Knockout Punch, Knockout Punch, Low Profile, Minions*, Quick Draw, Renown, Stealthy, Streetfighting, Windfall.

*New feat described in Chapter Two.

Crippling Strike

A Gangster with this class feature can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

READY-TO-USE GANGSTER

Need a Gangster for an adventure? Here is a ready-to-use character that can serve as either a friend or a foe for the heroes in any *d20 Past* campaign.



Morris "Moondog" Greenberg, Gangster

TABLE 5-4: THE GANGSTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Sneak attack +1d6, infamy	+1	+1
2nd	+1	+2	+3	+0	Underworld contact	+1	+1
3rd	+2	+2	+3	+1	Opportunist	+2	+1
4th	+3	+2	+4	+1	Sneak attack +2d6, underworld contact	+2	+2
5th	+3	+3	+4	+1	Bonus feat	+3	+2
6th	+4	+3	+5	+2	Underworld contact	+3	+2
7th	+5	+4	+5	+2	Sneak attack +3d6	+4	+3
8th	+6	+4	+6	+2	Underworld contact	+4	+3
9th	+6	+4	+6	+3	Crippling strike	+5	+3
10th	+7	+5	+7	+3	Sneak attack +4d6, underworld contact	+5	+4



Morris "Moondog" Greenberg, Tough Hero 3/Gangster 1: Medium-size human; HD 3d10+3 plus 1d8+1; hp 25; Mas 13; Init +2; Spd 30 ft.; Defense 16, touch 15, flat-footed 14 (+2 Dex, +3 class, +1 leather jacket); BAB +3; Grap +5; Atk +5 melee (1d6+3, brass knuckles) or +5 ranged (2d8, Thompson gun); Full Atk +5 melee (1d6+3, brass knuckles) or +5 ranged (2d8, Thompson gun); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ sneak attack +1d6; AL (varies); SV Fort +4, Ref +5, Will +1; AP 2; Rep +2; Str 15, Dex 14, Con 13, Int 8, Wis 10, Cha 12.

Occupation: Criminal (class skills: Gamble and Knowledge [streetwise]).

Skills: Gamble +4, Intimidate +8, Knowledge (streetwise) +6.

Feats: Blind-Fight, Brawl, Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot^B, Simple Weapons Proficiency.

Talents (Tough Hero): Remain conscious, robust.

Possessions: Leather jacket, brass knuckles, Thompson M1921, 100 rounds of .45 ammunition, various gear and personal possessions.

Scientist (Advanced Class)

Pulp era science has very little to do with publishing papers in academic journals, using a slide rule to double-check formulas, or hiding away in a dingy laboratory. Characters with the Scientist advanced class research topics by building fantastic machines and testing them in the field. Sometimes the best way to find out what nega-rays do is to aim them at Nazi-bred dinosaurs.

Select this advanced class if you want to be on the cutting edge of Pulp Era science. If you want to invent your own ray gun, invisibility cloak, or force-field projector, the scientist is the advanced class for you.

The fastest path into this advanced class is from the Smart Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Scientist, a character must fulfill the following criteria:

Skills: Craft (chemical) or Craft (electronic) 6 ranks, Knowledge (behavioral sciences, earth and life sciences, or physical sciences) 6 ranks, Research 6 ranks.

CLASS INFORMATION

The following information pertains to the Scientist advanced class.

Hit Die

A Scientist gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

A Scientist gains a number of action points equal to 6 + one-half his character level, rounded down, every time she attains a new level in this class.

Class Skills

The Scientist's class skills are as follows.

Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral

sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Scientist advanced class.

Discoveries

The table below shows how many discoveries a Scientist has made at each level. Like FX abilities, discoveries come in levels 0–5th, so a 1st-level Scientist has made five 0-level discoveries and two 1st-level discoveries. Each discovery duplicates a Mage or Acolyte spell (described in Chapter Ten of the *d20 MODERN Roleplaying Game*). At each successive level, a Scientist makes further discoveries.

Discoveries are just theories that work on paper. To put a discovery into action, a Scientist must build an invention that incorporates the discovery. To do so, the Scientist expends (discovery level × Scientist class level × 30) XP and devotes (discovery level × Scientist level × 5 days) to the task. Richer characters can complete their inventions faster because they have better laboratories and equipment. A Wealth check (DC 20) gets the job done in (discovery level × scientist level × 4 days), a Wealth check (DC 25) gets it done in (discovery level × Scientist level × 3 days), and a Wealth check (DC 30) gets it done in (discovery level × Scientist level × 2 days). Scientists can further reduce the cost of their inventions by lowering their Scientist level for purposes of invention construction, but doing so locks the lower Scientist level into the invention.

Scientist Level	—Discoveries Made—					
	0	1	2	3	4	5
1st	2	—	—	—	—	—
2nd	5	3	—	—	—	—
3rd	6	3	1	—	—	—
4th	6	4	2	—	—	—
5th	7	4	2	1	—	—
6th	7	5	3	2	—	—
7th	8	5	3	2	1	—
8th	8	5	4	3	2	—
9th	9	5	4	3	2	1
10th	9	5	5	4	3	2

Once a Scientist spends the time and XP (and possibly Wealth), the invention is fully operational. It functions for 50 uses before something goes wrong—it short-circuits, its power core needs replacing, or its crystal targeters shatter. It can't be repaired, but the Extend Invention feat lets characters create inventions that don't wear out or break down.

In general, only the scientist can operate her own inventions, because the high-tech equipment of the Pulp Era requires delicate adjustments and complicated controls to function properly. Scientists with the Simplify Invention feat can construct inventions that other characters can use.

Any character can use Knowledge (technology) to identify the effects of an invention. This use of Knowledge (technology) is the only application of that skill in *d20 Past*, and it duplicates the use of the Spellcraft skill described in Chapter Nine of the *d20 MODERN Roleplaying Game*.

Inventions tend to be somewhat bulky, weighing 10 pounds per level of the discovery. Held, carried, or worn inventions typically take up two body slots, chosen from the list in Chapter Ten of the *d20 MODERN Roleplaying Game*. The GM is the arbiter of which body slots are reasonable for each invention.

Scientific Improvisation

At 1st level, a Scientist gains the ability to improvise solutions using common objects and his scientific knowledge. This ability lets her create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, a Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. So, to improvise a single-use weapon that deals the same damage as an M1, the DC of the Craft (mechanical) check is 22 (5 + 17).

Only objects that can normally be used more than once can be improvised. For example, a Scientist can't use scientific improvisation to build an explosive, because that's normally an object that's usable only once.

Special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Class Feature

At 4th, 7th, and 10th level, a Scientist may choose one class feature from the following list.

Major Breakthrough: The Scientist receives credit for a major scientific breakthrough that earns her the recognition of her peers. The breakthrough has two effects.

First, this major breakthrough provides the Scientist with a +5 Wealth bonus increase.

Second, the Scientist chooses one of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. When dealing with others with at least 1 rank in the same Knowledge skill, the Scientist gains a +4 bonus on Reputation checks. When dealing with someone with at least 1 rank in any of the Knowledge categories above, the Scientist gains a +2 bonus on Reputation checks.

Extreme Machine: If it has mechanical or electronic components, a Scientist can soup it up to get maximum performance. By spending 1 action point and making a Craft (mechanical) check, the Scientist can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

The Scientist performs the extreme modifications in 1 hour. She can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to her Scientist class level, beginning when the object is first put into use. The Scientist selects the single improvement she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.



Roberta Cain, Scientist

TABLE 5-5: THE SCIENTIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Scientific improvisation, discoveries	+0	+0
2nd	+1	+2	+0	+3	Discoveries	+1	+0
3rd	+1	+2	+1	+3	Discoveries	+1	+1
4th	+2	+2	+1	+4	Class feature, discoveries	+1	+1
5th	+2	+3	+1	+4	Discoveries	+2	+1
6th	+3	+3	+2	+5	Discoveries	+2	+2
7th	+3	+4	+2	+5	Class feature, discoveries	+2	+2
8th	+4	+4	+2	+6	Discoveries	+3	+2
9th	+4	+4	+3	+6	Discoveries	+3	+3
10th	+5	+5	+3	+7	Class feature, discoveries	+3	+3



Improvement	Craft DC	Repair Chance (d%)
Ranged weapons		
+1 on damage	15	01–25
+2 on damage	20	01–50
+3 on damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75
+10 ft. to top speed	20	01–25
+20 ft. to top speed	25	01–50
+30 ft. to top speed	30	01–75

Smart Defense: Using her brains as well as her dexterity, a Scientist applies her Intelligence modifier and her Dexterity modifier to her Defense. Any situation that would deny the Scientist her Dexterity bonus to Defense also denies the Intelligence bonus.

Smart Survival: A Scientist has an uncanny knack for survival that combines resourcefulness, intelligence, and a degree of luck. By spending 1 action point, a Scientist plays it smart and reduces the damage dealt by a single attack or effect by 5 points.

Smart Weapon: The world outside the laboratory is a dangerous place, and a Scientist learns that protecting herself is as important as research and study. At 8th level, a Scientist selects one weapon that she is proficient in and can use with one hand. With the selected weapon, the Scientist can use her Intelligence modifier instead of her Strength or Dexterity modifier on attack rolls.

Bonus Invention Feat: The scientist gains a feat for free, which must be chosen from the following list: Durable Invention, Extend Invention, Improvised Invention, Miniature Invention, or Simplified Invention. These feats are described below.

INVENTION FEATS

Invention feats function somewhat like the metamagic feats in *Urban Arcana* and *DUNGEONS & DRAGONS*, in that they allow greater effect by artificially raising the base power level of an invention. By applying an invention feat to a discovery, you increase the level of the discovery (making the invention you're building more expensive), but you gain the benefit listed in the feat.

Miniature Invention

You are adept at making compact, portable inventions.

Benefit: Your inventions take up only one body slot, chosen from the following list: head, eyes, back, torso, forearms, left hand, right hand, belt, cape, legs, boots. The level of the discovery used in the invention increases by 1. Miniature inventions also weight only 5 pounds per level of the discovery.

Normal: Inventions take up two body slots. For example, a "mesmero-helm" incorporating the charm discovery might take up both the eyes and head body slots. Inventions normally weigh 10 pounds per level of the discovery.

Simplified Invention

While most inventions are a morass of dials, buttons, and read-outs, yours have simple controls that anyone can use.

Benefit: Other characters can use your inventions. The level of the discovery used in the invention increases by 2.

Normal: Only the inventor and characters who succeed at a Use Invention check can operate an invention.

Improvised Invention

You can construct inventions using discoveries you don't completely understand.

Benefit: You can construct an invention using a discovery you don't have. You must already have one discovery at that level to improvise an invention, so you can't choose a discovery beyond the levels you have access to. The level of the discovery used in the invention increases by 2.

Normal: If you don't have the discovery, you can't build an invention that uses it.

Extend Invention

Your inventions don't wear out.

Benefit: You can use your invention an unlimited number of times. The level of the discovery used in the invention increases by 3.

Normal: Inventions wear out and become nonfunctional after 50 uses.

READY-TO-USE SCIENTIST

Need a Scientist for an adventure? Here is a ready-to-use character that can serve as either a friend or a foe for the heroes in any *d20 Past* campaign.

Roberta Cain, Smart Hero 3/Scientist 4: CR 7; Medium-size human; HD 3d6 plus 4d6; hp 24; Mas 10; Init +1; Spd 30 ft.; Defense 16, touch 16, flat-footed 12 (+1 Dex, +2 class, +3 Int); BAB +3; Grap +2; Atk +2 melee (1d4–1, pistol whip) or +5 ranged (2d6, Browning High Power); Full +2 melee (1d4–1, pistol whip) or +5 ranged (2d6, Browning High Power); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ discoveries, scientific improvisation, smart defense; AL (varies); SV Fort +3, Ref +3, Will +9; AP 3; Rep +2; Str 8, Dex 12, Con 10, Int 16, Wis 13, Cha 14.

Occupation: Technician (bonus class skills: Craft [electronic], Craft [mechanical], Knowledge [technology]).

Skills: Craft (electronic) +13, Craft (mechanical) +16, Demolitions +12, Investigate +13, Knowledge (earth and life sciences) +15, Knowledge (physical sciences) +13, Knowledge (technology) +13, Navigate +11, Pilot +4, Research +10, Search +13.

Feats: Iron Will, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Weapon Focus (handgun).

Talent (Smart Hero): Savant (Craft [mechanical]), exploit weakness.

Discoveries Made (6/4/2): 0—detect magical aura, light, mage hand, message, prestidigitation, resistance; 1st—burning hands (DC 14), mage armor, power device, shield; 2nd—locate object, spider climb.

Possessions: Browning High Power, 30 rounds of 9mm ammunition, various gear and personal possessions.

A New Drug

An adventure for characters of 1st to 4th level.

In making one discovery we never fail to get an incomplete knowledge of others of which we previously had no idea, so that we cannot solve one problem without finding new ones.

—Joseph Priestly, *Experiments and Observations*, 1774

Hong Kong offers an exciting location for intrigue- and investigation-based adventures. This one focuses on drugs.

In the early 1800s, opium was a severe problem for China. The drug was lucrative to sell both to the Chinese and to foreign nationals. Many Chinese people became addicted and suffered. In 1839, the Manchu government responded to widespread opium addiction by destroying the opium trade goods and closing Canton to international trade. The Opium Wars (1839–42 and 1856–60) resulted. The first war ended with China giving Hong Kong to Britain. At the end of the second war, China had to open many of its ports to trade and legalize the opium trade.

The drug spawned two derivatives: morphine and heroin. At first, these narcotics were not known to be addictive; eventually they were shown to be just as bad as opium. Gradually, over the century, access to these drugs became increasingly controlled as the public perceptions of them shifted from acceptable and legal to immoral and illegal.

ADVENTURE SET-UP

Doctor Ichiro Hirsuto (see page 88), a Japanese scientist, hates the Chinese. He has moved to Hong Kong to experiment with opium and chemically altered compounds based on it. The Japanese government is sponsoring his endeavors and has furnished him with funding and a few guards.

Hirsuto wanted to make a substance that was debilitating and very addictive. His success far exceeded his initial plans. He created a new drug that is addictive, like opium, but has a devastating side effect: It turns its users into moreau creatures (see the *d20 MODERN Roleplaying Game*, pages 247–251). Because of what it does, the doctor called the narcotic Moreaux.

1. The first use of the drug is normal for opium (–4 Dexterity, feeling of euphoria), but addicting, requiring a Will save (DC 15) 24 hours after use to resist taking another dose. (The user will go to great lengths to buy or steal another application of the drug.)

2. The second use of the drug is also normal for opium (–4 Dexterity, feeling of euphoria), but even more addicting, requiring a Will save (DC 20) 24 hours after use to resist taking another dose.

3. The third use of the drug turns the user into a covert moreau 24 hours after it is taken. It continues to be addictive, requiring a Will save (DC 20) 24 hours after use to resist taking another dose. Even if this save succeeds, another save is required in another 24 hours.

4. The fourth use of the drug turns the user into a moderate moreau 12 hours after it is taken. It continues to be addictive, requiring a Will save (DC 20) 24 hours after use to resist taking another dose. Even if this save succeeds, another save is required each day for the next five days.

5. The fifth use of the drug turns the user into an overt moreau 6 hours after it is taken. It continues to be addictive, requiring a Will save (DC 25) 24 hours after use to resist taking another

dose. Even if this save succeeds, another save is required each day for the next five days.

6. Subsequent uses have no additional transformative effects, but they are highly sought after by the addicted users.

Dr. Hirsuto hadn't realized the side effects at first, and several of his test subjects roam Hong Kong. In his laboratory, he has several test subjects at each level of dosage.

Recently, he's been getting better at predicting and controlling the dosage. He even started the process to turn a few of his Japanese guards into moreau creatures.

MOTIVATIONS

How can you involve the heroes?

- The heroes are local law enforcement.
- The characters are Chinese nationals.
- The heroes are agents of MI-5.
- The heroes work for another foreign power, such as America, that wants to acquire the technology for itself.
- The heroes may be civilians who know someone who has taken the drug.
- Alternatively, you can introduce them to the situation firsthand—see the Optional Encounter, below.

OPTIONAL ENCOUNTER — WHAT THE HECK WAS THAT?? (EL 1)

This encounter takes place when the heroes are walking from one place to another without expecting a confrontation.

As you walk past an alley, you hear a groan from deep in the shadows.

A Listen check (DC 15) reveals a weirdly stressed voice moaning, "What's happening to me? Oh, the pain! My face! Oh, my face!"

The occupant of the alley is someone who was given four doses of the drug and escaped. He moans from the pain associated with the violent transformations wrought by the drug.

Confused and in pain, he attacks anyone who approaches him. If injured, he flees.

Moderate Bat Moreau Dedicated Hero 1: hp 5; see page 245 of the *d20 MODERN Roleplaying Game*. Instead of the Personal Firearms Proficiency feat, he has Brawl. He does not wear armor or carry a gun.

Possessions: Various gear and personal possessions.

If captured alive and questioned, he remembers little. It will be some time before he even recollects his name. He does remember being on a boat and having to swim while making his escape.

THE BRIEFING (EL —)

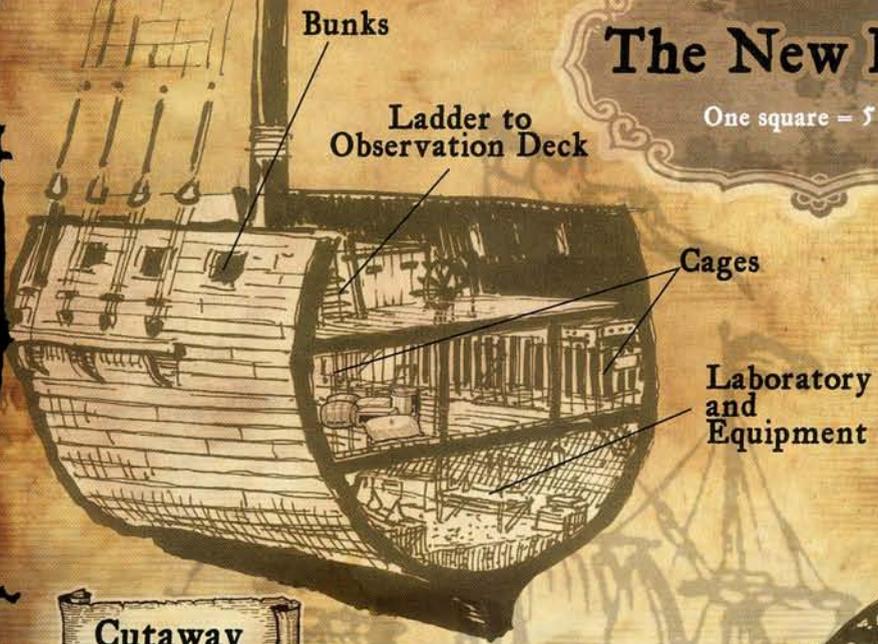
An official from an organization affiliated with the heroes shares what has been discovered thus far.

"Good morning. I believe some of you may know me. I'm Madam Chang. I've been alerted to a rather disquieting situation. Yesterday, a fisherman found a strange body. It seemed to be partly human and partly dolphin. From identifying papers in the pockets of its clothing, it seems to have been a derelict who had disappeared several days ago."

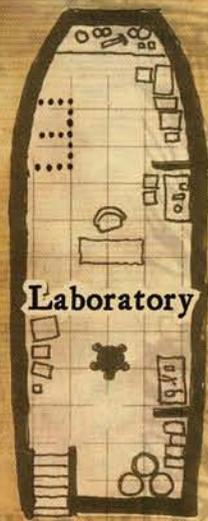
"We want you to investigate."

The New Hope

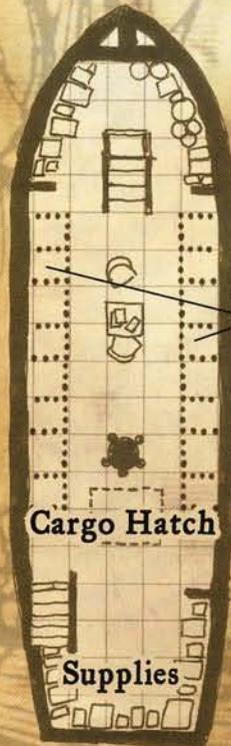
One square = 5 feet



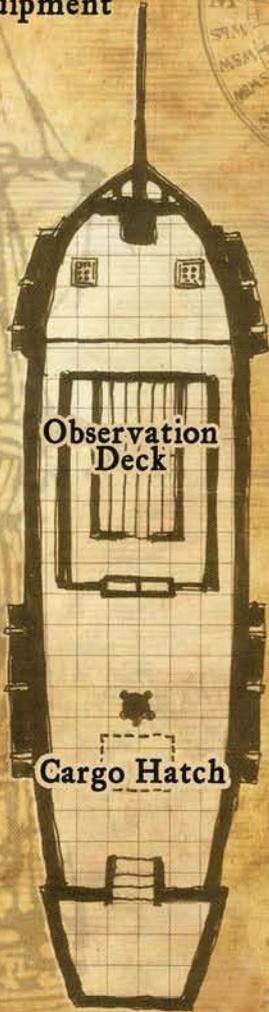
Cutaway



laboratory



cargo hold



main deck



THE INVESTIGATION (EL —)

Madam Chang has little additional information. She'll happily make the body available for the heroes to examine. It's a covert dolphin moreau.

A Gather Information check (DC 15) reveals that several indigents that lived in the area of the docks have disappeared over the last couple of weeks.

A Gather Information or Knowledge (current events) check (DC 20) reveals that a few weeks ago, several homeless people died, but showed signs of recent opium use (none had animalistic features).

The slow process of gathering information and triangulating disappearances can narrow the field of search to one section of the waterfront. It has about a half-dozen warehouses, several houseboats anchored on docks, and some larger vessels anchored further out in the harbor.

Through building-to-building searches, long surveillance, or observing the comings and goings from the boats, the heroes eventually find that one large vessel has tough-looking thugs coming and going from it once or twice a day.

DELIVERY (EL 2)

Watching the docks eventually reveals the following scene.

Two large men are leaving the warehouse area. They're carrying a large laundry bag, seemingly stuffed full of clothes. As you watch, the bag jerks and moves. Someone or something is alive inside it!

If the heroes don't interfere, the thugs beat the laundry bag until its contents no longer struggle. They load it into a rowboat and head out to the *New Hope*.

If the heroes endeavor to stop the thugs, the bad guys attack.

Low-Level Thugs (Strong Ordinary 1/Tough Ordinary 1) (2): See page 273 of the *d20 MODERN Roleplaying Game*. Substitute the Combat Martial Arts feat for Personal Firearms Proficiency. The thugs attack with their unarmed strike and don't carry guns.

The thugs are Japanese guards from the boat. They speak only Japanese and rudimentary Cantonese. The rowboat for which they were headed does have the name of the ship on it, though: the *New Hope*.

UPPER DECK (EL VARIABLE)

A guard is stationed on the upper deck at all times. He sounds an alarm at the first sign of trouble. If a boat other than the rowboat with the two thugs from the previous encounter approaches the *New Hope*, he waves them off and sounds the alarm if they pull up alongside.

Low-Level Thug (Strong Ordinary 1/Tough Ordinary 1): See page 273 of the *d20 MODERN Roleplaying Game*. Substitute Combat Martial Arts for Personal Firearms Proficiency. The thug calls out an alarm and attacks with his unarmed strike. He doesn't carry a gun.

If an alarm is sounded, two more thugs from the guard room enter the fray 1d3 rounds later.

From the upper deck, there are two options for getting below decks: through the upper cabin (guard room) or through the cargo hold. The cargo hold has been thoroughly nailed shut.

Opening it requires a Strength check (DC 20) or 20 points of damage. Either method makes a lot of noise.

GUARD ROOM (EL 2)

The easiest way to the lower decks is through this guard room.

Low-Level Thugs (Strong Ordinary 1/Tough Ordinary 1) (2): See page 273 of the *d20 MODERN Roleplaying Game*. These thugs carry guns.

MOREAU GUARDS (EL 2)

Beyond the guardroom or beneath the cargo hold is a level with several cages of moreaus.

Two of the more proficient guards keep watch over them. These guards voluntarily underwent the transformation into moreaus.

This room reeks of animal scents, pain, and urine. Cages line the walls. In the area between the cages rest a pair of chairs and a small table, where the two large men with animalistic features must have been sitting before they noticed you. Beyond them, a stairwell leads down.

Covert Bear Moreau Strong Hero 1: See page 249 of the *d20 MODERN Roleplaying Game*. He carries a ring of keys that unlocks all the cages.

Covert Canine Moreau Tough Hero 1: See page 249 of the *d20 MODERN Roleplaying Game*.

The dozen occupants of the cages are a sorry lot. Most were homeless or malnourished runaways before their capture and experimentation verging on torture. None have sufficient strength of body or presence of mind to assist the heroes or even clearly answer questions.

THE MAD SCIENTIST, I PRESUME? (EL 4)

Ichiro Hirsuto carries on his chemical experimentation here. He remains oblivious to noises from elsewhere in the ship—all that matters is his science, his art.

Hirsuto is perfecting a brew of the chemical that can be introduced into the public drinking water, to turn the entire population of Hong Kong into moreau creatures—Hong Kong and then, perhaps, all of China.

The bottom level of a ship is an odd place in which to find a high-tech laboratory with gleaming test tubes, oscillating lights, and Bunsen burners. A Japanese man in a white lab coat looks up from making a note in a workbook. He seems startled. "Who are you? How dare you disturb my work?"

The scientist may be preoccupied, but quickly understands that the heroes are his foes, and he attacks.

Dr. Ichiro Hirsuto, Smart Hero 3/Scientist 1: CR 4; Medium-size human; HD 3d6 plus 1d6; hp 14; Mas 10; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d4-1, unarmed strike) or +2 ranged (1d6, acid); Full Atk +0 melee (1d4-1, unarmed strike) or +2 ranged (1d6, acid); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ discoveries, scientific improvisation; AL Japan; SV Fort +2, Ref +2, Will +5; AP 2; Rep +1; Str 8, Dex 12, Con 10, Int 16, Wis 13, Cha 14.



Occupation: Technician (class skills: Craft [chemical], Knowledge [earth and life sciences], Research).

Skills: Craft (chemical) +13, Craft (pharmaceutical) +13, Investigate +9, Knowledge (behavioral sciences) +12, Knowledge (current events) +7, Knowledge (earth and life sciences) +12, Knowledge (history) +7, Knowledge (physical sciences) +10, Knowledge (technology) +10, Read/Write Cantonese, Read/Write English, Read/Write Japanese, Read/Write Mandarin, Research +7, Search +9, Speak Cantonese, Speak English, Speak Japanese, Speak Mandarin.

Feats: Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Educated, Simple Weapons Proficiency.

Talent (Smart Hero): Savant (Craft [chemical]), Savant (Craft [pharmaceutical]).

Discoveries Made (5/2): 0—create water, cure minor wounds, inflict minor wounds (DC 13), resistance, virtue; 1st—cause fear (DC 14), sleep (DC 14).

Possessions: 6 vials of mild acid, various gear and personal possessions.

In his papers and notebooks are the formulae and methodology of making the opium derivative to turn people into moreau creatures. There is also a supply of 25 doses of the substance in the lab.

ADAPTING THE ADVENTURE

This adventure easily adapts to different eras and geographies. It can take place in almost any city with a small amount of alteration.

- A Nazi scientist seeks to make a mind-controlling substance.

- A scientist works for a Prohibition-era gangster who wants to create an additive to make alcohol even more addictive.
- A soda company wants a “special ingredient” to make consumers buy its product over its competitors’.

Fountain of Youth

An adventure for characters of 9th to 11th level.

Youth is a perpetual intoxication; it is a fever of the mind.

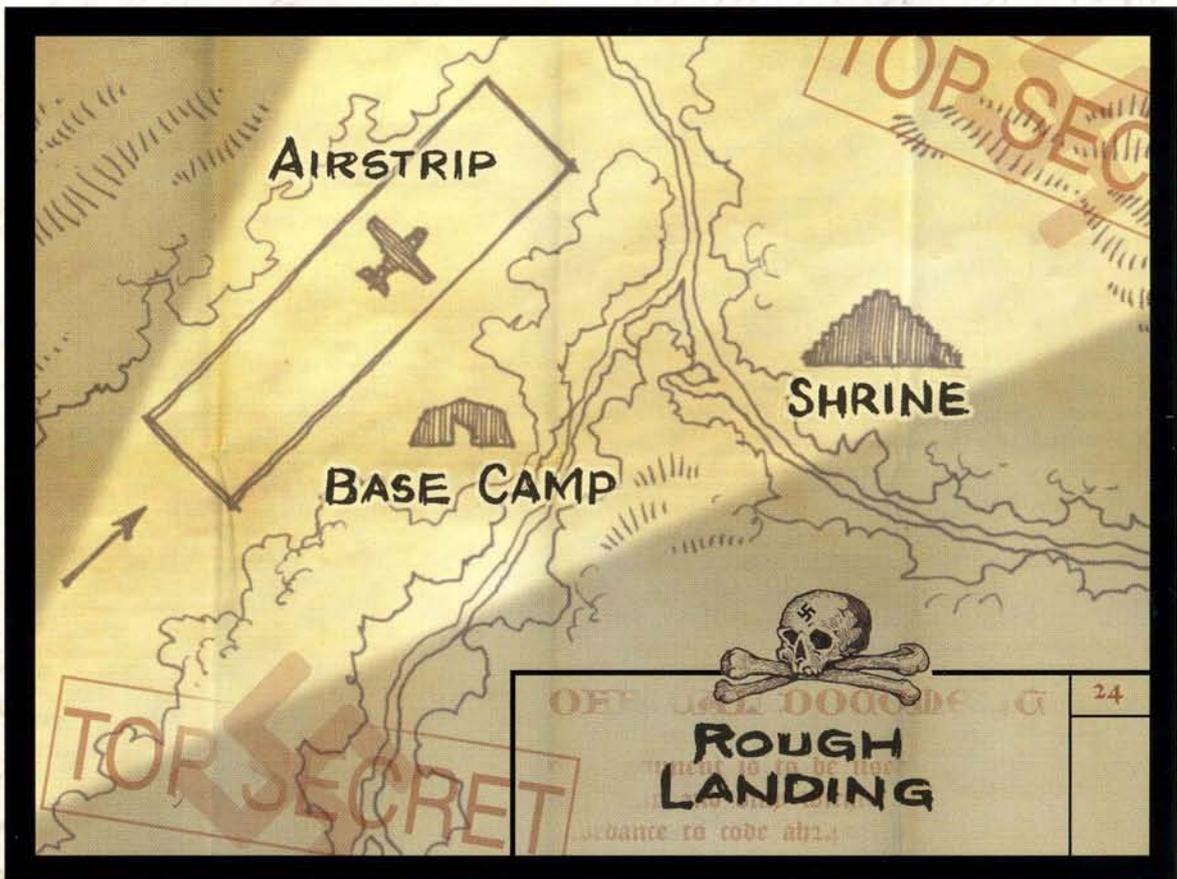
—La Rochefoucauld, Maxims, 1665

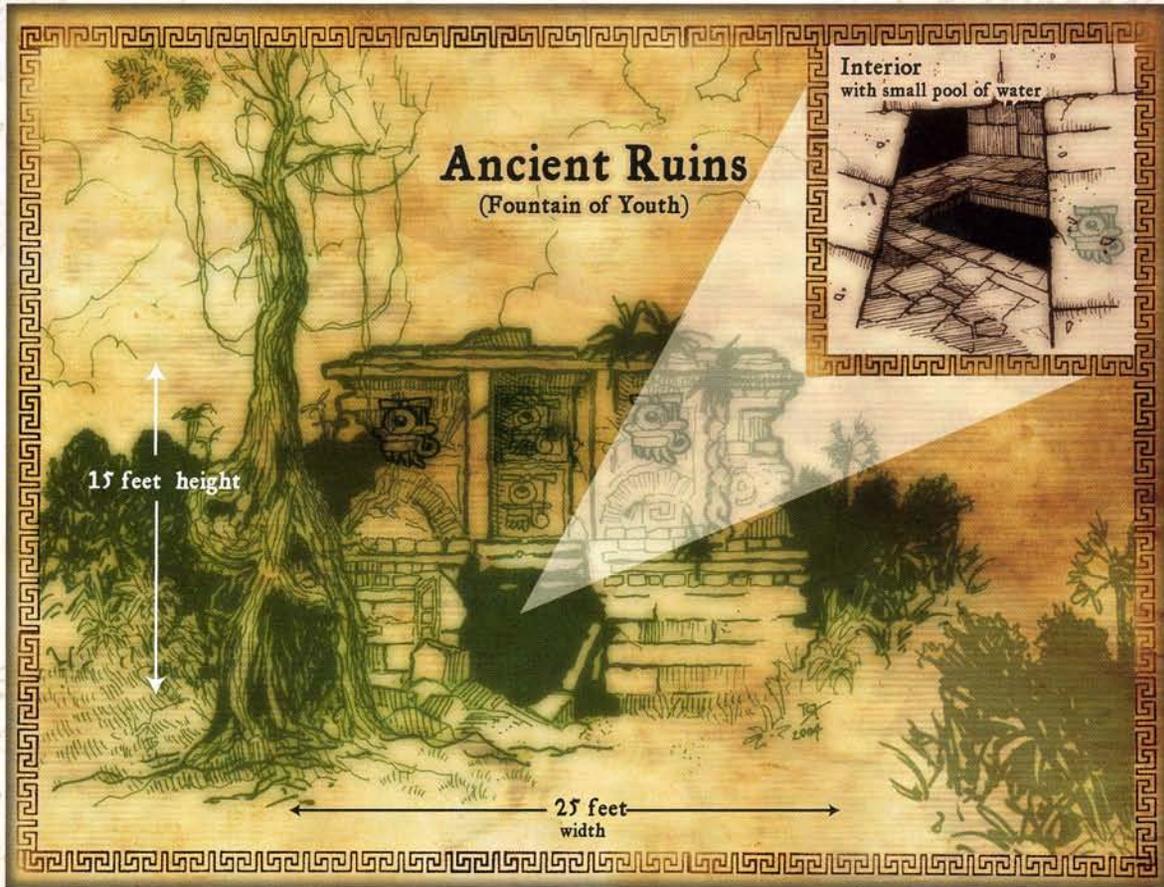
Throughout history, the prospect of long life or eternal youth has captivated numerous adventurers and powerful figures. In the early 1500s, Cortez sought a legendary fountain or spring that promised eternal youth for the imbiber. In 1837, Nathaniel Hawthorne wrote a short story titled “Dr. Heidegger’s Experiment.” In 1890, Oscar Wilde wrote *A Portrait of Dorian Gray*, a novel in which the main character acquires a portrait that ages and decays instead of him.

ADVENTURE SET-UP

With a strong interest in the occult, Hitler seeks to find the fabled Fountain of Youth. An artifact he acquired from the Louvre has given him some clues to its location. He sends an entourage of Nazis to Brazil to search for it.

The heroes must try to prevent it.





MOTIVATIONS

Fighting Nazis is generally motivation enough for a group of heroes. For additional motivation, a Smart Hero might also want to study and research the chemical properties of the fabled Fountain of Youth. A dedicated hero might want to visit the place as a holy shrine. Of course, the heroes themselves might well be interested in sipping from the cup of immortality.

PREAMBLE: GETTING THERE

This part can be as difficult or as easy as you'd like to make it for the heroes. They'll need to travel by plane to a small landing strip in Brazil.

ROUGH LANDING (EL 9)

The Nazis have arrived first (they had a head start after all) at the air strip. They dropped two jeeps and various supplies from a cargo plane and landed a smaller aircraft. The Luftwaffe is dedicated to guarding the plane and preventing any non-German aircraft from landing.

The small base camp has a stationary Browning M2HB .50 caliber machine gun, which the pilot fires at enemy aircraft as it approaches.

He also has a radio that he monitors, so there is an opportunity to trick the pilot in lieu of coming in to land amid a hail of bullets.

Captain Gunter Hess, High-Level Terrorist (Tough Ordinary 5/Smart Ordinary 5): See page 280 of the *d20 MODERN Roleplaying Game*.

There really isn't any other good spot for the heroes to land. If they wish to avoid the air strip, they will have to parachute in.

If the heroes defeat or trick Captain Hess, they have an opportunity to search the plane. A rough draft copy of the general overview map of the area is discarded within.

The path the Nazis and their jeeps took is readily evident.

OPTIONAL: JUNGLE PURSUIT (EL 11)

If the heroes use a modicum of caution or if they scout ahead, they realize that just a couple of miles further on, the Nazis have experienced delays trying to get their jeeps through the jungle. The heroes can confront them en masse (a very tough fight) or easily go around them to get ahead of them.

Captain Gerhard Brandt, Mid-Level SS Officer: See page 79.

Corporal Otto Adenauer, High-Level Nazi Athlete: See page 78.

Johannes Schmidt, Mid-Level Nazi Mentalist (Charismatic Hero 3/Telepath 3): See page 79.

Adolf, Fritz, Konrad, Lothar, Walter, Willi, Low-Level Nazi Soldiers (6): See page 79.

ANCIENT RUINS (EL VARIABLE)

Vines cling to a small structure. It is a pyramid in shape, but rising only about 20 feet in height, easily hidden among the tall trees of the rain forest.

A Knowledge (history) check (DC 15) reveals the architecture to be Aztec, which is not native to the area. Various pictograms illustrate the pyramid.

No entrance is immediately evident. It takes about an hour to clear away vines and loose debris before a search can begin.

A Decipher Script check (DC 20) discloses that the pictograms tell the story of a spring that will heal the sick and make

the old and infirm young and healthy again. Men (Spanish conquistadores) came looking for the spring. They killed many. The gods directed that a building be made over it to seal it away forever. The gods also put two spirit guardians by the spring to keep it safe.

A Search check (DC 25) discovers an oddly shaped stone. When pressed, a panel in the pyramid wall slides back.

ANCIENT GUARDIANS (EL 9)

As the stone wall slides down into a deep grove, moist, fetid air whiffs from the opening.

Opening the door alerts and releases the spring's two guardians: invisible stalkers.

Invisible Stalkers (2): hp 55, 49; see *d20 MODERN Roleplaying Game*, page 241.

MUCH ADO ABOUT LITTLE (EL 9)

Youth is like spring, an overpraised season.

—Samuel Butler, *The Way of All Flesh*, 1903

This was, indeed, the site of an ancient, holy spring of eternal youth. Over the years, it dried up; now it is a mere trickle. The waters are sufficient to restore lost hit points, at a rate of 1d4 hit points per round of drinking. The waters also remove poison, paralysis, and disease. Only a faint echo remains of their power to restore youth—a daily drink from the spring prevents aging.

The spring's power is in the freshness of the water. Water bottled or taken away from the spring loses all magic effects. To benefit from the spring, a character must drink directly from it.

NAZI ADVANCED EXPEDITION (EL 10)

If unmolested by the optional Jungle Pursuit encounter, the Nazis have sent a small party on foot to search for the shrine while the remaining soldiers work on the jeeps, supervised by the officer.

Corporal Otto Adenauer, High-Level Nazi Athlete: See page 78.

Johannes Schmidt, Mid-Level Nazi Mentalist (Charismatic Hero 3/Telepath 3): See page 79.

Fritz, Willi, Low-Level Nazi Soldier (2): See page 79.

MOPPING UP (EL VARIABLE)

After their encounters with the heroes, all surviving Nazis gather at the air strip. They endeavor to radio for help or take the plane and depart. If attacked, they fight fiercely, since it's really a life-or-death struggle for them. The jungle is hostile and help will be a long time in coming.

ADAPTING THE ADVENTURE

This adventure easily adapts to different eras. The search for a fountain of youth is a classic endeavor.

- In 1667 or 1872, European explorers or privateers seek the fountain. The foes are Native Americans who want to prevent the Europeans from desecrating this holy place
- In 1667, intertribal strife among Native Americans leads one group to try to seize this important site from the other.
- In 1872, archeological expeditions, such as Heinrich Schliemann's Troy dig, endeavor to unearth past glories for prestige and profit.

APPENDIX: NEW FX

The Shaman class presented in Chapter Three: AGE OF ADVENTURE has its own spell list. Some of the spells on that list also appear on the Mage or Acolyte lists and are fully described in the *d20 MODERN Roleplaying Game*, while others are new and are described in this appendix.

Shaman Spells

Spells marked with an asterisk (*) are in this appendix. Spells marked with a dagger (†) are detailed in the *Urban Arcana Campaign Setting*. All other spells are detailed in the *d20 MODERN Roleplaying Game*.

0-LEVEL SHAMAN SPELLS

Create Water. Creates 2 gallons/level of pure water.

Cure Minor Wounds. Cures 1 point of damage.

Detect Magical Aura. Detects spells, magic items within 60 ft.

Know Direction.* You discern north.

Light. Object shines like a torch.

Resistance. Subject gains +1 on saving throws.

Virtue. Subject gains 1 temporary hp.

1ST-LEVEL SHAMAN SPELLS

Calm Animals.* Calms (2d4 + level) HD of animals.

Charm Animal.* Makes one animal your friend.

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Entangle.* Plants entangle everyone in 40-ft. radius.

Faerie Fire.† Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst.

Goodberry.* 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Hide from Animals.* Animals can't perceive one subject/level.

Obscuring Mist.† Creates cloud of vapor that obscures all sight beyond 5 feet.

Pass without Trace.* One subject/level leaves no tracks.

Spirit Club.* Cudgel or quarterstaff becomes +1 weapon for 1 min./level.

Speak with Animals.† You can comprehend and communicate with animals.

2ND-LEVEL SHAMAN SPELLS

Animal Messenger.* Sends a Tiny animal to a specific place.

Animal Trance.* Fascinates 2d6 HD of animals.

Barkskin.* Grants +2 (or higher) enhancement to natural armor.

Daylight.† Object touched sheds light as bright as full daylight in a 60-foot radius.

Delay Poison. Stops poison from harming subject for 1 hour/level.

Enhance Ability. Subject gains +5 bonus to one ability score for 1 min./level.

Fog Cloud.* Fog obscures vision.

Gust of Wind.* Blows away or knocks down smaller creatures.

Hold Animal.* Holds one animal helpless for 1 round/level.

Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.

Resist Energy. Ignores 10 points of damage/round from one energy type.

Spider Climb. Grants ability to travel on walls and ceilings.

Warp Wood.* Bends wood (shaft, handle, door, plank).

3RD-LEVEL SHAMAN SPELLS

Call Lightning.* Calls down lightning bolts (3d6 per bolt) from sky.

Contagion.* Infects subject with chosen disease.

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Dominate Animal.* Subject animal obeys silent mental commands.

Magic Circle.† 10-foot-radius area grants +2 bonus to Defense and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance.

Neutralize Poison. Detoxifies venom in or on subject.

Plant Growth.* Grows vegetation, improves crops.

Remove Disease. Cures all diseases affecting subject.

Shadowmoth Plague.† Summons a cloud of shadowmoths that fills a 5-foot-high, 10-foot-radius spread.

Sleet Storm.* Hampers vision and movement.

Speak with Plants.* You can talk to normal plants and plant creatures.

Water Breathing. Subjects can breathe underwater.

4TH-LEVEL SHAMAN SPELLS

Command Plants.* Sway the actions of one or more plant creatures.

Control Water.* Raises or lowers bodies of water.

Crawling Carpet.† Summons a 10-foot-radius carpet of monstrous centipedes, scarab beetles, or spiders.

Cure Serious Wounds. Cures 3d8 + 1/level damage (max +10).

Dispel Magic. Cancels magical spells and effects.

Divination.† Provides useful (if cryptic) advice to a single question.

Flaming Wrath. Smites foes with fire (1d6/level).

Freedom of Movement. Subject moves normally despite impediments.

Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.

Rusting Grasp.* Your touch corrodes iron and alloys.

Spike Stones.* Creatures in area take 1d8 damage, may be slowed.

5TH-LEVEL SHAMAN SPELLS

Awaken.* Animal or tree gains human intellect.

Call Lightning Storm.* As call lightning, but 5d6 damage per bolt.

Cure Critical Wounds. Cures 4d8 + 1/level damage (max +10).

Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.

Rage of Bees.† Summons 1d3 swarms of sentient killer bees to fight for you.

Scrying.† Spies on subject from a distance.

Stoneskin. Stops blows, cuts, stabs, and slashes.

Tree Stride.* Step from one tree to another far away.

Wall of Fire. Deals 2d4 damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

Spell Descriptions

Spells new to this book are presented here in alphabetical order, following the format presented in the *d20 MODERN Roleplaying Game*.

ANIMAL MESSENGER

Enchantment [Mind-Affecting]

Level: Shaman 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One Tiny animal; **Duration:** One day/level; **Saving Throw:** None; see text; **Spell Resistance:** Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark (such as the peak of a distant mountain). The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. Unless the intended recipient of a message is expecting a messenger in the form of a bird or other small animal, the carrier may be ignored. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

Material Component: A morsel of food the animal likes.

ANIMAL TRANCE

Enchantment [Mind-Affecting, Sonic]

Level: Shaman 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** Animals or magical beasts with Intelligence 1 or 2; **Duration:** Concentration; **Saving Throw:** Will negates; see text; **Spell Resistance:** Yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. For example, if you affect 7 HD worth of animals and there are several 2 HD wolves within close range, only the three closest wolves are affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

AWAKEN

Transmutation

Level: Shaman 5; **Components:** V, S, DF, XP; **Casting Time:** 24 hours; **Range:** Touch; **Target:** Animal or tree touched; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You awaken a tree or animal to humanlike sentience. To succeed, you must make a Will save (DC 10 + the animal's current HD, or the HD the tree will have once awakened).

The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object (as described in the *Menace Manual*), except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores

are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An *awakened* animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An awakened animal can't serve as an animal companion, familiar, or special mount.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP.

BARKSKIN

Transmutation

Level: Shaman 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creature touched; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +4 at caster level 9th.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an equipment bonus of +0.

CALL LIGHTNING

Evocation [Electricity]

Level: Shaman 3; **Components:** V, S; **Casting Time:** 1 round; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** One or more 30-ft.-long vertical lines of lightning; **Duration:** 1 minute/level; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use an attack action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

CALL LIGHTNING STORM

Evocation [Electricity]

Level: Shaman 5; **Range:** Long (400 ft. + 40 ft./level)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

CALM ANIMALS

Enchantment [Mind-Affecting]

Level: Shaman 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** Animals within 30 ft. of each other; **Duration:** 1 minute/level; **Saving Throw:** Will negates; see text; **Spell Resistance:** Yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not. (A Shaman could calm a normal bear or wolf with little trouble, but it's more difficult to affect a trained guard dog.)

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (such as fire, a hungry predator, or an imminent attack) breaks the spell on the threatened creatures.

CHARM ANIMAL

Enchantment [Mind-Affecting]

Level: Shaman 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One animal; **Duration:** 1 hour/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This charm makes an animal regard you as its trusted friend and ally (treat the target's attitude as friendly; see the Diplomacy skill description on page 57 of the *d20 MODERN Roleplaying Game*). If the animal is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed animal as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the charmed animal breaks the spell. You must be able to speak with animals to communicate your commands, or else be good at pantomiming.

COMMAND PLANTS

Transmutation

Level: Shaman 4; **Components:** V; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart; **Duration:** One day/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or Hit Dice do not exceed twice your level.

CONTAGION

Necromancy [Evil]

Level: Shaman 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted

is for the subsequent saves (use *contagion's* normal save DC for the initial saving throw).

Disease	DC	Damage
Anthrax	16	1d4 Con
Smallpox	15	1d2 Str and 1d2 Con
Pneumonia	12	1d3 Str and 1d3 Con
Hantavirus	14	1d2 Str and 1d2 Con
Necrotizing fasciitis	13	1d3 Con
West Nile virus	12	1d2 Dex and 1d2 Con
Salmonellosis	13	1 Str and 1d3 Dex

See Chapter Seven of the *d20 MODERN Roleplaying Game* for descriptions of the general effects of disease.

CONTROL WATER

Transmutation

Level: Shaman 4; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S); **Duration:** 10 minutes/level (D); **Saving Throw:** None; see text; **Spell Resistance:** No

Depending on the version you choose, the control water spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level × 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

DOMINATE ANIMAL

Enchantment [Mind-Affecting]

Level: Shaman 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One animal; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated

creature a new command is the equivalent of redirecting a spell, so it is a move action.

ENTANGLE

Transmutation

Level: Shaman 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Plants in a 40-ft.-radius spread; **Duration:** 1 minute/level (D); **Saving Throw:** Reflex partial; see text; **Spell Resistance:** No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a Strength check (DC 20) or an Escape Artist check (DC 20). A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The GM may alter the effects of the spell somewhat, based on the nature of the entangling plants.

FOG CLOUD

Conjuration (Creation)

Level: Shaman 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Fog spreads in 20-ft. radius, 20 ft. high; **Duration:** 10 minute/level; **Saving Throw:** None; **Spell Resistance:** No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

GOODBERRY

Transmutation

Level: Shaman 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Targets:** 2d4 fresh berries touched; **Duration:** One day/level; **Saving Throw:** None; **Spell Resistance:** Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other Shaman of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

GUST OF WIND

Evocation

Level: Shaman 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** 60 ft.; **Effect:** Line-shaped gust of severe wind emanating out from you to the extreme of the range; **Duration:** 1 round; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 [ts] 10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back



2d6 [ts] 10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6 [ts] 10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6 [ts] 5 feet.

Large or larger creatures may move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

HIDE FROM ANIMALS

Abjuration

Level: Shaman 1; **Components:** S, DF; **Casting Time:** Attack action; **Range:** Touch; **Targets:** One creature touched/level; **Duration:** 10 minutes/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsight and scent, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. Warded creatures could stand before the hungriest of lions and not be molested or even noticed. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

HOLD ANIMAL

Enchantment [Mind-Affecting]

Level: Shaman 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One animal; **Duration:** 1 round/level (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell functions like *hold person* (see Chapter Ten of the *d20 MODERN Roleplaying Game*), except that it affects an animal instead of a humanoid.

KNOW DIRECTION

Divination

Level: Shaman 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** Instantaneous

You instantly know the direction of north from your current position. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

PASS WITHOUT TRACE

Transmutation

Level: Shaman 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Targets:** One creature/level touched; **Duration:** 1 hour/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject or subjects can move through any type of terrain—mud, snow, dust, or the like—and leave neither

footprints nor scent. Tracking the subjects is impossible by nonmagical means.

PLANT GROWTH

Transmutation

Level: Shaman 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** See text; **Target or Area:** See text; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. (The GM may allow faster movement for very small or very large creatures.) The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

In some farming communities, Shamans cast this spell at planting time as part of the spring festivals.

This spell has no effect on plant creatures.

RUSTING GRASP

Transmutation

Level: Shaman 4; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature; **Duration:** See text; **Saving Throw:** None; **Spell Resistance:** No

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius (a large iron door or a wall of iron), a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee touch attack. *Rusting grasp* used in this way instantaneously destroys 1d6 points of Defense gained from metal armor (to the maximum amount of protection the armor offered) through corrosion. For example, plate mail (Defense +8) could be reduced to +7 or as low as +2 in protection, depending on the die roll. Typically, only archaic armors are made of ferrous metals.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, *rusting grasp* instantaneously deals 3d6 points of damage + 1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

SLEET STORM

Conjuration (Creation) [Cold]

Level: Shaman 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** Cylinder (40-ft. radius, 20 ft. high); **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

Driving sleet blocks all sight within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

SPEAK WITH PLANTS

Divination

Level: Shaman 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you (as determined by the GM).

SPIKE STONES

Transmutation [Earth]

Level: Shaman 4; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** One 20-ft. square/level; **Duration:** 1 hour/level (D); **Saving Throw:** Reflex partial; **Spell Resistance:** Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

A successful Search check (DC 29) finds an area of *spike stones*. A character cannot disable *spike stones* with the Disable Device skill.

SPIRIT CLUB

Transmutation

Level: Shaman 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** One touched nonmagical oak club or quarterstaff; **Duration:** 1 minute/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

TREE STRIDE

Conjuration (Teleporting)

Level: Shaman 5; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. This means that in a thick oak forest, a 10th-level druid could make ten transports over the course of 10 rounds, traveling as far as 30,000 feet (about 6 miles) in doing so. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

WARP WOOD

Transmutation

Level: Shaman 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** 1 Small wooden object/level, all within a 20-ft. radius; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object (such as a wagon wheel or a crossbow) or its equivalent per caster level. A Medium object (such as an oar or a spear) counts as two Small objects, a Large object (such as a rowboat) as four, a Huge object (such as a wagon) as eight, a Gargantuan object (such as a keelboat) as sixteen, and a Colossal object (such as a sailing ship) as thirty-two.

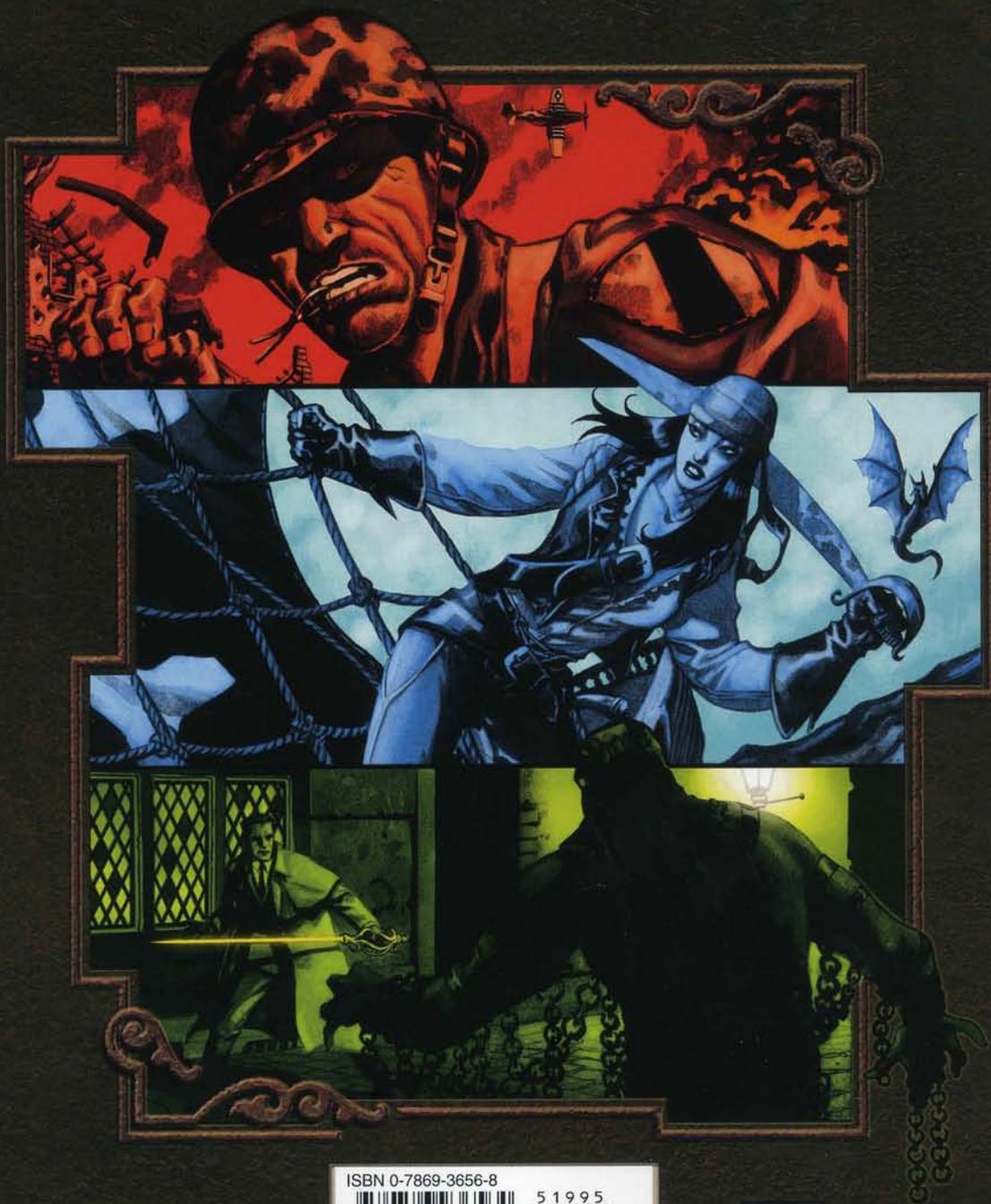
Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means.

You can combine multiple consecutive *warp wood* spells to warp (or unwarped) an object that is too large for you to warp with a single spell. For instance, an 8th level Shaman could cast two *warp wood* spells to warp a Gargantuan object, or four *warp wood* spells to warp a Colossal object. Until the object is completely warped, it suffers no ill effects.

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ISBN 0-7869-3656-8



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U.S. \$19.95

Printed in the U.S.A.

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