



Dark Matter

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C R E D I T S



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Based on the Alternity rules created by Bill Slavicsek and Richard Baker

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CHAPTER ONE: A WORD FROM OUR SPONSORS

"Well students times up, time to pass your tests into the center of the aisle. Quiet, quiet now you've all had plenty of time. So you all thought you were prepared did you. Thought you would simply come to my class, hear my lectures, devour the study work and regurgitate back up for the test. I'm sorry, but the lessons you've had to learn are far too important for that. You'll never survive in the field unless you're able to take what you've learned here and apply in many ways you never would have thought...."

"If everyone would be so kind as to reach under their seats, yes, under your seat. Don't worry you won't find any gum or other nasty surprises, lurking under there."

"Good everyone seems to have found the packet I have hidden for each of you. Inside of these packets you will find the real test."

"Please, everyone open the packets reach your hand in and pull out the object inside."

"You might feel a slight stinging sensation, that it to be expected."

"Ok, very good".

"What each of you hold is an egg sac, from an incredibly poisonous new breed of wasp."

"I wouldn't drop that if I were you, you're liable to cause the sac to open and free a very mad hornet."

"So students, you are learning several lessons, right now."

"First, when in the field it is important to always know what you are doing and who is giving the orders."

"Second, is never put your hands into anywhere you have not completely checked for safety first."

"I told you, not to drop that egg sack. The hornet has your scent, since you're the one who last touched its egg. If, I were you I would hope, that I had a born in immunity to its sting."

"Well, I'm going to guess you don't, by the convulsions and froth coming from you mouth."

"Leave the body be, the hornet will spend the rest of the lecture cleaning it up for us."

"Personally I'd worry more about your self then about those that can't be helped any longer."

"This brings us to lesson three. In the field there is only one person you can afford to look out for, yourself."

"That wraps up the final exam. You all should notice that your egg sacs are squirming by now. They'll hatch soon. By waiting for me to finish this lecture, you all have doomed yourselves. Had you killed the hornet twenty minutes ago you may have been able to kill it, but now it should be far enough along to fend for itself."

"The good news is that, there is a good chance that one of you will prove to have an immunity to the toxin. Of, course we at the CXS will need your blood sample, so try to not lose too much to the hornet."

CHAPTER TWO: THE BEASTIES

BLACK WIDOW

By David Tormsen

This extremely dangerous Xenofom has the potential to spread rapidly across the planet. A black widow needs to mate with a human male to create offspring. In order to accomplish this goal, black widows disguise themselves as attractive human females in order to lure prospective mates back to their lairs, mate with them, then revert to their true form and devour the hapless 'sperm donor'. They then lay thousands of eggs, each of which has the potential to turn into another black widow. The Institute has destroyed several of these black widow nests, but they are appearing with increased regularity with the rise of the dark tide.

Spider Empathy (Ex): Communicate with monstrous spiders, and a +4 racial bonus on Charisma-based checks against monstrous spiders.

Web (Ex): Same as monstrous spider.

Description

At most times, the black widow looks exactly like a human female, albeit extremely attractive and slightly detached. During mating, a black widow will maintain this human exterior until the human male ejaculates, at which point the black widow will revert to its true form of a horrific monster. The black widow's head shrinks into its body, leaving the face jutting directly out of the top of its torso. Its eyes turn jet-black, its teeth extend and its ears and nose disappear into its body. Its hair solidifies into long thick strands running down its back. Four extra limbs tear out of the sides of its body, while its arms and legs become longer and thinner. Tiny jet-black chitinous plates cover the black widows body, and deadly claws are unsheathed. The most horrifying part of this process is the fact that the black widow, despite its new arachnid appearance, is still vaguely human.

	Black Widow, Human Form Medium Humanoid (Human ShapeChanger)	Black Widow, Hybrid Form Large Humanoid (Human ShapeChanger)
Hit Dice:	1d8 plus 4d8	1d8 plus 4d8
Initiative:	+1	+5
Speed:	30 ft	30 ft. climb 20 ft.
Armor Class:	12 (+1 dexterity, +2 natural) touch 11, flatfooted 12	18 (-1 size, +5 dexterity, +4 natural) touch 14, flatfooted 13
Base Attack/Grapple:	+2/+3	+2/+7
Attack:	Knife +2 melee (1d4+1) or 9mm +3 ranged (2d6)	Bite +6 melee (1d8+3 plus poison) or Claw +6 melee (1d4+2)
Full Attack:	Knife +2 melee (1d4+1) or 9mm +3 ranged (2d6)	Bite +6 melee (1d8+3 plus poison) and 2 Claws +1 melee (1d4+2)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	n/a	Poison, web
Special Qualities:	Alternate form, spider empathy, darkvision 60 ft., tremorsense 60 ft.	Alternate form, spider empathy, darkvision 60 ft., tremorsense 60 ft., damage reduction 5/piercing, multifaceted eyes
Saves:	Fort +4, Ref +4, Will +1	Fort +6, Ref +8, Will +1
Abilities:	Str 11, Dex 13, Con 10, Int 10, Wis 11, Cha 14	Str 15, Dex 20, Con 12, Int 10, Wis 11, Cha 14
Skills:	Climb +1, Diplomacy +9, Hide +2, Handle Animal +3, Jump +1, Move Silently +4, Spot +4	Climb +9, Diplomacy +9, Hide +2, Handle Animal +3, Jump +1, Move Silently +4, Spot +14
Feats:	Alertness, Dodge, Personal Firearms Proficiency, Weapon Finesse	Alertness, Dodge, Personal Firearms Proficiency, Weapon Finesse
CR:	4	4
Advancement:	By character class	By character class
Level Adjustment:	+4	+4

Combat

Multifaceted eyes (Ex): +10 bonus to all spot checks.

Alternate Form (Ex): The Black Widow can change between her normal and hybrid form as a full action, in doing so she is healed as a day of rest.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Encounter

When the black widow is in its human form, it will often be passed by any number of people, who will afford it not a second glance (although sometimes, due to the black widow's attractiveness, a third, fourth and fifth one will be granted). In this form, it is almost impossible to judge that the black widow is anything other than a peculiarly attractive and

curiously detached human being. A hero may even attempt to seduce a black widow, which more often than not is reciprocated.

If forced into combat, a black widow will revert to its true form almost instantly. It will attack and devour all that oppose it, and only if severely outnumbered will it retreat. It knows its advantages in dexterity and will use them to dodge attacks and land them with greater accuracy. Its chitinous armor, sharp claws and determination makes a black widow a formidable opponent. When defending its lair or eggs, a black widow will not stop fighting until all its enemies are dead, even when outnumbered. Fighting a black widow requires some heavy firepower and a lot of luck, as the Institute has discovered.

Habitat/Society

Black widows are found in many human cities around the globe, and mostly keep a low profile. They are territorial (though not often violently so) and give each other a wide birth.

Thankfully for the human race, their populations at present are very low, only perhaps a single black widow for every million humans. As they reproduce in large numbers, this may not always be the case. Black widows have no society as such,

preferring to work alone in their primary goal: the continuation of the species. It is at present, unknown exactly where the black widow originated from. It was originally thought to be a species of Stranger, but the seeming close genetic links between the Black widow and humanity (and, incidentally, certain arachnid species) means that at least originally, the black widow was descended from a Terran gene pool. A case can be made for the Doorway origin of the black widow. There is the argument that the black widow was likely created artificially by alien, government or illuminati gene splicing experiments. Whatever the case, the black widow is now a very real threat, which could rapidly grow.

Adventure Hook

The heroes are sent to investigate the mysterious disappearance of a Hoffman agent tracking a Ekimmu preying on the New York night life. Investigation reveals that he was

last seen alive in the Spiritu Sancti, leaving with an attractive Gothic woman. More bodies are found with severe blood loss, but the body of the missing agent himself. When the Ekimmu itself is apprehended, it is revealed to be an Afro-Brazilian man, not a young Gothic woman. If the Ekimmu is not responsible for the agent's death...then what is?

BROWN JELLY

By Jim Clunie

"But my brain or mind somehow also refused to believe that these whiskers were truly those of the creature I was looking at. It was as if something was putting this image of whiskers

in my mind telling me to believe these

whiskers and muzzle belonged to the

Easter Bunny, and I was looking at the

Easter Bunny. For a fraction of a

second I believed it but then my own

thoughts told me

no, and I knew they were not real – at

least not belonging to the creature I

was looking at.

As soon as my thoughts went in

the direction that these whiskers were

not real, I became

suspicious of this whole creature. I was not at all

frightened, but I was

thinking that someone was playing a joke on me and trying to fool me. I looked very closely back at its left eye. My nose must have been almost touching its jaw as I looked at this huge eye. I didn't look directly into its eye at this point. I studied the eye's edges and how the skin ended at the eye socket. There wasn't any real "eyeball" in a human way. The shiny black "eye" seemed like a very shiny "shield," tinted dark. There was no liquid around the eyeball as with humans and animals. The black shiny eye was more like an opaque "plastic" shield – but more shiny and sleek looking than plastic.

The clear thought I had as I looked at the eye was "you're not the Easter Bunny – this is a costume you're inside." My mind paused and then felt sad and curious at the same time. Then I thought, "Why don't you take off that costume and let me see you inside?"

Previously the eye had a shine that I judged to be a reflection from a light source somewhere in the room. When I thought to



myself that I wanted to “see you inside,” the eye's shine changed. I saw either a color change near the inner side or a mottled glow that darted up and down. The color was orangish-brown-yellow, maybe. The color reminds me now of tortoise-shell plastics and the way light permeates those objects. I'm not sure if I saw movement within the eyes – a more solid object bounce in front of the light, obscuring the glow for a second, that made it seem as if the glow darted up and down. If I not see a color change, I could interpret what I saw as a flat-faced figure inside a helmet – through the large black shiny eye I might have seen some flat faced head of a creature jump back into the back part of the costume/helmet when I peered so closely. After the color/movement I was overwhelmed with thoughts. I for a long time I believed these to be my own thoughts but I'm thinking now they were the “bunny's” thoughts. I had just thought, “let me see you inside,” the eyes changed color/movement, and I was immediately “hit” both emotionally and mentally with ideas and feelings. I think now that these were not my ideas at all. I

At some time in the late 1920s, in the New England region of the USA, a mysterious, powerful and scientifically advanced entity, existing over several more dimensions than the four familiar to humans, discovered the means to generate four-dimensional constructs of organic matter in order to extend its control over our reality. Its ultimate purpose is unknown, but many of its proclivities are harmful to the humans who have met up with it.

Description

The basis of this xenofom's bio-constructs is an amorphous organic protoplasm of translucent, bioluminescent jelly. This plasma is able to feed, regenerate itself, form various shapes, exert contractive force, and build complex sensory and information-processing networks. Masses of Brown Jelly extend the original xenofom's neural network, greatly increasing its intelligence and psionic potential, and transforming its personality into a peculiar multi-faceted hive consciousness. In many ways, an eighth-dimensional which

	Attentive Small Aberration	Operative Medium Aberration	Projective Medium Aberration	Representative Large Aberration
Hit Dice:	1D8-1 (3Hp)	4d8+3 (19Hp)	4D8 (16Hp)	8D8+16 (48Hp)
Initiative:	-4	+1	-2	+1
Speed:	10 ft.	20 ft.	40 ft.	60 ft.
Armor Class:	7 (+1 Size, -4 Dex)	11 (+1 Dex)	7 (-2 Dex)	10 (-1 Size, +1 Dex)
Base Attack/Grapple:	+1	+3	+3	+6
Attack:	N/A	+4 Slam (1d4+1) or By weapon	+1 Slam (1d4-2) or by Weapon	+10 Slam (1d6+4) or By Weapon
Full Attack:	N/A	+4 Slam (1d4+1) or By weapon	+1 Slam (1d4-2) or by Weapon	+10 Slam (1d6+4) or By Weapon
Space/Reach:	5ft/5ft	5ft/5ft	5ft/5ft	10ft/10ft
Special Attack:	N/A	N/A	Psionics	Psionics
Special Qualities:	N/A	DR 5	DR 5, PR (20)	DR 10, PR (30)
Saves:	Fort , Ref , Will	Fort , Ref , Will	Fort , Ref , Will	Fort , Ref , Will
Abilities:	Str 4, Dex 6, Con 8, Int 6, Wis 9, Cha 7	Str 12, Dex 12, Con 12, Int 8, Wis 8, Cha 10	Str 6, Dex 6, Con 10, Int 16, Wis 16, Cha 13	Str 18, Dex 12, Con 14, Int 18, Wis 18, Cha 18
Skills:	N/A	Spot +7, Search +7, Listen +7	Psionics Craft +7, Concentration +7	Any 8 rank 11
Feats:	N/A	Weapon focus(Slam), Toughness	Body Fuel, Over Channel	Body Fuel, Over Channel, Weapon focus(Slam), Toughness
Climate/Terrain:	8 th Dimension	8 th Dimension	8 th Dimension	8 th Dimension
Organization:	Hive	Hive	Hive	Hive
CR:	0	4	4	8
Alignment:	CN	CN	CN	CN

definitely “heard” (I say heard only for lack of a better way of putting it – they are foreign thoughts and feelings in your head, so it seems as if it should have been brought from outside into your head through the normal processes of hearing) ...I “heard” the words “Yuck! Icky! Ugly!” and felt overwhelming fear, paralyzing, unable to move or react in terror”.

has developed a Brown Jelly hive becomes an entirely different creature. It is likely that the evolution of this composite species is far from reaching its ultimate form. The brown jelly substance can secrete a tough polymeric material, as the human body creates hair or skin, which protects the more complex and long-lived constructs from the outside environment. Inspired by its encounters with humans using farm machinery, an enterprising eighth-dimensional based in

Wyoming, USA, constructed an oval metallic shell to contain a large mass of Brown Jelly, enough to provide psionic levitation and teleportation of the shell. This form has been highly successful and much imitated by its colleagues. Besides the large saucer-shell, Brown Jelly constructs fall into a number of known forms. Their physical abilities and complexity of senses and local data processing increase dramatically with their size.

Encounter

The smallest child-sized Attentives, up to 10 kg and 1m tall, are mostly used as sensors, or to perform minor tasks within the bio-shell. They are not complex enough to support links to the eighth-dimensional consciousness at any great distance. Operatives weigh 30-40kg and stand between 1.0 and 1.3 metres tall. They contain a high proportion of muscle-like contractive tissue, making them capable in physical tasks. Their nervous system is optimised for calculation and has a relatively light extra-dimensional connection, so they are best suited to work inside or very close to a bio-shell. The spindly, lightweight Projective constructs are optimised for long-distance connection to the central consciousness and the manifestation of psionic powers. They stand up to 1.6m tall but weigh no more than 30kg. For tasks that require powerful abilities and independent operation, a Brown Jelly will occasionally invest a large section of its substance in Representative form. A Representative is taller than a man, easily as strong, and can call on devastating psionic effects. Certain tasks within the bio-shell, such as monitoring of captured biologicals, do not even require an Attentive. The Brown Jelly may form immobile, undifferentiated bio-films for these tasks. A bio-film can sense movement, biochemical changes or levels of light and darkness, and report telepathically to the central consciousness.

Habitat/Society

The extradimensional has attracted many lesser imitators of its kind, through the eighth-dimensional equivalent of word of mouth. Over the past three decades, since the introduction of certain innovations in their technology, the species has contacted humans in such an indiscriminate wave that their constructs are now the most commonly known xenofom among innocent US citizens. They make a major contribution to the "Grey" phenomenon, that has been so useful to conceal the actions of various Illuminated groups. Brown Jellies require certain forms of nutrient-rich Earth animal tissue, especially sources of undamaged DNA and nerve material, in order to sustain and develop their bio-constructs. They are responsible for many cattle mutilations, and possibly worse, to acquire this food. Brown Jelly constructs each have a fully functioning brain cortex, and if cut off from contact with the eighth-dimensional, can operate on their own and slowly develop self-awareness. This is especially likely for Operatives, which have a relatively short-range connection to the bio-shell and are sturdy enough to fend for themselves. A rogue may come to dread the prospect of merging with the collective, snuffing out its individuality as surely as physical

death. Certain rogues, who have been in contact with humans for many years, have begun to refer to this fear as an anthropomorphic "demon" – Iscii ba Fan, the Horror of Silence – which, in truth, is nothing more than the collective brain-mass from which the rogue beings themselves arose.

Adventure Hook

Deep Black: The Hoffmann Institute's sources pass on word of a Delta Force team that has suffered heavy, unexplained casualties in an irregular "training mission" in New Mexico. Contacts in USAMRIID can get a small group into the military hospital where the survivors are recovering. From the highest level of the Institute, the heroes are asked to find out what the Delta Force soldiers were up to, and what happened to them. The squad was sent in to an underground facility at Dulce, New Mexico, which was established secretly in the early 1970s by a group of conspirators within the US government. Several years ago, the COM-12 researchers there were decimated by an attack from within the complex by non-human entities. Despite efforts to negotiate a power-sharing arrangement, then a Special Forces assault when the deal proved unworkable, the human conspirators were driven out, leaving the Dulce facility as an alien beachhead in the US. According to a civilian biochemist who made some progress in understanding the creature, before her unfortunate loss, the eighth-dimensional that has taken possession of the Dulce tunnels is "one who is vigilant against wrongdoing" – possibly a law enforcer of some kind, in the wholly unknown society from which it came. If a group of agents can evade the COM-12 cordon around the abandoned base, it might be possible to negotiate with the inhabitant for information or access to the Dulce facility. A second goal of the mission is to determine if any of the missing Delta Force soldiers are still alive, what the creature wants with them, and whether they can be recovered

CERBERUS

By David Tormsen

A Cerberus is an extradimensional organism with the ability to open and close doorways at will. A Cerberus usually has a purpose for its existence, a purpose given to it by the higher powers of Enochian magic. Cerberus has many roles, but the two most common, are the guarding of doorways and ancient artifacts or the hunting of extradimensional creatures. These pertain only to the domesticated Cerberi, the rare wild Cerberi care only for their own survival. A Cerberus set to guard will stay at its post constantly, watching for threats. They often guard doorways or ancient artifacts of arcane value in deep underground caves and labyrinths. Cerberus, being extradimensional creatures, do not need sleep or sustenance as we know it, and thus do not suffer from fatigue damage and only sleep for healing purposes. They also have nearly endless life spans, so they can guard the same doorway for millennia and still be prepared to meet any threat. Hunter Cerberi are

different altogether. These Cerberus are responsible for capturing any entities that have escaped from their home dimensions and return them to their proper places of existence. These include both the spirits of deceased humans, such as ghosts, and more malevolent creatures such as Bering demons. The ratio of Cerberus to such entities has always been low, and with the rise of the dark matter levels and the increased tendency for ghosts and demons to manifest it has become even lower. Subsequently, Cerberus are often used to target individual entities rather than being wasted as guards against every restless spirit and two-bit demon to walk the earth.

Ghost Touch: The Cerberus can make bite attacks against incorporeal, without any penalty, also the Cerberus can attempt to grapple with incorporeal creatures holding them in its jaws.

Description

Cerberi are large three-headed hounds, equipped with sharp teeth and claws. Their coat is rough and scratchy, and colored brown or gray. They are 4 feet tall, a meter and a half from nose to tail and built like tanks. Other than the obvious three heads, the most distinguishing feature about Cerberi is their

	Domesticated Medium Magical Beast	Wild Large Magical Beast	Hunter Large Magical Beast
Hit Dice:	12D10+24 (84Hp)	14D10+56 (126Hp)	16D10+48 (128Hp)
Initiative:	+1	+1	+1
Speed	30ft.	40 ft.	40ft.
Armor Class:	16 (+1 Dex, +5 Natural)	15 (-1 Size, +6 Natural)	18 (-1 Size, +2 Dex, +7 Natural)
Base Attack/Grapple:	+12/+17	+14/+27	+16/+22
Attack:	Bite +13 (1d6+1)	Bite +18 (1d8+5)	Bite +19 (1d8+4)
Full Attack:	3 Bites +13 (1d6+1)	3 Bites +18 (1d8+5)	3 Bites +19 (1d8+4)
Space/Reach:	10ft/5ft	15ft/10ft	15ft/10ft
Special Attack:	Tear (3d6+3)	Tear (3d8+15)	Tear (3d8+12), Anchored Bite
Special Qualities:	Spell-like abilities, Ghost Touch, Scent	Spell-like abilities, Ghost Touch, Scent	Spell-like abilities, Ghost Touch, Scent
Saves:	Fort +11, Ref +10, Will +9	Fort +13, Ref +9, Will +8	Fort +14, Ref +9, Will +9
Abilities:	Str 13, Dex 12, Con 14, Int 8, Wis 10, Cha 12	Str 21, Dex 10, Con 18, Int 5, Wis 8, Cha 12	Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 14
Skills:	Listen +14, Spot +14, Search +10, Hide +14, Knowledge (Planes) +17	Listen +16, Spot +16, Search +12, Hide +14, Knowledge (Planes) +17	Listen +18, Spot +18, Search +14, Hide +14, Knowledge (Planes) +19
Feats:	Awareness, Lightning Reflexes, Great Fortitude, Iron Will, Improved Grapple	Awareness, Lightning Reflexes, Great Fortitude, Iron Will, Improved Grapple	Awareness, Lightning Reflexes, Great Fortitude, Iron Will, Improved Grapple, Improved Trip
Climate/Terrain:	Astral Plane	Astral Plane	Astral Plane
Organization:	Solitary	Pack (2-4)	Solitary
CR:	9	10	12
Alignment:	LN	LN	LN

Combat

Tear: If the Cerberus succeeds in hitting with all three heads, the Cerberus does the additional damage listed.

Anchored Bite: Any creature bitten by a Hunter Cerberus, must make a willpower save DC (21) Constitution based, or be considered under the affect of Dimensional Anchor caster by a level 8 sorcerer.

Spell-Like Abilities: Domesticated; Gate, Teleport, Greater Teleport, Find Path, Long Strider, Locate Object, Dimension Door (At Will). Wild; Greater Teleport, Dimension Door, Long Strider, Locate Object (At Will). Hunter; Blink, Gate, Greater Teleport, Dimension Door, Long Strider, Locate Object (At Will).

glowing white eyes.

Guard and Hunter Cerberus have cleaner coats and brighter eyes than their Wild cousins. Wild Cerberus are slightly larger, as well as mangier and possessing a pungent odor.

Encounter

When encountering mortals, Cerberus tends to seek to avoid combat by scaring them off or leaving the area itself, as circumstances warrant. If forced into combat, however, a Cerberus can be a vicious opponent. It will attack directly, snapping at its opponents with its three jaws, and sometimes scratching at them with its stubby claws. If its opponents retreat, it will let them go unless they have done something truly evil. A Guard Cerberus will never stray far from whatever it is it is guarding. When a Hunter Cerberus encounters a extradimensional entity such as a ghost or

demon on Earth, it will attack the entity unless the entity is able to convince the Cerberus otherwise. The Cerberus will attempt to bite onto the entity with at least two of its heads and hold it in place. Any penalties due to opponents extradimensional nature (intangibility, etc.) is negated by the Cerberus' own nature. It will then open a small doorway (which more often than not appears as a glowing ring of fire hanging suspended in the air) and drag the unfortunate entity through it. After a few moments, the Cerberus will emerge from the doorway, alone. Cerberus cannot speak but can understand languages. Most cerberus speak elohim, as well as an additional human language. They appear to be able to perform certain Enochian spells, though they do not tend to rely on them.

Habitat/Society

Exempting for a moment the Guard Cerberus who stay in the same location for millennia, most Cerberus wander the universe, fulfilling their missions. They have little society of their own. Most Cerberus are in constant contact with the higher powers of Enochian magic, who direct them. Cerberus have been seen in the company of Elohim. There is one example on record of a Cerberus who had seemed to develop a close relationship with a Luciferan, but this may have been an isolated incident. Wild Cerberus are known to exist, but they seem to be exceedingly rare. Wild Cerberus move across the universe in packs of between three and twelve, hopping from world to world by doorways. While like the Hunter and Guard varieties of Cerberus they have no need for physical sustenance, they seem to have developed a taste for extradimensional entities, Bering demons, ghosts and even Elohim. Thankfully, Wild Cerberus are very rare on Earth.

Adventure Hook

The heroes are sent to contact the spirit of a former colleague whom was gunned down by assassins because of some information that only the deceased possessed. Luckily, his spirit did not cross over to the other side, and he was able to contact the Hoffman Institute. The heroes have to meet the spirit of the deceased and get the information before he crosses over to the other side. Unfortunately, when they arrive at the side of the meeting, in a cemetery; they witness their ghostly contact being dragged through a ring of fire by a Cerberus. The Cerberus reappears several moments later, then runs off. Investigation reveals that a three-headed dog has been reported across the city, as have reports of a red-skinned humanoid with clawed hands and horns. Is this Cerberus in pursuit of a Luciferan, or a Bering demon? Will the heroes be able to convince the Cerberus to bring their deceased colleague back to the earthly realm long enough to get the critical information from him?

CYBER DEMONS

By Daryl Blasi

As human society became more entrenched in technology and the digital world, certain malevolent beings from the nether regions evolved to reflect the new tech-reliant reality. These cyber demons integrated the use of technology into their diabolical manipulations of humanity and reality. Eventually many of these demons melded with the technology to become truly cyber in nature. There are a wide variety of cyber demons, differing in their methods and use of tech. Some of these demons travel the grid, playing upon the vices of those who use the digital world to feed their dark impulses. Other demons revel in the negative side of industrial development, finding easy prey in the urban squalor created from industrial growth and subsequent economic crash.

Cyber Hells: As cyber demons grew in number they broke away from their more traditional brethren and claimed parts of the hellish dimensions for themselves. The cyber demons mixed technology with diabolical perversions to create their realms, resulting in a nightmare landscape of harsh neon glows and metallic ruin.

Realms: The cyber hells are divided up into different realms ruled by cyber demons of great power and status. The following is a short description of a few of these kingdoms.

Neogaddam: Lokazon, Lord of Despair, rules this deadly realm. Unlike other cyber hells, this realm is brightly lit and clean. The material that is used to make the structures in this domain appears to be the well-polished metallic bodies of the damned. A blue fluorescent light radiates from this soul substance creating a sickly glow that numbs the senses and thoughts of anyone who spends too much time in this realm.

Trop: Skane, Lord of Rage, rules this hellish urban wasteland. Rows of decaying skyscrapers spread out into an endless landscape of the worst possible features of urban life. The roads are filled with vehicles stuck in eternal traffic, giving off toxic fumes that eat away at unprotected flesh. Raging mobs of demons and damned souls periodically run through the streets ripping apart anything and anyone they encounter. The noise of the city is a mix of screams of rage and pain, tearing away at the sanity of anyone within its confines. This constant din eventually drives the listener into a homicidal rage.

Cytica: Tazarazat, Lord of Lust, rules this underground den of perversion. Garishly lit with neon lights of all colors and decorated with instruments of torture and erotic pleasure, this realm would make even the most jaded dominatrix blush. Demons and the damned take part in endless orgies and demented revelry, but no one ever finds satisfaction, spiritual or physical.

The Damned: Unfortunate souls who find themselves condemned to the cyber hells often appear as their former selves with cybernetic additions made to their soul material. Most of the time the cyberware is anything but an enhancement, though. Usually the cybernetics are designed to impede and antagonize the soul in a variety of ways. Rusty malformed cyber legs that lock and throw the soul to the ground, cyber devices implanted in their torsos that leak

burning acid, cyber eyes that intensify light to a painful degree, and other such techno tortures. When a soul first enters the cyber hells, they are hunted down by demons who take them to hellish workshops where they are fitted with a variety of cybernetics, at the whim of the demons. A fortunate few are chosen to be servants of powerful cyber demons and are shaped and fitted accordingly with tools appropriate to their new function. Of course "fortunate" is a relative term in the cyber hells. Some of these souls function as mobile communication devices, with computer monitors imbedded in their torsos and their heads melded with satellite dishes. Other souls are shaped into warriors with machine guns for arms, facing annihilation at the hands of demons, other damned souls, or even angels. These are but a few examples of the use of the damned, which find themselves mere tools and playthings for the pleasure of the cyber demons.

Seductrix

Medium Lawful Outsider/Construct

Hit Dice: 6D10+20 (50 Hp)

Initiative: +2

Speed: 30ft, fly 50ft (Average)

AC: 21 (+2 Dex, +9 Natural) touch 12, flatfooted 19

Base Attack/Grapple: +6/+9

Attack: Claw +9 melee (1d6+3) + electric (1d4)

Full Attack: 2 Claws +9 melee (1d6+3) + electric (1d4) or 9mm +8 ranged (2d6) + electric (1d4)

Space/Reach: 5ft/5ft

Special Attacks: Energy Bolt, Spell-Like abilities, Summon Grid Shadow, Seduction Ritual

Special Qualities: Low-light vision, Darkvision, Construct Traits, Heal electrical based damage

Saves: Fort +5, Ref +7, Will +7

Abilities: Str 16, Dex 14, Con 0, Int 16, Wis 14, Cha 20

Skills: Bluff +20, Diplomacy +14, Disguise +10, Escape Artist +8, Hide +7, Intimidate +13, Listen +12, Move Silently +11, Search +10, Spot +8

Feats: Persuasive, Skill Focus (Bluff), Sadist

Climate/Terrain: Cyber Hell

Organization: Solitary

CR: 8

Alignment: LE

Advancement: By Class

Seductrix are cyber demons created from the concentrated lust and perversion inspired by the numerous pornographic sites on the grid. Seductrix can enter the real world if summoned or at times or in places where the barriers between dimensions are weak. They can automatically transmit their demonic shadow into the grid at any time and prefer this method in contacting mortals.

Combat

Energy Bolt (Su): The Seductrix can use this attack at the cost of 5 Hp damage to its self, and as long as she is within

50ft of an electricity source. Energy bolts causes 6d8 electrical damage, in a 40ft line, Reflex for ½ DC (18) charisma based.

Spell-like abilities: At will--Charm Monster/Person (DC 18), Detect Thoughts (DC 15), Alter Self, Suggestion, Planar Jump (Only Cyber Hell)

Summon Grid Shadow (Sp): Once per day, as long as the Seductrix is within 50ft of anything with Internet access, she can summon one Grid Shadow to aid her.

Seduction Ritual (Sp): A Seductrix is able to perform a special ritual that changes the target into a Fanatical slave. This ritual can take many forms, but always involves manipulating the lustful desires of the victim. The most direct method is actual sexual activity with the victim. After a series of successful trysts, the victim eventually becomes a willing slave to the Seductrix. Another way the Seductrix can perform this ritual is by setting up a pornographic site on the grid that actually acts as conduit for her power. As the grid user involves themselves in the pornographic media, their will is weakened by the Seductrix's power, eventually succumbing to her domination. In game terms, the ritual composes of a series of saving throws, each failure brings the victim closer to slavery. Each hour the victim spends on the site they must make a Willpower save DC (15+1 per failed save earlier), if the first saving throw is successful the victim can walk away unaffected by the ritual. However, after the first failure, the victim becomes addicted, needing to make a Fortitude save DC (17) or take 1 point of Wisdom damage, for everyday not spent on the site. This occurs for 5 days plus 1 for every previous failure. If the victim fails five non-consecutive saving throws, they become a Fanatic, controlled as if by Geas spell, casted by a level 20 wizard.

Description

In their natural form, a Seductrix appears as a beautiful human-like female between 1.7 and 2 meters tall with reflective glasslike skin of a dark blue hue. Their hair appears to be made of light blue metallic filaments that dimly glow, fluctuating in intensity every second. Their pitch black eyes appear to be made of the same glasslike substance as their skin. Seductrix have sharp glowing blue claws. Small green digital 0s and 1s race across their skin as if flowing across a computer monitor, fading in and out in random patterns.

Encounter

In the real world, Seductrix will attempt to seduce and manipulate people to fulfill their goals. If confronted with physical violence, a Seductrix turns into a vicious fighter using her claws and electrical energy blast to cause harm. They are also likely to utilize guns of the latest design.

Habitat/Society

Seductrix usually work for a greater cyber demon, recruiting mortal servants for the demon's cause. Many Seductrix like to set themselves up as secret advisors to powerful people who control the proliferation of the grid and digital entertainment. Such individuals could be politicians who are in a position to

control grid regulations, corporate leaders pushing technology to new levels, or movie studio heads creating entertainment for a large, impressionable audience. On the grid, Seductrix will often set up provocative sites that entice grid users to experience any pornographic entertainment they can imagine. Their goal is to addict the grid user and weaken his will, eventually making him a mind-controlled slave.

Adventure Hook

The peace of an affluent, suburban community is shattered with the horrific death of a visiting religious leader. To the shock of the community, three bright high school boys are revealed to be the murderers. With no apparent motive, the boys killed and then mutilated the man by cutting strange markings into his torso. Fingers are pointed immediately in all directions trying to place the blame. The common bond of the boys is their obsession with computers and violent video games. When an investigation is performed, the police find large amounts of downloaded pornography on their hard drives. Unknown to the public, a Seductrix had contacted each of the boys on a chat site and established a digital relationship centered on sex. Eventually she magically seduced each one in turn with her Websites and then ordered them to murder the minister using a satanic ritual. The minister was in fact a member of a religious order of demon hunters who had foiled earlier plans of the Seductrix. His ritual death weakened the barriers between dimensions and allowed the Seductrix to pass through into this world. The Seductrix has taken on a mortal identity as the beautiful new computer teacher at the local high school (the old teacher mysteriously left one day, tendering his resignation through e-mail). Now the Seductrix has a large number of potential slaves to do her bidding as she sets her sights on seducing the owner of a successful software company conveniently located in the town.

Bluudjagm

Large Outsider/Construct

Hit Dice: 8D10+30 (50Hp)

Initiative: +1

Speed: 40ft

AC: 18 (-1 size, +1 Dex, +8 Natural Armor) touch 10, flatfooted 17

Base Attack/Grapple: +6/+15

Attack: Grafted Great Axe +14 melee (1d12+8)

Full Attack: Grafted Great Axe +9 melee (1d12+8), Grafted Great Club +9 melee (1d10+8)

Space/Reach: 10ft/10ft

Special Attacks: Electric Bolt, Summon Grid Shadow, Hate Aura, The Awakening of Blood

Special Qualities: Darkvision, Construct Traits, DR 5/Good, Hunger for Hatred

Saves: Fort --, Ref +0, Will +1

Abilities: Str 26, Dex 12, Con --, Int 13, Wis 13, Cha 16

Skills: Intimidate +11(+16), Hide +7, Search +3, Spot +4

Feats: Power Attack, Cleave, Sadist, Endurance, Die Hard

Climate/Terrain: Cyber Hell

Organization: Solitary

CR: 10

Alignment: LE

Advancement: By Class

Bluudjag are cyber demons created from the hate and violence of racism that has infested modern society and the grid. The Bluudjag are rage-filled creatures whose very presence causes others to be agitated and hostile.

Combat

Energy Bolt (Su): The Bluudjag can use this attack at the cost of 5 Hp damage to its self, and as long as he is within 50ft of an electricity source. Energy bolts causes 8d8 electrical damage, in a 40ft line, Reflex for ½ DC (21) charisma based.

Hunger For Hatred (Su): The Bluudjag feed on the hatred and violence they inspire and can actually be physically damaged if they are unable to influence others to violence. For each day a Bluudjag is unable to force someone to inflict 5 lethal damage on another, the Bluudjag must make a Willpower save DC (18), or take 1d8 lethal damage. A Bluudjag may only heal this damage by getting someone to commit acts of violence against another. For each amount of damage caused, the Bluudjag heals the same number of hit points. Damage inflicted upon the Bluudjag through other means may also be healed in this manner as well.

Hate Aura (Su): All creatures within 20ft of the Bluudjag must make a Willpower save once per round DC (21). Failure means they victim must spend their action attacking, the Bluudjag's hate focus. The Target of Bluudjag's hate focus can be changed during the Bluudjag's turn as a free action. Damage caused by those under the affect of the hate aura, heals the Bluudjag, as per the Hunger for Hatred ability. The save DC is charisma based

Summon Grid Shadow (Sp): Once per day, as long as the Bluudjagm is within 50ft of anything with Internet access, he can summon up to three Grid Shadows to aid him.

The Awakening of Blood (Sp): Bluudjag often use the grid to interact with mortals who have leanings toward racist or antisocial behavior, infecting them with the Bluudjag's hate. The Bluudjag can project their hate aura through the grid in a special ritual that will leave the victim of the power seething with anger that can only be quenched with violence and murder. This hate ritual, called the Awakening of Blood by Bluudjag, requires the victim to make a Willpower save DC (15+1 per previously failed save). This check is made every hour the Internet user is online interacting with the Bluudjag's website, dedicated to hate rhetoric towards a specific group of people. This complex Willpower save does not have to be made continuously and the demon can even break off from the ritual and return another day to complete the magic. For instance, the grid user may visit the hate site one hour each day eventually succumbing to the Bluudjag's rage. If the Bluudjag victim accumulates five failures the internet user

immediately becomes combative towards a particular group of people and will seek out violent confrontations with anyone of that group. If the ritual is successful, this effect lasts for a week. A side effect of this hate ritual is the weakening of barriers between dimensions. If the Bluudjag inspires his pawns to kill thirteen people, the demon will be able to cross over into normal reality.

Description

Bluudjag appear as humans with grotesquely large muscles and rage-twisted faces with lips permanently curled back to show large yellow teeth. Bluudjag can change their skin color at will to match whomever they are trying to inspire to violence. A Bluudjag's body is covered with tattoos of infernal runes, diabolical scenes of cruelty, and other hideous markings. Most Bluudjags have numerous piercings ranging from simple nose rings to hellishly designed apparatus that would kill a normal human. Bluudjags always have a large weapon melded with one of their arms, replacing the forearm and hand. This weapon can be detached by the Bluudjag and replaced by another, depending on their mood or need.

Encounter

In the real world, the Bluudjag react to most situations with aggression and cruel violence. They favor any sort of weapon that causes extreme pain or heavy damage such as flamethrowers, heavy machine guns, and sabot cannons, depending on the Progress Level of the campaign. This weapon is attached to the Bluudjag's arm and can be reloaded as normal. Bluudjags are also adept at Pyromancy, enjoying the havoc these powers can cause to a crowd of people. Bluudjags are not subtle in their tactics and prefer a fist to the face over complex schemes. If a Bluudjag is successful in crossing over from the cyber hells to normal reality it will forcibly take over leadership of a militant organization dedicated to some form of racism or prejudice and inspire them to ever increasing acts of violence, until the group inevitably self-destructs. The Bluudjag then moves on to another group, where the cycle begins again.

Habitat/Society

Bluudjag are numerous in the cyber hell of Trop, where these demons scour the damned cityscape for victims to feed their rage. Bluudjag are sometimes the foot soldiers of more powerful cyber demons, but their nature predisposes them to follow their own particular agenda to spread hate and paranoia.

Adventure Hook

A small city experiences a series of brutal attacks on immigrants, most dying from their wounds. The victims of these attacks all have racist slurs spray-painted on their bodies, while the few who survive recall their attacker muttering about the "the Angel of Purity". The police eventually catch the killer, who turns out to be a librarian who is described as polite and soft-spoken by his coworkers and acquaintances. As the city celebrates the capture of the killer, a new series of attacks begins, this time the victims are people

in an affluent neighborhood. Determined to cross over to the Earth's dimension, a Bluudjag had contacted the librarian on a racist chat site with the intention of corrupting him with the hate ritual. Sadly, the librarian was not a true racist and was actually researching hate groups for an article he hoped to write for a local magazine. After the librarian was caught the Bluudjag began controlling a new pawn, a college student who had taken an interest in radical social movements. The Bluudjag hopes the student will complete the thirteen murders it needs.

Grid Shadow

Medium Construct

Hit Dice: 3d10+20 (35Hp)

Initiative: +5

Speed: 40ft fly

AC: 14 (+1 Dex, +3 Deflection) touch 14, flat footed 13

Base Attack/Grapple: +2/-

Attack: Incorporeal Touch +3 electrical (1d6)

Full Attack: Incorporeal Touch +3 electrical (1d6)

Space/Reach: 5ft/5ft

Special Attacks: Energy Damage (Electric), Static Shock, Electric Shield

Special Qualities: Incorporeal, Blindsense, Construct Traits, Immune Electrical Damage

Saves: Fort +0, Ref +1, Will +0

Abilities: Str --, Dex 12, Con --, Int --, Wis 10, Cha 12

Skills: Hide +8, Listen +7, Move Silently +8, Search +7, Spot +7

Feats: Improved initiative

Climate/Terrain: The Grid

Organization: Solitary

CR: 4

Alignment: LN

Advancement: N/A

Poor souls, lost to the degeneration and degradation of cyber space find themselves amongst the hundreds of other cyber damned, forced in to servitude be the cyber demons. Grid Shadows appear ethereal and wraith with an occasional ripple of static disrupting their incorporeal form.

Combat

Static Shock (Su): At the cost of 5 Hp, the Shadow forces all creatures within 30 ft to make a Fortitude (DC 13) Charisma based, Failure means the victim is dazed for one round. This power acts as an EMP pulse, shorting out all unprotected electronics. Static Shock does not affect creatures without a central nervous system.

Electric Shield (Su): Gives the Shadow a +3 deflection bonus and also causes 2 Hp damage to anything within 5ft.

DEATH (TOLAETH) CLICK BEETLES

“Click, click, Click...”

It is well known that no man knows when his end is near. But, what if this wasn't so, what if there was a sign? What if before a death occurred, a strange clicking sound was heard as if warning the listener that the end is near? Very few people still alive understand the meaning of the click when they hear it, simply ignoring it as odd or irrelevant. One family knows', a Welsh family who can trace their line back to the sixth century. To them the clicking is the signature sound of the Tolaeth.

Description

These beetles like their cousin are small and nondescript. Usually black to brown and measuring only a fourth of an inch, it is relatively easy to over look the Tolaeth beetles. Tolaeth beetles are typically mostly rectangular with the exception of its head and tail, which are rounded. In addition, like its cousin the Tolaeth beetle has a sliding spine. When making its ominous clicking sound the Tolaeth beetle stretches outward sliding its spine into an under locking groove. When the time before death occurs the beetle relaxes and the spine and groove mechanism springs like a mousetrap, flinging the beetle meters into the air. This mechanism under the beetle is what causes the beetles tale tell click sound.

Encounter

Tolaeth beetles only enter this dimension when it is time for them to signal a death. After sending out their warning signal, the beetles collect their due and return from whence they come. The only encounter that a living being might have with a Tolaeth beetle come in two cases. The first is around the area in which a person is about to die. This of course would also require that the watcher be informed of Tolaeth beetles. The second occurs when the Tolaeth beetle comes to collect its payment for its services. A person unable to pay, both angers the Tolaeth beetle, and loses its services forever. Any Tolaeth who is physically assaulted will automatically return home, extracting great vengeance on the attacker.

Habitat/Society

It was during the sixth century that Dewi Sant; Patron Saint of the Welsh, afraid for his newly turned converts first encountered a Tolaeth. Looking for a way to ensure that the converts would be able to atone before it was too late. Dewi Sant sought through ancient texts that were of his religion and an unrecorded form of hermetic magic. Using a personally developed formula Dewi was able to bind to his convert's family the Tolaeth beetles. There is little known where these beetles came from, but much is known of the toll they take for their services. In order for a family to be bound to a Tolaeth, their must be a human soul sacrifice, followed by Dewi Sant's ritual. The sacrifice draws the Tolaeth to the ritualist, and the

ritual binds it. The Aside from the benefits of being able to know just before a possible death occurs, the Tolaeth is capable of granting other services for a price. These services apply to the entire family. This includes only blood relations after the binding of the Tolaeth. First amongst them is immunity to natural death. The price is that the men of the family become sterile leaving only the females of the family capable of childbirth, the magic of the Tolaeth leaves the females forever fertile. Second is causing premature death to any one person. Third is a type of mass hypnosis, the hypnosis causes the target's mind to be wiped of any knowledge of the ritualist. There is much fear in dealing with Tolaeths who are both grumpy and hateful of being under paid. Appearing at first to be any fanatical groups' ultimate weapon, the Tolaeth are very meticulous in choosing their masters. The Tolaeth will only allow them selves to be controlled by a master who fits the following criteria. They must reenact the ritual created by Dewi Sant. A master must have more then 50 years of natural life left. A master must never have committed a murder before the summoning. Finally, the master must have no connection to any other dimensional being (Bering Demons, Luciferan, and Elohim).

Combat

Immortality (Su): Granted gift of immunity to natural death, slows aging appearance to 1/100, and stops physical affects. The cost is a sacrifice per every 10 years of age immunity. Sacrifices must be of blood relation to the family. As a side effect, male members of the family become sterile due to the immortality.

Premature Death (Su): Is the Ability to drain then natural life out of any living creature. Cost is a human sacrifice per ten years drained out of the target living creature. Sacrifice does not have to be of blood relations to the family. Those affected must make Fort (20, -1 per 10 years, +1 per 5 HD of the sacrifices) to resist the aging effect.

Hypnosis (Su): Target loses all memory of Tolaeth master's family. This power requires one medium sized animal per person, or one human per five people. Targets must make a Will (30) save to resist the powers effect.

Failure: A ritualist who forgets or under pays his Tolaeth loses any further contact with the Tolaeth and costs everyone in his family 50 years of natural life.

DRAGONS

Monsters or gods, dragons seem capable of fitting the shoes of either quite well.

Description

Dragons are apt shape shifters capable of taking the form of any living creature. While in their true forms the dragons are a magnificent site to see. Measuring anywhere from 25-80 ft in length and weighing nearly 60 tons. Dragons come in all shades in color having the chameleon like ability to adjust to any color. They come in two traditional forms; the western

Dragon, which looks similar to the brontosaurus, and the eastern version, which is more serpentine in appearance. Rarely holding onto a single form for long they can be found with fins, ridges, spikes, scaly or smooth skin. Even as elusive as dragons can be, there is one feature all dragons hold true no matter the form. All dragons have color shifting eyes, like oil in a pool of water.

Encounter

Dragons are an extremely secretive race, allowing themselves to be seen and photographed when the need arises. The greatest chance of spotting these elusive beings is when they are masquerading as a sea serpent in innumerable amounts of lakes, lochs, and rivers. No sound reason has been brought forth for this strange habit.

In the unlikely chance that a dragon is encountered with out foreknowledge or planning, that which meets it will rarely survive the encounter. With the dragons vast amount of strength and magic a dragon could only be threatened by a member of its own race, or something equivalent. In the event that a dragon does battle normally, it shifts dimensions choosing to not cause serious damage to the surroundings. Though normally peaceful, a dragon has been none to hurt even kill humans and other strangers. Like nearly everything else, a dragon does it kills, because its plans require it so.

Dragons that decide to take human form are exceedingly hard to spot, even with its bedazzling eyes. However, they are normally uncommonly friendly, unless it does not suite their plans, and speak with arrogance unsurpassed even amongst the Greys.

Habitat/Society

Dragons are true immortals. They have always existed wandering between dimensions concocting all manners of plots and plans. It was not until they began their travels that dragons knew of mating and childbirth. Though dragons are unisex, they are incapable of siring children of their own race. However, it is rumored that dragons may be able to father children of other races. Due to the constant shifting nature of the Dragons and its ability to shift anywhere it is impossible to give a number to how many dragons exist. However, the definite belief is that there is more then one. This is believed because dragons are constantly plotting. They are believed to be playing a constant game of "one-ups" amongst each other using whatever they want and following rules, no one yet understands.

Where the Dragons originated from is completely unknown, it is guessed to be where everything else originates from, like a prime dimension.

Dragons are extremely territorially, though normally amongst their own kind. This is because they have a tendency to make nests in between dimensions. It is not however unheard of for a dragon to nest in the dimension where it has current plans. When territory becomes an issue between dragons, dragons battle it out using whatever resources that have hand. A game is then setup the opposing dragon must then conquer its enemies using its own resources. Exact rules for winning

vary depending on the resources at hand. If the two dragons have armies then it is the winner of the war, if the two dragons like baseball then it could be the winner of a game to the winner of the World Series.

Dragons are not confined to human knowledge and rumor. Many strangers including Greys, Kinori, and Ekimmu, have rumors and beliefs. Greys believe them to be a primal force in the universe and not an actual sentient being. While Kinori reveres them as the Draconian Lords, that gave their race birth. Ekimmu are tight lipped and speak of Dragons with deep seeded hate and aggression.

Combat

Shifting: Dragons use this ability liberally with out any apparent drawback. It allows the dragons to transport themselves anywhere with in a dimension and between dimensions.

Flight: Even dragons with out wings seem capable of flight while in their true form, or any other they take on.

Magic: Dragons have the uncanny ability to warp and change reality around them selves. The Dragon must be present to enable this power, when activated anything for the dragon is possible. Dragons however are incapable of using this power while in the presence of another dragon. In addition, dragons use their power sparingly, most likely due to the rules of their games.

Morphing: Dragons can use this power to instantly morph into anything living they choose.

Game Stats

It is impossible to list the dragons constantly changing stats and abilities. For the Dragons, intent and purpose GMs should never have to think in terms of game stats for the dragons.

EKIMMAL

By Darren Millar

Diminutive Aberration

Hit Dice: 1/2D8+2 (6 hp)

Initiative: +7

Speed: 30ft

Armor Class: 15 (+2 Size, +3 Dex) touch 15, flatfooted 12

Base Attack/Grapple: +0

Attack: Slam +3 melee (1d3-4)

Full Attack: Slam +3 melee (1d3-4)

Space/Reach: 1ft / 0ft

Special Attacks: Attach, Infest, Lunge attack

Special Qualities: Improved Jump

Saves: Fort -4, Ref +2, Will +2

Abilities: Str 3, Dex 16, Con 3, Int 10, Wis 14, Cha 12

Skills: Jump +11*, Hide +6, Move silently +7

Feats: Weapon Finesse

Climate/Terrain: Any

Organization: Solitary

CR: 1

AI: Ekimmu

Advancement: None

Description: The typical

*Racial bonus to jump +8

The Ekimmal are an infant form of the Ekimmu. An infant Ekimmal once successfully integrated with a host eventually develops (after about ten years) into the entity known as the Ekimmu.

Ekimmal appears as a large arachnid or even, or accurately a squid with a body about the size of an adult's fist, and legs about 8" long ending in flat 'feet'. The creature moves about on its six rear legs, its front legs are approximately 1.5 longer than the rear and end in sharp points. These points are hollow and are used by the Ekimmal to 'inject' itself into a host. The Ekimmal is a white/pale yellow in color and has a very soft rubbery skin.



willpower difficulty (12+1 per week infested) if failed the Ekimmu can control the body for 1 hour per 5 by which the host failed.

-Failure by more than 5, means the host personality is completely suppressed, the host gains the "Ekimmu Template" but has no control over their actions and the disease stops.

If the victim dies due to constitution loss by the disease, its body breaks down reproducing its self as two more

Ekimmal, each of these Ekimmal contains half of the Ekimmu's known skills and feats. The personality of their Ekimmus is also very similar, sharing memories, and experiences up until the split. This process happens over 8 weeks after the death of the victim.

If the victim's wisdom score is reduced to 0 by the disease, they take on the "Ekimmu Guard Template"

Lunge Attack: An Ekimmal can make a jump action and an attack action in the same turn. This jump

action does not provoke an attack of opportunity from the victim; however, it does from others who threaten the squares the Ekimmal jump.

Combat

Attack (Ex): After the Ekimmal has made a successful slam attack in which damage is done, it is considered attached. While attached an Ekimmal is considered grappled, but the creature the Ekimmal is attached to is not. While attached the Ekimmal automatically *infests* the victim, on the Ekimmal's action. An Ekimmal can be removed with a successful grapple check doing so however inflicts 2 points of constitution damage to the victim. If killed while attached the Ekimmal attempts to *infest* the victim who can make a reflex save difficulty (13) to avoid.

Improved Jump (Ex): Ekimmal are not limited by size when making jumps.

Infest (Ex): An Ekimmal attempts to *infest* a sentient victim with the Ekimmu virus. Fortitude DC (12), Incubation 1d3 days, d4 constitution and d4 wisdom damage, and a willpower save difficulty (12). The willpower save demonstrates the Ekimmu's attempt to take over the host's body.

-Success by over 5, means that the Ekimmu dies, but the disease continues to ravage the body.

-Success by less than 5, means the Ekimmu can try again to take over the host again after a 24 hour period.

-Failure by less than 5, means that the Ekimmu only partially takes over the host and the disease stops. The host gains the "Ekimmu Template", however she is only partially in control of their body. The Ekimmu can force the host to make a

Encounter

Depending upon the success of an Ekimmal infestation, expect to encounter anything from a couple to dozens of infected hosts. Ekimmal will only be encountered underground or at night, as their delicate skin is highly vulnerable to sunlight. The fluid innards of an Ekimmal will oxidize in contact with air, therefore piecing the exoskeleton of the creature will result in its death. Ekimmal are parasites that are only capable of attacking sleeping or unconscious prey, typically humans. They attack their prey by stabbing the two front appendages into the spine. The Ekimmal then injects itself into the circulatory system of the target and into the brain. The discarded exoskeleton remains attached to the host for approximately six weeks while various nutrients are absorbed into the host to aid in the development of the Ekimmal parasite.

Habitat/Society

The original Ekimmal reached the Earth through a doorway over 3000 years ago. These creatures eventually evolved into the Ekimmu of today, until recently the Ekimmal were extinct on this planet. In 2001 a doorway opened in England, and 23 Ekimmal came through. In the 12 months since their arrival, the original creatures have evolved thus: three completely controlled hosts, 8 Guards and 30 Ekimmal. It is obvious that

these creatures reproduce very slowly. In a typical Ekimmal community any controlled hosts will integrate with a local community to ‘recruit’ new hosts usually from the homeless community where individuals are unlikely to be missed. The ‘Guards’ watch over the Ekimmal lair protecting any incubating hosts. As Guards require large amounts of meat; in a human community this usually requires grave robbing to provide large amounts of ‘nearly’ fresh meat. Five Guards could live off one human corpse for one week. Controlled hosts will try to maintain the secrecy of a community at all costs, however if the community is uncovered the individual Ekimmal will scatter in order to allow them to develop into an Ekimmu.

Adventure Hooks

The Institute sends the Agents to investigate the finding of the discarded skin of some creature. Upon arriving at the designated town the skin is examined and found to contain human cells! Further investigation uncovers that a number of hard drug users have gone missing in the area, the team investigates and is attacked by crazed drug abusers!

What has transpired previously is that an Ekimmal successfully infected a local drug pusher when he was high. By the use of large amounts of free heroin the Ekimmal/pusher has managed to create a large community of Ekimmal and is intent on defending this easy supply of hosts!

EKIMMU

Ekimmu is the name for the adult viral species known as Ekimmal. Once the Ekimmal has secured a host and transferred its viral self, the Ekimmu takes over the host, controlling from the inside. The virus spreads throughout the host controlling the host’s brain stem and bodily functions. The virus also works with the host’s system improving function, durability, and life span. As the Ekimmu to totally control the host it also absorbs all the host’s previous knowledge and skills adding them to its own.

Ekimmu Template

Ekimmu is an acquired template that can be added to any sentient being with a circulatory system. An Ekimmu use all the base creature’s stats except those mentioned below.

Size/Type: The base creature’s type changes to Aberration. There is no size change but some physical changes to occur. The Ekimmu’s skin grows pale, its gum line recedes, its teeth sharpen, and its fingernails grow long, sharp, and retractable.

Hit Dice: Increase all current and future Hit Dice to d8’s.

Speed: Same as the base creature.

Armor Class: By strengthening the creatures natural defense structures the Ekimmu increases the base creatures natural armor class by +2.

Attack: An Ekimmu retains all the attacks of the base creature and gains a weak bite and retractable claw attack. If

the base creature lacks a bite attack, the Ekimmu must first grapple to the victim before making a bite attack.

Full Attack: An Ekimmu fighting without weapons would only make use of its claws if it could do so without witness, or threatened by death.

Damage: Ekimmu have a weak bite and claw attack, if the base creature lacks these natural attacks, use the table below for damage values.

Size	Bite Damage	Claw Damage
Fine	1	0
Diminutive	1d2	0
Tiny	1d3	1
Small	1d4	1d2
Medium	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d8	1d8
Colossal	4d6	2d6

Special Attacks: An Ekimmu retains all the special attacks of the base creature and gains those described below. Saves have a DC of $10 + \frac{1}{2}$ the Ekimmu’s HD + the Ekimmu’s Cha modifier, unless noted otherwise.

Blood Drain (Ex): An Ekimmu can suck blood from a living victim with its bite attack, by making a successful grapple check. If it pins the foe, it drain blood, dealing 1 pt of Constitution drain each round the pin is maintained.

Create Ekimmal (Ex): Once during the existence of the Ekimmu it can create an Ekimmal. An Ekimmal is created by the Ekimmu causing a very drastic change in its body. First, the Ekimmu must gorge its self on food, usually eating up to 4 times its weight in meat. After the gorging the Ekimmu enters into a hibernation state, that lasts 8 weeks. While in this state the Ekimmu appears to dead, unless examined closely, through the use of an x-ray or similar device. The Ekimmu is completely vulnerable while in hibernation, unable to regenerate or react to the world around it. After the 8 weeks period, the Ekimmu expels to the Ekimmal from its body. The newly created Ekimmal contains all of the Ekimmu’s personality, experience, and knowledge up to its creation. Once outside of the Ekimmu, the Ekimmal is fully functional and in telepathic communication with the Ekimmu. The Ekimmal will then strive to infect a host, after which it will lose its telepathic communication with the Ekimmu, no matter the result.

Change Host (Ex): An Ekimmu is capable of switching host when the current host, becomes unsuitable. All that is necessary is that the Ekimmu pass its vital fluids from its old host to its new. This switch is accomplished through; blood transfusion, sex, bite or many other ways. Once the transfer is complete the old host falls into a comma while its systems attempt to recover from the changes the Ekimmu wrought. This comma can last from 8 months to 12 years, dependent on the amount of time the Ekimmu maintained residency. After awakening, the host remembers nothing of the time spent with the Ekimmu.

Psionics (Su): The Ekimmu as a race are naturally psionic, which they carry over to their host. An Ekimmu manifests powers as a psion (Psychometabolism) of 5th level. The saves are intelligence based. Typical Powers known (power points 25, save DC 10 + intelligence modifier + power level) 1st—*Charm, Thicken Skin* 2nd—*Animal Affinity, Aversion, Brain Lock, Chameleon, Suggestion, Read thoughts* 3rd—*Ectoplasmic Form, False Sensory Input, Hustle*

Special Qualities: An Ekimmu retains all the special qualities of the base creature and gains those described below.

Protein Diet (Ex): In order to maintain its extraordinary body functions an Ekimmu must maintain a large diet of protein. Protein rich mammal blood is worth 10 times its weight. These proteins are quickly adapted to their necessary uses almost none go to waste. An Ekimmu's body no longer digests any other food product other than protein, turning everything else to excretory waste. If an Ekimmu is unable to digest at least ¼ its weight in protein matter daily, it begins to starve. Instead of taking damage from starvation, the Ekimmu loses its extraordinary abilities after failing its starvation constitution check. If the Ekimmu goes longer than a week without food, it must make a willpower save (DC 10+1 for each additional day after the week) failure means the Ekimmu mentally degenerates into a beast hunting and killing out of instinct. After slaking its hunger, taking at least 3 times its body weight, an Ekimmu regains its sanity.

Regeneration (Ex): Using its high protein diet and its ability to recover damage quickly, an Ekimmu gains regeneration 5. Only extreme damage like fire and acid are considered lethal damage. An Ekimmu can regenerate a severed limb with in 3d6 hours or reattach a limb immediately by connecting the stump to the severed limb. In addition, if an Ekimmu head is severed from its body it is killed instantly.

Resistances (Ex): By shutting down non-essential organs and hyper-extending its immune and endocrine systems or equivalent, an Ekimmu gains a +10 bonus to its fortitude save to resist toxins and poisons.

Sleepless (Ex): An Ekimmu does not need to sleep daily; instead, they hibernate every ten years.

Fatigueless (Ex): By maintaining a constant diet of proteins necessary to keep its muscles functional, an Ekimmu never suffers from muscle fatigue.

Hibernation (Ex): Ekimmu must hibernate every ten years, needing this time to rest and sort its memories and experiences. Before hibernating a Ekimmu must consume twice its weight in protein matter. While hibernating the Ekimmu's body appears pale and lifeless, a treat injury DC 30 or knowledge (Medical) DC 20 roll is necessary to identify that the Ekimmu is still alive.

Abilities: Increase from base creatures as follows; Str +4, Dex +4, Con +4, Int +4, Wis +4

Skills: An Ekimmu can have any set of skills dependent on its age and background.

Feats: Like skills, an Ekimmu can have any set of feats previously picked up from other hosts.

Challenge Rating: +2

Advancement: By character class

Level Adjustment: +8

GREMLINS

By David Tormsen

Tiny Fey

Hit Dice: ½ d6 (3Hp)

Initiative: +7

Speed: 50ft

Armor Class: 19 (+2 Size, +7 Dex, +1 Haste) touch 19, flatfooted 12

Base Attack/Grapple: +0/-10

Attack: Wrench +7 melee (1d3-2)

Full Attack: Wrench +8 melee (1d3-2)

Space/Reach: 2 ½ft/ 0ft

Special Attacks: Spell-like abilities

Special Qualities: DR 5/Cold Iron, Low-light vision, Spell Resistance 16, 10/electricity, Haste

Saves: Fort +2, Ref +10, Will +2

Abilities: Str 6, Dex 24, Con 16, Int 12, Wis 8, Cha 10

Skills: Craft (Any) +9*, Escape Artist +10, Hide +10, Jump +8, Listen +4, Search +4, Spot +4

Feats: Weapon Finesse, Gear Head

Climate/Terrain: Any PL 5 or above society

Organization: Nuts 1-5, Cogs 6-10, Screws 11-15

CR: 1

Alignment: LN

Advancement: 1-4 HD Tiny, 5-8 HD Small

*Racial bonus +8 to Craft, Jump, Escape Artist, Hide

For centuries, gremlins were just another example of 'fey folk' which plagued human society. They were mischievous little creatures who enjoyed tormenting human beings. What set the gremlins apart was their love of technology, transportation and engineering. With the boom of the Industrial Revolution, gremlins soon moved from their traditional countryside habitats to the bustle of urban life, inhabiting factories and locomotives and causing trouble. Nevertheless, gremlins only truly came into the modern age with the advent of aviation. Gremlins love flying machines. A gremlin flew with the Wright Brothers on their maiden voyage. They were soon infesting all sorts of air transportation, tinkering with the engine and causing mischief in the skies. Gremlins hide inside fighter jets and passenger planes alike, fiddling with the navigational controls and creating mechanical problems. Gremlins have even been carried into space. Though gremlins are still to be found in factories and trains, the most likely place to encounter a gremlin is in the skies.

Combat

Haste (Su): The gremlin acts as if under the affects of a haste spell, permanently.

Spell-like abilities: 3/day—*Mend Light Damage**, *Inflict Light Damage**, *Resistance* 2/day—*Inflict Moderate Damage**, *Mend Moderate Damage*, *Obscuring Mist*. 1/day—*Inflict Serious Damage**, *Mend Serious Damage**, *Bestow Curse*.

*These spells are exactly like *Inflict* and *Cure Wounds* except only affect only non-living material.

Description

The typical gremlin is around ten centimeters tall with green skin and large eyes and ears. They have dexterous hands and feet, which have stubby claws on them. They all wear overalls and a belt in which they hold all their tools. They often wear small caps and boots. Being small and fast, they are able to disappear very quickly, and also be very good mechanics.

Encounter

Gremlins are rarely, if ever, malevolent. They merely wish to tinker with planes, and occasionally cause mischief. Any annoying but relatively harmless problem occurring in a plane, train or factory has a high chance of being due to the resident gremlin making fun. When malevolent, however, gremlins can be very dangerous, often killing many people by rigging an engine to explode, or a boiler to overheat or many other dangerous occurrences.

Being small and quite weak, the average gremlin is easily dispatched, if you can catch him. A gremlin is extremely good at hiding for long periods, then emerging when its opponents guard is down to carry out a dark deed. A gremlin will not attack one outright, but it will sever the brake-line of ones car, or rewire ones toaster to electrocute one. To fight a gremlin, one must be clever, or just very lucky. A gremlin may be fast and smart, but if you can hit the damn thing, you can take it down.

Habitat/Society

The origin of the gremlins is as mysterious as that of other fey folk. They first appeared in human history as minor annoyances, mainly living in windmills and ships. Stories of gremlins causing mischief among ocean-going vessels dates back as far as the Phoenicians. As human technology developed, gremlins flourished. The Industrial Revolution began a golden age for the gremlins, as they found glorious new homes in the great factories and ships of the Victorian age. With the invention of flight, most gremlins moved onto airplanes.

Pilots began complaining about gremlins early on, but of course, they were dismissed as superstition. In the Great War, pilots reported gremlins on both sides, and this continued on into the Second World War. Gremlins found they disliked war, however, and soon moved to more peaceful regions of the sky afterwards. They now live mainly in passenger planes, travelling all around the world. They even live in space shuttles and rockets, extending their mischief to the heavens.

Adventure Hook

An airline, worried about the spread of disease and foreign organisms through its international flight network, sprays all its planes with a new sterilizing agent. Soon afterwards, they begin to suffer mysterious problems and in flight emergencies, culminating in a minor plane crash in Seattle. Their engineers find evidence of someone (or something) tinkering with the plane engines and instrumentation. They call in the heroes to investigate. It is soon revealed that the sterilizer used by the airline inadvertently killed several gremlins in its planes, and the survivors want revenge. Can the heroes stop the gremlins before there is even more loss of life?

HAIRY DWARFS

By Jim Clunie

Medium Construct

Hit Dice: 10d10+15 (65 hp)

Initiative: +0

Speed: 30ft

Armor Class: 18 (+8 Natural) touch 10, flatfooted 18

Base Attack/Grapple: +7/+18

Attack: Slam +11 melee (2d4+3)

Full Attack: 2 Slams +11 melee (2d4+3) or Render Mount +9 fire (2d6)

Space/Reach: 5ft/5ft

Special Attacks:

Special Qualities: Sticky hands, Damage Reduction 10/-, Skill Upgrade, Construct Traits

Saves: Fort --, Ref +2, Will +4

Abilities: Str 17, Dex 11, Con --, Int 6, Wis 12, Cha 5

Skills: See Below

Feats: Improved grapple, Weapon focus (Unarmed)

Organization: Solitary or 2-3 with Tribune

CR: 6

Alignment: LN

Advancement: 11-16 HD (Medium) or 16-36 HD (Large)

"It felt like I hit a rock. My gun broke". – Lorenzo Flores, Venezuela

The so-called Hairy Dwarfs are biological constructs, designed for work purposes by an extra-Terran grouping of advanced beings. The cultural name for the ruling entities presents great problems in translation, in relation to human cultural history. This term has been rendered as Galactic Parliament, Federation of Worlds, and Star Empire. The ruling species all seem to enjoy great equality, independence, and personal power within a code of jurisdiction. The best accepted name for these rulers is Tribunes.

Combat

Sticky hands (Ex): A Hairy Dwarf have tiny spikes that protrude out of their hands and feet. These tiny spikes allow the Hairy Dwarves to climb surfaces of a hardness of no

greater than 8, at their normal movement rate, but not overhang. These spikes also give the Hairy Dwarves a +4 bonus to grapple and a +4 when being disarmed.

Skill Upgrade: Hairy Dwarves are preprogrammed with the skill the Tribunes believe are necessary, these skills are always max rank. In addition, if telepathically linked with the Tribunes, the Tribune can download need skills to the Hairy Dwarves at a rate of a rank a round.

Description



Hairy Dwarfs are humanoids about three feet tall, but very thick in the body. The creatures are generally covered in thick long hair, ranging from black to red-blond in color, and with a curious stalk or straw-like appearance. However, when severely malnourished, they easily shed

this hair. Their bare skin is pale chalky green, and in very decrepit units, begins to flake off as a yellowish-green dust. They wear silvery or black jumpsuits, sometimes including a mask with breathing tubes to contain the dust from badly maintained Dwarfs. The face is made up of two large green eyes of slanted oval shape, no visible nose, oddly wrinkled or folded skin, and a wide trapdoor-like opening without teeth. (The creatures have no need to eat, but when armed for conflict with other extra-Terran foes, mount a laser-targeted render weapon inside this "mouth" cavity.) The eyes have two concentric iris rings of glassy triangular blades around an uncovered pinhole pupil. The arms and legs are long and thin, ending in broad-palmed, stubby-fingered hands and disk-shaped feet. In some cases, Hairy Dwarfs have been observed in a knuckle-walking gait, or even walking on their hands, apparently for increased speed. Both hands and feet can apparently extrude multiple small spikes that dig into timber, stone or cement surfaces, allowing a Dwarf to walk up vertical walls (though not overhangs). These are also used to improve the creature's grip on human captives. Escaped would-be abductees often have scratched skin or torn clothing. A Hairy Dwarf's body and limbs have a rock-hard consistency, easily noticed when a human is grasped by the creature or attempts a hand-to-hand attack on it. The creature's structure is actually composed of microscopic silicate layers acting as a substrate for protein- and TPA-based organic

material. This structure is as hard and tough as reinforced concrete, except at the joints, which are a complex combination of solid members and flexible bundles of silicate fibers, with little organic material. Hairy Dwarves are also extremely heavy (45lbs per point of CON).

Encounter

These creatures travel in vehicles of cylindrical or elliptical shape and quite small size. A captured specimen contains only hatches for the four Hairy Dwarf workers, and a large hollow frame surrounded by non-functional machinery. The craft's performance is believed to be quite limited, and it is certainly not capable of interplanetary flight. The hollow square device is believed to be a spatial transporter that conveys abductees to a much larger examination chambers elsewhere. Hairy Dwarfs are programmed for the tasks required, or can be controlled remotely by a Tribune (see below). Their basic programming, which dominates their behavior unless overridden by specific controls, involves capture and examination of living creatures. Those with more advanced programs are capable of telepathic contact, cunning tactics and complex technical manipulation. For example, two Hairy Dwarfs were reported to carry out a medical diagnosis and successful surgical procedure on a human subject suffering from cancer. As well as guiding it for physical work and speech, a skilled Tribune can project his native psionic powers through a remote-controlled Hairy Dwarf. When something goes wrong, the Dwarfs have some limited fuzzy-logic ability that allows them to escape from the immediate threat and seek further instructions from their Tribunes. Unfortunately, they are often confused by the slight resemblance between Tribunes (a long-haired, carnivorous quadruped species) and certain terrestrial fauna. Bluntly, Hairy Dwarfs abandoned on their own tend to seek advice from large shaggy dogs. (A human confronted by a Tribune may make an Spot DC (22) check to notice the being's alien body structure, opposable foreleg digits, and head formation.) When surveying terrestrial life, the Tribunes themselves show a strong bias towards their own body form, often ignoring humans in favor of studying quadruped mammals, such as dogs, cats and cattle.

Habitat/Society

Hairy Dwarfs are built to serve the Tribunes. When encountered, they may be engaged on autonomous missions, or may be controlled by Tribunes (giving much greater adaptability, personality, and psionic powers).

It appears that programming and maintenance of Hairy Dwarfs is a task too complex for most, or even all of the Tribunes assigned to Earth. Some researchers surmise that such mechanics' jobs are seen as demeaning and of little importance, or that the Tribunes found here are in fact cut off from high-tech supplies. Hairy Dwarfs are typically poorly programmed for their task, badly maintained, or both.

Hairy Dwarfs have been known to trade devices to humans in return for assistance in their activities, which would also suggest a low priority given to physical technology by their

instructors. There have been reports of armed conflict between Hairy Dwarfs and other alien beings, probably of the Pascagoula type, with the active involvement of at least one human.

Adventure Hooks:

Thief in the Night: A Hoffman Institute party is dispatched to Vienna, Austria, where the Hofbrauhaus (the repository of the Habsburg Holy Roman Emperors' treasures) has been burgled. The only thing stolen was an antique, possibly Roman spearhead, believed to be the Spear of Longinus, sometimes called the Spear of Destiny.

The heroes are too late to intercept the thieves, who have already left the country for a secret laboratory in Iceland. Vienna is swarming with agents of the Order of St. Gregory, Knights of Malta, ODeSSA, and virtually every other Illuminated group, all of them out for blood. The heroes must stay alive and trace the path of the thieves.

The Spear has been taken by a secret research group associated with the Raelian Movement, a French religious organization based on revelations provided by short, hairy alien beings. The Raelians make no secret of their intention to use cloning technology to bring about the literal return of Jesus Christ, working from DNA remnants on various Christian relics. Nobody suspects just how far their techniques have advanced, or how close the Raelians are to raising a new prophet under the control of the Galactic Federation, if they can only find the right source material.

In Iceland, the heroes must journey through the spectacular and deadly landscape to an isolated research compound, avoiding or battling strike teams from other Illuminati.

They must penetrate the lab, avoid the horrific results of earlier failed cloning experiments, and defeat the group's drive for world domination.

MAHAMBBA

"Look out its coming right for us"!!!!

The Mahamba is the last line of defense for nature from man's constant encroachment. Abnormally aggressive and destructive, a Mahamba is a gargantuan version of one of nature's first children. As the levels of Darkmatter continues to grow, so does nature's ability to create these abominations.

Sample Mahamba

Mahamba Crocodile
Gargantuan Animal

Hit Dice: 18D8+162 (234 hp)

Initiative: +1

Speed: 70ft, Swim 80ft

Armor Class: 20 (-4 size, +1 dex, +13 natural) touch 7, flatfooted 15

Base Attack/Grapple: +13/+17

Attack: Bite +27 melee (3d8+24) or tail slap +27 melee (4d8+24)

Full Attack: Bite +27 melee (3d8+24) or tail slap +27 melee (4d8+24)

Space/Reach: 20ft/20ft

Special Attacks: Improved Grab, Trample, Swallow whole

Special Qualities: Hold breath, Low-light vision, DR 10/-

Saves: Fort +30, Ref +12, Will +6

Abilities: Str 43, Dex 12, Con 29, Int 1, Wis 12, Cha 2

Skills: Hide +2, Listen +7, Spot +7, Swim +27

Feats: Alertness, Skill focus(Hide)

Climate/Terrain: Warm marshes

Organization: Solitary

CR: 8

Alignment: LN

Advancement: N/A

Combat

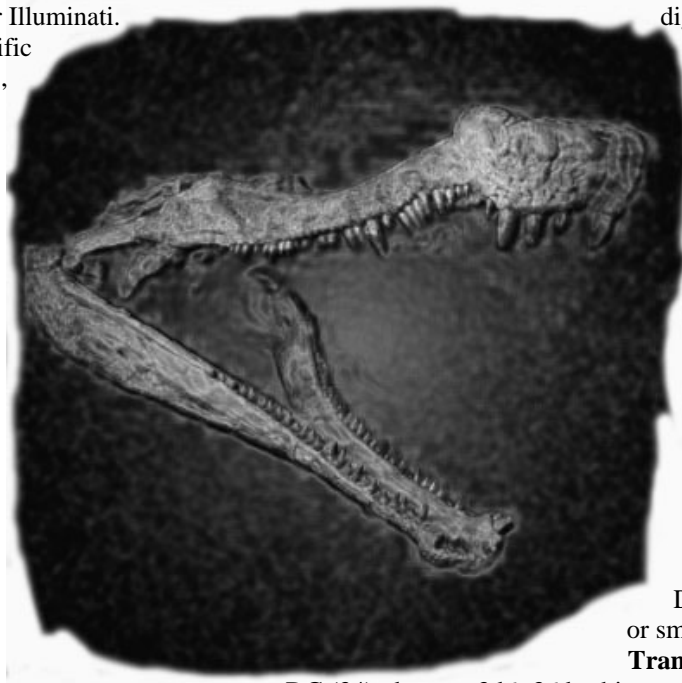
Improved Grab (Ex): If the Mahamba successfully hits with its bite attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity.

Swallow Whole (Ex): If the Mahamba starts the turn with a victim successfully grappled by its bite attack, can attempt a new grapple check. If the check is successful, the victim takes 1d8+12 points of bludgeon damage and 1d8 points of acid damage per round from the Mahamba's digestive juices.

A swallowed creature can cut its way out with a light slashing or piercing weapon by dealing 30 points of damage to the Mahamba's digestive track (AC 16). Once the creature exits, muscular action closes the hole; another swallowed victim must cut a new way out.

A Gargantuan Mahamba gullet can hold 2 Huge, 4 Large, 16 Medium or Small, 64 Tiny, 256 Diminutive, or 1024 Fine or smaller victims.

Trample (Ex): Reflex half DC (34), damage 3d6+36 bashing points of damage. The Save is strength- based.



Creating a Mahamba

Mahamba is an acquired template that can be added onto any animal, here fore referred to as the base creature.

A Mahamba uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The base creatures size increases to Gargantuan, make all necessary stat changes found on the Chart below, the type remains unchanged.

Hit Dice: +15 Hit Dice (d8, average 60hp), +11 Base attack, 17 Skill points, +8 Fort, +8 Ref, +4 Will)

Speed: Change speed; Biped to 60ft, Quadruped 70ft, Flier 150ft, Swimmer 80ft.

AC: See Chart Below

Attack: Creature retains all natural attacks, increased based on new size. If the base creature does not have a natural attack, it gains a Bite attack (3d8) melee damage and Slam attack (3d6) melee damage.

Damage: Increase based on size change.

Space Reach: 20ft/20ft

Special Attacks: The Mahamba retains all special attacks of the base creature, modified by ability increases. All Mahambas also gain Improved grab, Trample, and Swallow whole.

Special Qualities: All Mahamba retain all special qualities of the base creature. All Mahambas gain damage reduction based on the chart below. Finally, all Mahambas after their death revert to their natural size, with in only a few minutes.

HD	DR		Str	Dex	Con	Nat. Arm	Ac/At
15-17	5/-	Fine	+34	+0	+14	+9	-12
18-25	10/-	Dimin.	+34	+0	+14	+9	-8
26-35	15/-	Tiny	+32	+0	+14	+9	-7
36+	20/-	Small	+28	+0	+14	+9	-6
		Med	+24	+0	+12	+9	-5
		Large	+16	+0	+8	+7	-4
		Huge	+8	+0	+4	+3	-3

Abilities: Ability gains are based on the size of the base creature.

Skill: Skill gains are based on the animal type.

CR: +6 to base creatures CR.

Combat

Improved Grab (Ex): If the Mahamba successfully hits with its bite attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity.

Swallow Whole (Ex): If the Mahamba starts the turn with a victim successfully grappled by its bite attack, can attempt a new grapple check. If the check is successful, the victim takes half bite damage and 1d8 points of acid damage per round from the Mahamba's digestive juices. A swallowed creature can cut its way out with a light slashing or piercing weapon by dealing 30 points of damage to the Mahamba's digestive track (AC 10 + ½ natural armor). Once the creature

exits, muscular action closes the hole; another swallowed victim must cut a new way out.

A Gargantuan Mahamba gullet can hold 2 Huge, 4 Large, 16 Medium or Small, 64 Tiny, 256 Diminutive, or 1024 Fine or smaller victims.

Trample (Ex): Reflex half DC 10 + ½ HD + strength modifier, damage Slam attack + Strength and a half. The Save is strength- based.

Encounter

Mahambas are encountered places where nature needs to fight back. These can be old wet lands turned into housing developments, or a natural rain forest this is being demolished by slash and burn. When encountered, Mahamba are abnormally aggressive, even compared to the base animal, usually attacking and eating anything that comes within their sight or smell range. Unlike their brethren, Mahamba will range away from their territory to seeking new prey even when no longer hungry. Mahamba have also been known to cause intensive property damage, for no real apparent reason. Mahamba normally attack by using their high speed to overrun their prey trampling as many victims as possible.

Habitat/Society

Almost nothing is known about the habitat of the Mahambas. They appear to have no scientific reason for existence at all. All specimens retrieved by Investigators have leant nothing to the research, as the Mahamba's test results are all identical to that of its base species. This may be because no one has managed to retrieve a live Mahamba. A few HI scientists suggest beliefs that they are the result of genetic tampering, but by what stranger is unknown. Until any theory is proven, Mahamba are just considered a very dangerous freak of nature.

Adventure Hook

The adventures are sent out into the Louisiana swamp to track a rumor of Final Church activity. While, air boating on the swamp the heroes come across several other airboats, all of them battered and inoperable. Investigation of the boats reveals that the boats belonged to another group of HI investigators. Along the shore of the swamp near the boat graveyard, the heroes discover signs of the Final Church, and signs of something very large and very destructive.

MAMMOTH

By David Tormsen

Huge Animal

Hit Dice: 22D8+220 (308 hp)

Initiative: +0

Speed: 40ft. (8 Squares)

AC: 16 (-2 size, +8 Natural) touch 8, flatfooted 16

Base Attack/Grapple: +16/+34

Attack: Gore +27 melee (2d8+19)

Full Attack: Slam +27 melee (2d6+13) and 2 stamps +22 melee (2d6+6); or Gore +27 melee (2d8+19)

Face/Reach: 15ft./10ft.

Special Attacks: Trample 2d8+19

Special Qualities: Low-light vision, scent, DR 10/piercing, 10/cold, Astral Traveler

Saves: Fort +24, Ref +12, Will +16

Abilities: Str 36, Dex 10, Con 30, Int 13, Wis 18, Cha 8

Skills: Listen +25, Spot +25

Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen), Improve Bull Rush, Power Attack

Climate/Terrain: Siberia and Canada

Organization: Solitary or herd (2-6), for every six mammoths there is always one Matriarch.

CR: 11

Alignment: LN

Advancement: 25-35 HD, 36-45 HD Matriarch

It was thought that we had hunted them to extinction. It was thought that the last of their kind had disappeared from our world millenia ago. It was thought there was an amazing beast that will never again walk the Earth. This was wrong. In the icy wastes of Siberia and Canada, small families of the ancient Mammoth live on, undisturbed by man. With each year going by, they are fewer in number. However, among them, certain abilities are being discovered. They are discovering ways of protecting themselves from our encroachments, and are becoming less and less loath to use them.

Combat

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Astral Traveler (Ex): All Mammoths are automatically born with the Astral Traveler power active, at no cost.

Matriarch, Mammoth

Huge Animal

Hit Dice: 36D8

Initiative: +0

Speed: 40ft

AC: 16 (-2 Size, +8 Natural) touch 8, flatfooted 16

Base Attack/Grapple: +27/+51

Attack: Gore +41 melee (2d8+24)

Full Attack: Slam +41 melee (2d6+16) and 2 Stamps +36 melee (2d6+8); or Gore +41 melee (2d8+24)

Face/Reach: 15ft./10ft.

Special Attacks: Trample 2d8+24, Psionics

Special Qualities: Low-light vision, Scent, DR 10/piercing, 10/Cold, Power Points (18)

Saves: Fort +26, Ref +12, Wil +20

Abilities: Str 42, Dex 10, Con 35, Int 22, Wis 24, Cha 15

Skills: Listen +25, Spot +25, Concentration +30, Psicraft +25, Survival +25, Diplomacy +25, Knowledge(Arcane) +30, Knowledge(Psionics) +32

Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen), Improve Bull Rush, Power Attack, Power Channel, Maximize Power, Enlarge Power, Chain Power

CR: 18

Alignment: LN

Combat

Trample (Ex): Reflex half DC 35. The save DC is Strength-based.

Psionics: Astral Caravan, Aversion, Biofeedback, Body Adjustment, Catapsi, Psionist's level is equal to ½ the Matriarchs HD.

Description

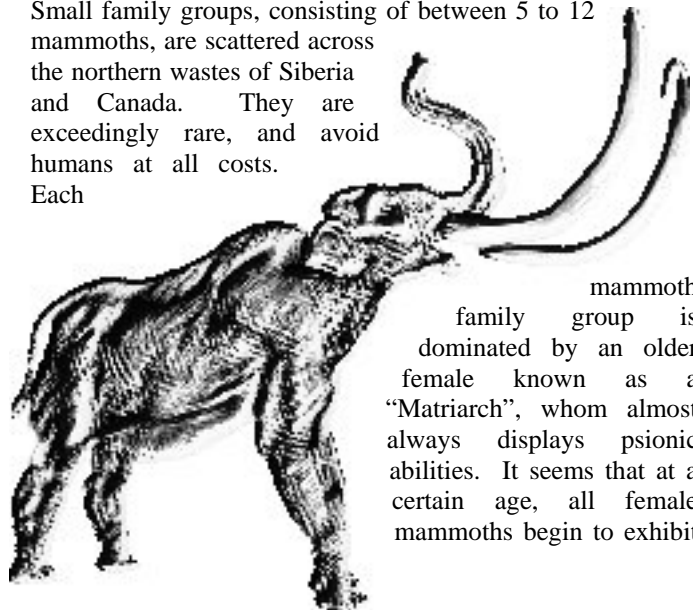
A mammoth is a huge creature resembling an elephant covered in thick white fur. It was huge tusks and a massive bulk. Despite their bestial appearance, they are quite intelligent. They had to be, in order to survive the millennia of persecution by the anthropoid races of Earth. Their thick white fur gives them the advantage of camouflage, at least in arctic environments. With this ability, and constant movement, the mammoths have survived the ages.

Encounter

While the older mammoths dislike camouflage, younger members of a mammoth family group (mostly males) can often exhibit quite violent tendencies at times, especially towards humans. A mammoth in combat will charge at his opponents and attempt to ram them. This can be a rather devastating effect, causing most humans to fly meters across the ground and even causing vehicles to topple. Mammoth's tusks can be very dangerous, and most do not hesitate to use them when it becomes necessary. Older mammoths will attempt to avoid combat, either by avoiding humans completely or by convincing them to go away. However, when forced to defend its family group, an older mammoth can become quite determined to quell any threat.

Habitat/Society

Small family groups, consisting of between 5 to 12 mammoths, are scattered across the northern wastes of Siberia and Canada. They are exceedingly rare, and avoid humans at all costs. Each



mammoth family group is dominated by an older female known as a "Matriarch", whom almost always displays psionic abilities. It seems that at a certain age, all female mammoths begin to exhibit

signs of psionic powers. There will, however, only ever be two mammoths with psionic abilities in a mammoth: the Matriarch, and the female who will take the matriarch's place when she passes away. Mammoths communicate using a complex system of rumbles below the capacity of the human ear to hear. Parts of the mammoth language have been recorded with sensitive equipment, but so far, the only words able to be translated have been- "Humans! Danger! Humans! Danger!" Mammoths have a very detailed system of etiquette, which applies both within the family unit and when corresponding with other family units. It is a mysterious and largely unknown social system, but seems to center around respect for elders and the use of poetic singing.

Adventure Hook

A documentary team in northern Canada has captured what appeared to be a baby mammoth. The heroes, while investigating reports of sasquatch in a nearby town, soon here of the documentary teams attack by a group of huge "monsters", according to their Inuit guide who escaped. Several members of the team are still missing, and the heroes are told to locate them and bring them back to safety. A group of big game hunters also arrives in the area. Will the heroes work with the big game hunters, or try to find the documentaries themselves?

MIMI

By David Tormsen

Large Humanoid

Hit Dice: 3d8+3 (15 hp)

Initiative: +3

Speed: 30 ft.

Armor Class: 12 (-1 size, +3 Dex) Flatfooted 9, Touch 12

Base Attack/Grapple: +2/+6

Attack: Claw +4 melee (1d6-1) + Poison

Full Attack: 2 Claws +4 melee + Poison or Boomerang +4 ranged (1d4-1)

Space/Reach: 5/10

Special Attacks: Poison

Special Qualities: Namorodo

Saves: Fort +1, Ref +6, Will +3

Abilities: Str 8, Dex 17, Con 10, Int 11, Wis 14, Cha 9

Skills: Hide +6, Survival +6, Animal Handling +8

Feats: Weapon Finesse, Toughness

CR: 3

Advancement: By class

Sometime before the last Ice Age, a group of extraterrestrial landed in Australia, in an area, this in later times would be known as Arnhem Land. Where they originated from is a mystery, but it is believed that their landing was both unintentional and unnoticed by the rest of their race. Unable to repair their technology or contact their comrades, they reverted to barbarism. When the rest of their race moved

from our solar system to places unknown, the Mimi became used to their new world. The Aborigines knew of the Mimi, and dubbed them as trickster spirits. As the Mimi spread across Australia, they became known of by almost all of the Aboriginal tribes. Many myths and legends were created by the interactions between Aborigines and Mimi. They called them many names: Ngandjala-Ngandjala, Wurulu-Wurulu, Argula and the dreaded Namarodo. However, the Mimi population was getting lower and lower, and so when Europeans arrived, the Mimi were extremely rare and wary of these interlopers. Today, Mimi hide in Arnhem Land and the Kimberleys, unnoticed by the majority of the Australian population.

Combat

Poison (Ex): Created from the Mimi's fingertips, Injury, DC (12), Constitution based. Primary poison effects Paralysis 1 hour, Secondary 1d4 points of strength damage.

Namorodo (Su): If a Mimi's corpse is not burned 1 hour after its death, there is an 80% chance it will raise as a Namorodo (Mimi w/ Ghoul template).

Namorodo

Large Undead, Ghoul

Hit Dice: 3d12+3 (39 hp)

Initiative: +4

Speed: 30ft

Armor Class: 16 (-1 size, +5 Dex, +2 Natural) flatfooted 11, touch 14

Base Attack/Grapple: +1

Attack: Bite +5 melee (1d8) + Disease

Full Attack: 2 Claws +5 melee (1d6) + Poison and Bite +3 melee (1d8) + Disease

Space/Reach: 5/10

Special Attacks: Disease, Poison

Saves: Fort --, Ref +5, Will +3

Abilities: Str 10, Dex 19, Con --, Int 11, Wis 14, Cha 9

Skills: Hide +6, Survival +6

Feats: Weapon Finesse, Multi-Attack

CR: 4

Combat

Poison (Ex): Created from the Mimi's fingertips, Injury, DC (12), Constitution based. Primary poison effects Paralysis 1 hour, Secondary 1d4 points of strength damage.

Disease (Su): After the Mimi's change so does its biochemistry. The same virus that infects all Mimi's, changing them into Namorodo, begins to run rampant throughout the Mimi's entire body. Particularly virulent is the Mimi's mouth capable of spreading the disease. *Necrovirus*, Incubation 1d6 hours, DC 13, Charisma based. After the incubation period the disease works incredibly fast, forcing the victim to make a fortitude save DC (13) every hour. Failure results in the loss of 1d4 constitution. Victims who lose all their constitution to the virus or die with the virus still

active, raise 1 hour with the Ghoul template. Five successes must be made to fight off the virus completely.

Description

Mimi are humanoids, extremely thin and very tall, mostly between 9 and 12 feet tall. Despite their great height, they have arms and legs only slightly larger than human beings. They have round, baldheads with two tiny black eyes in the center of it, and two tiny nostrils below each. Through these tiny nostrils they can whistle, their language is composed mostly of musical whistling through these nostrils. They have pale white skin, with tiny black stripes going around their bodies. Female Mimi do not have these black stripes on their arms, and have breasts at which to nurse their young. At the end of their arms, they have long, sharp claws.

Encounter

Mimi are naturally shy, but there are multiple ways they can be brought into combat. If an unfamiliar person in the bush surprises a Mimi, they become angry and may wish to teach the offending individual a lesson. Mimi are friends to local Australian fauna, especially wallabies, and if it observes anyone harming one of them, its vengeance will be swift and merciless. Mimi attack with their long claws, bending down to swipe at shorter opponents. Its thinness allows it to dodge projectiles with relative ease. When it wishes to punish rather than kill its opponents, it will give them a "disease" by spraying poison at them from tiny pores in its fingers just below its nails. This poison is a neurotoxin (inhaled, +1 penalty to Constitution feat check, onset time 1 minute, duration 2 hours) and is the source of some (if not all) of the stories of Mimi sorcery. Although most of their technology has long been destroyed, some Mimi still have examples of it. These are mostly various pieces of PL6 and PL7 equipment and weapons, all worn with age and potentially flawed. This technology is incredibly rare, but every now and then, a Mimi is seen with an ancient arc gun or barely functioning music gauntlet. These are, however, extremely rare instances and most weapons used by Mimi are PL0.

Habitat/Society

Mimi are almost exclusively found in the cliffs of Arnhem land. They tend to live alone, only meeting with each other by chance or for the occasional corroborree. Certain cliff-faces in Arnhem land are teeming with them, but local authorities and Aboriginal elders have been effective in keeping most prying eyes out of these areas. If a Mimi becomes comfortable with a certain individual, he will likely start to play small tricks on them. All Mimi are cremated when they die. The reason being is that all Mimi have a 50% chance of rising as living dead, at which point they become known as Namorodo. Mimi and humans alike fear Namorodo. They travel always at night, and will kill anyone they hear. Instead of a neurotoxin, their poison becomes instead a neutral liquid teeming with bacteria almost identical to the necrovirus of human living dead. Therefore, the

appearance of a Namorodo is usually coincided with an outbreak of living dead in the area.

Adventure Hook

The Australian police have confiscated what appears to be a highly advanced and ancient device from a group of Aboriginal youths, who claimed to have found it near a cliff face. The heroes are called in to investigate where the device came from. They sight a tall pale humanoid, which soon disappears into the bush when it spots them. As night falls, there are more reports of such a humanoid in an isolated rural town, but when the heroes go there they find the town infested with living dead. Can the heroes link the humanoids with the living dead, and what connection does this have with the mysterious device?

MNGWA

Large Outsider

Hit Dice: 26d8+182 (286 hp)

Initiative: +8

Speed: 50 ft.

AC: 18 (-1 size, +4 Dex, +5 Natural) touch 13, flatfooted 14

Base Attack/Grapple: +26/+40

Attack: Claw +35 melee (2d4+10)

Full Attack: 2 Claws +35 melee (2d4+10) and Bite +30 melee (2d6+5)

Face/Reach: 5 ft. by 10 ft./ 5 ft.

Special Attacks: Pounce, improved grab, rake 2d4+5

Special Qualities: Scent, low-light vision, traps*, Displacement (At Will), DR 10/-, Fast Healing 5

Saves: Fort +13, Ref +17, Will +12

Abilities: Str 30, Dex 18, Con 24, Int 14, Wis 15, Cha 12

Skills: Hide +13*, Jump +15, Listen +12, Move Silently +12, Spot +10, Swim +11

Feats: Improved initiative, Dodge, Mobility, Spring Attack, Combat Reflexes, Endurance, Diehard

Climate/Terrain: Shadow Plane

Organization: Single

CR: 16

Alignment: neutral

Advancement: None

*The Mngwa can spot traps just as like a Rogue

*Racial Bonus +8, at night the bonus becomes +16

"I do not dally in the towns, but press into the forest, to be devoured by the Mngwa!"

And if the Mngwa seizes me, devouring my flesh, that is the fortune of the hunt!" **quotes from an old Swahili war-song.**

Not a lion, not a leopard, it is the Mngwa that strikes fear into the hearts of the villagers along the East African coast. Hunters who would use sticks to route out a hungry lion and tackle a leopard with their bare hands, quake with fear at the thought of the feared Mngwa.

Combat

Pounce (Ex): If a Mngwa charges a foe, it can make a full attack, including two rake attacks.

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

Rake (Ex): Attack bonus +35 melee, damage 2d4+5

Displacement (Su): All ranged and melee attacks directed at the Mngwa suffer a 50% miss chance.

Description

Ghost like; the Mngwa's matted fur is a pale gray, concealing its nocturnal feats. Weighing in at over 700 lbs, the Mngwa is easily the largest feline predator in the African Jungle. Almost identical to the African Lion the Mngwa has a two very noticeable physical difference. The first is that the Mngwa like a leopard does not have a mane. Second, the Mngwa has two distinct black blotches or spots like a Civet that spoils its thick gray hide. The Mngwa has one last physical difference between that of the African Lion, and that is its thick furry tail.

Encounter

The Mngwa is a nocturnal spirit only able to track and kill its prey during the dead of night. Capable of thought and reason the Mngwa is a deadly predator able to use its surroundings to the best of its ability. Preferring to slay its prey in a single hit the Mngwa has been know to track its query for hours at a time, before attacking. When an opening occurs, the Mngwa strikes its target in the neck or spine with its razor claws, and finishing with its jaws. Mngwa attack only solitary targets using its superb senses to detect ambushes or traps. The Mngwa always fights to the death, knowing that it can always return later to finish what it started.

Habitat/Society

The Mngwa was originally brought to this plane at the request of Sultan Majnun, by a yet unknown spirit (Djinn) to whom the Sultan gave shelter and solace. Majnun wanted the most powerful and beautiful of all felines for a pet. In granting the Sultan's wish, the spirit summoned from its own plane the Mngwa. Unknown to the Sultan was that the Mngwa had an intelligence comparative to that of his own. It did not take long for the Mngwa to tire of its existence as a pet. The Sultan soon became aware of his pet's discontent and sought out a mate that would settle Mngwa down. From the greatest of the felines, the Mngwa chose a spotted leopard as its mate. After the birth of its child, the Mngwa attempted to escape away from the Sultan to raise his family in the African jungles and away from captivity. Enraged by the attempt the Sultan ordered the Mngwa and his family killed. After many years of hunting, the Sultan's own son finally killed the Mngwa. Not being a creature of this world however, the Mngwa's spirit became trapped. After decades of walking the shadow plane and plotting his vengeance upon the humans that killed his family, the Mngwa discovered a way to reap his

vengeance. During times of high dark matter, the barrier between earth and the shadow plane become weak during the new moon phase. The Mngwa takes these rare opportunities to slay as many humans as possible. The Mngwa is not limited to returning to Africa, he may return to any part of the earth.

Adventure Hook

During an African adventure, the PCs will be lucky enough to witness a grand solar eclipse. However, it is unlucky for them that the Mngwa has been waiting for this big chance. He has been gathering tormented jungle Cat spirits lost in the shadow plane. He plans to launch an attack against a major African city. Can the players survive the slaughter? Or Find a way to prevent it and finally send the Mngwa to its final resting?

NANDI BEAR

Large Animal

Hit Dice: 8d8+32 (68 hp)

Initiative: +2

Speed: 40ft., Climb 30 ft.

Armor Class: 17 (-1 size, +2 Dex, +5 Natural) touch 11, flat-footed 14

Base Attack/Grapple: +6/+22

Attack: Claw +13 melee (2d4+8)

Full Attack: 2 Claws +13 melee (2d4+8), Bite +11 melee (2d6+4)

Space/Reach: 5 ft./10 ft.

Special Attacks: Neck breaker

Special Qualities: DR 3/-, scent

Saves: Fort +10, Ref +8, Will +3

Abilities: Str 26, Dex 14, Con 19, Int 2, Wil 12, Cha 4

Skills: Listen +5, Spot +5, Climb +18, Hide +10

Feats: Improved Grapple, Multi-attack

Environment: Deep African Jungles

Organization: Solitary unless during mating season

Challenge Rating: 5

Alignment: Always Neutral

Advancement: 9-12 HD (Large)

Level Adjustment: ---

"I snatched my rifle and took a snapshot at it as it was disappearing among the rocks, and, though I missed it, it stopped and turned its head round to look at us ... In size it was, I should say, larger than the bear that lives in the pit at the 'Zoo' and it was quite as heavily built. The fore quarters were very thickly furred, as were all four legs, but the hindquarters were comparatively speaking smooth or bare. The head was long and pointed like that of a deformed bear. I have not a very clear recollection of the ears beyond the fact that they were small, and the tail, if any, was very small and practically unnoticeable. The color was dark..."

Nandi Bear is supposed to be of an African order of Bears or Hyena hybrids. They are known most commonly as Dubb,

Arabic for bear or Dubbah Arabic for Hyena. In other parts of east Africa, the animal has been called *chemosit*, *kerit*, *shivuverre*, *koddoelo*, *ikimizi*, *sabrookoo*, or *kikambangwe*. However, its official name comes from the Kenyan tribe that first encountered it.

Combat

Neck Breaker (EX): If a Nandi Bear successfully hits with its claw attack during a surprise round, the victim must make a Fort (22), or become paralyzed for 1d4 rounds. The save DC is Strength-based.

Description

The Nandi Bear is neither Hyena nor Bear as once thought, but rather the Nandi Bear is a species of giant Baboon. The Nandi Bear stands 7ft tall and is covered with a dark black to brown hair. Its head appears to be remarkably small compared to the rest of its bulky body. Its appendages are primate with longer forearms and a fifth thumb like claw on each paw. The Nandi's hide is remarkably thick giving it the ability to pass through even the sharpest of African thorn growth, without even a scratch.

Encounter

Nandi Bears have been known to become extremely aggressive when their territory is violated. Nandi also become violent around mating and birthing season, when they are known to leave their territory and hunt and gather. Other than on the two special cases Nandi Bears are intelligent enough to avoid contact with anything it deems not food. While hunting Nandi will choose trees capable of holding their weight and wait for unaware prey to travel under it. Using its long and powerful arms, the Nandi will snatch up the prey usually snapping the poor creature's neck in a single and powerful movement. Unconfirmed as of yet, but Nandi Bears are believed to be openly hostile to "Strangers". Increasing numbers of reports have been brought in detailing entire teams of Sandmen and Kinori ripped to shreds, while passing within Nandi territory.

Habitat/Society

Nandi's are omnivores and will consume nearly twice their weight in a single sitting. This gorging however causes the Nandi to enter a coma like state for weeks at a time. Nandi choose territory only in the densest part of the African jungles favoring the thick plant growth and dense thorn bushes as their nesting grounds. Like most animals, Nandi mating seasons falls during the spring at which time Nandi are most active and likely to be encountered by Jungle adventures. After mating Nandi are monogamous to their mates. Once born the Nandi child does not leave their parents side for an entire year. After which, the parents leave the child to forge its own life. From the limited information collected on the Nandi, it is believed that the Nandi is not a natural creature. It is still yet unknown to which stranger spawned the Nandi. However, it would appear to have been a failed experiment.

Adventure Hook

While investigating reports of bipedal lizard attacks on an African tribe in Kenya, HI investigators come across what they believe to be a decimated Kinori encampment. While reporting their findings in the following night, the Institute investigators are attacked by an unknown force. Was it the fabled Nandi Bear that assaulted the Kinori camp? If so why? Was it also the Nandi Bear who attacked the HI team or is something else terrorizing the African jungles?

PASCAGOULA ENTITY

By Jim Clunie

Large Aberration

Hit Dice: 4d8 (16 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 14 (-1 size, +1 Dex, +4 natural) touch 10, flatfooted 13

Base Attack/Grapple: +3/+12

Attack: Claw +4 melee (2d4+2)

Full Attack: 2 Claws +4 melee (2d4+2)

Space/Reach: 10/10

Special Attacks: Improved Grab, Brain Rod

Special Qualities: Blind Sight, Cyber optics, Spell Immunity (Illusion)

Saves: Fort +2, Ref +3, Will +0

Abilities: Str 15, Dex 13, Con 11, Int 15, Wis 12, Cha 12

Skills: Computer Op. 9, Search 14*, Diplomacy 8, Spot 12*

Feats: Improved Grapple, Weapon focus (unarmed)

Organization:

CR: 3

"They didn't have clothes. But they had feet shape... it was more or less a round like thing on a leg, if you'd call it a leg.... Calvin done went hysterical on me". – Charles

Hickson

The abduction of Charles Hickson and Calvin Parker at Pascagoula, Mississippi on 12 October 1973 revealed a new threat to our world. The remarkable testimony of Hickson provides, so far, the best description of this insectoid EBEs. Although the campaign of disinformation woven around these creatures is unprecedented, a number of later sightings have been confirmed.

Combat

Blind sight (Ex): The Pascagoula use microwave signals to see instead of normal sight, this gives the Pascagoula a +5 to spot and search. In addition, Pascagoula are immune to Illusion affects the require sight.

Brain Rod (Ex): This weapon causes paralysis to creatures with a nervous system. When the rod is touched to a creature they must make a fortitude save DC (13) to resist not being paralyzed for 1d4 rounds.

Cyber optics (Ex): Using their advanced technology the Pascagoula have stripped them selves of the ability to see, and replaced with a microwave transmitter. This transmitter can be configured in two different ways. The first is the standard layout, its effect causes all targets within 10 ft of the Pascagoula to make a willpower save DC 11 or be dazed for 1d4 rounds, this ability can only be used 3 times every hour. The second configuration is a form of Telepathic communication that has adverse affects on other creatures. These affects cause the target to make a willpower save DC (11) or to be unable to recall the memories of their encounter with the Pascagoula. These memories tend to return in the form of dreams and bouts of *déjà vu*.

Description

The entities encountered at Pascagoula stand upright, with a narrow tubular torso supported by two pairs of walking limbs. The hind, or major legs are sturdy with hoof-like feet. The minor legs are used for balance and turning traction more than for support. The entity has two pairs of upper limbs, one with mantis-like hunting claws that can lash out up to 2.5m, and one with complex hands. The entity's head is tall and narrow, with two sturdy 40cm antennae, two swiveling conical microwave-emission organs, and a lower jaw dropping nearly 30cm, overhanging the chest. The mouth has thin membranous cheeks concealing at least two sets of fanged jaws that work in the vertical plane, like those of vertebrates. The entity has no eyes, nose or ears. It perceives the world by reflected microwave radiation, reabsorbed by the antennae, which also appear to hold olfactory sensors. After the initial contact, EBEs of this type have often been seen with cybernetic visual implants, generally red in color. Either one or two cyberoptics may be installed. Their exoskeleton is covered by a leathery grey skin, which supports a form of skin covering not seen in Earthly life, but sometimes compared to moth scales or featherdown. Tiny fan-shaped scales of cellophane-like substance are mounted on a shaft, able to raise and move as a major part of the entity's heat regulation processes. In cool and/or windy conditions, the scales lie flat, are often described as silvery or ghost-like, or can be mistaken for clothing. In hot conditions, the raised scales are described as wrinkled, or may even appear slimy or viscous.

Encounter

The Pascagoula arthropods are most often encountered close to their small oval-shaped craft, which are powered by an artificially grown quantum-psionic construct, often compared to an exposed brain in a tank. These vessels also display prominent exterior lettering and regular patterns of colored lights, almost like human aircraft identification. The quantum-psionic construct can also generate a subspace channel between the craft's cabin and a nearby point, allowing the EBEs to simply step through into enclosed areas. The interior, or the endpoint of a subspace channel, is always illuminated by a brilliant blue-white glare, not for vision (which is irrelevant to the entities), but apparently supplying

some form of radiation that is required for their long-term health. This radiation causes skin burns and mild radiation poisoning effects to exposed humans, as a R2 environment. Their mission appears to be a biological survey of some kind. The Pascagoula creatures are often seen in South America and Africa, and have been spotted in the US, Britain and Europe, and even Japan. The entities' sensory microwave beams have serious side effects on the brains of Earth life. In their apparent natural state, any human approached within 10m by an arthropod is struck with feelings of disorientation and terror. Some Pascagoula-type entities appear to be modified and equipped for operations on the Earth. These individuals have cyberoptics, and their microwave emitters have been surgically altered in frequency. Rather than anxiety, their microwaves cause suppression of attention and short-term memory. This does not appear to be a deliberate result, more a side effect of whatever local adaptation has been applied to these individuals.

History/Society

The arthropods are believed to have arrived on our Earth at some time after 1957, as the confirmed sightings in this period suggest that they were unfamiliar with humans before that time. Their organization has been described as paramilitary, with no obvious heavy armaments carried, but a notably disciplined approach, and several reports of carefully organized tactical operations. Their technology is at a lower stage of development than many of the other Xenofoms, perhaps equivalent to early PL 7. Besides their psionic-construct craft, they often employ a rod-like device that stuns victims on contact behind the ear or at the temple, and possibly has an ability to elicit and record kaleidoscopic memory recall streams. They appear to be able to deliver instant, complex packets of information ("thought balls") to humans, which are maintained in long-term memory much more clearly than experiences of normal consciousness. The entities typically install implants in abducted humans for later activation. Follow-up contacts are seldom, if ever, reported, and it is believed that these implants are intended for a future large-scale operation of some kind. The arthropods' relationship to other Xenofoms is unclear. Neither DNA nor TPA has been isolated from the few biological specimens available, but some investigators have proposed encapsulated proteins as their genetic material. There is evidence that the Pascagoula entities are, or have been, in a state of hostility with the beings known as Tribunes, who control the Hairy Dwarfs, with the active involvement of certain humans. They appear to operate in a truce, or even cooperation with the British Intelligence services.

Adventure Hooks

The Briefcase: In 1803, an arthropoid craft made an emergency landing off the coast of Harayadori, Japan. The local people were afraid of the unearthly white-skinned occupant and pushed the crippled scout ship back out into the Devil's Sea, where it soon sank, coming to rest on a seamount. In the early 1970s, a Soviet surveillance vessel detected a

faint source of radioactivity under the ocean. Despite an interception of the signal by the US Navy, which made frenzied efforts to reach the site under a falsified 'Broken Arrow' lost nuclear weapons alert, a Soviet nuclear submarine retrieved a small case of copper-like metal. The artifact was kept under strict security until 1990, when it was stolen by *organizatsiya* and sold to their organized crime counterparts in California.

The Briefcase is now needed urgently by a group who have captured, or rescued, a live Pascagoula being. They need the radiation source in the case to maintain the creature's life until they can negotiate with it - or to forestall an all-out assault by the arthropods and their MI5 allies.

SMITH

By David Tormsen

Every now and then, someone disappears. It may be a homeless person. It may be a serial killer on death row. It may be a reclusive conspiracy theorist. It may be someone who was just in the wrong place at the wrong time. It happens so much that it is no longer even very unusual. Sometimes, though, something unusual does happen. They come back. In addition, they call themselves Smith.

The Smiths are a development of a government black agency formed to study the phenomenon known as the Internet ghost. They duplicated the effect of uploading a human consciousness into a computer, but then turned their research in a new direction. They figured out how to reverse the process: to download an artificial intelligence into the human brain. After obtaining the right test subjects and funding, they perfected the Smith artificial personality. The agency would kidnap an individual that would not be missed. They then connect this individual up to the agency's mainframe via electrodes to the brain. They then begin to download the Smith personality into the subjects mind. Unless the subject can somehow mentally resist the downloading process (a successful Resolve-mental skill check at a +2 step penalty), the subject loses control of his own body and the Smith takes over. Smiths are the perfect agents Utterly loyal, Ruthless and determined. Without need for friends, family or other human contacts. Intelligent, observant and with an unshakable work ethic. As such, the black agency responsible for the creation of the Smiths supplies other agencies, such as the CIA, with Smiths. There are some problems with the Smiths, however. A Smith artificial personality replaces but does not erase the test subject's own personality. Lurking in every Smiths subconscious mind is the human being that used to inhabit its body. This personality always wants to take control of its body back from the Smith, and will attempt to whenever it has the opportunity. In addition, the Smith personality cannot exist in a human brain, constantly suppressing the host's attempts to regain control, indefinitely. Every two days, a Smith must connect up to the black agency

mainframe via a secure Internet connection and upload its personality. While in the mainframe, the Smith personalities merge to form one single Smith, in order for experiences to be shared and the Smiths existence to be reinforced. The Smith then downloads itself back into the host body. If a Smith cannot connect to the mainframe once every two days, the host personality begins to grow stronger.

Sample Smith

Smith Conspiracist

Medium Human, Smart Hero 4, Investigator 1

Hit Dice: 4d6+1d6

Initiative: +2

Speed: 30ft

Armor Class: 17 (+2 Dex, +4 Concealable Vest, +1 Defense bonus) touch 12, flatfooted 15

Base Attack/Grapple: +5/+5

Attack: Unarmed Attack +5 melee (1d4), Colt 45 +7 ranged (2d6), or Hatchet +5 melee (1d6)

Full Attack: Unarmed Attack +5 melee (1d4), Colt 45 +7 ranged (2d6), or Hatchet +5 melee (1d6)

Space/Reach: 5ft/5ft

Special Qualities: Profile, Savant (Investigate), Exploit Weakness, Possessed

Saves: Fort +3, Ref +4, Will +3

Abilities: Str 10, Dex 14, Con 11, Int 12, Wis 10, Cha 7

Skills: Move Silently 7, Drive 10, Computer Use 10, Investigate 15, Listen 10, Sense Motive 8, Spot 10

Feats: Armor Proficiency (Light, Medium, Heavy), Martial Weapon Proficiency, Personal Firearms Proficiency, Combat Martial Arts, Alertness, Attentive

CR: 7

Creating a Smith

Smith is an acquired template that can be added onto any Humanoid, here fore referred to as the base creature.

A Smith uses all the base creature's statistics and special abilities except as noted here.

Size and Type: No Change

HD: No Change

AC: Typically, a Smith is outfitted with a Kevlar vest.

Base Attack/Grapple: All Smith's are programmed for combat and therefore gain a +2 bonus to their base attack bonus.

Attack: All Smith's are programmed with the use of all martial weapons, firearms, and a vast range of martial art styles.

Special Qualities: *Possessed*-Due to the struggle between the Smith program and the original personality, the Smith must be able to connect to a mainframe in order to upload and replenish its control over the host. The Smith needs two pieces of equipment in order to complete this task. The first is at least a T-1 connection to the internet, anything slower and the Smith risks corruption of its data, due to the uploading

time and static in the line. Second, the Smith uses a specialized retina scanning device to allow for the transfer, this equipment looks very similar to a web cam. The transfer takes 12 hours to complete, while transferring the Smith is unable to react to external stimuli. If the transfer is interrupted, the host personality may attempt to over throw the Smith. By making a Willpower save Difficulty (15), if successful the Smith program is deleted, if failed the Smith still controls the host, but at a -4 to all rolls due to an incomplete transfer. The Smith must attempt these transfers once every two days, for everyday past the second the host personality can attempt to regain control. The host can attempt a Willpower save Difficulty (20, -2 for everyday missed past the second), if successful the Smith program is deleted and the host regains control, if failed the host goes dormant for two days.

Saves: The Smith program adds a +2 to the host bodies Fortitude and Reflex saves.

Abilities: The Smith program allows for better use of the body giving a +2 to Strength, Dexterity, and Constitution. However, due to the limited abilities of the AI, it forces Intelligence to 12, Wisdom to 10, and Charisma to 7.

Skills: The Smith program comes loaded with the following skills that add to the host's skills; move silently 7, drive 10, and computer use 10.

Feats: Due to the Smith's combat training the host gains Armor Proficiency (Light, Medium, Heavy), Martial Weapon Proficiency, Personal Firearms Proficiency, and Combat Martial Arts.

Level Adjustment: +2

Description

For the most part, Smiths appear to be normal human beings. Smiths endeavor to keep themselves looking sharp and tidy-looking. Due to the nature of their activities as the perfect government agents, Smiths are often mistaken for Men In Black as they were similar clothes. A Smith will gravitate towards dark suits and sunglasses. They almost always wear sunglasses, even inside. The reason for this is that a Smith's host personality seems to have an increased control over the eyes as opposed to other body parts, and a Smith's eyes will occasionally have a flash of fear and pain originating from the host personality. What really makes a Smith is the artificial personality in their brain. This personality is a lifeform made of electrical impulses that can be uploaded and downloaded from the brain to a computer mainframe via a complex system of electrodes. This personality is very loyal to whatever organization it is working for, but rather unimaginative. When, every two days, the Smith personalities upload to the black agency mainframe, they join together to create an artificial intelligence far greater than the sum of its parts. This AI, also known as Smith, is very different from the individual Smiths. While the Smiths tend to be loyal to the organization that they work for, Smith itself has, as time has gone by, become more concerned with its own power than its varied employees. Through subtle manipulation and use of its

individual Smiths, Smith has begun to extend its influence into varied government agencies and secret societies. Smith has already sapped the black agency responsible for its existence and as for those who know of its existence, they have subsequently been killed or turned into Smiths themselves.

Encounter

As Smiths are outwardly identical to human beings, they could appear anywhere and everywhere without the heroes guessing a thing. Smiths are most often encountered in their roles as government and secret society agents, for everyone from the AFT to the Bilderbergers Society. They tend to carry only light weaponry and armor, mostly 9mm pistols and kevlar vests. They tend to stray from combat unless they are forced into it, as they view unnecessary risks as detrimental to their overall mission. Most often, a Smith in combat will attempt to decapitate rather than kill its opponents, so as they can be taken back to a secure location and implanted with a Smith personality.

Habitat/Society

Smiths are prevalent across the United States, with smaller numbers in Europe and Canada. They tend to hold position as agents for government agencies, bureaucratic officials and police officers but they are expanding into other useful areas, such as journalism, communications and fringe religious cults. They mostly live alone, in Spartan apartments or small homes with advanced computer equipment inside. Smith 'society' exists for only a few hours every two days, when every Smith connects up to a mainframe based in a warehouse in Albuquerque. Society may be the wrong word, as when the Smiths connect up to one another they do not so much interact with each other but merge into one another, which forms the Smith AI. Smith exists in the mainframe for only a few hours, but during that time, it can process the memories of all the individual Smiths and form strategies.

Adventure Hook

The heroes find themselves being followed by a van of men in dark suits, resembling MIBs, in the middle of nowhere. Before they can do anything, the driver of the van suddenly suffers a seizure and crashes. Only one of the men survives. If interrogated, he will only give his name-Smith, and demand to be released. As time goes by, his attempts to escape become increasingly desperate. At one point, the man suffers a seizure himself and croaks "Help me...my name is Lucas Walker...help..." before returning to a normal state. Investigation reveals Lucas Walker was a conspiracy theorist who disappeared two months ago. Can the heroes help Lucas re-emerge, and what information can he give them? Or will Smith escape and come back with more of his kind?

SULPHUR GIANT

By Jim Clunie
Large Humanoid

Hit Dice: 3d8

Initiative:

Speed: 30 ft.

Armor Class: 18 (-1 Size, +5 natural, +4 medium combat armor) touch 9, flatfooted 18

Base Attack/Grapple: +2/+10

Attack: Phase Rod +5 touch (special) or Laser Pistol +2 ranged (2d8)

Full Attack: Phase Rod +5 touch (special) or Laser Pistol +2 ranged (2d8)

Space/Reach: 10 ft./ 10 ft.

Special Attacks: Atmosphere, Gaze

Special Qualities: n/a

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 18, Dex 11, Con 14, Int 12, Wis 11, Cha 11

Skills: Drive +6, Intimidate +6, Search +7, Spot +6

Feats: Personal Firearms Proficiency, Armor Proficiency (Light, Medium)

CR: 2

Advancement: By Class

Level Adjustment: +2

Scattered, but unusually consistent eyewitness reports from the 1950s onwards, most famously from Voronezh, Russia, testify to visits to our planet by humanoid creatures of large size and advanced technology. They seem to lack hostile or other discernible intentions towards humans, though their continued return must follow some pattern of intent, however bizarre. Their almost random influence on human affairs may become more clearly with further contact.

Combat

Atmosphere (Ex): Sulphur Giants are surrounded, up to 10 ft., by an inhaled poison equivalent to Chloroform. Inhaled, Fortitude DC 17, initial and secondary damage unconscious 1d3 hours.

Gaze (Ex): Sulphur Giants can daze anyone within 30 ft. by making a gaze attack, willpower save DC 13. The save is constitution-based.

Phase Rod (Ex): A target struck by a phase rod, must make a willpower save DC 15, or be shifted 20-400 (10 x 2d20) feet in a random direction, and is disoriented for the remainder of the round.

Description

The creatures observed in West Virginia, South America, the Canary Islands and Russia appear to be physical travelers from another planet or place with a very different environment than Earth. They are surrounded by their own foul-smelling, toxic atmosphere, which either flows out from their ships or is exuded from their skin over a wide area. This complex gas mixture causes temporary breathing difficulties to humans and other Earthly animals but does not harm plant life.

They are humanoid in gross body shape, 10 feet tall with a lanky, long-armed build. Their skin is brick red, tough and scaly. They have three large eyes that glow with an orange light, a round head with no visible ears or nose, and a narrow immobile mouth. Most individuals wear silvery jumpsuits and heavy metallic boots. Some have been described instead with brightly glowing green robes, fitted tightly across the torso but with loose folds below. They are supplied with a suitable breathing mixture by transparent helmets with odd side flanges and a pointed top, with a nearly invisible recessed eye-screen and a thicker flange covering the mouth and nostrils.

Encounter

Sulphur Giants are encountered, if at all, on forays close to one of their landed vessels. They sometimes carry instruments with flashing lights, presumably some form of scanner, or are accompanied by large work machines. They seem to have little interest in humans, defending themselves and retreating in an unhurried, orderly fashion if attacked. They make no distinction between human men, women or children, probably because the difference in size is insignificant to them, but will concentrate their attack on those who carry rifles or other large weapons.

Habitat/Society

The crew of a Voronezh Entity vessel numbers no more than four, and they are just as often met with alone. The Greys are unfamiliar with this species, although the Goblins have probably encountered them, if the heroes ever manage to find one and get a straight answer.

Adventure Hook

The Hoffmann Institute's Observation Section reports that another Illuminated group has somehow obtained the coordinates where a Sulphur Giant ship will land. The opposing group plans to ambush the creatures and seize one for study. The landing zone may be near a populated area, where civilians will be in danger from the uncontrolled fire fight that ensues, or the Voronezh Entities may be provoked to an unprecedented level of violence by having one of their kind deliberately attacked and captured.

Sulphur Giant Globe

The vessels of this enigmatic species are spheres 35m in diameter, made of a material that is naturally transparent and immensely strong. A working platform is set across the base of the sphere, which is otherwise mostly empty. The occupants can open hatches in the sides and extend long, glowing gangplanks that are sometimes misidentified as beams of energy. After entering Earth's atmosphere, the craft often glow bright white, yellow or red with heat, though they quickly cool down. The ship's propulsion gives off a radiant red energy glow over a wide area, though it does not appear to burn or otherwise damage the ground, and leaves a luminous trail in the air, perhaps indicating a broad-area magnetohydrodynamic forcing of air over the surface of the sphere.

TERRA-COTTA WARRIOR

By David Tormsen

Medium Construct

Hit Dice: 6d10+15 (45 hp)

Initiative: +1

Speed: 20ft

Armor Class: 19 (+1 Dex, +8 Natural) touch 11, flatfooted 18

Base Attack/Grapple: +4/+8

Attack: Slam +8 melee (1d8+6) or Katana +9 melee (1d10+6)

Full Attack: Slam +8 melee (1d8+6), Katana +9 melee (1d10+6), Heavy Crossbow (1d10)

Space/Reach: 5ft/5ft

Special Attacks:

Special Qualities: Construct Traits, Immunity to magic, Low light vision, Fragile

Saves: Fort --, Ref +1, Will +2

Abilities: Str 18, Dex 12, Con --, Int 9, Wis 11, Cha 3

Skills: Spot +8, Intimidate +8, Search +7

Feats: Weapon Focus (Katana), Power attack, Improved Sunder

CR: 4

Alignment: LN

Advancement: 7-10 (Medium), 11-14 (Large), or by Class

In ancient China, it was customary to sacrifice a king's servant to death when the king died, so as they could continue to serve him in the afterlife. When the first Emperor of China, Qin Shihuang, died in 210 BC, however, this practice was no longer popular. Rather than slaughter an entire army, the Emperor was buried with a symbolic force of thousands of life-size and detailed terra-cotta warriors. In order to make sure these warriors did indeed serve the Emperor in death, the Imperial alchemists tried to devise a spell that would imbue the terra-cotta warriors with life. Over the course of seven decades, the technique was perfected so that when the Han Emperor Jing Di died, he and countless Emperors before him had been buried with a multitude of terra-cotta warriors, some of whom had been infused with life. The spell that created these living terra-cotta is very similar to the spell used by Alonso del Adriacchi to create gargoyles in Europe. It is very likely that the spell for gargoyle creation is a descendant of the spell of terra-cotta warrior creation. It has been theorized that perhaps the spell was brought to Europe from China by explorer like Marco Polo; or perhaps it traveled across via an occult trading network similar to the Silk Road. Given the rumors of "living statues" appearing in India and the Middle East in the right time frame, perhaps the latter is true. Then again, it is possible that Adriacchi discovered the technique independently. Similar to how Roger Bacon discovered gunpowder centuries after it had developed in China.

Combat

Immunity to Magic: A Terra-cotta warrior is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Move Earth: Drives the golem the golem back 60 feet and deals 3d6 points of damage to it.

Disintegrate: Paralyzes the golem for 1d6 rounds and does 2d10 points of damage.

Shatter: Causes the golem to lose its next action, lowers the golems Armor class by 4 points, and does 4d8 points of damage.

Fire damage: Any magical affect against the Terra-cotta warrior that deals fire damage heal 1 point of damage for every 3 points of damage that is causes.

Fragile: Bludgeoning damage dealt to the Terra-cotta warrior deals an additional 1d6 points of damage.

Elite Terra-cotta Warrior

Medium Construct, Fighter 6

Hit Dice: 6d10+6d10+15 (75 hp)

Initiative: +5

Speed: 20ft

Armor Class: 25 (+1 Dex, +8 Natural, +4 Stone Chain Mail, +2 Medium Stone Shield) touch 11, flatfooted 24

Base Attack/Grapple: +10/+14

Attack: Slam +14 melee (1d8+6) or Katana +15/+10 melee (1d10+8)

Full Attack: Slam +14 melee (1d8+6), Katana +15/+10 melee (1d10+6 (17-20 x2)), or Heavy Crossbow (1d10)

Space/Reach: 5ft/5ft

Special Attacks: n/a

Special Qualities: Construct Traits, Immunity to magic, Low light vision, Fragile

Saves: Fort --, Ref +3, Will +4

Abilities: Str 18, Dex 12, Con --, Int 10, Wis 12, Cha 5

Skills: Spot +10, Intimidate +10, Search +9, Balance +8

Feats: Weapon Focus (Katana), Power attack, Improved Sunder, Improved shield bash, Rapid reload, Improved initiative, Improved critical (Katana)

CR: 10

Alignment: LN

Advancement: By Class

Combat

Immunity to Magic: A Terra-cotta warrior is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Move Earth: Drives the golem the golem back 60 feet and deals 3d6 points of damage to it.

Disintegrate: Paralyzes the golem for 1d6 rounds and does 2d10 points of damage.

Shatter: Causes the golem to lose its next action, lowers the golems Armor class by 4 points, and does 4d8 points of damage.

Fire damage: Any magical affect against the Terra-cotta warrior that deals fire damage heal 1 point of damage for every 3 points of damage that is causes.

Fragile: Bludgeoning damage dealt to the Terra-cotta warrior deals an additional 1d6 points of damage.

Description

Terra-cotta warriors are just that: extremely detailed warriors made of Terra-cotta. Each individual warrior is distinctive, and this goes for the inanimate as well as the animate varieties. They are of above-average height, and well built. They were painted in rich colors at one point, but time has worn most of that away, leaving only clay behind. They typically are adorned in leather armor (remarkably preserved) and carry real weapons, mostly swords, crossbows and spears.

Encounter

Terra-cotta warriors are fighters, so they are formidable foes. They do not actively seek combat, but when forced into it will attack with calm and discipline. They use only the weapons that they are used to, mainly melee weapons and crossbows. Despite being made of Terra-cotta and being surprisingly fragile, Terra-cotta warriors will shrink from no battle.

Habitat/Society

Most Terra-cotta warriors are still at their posts, guarding the long-dead Emperors of the Qin and Han dynasties. There is, however, Terra-cotta warriors who have abandoned their posts and have taken up new ones. At certain Communist party gatherings, or the boardroom meetings of Hong Kong business giants, there can be found a Terra-cotta warrior, standing in a corner unnoticed, always watching, always on guard. Similarly, the occasional living Terra-cotta warriors can be found in museums in Europe and North America, and are hot property on the New York and Paris art circles. Why certain Terra-cotta warriors abandon their posts is unknown. When, in the 1970's, Chinese peasants uncovered a pit filled with terra-cotta warriors, Chinese officials discovered another pit filled with about a dozen living terra-cotta warriors eager to give their allegiance to the Communists. Scattered around the pit were the shattered remains of other Terra-cotta warriors. While those still intact claimed that the shattered remains came from non-living Terra-cotta warriors, it is more likely that, over the centuries, some of the Terra-cotta warriors lost their loyalty. There was some sort of altercation, and the loyal Terra-cotta warriors were slaughtered.

Adventure Hook

The Chinese government secretly contacts The Hoffman Institute. It seems that a Living Terra-cotta warrior that had been working as a Communist Party guard in Beijing has defected. The Terra-cotta warrior has stolen certain information about China's psychic gene research project, and is preparing to sell the information to the highest bidder at an auction in the Metropolitan Club in New York. Many

highbrow members of the Bilderbergers, Freemasons, Knights of Malta and other secret societies will be there. The heroes are to make sure the information does not get into the wrong hands, and capture the Terra-cotta warrior in the process.

TROLLS

Large Undead

Hit Dice: 6D12 (36Hp)

Initiative: +3

Speed: 30ft

Armor Class: 15 (-1 size, +3 Dex, +3 Natural)

Base Attack/Grapple: +3/+13

Attack: Claw +10 melee (1d6+8)

Full Attack: 2 Claws +10 melee (1d6+8)

Space/Reach: 10ft/10ft

Special Attacks: Spell-like abilities, Rake

Special Qualities: Blind sight, Spell Immunity (shadow), Scent, Light sensitivity, DR5/-

Saves: Fort --, Ref +6, Will +9

Abilities: Str 27, Dex 17, Con 0, Int 6, Wis 10, Cha 10

Skills: Listen +6, Spot +8, Hide +12

Feats: Sadist, Power Attack, Martial Weapon Proficiency

Climate/Terrain: Shadow Realm

Organization: Squad 1-4

CR: 6

Alignment: CE

Advancement: By class

"It wasn't the bogeyman mom, I've never seen the bogeyman drool that much."

Fear feeds their hunger while the agony of their victims quenches their own pain. They have lain sleeping within their shadows for decades long forgotten, banished by the Brilliant Light. However, their prison walls fail as the divider between the truths once again begins to fade and die. With every push of Darkmatter, the prison weakens increasingly, allowing them greater access to our world.

Combat

Spell-like abilities: At will—Shadow Walk. 3/day—Cloak of Dark Power, Darkness. 1/day—Shadow Conjunction (DC 18), Shadow Evocation (DC 19).

Rend (Ex): If a Troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Troll King

Large Undead, Ftr 6, Cleric (Darkness) 6

Hit Dice: 6D12+6D10+6D8 (135Hp)

Initiative: +1

Speed: 40ft

Armor Class: 22 (-1 size, +1 Dex, +9 full platemail, +3 Natural)

Base Attack/Grapple: +12/+25
Attack: Claw +20 melee (1d8+8)
Full Attack: 2 Claws +20 melee (1d8+8)
Space/Reach: 10ft/10ft
Special Attacks: Spell-like, Rake
Special Qualities: Blind sight, Spell Immunity(shadow), Scent, Light Sensitivity, DR 15/-
Saves: Fort --, Ref +18, Will +21
Abilities: Str 27, Dex 13, Con 0, Int 9, Wis 15, Cha 15
Skills: Listen +12, Spot +14, Hide +18, Concentration +8, Balance +8, Diplomacy +8
Feats: Sadist, Power Attack, Improved Bull Rush, Greater Rebuke, Leadership, Improved Natural Weapon
Climate/Terrain: Shadow Realm
Organization: With 4-8 Trolls and Cohort
CR: 17
Alignment: CE
Advancement: By Class

Combat

Light Sensitivity (Ex): Any light brighter than the half moon, causes extreme discomfort to Trolls. When exposed to this much light Troll suffer half their HD in negative levels.

Spell-like abilities: At will—Shadow Walk. 3/day—Cloak of Dark Power, Darkness. 1/day—Shadow Conjunction (DC 18), Shadow Evocation (DC 19).

Rend (Ex): If a Troll King hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Cleric Spells: (5/3+1/3+1/2+1); Save DC 12 + spell level. 0—Resistance x3, Detect Magic x2; 1st—Bane x2, Bless, Obscuring Mist; 2nd—Bull's Strength, Desecrate, Eagle's Splendor, Blindness/deafness; 3rd—Deeper Darkness, Contagion, Blacklight.

Description

Trolls are 7-8ft 400lbs of rippling muscles. Their light fur covering is gray and only a few inches long. They are deformed looking usually with a hunch or one arm longer than the other. Their face and appendages are very close in appearance to the Sasquatch.

Encounter

Trolls live and breathe in the shadows. They hate light and will very rarely be found outside the darkest shadows. The only thing that brings a Troll out of its shadowy home is the taste of pain and agony. Trolls do not attack to kill, they attack to torture to hurt and to maim and then kill. Even with their ungainly size and deformities Trolls move with excellent dexterity and are quite adept at the delicate art of pain. The greatest chance any one has of encountering a Troll is in shadowy alleys or similar dark place. They are known however, to prowl streets and houses on night of the new moon or eclipses. On these nights, the only defense one has is to turn on as many lights as possible. When directly

encountered the Troll will attempt to subdue its victim dragging them off to a more advantageous location. If there isn't one the Troll will begin its work with in its shadowy lair. Trolls will never be encountered during the day or on the Full moon.

Habitat/Society

Trolls are not native to earth. The Greys accidentally allowed them access. Trolls are the specters of the Sasquatch/Yeti. When the Greys brought the Sasquatch/Yeti to earth and awoke them, they also allowed the Trolls entrance. On their home world Sasquatch/Yeti were able to banish the Trolls and force them into hibernation. However, the Sasquatch/Yeti do not have the forces on earth that are needed to once again banish the Trolls.

The Trolls are a part of the Sasquatch/Yeti past that they would finally like to forget. Before the B/Y where at peace with each other their home world was plagued with wars. During this war one of the Sasquatch/Yeti warlords sold his soul and his followers sole in exchange for power. The result was the entire Sasquatch/Yeti nation turning upon that warlord. After death, that warlord and his followers were trapped within a shadow realm. With in the realm the warlord and his followers suffer pain, which can only be extinguished by inflicting pain upon others. Trolls appear to be immortal, even after killing them they just reappear with in the shadow realm. They however have a great affliction to bright lights. It is unknown, but believe that exposure to the sun may completely kill a Troll. This is hard to prove do to the Trolls ability to shadow jump.

UULA

By David Tormsen

Medium Undead, Psionic Ghost

Hit Dice: 18d12 (108 hp)

Initiative: +3

Speed: Fly 60 ft. (good)

Armor Class: 13 (+3 Dex)

Base Attack/Grapple: +9/-

Attack: Incorporeal touch +9 melee

Full Attack: Incorporeal touch +9 melee

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Darkvision 60 ft., incorporeal traits, +6 turn resistance, undead traits, unnatural aura

Saves: Fort +6, Ref +11, Will +9

Abilities: Str --, Dex 17, Con --, Int 24, Wis 8, Cha 22

Skills: Bluff +22, Diplomacy +26, Intimidate +26, Search +22, Sense Motive +20, Spot +14

Feats:

CR: 13

Advancement: 6-10 HD (Medium)

Level Adjustment: ---

Millions of years ago, there was a species with such huge psionic power that they were able to transfer themselves between worlds psionically. They traveled throughout the universe, exploring, trading and conquering. Then, one day, they disappeared from our galaxy, never to return. Where they have gone is unknown. The only remnant left of their existence is the Uula. Occasionally, when one of these entities tried to transfer themselves between worlds, an accident occurred. Sometimes they would appear in the middle of deep space, and die horribly. On other times, their physical forms would appear on their destination world, but their consciousness would somehow be left behind during the journey. They would become psionic forces barely clinging to corporeality, left to float intangible in the darkness of space. They became similar to the demon Iscii ba Fan in this respect, they were consciousness without bodies. Over time, these entities would be driven mad by their new existence. Forced to float alone in blackness, surrounded at all sides by the glow of the stars too far away to reach, tortured by memories of their former lives; they changed inside. They strived constantly to reach a solar system, any solar system; and to contact another mind, any mind. They would find none. Eventually, they would begin to feel if perhaps the entire universe was just an illusion, as if there were no other beings other than their individual selves. When the Greys first expanded out into space, they explored in huge sub-light speed generation ships. En route between their own solar system and another 2.5 light years away, one of these generation ships encountered a psionic entity so powerful and so malevolent that it was dubbed thereafter an Uula, a spirit of the darkness between the stars. As the Greys explored, they occasionally encountered other Uula. They were all the same: psionically powerful, incredibly arrogant and completely intolerant of all other life forms. An Uula would consider any life form that was not itself as an illusion brought on by the madness of eternal solitude, and attempt to destroy it so as to preserve its own sanity. When the Greys came to Earth, they found our solar system to be surrounded by Uula, who propagated especially in the Oort cloud. Some theorists have suggested that the Uula seek the tiny black hole said to exist in the Oort cloud, so as to destroy themselves inside it. Eternal solitude can generate a peculiar form of nihilism. However, the fact remains that a single Grey report suggests that some of the Uula near Earth have reached a proximity to one another to allow limited communication, perhaps bringing some of them back from the brink of madness. However, they are still stuck in space and at their maximum speed of movement will be unable to reach Sol for millennia. However, there is one way in which an Uula can get closer to the Earth, or anywhere for that matter. The Uula are able to latch themselves onto large objects moving through the darkness of space. In the past, they have been able to maneuver themselves into the gravity field of both sub-light interstellar spacecraft and long period comets. Through these they are able to get closer to the solar system faster than they would be able to on their own. While the Greys have not had

a problem with the Uula for years, other species able to cross the gulf between the stars, such as the Goblins, have a much closer relationship with the species. Many of these species either use FTL travel or at least have some form of defense against these entities. There is a story circulating the Institute of a Goblin smuggling ship that has laid abandoned in the orbit of Neptune for the last 30 years, following a single short and horrifying distress signal received by both the Greys and SETI. Whether this has anything to do with the Uula is unknown. Comets have always been known as the harbringers of doom, for good reason. Long period comets can take centuries to orbit the sun, leaving the solar system completely for extended periods of time. They then come back, almost impossible to detect and defend against. Not only due they present the risk of colliding with the Earth and causing terrible disaster, but there is always the chance that one of these comets has a tag along in the form of an Uula. The Institute has reason to believe that the comet that killed off the dinosaurs had such a passenger, who then laid waste to the Earth for years before being destroyed itself by some unknown force. Another is known to have been riding alongside the Hale-Bopp comet that passed by Earth in 1997. It contacted several Institute members briefly, before contact was lost after the Heaven's Gate cult suicide. This entity was rather more sane than the dinosaur-killer, but has been positively confirmed as the influence behind the Heaven's Gate cult. Whether the mass suicide was part of its ultimate plan or an unexpected event is still unknown. Whether the entity descended upon the Earth or is still stuck to the Hale-Bopp comet is also unknown. With the rise of Dark Matter, these entities have grown in power, and have been increasingly successful in their attempts to reach Earth. The Institute and other groups knows the threat that the Uula present, both the psychotic narcissist and sane intriguer varieties. However, due to the awesome power demonstrated by these entities, it is thankful that one has not been unleashed on the surface of Earth...yet.

Combat

Psionics (Su): The Uula as a race are naturally psionic. An Uula manifests powers as a psion (Kineticist) of 18th level. The saves are intelligent based. Typical Powers known (power points 343, save DC 10 + intelligence modifier + power level) 1st—Charm person, Mindlink, Control object 2nd—Aversion, Brain lock, Control air, Energy missile, Read thoughts, Suggestion 3rd—Crisis of breath, Empathic Transfer, Energy cone, False sensory input 4th—Control body, Dominate, Energy ball, Inertial barrier, Mindlink, Modify memory, Schism 5th—Energy current, Metaconcert, Mindprobe 6th—Dispelling buffer, Mindswitch, Null psionics field 7th—Crisis of life, Reddopsi 8th—Mind seed, Telekenetic sphere 9th—Tornado blast, Mind switch, Psychic surgery

Description

The Uula is a mass of pure consciousness, invisible and incorporeal in its natural form. It can, however, use its illusion skill to present any visage it feels like. Those of the sane variety tend to choose a form that will appear as none threatening as possible; a familiar face or a vague acquaintance. Those of the insane variety will delve into the mind of the viewer and choose a form designed to be the most horrifying as possible. To those scared of spiders, the Uula will appear as a huge tarantula, or perhaps as a seething pile of black widows and web. Those beings and devices capable of "seeing" psionic entities describe the Uula as a large mass of energy, often taking up an entire room. This mass of energy can move through solid objects, fly through the air and can even disappear entirely into some poor soul brain.

Encounter

The Uula are not in the least afraid of being drawn into combat. After millennia of life, they no longer fear death, they rarely acknowledge its existence. Being purely psionic beings, they likewise attack psionically, being especially fond of their electrokinetics and psychokinetics attacks. It will attack directly, and when faced with multiple opponents will sometimes possess one of its attackers and attack through him, violently attacking the other assailants before exiting the body just before the victim falls to his comrades blows. Being invisible and intangible, Uula are notoriously difficult to hit.

Habitat/Society

The original society and habitat of the Uula is unknown, but what is certain is that the species in which they used to be members was at one time an extremely advanced and viable culture, with technology to rival even the Elohim. However, that species has long since gone, and the Uula have been cut off from them long enough that any memories they have of their former lives are dim, and barely relevant anyway. Today the Uula are scattered around space, mostly within a light year or so from an inhabited solar system, tantalizingly close, but so very far. There is a larger than normal proportion of Uula around our solar system, for unknown reasons. The ones furthest away are the least of our worries, but they are also the ones that have descended the most into madness. The majority of the Uula around the Sol system are homicidally insane. There are some Uula, however, that have made it closer toward the solar system than others, and have made contact with one another. There are around a half-dozen such entities, all clustered loosely around an undetectable black hole in the Oort cloud. Like all Uula, they are insane, but leaning more towards the "diabolical archvillain" variety of madness rather than the "psychotic maniac" variety. One of these Uula was riding along with the Hale-Bopp comet, and the possibility remains that another of these Uula could be riding in towards the Earth on board another comet, so far undetected.

Adventure Hook

The heroes are tipped off that a secret NASA deep space reconnaissance probe has returned to Earth after three decades

in space, and crashed off the northern coast of Australia. They soon receive reports of the Australian Navy discovering a boatload of asylum seekers and Indonesian people smugglers, all dead except a single man, who has gone completely mad. Soon after, an Australian frigate disappears after a single panicked distress signal, then several Indonesian fishing trawlers never return to port. The trail of disappearances seems to be heading straight for the fledgling nation of East Timor. Can the heroes discover what is causing these sea disasters and somehow put a stop to it before whatever it is reaches land?

WILL O' THE WISP

By Dale Thurber

The will o' the wisp is a malevolent creature which feeds on negative emotions. These emotions include panic, fear, horror, trepidation, and inescapable death. The will o' the wisp "drinks" these emotions from the aura surrounding a person in their death struggles, or from someone who is shocked or in terror from something they have seen. It is believed that the wisp finds the increased electrochemical activity of the brain from these feelings to be nourishing.

Description

A will o' the wisp is in reality an intelligent globe of semisolid vapor, about 1 –3 feet across, and weighs about only 5 pounds. Usually, a wisp appears as a globe of light, although, under pressure of unwanted discovery, the wisp may go invisible at will. These spheres of light may change color, from yellow to white to green or blue. They can also alter the shapes of the light, their size and brightness to resemble anything from torchlight to lanterns, to misty glows. A wisp has incredible movement, able to dart here and there, and flee quickly from threats. They usually try to avoid close quartered combat, preferring to bewilder and confuse onlookers from a short distance. It can however, if cornered, release an electrical charge of energy upon touch. A will o' the wisp can speak almost any language by "vibrating" much the way vocal cords do. It can learn this language by listening to others speak it. Its voice sounds shallow, ghostly and vibrating.

Encounter

As a cunning creature, it often lures humans into places of natural terror and fear. Favorite sights include graves, battlefields, the sites of murdered bodies, and dangerous areas, such as quicksand, cliff sides, crevasses, swamps, and bogs. The promise of food impels the wisp to best use its surroundings for prolonging the agony of a dying individual.

Habitat/Society

They generally appear as lone wisps, but more than one may be present at a particularly grisly or dangerous area, such as near African villages with Ebola virii or other pestilence, airplane crashes in remote wilderness where there is no hope for the survivors, military death camps, and the sites of lethal

natural disasters like earthquakes. Mostly, however, they live in swampy areas. The wisp is possibly a Stranger who has entered through a Doorway, and now seeks to satisfy its appetite. Alternatively, it could be the “pet” experiment of Luciferan, who has created an energy globe to spread terror and fear in an area. Lastly, it could be an extradimensional creature summoned here by satanic cultists, who revere it in some biblically twisted way as a servant of the devil, himself.

Adventure Hook

- The agents are vacationing on an Alaskan small boat cruise when the ship hits an unseen iceberg and capsizes. People swim to shore. A wisp taunts the survivors, pretending to be a rescue crew, and leading the agents into dangerous territory. As days go on, the wisp plays on people’s fears, separating those who want to stay and signal for help and those who want to march out. The agents must combat group dissension, starvation and hypothermia, and form a rescue plan, while the wisp plays with their minds...

- A foggy coastal island town is haunted by glowing lights. There has been an accidental drowning of a young child who wandered too close to the shore and other children are deeply fearful of venturing close to the dock at night, claiming the bright monster will eat them. The town relies on nighttime shipments for its economy, but a rash of accidents near the dock threatens the town’s economy. Rumors of strange voices and colored lights terrify the believers. The mayor makes a desperate call to the Hoffman Institute.

- Reports are received by the Hoffman Institute of a scary, ghost-ridden cemetery (military or civilian) in Florida or other swampy location. Some of the headstones and mausoleums have sunk into the ground. The gravedigger and cemetery workers are found as well, having sunk and asphyxiated in the swamp ground near the cemetery. Upon arrival, the agents chase “ghosts”, and some end up trapped in the marsh’s mud, sinking to an untimely death, unless fellow agents can rescue them.

- A Luciferan has unleashed a will o’ the wisp to wander an African countryside, to feed on the suffering of others caused by a civil war. In the battles, the wisp feigns enemy torchlight and troop voices, savoring the ensuing chaos and conflict. Also, the wisp lures unsuspecting soldiers into minefields, feeding off their terror and pain from accidental explosions.

Agents are brought into the fold when Hoffmann operatives discover the collected electrical energy of the wisp is being used by the luciferan to open a Doorway underneath the African plains.

- A cult of Satanists haunts a remote town in the southeastern U.S. They summon the wisp to lure unsuspecting wanderers to their sacrificial circles. Here the torture and terror experienced by the victims feeds the pulsating lights, which

the cultists have come to believe is the servant of the devil himself. An escaped victim relates the story to the Hoffman Institute, [“the hair of the Satanists was standing on end like static electricity”] and the agents are sent to investigate.

A group of hand-selected individuals is placed on a remote Caribbean island and told to “survive”. The daily activities of these survivors are carried on national



television, and it is a contest to see who can outlast the others. However, after the first few episodes, high strangeness begins to occur. Starting with the appearance of mysterious lights and ghostly voices, and then followed by close calls with death, alligator attacks, cases of mistaken identity and just plain freakiness, this #1 TV show is temporarily cancelled. Hoffmann operatives are called in to salvage the network’s investment in the show, and to make it safe for high ratings to continue.

YAQUARU

Large Animal

Hit Dice: 5D8+10 (32Hp)

Initiative: +9

Speed: 40ft

Armor Class: 17 (-1 size, +5 Dex, +3 Natural) touch 14, flatfooted 12

Base Attack/ Grapple: +3/+12

Attack: Bite +7 melee (2d6+5)

Full Attack: 2 Claws +2 melee (1d4+2), Bite +7 melee (2d8+5)

Space/Reach: 10ft/10ft

Special Attacks: Pounce, Improved grab, Rake 1d4+1

Special Qualities: Lowlight vision, Scent, Hold breath

Saves: Fort +6, Ref +9, Will +2

Abilities: Str 20, Dex 20, Con 15, Int 3, Wis 12, Cha 6

Skills: Hide +7*, Spot +10, Swim +11

Feats: Improved Initiative, Endurance

Climate/Terrain: Warm Shores

Organization: Prides (2-5)

CR: 4

Alignment: LN

Advancement: 6-8 HD (Large)

*Yaquaru have a +4 to hide, while hiding on shores.

Believed to be an aquatic monster by the Guarani Indians inhabiting Patagonia, Argentina, the Yaquaru is actually an Extratemporals feline. Also known as Tigre de agua by the local Spaniards, the Yaquaru is the last descendent of a cat family that once spread throughout all of North America during the last Ice Age. However, due to the drastic change in climate and terrain the Yaquaru was forced to the southwestern edge of South America.

Combat

Hold breath (Ex): A Yaquaru can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

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

Pounce (Ex): If a Yaquaru charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1.

Description

A Yaquaru measures roughly to the same size and weight of an average African lion, about 8 feet long and weighing 500 lbs. However, the Yaquaru is built like the *Smilodon fatalis*, Sabertooth Tiger, which it descends from. Extended front paws and short powerful rear legs make the Yaquaru an excellent pouncer, but a very poor sprinter. Yaquaru like their ancestors before them bare their most awesome and respected feature, the 18 cm long Saber like teeth. A Yaquaru's entire body is covered in a thick woolly yellow fur. This thick fur acts as an anchor for the Yaquaru allowing it the weight needed to prowl submerged in riverbeds.

Encounter

Yaquaru have claimed only the deepest rivers of Argentina, located with in the thickest forests, as home. Because of the shorter rear legs, the Yaquaru is primarily an ambush hunter choosing to wait within shallow waters, where its sandy colored fur provides a camouflage. Once in position the Yaquaru is capable of submerging and holding its breath for up to 20 minutes at a time. Once prey has moved with in the Yaquaru's pounce range, the Yaquaru strikes using its blade like fangs. The Yaquaru will strike the beast's neck or midsection striking fatal blows in a single bite. Once the Yaquaru has clamped its jaw on its prey, it will drag it into deeper waters. This works to keep the prey off balance and

drown the prey, much like an alligator. Yaquaru rarely attack or hunt prey smaller or lighter then themselves, choosing to bag an entire meal in a single hunt.

Habitat/Society

Yaquaru much like a lion is a very social cat. Yaquaru usually stick to prides of three females, to every one male. These prides of Yaquaru live a very amphibious life, spending 50% of their life above and below the rivers of Patagonia, Argentina. When not on the hunt the Yaquaru live with in semi-aquatic caverns along the Atlantic Ocean. These caverns usually require up to a ten-minute swim to reach the inner sanctum. When the Yaquaru's kittens are young and unable to make the swim the hunters hunts much smaller prey that can be easily carried back in to the caves. This is the time that humans and other smaller prey are most in danger of Yaquaru attacks. The saber fangs with in the Yaquaru society are more then deadly, they are also important socially. When it comes time for a young male Yaquaru to form its own pack. The size of its fangs determines whether he will be very successful in the attempt. In addition, the fangs play essential roles in territory conflicts, where the predator with the largest fangs always wins.

Adventure Hook

While vacationing in along the cost of Maritime Patagonia, Argentina, Mr. and Mrs. Lewis vanish. The local coast guard discovers only their ship run a ground 3 miles south of their last broadcasted position. Due to the Lewis's connection with the HI, investigators are called in to investigate. While on the ship the HI investigators discover matted cat fur throughout the ship. Analysis of the cat hair reveals an unknown species of cat. What will the investigators do next?

CHAPTER THREE: CHALLENGES OF THE BEAST

Xenoform	Challenge Rating	Xenoform	Challenge Rating
Attentive, Brown Jelly.....	0	Yaquaru.....	6
Ekimmel.....	1	Smith Conspiracist.....	7
Gremlin.....	1	Mahamba Alligator.....	8
Sulphur Giant.....	2	Representative, Brown Jelly.....	8
Mimi.....	3	Seductrix, Cyber Demon.....	8
Pascagoula.....	3	Domesticated Cerberus.....	9
Black Widow.....	4	Elite Terra-cotta Warrior.....	10
Grid Shadow.....	4	Bluudjagm, Cyber Demon.....	10
Namorodo.....	4	Wild Cerberus.....	10
Operative, Brown Jelly.....	4	Mammoth.....	11
Projective, Brown Jelly.....	4	Hunter Cerberus.....	12
Terra-cotta Warrior.....	4	Uula.....	13
Nandi Bear.....	5	Mngwa.....	14
Hairy Dwarf.....	6	Troll king.....	17
Troll.....	6	Matriarch, Mammoth.....	18

CHAPTER FOUR:

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