

WEIRD WAR II

Horrors of Weir War Two



WEIRD WARS



Horrors of Weird War 'Two

BY CLINT BLACK, ANDREW HIND, JOHN HOPLER, ROB LUSK,

ANDREW MORRIS, JESS RAY, DAVID ROSS, & JOSEPH A. UNGER

CONCEPT AND ADDITIONAL MATERIAL BY SHANE LACY HENSLEY

"SECRET OF THE CAVES" BY ROB LUSK & DAVID ROSS

COVER BY CHRIS APPEL

LOGOS BY CHRIS APPEL

INTERIOR ART BY STEVE BRYANT, DAVID DAY, KEITH DeCESARE, MARCIO FIORITO & BRAD McDEVITT

PHOTOS COURTESY OF THE NATIONAL ARCHIVES

HEADERS, FOOTERS, AND GRAPHIC DESIGN BY CHRIS LIBEY

EDITING AND LAYOUT BY JOHN HOPLER

AUTHOR'S DEDICATION: TO THOSE WHO MAY SOON SEE THE HORRORS OF WAR FIRSTHAND

Playtesting: Jason Nichols, Mario Lee Bansen III, Christy Hopler, Chris Libey, Zeke Sparkes, Bob Tipton, Katarina Tipton, and Michelle Hensley.

Further Playtesting and Advice: Jay Kyle, Matt Tice, Sandor Silverman, Graveyard Greg, Pat Phalen, Mark Metzner, Eric Lee, Trevor Lee, Bryan Maloney, and Scott Nethery.

This electronic book is copyright Pinnacle Entertainment Group.

Redistribution by print or by file is strictly prohibited.

Add 1 to all Page Number References to account for the cover of this Ebook.



OPEN GAMING LICENSING INFORMATION

This printing of *Horrors of Weird War Two*® is done under version 1.0a of the Open Gaming License and the D20 System Trademark License, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast.®

This product requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast® Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.

"d20 System" and the "d20 System" logo are trademarks owned by Wizards of the Coast® and are used according to the terms of the d20 System License, version 1.0a. A copy of this license can be found at www.wizards.com.

Portions of *Weird Wars*® are Open Game Content licensed with version 1.0a of the Open Gaming License (see below).

Designation of Product Identity: All material other than game rules already considered Open Gaming Content is considered Product Identity as described in Section 1(e) of the Open Game License v. 1.0a (see below). This includes, but is not limited to *Weird Wars*, *Weird War Two*, all non-historical characters, artifacts, creatures, spells, non-historical place names, events, plots, artwork, logos, trade dress, product names, product lines, artifacts, spells, and creature names.

In addition, the following specific terms are considered Product Identity: wehrwolves, rune magic, the OSI, OSI Adept, OSI Chaplain, OSI Operative, and the Sons of Solomon.

Designation of Open Gaming Content: With the exception of Product Identity, all creature statistics from the creature's Size to Advancement, character statistics from Challenge Rating to Special Qualities, and other statistics or game rules derivative of OGC and the System Reference Document are to be considered Open Gaming Content, excepting Product Identity as defined above.

Any content from the System Reference Document (www.wizards.com/d20), or derived from the System Reference Document is also Open Game Content. If you have questions about the Open Game Content status of any material herein, please contact Pinnacle Entertainment Group for clarification.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. **Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. **COPYRIGHT NOTICE: Open Game License v 1.0** Copyright 2000, Wizards of the Coast, Inc.; System Reference Document: Copyright 2001, Wizards of the Coast, Inc.; *Weird Wars*, *Weird War Two*, and all related Product Identity trademarks defined above are Copyright 2001, Pinnacle Entertainment Group, Inc.

Pinnacle Entertainment Group, Inc.

WWW.PEGINC.COM

Weird Wars, *Weird War Two*, and all related characters and contents herein are trademarks of Pinnacle Entertainment Group, Inc.

© Pinnacle Entertainment Group, Inc.
All Rights Reserved.



Table of Contents

The Bestiary	5	Lebender Schlamm (Living Mud).....	71
Acheri	6	Leopard of Rudyaprayag	72
Adaro	8	Living Fountains	73
Alraune	10	Lost Caravan	75
American Super Soldier	12	Luna-Tick	76
Animated Dead	13	Master Chefs of France	77
Asphyxiation Zombie	14	Mind Reaper	79
Aswang	15	Muumuu	80
Atomic Marines	16	Nuba Oni	81
Axis Ape (Animal in Uniform).....	17	Orang-bati	82
Axis Ape (Human with Ape Brain)	18	Osterskov Dragon	84
Axis Ape (Ape with Human Brain)	19	Oyasuminasai (Dark) Ninja	86
Axis Stitch	20	Pacific Trap Plant	87
Battle Spirit	21	Pain	88
Black Annis	22	PaK Mule	90
Black Peter	24	Panzerschrek	91
Black Wood	25	Papuan Dragon	93
Blemmye	27	Paul Revere	94
Carriion Vulture	29	Pharaoh Cobra	95
Catafalte	30	The Phoenix Legionnaires	96
Chill.....	31	Ouisling	98
Chinese Dragon	32	Rat Pack	99
Composite	33	The Resurrected.....	100
Curse of Frankenstein	34	Rubble Kitten	101
Dead Man's Helmet.....	36	Russian Risers	102
Deserter	37	Salty Dog	103
Der Einzelgaenger ('The Lone Wolf)	38	Sand Devil	104
Djinn	39	Scaevolans	105
Doctor X.....	40	Scaratrooper	107
Electrischer Mann (Electrical Man)	42	Schatenmeister (Shadow Master)	108
Explosive Zombie.....	43	Shkura Devoshka	109
Fever Spider	44	Skin Thief	110
Finn Haunt.....	44	Soulless Template	111
Flagellant	47	Spider-Bomb (Armkreuz-Bombe)	112
Fog of War	48	Stealthy Stalker	113
Gangrene	49	Strosstrupen	114
Gehriinesser Gruppe.....	50	Taniec Tytan Pracy (Dance Demon).....	116
Ghillie	52	Terracotta Warrior	117
Ghost of the Red Baron	53	Tikbalang	119
Grendel	55	Torture Master	120
Hades Corps	56	Trench Foot	120
H.M.S. Sapphire ('The Deadnaught)	58	Über Children	121
Homme-Rat (Man-Rat)	59	Überhund	123
Husk	60	Überwolf	123
The Infiltrator	61	The Upturned	124
Izgoi	62	Vandal	125
Kamikaze Spirit.....	64	War Geist	127
Keel Wyrn	65	Wehrmacht Needler	128
Khamsin	66	Yena	129
Kill-Roy.....	68	Yofune-Nushi.....	131
Kon-nichiwa (Dead) Samurai.....	69	Zombie Master	133
		The Secret of the Caves.....	135



The Bestiary

Welcome to *Weird Wars: Horrors of World War II*. Hopefully your heroes have been out saving the world from the tyranny of Fascism and the evil supernatural forces it has unleashed. The monsters provided in *Blood on the Rhine* should have given you a good starting place to find challenges for your would-be world saviors, but they're just the tip of the proverbial iceberg.

This book is packed full of all sorts of creatures to throw in your heroes' path. Some are good. Some are bad. Some just don't give a darn one way or the other. Regardless of the creature's philosophical outlook, they can all provide interesting challenges for your players.

Before we open the menagerie for viewing, we've got a few words of advice for you War Masters out there.

The greatly expanded selection of monsters this book places at your disposal gives you some new opportunities to frighten and confound your players because they are once again faced with the unknown (unless they're the munchkin sort who like to memorize every monster's stats and recite them back to you). Even so, you can still keep your players off balance by misleading them slightly and hitting them with something unexpected.

Say you're running a Russian Front campaign. The heroes are among the defenders during the siege of Sevastopol. They hear rumors that women, mostly prostitutes, have been disappearing down near the waterfront. A little investigation determines that these disappearances seem to coincide with the full moon. Some more investigation uncovers one of the bodies and it appears to have been chewed on by a large predator of some sort. The players will instantly think, "Aha, a werewolf," and start melting down everything and anything made of silver into bullets.

But is it? The culprit could be a salty dog whose hunger cycle just happens to coincide with the moon's (and who just happens to be the mascot of the heroes' unit). It could be a yena from one of Russia's southern provinces who is clever enough to throw off would-be monster hunters by imitating the signs of a werewolf. Or it could even be a catafalco trapped inside the city by the German siege. The point is, you need to keep the players guessing if you want to keep them in fear for their heroes' life.

Well, that's enough shop talk for now. It's time to turn the page and dig into the creature feature we've prepared for your player-tormenting enjoyment.



Acheri

Small-Size Undead

Hit Dice: 1d12 (7 hp)

Initiative: +3 (Dex)

Speed: 20 ft.

AC: 14 (+3 Dex, +1 size)

Attacks: Bite +1 melee, Dart +5 ranged

Damage: Bite 1d6-2, Dart 1d3

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

Special Attacks: Shadow disease, song omen

Special Qualities: Spell-like abilities, low-light vision, undead, weakness, innocence

Saves: Fort +0, Ref +5, Will +3

Abilities: Str 6, Dex 17, Con -, Int 10, Wis 12, Cha 12

Skills: Balance +3, Climb +3, Hide +9, Jump +3, Move Silently +9, Perform (Dance) +9, Pick Pocket +5.

Feats: Dodge

Climate/Terrain: Mountains and Jungle

Organization: Solitary

Challenge Rating: 1

Treasure: Standard

Alignment: Chaotic neutral

Advancement: 2-3 HD (Small)

The acheri is the undead form of a young girl in India who died from disease or illness. They are generally cherubic and attractive, belying the harm they cause unsuspecting villages. At night, they come down from their mountain lairs to wreak mischief (stealing valuables, miring livestock in mud, pasting feathers on sleeping men, and so forth), dance and sing under the stars, and to bring sickness to unsuspecting, sleeping children.

An acheri infects people with disease by casting its shadow over its victim, singling out children to deny them the life the acheri never had. A protective ward against such an attack is to wear a bright-red thread around one's neck. Those who hear her mournful song will suffer misfortune.





The acheri are feared in the rural areas of India, for a particularly malicious spirit could well slay all the youngsters in a village without undo effort. It has actually happened from time to time, if you believe the tales spun by elders. As a result, even the hint of an acheri operating nearby sends villagers into a panic, and they greet with warmth any who rid them of this plague.

Combat

The acheri prefer to avoid conflict, fleeing or feigning innocence when they encounter adults. If forced to fight, they do so with all the manic exuberance of a child; kicking, biting, pulling hair, etc.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Create Spawn: Youngsters killed by acheri-induced disease may rise after 1d4 days as acheri, but they are not under the sire's control. The acheri makes a Charisma roll (DC 17); on a success, the victim becomes undead itself.

Shadow Disease: The shadow of an acheri is a powerful bearer of disease, acting as the spell *contagion* as if cast by a 10th-level sorcerer. When engaging in melee with an acheri, characters need to make Reflex saves (DC 15) each round to avoid coming in contact with the shadow. The acheri is able to infect a victim with a number of diseases:

Malaria—Symptoms: fever, chills, nausea, chills. DC: 16. Incubation: 10 days. Damage: 1d4 Con

Dysentery—Symptoms: diarrhea, fever, stomach cramps. DC: 16. Incubation: 1 week. Damage: 1d6 Str

Cholera—Symptoms: diarrhea, dehydration, vomiting. DC: 16. Incubation: 5 days. Damage: 1d6 Con.

Typhus—Symptoms: fever, headache, rash. DC: 16. Incubation: 1 week. Damage: 1d4 Str.

Song Omen: Acheri sing mournful songs of tragedy and loss. Anyone hearing the acheri sing must make a Will save (DC 20) or suffer misfortune. A failure indicates all attack rolls, skill and ability checks, damage rolls, and saves are made at -2 for a week. On a failed roll that misses by 5 or more, the character is horribly cursed for the duration of a week, as per *bestow curse*. Characters only need make a save, successful or not, once again any acheri's song. Only *remove curse* can lift the misfortune.

Low-Light Vision: Acheri see twice as far as humans in starlight, moonlight, and other low-light conditions.

Weakness: Any individual wearing a bright-red thread around one's neck gains a +2 circumstance bonus to saves made against the acheri's Song Omen and Shadow Disease abilities.

Innocence: Acheri look like innocent children, and many adults find it extremely difficult to harm them. A character must make a Will save (DC 15) any time they wish to attack an acheri. Those who fail are simply unable to bring themselves to do so. Once a character has successfully made a Will save, he need no make another for that particular acheri for 24 hours.

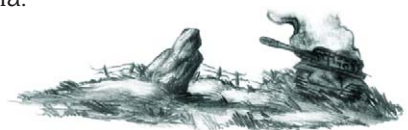
Spell-like Abilities: Once per day, an acheri can cast *expeditious retreat* as cast by a 4th-level sorcerer

Adventure Seed

The Japanese are on the borders India, threatening the Raj and causing widespread discontent within the nation. The Naga in the mountainous region of North-West India, along the borders with Burma, are a source of concern. These fierce warriors were only finally conquered a few decades before, and it has always taken a strong blend of carrot (aid, medical assistance) and stick (judicious use of the army) to keep them loyal to the government. Now, however, Japanese agents are agitating in the area and there isn't much "stick" available for policing troubled regions.

When disease breaks out among the youngsters of several Naga villages, the PCs are sent to render aid as a means of winning the "hearts and minds" of the locals. They must do their best to treat the ill, locate and destroy the offending acheri (whose powers have been boosted by scientists from Japan's secret Unit 731), and fend off the efforts of any Japanese agents operating in the area.

This scenario offers some great opportunities for roleplaying. Besides dealing with the acheri and Japanese agent provocateurs, the heroes must deal with the Naga people themselves. They are mistrustful of any outsiders and many of the warriors are still resentful of the control exerted over them by the central government. The heroes must win the trust of the people they are to help and be on guard against betrayal by those who have swallowed the Japanese lies of independence if they aid the Imperial Japanese Army in conquering India.





Adaro

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+10 (19 hp)

Initiative: +2 (Dex)

Speed: 30 ft., 60 ft. swim

AC: 16 (+2 Dex, +4 natural)

Attacks: 2 rakes +6 melee, gore +6 melee

Damage: 2 rakes 1d4+4, gore 1d6+4

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

Special Attacks: Bloody frenzy, impale, maelstrom, poison flying fish, spell-like abilities, summon denizens of the deep.

Special Qualities: Underwater sense, amphibious, fresh water sensitivity

Saves: Fort +6, Ref +4, Will +5

Abilities: Str 18, Dex 14, Con 20, Int 14, Wis 16, Cha 17

Skills: Animal Empathy +4, Concentration +5, Escape Artist +6, Hide +7, Intimidate +7, Intuit Direction +4, Listen +9, Search +6, Spot +5, Wilderness Lore +6

Feats: Improved Bull Rush, Improved Unarmed Strike, Multiattack, Power Attack

Climate/Terrain: Warm aquatic, primarily near Solomon Islands.

Organization: School (3-6)

Challenge Rating: 2

Treasure: Double standard

Alignment: Lawful evil

Advancement: By character class

The natives of the Solomon Islands have long believed in the existence of the adaro, a malevolent sea-spirit that finds human flesh to be something of a delicacy. It stands between 6 and 8 feet in height, with leathery shark-like skin of grey or blue. Their faces and torso are humanoid, but they have tail fins on their feet, the black eyes of the shark, and gills behind their ears.

A pike, like that of swordfish, juts forth from the peak of the adaro's skull, and a fin like that of a shark runs from the back of the skull down past the shoulders. This fin is a symbol of respect and age; the further it extends down the back, the older and thus more powerful the adaro is.

Legends say they live in the sun and travel via rainbows. This is mere myth, with no basis in reality. Adaro actually live in elaborate coral palaces located in lagoons and bays, richly adorned with loot salvaged from shipwrecks and stolen from coastal settlements. They swim as do any other aquatic creature, but their use of *dimension door* may be the source of fantastic stories about traveling along rainbows. Local fishermen have many tales of the creatures appearing near their boats and then vanishing in an instant.

Adaro are savage and unruly. They feed on the flesh of humans. They raid coastal villages and attack small watercraft for the sheer pleasure of it. Many native peoples treat them like gods and offer them sacrifices as appeasement. The adaro have come to expect such treatment, and their volatile anger is aroused when they are not given the respect they believe is their due. When so angered, an adaro may be goaded into combat that is not to its advantage.

Combat

While capable of moving about and fighting on land, adaro are at their most dangerous when in water. They are confident of their abilities, and love the taste of human flesh, so they will not hesitate to attack those they happen upon. In a serious fight, the adaro summon sharks to assist and, if necessary, cover their retreat. They are capable of overturning outriggers and damaging wooden PT boats and take pleasure in demonstrating their ability to do so.

Underwater Sense: Adaro can locate creatures underwater within a 60-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without a nervous system, such as undead, oozes, and constructs; adaro can locate such creatures only within a 30-foot radius. Adaro are not fooled by illusions when underwater.

Amphibious: Adaro can breathe both air and water.

Maelstrom: The water around an adaro is always churning and frothing. As a result, all attacks made against them suffer a -2 circumstance penalty. The adaro must be moving for this ability to function.

Blood Frenzy: Twice per day, an Adaro that takes damage may fly into a frenzy the following round, attacking mercilessly until either it or its opponents are dead. It gains +2 Strength and Constitution, but suffers a -2 AC penalty.

Freshwater Sensitivity: An adaro fully submerged in freshwater must make a Fortitude save (DC 15) or leave the water immediately. Failure to do so results in a -4 morale penalty to attack rolls, saves, and checks. Even with a success, it must repeat the save attempt every 10 minutes it remains submerged.

Impale: An adaro generally begins combat by charging with its horn, making a single attack that inflicts 2d6+8 points of damage. The adaro must move at least





20 feet in a straight line to build up proper momentum. This is otherwise a normal charge attack.

Poisonous Flying Fish: Adaro can splash the water and launch a school of poisonous flying fish into a designated area. The flying fish pelt down on everything within a 20' radius, dealing 1d8 points of damage. Damage is reduced by any cover a character enjoys (i.e. half-cover reduces the damage by 50%). All wounded characters must make a Fortitude save (DC 17) or suffer 1d4 points of temporary Strength loss in initial damage, and 2d4 points of Strength in secondary damage.

Summon Denizens of the Deep: Once per day, an Adaro can summon 1d3 medium sharks with a 75% chance of success.

Spell-like Abilities: Twice per day—*dimension door*, *dispel magic*, *summon swarm* (fish only), and *true strike*. It can also, once per day, make large waves that can drive people overboard of small craft (as per spell *gust of wind*) or create torrential rains over a body of water that hampers movement and vision (as per spell *sleet storm*). These abilities are as the spells cast by a 10th-level sorcerer.

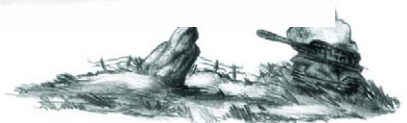
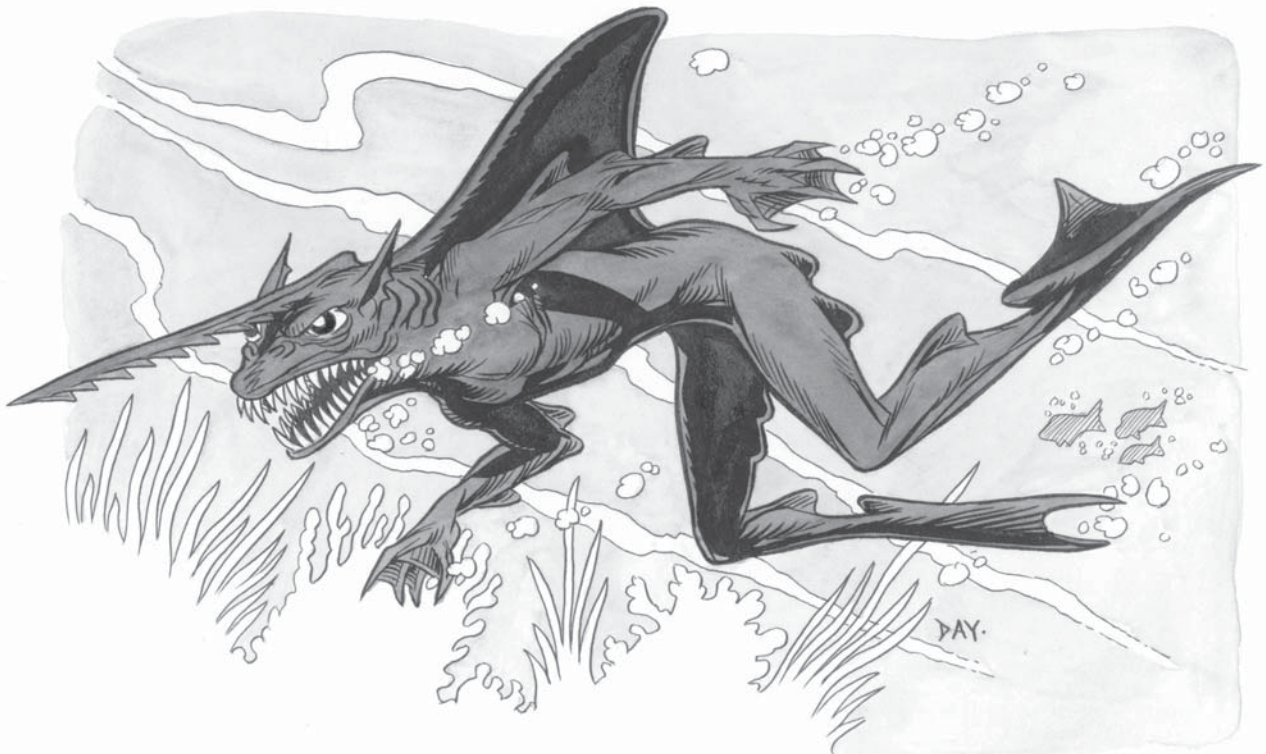
Immune to Poison: Adaro are immune to all poisons, having built up a resistance from feeding upon humans slain by poisonous flying fish.

Adventure Seed

The Marines who slugged it out with the Japanese on Guadalcanal thought they knew jungle, but those taking part in the planned invasion of Bougainville faced swamp and jungle like no other. They need all the help they can get to expel the 35,000 Japanese troops entrenched on the island.

To that end, the Treasury Islands to the south of Bougainville are attacked on October 27th, four days before the main show. Admiral Halsey wants use of the islands small-boat base, amongst other facilities. The PCs are part of a PT-Boat crew tasked with assisting New Zealand troops in taking the base. Once the facility has been secured, they are assigned to patrol the waters off Bougainville.

The base turns out to be surprisingly lightly defended by Japanese naval personnel, their number having been depleted by a school of ravenous adaro living offshore. Once the PCs settle in, they find themselves and their craft the target of their savagery. With the main assault only four days away, there is considerable pressure on the PCs to secure the base and make it operational—that means dealing with the unknown assailants.





Alraune

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 feet

AC: 13 (+3 Dex)

Attacks: +6/+1 ranged, or +3 melee

Damage: By weapon type, or 1d6 slam

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

Special Attacks: Energy Drain, Spell-like Abilities, Gaze Attack

Special Qualities: Damage reduction 10/-, fast healing, undead, turn resistance

Saves: Fort +3, Ref +8, Will +7

Abilities: Str 11, Dex 16, Con —, Int 14, Wis 14, Cha 18

Skills: Animal Empathy +4, Bluff +11, Concentration +7, Diplomacy +11, Hide +5, Knowledge (Arcana) +5, Listen +6, Move Silently +7, Search +8, Sense Motive +8, Speak Languages (German, English), Spot +8.

Feats: Brew Potion, Dodge, Improved Initiative, Iron Will.

Climate/Terrain: Any land or underground

Organization: Unique

Challenge Rating: 7

Treasure: Double standard

Alignment: Chaotic evil

Advancement: By wizard class

Alraune appears as a tall, uncannily beautiful young woman with raven black hair, full red lips, and flawless skin the color of ivory. She moves with effortless grace, her body managing to be both athletic and full-figured, and Alraune knows exactly how to best demonstrate her body to get what she wants. But of all her stunning features, it is her eyes that are most impressive. Dark but lively, they are magnetic and alluring, drawing men in like hapless fish and making even the most chaste of men overcome with desire.

Jealous women complain that her features are *too* perfect, that they must have been doctored in some way. In a fashion, they're right, for Alraune is no ordinary girl. Two decades ago, Professor Ten Brinken created her in a foul experiment that even he now freely admits was both repulsive and misguided. Guided by medieval German folklore, Brinken scraped the ground beneath a freshly hanged convict and used his "seed" to impregnate a prostitute. Nine months later, Alraune, named for the mythic mandrake root that grows where a hanged man's "seed" falls, was born into an unsuspecting world.

Alraune grew up both in Brinken's care and later, when she began to demonstrate unhealthy habits, in that of a girl's reformatory. Along the way, she studied the occult and honed her supernatural abilities, using them at first merely to seduce men. After learning of her true origin, Alraune snapped and turned to evil, bringing illness, ill fortune, and death with her.

Her story is told in the 1911 book *Geschichte Eines Lebenden Wesens*, at the conclusion of which it's said that Alraune had perished. Whether this was artistic license in the name of creating a satisfactory conclusion for what was portrayed as a work of fiction, or a clever ruse perpetrated by Alraune herself is unknown, but the fact remains she is still very much "alive" and active today.

Since the events portrayed in the book, she has become far more powerful than ever and continues to refine her abilities. An infatuated male suitor, who is either dominated by her wiles or in love with her, often accompanies her. While encountering her in the front lines of the war isn't all that likely, she might be residing in any European city.

Combat

Alraune has been around now for more than half a century, during which time she has demonstrated herself to be a plotter and schemer of considerable ability; she's something of a sinister Mata Hari. In addition to her supernatural and arcane abilities, she likely has access to great wealth and perhaps personal connections through the men in her life. She's likely to always be a step or three ahead of her enemies, and should therefore not have to face them in mortal combat—that's what pawns are for, after all.

Energy Drain: Living creatures hit by Alraune's slam attack suffer 1 negative level. Characters must succeed at a Fortitude save (DC 17) to remove the negative level after the passage of 24 hours.

Damage Reduction: Alraune's unnatural body is tough, giving her damage reduction 10/-.

Fast Healing: Alraune heals 3 points of damage each round so long as she has 1 hit point.

Undead: While not truly undead, Alraune nonetheless has many attributes attributed to the undead and is therefore considered one. She is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. She is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Turn Resistance: As an entity that is not truly undead, but unholy nonetheless, Alraune is especially difficult to turn. She gains +8 turn resistance.

Gaze Attack: A stunning beauty, to gaze into Alraune's eyes is to fall in love with her and be at her mercy. This ability has two applications. First, she may attempt to dominate an opponent as though by a *dominate person* spell cast by a 12th-level sorcerer. The victim must succeed at a Will save or fall instantly under her influence. Alraune may only dominate one man at any given moment.

Secondly, once per day she may attempt to stop a man's heart cold in its tracks. The victim must succeed at a Fortitude save (DC 15) or suffer a fatal heart attack.

Alraune's gaze attack has a range of 30 feet, and requires her to take a standard action.

Spell-like

Abilities: In addition to the standard spells that she may cast as a 6th-level wizard, once per day Alraune can cast either *bestow curse* or *contagion* on any man who is under her domination, has professed love for her, or

whom she has kissed. Each spell is cast as if by a 12th-level sorcerer.

Adventure Seed

The PCs' commanding officer in OSI has fallen under the sway of Alraune; she is manipulating the officer for her own ends and those of her Nazi paramour. The PCs get sent to recover a particularly valuable artifact from a castle in Germany. After successfully completing the mission, they are quickly sent out on another and into a well-prepared ambush; it's clear that the enemy knew they were coming.

The PCs must escape from a castle dungeon, during which they uncover evidence pointing to their CO's girl as a mole, and make it back through enemy territory. Meanwhile, their CO is found dead of a heart attack.

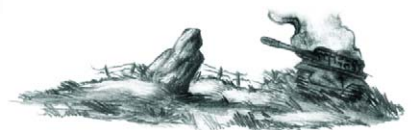
This is all an intricate plot set by Alraune to eliminate anyone who knew of the mission to recover the artifact,

intending to keep it for herself. The ensuing efforts to retrieve the artifact sees the PCs racing over Europe with Alraune and her agents always one step ahead. The concluding scene sees the PCs interdicting the submarine commanded by Alraune's



Nazi stooge, aboard which the artifact. It is all crated up and ready to be shipped to Alraune's newly-created sanctuary in South

America.





American Super Soldier

Medium-sized Outsider

Hit Dice: 8d8+24 (60 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 17 (+4 Dex, +3 armor)

Attacks: +12/+7 ranged, +11/+6 melee

Damage: By weapon

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

Special Attacks: —

Special Qualities: Hour of Need

Saves: Fort +9, Ref +10, Will +7

Abilities: Str 16, Dex 18, Con 16, Int 13, Wis 13, Cha 17

Skills: Artillery +6, Climb +8, Demolitions +6, Driving +9, Hide +9, Jump +8, Leadership +9, Listen +6, Move Silently +10, Navigation +6, Piloting +9, Search +6, Spot +6, Swim +8

Feats: Armor Proficiency (light), Automatic Weapon Proficiency, Firearms Proficiency, Parachute Proficiency, Natural Born Leader, Single-Engine Aircraft Proficiency, Simple Weapons Proficiency, Tactician, Wheeled Vehicle Proficiency

Climate/Terrain: any

Organization: Solitaire

Challenge Rating: 5

Treasure: None

Alignment: Lawful good

Advancement: None

Stories say the American Super Soldier is just a legend—a hero whose patriotic

story is told to increase morale.

A group of U.S. soldiers was captured deep inside Germany. Each was subjected to inhuman experiments. Each man watched the others die. The last one is said to have refused to die and escaped by force of will to continue the fight for his fallen compatriots.

The stories continue to be retold of combat units

in the darkest hour of battle, nearing the point of retreat or surrender, only to find new hope. This one soldier appears at their side to find a way to beat the unbeatable.

The American Super Soldier is reported to be in many places during the war. For example, unconfirmed reports have sighted the soldier in the deserts of Africa, the Philippine islands, Paris, and 4 locations in Germany all within one week.

The American Super Soldier should be used sparingly, War Master. The characters are the real heroes. The soldier is an escaped experiment from one of many sinister SS occult labs.

Combat

The American Super Soldier is a skilled tactician. The Soldier often rallies forces in the midst of overwhelming odds. His goal is to ensure the survival of the unit he is assisting, even at great risk to himself.

The Super Soldier shouldn't save the heroes single-handedly. What he should do is give the heroes the chance they need to surmount their own challenges.

Often the tide of battle is decided by the actions of an individual. The Super Soldier encourages the power of each individual rising to the challenge. When done in a coordinated effort the results are inspiring. When it is all said and done, the American Super Soldier is just one person of many.

Hour of Need (Su): The Super Soldier has the ability to appear where most needed. The soldier can appear at multiple locations around the globe in a single day.

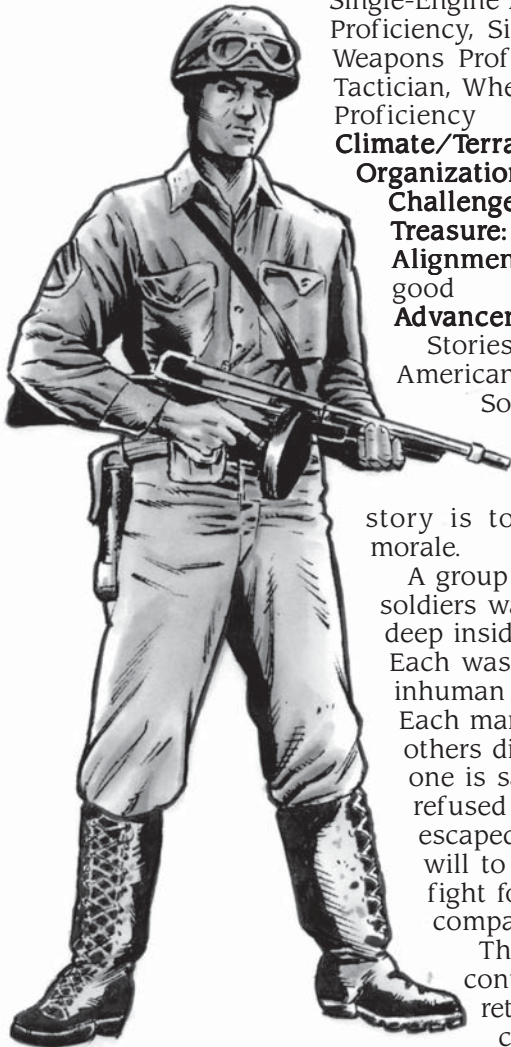
Feats: The super soldier receives five bonus feats due to his military background.

Weapons/Possessions: Colt M1911A1, M1 Thompson submachine gun, 75 rounds .45 ammo, 3 Mk 2 hand grenades, helmet, and flak jacket.

Adventure Seed

The OSI would like to confirm the reports of the American Super Soldier. This is apparently a ghost chase since the heroes gather information of the Super Soldier being in several locations in a single day thousands of miles apart. Like many mysterious apparitions, the characters are unable to confirm the existence of such a being.

Later a lone soldier contacts the heroes for some desperately needed help to save a squad of Allied soldiers. He vanishes afterward, and the heroes realize they have assisted the American Super Soldier.





Animated Dead

Medium Size Undead

Hit Dice: 2d12 (13 hit points)

Initiative: -1

Speed: 20 ft.

AC: 9 (-1 Dex)

Attacks: Claw +2 melee

Damage: Claw 1d6+1

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

Special Attacks: Supercharged, undead

Special Qualities: Subjugated

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

Abilities: Str 13, Dex 8, Con —, Int 10, Wis 10, Cha 10

Skills: —

Feats: Power Attack

Climate/Terrain: Any land

Organization: 6 to 8

Challenge Rating: 1

Treasure: None

Alignment: Neutral

Advancement: None

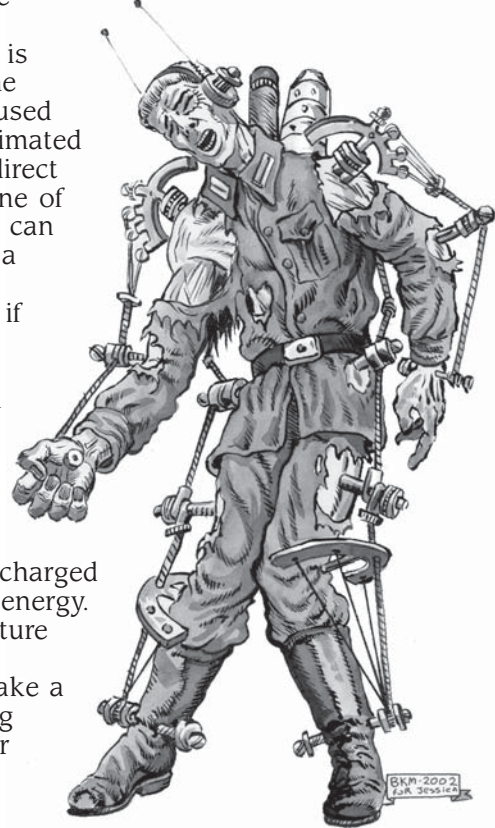
Appearing as strange clockwork and flesh composites, the animated dead represent a high point of Nazi biomechanical engineering. Inspired by run-ins with zombies across the globe, Nazi scientists realized that the human body could be reanimated to function at a basic level. Through electrical and mechanical means, these scientists sought to create a similar creation to what magic had accomplished. The animated dead are the result.

Animated dead are simply human remains that have been filled with a wide assortment of mechanical and hydraulic equipment that allow the body to move as if it were alive. The bodily fluids have been replaced by a bright blue, ionized fluid that pumps through the body via a set of two pumps encased in steel in the abdomen. This fluid is then supercharged with electrical currents that allow the decaying brain matter to operate the embedded machinery. The animated dead are poor, but effective, fighters when they need to defend themselves. They are able to make simple decisions but are not capable of complex thought.

Combat

The animated dead are incapable of holding or firing weapons and rely on pure brute strength to attack their targets. They do not choose their targets themselves and must be ordered to attack by their controller. Because of this, they are easily evaded if they are engaged in another task, but they fight to the death if ordered to attack.

Supercharged (Ex): Due to the immense amount of electricity that is produced by the ionized liquid used to keep the animated dead moving, direct contact with one of these creatures can often result in a shock. This is especially true if the dead is charged up for an attack. If an animated dead scores a 15 or above on its attack roll the air around it becomes supercharged with electrical energy. Any living creature within a 5 foot radius must make a Fortitude saving throw (DC 15) or receive 2d12 points of electrical shock.

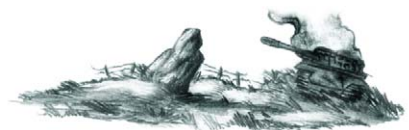


Subjugated (Ex): These creations are far from perfect, but they are able to respond to simple commands uttered in their original language. Unfortunately, this control can be exercised by anyone. Because of this, they are always fitted with a headset that is directly wired into a master radio. Anyone with access to this radio can control the animated dead's actions.

Adventure Seed

OSI has gotten a call from a local operative deep behind the German lines in Frankfurt. He has reported that the Nazi doctors seem to be working on some sort of project to reanimate dead tissue. He was unable to make out exactly what the program detailed, but did overhear a conversation referring to special equipment needed for the procedure being shipped in three days time to a castle outside the city. If the team gets there in time they may be able to halt the project.

When the heroes arrive on the scene, the operative has disappeared, but the shipment occurs as he described. Once inside the castle, the heroes discover the fate of the Allied spy. He has been turned into an animated dead and is now part of the forces arrayed against them.





Asphyxiation Zombie

Medium-size Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: +0

Speed: 30 ft.

AC: 12 (+2 natural)

Attacks: 2 claws +2 melee, bite +1 melee

Damage: Claw 1d4+1, bite 1d6+1

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

Special Attacks: Horrific Appearance, Infective Bite, Rupture

Special Qualities: Undead

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

Abilities: Str 13, Dex 11, Con —, Int 6, Wis 10, Cha 1

Skills: Climb +5, Hide +4, Listen +4, Move Silently +4, Spot +4

Feats: Toughness

Climate/Terrain: Any land

Organization: Solitary, Pack (2-5), or Pile (20-40)

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 3-4 HD (Medium-size);

Asphyxiation zombies are mindless undead that still carry within them the chemicals that caused their death. They aimlessly spread these chemicals wherever they go.

These unfortunate souls had the non-privilege of participating in one of the Nazi's most horrific and diabolical experiments. In lesser known concentration camps, the people exterminated by gas were not only killed, but also used as guinea pigs for Hitler's occult research. Psychoactive gasses were poured in with the normal doses of Zyklon-B to see the results on the human mind. The recipients went rabidly mad shortly before asphyxiating to death in the massive chambers. For fear of the odd mix of chemicals doing damage to other Nazi soldiers and citizens, these corpses were not burned, but buried in mass graves under the former barracks and living spaces that the corpses once occupied. After death, the psychoactive gasses continued to stimulate the muscles in the corpses' bodies and give them basic drives such as hunger. Their minds are completely wiped of all memory. They only live to satiate their horrendous hunger.

These zombies still appear as they did in death. Extreme distortion of the face due to bloating and asphyxiation is apparent. The eyes bulge almost to the point of bursting, if they haven't already, and the mouth is shut tight around the tongue, which sticks out grotesquely. Their skin is a sickly white/blue, and covered in sores. Due to the extreme bloating, the skin hangs off the bodies of these zombies, giving the appearance of no bone structure in the upper torso. The hair on these zombies has mostly rotted off.

Combat

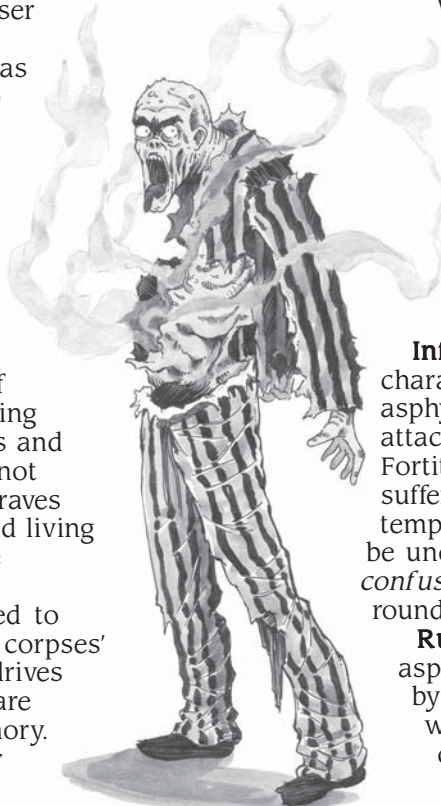
Driven by basic hunger and insanity, the asphyxiation zombies attack anything they can get their hands on in an effort to satisfy the endless craving. Some zombies retain a semblance of intelligence, and lie in wait for unsuspecting people to look a bit too closely. After they have dropped an opponent, they retreat with it in order to feast on its flesh.

Undead: Undead are immune to mind influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They ignore mind influencing effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain or death from massive damage.

Horrific Appearance (Ex): Upon seeing an asphyxiated zombie, a Will save (DC 15) vs. Fear must be made or the subject is frozen in disgust and terror for 1d3 rounds. During that time, characters can only make move-equivalent actions, and all attacks, skill checks and saves are at -2.

Infectious Bite (Su): Any character wounded by an asphyxiation zombie's bite attack must succeed in a Fortitude save (DC 15) or suffer 1d4 points of temporary Wisdom loss and be under the effect of a *confusion* spell for 1d3 rounds.

Rupture (Su): If an asphyxiation zombie is hit by a piercing or slashing weapon, there is a 25% chance that the skin ruptures, letting out a





horrible stench and the poisonous fumes that originally killed the creature. Characters must succeed at a Fortitude save (DC 15) every round they are exposed to the gasses or take 1d6 temporary Constitution and Wisdom damage. If the save is made, the character is only under the effects of Nausea as described on pg. 85 of the *DMG*. These fumes linger in a 10-foot radius for 1d6 rounds after the zombie has been split; high winds cut this time in half. Characters reduced to 0 Con by the poison gasses rise as an asphyxiation zombie in 1d4 hours.

Adventure Seed

The heroes are sent on a special sweep and clear mission. While wandering through the woods, their navigator is killed, and the heroes are lost. They come upon what appears to be a deserted concentration camp. This camp has no furnace for the disposal of exterminated corpses, but there is evidence of digging underneath some of the barracks.

Aswang

Medium Shapechanger

Hit Dice: 5d8+5 (hp 27)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30

AC: 16 (+3 Dex, +3 natural armor)

Attacks: Slam +4

Damage: 1d6+1

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

Special Attacks: Blood drain, infect, paralyzing touch

Special Qualities: Alternates forms

Saves: Fort +5, Ref +7, Will +4

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

Skills: Bluff +9, Hide +10, Listen +2, Move Silently +10, Spot +6

Feats: Alertness, Dodge, Improved Initiative, Run

Climate/Terrain: Philippines

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Neutral evil

Aswang translates from Filipino as "sorcerer." Unfortunately, this is misleading. The aswang are closer to living vampires than sorcerers. Amongst the Filipinos, being an aswang is seen as an unfortunate and uncontrollable sickness. The true nature of the aswang is only revealed at night when it goes out to hunt. By day, they appear as normal people, most even contribute productively to their community.

Aswang prefer to feed on the sick and wounded. They stalk their prey in one of the three alternate forms they can assume: a dog, a pig, or a horse. The three forms all have two things in common; they are unusually large for their species and completely black in color.

Though they can infect others with the aswang curse, most do not, as it would draw even more attention with the corresponding increase in deaths. An aswang given the proper time consumes the entire body except for the limbs and head. This takes several hours. Fear of being caught usually keeps them from doing much more than draining blood.

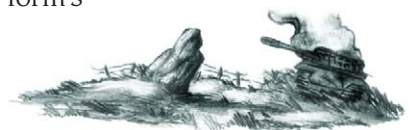
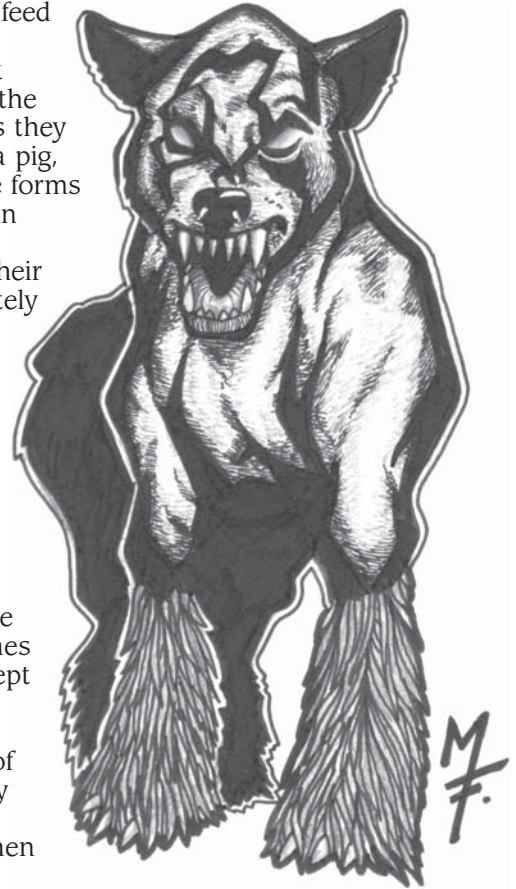
Aswang appear as normal people during the day. There are however two signs that can give an aswang away. First, an aswang must sleep hanging upside-down. Second, when looking into an aswang's eyes a person sees himself reflected upside-down as well.

Local healers know how to cure an aswang. It takes several days of prayer and forcing potions down the person's throat. During this time, the aswang vomits all sorts of weird things from living birds to firecrackers. Each day the aswang is forced to drink the potions, it receives a cumulative circumstance bonus of +2 to its Fortitude save (DC 30) to overcome the condition. If the save is not made by the fifth day, the person is forever an aswang.

Combat

Aswang typically choose injured or incapacitated victims to consume. When forced to feed from the healthy they typically try to surprise their targets in one of their alternate forms and then paralyze them. Their hunger drives them to feed nightly.

Alternate Forms: The Aswang can assume the forms of an unusually large dog, pig, or horse. Use the animal form's





stats and hit points. These creatures are all at maximum size and stats for their species. The aswang retains its special abilities in these forms.

Blood Drain: Aswang can cause their victims to bleed through their own skin without leaving a mark. The victim must make a Fortitude save (DC 16) or take 1 point of Constitution damage per round until dead or the aswang stops feeding.

Infect: An aswang can infect another with its condition by breathing in the victim's mouth. The victim makes a Fortitude save (DC 20) or become an aswang at the next sunset. Former aswang that have been cured can never be infected again.

Paralyzing Touch: Aswang can paralyze with a simple touch (Reflex save (DC 15) to avoid). The aswang decides when this works and when it does not. Those striking the aswang in hand-to-hand combat are subject to the effect.

Adventure Seed

In general, the aswang are not interested in the war that rages around them. However, though they do like how easy it has been to feed with all the wounded at the nearby hospital. They can be used as a threat while the heroes recover in the Philippines from some other mission. It can present some interesting roleplaying opportunities, especially all of the heroes are injured.

While they are recovering, one of their buddies at the hospital (probably an NPC) is killed by an aswang. One of the heroes sees a large black pig drink the blood from their friend. The character's story is brushed off by the doctors as a fever or drug-induced delusion.

Another option is to pit the heroes against an aswang who has allied himself with the Japanese. This aswang is supposed to infect as many Allied officers as he can, thereby giving the Japanese the upper hand on any night attacks. The heroes become aware of these "traitors," but without proof no one believes them. The heroes must turn to the locals for help when they realize they can't trust their own officers.

Atomic Marines

Medium Size Monstrous Humanoid

Hit Dice: 10d8+30 (75 hit points)

Initiative: (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (+2 Dex, +3 Natural)

Attacks: +10/+5 Melee, +12 Ranged

Damage: by weapon or Claw 1d8

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

Special Attacks: Atomic Radiation (Ex)

Special Qualities: Damage Reduction 8/- (Ex)

Saves: Fort +12, Ref +5, Will +7

Abilities: Str 16, Dex 15, Con 16, Int 10, Wis 9, Cha 4

Skills: Demolitions +2, Drive +5, Intimidate +6, Survival +3, Climb +6, Gather Information, Hide +5, Listen +4, Move Silently +6, Spot +3

Feats: Weapon Specialization (M3), Great Fortitude, Improved Initiative

Climate/Terrain: Jungle

Organization: Squad (5-12)

Challenge Rating: 4

Treasure: None

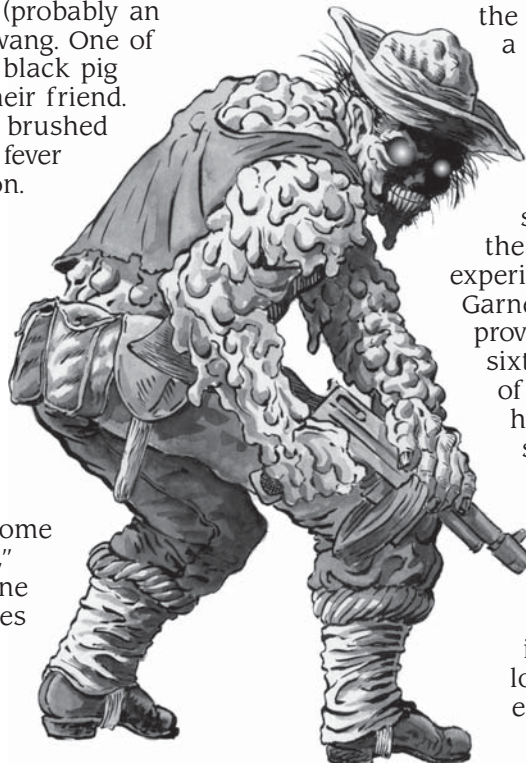
Alignment: Neutral evil

Advancement: None

Under the scope of the Manhattan project, the United States government has been promoting several experiments with atomic energy. It was originally thought by many in the scientific community that exposure to massive amounts of radiation at specific wavelengths would

have a beneficial effect to the exposed. To prove this, a University of Illinois scientist named Jack Garnets convinced the military to allow him to place select groups of trainees in specific bunkers during the detonation of experimental material.

Garnets' hypothesis was proven correct and the sixteen soldiers came out of the bunker with heightened reflexes, strength, and senses but at a tremendous cost. The soldiers' skin bubbled and melted to resemble wax melted over their bodies. Their irradiated minds have lost the capability of all emotion except for anger and no trace of





a conscience survived. Their bodies give off substantial radiation that actually deteriorates the world around them.

The initial response to the news of the experiment was horror, shortly followed up with enthusiasm. Although the experiment was written off officially as a tragedy and notification of death was sent to the families of the soldiers, the generals quickly jumped on the opportunity to gain a stock of super soldiers. The mutated soldiers were incorporated into a new special forces unit called the Atomic Marines or A-Marines.

Shortly after their formation, the A-Marines were shipped off to the jungles of Southeast Asia armed with specially-made, radiation-resistant weapons to destroy a particularly troublesome Japanese air base in the area. All seemed to be going fine and Corsair spotters witnessed the fiery destruction of the base. However, shortly after the fireball launched into the air all radio contact with the Atomic Marine unit was lost. For the next three months the Navy sent spotter flights over the jungles and patrols into the undergrowth. Each disappeared only to be discovered a few days later, ripped apart. Facing mounting losses, high command abandoned the search for the unit and left them in the jungles where they exist currently.

Combat

Atomic Marines are fearless and indiscriminate killers. Their lack of concern for the society that ruined their appearance and betrayed their trust has lead them to wage a war of vengeance and freedom in the jungles of Asia. They are constantly on the move, going from village to village taking what they need to survive and killing anyone who gets in their way.

In battle, the Marines are highly skilled soldiers with all the know-how of the toughest soldiers in the theater. They tirelessly hunt down enemies and eliminate anyone they view as a threat, which means anyone in uniform.

Weapon: M3

Atomic Radiation (Ex): The Atomic Marines are so saturated with radiation that their bodies actually give it off. The immediate area around the Marine becomes a hot zone. Those within five feet of the creature can actually feel the temperature raise by as much as 20 degrees and receive 1 point of radiation damage per round they are within this proximity.

Damage Reduction (Ex): The same radiation rapidly deteriorates structures around them. If they lay their hand on a rock or wall, a mark is lightly melted into the surface. If they stand in one area for too long, they slowly sink into solid stone as if they are walking on soil. However, small objects, including bullets, are most drastically affected. All damage done to an A-Marine is reduced by 8 points per attack.

Adventure Seed

The team has been sent to a coast watcher outpost in Southeast Asia after the private stationed there failed to check in for nearly two weeks. A squad was sent before the OSI lead investigation, however they also have only checked in once, reporting strange burns and an odd sickness among the troops. Command has reason to believe that this is more than the average enemy movement and has requested the team go in expecting the worst. In actuality, the forgotten A-Marines have moved into the area and are terrorizing the local population. The US troops just happened to be in the way and discovered them before they could move on.

Axis Ape (Animal in Uniform)

Large Animal

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., climb 30 ft.

AC: 15 (-1 size, +2 Dex, +3 natural, +1 helmet)

Attacks: 2 Claws +8 melee, or bite + 8 melee

Damage: Claws 1d6+5, or bite 1d6+5

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

Special Attacks: —

Special Qualities: —

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 20, Dex 14, Con 15, Int 5, Wis 12, Cha 6

Skills: Climb +15, Hide +7, Listen +8, Jump +6, Spot +8

Feats: Alertness

Climate/Terrain: Any

Organization: Squad (2 to 5)

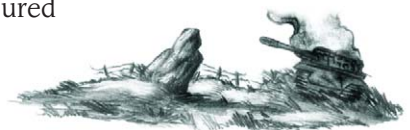
Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large), 7-16 HD (Huge)

The Axis apes are the product of a scientific project developed jointly by the Germans and Japanese using captured





gorillas and orangutans. The apes are subjected to horrific experiments designed to increase intelligence and strength with the idea that these developments could then be applied to common soldiers making a super soldier.

So far the experiments have had limited success—just enough to allow the scientists to continue. Currently the apes are being taught how to act human and are being used to provide menial labor. One lab had a breakthrough in intelligence enhancements and those apes are being trained to assist human guards.

Another experiment being conducted at the same time on POWs is to devolve humans into an ape-like state. The rationale behind this experiment is to develop the ability to devolve troublemakers into a semi-intelligent state. These subjects would no longer have the ability to reason but would be strong and useful workers for dangerous tasks.

The third experiment involves transplanting the brain of an injured axis soldier into the body of an ape. Those soldiers whose injuries have destroyed their ability to fight are given the chance to resume battle in a more powerful form.

Combat

While the enhanced intelligence apes are still animals they do take

advantage of using simple tools such as clubs, if available. They are also able to develop rudimentary tactics and work together if the opportunity presents itself.

Skills: The Axis apes receive a +5 racial bonus to Climb, Jump, and Listen.

Weapons/Possessions: Helmet and uniform.

Adventure Seed

The troops get orders to go in and rescue a high-ranking POW from a location not used as a prison. When they arrive, they find the lab and the experimentation that is going on.

They first run into the apes with increased intelligence and then into the ape soldiers that know how to use tactics and guns. They may mistake the soldier apes as former POW's thinking that the devolvement process is making the soldier apes rather than the surgery.

Axis Ape (Human with Ape Brain)

Medium-sized Humanoid

Hit Dice: 3d8+6 (20 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., climb 20 ft.

AC: 14 (+1 Dex, +3 armor)

Attacks: 2 Claws +5 melee, or bite +5 melee

Damage: Claws 1d4+3, or bite 1d4+3

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

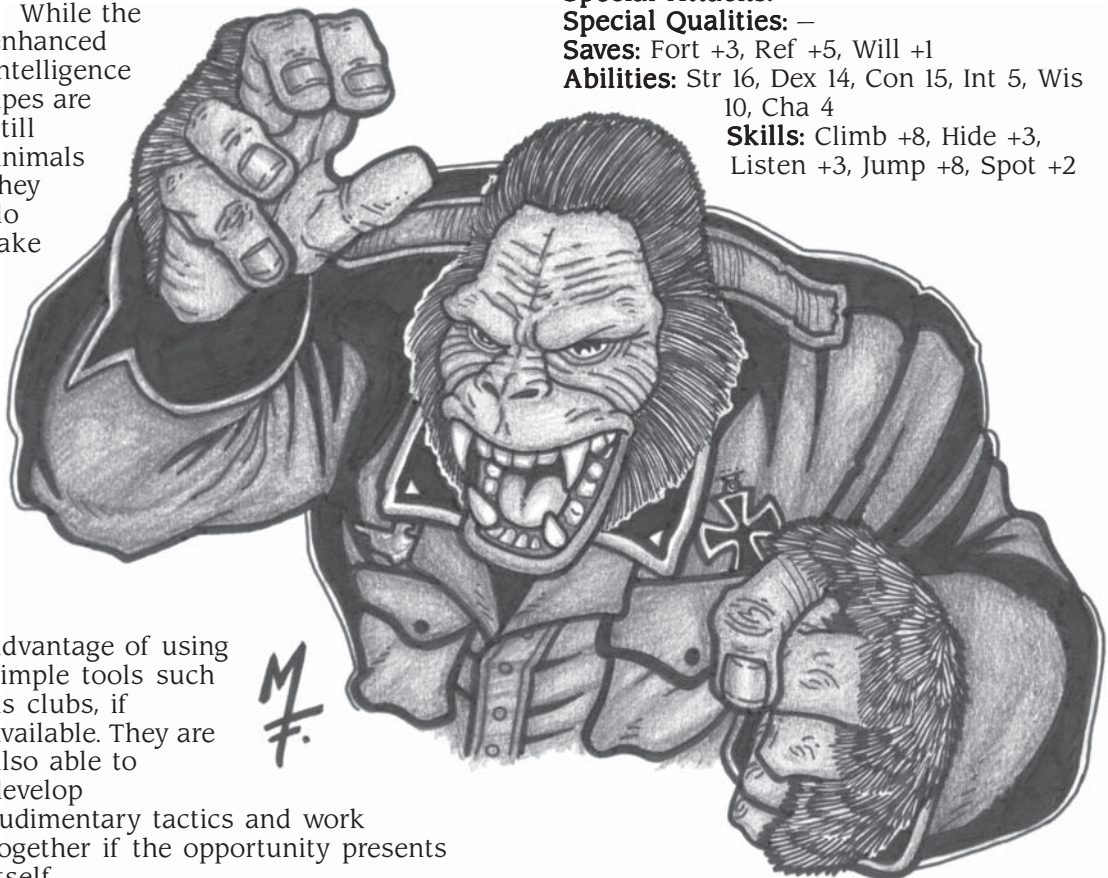
Special Attacks: —

Special Qualities: —

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 16, Dex 14, Con 15, Int 5, Wis 10, Cha 4

Skills: Climb +8, Hide +3, Listen +3, Jump +8, Spot +2





Feats: Alertness

Climate/Terrain: Any

Organization: Crew (2 to 5)

Challenge Rating: 1

Treasure: None

Alignment: Lawful evil

Advancement: 3-6 HD (Medium), 7-16 HD (Large)

These "apes" look like a normal human bearing massive surgical scars on their heads. Some have slightly deformed craniums. They walk with a stooped, ape-like posture and tend to congregate in aggressive, territorial groups.

Combat

The pain and torture these prisoners have endured and the experiments they have been subjected to has resulted in a pure bestial rage they release on anything that comes within reach of their grasp.

Skills: The Axis apes receive a +5 racial bonus to Climb and Jump.

Weapons/Possessions: Helmet, flak jacket, and uniform.

Adventure Seed

See previous description.

Axis Ape (Ape with Human Brain)

Large Humanoid

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., climb 20 ft.

AC: 16 (-1 size, +1 Dex, +3 natural, +1 helmet)

Attacks: 2 Claws +8 melee, or bite +8 melee, or +5 ranged

Damage: By weapon, claws 1d6+5, or bite 1d6+5

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

Special Attacks: -

Special Qualities: Military experience

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 20, Dex 14, Con 15, Int 13, Wis 12, Cha 6

Skills: Artillery +3, Climb +13, Demolitions +3, Driving +4, Hide +5, Jump +6, Listen +4, Move Silently +5, Search +3, Spot +3

Feats: Alertness, Armor Proficiency (light), Firearms Proficiency, Simple Weapons Proficiency, Wheeled Vehicle Proficiency

Climate/Terrain: Any

Organization: Crew (2 to 5)

Challenge Rating: 3

Treasure: None

Alignment: Lawful evil

Advancement: 3-6 HD (Medium), 7-16 HD (Large)

These Axis apes look like gorillas with horrific surgical scars on their heads. Unlike normal apes, however, they walk with a more upright stance and wear uniforms. They are able to communicate in a guttural language that is a combination of German, grunts, and body language.

Combat

While they look like apes, they actually have the cunning and experience of a seasoned soldier. As a result they are dangerous opponents.

Skills: These Axis apes receive a +5 racial bonus to Climb and Jump.

Military Experience: All Axis apes with human brains are proficient with simple weapons, firearms, light armor, and wheeled vehicles.

Weapons/Possessions (German):

Helmet, uniform, Kar 98k, 24 rounds of 7.92mm ammunition, 1 stiehlhandgranate 24, bayonet.

Weapons/Possessions (Japan): Helmet, uniform, Arisaka Model 38, 24 rounds of 6.5mm ammunition, 1 Model 96 hand grenade, bayonet.

Adventure Seed

The Imperial Japanese Army has used these more intelligent apes as a form of infiltrator in the jungles of Asia. The apes operate in the field without uniforms and try to pass themselves off as normal animals. They move through the trees, easily allowing them to bypass Allied patrols and defensive lines. They make quick strikes behind Allied lines and then hide their weapons and blend back into the jungle.

The heroes are dispatched to hunt down and eliminate the enemy troops waging this "gorilla" war against the Allied outposts. The apes normally attack at night, so at first there is no indication that the enemy is anything other than skilled Axis commandos. Reports from hysterical soldiers that they were attacked by apes with guns are dismissed by commanders as merely products of battle fatigue and too much time spent staring into the jungle for threats.

Anyone spotting one of these apes may notice the surgical scars with a Spot check (DC 15). Characters with Knowledge (Biology) or Wilderness Lore may make a check against a DC of 15 to realize that the apes are not a species native to the area. Of course, if seeing an ape using a submachine gun or operating a radio is a dead giveaway.





Axis Stitch

Large Construct

Hit Dice: 7d10 (38 hp)

Initiative: +0

Speed: 20 ft. (can't run)

AC: 22 (-1 size, +13 natural)

Attacks: 2 Panzer Hands +12 melee

Damage: Panzer Hand 1d10+7

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

Special Attacks: Rend 2d10+14

Special Qualities: Construct, damage reduction 15/+1, magic immunity

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

Abilities: Str 24, Dex 11, Con —, Int —, Wis 10, Cha 1

Skills: None

Climate/Terrain: Any land

Organization: Solitary, Pair, Cluster (2-5), or Squad (5-20)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Stitched together from parts of different Axis soldiers and with its life poured back into its body by Nazi blood mages, the Axis stitch is a deadly foe. Armor and weapons are grafted directly onto its supernaturally strengthened body—most foes run at its mere sight.

The Axis stitch looks like a hideous misrepresentation of humanity. It has odd combinations of limbs held together with

large steel staples and thick black cords. The

Axis stitch has two oversized panzer hands that it uses to tear through the opposition. Its eyes are nothing but small pin pricks of purple light dancing like fires on the inside of rotted black sockets. Its mouth is stitched shut with more thick black cords and metal plating has been grafted onto the supernaturally muscular body.

Though the Axis stitch moves slowly it more than make up for it with brute force.



Combat

The Axis stitch is very formidable in combat; small arms fire barely scratches it leaving it free to walk up and disembowel its opponents.

Construct: Constructs are immune to mind influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to anything that requires a Fortitude save (unless it also worked on objects). They are not at risk from death from massive damage, but when they are reduced to 0 hit points they are destroyed. Constructs cannot be raised or resurrected.

Darkvision: Constructs have darkvision with a range of 60 feet.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire- and cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

Rend (Ex): An Axis stitch that hits with both Panzer Hand attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d10+14 points of damage.

Adventure Seed

The heroes are engaged in a fierce firefight with German troops. The enemy soldiers begin to break and run. The heroes think they have the battle won, when through the rifle smoke large, bulky forms materialize almost as if out of thin air. They tear into the Allied lines and quickly turn victory into a hasty retreat.

Another opportunity to run into these monstrosities may be as the victorious Allied troops push into Germany. The heroes are part of a group that liberates a strange factory. They find odd mechanical pieces strewn about the floor of the facility and hoppers filled with putrefying human parts. Before they can make sense of their finds, there is a scream and their questions are answered. A small group of Axis stitches left behind as a rearguard have attacked some of the NPCs exploring the factory with the heroes. Unless the heroes have some heavy weapons at their disposal they are in for a tough fight. They may have to run and try to find an armored unit in the area to deal with these hard to kill creatures.



Battle Spirit

Huge Undead (Incorporeal)

Hit Dice: 15d12 (97 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: fly 50 ft., (perfect)

AC: 17 (-2 size, +2 Dex, +7 deflection)

Attacks: Corrupting Touch +9/+5 melee (+13 vs ethereal)

Damage: Corrupting Touch 1d4 (1d4+6 vs. ethereal)

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

Special Attacks: Energy drain, manifestation, telekinesis

Special

Qualities:

Darkvision 60 ft., fast healing 5, incorporeal, turn resistance +4, undead, unnatural aura

Saves: Fort +5, Ref +7, Will +12

Abilities: Str 23, Dex 14, Con —, Int 10, Wis 16, Cha 25

Skills: Concentration +8, Hide +18, Listen +19, Move Silently +10, Search +16, Sense Motive +7, Spot +16

Feats: Alertness, Flyby Attack, Improved Initiative, Whirlwind Attack*

Climate/Terrain: Any battlefield

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Usually neutral

Advancement: 16-30 HD (Huge); 31-45 HD (Gargantuan)

The battle spirit is a collection of the restless spirits of those slain on the battlefield, reborn as a giant poltergeist that attacks anyone involved in combat on the battlefield of its birth.

Comprised of the restless spirits of soldiers on both sides of the war, the battle spirit remains dormant until fighting starts nearby and attacks both sides equally. Naturally invisible, the only way it can be seen is through the objects it is telekinetically hurls at its unfortunate targets.

Combat

The battle spirit is not stealthy about its attacks. Telekinetically hurling heavy objects at its opponents and draining their life are its favorite ways to dispose

of would be combatants. It is relentless in its attacks, not stopping until its targets are dead or leaving the battlefield the Battle Spirit was created upon.

Undead are immune to mind influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They are ignore mind influencing effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to anything that requires a Fortitude save (unless it also worked on objects).

They are not at risk from death from massive damage, but when they are reduced to 0 hit points they are destroyed. Undead cannot be raised.

Manifestation (Su): As ethereal creatures, battle spirits cannot affect or be affected by anything in the material world. When they manifest, battle spirits become visible but remain incorporeal. However, a manifested battle spirit can strike with its touch attack or a battle spirit touch weapon. A manifested battle spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes.

When a spellcasting battle spirit is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting battle spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested battle spirit's touch spells don't work on material targets.

Corrupting Touch (Su): A battle spirit that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Telekinesis (Su): The battle spirit can use *telekinesis* once per round as a free action, as cast by a 15th-level sorcerer.



Energy Drain (Su): A character hit by a battle spirit's Corrupting Touch must make a Fortitude Save (DC 22) or suffer 1 negative level.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a battle spirit at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Turn Resistance (Ex): A battle spirit has +4 turn resistance.

Skills: Battle Spirits receive a +5 racial bonus to Hide, Listen, Search, and Spot checks.

Feats: Once per day, the battle spirit can make a Whirlwind Attack with its corrupting touch against all opponents it threatens.



Adventure Seed

The party is ambushed by an SS patrol on the past site of a bloody battle. In the middle of combat, the battle spirit awakens and starts savagely attacking everyone in the battle.

Black Annis

Medium-Size Monstrous Humanoid

Hit Dice: 7d8+14 (45 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 22 (+2 Dex, +10 natural)

Attacks: 2 claws +12 melee, bite +7 melee

Damage: Claw 1d6+5, bite 1d6+2

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

Special Attacks: Improved grab, rend 2d6+10, tear, spell-like abilities, mournful wail, corrosive spittle

Special Qualities: SR 19, regeneration, vulnerability, grinding teeth

Saves: Fort +3, Ref +7, Will +6

Abilities: Str 21, Dex 14, Con 14, Int 13, Wis 13, Cha 10

Skills: Climb +7, Craft (Tapestry) +7, Hide +7, Jump +8, Listen +8, Move Silently +7, Search +5, Spot +7

Feats: Alertness, Blind Fight, Track

Climate/Terrain: Forest and underground

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

It's unknown whether Black Annis is unique among hags, or whether she is merely representative of a little known race. Certainly, other hags matching her description have been found mentioned across England and various European countries (Germany, Portugal, and Greece most notably).

Black Annis is a malicious and cannibalistic hag living in the Dane Hills of Leicestershire, England. She resides in a deep cave called "Black Annis' Bower," carved from the stone with her own claws. A huge oak stands sentinel over the entrance, from the branches of which she pounces upon unsuspecting travelers and livestock. While she gladly eats any human being, she actually has something of a sweet tooth for children, whom she flays alive. Her bower is decorated with tapestries made from the skins of her infant victims.

Perhaps the remnant of a pagan goddess, Black Annis is nonetheless hideous to behold. She is a one-eyed, wizened old crone with needle-like teeth, long, black, iron claws, and sinewy blue





skin. Her entire existence is bent towards deed of devilment, and she has absolutely no redeeming qualities. It's well that for nearly a century she's been silent, perhaps banished by a 19th century ritual.

A cave runs from her bower to a secret room beneath Leicester Castle, but legend does not record its purpose. Surely, however, Black Annis took advantage of this boon when it suited her purposes, and in the past likely stole into the castle to make off with children and valuables.

Chillingly, several blood mages have been apprehended in and around the Dane Hills in the recent past. Shortly thereafter strange and unexplained disappearances began to occur throughout Leicestershire. Mere coincidence?

Combat

Black Annis is a fearsome combatant indeed, capable of shredding holes in armored vehicles with her claws and corrosive spittle. She prefers to attack under the cover of darkness and to lie in ambush, often in the crook of trees, before leaping on unsuspecting victims.

Spell-like Abilities: 3/day—*change self* and *fog cloud*. 1/day—*polymorph self* (black cat only), *summon swarm* (cats). These abilities are as the spells cast by an 8th-level sorcerer.

Improved Grab: To use this ability, Black Annis must hit a Medium or smaller creature with a claw attack.

Rend: If she hits with both claw attacks, Black Annis latches onto the opponent's body and tears the flesh. The attack automatically deals an additional 2d6+10 points of damage.

Tear: Black Annis automatically hits a held opponent with all her melee attacks each round she maintains her hold.

Corrosive Spittle: Black Annis produces corrosive spittle that is especially effective against stone, allowing her to dig through even the hardest ground. Her spit causes 1d6 points of damage to organic creatures, 2d8 against metal objects, or 4d10 against stone. This spittle continues to eat away at objects for 2 rounds after the round of contact.

Mournful Wail: Once per night, and only at night, Black Annis may emit a piercing wail that shakes all that hear it. This ability acts as per the spell *fear* cast by a 8th-level sorcerer.

Grinding Teeth: Her grinding teeth provide a +5 bonus to Intimidate checks, but it also on occasion gives her presence away, affording people time to flee or lock their doors (-3 to Move Silently attempts).

Regeneration: Black Annis can be vanquished in combat, but not permanently destroyed. If killed, she reforms in her cave over the next winter. There is no way of stopping her from regenerating short of collapsing her entire cave system, though there is a ritual that can banish her for some time (see below).

Vulnerability: Black Annis fears aniseed, and must make a Will test (DC 15) to approach nearer than 5' to even a small amount of aniseed. She suffers 2d6 points of damage if she comes in contact with it. Because of her revulsion of the substance, aniseed is featured prominently in the ritual designed to banish her. If she is killed, one soaks a dead cat in aniseed and drags it from the mouth of Black Annis' Bower to the heart of Leicester on Easter Monday. The fact that Black Annis eventually returns from these rituals suggests that it actually only banishes her for extended but finite durations, or that there are indeed other Black Annises in existence.

Adventure Seed

The players are on field exercises in England and have become lost in the bleak Dane Hills, courtesy of their incompetent platoon leader. There they stumble upon a foul plot to resurrect an ancient evil.

Black Annis was once known as Anu the Destroying Goddess, but her power has waned to her current level as her worship has fallen out of favor. The Germans have infiltrated several agents into Britain to make contact with a Nazi sympathizer among the island's druidic circles. They intend to use blood rites to restore the fiend to her former power, a ritual that involves pouring Black Annis' blood upon a sacrificial victim that has been strapped to a stone slab laying astride a ley line. As the ritual reaches its climax, the druid is able to tap into the ley energy to fend off the PCs, who also have to worry about a former goddess desperate to taste divine power once more.

Failure to stop the ritual could have catastrophic results. Black Annis, with her former powers restored and beholden to the Nazis, would terrorize the British countryside and hence sap vital resources away from the fronts to attend to the domestic threat. The revitalized goddess would take great pleasure in visiting vengeance on the humans she sees as responsible for her centuries of weakness and exile.





Black Peter

Medium-Size Outsider

Hit Dice: 8d8+24 (60 hp)

Initiative: +2 (-3 shackles, +5 Dex)

Speed: 10 ft. with shackles; 30 ft. without

AC: 15 (-3 shackles, +5 Dex, +2 natural)

Attacks: 2 Chain rakes +12 melee

Damage: Chain Rake 1d8+4

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

Special Attacks: Choke hold, spell-like abilities

Special Qualities: Baatezu qualities, damage reduction 15/-, SR 15, gilded tongue, lesser shadow blend, unnerving gaze.

Saves: Fort +10, Ref +10 (+13 without shackles), Will +10

Abilities: Str 19, Dex 20, Con 18, Int 18, Wis 18, Cha 16

Skills: Alchemy +12, Bluff +13, Climb +12, Diplomacy +13, Escape Artist +14, Gather Information +13, Intimidation +13, Listen +6, Open Lock +11, Search +10, Sense Motive +13, Spot +11

Feats: Brew Potion, Improved Critical (Chain), Improved Initiative

Climate/Terrain: Any, primarily in Holland

Organization: Unique

Challenge Rating: 8

Treasure: Double Standard

Alignment: Lawful evil

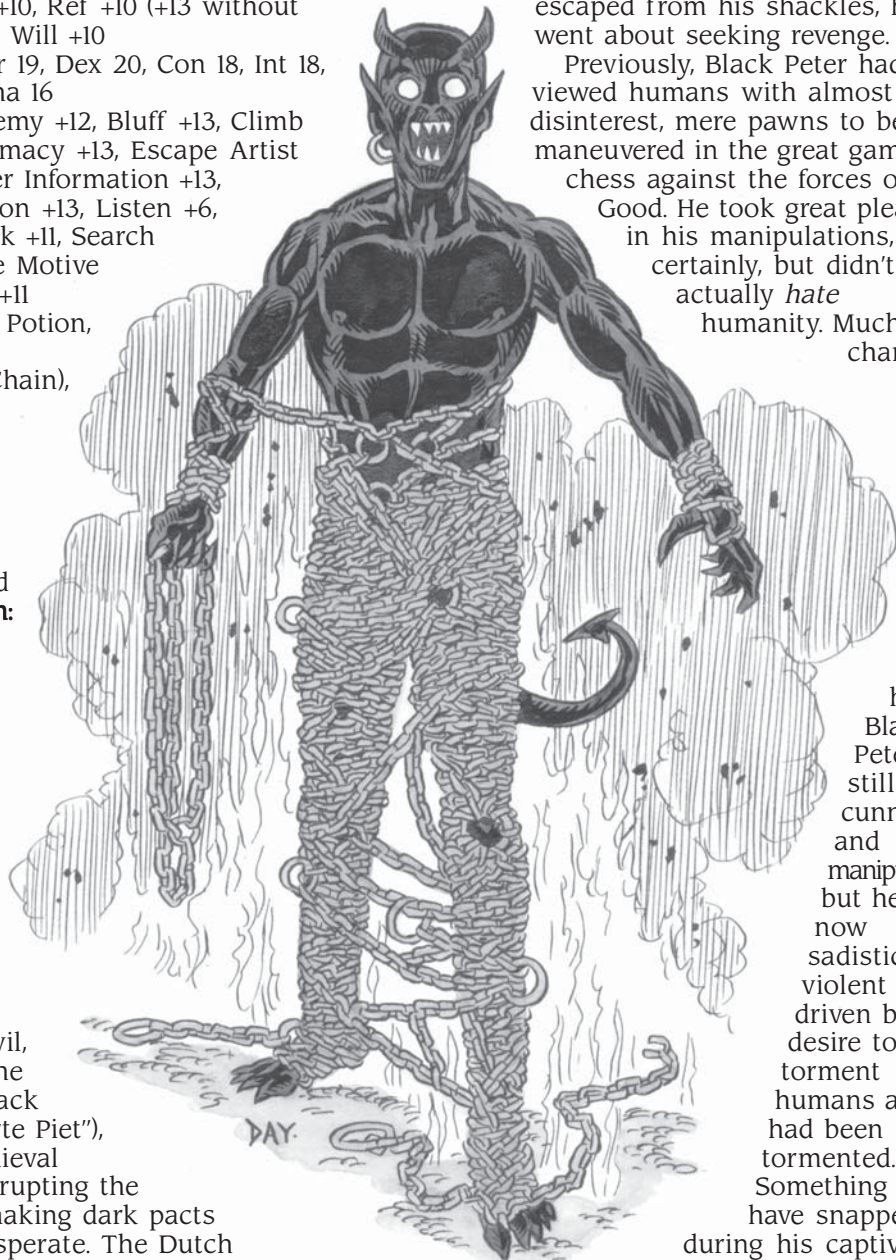
Advancement: By character class
A

fiendish devil, known by the Dutch as Black Peter ("Zwarte Piet"), roamed medieval Holland, corrupting the naive and making dark pacts with the desperate. The Dutch thought Black Peter was the Devil himself, when in fact he was merely a

servant of the Lord of Hell. Black Peter served as a tempter, luring people into the clutches of his master, and on occasion collecting souls that had come due, leading them away in chains to the underworld.

Legend says that Saint Nicholas ended Black Peter's reign of evil by capturing him and placing him in his own chains. From then, the devil became a personal slave of St. Nicholas, performing his will by doing deeds of kindness. It was this service that humiliated Black Peter, and over the ensuing centuries a fiery hatred for humanity grew within his black soul. Thus, when he recently escaped from his shackles, he went about seeking revenge.

Previously, Black Peter had viewed humans with almost disinterest, mere pawns to be maneuvered in the great game of chess against the forces of Good. He took great pleasure in his manipulations, certainly, but didn't actually *hate* humanity. Much has changed,



however, Black Peter is still cunning and manipulative, but he's now sadistically violent and driven by a desire to torment humans as he had been tormented. Something must have snapped during his captivity, because his whole purpose of being seems to be to





demonstrate that human existence is mad, random, and entirely pointless. This World War proves his point, and he revels in it.

Black Peter is a tall, gaunt man with skin as black as pitch. He has red, saucer eyes, a pair of small horns jutting from above his brow, and a barbed tail. Chains shroud his body and rattle ominously when he walks. For some reason Black Peter has been unable to free the shackles binding his legs, greatly hindering his movement.

Black Peter is often accompanied by a pair of kluddes.

Combat

Black Peter prefers to get his way with honeyed words, and as a master at duplicity, he generally is successful. However, he is also more than capable of fending for himself and taking on enemies face to face. He divides his opponents through subtle manipulation and spellcraft, then likes to start combat by casting *unholy blight*. Centuries of captivity have built up a rage in Black Peter that simply wasn't there before, and he finds great pleasure in causing physical pain.

Spell-like Abilities: At will—*charm person*, *detect good*, *misdirection*, *polymorph self*, and *tongues*; 1/day—*darkness*, *detect thoughts*, *protection from good*, *teleport* (self plus 50 pounds only), *suggestion*, and *unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer.

Choke Hold: Black Peter can use his chains in a grapple attack, causing 1d8+4 subdual damage. In addition, he gets a +3 bonus on all subsequent grappling checks until the victim breaks free.

Unnerving Gaze: Black Peter can make his face resemble one of the opponent's departed loved ones. Those subjected to the gaze must succeed at a Will save (DC 15) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds. Regardless of whether the save is successful or not, the creature is immune from Black Peter's gaze attack for one day.

Gilded Tongue: Black Peter gains a +5 circumstance bonus to all Bluff, Diplomacy, Gather Information, and Sense Motive checks.

Lesser Shadow Blend: Black Peter can blend into the darkness and practically fade from sight. During any conditions less than full daylight, he can sink into the shadows, giving one-half concealment. Artificial illumination negates this ability.

Adventure Seed

The Allied armies are liberating Holland, and the PCs come upon a well-tended, and by all appearances, prosperous farm. They are invited in by the farmer's wife, and encouraged to sit around the table where the farmer sits indulging himself in a platter of cheese. A lavish spread is put before the PCs, and those who seem inclined not to eat—as a result of the widespread hunger in the area, for example—are derided for insulting the hospitality of the host.

The farmer is actually a polymorphed Black Peter. He's testing the soldiers' virtue of temperance; those who begin to eat must make a Willpower save (DC 15) to prevent themselves from gorging. Those who fail this test find themselves *charmed* and stood aside as Black Peter overpowers the rest of the squad. Captured PCs are chained in the cellar and allowed to starve; after a few days of taunting, Black Peter leaves them to their fate.

Black Wood

Huge-Size Fey

Hit Dice: 7d8+35 (66 hp)

Initiative: -1 (Dex)

Speed: 5 ft.

AC: 13 (-2 size, -1 Dex, +6 natural)

Attacks: 2 Impaling branches +12 melee

Damage: Impaling branches 2d6+9

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Blood drain, impalement, trip

Special Qualities: Plant, sticky sap, fire vulnerability, half-damage from piercing damage

Saves: Fort +7, Ref +1, Will +7

Abilities: Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 10

Skills: Hide +12, Knowledge (Nature) +8< Listen +10, Search +10, Spot +8, Wilderness Lore +10

Feats: —

Climate/Terrain: Any forest, specifically Black Forest

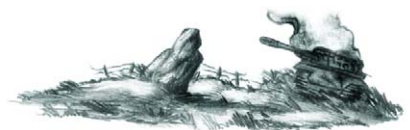
Organization: Solitary, pair, grove (3-6)

Treasure: Standard

Alignment: Neutral evil

Advancement: 8-16 HD (Huge), 17-21 HD (Gargantuan)

Black wood are an ancient type of malicious fey long ago were trapped in plant form by pagan Teutonic gods for some heinous indiscretions. Now a predatory tree-creature, they subsist exclusively on blood and remain hateful of humans, who not incidentally constitute the bulk of their prey.





Black wood look like old, twisted, gnarled deciduous trees with rotting limbs in various stages of defoliation. Most stand 20 to 25 feet tall, but some ancient specimens tower almost 50 feet in height. Their bark is blackened from rot and stained with the dried blood of their victims. Black sap oozes from splits in the bark and from cancerous growths. Their roots, which twist in and out of the soil, allow for limited mobility and their limbs, ending in barbed spear points, serve as efficient weapons.

Although generally solitary, and increasingly rare as Europe becomes

deforested, up to five black wood have been encountered in one place on rare occasions. They are most commonly found in the Black Forest, but some have been encountered in the Huertgen Forest and the Ardennes, amongst other locales.

Unlike the broadleaf trees they imitate, a black wood does not go dormant in the winter.

Legend suggests that the creature is bound to the forest in which it was originally created, and that if they stray more than 300 yards from it they begin to decay and die within 4d6 hours. The

similarity to folklore surrounding dryads is unmistakably, suggesting perhaps that Black Wood were originally evil representatives of this faerie species.

They fear fire, and the mere sight of a flamethrower causes them to recoil.

Combat

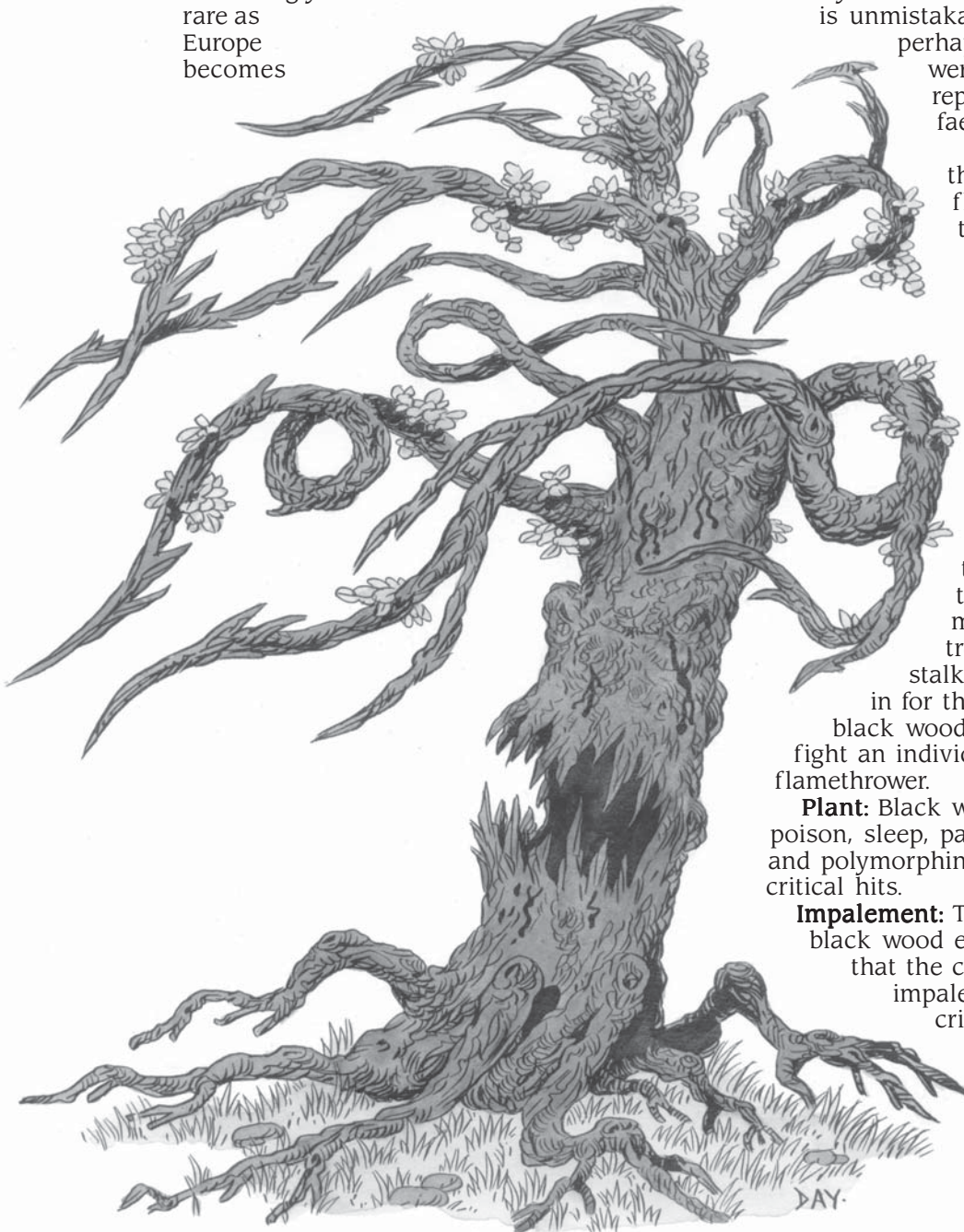
Where possible, black wood use their chilling fog to kill victims and thereby preserve the secret of their existence. At the very least, the fog wears down the creature, at which time, concealed by the fog and masquerading as a tree, the Black Wood stalks its prey and moves

in for the coup de grace. A

black wood will not willingly fight an individual armed with a flamethrower.

Plant: Black woods are immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Impalement: The limbs of the black wood end in sharpened tips that the creature uses to impale victims. On a critical hit, the victim is impaled and must make a successful opposed Strength check to extract himself, a process which causes 1d6 points of damage.





Blood Drain: Black wood feed upon the blood of the living creatures impaled upon its limbs. Each round it drains 1d4 points of permanent Constitution.

Sticky Sap: The sap of a black wood is a black, tar-like substance that acts as a powerful adhesive. Creatures who come in contact with the sap are held fast unless they make a Reflex save (DC 16). Those trapped must make a successful Strength check (DC 16) to pry themselves off. The black wood receives +4 bonus to attack stuck creatures.

Fire Vulnerability: The wood "flesh" of a black wood is extremely dry, making it highly susceptible to fire. It suffers triple damage from fire attacks unless the attack allows a save, in which case it takes triple damage on a failed roll and normal damage on a success.

Half Damage from Piercing: Piercing weapons deal only half damage to black wood, with a minimum of 1 point of damage.

Chilling Fog: Three times per day, a black wood emits a fog that causes 1d6 points of damage and, unless a Fortitude save (DC 12) is made, 1 point of temporary Strength damage each round. The fog spreads 20 feet high and with a 100-foot radius, and obscures all sight beyond 5 feet. Creatures farther than 5 feet away have total concealment (50% miss chance), while those with 5 feet of the Black Wood has one-half concealment (attacks suffer a 20% chance of missing). The chilling fog lasts for 1d6+1 rounds, but can be dispersed by wind as per the spell *obscuring mist*.

The black wood is unaffected by the effects of the fog, functioning normally and without hindrance.

Trip: Once per round, a black wood may make a free Trip +5 melee attack with its roots against a single target within 20 feet.

Adventure Seed

With the Russians entering Berlin, it's just a matter of days before the Germans capitulate and the war in Europe ends. Yet pockets of resistance remain, and the daunting task of demobilizing millions of enemy soldiers, recovering stolen treasures, destroying foul experiments, and purging society of Nazis still lies ahead.

The PCs are sent into the Black Forest to follow up on intelligence suggesting there may be a cache of some sort in the area. The characters face stiff resistance from the greedy American divisional commander whose troops occupy the

vicinity; he clearly wants the glory and/or wealth that would come from locating the cache. In addition, the PCs face a few Wehrwolves bent on continuing a guerrilla war from the depths of the forest.

Finally, the PCs encounter a ruined monastery guarded by a black wood grove mystically bound to the inner courtyard. Within the walls lies the Nazi secret; hidden there by blood mages who uncovered a medieval text describing how the black wood were tied to the confines of the monastery, and how to safely pass.

Blemmye

Medium-Size Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 11 (+1 natural)

Attacks: Bow +3 ranged, spear or sword +1 melee

Damage: Shortbow 1d6, spear or sword 1d8

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

Special Attacks: Deadly Precision

Special Qualities: No head, low-light vision

Saves: Fort +1, Ref +3, Will +0

Abilities: Str 10, Dex 15, Con 13, Int 8, Wis 11, Cha 9

Skills: Balance +3, Hide +3, Move Silently +3, Wilderness Lore +3.

Feats: Point Blank Shot, Weapon Focus (Bow)

Climate/Terrain: Desert and hills, North-East Africa

Organization: Solitary, pair, gang (2-5), clan (10-30, plus one leader of 3rd level and 50% noncombatants).

Challenge Rating: 1

Treasure: Standard

Alignment: Chaotic neutral

Advancement: By character class

Blemmye are a race of warlike humanoids that inhabit the wastes between the Nile River and the Red Sea, principally in the Sudan and southern Egypt. They are dark skinned and lithe, their main distinguishing characteristic being their lack of a head. Instead, eyes and mouth are set into the breast, with tufts of frizzled, coarse hair protruding from between the shoulder blades and upper back.

The Blemmye were once far more widespread and common than they are today. The Romans found them an elusive and intractable foe, and were never able to bring them to battle. Instead of directly confronting their enemies, the Blemmye have always preferred hit-and-run tactics





and lightning fast raids. It's because of this elusiveness that they been able to survive into the 20th century and remain largely unknown.

Warriors are extremely swift and sure-footed, though they also ride camels into combat. A primitive people, Blemmye do not make use of armor or shields, instead wearing only wild animal skins into battle. Weapons include spears, swords, bows, and poison-tipped arrows. Their skill with the bow, in particular, is legendary. Ancient chroniclers claim they could routinely shoot and arrow through a helmet's eye-slits!

Blemmye live a largely

nomadic existence in small, extended family units. Some have retreated into deep caverns to hide from man, and rarely if ever emerge. For those that remain on the surface, raiding human settlements and caravans for goods and slaves remains a way of life. With the withdrawal of most British regular and auxiliary troops from the region due to pressing needs elsewhere, the Blemmye are finding tempting targets largely undefended and are causing some alarm among colonial officials.

Combat

Blemmye may be warlike and brave, but they are far from foolhardy. Throughout history they have avoided confrontation with enemies boasting superior technology, choosing carefully the time and place of

battle, and even then only attacking in rapid strikes before fading back into the wastes.

Nothing has changed since the days of the Roman Empire; in fact, with the advent of rifled weapons, the Blemmye have become even more cautious. In light of their superior ability to operate at night, Blemmye naturally prefer to fight under the cover of darkness.

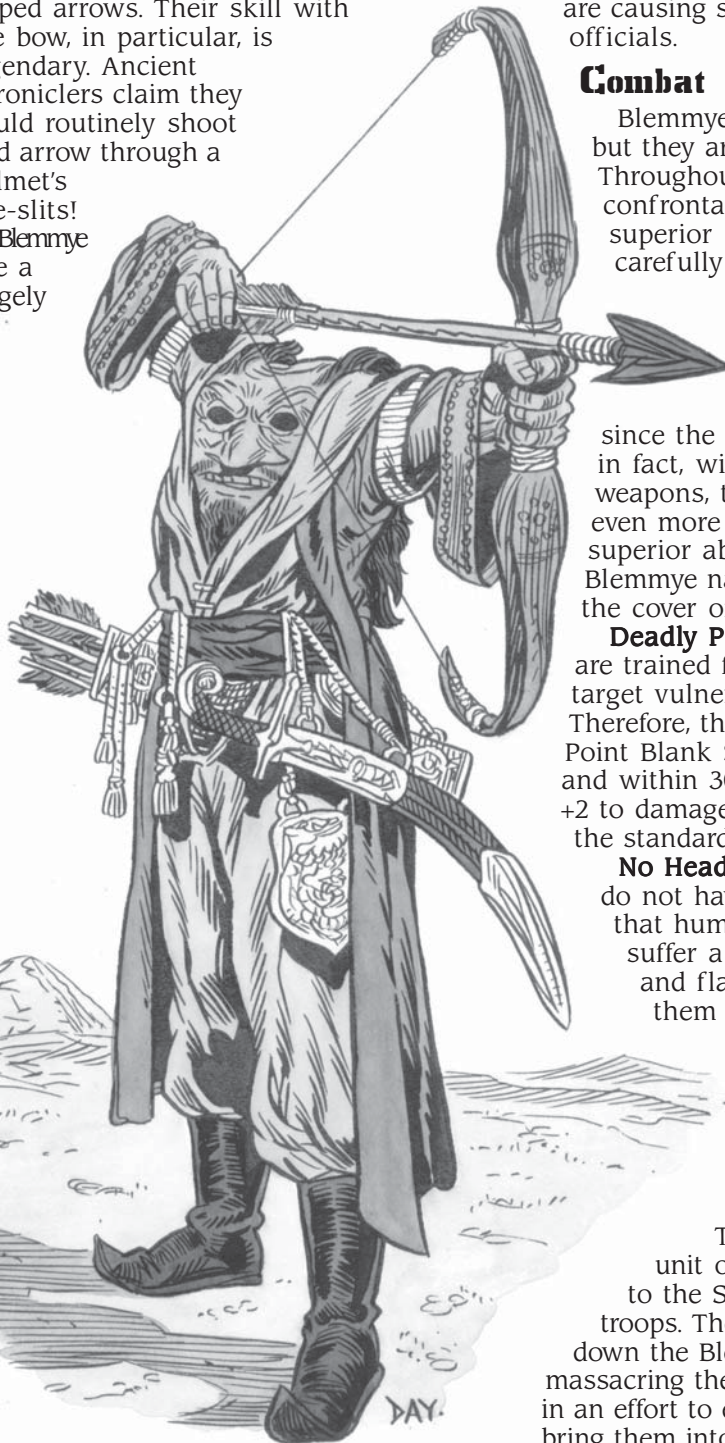
Deadly Precision: Blemmye warriors are trained from birth to identify and target vulnerable spots on a target. Therefore, the range that he may use his Point Blank Shot feat doubles to 60 feet, and within 30 feet the warrior receives +2 to damage and to hit rolls instead of the standard +1.

No Head: Lacking heads, Blemmye do not have the full range of vision that humans enjoy. As a result, they suffer a -2 penalty to Spot checks and flanking bonuses against them are at +3 instead of +2.

Skills: Blemmye receive +2 Hide, Move Silent, and Wilderness Lore checks in desert environments.

Adventure Seed

The Germans have deployed a unit of Sonderkommando Almasy to the Sudan disguised as British troops. They are tasked with hunting down the Blemmye encampments and massacring their women and children, all in an effort to enrage the Blemmye and bring them into the war against the British.





With their intimate knowledge of the terrain and ability to conduct skillful hit-and-fade attacks, the Blemmye would be capable of conducting a devastating guerrilla campaign that would effectively open another front to the south of the British 8th Army and thus draw away vital resources from the effort against the Afrika Korps.

British intelligence suggests a Sonderkommando Almasy unit is operating in the Sudan and believe they may be responsible for the rise in banditry in the area as they agitate amongst the

Arabs (they have no clue as to the existence of the Blemmye). The PCs are tasked with dealing with this German threat, and along the way may be forced to conduct diplomacy with the Blemmye in a "first-contact" scenario.

Carrion Vulture

Small-Size Undead

Hit Dice: 1d12

Initiative: +7 (+3 Dex, Improved Initiative)

Speed: 10 ft., fly 40 ft. (average)

AC: 15 (+3 Dex, +1 size, +1 natural)

Attacks: Bite +3 melee, claws -2 melee

Damage: Bite 1d4, claws 1d3

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

Special Attacks: Frenzy, paralysis

Special Qualities: Intimidation, limitations, predict battle, undead

Saves: Fort +0, Ref +3, Will +4

Abilities: Str 10, Dex 17, Con —, Int 2, Wis 14, Cha 4

Skills: Listen +5, Spot +5

Feats: Weapon Finesse (Bite)

Climate/Terrain: Any land

Organization: Solitary, or flock (2-12)

Challenge Rating: 1

Treasure: None

Alignment: Neutral

Advancement: 2-3 HD (Large)

These fiendish birds are undead mockeries of the standard vulture. They appear much as do their mundane brethren, but their eyes have decayed, leaving only emptied sockets. Most feathers have long since dropped, revealing rotting flesh. Carrion vultures are large birds, standing 3.5 feet tall and with a wingspan that averages 8 feet.

The carrion vulture is found most often in North Africa and Southeast Asia, but can appear as far north as Central Europe. They feed upon carcasses, and seem to multiply as the supply of food increases; needless to say, with war raging across Europe and Asia, carrion vultures are now more common than ever. Voracious, even insatiable feeders, they can work their way through a carcass in an incredibly short time and few are foolish enough to go near one when feeding.

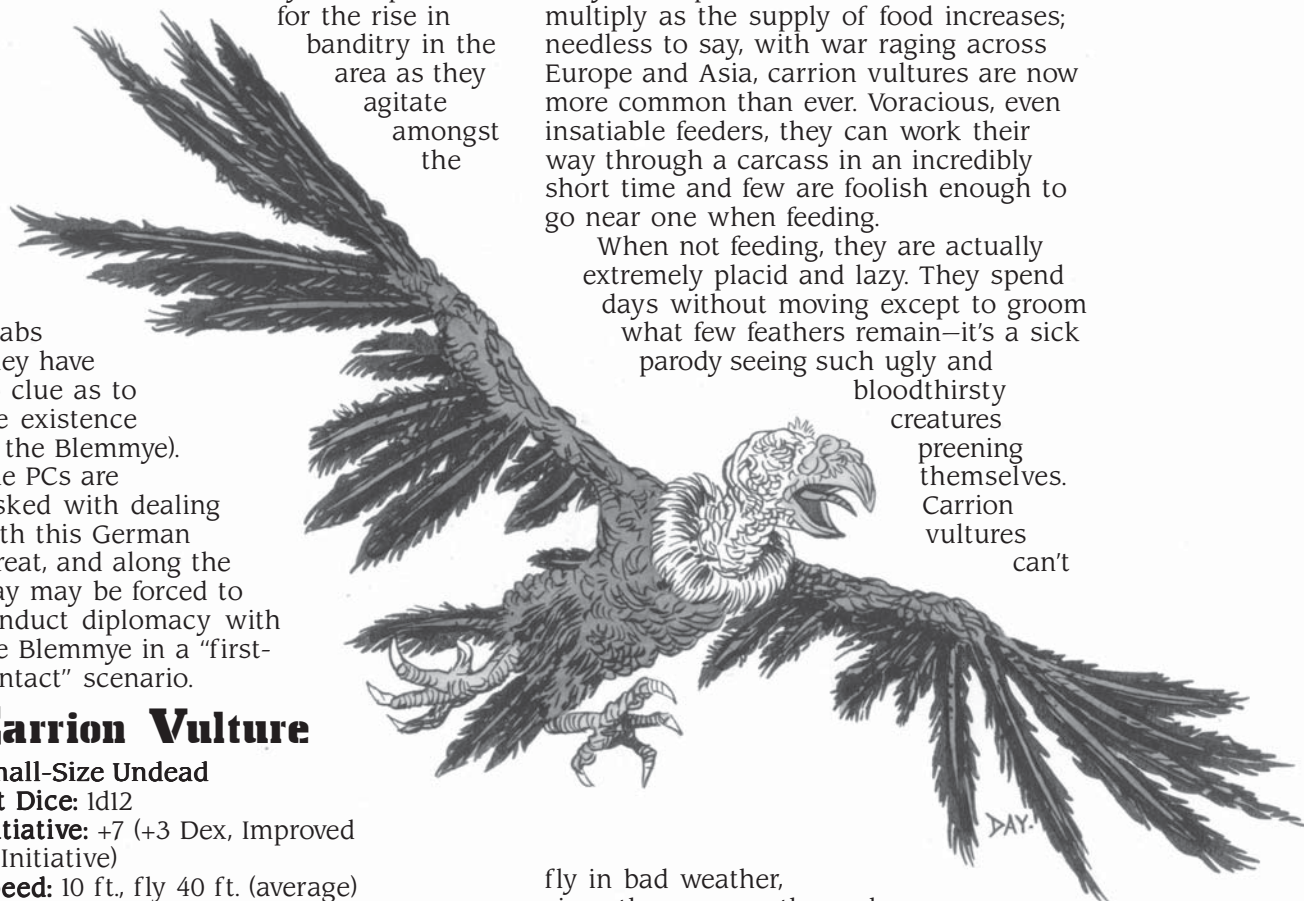
When not feeding, they are actually extremely placid and lazy. They spend days without moving except to groom what few feathers remain—it's a sick parody seeing such ugly and bloodthirsty creatures

preening themselves. Carrion vultures can't

fly in bad weather, since there are no thermal currents with which to take off or soar, and it is at these times when they are most vulnerable.

Carrion vultures are prophetic, and can divine beforehand any place of battle, where they congregate in apprehension of the inevitable bloodbath. German blood mages have learned to watch for carrion vultures in order to predict Allied offensives.

For reasons unknown, carrion vultures fly into a vicious frenzy of pecking beaks and flying feathers when confronted by reptiles. Legends say that their feathers, if burned, can drive off any reptile, including dragons (as the spell *fear*, cast by a 7th level sorcerer).





Combat

Carrion vultures are scavengers and so rarely fight a living creature unless first attacked or it sees a ready meal in a creature that is already on death's doorstep. They fight rabidly to defend their meals, however. When faced with a threat, they spread their wings to maximum span in order to intimidate foes and perhaps drive them off without having to resort to a fight.

Paralysis: Those hit by the carrion vulture's bite must succeed at a Fortitude save (DC 14) or be paralyzed for 1d4+2 minutes.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Limitations: In bad weather, carrion vultures cannot fly. It is at such times when they are most vulnerable, and hence irritable.

Intimidating: When the carrion vulture spreads its wings in a menacing stance, creatures within 20' must make a Will save (DC 14) or be affected as though by a *fear* spell cast by a 7th-level sorcerer. A creature that successfully saves cannot be affected again by a carrion vulture's intimidation for one day.

Frenzy: In the presence of a reptile (within 60'), a carrion vulture flies into a raging blood frenzy, gaining a +4 Strength bonus and +2 morale bonus to Will saves, while suffering a -2 AC penalty. This works as per the barbarian's Rage ability.



Predict Battle: A carrion vulture can unerringly predict well in advance the shedding of blood in battle. As such, they are impossible to surprise.

Adventure Seed

The heroes are assigned to patrol deep into the deserts of Libya to recover the crew of a downed aircraft. The plane delivered SAS troops on a parachute drop when it encountered engine trouble and was forced to ditch.

The PCs arrive at the scene of the crash and are forced to fend off a flock of carrion vultures feeding on the corpses of the dead crew, slain by a patrol of Italian Sahariani camel-troops. One pilot yet lives, and manages to explain that the SAS officer had erroneously left plans of the mission in the plane, plans now in the hands of the enemy. The Italians discussed plans to ambush the SAS on their way to rendezvous with the LRDG, but the pilot doesn't know where the ambush will take place.

With no way to contact the SAS and without knowledge of their route, the PCs are at a loss as to how to help their comrades—but then they notice the carrion vultures circling a *jebel* in the distance. Are they foretelling where the ambush is to take place, or are they merely closing in to feed on the carcasses of the slain SAS troopers?

Catafalte

Large Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 16 (-1 size, +4 Dex, +3 natural)

Attacks: Claw +9 melee, bite +4 melee

Damage: Claw 1d6+3, bite 1d6+1

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

Special Attacks: Improved grab, pounce, rake, steal breath

Saves: Fort +4, Ref +9, Will +6

Abilities: Str 17, Dex 19, Con 14, Int 9, Wis 13, Cha 12

Skills: Balance +10, Climb +6, Hide +12, Listen +7, Move Silently +12, Search +4, Spot +5

Feats: Improved initiative

Climate/Terrain: Any plains, forest, hills, mountains

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic neutral

Advancement: 7-12 HD (Large); 13-18 HD (Huge)





Born from a cross between the legend of cats stealing a baby's breath and the occasional purposeful death of a baby blamed on a cat, the creature is attempting to become more human. The catafalte stalks small villages as well as battlefields looking for victims to prey upon.

The catafalte's body is very sleek and toned, showing powerful but not large muscles. It appears as a very evolved feline that is starting to take on some human features. Its body is covered in orange and black cat hair. It can stand on two of its powerful feline legs, though it prefers to fight on all four. A catafalte attempts to get the drop on its prey, always trying to knock them to the ground in order to suck the breath from their bodies. It believes that stealing the breath of humans is the only way for it to evolve into a more human-like state.

Combat

The catafalte prefers to shadow a target, looking for an opportunity to attack when their defenses are down so that it can steal breath with as little as trouble as possible. It attempts to pounce and Rake on the first round and steal breath on the subsequent rounds. If outnumbered, the catafalte runs away and begins looking for an easier target or a way to separate its current prey from the group.

Pounce (Ex): If a catafalte leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the catafalte must hit with a claw or bite attack. If it gets a hold it can immediately rake and attempt to steal breath during the next round.

Rake (Ex): Catafaltes that get a hold can make two rake attacks (+8 melee) with its hind legs for 1d6+3 damage each. A rake can also be performed after a pounce.

Steal Life-Breath (Su): Catafaltes can attempt to steal the breath from a creature it has pinned. The target must make a successful saving throw (DC 16) or take 1d6 points of Constitution damage. The target dies when his Constitution reaches 0. The catafalte gains a permanent +1 Enhancement bonus to Constitution for every target that dies in this manner. The Catafalte also heals 3 points of damage for each point of Constitution drained, keeping any extra as temporary hit points.

Low Light Vision

Skills: Catafaltes receive a +4 bonus to Balance, Move Silently, and Hide checks.

Adventure Seed

A small village the heroes are passing through is spreading rumors of a large cat having been seen leaving through the window of a young couple's first born child. There have been a couple unexplained deaths over the past few months, but this is the first instance of any type of sighting.

Another idea is to have the party encounter the catafalte as it searches through a recent battlefield looking for dying soldiers to prey upon.

Chill

Medium-Sized Aberration

Hit Dice: 2d8+2 (12 HP)

Initiative: +2 (+2 Dex)

Speed: 20 ft.

AC: 16 (+2 Dex, +4 Natural) (also see Special Qualities)

Attacks: Special

Damage: Special

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Constitution drain (see combat section for description)

Special Qualities: Can only be harmed by spells and enchanted weapons; darkvision 60 feet, low light vision

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

Abilities: Str 10, Dex 15, Con 14, Int 9, Wis 10, Cha 3

Skills: Hide +4 (+4 Natural), Move Silently +8 (+4 Natural; a rushing air sound like a strong wind can be heard if the Chill fails its roll), Search +54, Spot +8 (+4 Natural),

Feats: None

Climate/Terrain: Cold or temperate hills, mountains, low-lying areas, and underground

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Neutral

Advancement: 3-4 HD (Medium-sized), 5-8 HD (Large)

Chills are wispy, white, fog-like creatures that float about 6" above the ground. They are around 15 feet in diameter when fully spread out, but can fit in much smaller areas. They are irregular in shape and send out tendrils up to about 5 feet as they move. Chills typically hide in caves or forests during the day, and creep slowly around at night searching for victims. Chills look for victims in the outdoors at night, particularly when it is foggy. Sentries are favorite targets. A chill slowly settles in around a victim and begins sapping its body heat.





Combat

Constitution Drain (Su): Chills cannot damage victims per se, but when they are in contact with a living creature they temporarily drain its Constitution by absorbing its body heat, ultimately causing the victim to fall into a deep sleep (this can be disastrous if the victim is a sentry!). Each round they are in contact with a victim, the chill temporarily drains one point of Constitution. The victim feels progressively colder and feels himself shiver, but does not realize he is in contact with a monster unless he states that he is actively trying to determine why he is so cold. Then, he must make a Spot roll with the DC equal to the chill's Hide roll. If failed, this roll can be attempted again after every five rounds of additional Constitution loss.

If the victim's Constitution reaches zero, the victim falls into a deep sleep. The chill then departs, looking for another victim. The sleeping victim regains a point of Constitution every 10 minutes (five minutes if actively warmed, like wrapped in a blanket or put near a fire), but cannot be awakened for 6 hours. The time it takes to awaken the victim is halved (round down) if they are actively warmed.

Adventure Seeds

Sentries have been falling asleep significantly more than would be expected in a sector where the players are operating. There are rumors that the area is haunted by ghosts, and several reliable witnesses have sworn that they have seen ghost-like creatures in the area. The players are ordered to investigate, and it is suggested that the best way to find out what is happening might be to pose as sentries. If the players do this, a chill "attacks" a player posted on sentry duty.

Chinese Dragon

Large Dragon

Hit Dice: 10d12+20 (85 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 18 (+2 Dex, +7 natural, -1 size)

Attacks: Bite/claw +14/+9 melee or claw/claw +14/+9 melee

Damage: Bite 2d6+4, claw 1d8+4

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

Special Attacks: —

Special Qualities: Darkvision, dragon, low-light vision, polymorph self

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

Abilities: Str 18, Dex 14, Con 14, Int 15, Wis 17, Cha 12

Skills: Climb +12, Hide +11, Jump +12, Listen +13, Move Silently +11, Search +11, Sense Motive +12, Spot +13, Swim +12

Feats: Alertness, Improved Initiative, Lightning Reflexes

Climate/Terrain: Any

Organization: Solitary (1)

Challenge Rating: 9

Treasure: None

Alignment: Lawful good

Advancement: 10-21 HD

(Large), 19-33 HD (Huge)

The graceful, sleek, snake-like dragon of the Far East is found in places of peaceful solitude. The oriental dragon is often encountered in the form of a peasant. Rarely does it show its true nature to those encountered. The creature is just and wise. Territorial in nature, the Chinese dragon defends the domain of people seeking inner peace. The dragon never seeks retribution to wrongs done to itself or the people of the creature's domain.





Combat

The peaceful Chinese dragon avoids violent confrontations with those of good nature. If forced to combat with a non-evil creature the dragon tries to subdue or daze the opponent, fleeing the area afterwards. The Chinese dragon shows no mercy to beings of hatred or evil. Typically, the beast targets opponents with daze from long range before closing into melee.

Dragon: The Chinese dragon is immune to sleep and paralysis effects.

Darkvision 60 feet

Low-light Vision

Polymorph Self (Sp): The Chinese Dragon has the spell-like ability of the spell with the same name, *polymorph self*. The spell is cast at a spell level of 6 up to 3 times per day. The most common form is an elderly peasant.

Daze (Sp): The dragon can cast the spell *daze* as the 8th-level spell of the same name. The spell has a target area of 20 ft.-radius spread. A Will save of DC 19 negates the effects. This may be cast 3 times per day.

Adventure Seed

An agent of the Kuromaku possesses an ancestral artifact. The artifact grants the Onmyoji agent control over a particular ancient Chinese dragon. She discovered the powers of the artifact in the Books of Shan. The location of the dragon was systemically searched for in southern China. At first, her lust for power caused her to turn the dragon on the very village in which the dragon lived. Now she seeks to harness the ability to daze opponents within her.

With a monumental force of will the Chinese dragon allowed a single villager to survive. The villager has been traveling through southern China seeking anyone who will listen to his story. The OSI sends the heroes in to investigate the story of the peasant.

Composite

Medium Size Construct

Hit Dice: 10d10 (55 hp)

Initiative: +0

Speed: 25 ft. (cannot run)

AC: 12 (+2 Natural)

Attacks: Claws +7/+2 melee

Damage: Claws 2d6+1

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

Special Attacks: Extra Limbs (Ex)

Special Qualities: Darkvision, extra organs (Ex)

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

Abilities: Str 13, Dex 10, Con —, Int 6, Wis 10, Cha 10

Skills: None

Feats: None

Climate/Terrain: Any land

Organization: Squad (1-12)

Challenge Rating: 5

Treasure: None

Alignment: Lawful neutral

Advancement: None

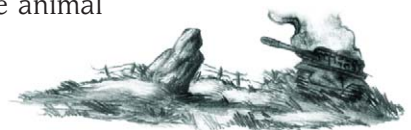
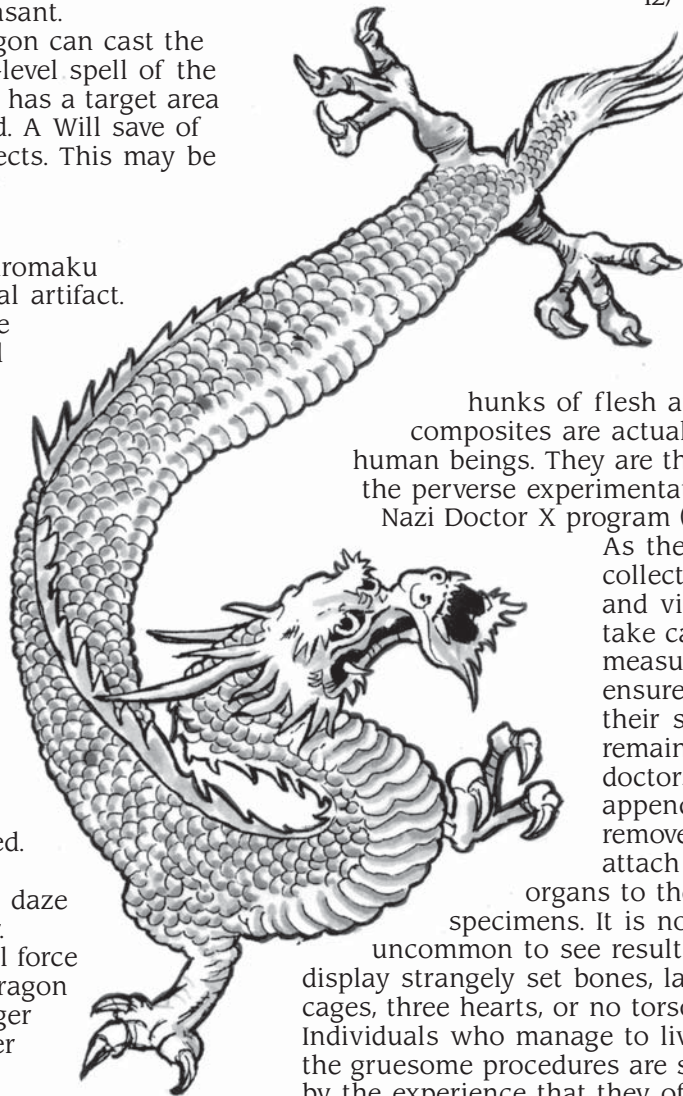
Appearing as twisted and mangled

hunks of flesh and bone, composites are actually living human beings. They are the result of the perverse experimentation by the Nazi Doctor X program (see page 41).

As the doctors collect body parts and victims they take careful measures to ensure some of their subjects remain alive. The doctors then graft appendages, remove others, or attach extra

organs to the living specimens. It is not

uncommon to see results that display strangely set bones, layered rib cages, three hearts, or no torso at all. Individuals who manage to live though the gruesome procedures are so scarred by the experience that they often lose all traces of their original personality. Their psyche is left malleable and is often brought down to the level of base animal





instincts. The Doctors who create them collectively call these tragic creatures "composites." The Doctors often use them as servants, kidnappers, or guards.

Combat

Composites are mindless attackers and simply do as their master tells them. They fight to the death in every instance, never running away, even if it is contrary to their goals.

Extra Limbs (Ex): A composite's extra limbs frequently serve no function on the body other than just to hang there. However, in a fight adrenaline can wake these pieces into action. At the start of every round the GM rolls 1d6 for each composite. On a roll of 4, 5, or 6 the composite gets an extra attack. If the roll is a 6 the composite receives the additional attack and the die is rolled again for another additional attack. This is repeated until a 6 is no longer rolled. If at any time a 1 is rolled for a composite, that composite loses all attacks for that round.

Extra Organs (Ex): Certain composites have been enhanced internally. In some cases, a composite may have an entire extra set of internal organs, or a second brain deep in its body. Because of this composites are known to get up and keep fighting even after they have appeared to die. Like the extra limbs, these extra organs may or may not actually work.

When a composite dies, the GM rolls 1d6. On a roll of 5 or 6 the composite comes back to life with half of its total hit points in 1d6 rounds. The extra organs roll receives a -1 for every 20 points of damage done to the Composite from the attack that killed it. The extra organs roll is not made if the composite was killed with a critical hit.

Adventure Seed

The war is over and OSI has undertaken a survey of Berlin. Numerous rumors are currently swirling around an eight-block area containing a bombed hospital in the Soviet-controlled section of the city. The stories tell of mutants killing two civilians and a Soviet sniper sent to investigate.

OSI has reason to believe that these creatures were part of an SS super soldier project and that Stalin has sent a team in to discover the source in order to bring it back to Moscow. The Western Allies want it first and are sending the OSI after it. The truth of the matter is that a Nazi Doctor X has had free reign of the bombed-out section of Berlin for months but is now dead at the hands of his creations. His surviving composites have made the area their home and are beginning to gather more bodies to add to their numbers.

Curse of Frankenstein

Large Monstrous Humanoid

Hit Dice: 8d8+40 (hp 76)

Initiative: +2 (+2 Dex)

Speed: 40 ft.

AC: 18 (-1 size, +2 Dex, +7 natural armor)

Attacks: Arm blade +13 melee,
sturmgewehr 43 +10 ranged

Damage: Arm blade 1d6+5, sturmgewehr
43 2d8-1

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

Special Attacks: Fear aura

Special Qualities: Damage reduction 10/-,
fast healing 1, uncanny dodge,
vulnerability: fire

Saves: Fort +11, Ref +8, Will +2

Abilities: Str 20, Dex 15, Con 20, Int 10, Wis
10, Cha 8

Skills: Climb +8, Hide +6, Intimidate +4,
Move Silently +5, Spot +5

Feats: Proficient with simple weapons
and all firearms, Combat Reflexes,
Dodge

Climate/Terrain: Any

Organization: Element (1-3)

Challenge Rating: 8

Treasure: None

Alignment: Lawful evil





Weird Wars

Looking to get a jump on his colleagues and advance his position within the party, one scientist took his small team to a secluded castle in the Swiss Alps. When asked "Why there?" he claimed it was to hide his work from the prying eyes of his fellow scientists, but the truth was far worse. The castle was that of the Baron Von Frankenstein. The castle had been forgotten with the death of the Baron and no heir succeeded him. What the scientist found there was exactly what all the stories he heard as a boy spoke of, the work of Victor Von Frankenstein, to some a madman trying to be God, to others a genius ahead of his time and misunderstood by superstitious locals. The journals and experiments were found hidden in a fireplace, one of the few places not scorched by fire!

With these invaluable texts as guides, the work to create soldier worthy of the Reich began. The work progressed slowly at first, but with each success came more money and aid from Berlin. The locals tried to protest; they still whispered of the creature that stalked their community not so long ago. In response, the Nazis decided that the town should provide them with a plentiful supply of human body parts. No one complained again.

The creatures are massive, standing over 7 ft. in height and weighing nearly 400 lbs. It takes nearly 20 full grown corpses to produce one creature. Their mere presence causes most to run in fear. As a test to prove they were combat ready the scientists told them to destroy the town. However, the locals knew how to fight the creatures—fire. The scientists were horrified when all three of their Frankenstein prototypes ran in fear from the torch-wielding mob. It was only quick action from a Nazi officer that kept the town from overpowering and destroying the lab. One year later the Nazi scientists have overcome the creatures' inherent fear of fire but not their vulnerability to it. Frankenstein troopers are available by late 1944.

Combat

The Frankenstein Troopers attack in coordinated assaults, that are designed to create as much confusion and destruction as possible. They have no fear, so they never run from a fight. They fight until either they or their enemy is dead, unless ordered differently.

Fear Aura: The creatures generate a supernatural fear that requires a Will save (DC 14) to overcome. By focusing on one person change the creature can cause another Will save with the DC being equal to the creature's Intimidate check.

Damage Reduction: The creature's reanimated flesh resists most kinds of damage.

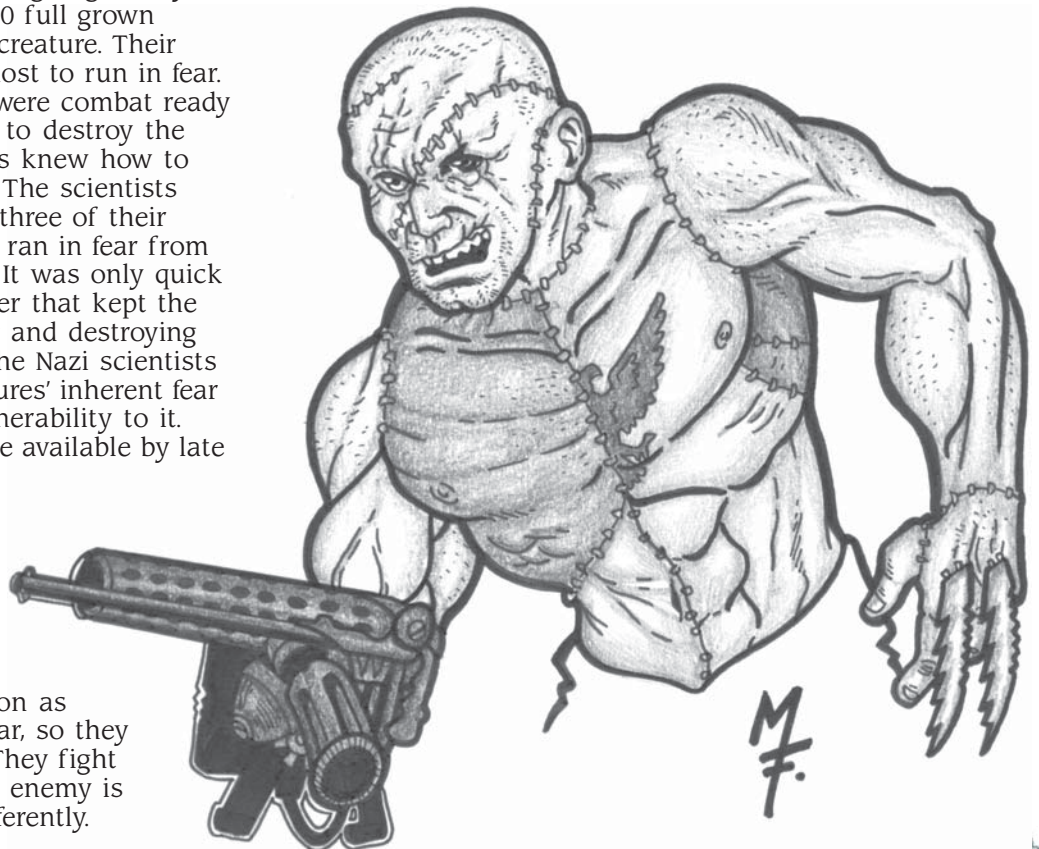
Fast Healing: The creature heals 1 hp a round unless the damage is from fire.

Uncanny Dodge: The creature can not be caught flat-footed or flanked.

Vulnerability—Fire: The creature takes double damage from all fire-based attacks.

Adventure Seed

The OSI has learned of the Curse of Frankenstein project and a plot to parachute squads of the creatures into urban centers in Allied territories. This mission can take several forms. The OSI could be looking for "volunteers" to infiltrate and destroy the lab where the creatures are created. They may need the best pilots out there to shoot down the planes carrying the creatures. Lastly, they may need the heroes to confront the creatures should the other missions fail to stop them.





The first and third choices are going to allow for direct confrontation with the creatures. The mission to Switzerland is a great opportunity for the heroes to find out the secret weakness of the creatures. If the heroes can succeed in convincing the locals they're not Nazi spies they may even be willing to help them assault the castle. The locals are bound to know a secret way or two into the castle; after all it was their ancestors who built it. Let the heroes plan and as they're assaulting the castle the planes are getting ready to leave with their deadly cargo.

Fighting the creatures in urban centers presents a whole new set of problems, civilian deaths, not to mention lots of people seeing this 7 ft. walking, stitched-together corpse. If just one creature parachuted out before the flyboys blew up the Nazi plane then a few heroes with a good plan and lots of firepower could probably save the day. They may even have time for a drink at the "O" club if they hurry.

Dead Man's Helmet

Tiny Undead

Hit Dice: 1/2d8 (4 HP)

Initiative: +2 (Dex)

Speed: 0 (does not move out of helmet)

AC: +2 (Natural) (also see description)

Attacks: None

Damage: —

Face/Reach: —

Special Attacks: None

Special Qualities: See description.
Immune to

poison, *sleep*, paralysis, stunning, disease, and death effects. Ignore mind-influencing effects (e.g., *charms* and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude Save unless it affects objects.

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

Abilities: Str —, Dex 15, Con —, Int 10, Wis 10, Cha 10

Skills: None

Feats: None

Climate/Terrain: Any where battles are taking place

Organization: Solitary

Challenge Rating: 0 (not a threat in the typical sense)

Treasure: None

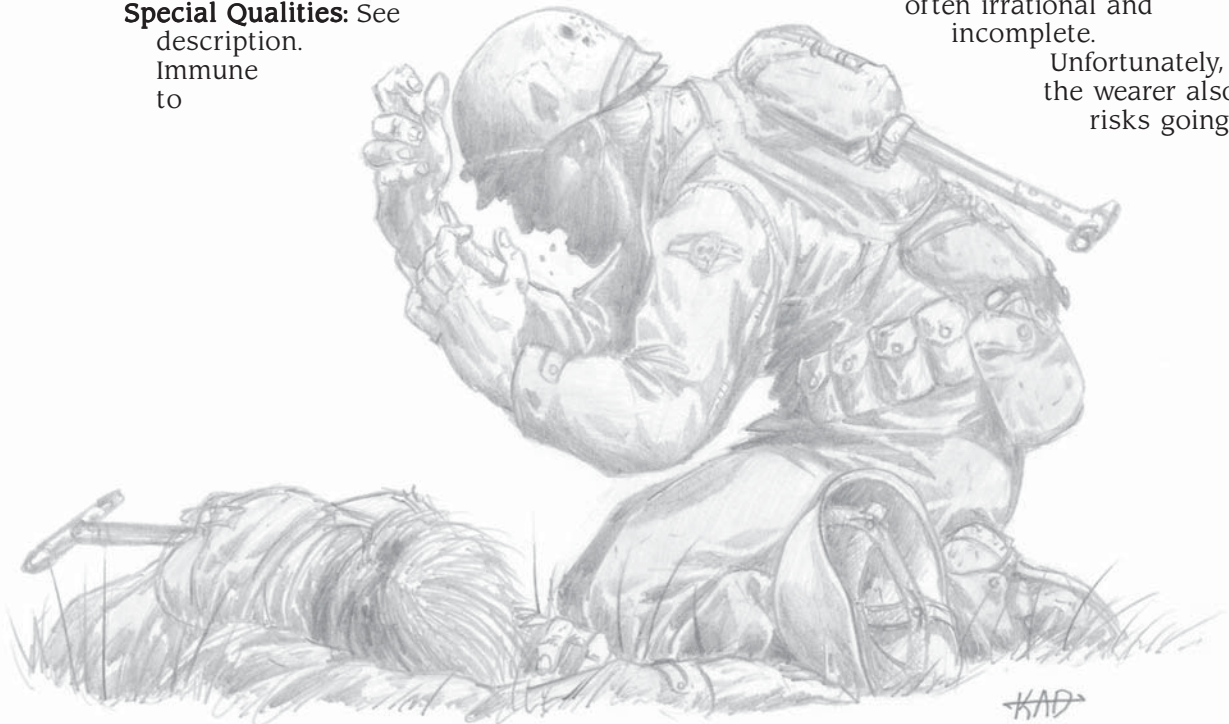
Alignment: As former wearer of helmet

Advancement: None

Dead man's helmets are invisible spirits that occasionally form in helmets worn by soldiers who died traumatically. The dead soldier's spirit manifests in the helmet, although it fades over time (generally within 4 to 6 weeks after death). If someone gets within 15 feet of a possessed helmet, they must make a Will save at DC 20 or experience flashbacks to the dead man's last fight.

If the helmet is put on, the wearer may be able to get useful information. A Will save at DC 15 allows the wearer to communicate with the former owner, although the information given is often irrational and incomplete.

Unfortunately, the wearer also risks going





Weird Wars

temporarily insane (Will save at DC 20 when the wearer decides to remove the helmet). If they fail, the wearer insists on keeping the helmet on, and develops extreme paranoia and symptoms of posttraumatic stress disorder for 2d6 hours. These symptoms include flashbacks of battle, extreme irritability and mood swings, and panic if gunfire or explosions occur nearby. After this time has passed, the spirit dissipates, and the wearer may freely remove the helmet.

Combat

A dead man's helmet cannot fight in combat. If the helmet is somehow destroyed, the spirit dissipates.

Adventure Seed

At the scene of a recent battle, a player gets sudden, intense images of an ambush. The player sees enemy troops coming out of an underground bunker. A helmet is lying nearby. The player gets the sense that if he puts the helmet on he can tell where the bunker might be. There is, in fact, a hidden bunker nearby with enemy troops still hiding inside. If a player puts the helmet on, he gets flashbacks of the battle, including seeing enemy soldiers come out of the bunker and ambush him. The soldier becomes torn between wanting to clear out the bunker and being terrified to do so.

Deserter

Medium Size Undead

Hit Dice: 3d12 (19 hit points)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 13 (+1 Dex, +2 Natural)

Attacks: +1 Melee, +2 Ranged

Damage: By weapon

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

Special Attacks: —

Special Qualities: Haunt (Su)

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

Abilities: Str 10, Dex 13, Con —, Int 11, Wis 8, Cha 5

Skills: Hide +7, Listen +6, Navigation +6, Search +7, Spot +7

Feats: Combat Reflexes

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Neutral

Advancement: None

Shame and dishonor bind the spirits of deserters who died in the act of running away to the earth. They are forever doomed to flee in fear from both friends



and enemies alike. At first glance, deserter spirits look just as they have in life, still wearing their uniforms and clenching their weapons tightly. Upon closer inspection, deserters have a light translucence to them as their cowardice prevents them from fully manifesting in the material plane.

Deserters haunt an area in much the same way a house ghost haunts a mansion or cottage. Deserters appear daily along their path and generally regard anyone they see as attempting to either kill them or take them back to their unit. They therefore open fire on them. Because of the immense spiritual energy surrounding this particular fear, the deserter's ammunition has the ability to fully manifest in the Material Plane and cause severe damage to the target.

Combat

Weapon—M3 or MP-40: The Deserter fights as any soldier and has all of the tactical knowledge from his former life. Deserters do not discern between friend or foe nor combatant or civilian, and fires on anyone in his path during his hours of haunting.

Haunt (Su): The haunting path of a deserter is usually located along a well-marked path anywhere from three to five miles in length. The deserter materializes





at dusk at a random start point along the path as if he is in the middle of a walk and continues to the end, where he disappears. This process takes anywhere from one to five hours. A haunt reappears the following day, even after it was defeated, unless it was defeated by supernatural means.

Adventure Seed

The team has been sent out on a patrol mission around the village of Braun and for the past three nights they have run into trouble along the southern road outside of the city; they've even lost a scout to the sniper. The strange thing is the soldier they are running into yells at them in English, not German. General Eisenhower is due in the city at the end of the week, leaving the troops only two days to track down and eliminate the threat.

Der Einzelgaenger ('The Lone Wolf')

Gigantic Undead

Hit Dice: 12d12 (78 hit points)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 180 ft.

AC: +38 (+6 Dex, -4 Size, +16 Natural)

Attacks: —

Damage: —

Face/Reach: 30 ft. by 120 ft.

Special Attacks: —

Special Qualities: Incorporeal (Su)

Saves: Fort +4, Ref +10, Will +4

Abilities: Str —, Dex 22, Con —, Int 15, Wis 10, Cha 7

Skills: Bluff +10, Intimidate +9, Intuit Direction +11, Navigation +13

Feats: Improved Initiative

Climate/Terrain: Any ocean or sea

Organization: Unique

Challenge Rating: 5

Treasure: None

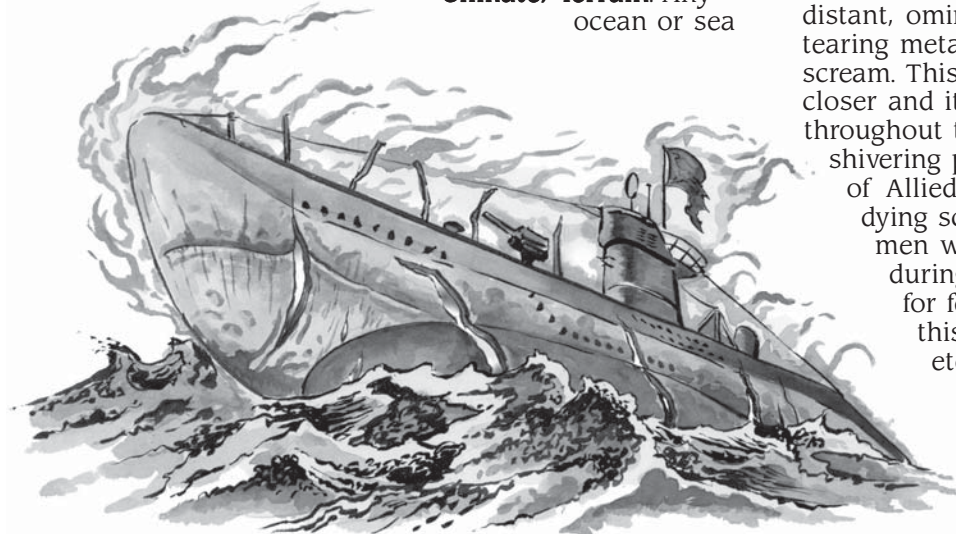
Alignment: Lawful evil

Advancement: None

The U-90 was one of eight U-boats assigned in 1942 from the 9th Unterseebootsflottille to the Rudeltaktik (better known by the British term "wolf pack") designated "Wolf." On July 24, 1942, during an attack on convoy ON-113, the U-90 was destroyed off the coast of Newfoundland. Four solo depth charges from an old four-stacker Canadian destroyer, the *HMCS St Croix*, ignominiously ended the U-90's first and only patrol. Those crew members who escaped the initial explosion and the ensuing hull implosions drowned in icy water scant minutes later. All of U-90's 44 hands were lost. The U-90 had been in active duty on the Atlantic front for only 24 days...and 24 days later the submarine once known as U-90 returned to the service of the Third Reich. Enraged by the prospect of early and inglorious death, Kapitänleutnant Hans-Juergen Oldoerp and his crew wished for more time in their dying moments. More time in battle. More time to prove themselves. More time for success and the glory of the Fatherland—something, somewhere, heard them.

Every 24 days for a period of 24 days this *Einzelgaenger* (Lone Wolf), as it has come to be known, seeks its prey. *Der Einzelgaenger* can be encountered only at night and only within the infamous Black Pit of the Atlantic, the 300-mile area between Iceland and Newfoundland where there is a huge gap in Allied air cover. The Lone Wolf's prey of choice is Canadian convoys, though any convoy will do.

Encounters usually begin with the distant, ominous sound of twisting, tearing metal—the Lone Wolf's death scream. This baleful sound grows ever closer and its reverberations can be felt throughout the targeted ships. The final shivering peal shrieks through the hulls of Allied ships with the sounds of dying screams and tearing metal. For men who don't change clothes during the duration of their tour for fear of being caught unawares, this is a moment steeped in eternity—and then, nothing. Of course any U-boat or wolf pack in the area can hear this racket as well and may very well come to investigate.





Sharp eyes on the decks of the convoy ships are able to spot *Der Einzelgaenger* surfacing. The hull is dead black, seemingly solid. Its original designation, U-90, can still be read through the torn plating. The horrific implosion gashes glow in sickly relief traced by fox-fire. (A closer examination of the ship's wounds reveals the faint outlines of running wolves. Though why anyone would look that closely.)

Der Einzelgaenger waits briefly, and if none of the escort ships break off to engage it, it moves to ram the nearest destroyer.

Combat

The goal of *Der Einzelgaenger* is two-fold. It first tries to lure one or more escort ships away from the convoy and toward a nearby wolf pack. If this fails, it attempts not to ram, but to force the Allied ship dangerously close to the paths of its sister vessels.

Der Einzelgaenger is a wolf without teeth. It can only threaten, not harm. Should the targeted ship not move aside to avoid the ramming maneuver, *Der Einzelgaenger* passes harmlessly through her and disperses for the night. The next evening the Lone Wolf seeks another, less cunning prey.

Incorporeal (Su): As *Der Einzelgaenger* cannot physically injure other vessels neither can it be harmed by physical attacks, save only those first blessed by a chaplain. Even so, most of those attacks do nothing more than drive the apparition away until the following night. *Der Einzelgaenger* and its spectral crew will only find rest when sent to their ultimate reward once more with another solo depth charge, either one blessed by a chaplain or one launched from the deck of the *HMCS St Croix*.

Adventure Seed

Reports of sightings of a derelict U-boat in the Northern Atlantic have been growing. Allied command wants the U-boat located and its Enigma cipher captured intact. Absolute secrecy must be maintained. Only one fast ship lightly armed and armored, is going to investigate.

Once the Lone Wolf is spotted, the danger for the heroes begins. If the ship they are on gives chase to the submarine, it leads them toward a waiting wolf pack. The heroes may find suddenly find themselves alone in a life raft in the icy waters of the North Atlantic.

Djinn

Large Elemental (fire)

Hit Dice: 10d8+60 (115 Hit points)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 80 ft.

AC: 17 (+4 Dex, -1 Size, +4 Natural)

Attacks: +12/+7/+2 melee

Damage: Claws 1d8+5 or by weapon

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

Special Attacks: Cause Disease (Sp)

Special Qualities: Life fire, photophobic, possession

Saves: Fort +10, Ref +11, Will +8

Abilities: Str 20, Dex 18, Con 24, Int 14, Wis 17, Cha 18

Skills: Alchemy +6, Animal Empathy +7, Decipher Script +6, Disable Device +6, Disguise +6, Handle Animal +7, Hide +7, Intimidate +7, Listen +6, Move Silently +7, Open Lock +7, Search +7, Spot +7

Feats: Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Iron Will

Climate/Terrain: Any desert

Organization: Solitary or in family groups of 3 to 5

Challenge Rating: 7

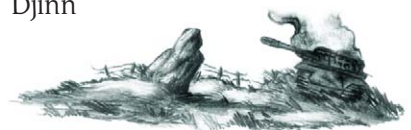
Treasure: None

Alignment: Always Lawful

Advancement: None

Djinn or Jin are creatures out of Arabic and Bedouin tradition that populated a worldly empire thousands of years before the appearance of man on the earth. The Djinn are invisible spirits to humans but are capable of inhabiting the body of an animal. However, the spirits are visible to all other animals. Djinn are living, breathing beings who, although they have life spans of hundreds to thousands of years, can experience death. They are guided by a code of law that only allows them to reap vengeance and attack those who have wounded or destroyed another living thing.

Most Djinn despise the existence of mankind and live out their days possessing insects and reptiles in desolate areas of the world where men are rarely seen. Others are more curious about humans and actively seek reasons to punish them. These spirits most often inhabit the bodies of cats and roam the desert cities and villages during the day. Others follow caravans in the body of a jackal or fox. In all forms, they watch and wait for the humans they are observing to mistreat another living creature, then when darkness falls, they take to the sands to torture their victim with fire and disease. However, in certain cases Djinn





actually protect a human they particularly like, or one they feel has treated the world around them particularly well.

Although Djinn are invisible, because they are created from fire and not from the earth like man, their eyes do reflect firelight in the darkness. This is often seen as two or more sparks of fire floating about six to eight feet above the ground. While a Djinn possesses a creature, that creature's eyes appear slightly brighter than normal in firelight. Local superstition in Arabic or Bedouin areas insures that someone is always on the look out for Djinn and warns foreigners of harming cats or doing evil in front of them.

Combat

Djinn are stalkers filled with curiosity. In some instances they get as close to the action as possible, such as in the form of a cat. There they observe and pass judgment on what they see. If they judge actions as harmful, they wreak vengeance and harm on those who perpetrated them, typically inflicting disease, burning, or evisceration. If they judge an actions as a work of good, they often stay for a while to protect the individual from harm.

Weapon: Great Scimitar (invisible when wielded) Damage 2d6+5, Critical 18-20/x2.

Photophobic (Ex): The Djinn hate the light but are not wounded by it, however most of them have forgotten this. Djinn flee into a nearby vessel or creature in the light of day in order to find darkness, fearing death. This is when they are most vulnerable to capture or death.

Life Fire (Su): Djinn are creatures of fire and cannot be harmed by it.

They are actually healed by it. When a Djinn is hit with a fire-based weapon, such as

a flamethrower or burning stick, all damage taken is added to the creature's hit points rather than taken away.

Possession (Su): A Djinn may possess any living non-human and non-magical creature. When a Djinn possesses a creature it has the stats of that creature and dies if that creature dies.

Adventure Seeds

The team is stationed in Marrakech, Morocco for the next six weeks. Unfortunately, they have been assigned to a squad of good old boys who seem to think that the city is their personal playground. With the absence of competent officers in the area, the group has harassed beggars, desecrated two mosques, and dumped beer onto a city official—that was just in the past week. Now it seems that the locals have had enough; the body of Sergeant Jimmy Flay was found outside the temporary barracks hung from its arms and eviscerated. Now the CO is back, and he's looking for answers. To top things off, strange and violent things keep happening to the squad while the locals shake their heads and mumble about the wrath of the Djinn.

Doctor X

Medium Size Monstrous Humanoid

Hit Dice: 8d8+16 (52 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 15 (+1 Dex, +4 Natural)

Attacks: +5 Melee

Damage: By weapon

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

Special Attacks: Precision Cuts (Ex)

Special Qualities: Scarred (Ex)

Saves: Fort +4, Ref +7, Will +3

Abilities: Str 9, Dex 12, Con 14, Int 14, Wis 5, Cha 6

Skills: Knowledge (Anatomy) +9,

Knowledge (Biology)

+9, Knowledge

(Medicine) +9,

Listen +4, Spot

+4, Sense

Motive +4

Feats:

Weapon

Proficiency

(Scalpel)

Climate/

Terrain:

Any

Organization:

Solitary





Weird Wars

Challenge Rating: 5

Treasure: None

Alignment: Lawful evil

Advancement: None

In the quest for medical knowledge, the Nazis performed horrific experiments on entire villages and whole populations. The purposes of these experiments are so twisted and utterly evil that Hitler has found only a handful of soulless doctors willing to engage in them. However, the experiments are viewed as vital to the existence of the Reich, so Hitler has ordered the SS to track down and draft physicians from the best German medical institutes and the most promising students from around the country. They are stripped of their identity and forced to comply with the human experimentation directive titled "X." The project has met with a stunning 70% mortality rate within the first six months. Those physicians who

have not killed themselves have gone mad with revulsion and self-loathing from the torture and horror they have inflicted on their subjects.

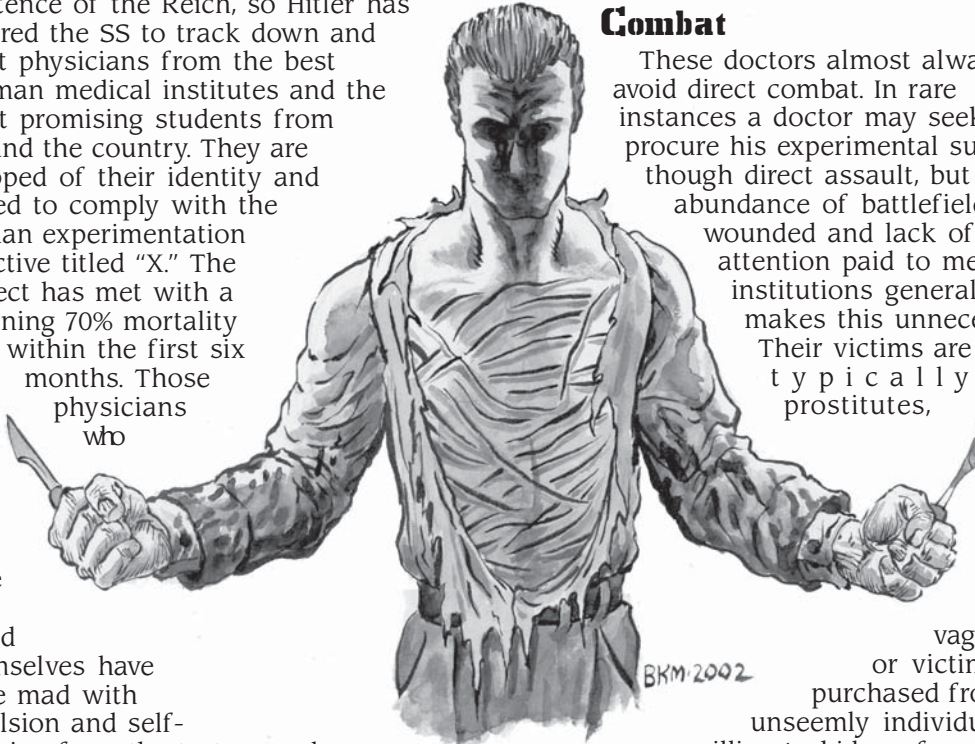
Due to the astronomical rate of failure and physician suicide, the SS high command has been forced to close down several research facilities and has sent the doctors back to their cities and villages. There the physicians continue their experiments in secret, living terrifying double lives. During the day these men masquerade as family doctors and good citizens, curing the sick and tending to the wounded. They can barely be told apart from the average Hans or Fritz on the street. At night, in the privacy in their homes they give into their soulless alter ego of Doctor X, experimenting on their living captives and creations.

For the most part, a Doctor X is indistinguishable from the general population. However this is only due to self-restraint. As a doctor's madness progresses he is less and less sensitive to

who and what he experiments on, including himself. As time goes on, the doctor examines his own body with his array of tools, sometimes reworking entire systems. This always leaves heavy layers of scar tissue all across his body. The doctor becomes a grotesque vision of something that was once human, covered in scars and stitches everywhere save for his face and hands. The doctors become nearly immune to pain and are difficult to take down.

Combat

These doctors almost always avoid direct combat. In rare instances a doctor may seek to procure his experimental subjects through direct assault, but the abundance of battlefield wounded and lack of attention paid to mental institutions generally makes this unnecessary. Their victims are typically prostitutes,



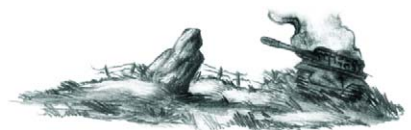
vagrants, or victims purchased from unseemly individuals willing to kidnap for a price.

In cases where a doctor is forced into combat, he almost always falls back on medical equipment for a weapon. In most scenarios a doctor utilizes his composites to do his fighting.

Weapon—Scalpel: Damage 1d4, Critical 20/x2.

Precision Cuts (Ex): Dr. X's are well trained in all manner of medical devices. This includes ways to quickly subdue an unruly patient with a few quick strokes of a scalpel. Because of their experimental nature, a Dr. X always aims to incapacitate before killing. If the doctor is fighting one-on-one or is in a group where his side outnumbers the opponent, the damage done by the doctor's scalpel is tripled and considered to be subdual damage.

Scarred (Ex): Due to the tremendous amount of mental and physical scarring the doctor has endured he receives a +4 to his armor class and all of his Will and Fortitude saves.





Adventure Seeds

Allied troops have begun moving across the Rhine and liberating villages from the Nazi occupation. The OSI has been keeping a close watch on the new territory. Two days ago, OSI was notified of a number of strange disappearances reported in the German village of Edelweiss. The preliminary investigation by local authorities culminated in the discovery of the bodies of two young women just twelve hours ago.

From the amount of damage done to the bodies, OSI suspects wehrwolves. The team is to depart immediately to pursue the investigation. Upon arrival, the team discovers that the Red Cross has also reported two missing wounded from the infirmary tents since their arrival a week ago.

Shortly thereafter, a strange creature with four human arms and a head is found breaking into the supply tent at dawn.

Elektrischer Mann (Electrical Man)

Medium-Sized Construct

Hit Dice: 3d10 (17 HP)

Initiative: +0

Speed: 20 ft. (cannot run)

AC: 16 (+6 due to metal parts)

Attacks: +4 melee, +2 ranged

Damage: By weapon type

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: None

Special Qualities: None

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

Abilities: Str 14, Dex 10, Con

—, Int —, Wis 8, Cha 3

Skills: None

Feats: None

Climate/Terrain: Only present when placed by Germans. Electrical men are generally behind German lines, since they are still considered experimental.

Organization: Solitary (though more than one may be deployed in the same location)

Challenge Rating: 2

Treasure: None

Alignment: Lawful neutral or lawful evil (depending on the alignment of the person whose brain was implanted)

Advancement: None

Electrical men are built in a cavern under the town of Haigerloch, Germany. Nuclear research is also performed there. There is a secret research and development facility here devoted to the production of robots. Dr. Hans Gretscher heads this lab. Gretscher was paralyzed from the waist down during an Allied bombing; some think he lost his mind during the bombing as well. Gretscher dreams of building a large, extremely powerful electrical man and encasing himself inside of it.

Electrical men appear to be made of metal with flexible rubber joints. The head looks something like a diving helmet. There is a brain implanted in the head. The brains usually belong to loyal soldiers who were paralyzed or lost limbs and volunteered. Most of these volunteers die during the operation, but about 20% are successfully implanted into their new bodies.

The body, arms, and legs of electrical men are full of wires within a mechanical framework. The brain is connected to a large battery that is housed in the chest. Electrical men do not have Intelligence per se, and can generally only follow fairly simple commands.

Combat

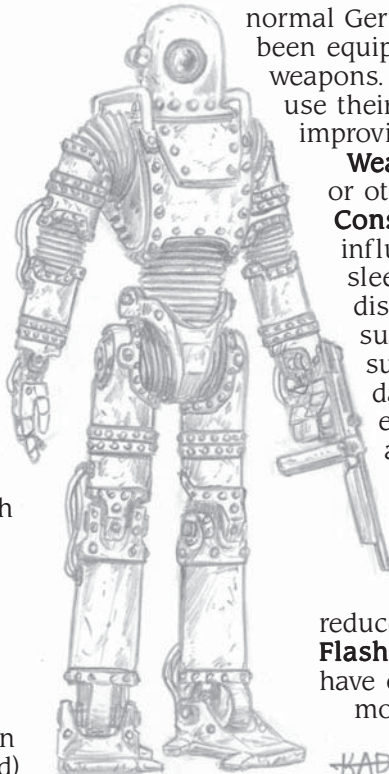
Electrical men are usually armed with submachine guns, and use them like normal German soldiers. Some have been equipped with more powerful weapons. If in melee, they typically use their ranged weapon as an improvised close combat weapon.

Weapons/Possessions: MP 40 or other appropriate weapon.

Construct: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and death effects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything that requires a Fortitude save (unless the effect works on objects). Electrical men cannot die from massive damage.

They are destroyed when reduced to 0 hit points.

Flashlights: Some electrical men have one or two flashlights mounted in their heads, allowing them to ignore darkness penalties up to 30 feet.



KAD





Adventure Seed

Several electrical men are being field-tested as guards at an airfield (in a suitable location behind German lines). The OSI has gotten limited intelligence information about them. The players are sent on a secret mission to go behind enemy lines and capture one of them to return it for study.

Explosive Zombie

Medium-Size Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 11 (-1 Dex, +2 natural)

Attacks: Slam +2 melee, or Bite +2 melee

Damage: Slam 1d6+1 or Bite 1d6+1

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

Special Qualities: Undead, partial actions only, explosive

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: Toughness

Climate/Terrain: Any land and underground

Organization: Gang (2-5), squad (6-10), or mob (11-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium-size); 5-6 HD (Large)

Explosive zombies are corpses reanimated through dark and sinister magic. Their twisted creator has taken this a step further and filled them with explosives, turning them into mindless walking time bombs.

Explosive zombies are not any better looking than the standard zombie. Partially decayed and wearing only the rags of their former clothes, the rank odor of death hangs heavy in the air around them.

As usual the instructions given to explosive zombies must be extremely simple due to their utter stupidity, such as "Kill anyone who enters this clearing." Their lack of intellect has also left them completely unaware that they have been turned into suicide bombers—not that they would care if they did know.

Combat

Explosive zombies get up close and pummel enemies with their strong fists. This works very well with their explosive nature, however, since they move so slowly it is not hard for the heroes to

keep their distance once they start going up like cheap fireworks.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions

Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Explosive

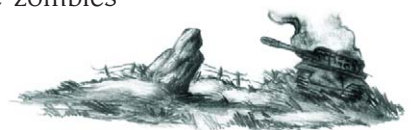
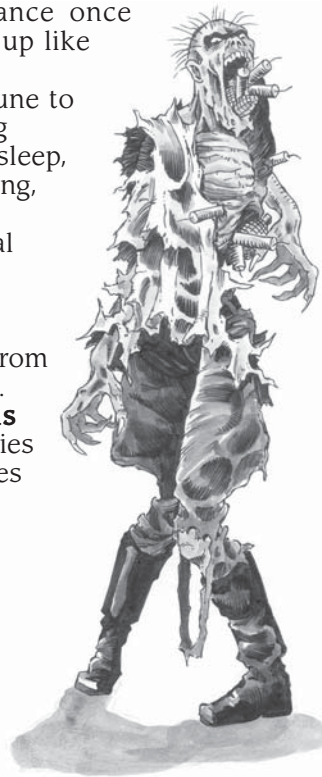
(Ex): The chest cavity of these zombies has been filled with explosives, hence their name. Small satchel charges and MK2 "Pineapples" are the most commonly used explosives, but any type of explosive will do in a pinch. Any time an explosive zombie takes damage there is a 30% chance that the explosives detonate. This causes 7d6 damage with a 10-foot blast radius if using a small satchel charge. If loaded with grenades, the exploding zombie does 6d6 damage with a 5-foot burst radius.

Once characters are aware of their volatile nature they can attempt to target areas less likely to detonate at a -4 penalty to attack. Explosive zombies destroyed in a turning attempt do not detonate.

Adventure Seed

The explosive zombies are being used to guard a Nazi research site the heroes are attempting to infiltrate. If any of the zombies explode, the guards at the camp are alerted to the approach of the party. Critical facilities are often ringed with explosive zombies just for this very purpose. The zombies provide first warning and then the guards mop up what's left.

Another way to use explosive zombies is with a sniper hidden nearby, ready to shoot and detonate the explosive zombies when the group gets close.





Fever Spider

Small Animal

Hit Dice: 1d8 (5 hit points)

Initiative: -2 (-2 Dex)

Speed: 40 ft., 30 ft. Climb

AC: 15 (+3 Dex, +1 Size, +1 Natural)

Attacks: Bite -4 melee

Damage: Bite 1d4-3

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

Special Attacks: Fever (Ex)

Special Qualities: None

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

Abilities: Str 3, Dex 16, Con 7, Int 1, Wis —, Cha 2

Skills: Climb +2, Jump +2

Feats: None

Climate/Terrain: Jungle

Organization: Clutch (1-8)

Challenge Rating: 1

Treasure: None

Alignment: Neutral

Advancement: None

Fever spiders are bright red members of the arachnid family that inhabit the deep rain forest. The spider's bodies are six-inch spheres with a three-inch head resembling two clenched fists mounted on the front. Eight legs that are nearly twelve inches long splay out from the blood red body and end in wicked black claws.

The spiders nest in large groups inside dead trees and deep crevasses. They rest tightly in packed clusters with their legs folded in, until nearby motion alerts them to the presence of food.

The crawling menaces are capable of moving with exceptional speed. This allows them to catch their prey swiftly without the need for webs. Once the spider has caught its prey, it unballs the ten finger-like appendages that make up its mouth and sink them into its prey. This attack injects a mega-dose of a disease-like poison that begins working immediately in the unfortunate victim of the bite.

Combat

These spiders are exceedingly territorial and attack anything that disturbs them. When a spider is awakened, it scurries out from its nest and immediately charges the nearest source of movement. Their amazing speed and spectacular jumping ability almost always means a surprise attack. Once a fever spider has injected its prey with poison it always retreats to the highest spot within line of sight and follows the victim until it dies. When this happens, the spider drops from its location and begins to feed.

Fever (Ex): The poison the fever spider injects into its prey has an immediate disease-like reaction in the body. Small red pustules rise on the body in increasing numbers (3d12 per round) and the afflicted person begins to weaken with a high fever. The victim must make a Fortitude Save (DC 15) each round until he is cured. If the check is failed the character temporarily loses 1 point of Constitution to the fever.

Once the victim reaches 0 Constitutions, he passes into a deep coma. It is during this coma that the spider begins feeding. The symptoms may be held at bay through a Field Medicine check (DC 25). If the check is successful, the afflicted person makes the saving throw (DC 15) every hour rather than every round. The poison can be cured with three strong doses of penicillin to kill the bacteria-based poison.

Adventure Seed

A group of airmen and the heroes have been stranded deep in the jungles of Indonesia after their plane has gone down. This is especially bad news considering they were escorting one of the top US marksmen to a secure location. Now the marksman is wounded and they need to find a way out of the jungle fast. The squad comes on a village, but all of the inhabitants appear to have died from smallpox. The medic suggests moving out fast, especially after witnessing one of the pilots die from the same symptoms, but there's still no map or transportation other than foot. The squad finally comes face to face with the menace as a tree explodes with fever spiders just as they light a signal fire to alert a passing US transport.

Finn Haunt

Medium-Size Undead

Hit Dice: 3d12 (19 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: Fly 40 ft.

AC: 14 (+3 Dex, +1 deflection)

Attacks: Incorporeal touch +7 melee

Damage: Special only

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

Special Attacks: Despair touch

Special Qualities: Incorporeal, undead, spell-like abilities

Saves: Fort +1, Ref +6, Will +0

Abilities: Str —, Dex 17, Con —, Int 10, Wis 4, Cha 12

Skills: Hide +11, Listen +6, Move Silently +11, Search +8, Spot +6





Weird Wars

Feats: Improved Initiative

Climate/Terrain: Any land, Holland only

Organization: Solitary, family (2-5), clan (6-12)

Challenge Rating: 2

Treasure: None

Alignment: Chaotic evil

Advancement: 4-6 HD (Medium), 7-9 HD (Large)

During the dark ages, a race of people, actually small giants called Greater Frisians, inhabited much of present day Holland. In the 5th century, one of the Frisian chieftains, Finn, established a coastal village named Finnsburgh, but was betrayed by the Angle warlord Hengist. Hengist and his retinue were enjoying Finn's hospitality when they barred the door to the great hall and set fire to it, murdering the entire population of Finnsburgh.

The spirits of Finn and his people have not found rest in the 15 centuries that have since passed since the act of treachery, but they are unable to leave the confines of their

Finn haunts are charred and sooty apparitions that only become visible amid flames or through the haze of smoke. They look much like they did in life, towering Germanic warriors with wild hair and a fierce countenance. Their twisted mouths are open in silent cries, and their lower bodies trail away into nothingness.

Victims are lured into buildings, where doors and windows are locked and closed to prevent escape, and the building then set alight. As the flames begin to rise, the victims see a host of ghostly Germanic warriors amid the flames, looking grim and clashing spear against shield.

Legend has it that the ruins of Finnsburgh hold a vast wealth that had been carefully hidden before Hengist's treachery. It can be assumed that several Finn haunts stand guard over the horde.

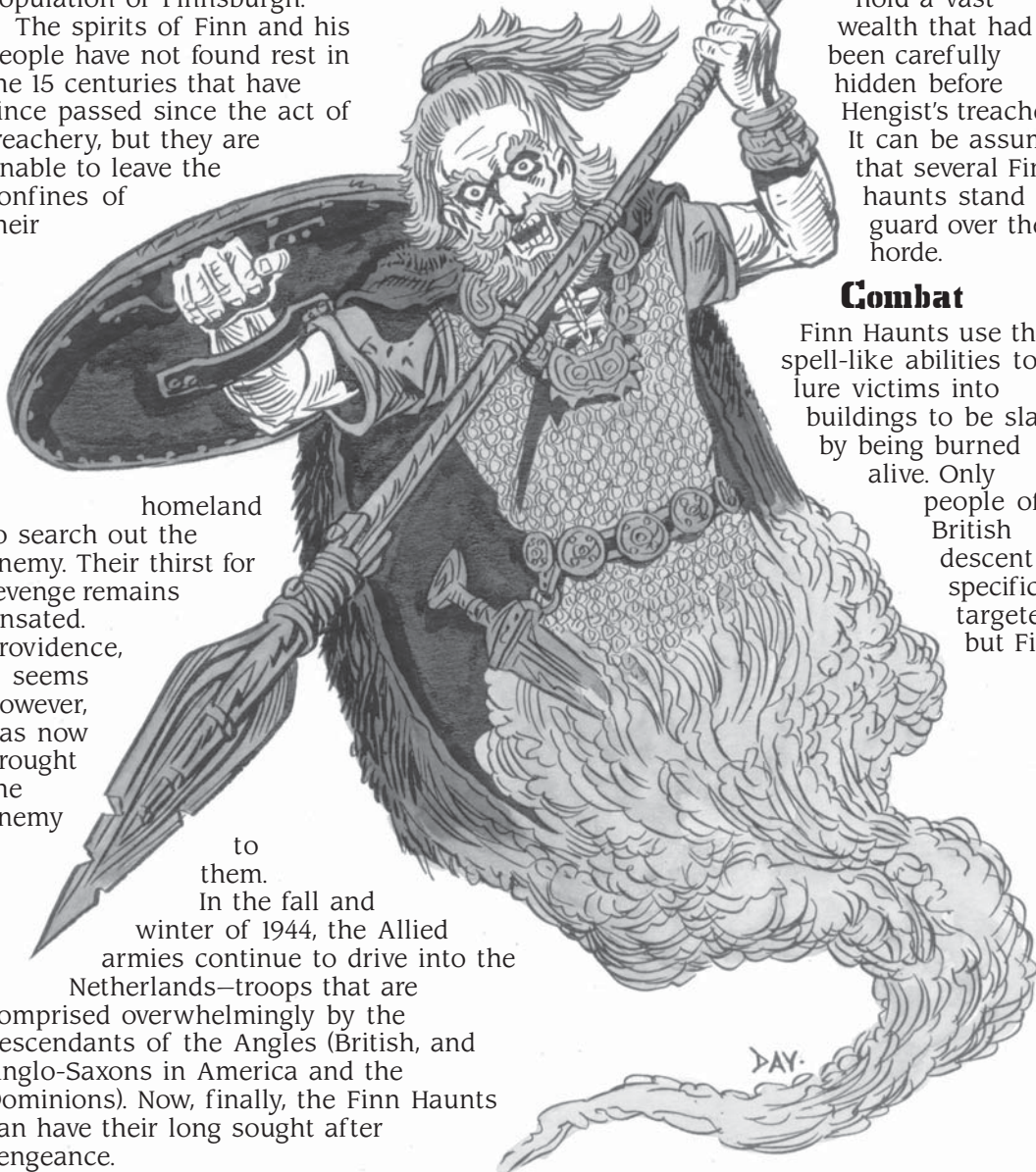
Combat

Finn Haunts use their spell-like abilities to lure victims into buildings to be slain by being burned alive. Only people of British descent are specifically targeted, but Finn

homeland to search out the enemy. Their thirst for revenge remains unsated. Providence, it seems however, has now brought the enemy

to them.

In the fall and winter of 1944, the Allied armies continue to drive into the Netherlands—troops that are comprised overwhelmingly by the descendants of the Angles (British, and Anglo-Saxons in America and the Dominions). Now, finally, the Finn Haunts can have their long sought after vengeance.





haunts are unconcerned if innocents are caught up in the attack—the women and children killed in their village were innocent, too.

Incorporeal: Finn haunts have no physical bodies. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. They can attack through solid objects at will, and their own attacks pass through armor. They always moves silently.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Spell-like Abilities: At will—*ghost sounds, mage hand, open/close, hold portal, produce flame* (only to ignite homes; cannot be used for attack)

Wisdom Drain: The touch of a Finn haunt weapon does no physical damage, but rather deals 1d3 temporary Wisdom damage to a living foe. A creature reduced to Wisdom 0 by a Finn haunt is driven mad with fear and panic, immediately falling unconscious. This ability can only be used when the Finn haunt has manifested and taken form, as described below.

Limitations: A Finn haunt can only use its powers when inside a building, and loses all abilities upon leaving the confines of the building until such time as it reenters another.

Additionally, it can only manifest itself and take a form resembling its original appearance within the confines of a fire that measures 5' by 5' or more, at which time it can use its wisdom drain ability.

Adventure Seed

The British 1st Airborne Division is isolated at Arnhem, the ambitious attempt to breach German defenses with an audacious penetration by airborne forces proving to be a bridge too far. Not only are the British paras forced to cling to a fragile bridgehead against repeated attacks by an overwhelming numbers of Germans supported by heavy armor, but General Urquhart reports that Kampfgruppe Chill, consisting of reanimated troops slain in the icy wastes of Russia, is forming in the area and is now arrayed against him. Field Marshal Montgomery, desperate for his offensive to succeed, requests that OSI operatives be sent to advise and aid Urquhart against the supernatural threat

As a result, under the cover of darkness on September 22, the PCs and a platoon of Polish reinforcements cross the Lower Rhine in rubber boats under





intense German fire. In addition to the Nazis, the heroes soon find another threat stalking the British troops holed up in the buildings of Arnhem—several Finn haunts. The OSI agents need to somehow destroy this threat before they, or the Germans, destroy the British paras.

Flagellant

Medium-Size Undead

Hit Dice: 4d12 (26 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +2 natural)

Attacks: 2 whips +4 melee

Damage: 2 whips 1d6+1

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

Special Attacks: Pained scream, rage, whip master

Special Qualities: Instill Fury

Saves: Fort +1, Ref +2, Will +6

Abilities: Str 12, Dex 14, Con —, Int 13, Wis 15, Cha 15

Skills: Hide +8, Intimidation +8, Leadership +8, Move Silently +8, Perform (Oration) +8, Search +8, Spot +8

Feats: Two-Weapon Fighting, Weapon Focus (Whip)

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Lawful evil

Advancement: 5–6 HD (Medium-size).

Flagellants are a type of reanimant raised by blood mages through dark magic. Far more powerful and intelligent than most zombies, flagellants are created with a single purpose in mind—to drive the German soldier to perform his duty, regardless of the obstacles before him and heedless of the personal cost. In many respects, they are akin to Russian Commissars in the duties they perform.

Flagellants have all perished from grievous wounds to their stomachs, the type of wound that left the medic nothing to do but hold the entrails in until the soldier succumbed to loss of blood. Reanimated from their graves, the flagellants now make no attempt to hold back their entrails, allowing them to spew out and trail behind, almost proud that they had suffered such grievous wounds in service of the Reich.

As if the horror of seeing such a mutilated corpse freely walking around were not bad enough, the flagellants routinely use their entrails to whip themselves and fellow soldiers into battle frenzy, as well as wielding them to deadly effect as whips in combat.

Despite their horrid appearance, flagellants have beautiful and cultured voices that they use to incessantly spew Nazi propaganda. They are also capable of intelligent, independent thought and demonstrate a modicum of tactical leadership, allowing them to lead squads and platoons when necessary.

Combat

The flagellant prefers to fight indirectly by moving about the troops and inspiring in them a hatred for the enemy and a fanatical devotion to duty, even in the face of great hardship and sacrifice. Of course, moving among the front lines leaves flagellants exposed to danger, but they're more than capable of taking care of themselves in combat.

Whip Master: The flagellant is extremely proficient at using its entrails as weapons.

Rage: Flagellants can whip themselves (literally!) into a frenzy as a partial action. Doing so drives them into a killing rage the following round, during which time they attack madly until destroyed or every opponent is dead. While raging, it gains +4 Strength, +4 Constitution, and -2 AC. The flagellant cannot end the rage voluntarily.

Pained Scream: The flagellant normally remains stoic in the face of the intense pain his self-inflicted wounds cause, but once per day it can unleash the agony in an anguished shriek. This attack acts as the spell *sonic burst*, as if cast by a 12th-level sorcerer.

Instill Fury: The flagellant can bestow a rage-like effect upon German soldiers with a successful Intimidate check opposed by the Willpower of the listener. The flagellant whips the soldier, reminds him of his Teutonic superiority, and berates him for cowardice. If successful, the target receives +2 Strength, +2 Constitution, +1 to Will saves, and -1 to AC until he or his opponents are dead.

Adventure Seed

January 1945. The Allied armies are closing in on Germany's pre-war borders and slowly tightening the noose. With Hitler's last gasp offensive broken up in the Ardennes, the German Army has all but shot its bolt and it's now just a matter of time, perhaps only months, before the war in Europe ends. But much hard fighting is still before the Allies, as the 75th Infantry Division is finding out. Rushed to France in November and then thrown into the thick fighting in the Bulge, the unit has not had an opportunity to acclimatize. As a result,





they're placed in the line in a relatively quite sector, opposed mostly by newly drafted Hitler Youth and Landsturm units. Old men with antiquated weapons and half trained boys should not have proved so resilient, but the 75th is finding it slow going and bloody.

Word begins to filter back of an officer who appears at the scene of the fighting and inspires the troops to redouble their efforts, even whipping them forward when instincts tell them to flee. General Pricket, CO of the 75th, wants this man dead. It's up to the PCs to infiltrate German lines and kill him.

Fog of War

Large Aberration

Hit Dice: 6d8 (27 hp)

Initiative: +0

Speed: 30 ft. fly (perfect)

AC: 9 (-1 size)

Attacks: None

Damage: None

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

Special Attacks:

Domination, spell-like abilities.

Special Qualities:

Gaseous form, weaknesses

Saves: Fort +2, Ref +2, Will +5

Abilities: Str 5, Dex 9, Con 9, Int 8, Wis 10, Cha 8

Skills: Bluff +6, Forgery +2, Hide +5, Move Silently +5, Search +2, Spot +3

Feats: None

Climate/Terrain: Any land

Challenge Rating: 4

Alignment: Chaotic evil

Advancement: 7-12 (Large), 13-18 (Huge).

Friendly Fire. Fratricide. Blue-on-Blue. Whatever you wish to call it, deaths inadvertently resulting from

friendly units are a fact of war. Stonewall Jackson was killed by his own edgy sentries at Chancellorsville in 1863. At Normandy in 1944, the US Army chief of ground forces, General Leslie McNair, was killed by fellow Americans, and in the same campaign American bombers carpet-bombed Canadian units during the fighting around Caen.

Friendly fire is present in every conflict. While much of it can be chalked up to the confusion inherent in battle, the fiendish creature known as the fog of war certainly does its best to facilitate such tragedies.

In its natural form, a fog of war is a 10-foot diameter cloud of gray mist.

Occasionally, the faces of pained and dying soldiers from various wars may appear fleetingly in the smoky form, psychic impressions left from previous victims. The fog of war is able to alter its form into nearly any shape of equal volume, when the need arises.

These sentient killers sow paranoia, fear, and





confusion in an effort to promote friendly fire. They do this through subtle means, such as depriving troops of sleep and putting them on edge, by altering perceptions with magical abilities, or simply by dominating an officer to order an action leading to fratricide. Fogs of war find glee in such senseless and unfortunate deaths.

Fogs of war largely lie dormant during periods of peace, emerging only when war rages (although they were sometimes involved in the gang wars of the 1930s in Chicago). However, they seem to be able to sense a crisis and gravitate toward them in the hopes of manipulating the involved parties into violence.

Combat

The fog of war's gaseous nature makes them nearly impervious to attack, though they are extremely vulnerable to wind and rain. They like to mask their presence in naturally existing fog and mist, with *obscuring mist*, or under the cover of darkness, as remaining hidden is vital to achieving their goals. Thus, while a fog of war's domination ability is perhaps its most effective tool, it's also its most blatant and so it uses the power with restraint.

Domination: A fog of war attacks victims simply by engulfing it within its foggy tendrils. Any creature caught inside must make a Fortitude save (DC 15 +1 per round) to avoid inhaling. Those who do breathe in the fog are subject to domination by the fog of war as per the spell *dominate person* cast by a 12th-level sorcerer. They must make Will saves to retain control of their faculties.

Gaseous Form: As a result of its insubstantial nature, the creature gains damage reduction 20/+1. It can pass through small holes or narrow openings. It can't enter water or other liquid.

Weaknesses: Strong winds, either natural or created by magic, do 3d6 points of damage each round to a fog of war. Similarly, heavy rainfall, whether natural or magic, does 2d6 damage per round. Electrical and water-based attacks do double damage, while non-area effect magical attacks only do half damage. Explosive attacks do one-half damage to the creature.

Spell-like Abilities: At will—*ghost sound*, *mage hand*, *obscuring mist*, and *tongues*. 2 times/day—*detect thoughts*, *minor image*, and *whispering wind*. 1 time/day—*confusion*, *emotion*, and *solid fog*.

Adventure Seed

The PCs are flying patrol on a fog-shrouded night, necessitating bringing their aircraft down low in order to visually acquire any enemy fleet movements. An American destroyer, under the influence of a fog of war, fires upon the PCs and shoots down an accompanying aircraft. The heroes have to act fast to determine the identity of the ship, and even faster if they want to survive.

Afterwards, the Navy wants to get to the bottom of the incident and invites the characters aboard the vessel as witnesses. All fingers point to the ship's captain giving the order to open fire, but then the ship once again enters a thick mist and members of the crew turn on the PCs. Are they attempting to protect their captain or are they being manipulated by some evil force?

Gangrene

Medium Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 11 (-1 Dex, +2 Natural)

Attacks: Slam +2 melee

Damage: Slam 1d6+1

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

Special Attacks: Create Spawn, disease, stench

Special Qualities: Undead

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con —, Int 4, Wis 10, Cha 1

Skills: Hide +3, Listen +3, Move Silently +3, Spot +3

Feats: Toughness

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-5), or pack (5-20)

Challenge Rating: 1

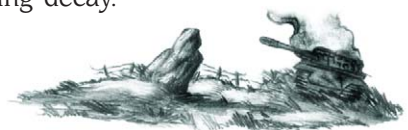
Treasure: None

Alignment: Always neutral evil

Advancement: 3-4 HD (Medium-size)

One of the most disgusting and putrid forms of undead in existence; gangrenes are the evil animated remains of those who died from infection. Like a virus themselves, their only purpose is to spread and propagate by attacking the living and infecting them with their disease.

Gangrenes appear as animated corpses with perhaps one or more oddly bloated limbs. Their skin is a sickly green and a viscous green pus oozes from cracks in their skin. They are constantly surrounded by their own putrid stench of rotting decay.





Combat

Gangrenes simply try to surround their target and pummel it to death. Their one major disadvantage is their rotten brains and lack of long term memory. If a person can remove themselves from a gangrene's sight for 2 consecutive rounds, the creature must make an Intelligence check (DC 10) or forget about him.

Create Spawn (Su): Any humanoid killed by a gangrene rises as one itself in 1d4 days. The only way to prevent the transformation is to cast *protection from evil* followed by *remove disease* on the corpse before the end of that time.

Disease (Su): Gangrenes transmit their supernatural infection with any successful attack. The disease has an incubation period of 1 day, does 1d4 temporary Constitution and Strength damage, and requires a Fortitude save (DC 14).

Stench (Ex): Gangrenes reek with the putrid smell of their rotten flesh. All creatures within 30 feet of a gangrene must make a successful Fortitude save (DC 15) or be overwhelmed with nausea (-2 circumstance penalty to attack rolls, saves, and skill checks) for 10 rounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Adventure Seed

The OSI has intercepted a communiqué from a Nazi blood mage to SS headquarters. After decoding, it appears to refer to a success in creating a new Über-soldier for Germany. The heroes are the closest ones to the blood mage's location, so the OSI sends them in on a reconnaissance and sabotage mission.

The new Über-soldiers are based off of gangrenes. When the heroes arrive, they have to deal with the "unsuccessful" subjects of the experiments (normal gangrenes), some of who may be old comrades that were captured by the Germans.

Facing the blood mage is tougher as he is guarded by six gangrenes that are smarter than the norm (Intelligence 8). These gangrenes use weapons and do not have the memory loss problem of their brethren.

Gehrinesser Gruppe

Medium Shapechanger

Hit Dice: 5d8 (23 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 16 (+3 Dex, +3 natural)

Attacks: +5 melee, +6 ranged

Damage: By weapon

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

Special Attacks: Extraction

Special Qualities: Assume persona, mimic feats, mimic skills

Saves: Fort +4, Ref +7, Will +4

Abilities: Str 14, Dex 17, Con 10, Int 16, Wis 11, Cha 15

Skills: Bluff +15, Concentration

+8, Disguise +15, Gather

Information +8, Listen +2,

Move Silently +7, Spot +2

Feats: Ambidexterity, Dodge, Improved Initiative, Toughness

Climate/Terrain: Any

Organization: Team (2-5)

Challenge Rating: 7

Treasure: None

Alignment: Lawful evil

Gehrinesser Gruppe

translates as the

"company of the brain-

eaters." They represent a

major breakthrough in

German bioengineering

and the occult. They are

the first of a new breed

of spies who literally

become the people they

are sent to impersonate.

The process of creating

these abominations is

long and costly. It took

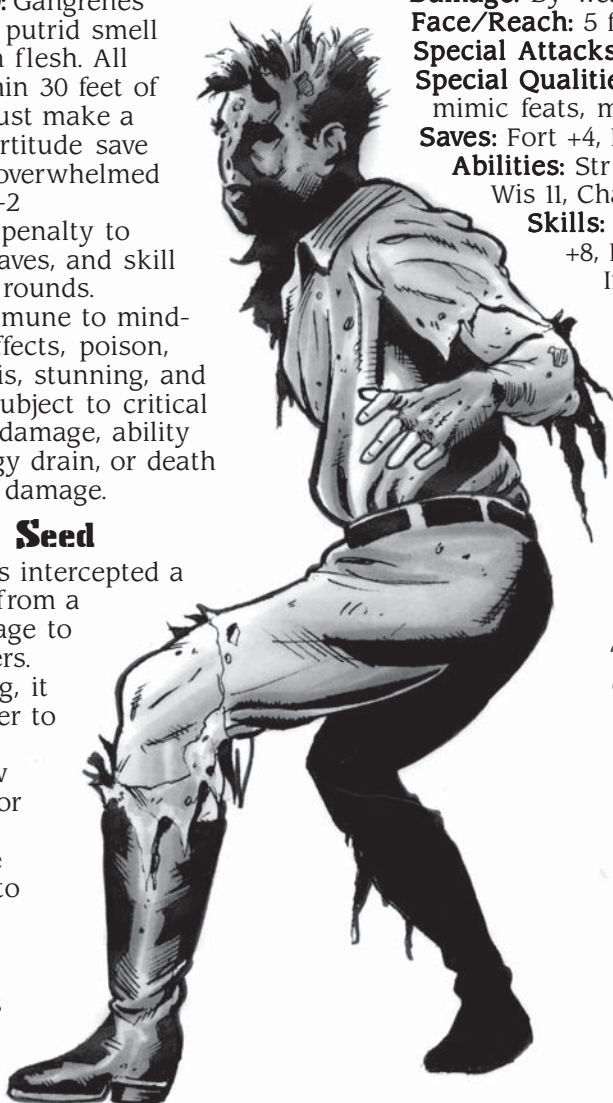
the lives of over 50 of

the Reich's best spies

before a successful

prototype was

produced. It is through





infusions of the prototype's blood that Gehrinesser Gruppe was created. It now only takes weeks instead of months to create another one.

The success of the Gehrinesser Gruppe is due only in part to their ability to physically look like their victims. The real achievement comes from their power to duplicate their victims' every ability. By consuming parts of their victims' brains they gain the target's memories, skills, and even know their feelings. Brain matter must be consumed every 59 hours or the gehrinesser begins to lose his knowledge of his victims. This often presents a problem as keeping a brain around brings up some strange questions. That is why they go in as teams, usually replacing someone important and his close associates or family.

Only the German High Command knows how many Gehrinesser Gruppen are currently operating. As the war progresses increase the number of groups from the initial three in 1941 by two every six months. A Gehrinesser Gruppe can usually maintain their cover for three months without any problems. Time beyond this depends on how carefully they dole out the brain. They are primarily used as spies and assassins.

Combat

Gehrinesser Gruppe members fight with any weapon appropriate to their cover. They will always try to avoid combat through deception and have no problem dispatching underlings to their deaths.

Extraction: As a full round action on an incapacitated foe a Gehrinesser can extract the victim's brain through their ears. This has the effect of causing 1d6 permanent ability damage to the victim's Int each round. Once the victim reaches zero Int they are dead and the gehrinesser has the brain matter it needs to become the victim.

Assume Persona: By consuming brain matter from a victim, the gehrinesser can become a near perfect physical copy of that person (Disguise check to determine how well they copied their victim). A gehrinesser always instinctively uses the opposite hand of the person they are impersonating. They are aware of this and actively correct the problem. Catching a gehrinesser off guard, a contested Bluff check, could reveal this flaw. After 59 hours a Gehrinesser needs to make a Concentration check (DC 12) every day he goes without consuming brain from his victim. The difficulty increases by 1 each additional day he goes without brain.

Mimic Feats: A gehrinesser can use any feat of their victim's, except if they don't meet an ability score requirement.

Mimic Skills: A gehrinesser is considered to have the same rank as his victim in any of the victim's skills. They still use their own ability modifiers. If a gehrinesser's rank is higher than his victim's in a skill use the gehrinesser's rank.

Racial Skill

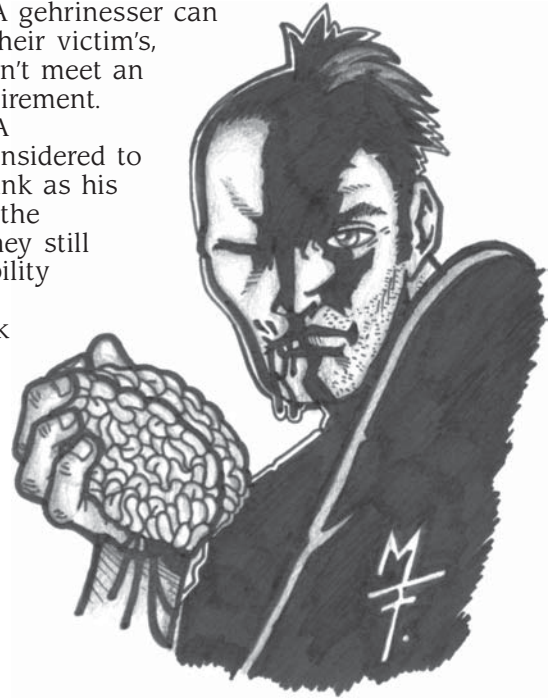
Bonus:

Gehrinessers receive a +5 racial bonus to both Bluff and Disguise.

Adventure Seed

This idea works best if the heroes have met the victim(s) before the gehrinesser impersonated them. The heroes have been assigned the cushy job of protecting some dignitaries at a secret meeting in Northern England. Rumors are flying that someone very important is coming in from the US. Security is very tight. The heroes are assigned to either a scientist or politician. Normally a very friendly fellow, the cold reception the heroes receive seems a bit odd to them. Especially, considering that "little problem" the heroes helped out with just a few weeks back on his behalf.

Two days before the summit the OSI contacts the heroes with some very disturbing news, someone at the conference is spy for the Nazis. If questioned, the OSI does not say how they know this, only that it's true. They need the heroes help in checking out some suspects. The list includes the heroes' strangely acting friend (the scientist or politician). When questioned, the heroes' friend denies anything is wrong. He does get visibly scared when his assistant enters the room. After some investigation the heroes learn that their friend's daughter is being held hostage nearby. When they bust into save her they find her body along with their friend's and his assistant's as well. Only some quick action prevents the trio of gehrinessers from completing their mission.





Ghillie

Medium-Size Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +1 (Dex)

Speed: 5 ft., 10 ft. swim

AC: 11 (+1 Dex)

Attacks: Grapple +3 melee

Damage: Grapple 1d3 plus domination

Special Attacks: Blood drain, domination, improved grab

Special Qualities: Amorphous, camouflage, damage allocation

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

Abilities: Str 10, Dex 13, Con 12, Int 9, Wis 9, Cha 5

Skills: Same as host, plus the ghillie has the following skills, which are stacked with those of the host. Climb +3, Hide +9, Listen +3, Move Silently +9, Spot +3, Tumble +9

Feats: Blind Sight

Climates/Terrain: Any land

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic evil

Advancement: 4-11 HD (Medium).

There is another meaning for the word ghillie, however, this one a monstrous fiend that stalks humans as casually as a poacher might stalk a deer. The creature is named such because of its uncanny similarity to a Scottish game warden attired in his distinctive garment, and perhaps because wardens are favored victims.

A ghillie is an amorphous creature only a few inches thick but measuring roughly 4 feet wide and 6 feet long. Green and brown in color, with numerous leaf-like growths spread over its slithering form, the ghillie is all but indistinguishable from foliage until such time as it moves. Its camouflage is a master stroke of evolution, as perfected as that of the walking stick insect.

They are parasites by nature, deriving their nourishment and safety from the human hosts they overpower. When a targeted human is asleep or otherwise vulnerable, the ghillie engulfs him within its mass and takes control of his body. The host thereupon looks as if he is wearing a camouflage suit.

The ghillie slowly drains the host of blood before abandoning it as a lifeless husk. Before such time, however, the ghillie uses the body to slay other humans for sheer sport, the creature taking great pleasure in the hunt.

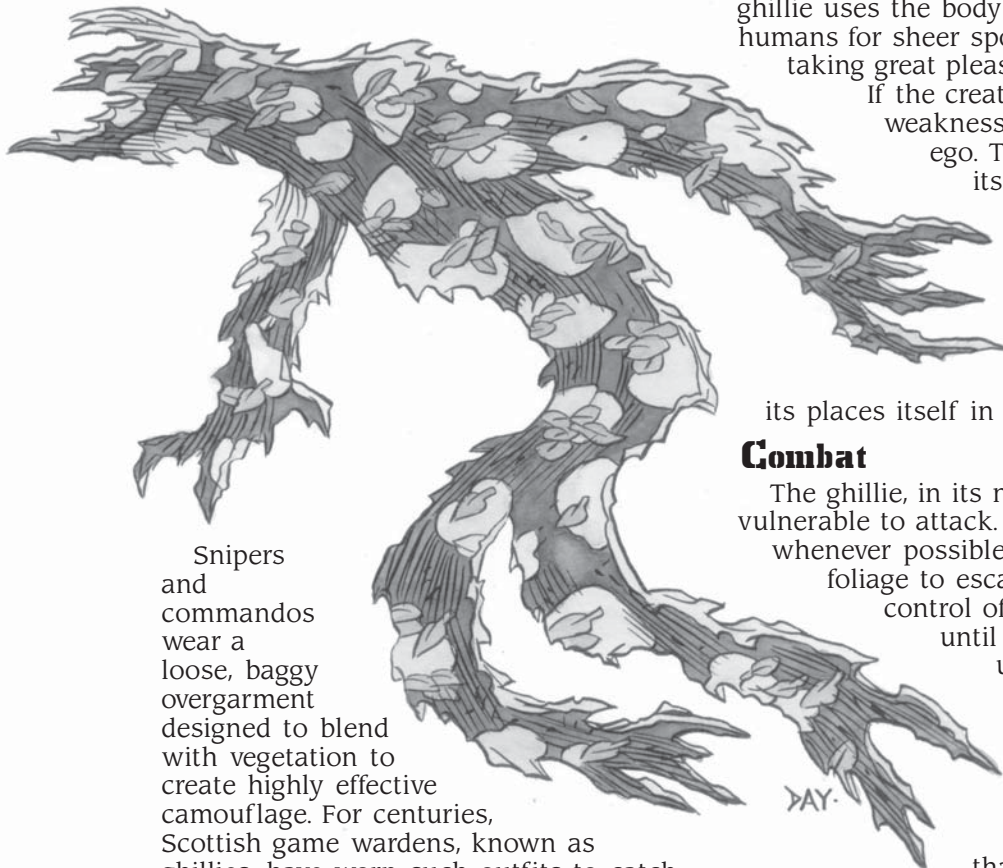
If the creature has one weakness, it's undoubtedly its ego. The ghillie believes itself to be atop the food chain, the most skilled of hunters. It cannot resist going one-on-one against an opponent, especially snipers, even if by doing so

its places itself in undo danger.

Combat

The ghillie, in its natural form, is vulnerable to attack. It remains hidden whenever possible, blending in with foliage to escape detection. To take control of a person, it waits until the victim is asleep, unconscious, or otherwise rendered helpless. With their hosts, ghillies are much more capable, becoming cold-hearted killers that thrill in the joy of

the hunt.



Snipers and commandos wear a loose, baggy overgarment designed to blend with vegetation to create highly effective camouflage. For centuries, Scottish game wardens, known as ghillies, have worn such outfits to catch poachers.





Improved Grab: To use this ability, the ghillie must hit with its grapple attack.

Amorphous: A ghillie is not subject to critical hits. In its natural form, it gains +5 bonus to Tumble checks. It cannot be flanked since it has no clear front or back.

Camouflage: The creature has evolved to blend seamlessly with wilderness environs, and thus gains +10 bonus to Hide rolls in forests or plains.

Blood Drain: On a second successful grapple check after grabbing, the creature's mouth attaches to the opponent. It henceforth automatically drains blood to sustain itself, dealing one point of permanent Constitution damage per week. The mouth can be ripped off (dealing 1 point of damage) with a successful Strength check (DC 12) or severed after the creature is slain.

A host whose Constitution is reduced to 0 is killed and abandoned by the ghillie. Generally, the ghillie will have used its host to incapacitate a replacement well before this occurs.

Damage Allocation: When a ghillie is attached to a host, it's often difficult to know whether you're hitting the creature or the unfortunate victim. When a hit is scored in such a situation, roll 1d6 to determine whether the blow tells on the ghillie or the host; on a roll of 1-3 the host only was hit, while on a roll of 4-6 the damage is split equally between the creature and host. Only one quarter of damage from piercing weapons applies to the creature, while the rest goes to the host. Conversely, the ghillie takes two-thirds of fire damage, with the remainder going to the host.

Domination: When the ghillie has succeeded with its grapple attack, it attempts to merge its consciousness with the victim and take control of its body. The target can resist the attack with a successful Will save (DC 15). If the attack succeeds, the ghillie has gained complete control over the host, and has access to its skills, feats, and memories. It continues to use its own Intelligence, Wisdom, and Charisma ability scores, and stacks its skills with those of the host.

Crippling Shot: Ghillies often shoot to cripple a target; after all, a corpse cannot serve as a new host. They also use this ability for malicious joy, picking off anyone who moves to aid the fallen soldier. This is a full round action, and if the attack hits the target must make a Fortitude save (DC 10+ damage). If the target makes his save, the attack causes

normal damage. If the save is failed, the attack causes temporary ability damage and may be applied to either Strength or Dexterity. A target that is reduced to 0 in either cannot move.

If the host also has this ability (as would 3rd level snipers), damage is doubled.

Skills: The ghillie receives a +5 racial bonus to Hide and Move Silently checks.

Adventure Seed

The Croatian Black Legion was formed in Sarajevo during 1941 for service against partisans. It quickly became the most ruthless Croatian unit, brutalizing and killing partisans and Serb civilians indiscriminately.

British agents in Bosnia report the massacres and cry out for assistance, but there are far too few resources to spare anything of significance. The heroes are all that's available. They are ordered to infiltrate the country and render what opposition they can to the murderous Black Legion. The PCs arrive just as the Croats begin to enter another town and begin another orgy of violence against the Serb population.

The actions of the heroes catch the attention of far more than the Black Legion, however. A ghillie begins stalking them through the ruins of the town, complicating their initial task. The ghillie has observed the actions of the PCs, recognizing they are acting in defense of helpless civilians, and plays on this. It might, for example, wound a woman or child, leaving the victim out in the open as a lure to PCs who might want to pull the victim to safety.

The ghillie's current host is nearly dead. Its objective is to make the most skilled of the heroes its new plaything. It goes to any lengths to accomplish this.

Ghost of the Red Baron

Huge Undead (Air)

Hit Dice: 8d12 (52 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 3,665 ft. (500 mph)

AC: 23 (-2 size, +5 natural, +10 speed)

Attacks: 2 x Spectral machine gun +9

Damage: Spectral machine gun 2d10+2

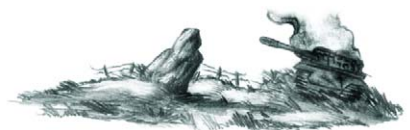
Face/Reach: NA

Special Attacks: None

Special Qualities: Fearful appearance, undead

Saves: Fort +2, Ref +11, Will +2

Abilities: Str —, Dex 20, Con —, Int 15, Wis 9, Cha 9



Weird Wars



Skills: Bluff +11, Piloting +16, Navigation +13
Search +13, Spot +11

Feats: Alertness, Barnstormer, Improved Initiative, Single-engine Aircraft Proficiency, Automatic Weapons Proficiency, Seat of the Pants, Snap Shot

Climate/Terrain: Air

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Lawful Evil

Advancement: None

As the war progressed, it became clear that the newly-trained German pilots did not have the same dogfighting capabilities as the Allied pilots. This inability allow the Allied bombers to penetrate farther and farther into Nazi territory. The blood mages had an idea that they believed would "enhance" the air combat abilities of the German pilots. They located the body of Manfred von Richthofen, the late Red Baron. The blood mages sought to create talismans from the Baron's bones that would transfer some of his piloting skill to the bearer of the talisman. Almost every pilot who bore a talisman was shot down and killed. The project was a complete failure.

Or was it? One pilot, Gregor Itlistien, still possessed his talisman. Itlistien was transferred back to German soil and was promptly shot down by a daring Allied raid. As his FW 190A-8 burned, the distinctive red and black plane of the Red

Baron emerged and eradicated the all the Allied planes remaining. The Germans were ecstatic. They had a devastating new weapon. Blood mages were dispatched to try and make contact with the Red Baron. The High Command was not pleased with the information they learned. All attempts to dispatch the Red Baron outside of Germany failed. He could not be defeated within the borders of his homeland, but if he attempted to go beyond those borders he vanished from the air.

The Red Baron only becomes available later in the war, and only within the borders of Germany. He does not seemed to be limited to any one location. Reports have him appearing all over Germany.

Combat

The Red Baron and his plane are considered one creature. So striking the plane or the Red Baron has the same effect. The Red Baron uses standard air combat rules (see aircraft stats below).

Armor Class: 23 (-2 size, +5 Dex, +10 speed), **Damage Points:** 52 (same as hp), **Size:** Huge, **Maneuverability:** +8, **Engines:** 1, **Range:** Anywhere within Germany, **Weapons:** 2 x Spectral machine guns (Nose) **Bombs:** None, **Crew:** 1 (pilot), **Armor-** Wing: 5, Fuselage: 5, Cockpit: 5, Engine: 6

Fearful Appearance: Anyone seeing The Red Baron at a distance of less the 100 ft. must make a Will save (DC 13) or be at -2 to all skill and attack rolls for the remainder of the encounter.

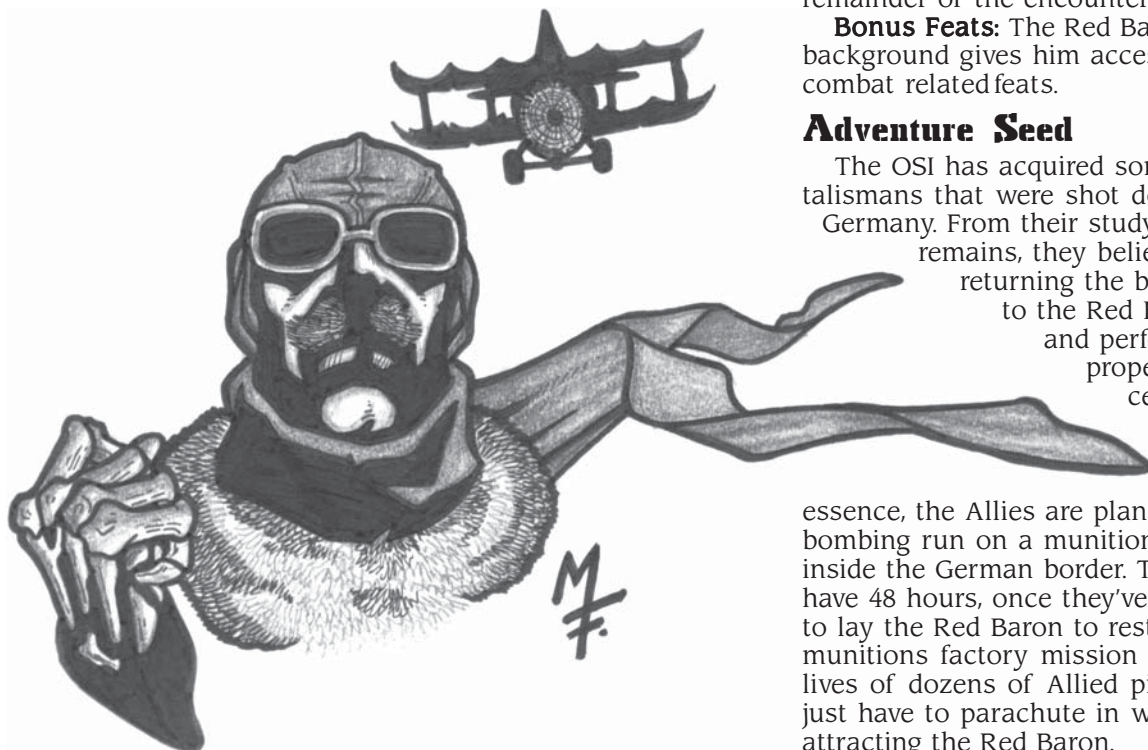
Bonus Feats: The Red Baron's aerial background gives him access to all air combat related feats.

Adventure Seed

The OSI has acquired some of the talismans that were shot down outside of Germany. From their study of the remains, they believe that

returning the bones they have to the Red Baron's tomb and performing a proper funeral ceremony will destroy the creature. Time is of the

essence, the Allies are planning a major bombing run on a munitions factory just inside the German border. The "volunteers" have 48 hours, once they've parachuted in to lay the Red Baron to rest or the munitions factory mission will cost the lives of dozens of Allied pilots. Now they just have to parachute in without attracting the Red Baron.





Grendel

Huge Giant

Hit Dice: 10d8+50 (hp 95)

Initiative: -2 (-2 Dex)

Speed: 40 ft.

AC: 14 (-2 Dex, -2 size, +8 natural)

Attacks: Slam +14, Bite +9

Damage: Slam 1d6+12, Bite 1d8+12

Face/Reach: 10 ft. by 5 ft. /15 ft.

Special Attacks: Blood rage

Special Qualities: Aversion to daylight, camouflage, damage reduction 10/-, keen senses, skin of granite

Saves: Fort +12, Ref +1, Will +1

Abilities: Str 24, Dex 6, Con 20, Int 6, Wis 6, Cha 6

Skills: Listen +1, Spot +1, Wilderness Lore +1

Feats: Alertness, Cleave, Power Attack

Climate/Terrain: Rural towns

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Chaotic evil

Grendel is a creature straight out of myth. He stands 15 ft. tall with a gaping mouth of doubled-rowed, spiny teeth. He is covered in filth, hair, and dried blood.

The story of Beowulf and his fight against Grendel and Grendel's mother was passed as oral tradition for hundreds of years until it was finally written down. Now in a time of war and strife Grendel has returned from his long slumber to terrify once again. But he stalks the world now with only one arm. As the story goes, Beowulf ripped off Grendel's arm and beat him to death with it. Even though Grendel seems to have escaped the clutches of death, his right arm has not returned.

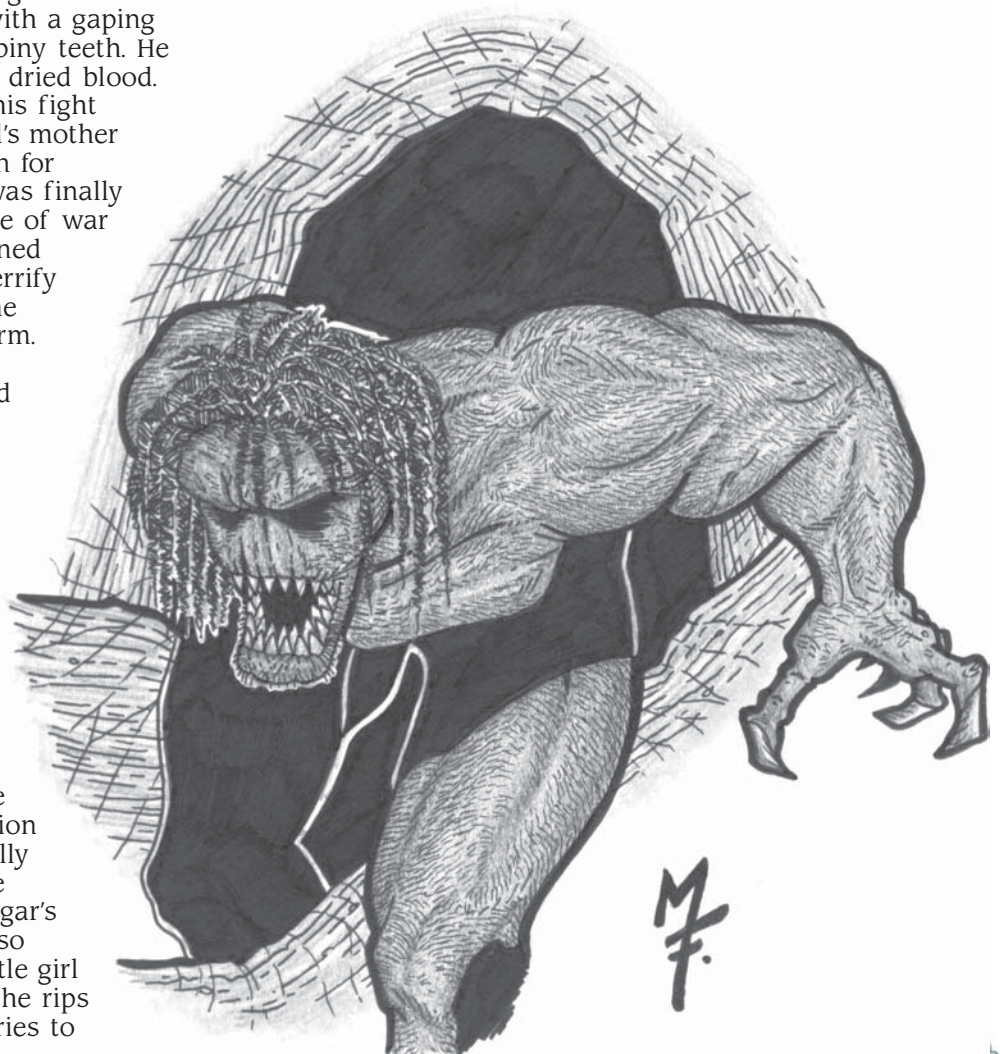
Grendel stalks whole towns. Once he finds a suitable target, he begins his reign of terror and gluttony. He comes into the town under the cover of night and begins by killing the strongest male in town. Eventually, the townspeople withdraw to a central location and that's when his fun really begins. Grendel seems to be repeating the siege of Hrothgar's Hall that cost him his arm so many centuries ago. One little girl who escaped reported that he rips the right arms off all and tries to

fit them to his stump. He constantly roars about his lost arm and his rage only grows should the name "Beowulf" be spoken. He seems to want only to eat and murder. The slaughtering of whole towns is not as remarkable during a war as at other times, so it has taken some time for his exploits to be heard of by either the Allies or the Nazis as he sticks to rural areas.

Combat

Grendel always attacks the strongest male first working his way down to the women and children.

Blood Rage: There is 5% chance each round that Grendel flies into murderous rage. Increase his Str and Con by +4 and decrease his AC by -2. He may also take an extra action at no penalty. Once entered, the rage lasts until every living thing is dead. Generally this isn't much of problem for Grendel. Afterward he is exhausted; lower his Str and Con by -8 from their normal levels. Should there be





any blond-haired and blue-eyed men resisting him increase the chance of a rage to 10%—they look like Beowulf to him.

Aversion to Daylight: While the sun is out Grendel is sluggish and weaker. During the day lower his Str and Con by -8. He is unable to enter a Blood Rage during the day.

Camouflage: Grendel's lack of hygiene renders him virtually invisible (Spot DC 30) while not moving in a forested area. When moving his size gives him away (Spot DC 15).

Damage Reduction: Grendel's unusual nature makes him very hard to hurt.

Keen Senses: Grendel receives a +10 bonus to Spot and Listen checks. His keen senses allow him to function normally in low-light situations.

Skin of Granite: Melee weapons striking Grendel must make a Fortitude save (DC 18) or shatter after hitting him.

Adventure Seed

News of Grendel's horrific acts reaches the OSI and the Nazis at about the same time. The heroes must hunt down and kill Grendel. This would be an excellent opportunity for the War Master to give the heroes either a squad to lead or some heavy firepower or both. It presents a unique situation where lower level heroes can still overcome a superior physical foe by using their heads.

Finding Grendel's trail isn't all that hard; he's stopped trying to hide. He's only ever been defeated once and even slow-witted Grendel is beginning to suspect that Beowulf isn't coming for him. The heroes arrive during the day to find that the Nazis have beaten them to the village. There are only a few of them and they seem to be thinkers not fighters. The four soldiers with the Nazis are all guarding a large flatbed truck. The truck has a tarp over it, so sneaking into town is the only way to find out what's under it.

Under the tarp rests a rather large right arm. It seems the Nazis want to make friends with Grendel by offering him a new "improved" arm. The improvements are up to the War Master, but added Strength and a ranged attack would certainly be a lethal combination.

If the heroes decide to wait and see what happens, they only have to wait until nightfall. Grendel approaches the town and is greeted by the Nazis. The Nazis seem to have some sort of glowing box that lets them speak with Grendel. Grendel agrees to the deal. When the arm is nearly attached

the SS officer (who's running the whole show) with the glowing box begins screaming and Grendel turns on the Nazis. Grendel withdraws with the SS officer in hand. He forces the scientist into showing him how the arm works.

With the sun rising, the heroes should be able to walk into town and capture the rest of the Nazis easily. The Nazis tell everything they know. The heroes have all day to prepare for Grendel's attack that evening. The Nazis and the villagers even offer to help if the SS Officer is gone. Having seen Grendel fight up close they believe it will take everyone to stop him.

Hades Corps

The Hades Corps started out as not-so-innocent victims of an attempt to open a portal to Hell and harness infernal power for the Nazi war Machine. A portal was opened, but instead of supplying power, it sucked everyone in a two-mile radius into Hell including a contingent of SS soldiers. The scientists and occultists didn't last long in the fiery pits, but the SS pulled together and fought their way out. Once back on their home soil they found that they had brought a little bit of Hell back with them through the manifestation of some fiery powers.

The Hades Corps still live a very regimented militaristic lifestyle, performing their daily tasks as any other trooper would and taking assignments as necessary. These troops are not called in lightly, as the higher ranks prefer to use them for special assignments.

Creating a member of Hades Corps

"Hades Corps" is a template that can be added to any corporeal creature of non-good alignment (referred to hereafter as the "base creature"). The creature type is changed to Outsider with the Fire subtype. A member of the Hades Corps uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: A fiendish creature retains all the special qualities of the base creature and also gains the following:

Darkvision 60 ft.

Fire Subtype (Ex): Fire Immunity, double damage from cold except on a successful save.

Heated Battle (Ex): When in combat, the adrenaline rush they experience heats up their body causing 1d4 points of fire damage to anyone in contact or grappling with them as well as 1 point of fire damage to any melee attacks they make.





Fiery Demise: When a member of The Hades Corps has been reduced to 0 or less Hit Points, the fires of Hell consume him from the inside out, causing 1d4 points of fire damage/2 hit dice to anyone in the same square or grappling with the Hades Corps member.

Spell-like Abilities: Hades Corps members possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable three times per day.

Level	Abilities
1-2	Burning Hands
3-4	Produce Flame, Heat Metal
5-6	Fireball 1/day, Flame Arrow, Flame Blade
7-8	Flame Shield, Wall of Fire 1/day

Challenge Rating: Up to 4 HD, as base creature +1. 5+ HD as base creature +2.

Following are a couple of example Hades Corp members.

Wehrmacht Soldier, Hades Corps

Medium-size Outsider (Fire)

Hit Dice: 4d10+4

Class: Grt 4

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 12 (+1 Dex, +1 Armor)

Attacks: Kar 98K +6, Ranged +5, Melee +4

Damage: Kar 98K 2d8, Unarmed 1d3 (+1 fire)

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

Special Attacks: Heated battle

Special Qualities: Darkvision 60 ft., fire subtype, fiery demise, spell-like abilities

Saves: Fort +5, Ref +2, Will +1

Abilities: Str 11, Dex 13, Con 12, Int 12, Wis 11, Cha 10

Skills: Driving +5, First Aid +2, Hide +8, Move Silently +8, Search +7, Spot +8

Feats: Automatic Weapon Proficiency, Firearm Proficiency, Improved Initiative, Point Blank Shot, Rank:

Rottenführer, Rapid Shot, Simple Weapon Proficiency, Weapon Focus: Kar 98K, Weapon Specialization: Kar 98K

Climate/Terrain: Any

Organization: Solitary, Patrol (2-5), Squad (6-10) usually accompanied by a Hauptsturmführer

Challenge Rating: 4

Treasure: None

Alignment: Any evil

Advancement: By character class

Spell-like Abilities: Each 3/day at 4th caster level: *burning hands, heat metal, produce flame.*

Hauptsturmführer, Hades Corps

Medium-size Outsider (Fire)

Hit Dice: 7d10+7 (45 hit points)

Class: Ofr 7

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 12 (+1 Dex, +1 Armor)

Attacks: Kar 98K +9/+4, Ranged +8/+3, Melee +7/+2

Damage: Kar 98K 2d8

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

Special Attacks: Heated battle

Special Qualities: Darkvision 60 ft., fire subtype, fiery demise, spell-like abilities

Saves: Fort +4, Ref +3, Will +5

Abilities: Str 11, Dex 13, Con 12, Int 12, Wis 11, Cha 10

Skills: Driving +8, First Aid +7, Hide +9, Leadership +7, Move Silently +8, Search +8, Spot +7

Feats: Automatic Weapon Proficiency, Command, Firearm Proficiency, Improved Initiative, Point Blank Shot, Rank: Hauptsturmführer, Rapid Shot, Simple Weapon Proficiency, Weapon Focus: Kar 98K, Weapon Specialization: Kar 98K

Climate/Terrain: Any

Organization: Solitary

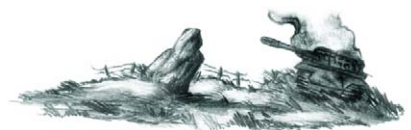
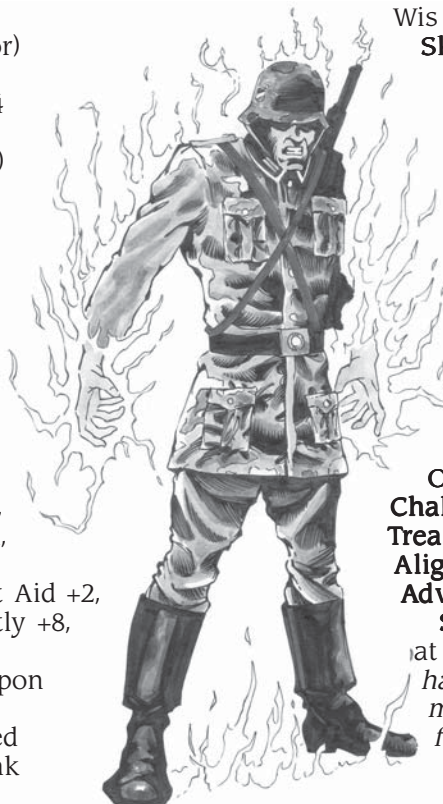
Challenge Rating: 9

Treasure: None

Alignment: Any evil

Advancement: By character class

Spell-like Abilities: Each 3/day at 7th caster level—*burning hands, produce flame, heat metal, flame arrow, flame blade, flame shield, 1/day—fireball, wall of fire.*





Adventure Seed

Some of the upper ranks of the OSI have gone missing and only scorch marks have been found at the scene. The heroes have been called in to investigate.

H.M.S. Sapphire (The Deadnaught)

Colossal Undead

Hit Dice: 20d12 (130 hit points)

Initiative: -3 (-3 Dex)

Speed: 90 ft.

AC: 21 (-3 Dex, -8 Size, +22 Natural)

Attacks: Special

Damage: 1d6+1 Claw

Face/Reach: 40 ft. by 150 ft./Special

Special Attacks: Thousand Souls (Su)

Special Qualities: Armor, Incorporeal (Su)

Saves: Fort +24, Ref +6, Will +6

Abilities: Str 12, Dex 10, Con —, Int 2, Wis —, Cha 3

Skills: —

Feats: —

Climate/Terrain: Ocean or Sea

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Neutral evil

Advancement: None

In 1909, an arms race on the ocean led the world's greatest sea powers to mindlessly produce the immense Dreadnoughts. England secretly sought to advance in the race by covertly producing several ships outside her ports. While the

ports of Bristol and Newcastle-on-Tyne were setting the HMS *Hercules*, *Orion*, and the *Princess Royal* to sea, a secret port in South Africa was home to the HMS *Sapphire*. Her maiden voyage was to England itself so that she and her crew of 160 could join with the rest of the Royal fleet, but her voyage was cut short. On her way to a scheduled stopover in Gibraltar, the hull began to mysteriously creak and buckle. Within seconds, the steam engines that powered the ship shrieked and exploded sending her crew into the dark waters wounded, burned, and near death. As the steam cloud built up around the wailing sailors, the ship and her crew vanished into the Atlantic. Because of her secret nature, the *Sapphire* and her crew were left to rot in the sea by her nation.

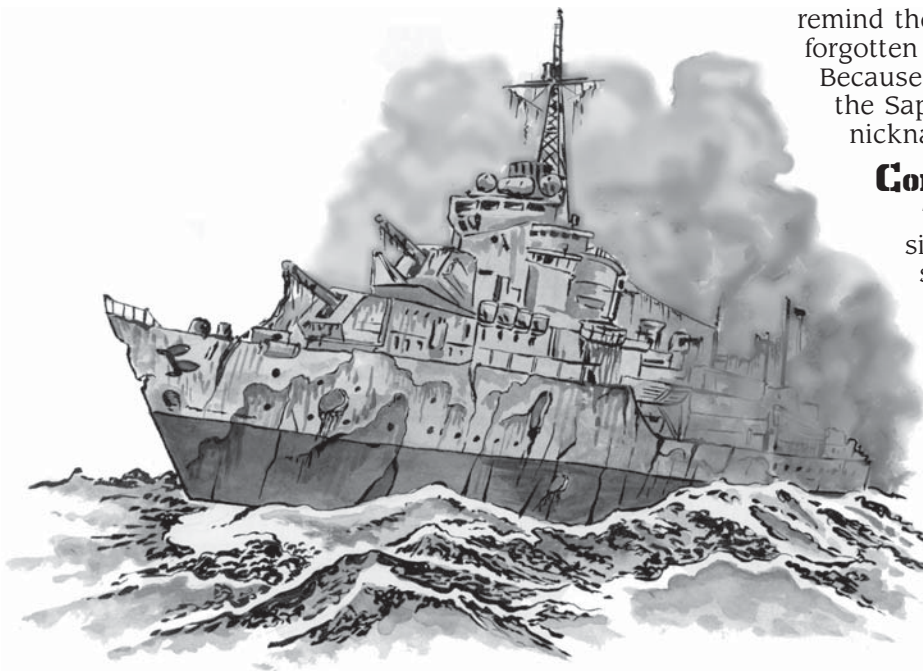
With the Atlantic now saturated with the dead of war, the *Sapphire* has returned to the waves to claim the lost souls of her countrymen. Appearing to stranded sailors in a cloud of steam, the *Sapphire's* hull is now splintered and rusted. Her once proud and mighty guns are broken and blocked with coral and seaweed. The formerly gleaming decks are blackened and silent. As the ship gets closer to her victims, the waters around her begin to thrash and the moans and horrific screams of drowning sailors fill the air. The black water is choked with the souls of forgotten sailors reaching for help and tearing fresh flesh to add to their cold mass.

The dead souls of the sailors become a part of the *Sapphire's* mass. The only goal of the possessed ship is to grow larger and fill the ocean with the dead, to remind the world of how she was forgotten at the bottom of the ocean.

Because of this, sailors who have seen the *Sapphire* and survived have nicknamed her the "Deadnaught."

Combat

The *Sapphire* can appear to any sinking, stranded, or troubled ship. As the ship gets closer the air becomes consumed in a thick smoke and steam cloud to disguise the ghastly appearance of its hull. As the stranded vessel goes down, or individuals begin to drop into the sea, the water around the *Sapphire* comes alive with the souls of the dead. These spirits act collectively in an attempt to drown sailors that have the misfortune of coming in contact with them.





Thousand Souls (Su): The water in a 90-foot radius around the ship is filled a teeming mass of undead sailors. Anyone in this area is subjected to three attacks around from the vengeful undead. They strike with an Attack Bonus of +4 and do 1d6+1 claw damage. Any damage done to these undead sailors is inflicted on the ship itself.

Incorporeal (Su): The *Sapphire* is not truly a part of this plane and therein it cannot truly be destroyed. Only magical and blessed weapons can do any damage to the ship itself. The most effective way to drive the ghost ship away is to inflict massive damage on the undead sailors that surround it.

Even so, reducing the ship to 0 hit points only causes it to appear to sink. The ship reappears in the same vicinity within the next month and resumes its ghoulish patrol.

The only way to permanently destroy the *Sapphire* is to lay its crew to rest by performing a proper burial at sea over the spot at which the ship went down.

Adventure Seed

British naval command has sent in a request for a special OSI team to investigate the apparent abduction of seventy-five English sailors by an unmarked vessel off the coast of Portugal. Little is known about the abduction other than a handful of reports that have dribbled in from the few individuals who managed to make it to shore in a life raft. Their stories all refer to some sort of mysterious ghost vessel, but the admirals have refused this explanation. The vessel is still believed to be at large in the vicinity of the incident and OSI has been asked to send a team to the area on a search and rescue operation.

The heroes are sent to the area in a fast destroyer. Contact with the *Sapphire* is unlikely unless a ship is in danger of sinking. This could be the heroes' ship or another ship that has run afoul of a German U-boat.

Homme-Rat (Man-Rat)

Medium-Sized Monstrous Humanoid

Hit Dice: 2d8 (9 HP)

Initiative: +3 (+1 Dex, +2 Natural)

Speed: 30 ft.

AC: 12 (+1 Dex, +1 Natural)

Attacks: Bite +2, claw +2 or hand weapon +2

Damage: Bite 1d6 + infected wound, claw 1d4, or by weapon

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Infected wound

Special Qualities: Darkvision 60 ft., low light vision; fear fire and bright light

Saves: Fort +0, Ref +4, Will +1

Abilities: Str 11, Dex 13, Con 11, Int 6, Wis 8, Cha 7

Skills: Climb +4 (+3 Natural), Hide +4, Listen +2, Spot +2

Feats: Blind-Fight

Climate/Terrain: Primarily Paris and nearby towns

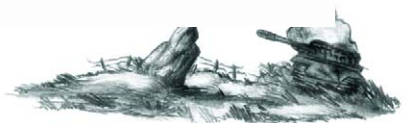
Organization: Pack (2-16)

Challenge Rating: 1

Treasure: None

Alignment: Chaotic neutral or evil

Advancement: None





Unwittingly discovered by Italian archeologist and troublemaker Guiseppe D'Annunzio, man-rats are near human-sized, semi-intelligent, bipedal rats. D'Annunzio broke into an ancient underground chamber in the catacombs under Paris that was full of man-rats. Fortunately for D'Annunzio, they were frightened by his lantern, and he escaped. A number of the creatures did as well, and there have been many reports of man-rats coming up out of sewers and capturing people at night. It is rumored that they eat their captives or use them in unspeakable rituals. Apparently some man-rats have traveled to towns near Paris, as there have recently been sightings in several nearby locations.

Combat

Roughly 50% of man-rats fight with simple weapons (usually clubs). The others attack with bites and claws.

Infected Wound: Any living creature wounded by the bite of a man-rat must make a Fortitude save at DC 15 or the wound becomes infected with Filth Fever (see the *Dungeon Masters Guide* pg. 75).

Weapons/Possessions: Some man-rats have simple hand weapons (treat as clubs). Man-rats often wear jewelry they have found or have taken from victims.

Adventure Seed

The French Resistance was using the sewers under a town in France to transport an agent with important information (including a map) when they were attacked by man-rats and the agent was captured. The players are ordered to find and rescue him—or at least recover the map. The man-rats have constructed a temple in the sewers or catacombs under the town, and are about to sacrifice the agent when the players arrive.

Husk

Medium-Size Monstrous Humanoid

Hit Dice: 8d8+24 (60 hit points)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 35 ft.

AC: 15 (+1 Dex, +4 Natural)

Attacks: 2 Claws +8 melee, bite +8 melee

Damage: Claw 2d6 or bite 2d4

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

Special Attacks: None

Special Qualities: None

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 12, Dex 12, Con 16, Int 10, Wis 3, Cha 2

Skills: Climb +6, Move Silently +6, Hide +6, Escape Artist +6, Search +2, Spot +3, Jump +6

Feats: Improved Initiative, Endurance

Climate/Terrain: Desert

Organization: Solitary

Challenge Rating: 3

Treasure: None

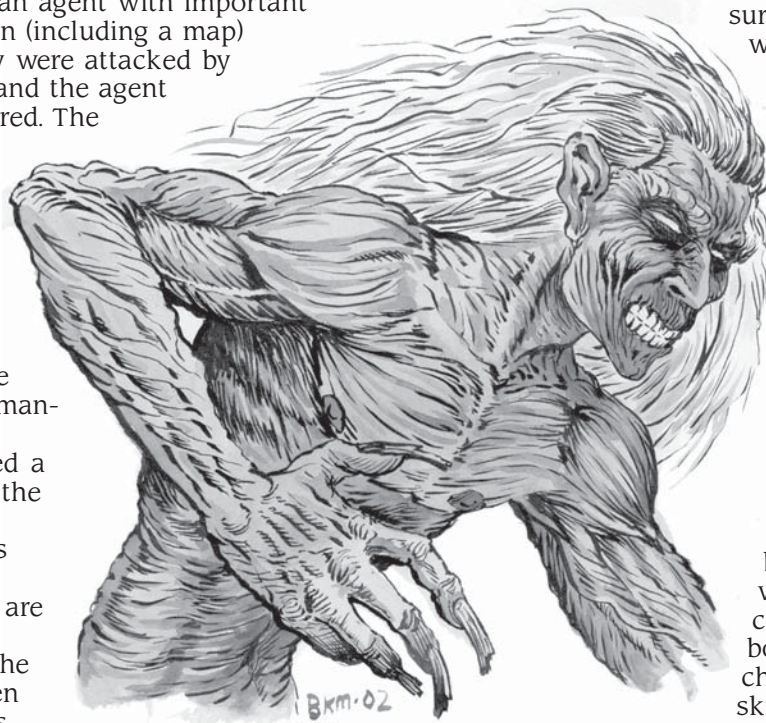
Alignment: Neutral

Advancement: None

Extreme conditions have been known to bring out extreme behaviors in human beings. In a few cases a shift in eating habits or sleeping patterns have been known to also awaken long lost traits in several species. The husk is an example of such an awakening.

A husk is a human who has been lost in the desert and taken to any

means possible to survive. As salt and water deprivation twisted his mind he began to abandon the distasteful in favor of survival. The man soon found that blood gave him quick energy. After an extended period of time stranded in the sands, the husk took to only drinking the blood of whatever he could find and his body began to change. First his skin shriveled and leathered, protecting





it against the elements. Then his eyes dried and sank into his head, allowing him to see in even the worst sandstorm. Last, his nails grew long and hard like claws, allowing him to tear open his victims.

As time ate away the last of the husk's humanity, he finally turned to humans to quench his thirst. Now the husk stalks his hunting ground collecting the blood of those who haplessly wander in. The husk is still full of wit and cunning, even mumbling lost phrases to the ghosts in his mind as he hunts down his victims and chops off their head to gain access to the precious ruby fluid inside. Still, he is only a shadow of the human he was before.

Combat

A husk is a human reduced to his primal survival elements and thought processes. The one thing that occupies most of its waking thoughts is the search for food. As such, a husk has tremendous hunting skills. It is capable of lying in wait for extended periods of time as well as setting complex traps and utilizing whatever tools it can find or forge to accomplish its goal.

Although a husk's skin and skeletal structure can withstand slightly more hardship than a normal human, a strong sense of self-preservation still rules over his mind. He never attempts to fight a battle that he knows he cannot win. However, this does not mean that he gives up the hunt; it just means that the strategy changes. If a head-on fight does not work, the husk stalks his victim. If he is discovered the husk turns to traps, and so on. The husk always chooses the weakest and most vulnerable of all targets to go after rather than challenge a healthy and large individual.

The most terrifying event that a character can witness is a husk harvesting from a kill. The victim is restrained so he is upside down while he is still living. Most frequently the victim is tied and a bowl or other container is placed under him. The husk then rips off or slices off the victim's head allowing the blood to collect in the bowl while drinking what it can from the severed head. If a husk manages to hunt several victims in a short amount of time it frequently caches the extra blood for future use in clay jars or other vessels in its lair.

Husks are very territorial and never operate in groups.

Adventure Seed

The squad is moving through the Moroccan desert in search of a downed British pilot forty clicks outside of the small Berber Kasbah of M'hamid. Thirty miles into the desert the men come to a small French outpost. The generator is running and the flag is flying high. What looks to be a poorly maintained airstrip extends out from the building and Glen Miller is on the wind.

As the sands pick up to a light sandstorm, the squad sees the French watering hole as a good alternative to the harsh Sahara sun. They enter the bar to a sight of utter horror. Three headless uniformed French bodies dangle from a beam in the makeshift bar. Blood gushes from their warm bodies, splashing over and into a dozen empty bottles. Two of their heads rest on a chair and one appears to have been dropped by whatever made the bloody footprints out the back door. The door is bangs loudly in the wind.

The Infiltrator

Medium-size Shapechanger

Hit Dice: 6d8+6 (33 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 12 (+2 Dex)

Attacks: Pistol +8 ranged, slam +7 melee

Damage: Pistol 2d6, slam 1d6+1

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

Special Qualities: Brain scan, change shape, fast healing 3

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 13, Dex 15, Con 13, Int 14, Wis 10, Cha 10

Skills: Bluff +9*, Disguise +9*, Forgery +7, Gather Information +5, Move Silently +5, Sense Motive +5, Spot +5

Feats: Dodge, Improved Initiative, Improved Trip, Simple Weapon Proficiency

Climate/Terrain: Any land

Organization: Solitary

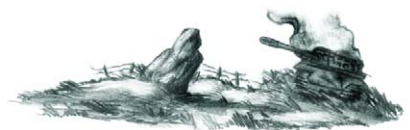
Challenge Rating: 4

Treasure: None

Alignment: Usually lawful evil

Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)

Many legends of the Orient involve the spirit and the power stealing one can provide. The infiltrators have found a ritual that can be performed over the body of the helpless that allows them to assume their shape, duplicating every physical feature.





The infiltrator in its natural form appears as a normal Japanese man in his late 50's, but is rarely seen in this form. Needing food, sleep, and other basic necessities, the infiltrator is a normal human in all other regards. Once an Infiltrator has been discovered in a party, trust may never be the same again.

Combat

The infiltrator prefers subtlety and misdirection to open combat. Using its Bluff skill, the infiltrator often convinces its targets to drop their guard or attack the wrong people. If the infiltrator is found out, it is not above changing shape as a distraction to get away and set up an ambush.

Change Shape (Su): Spending a full round in contact with a target humanoid allows the infiltrator to take their shape, changing into an exact copy of the target. Grappling with the target is considered contact for the purposes of this ability. Use of this ability grants a +8 bonus to Disguise checks.

Brain Scan (Su): Taking someone's place would do no good if you knew nothing of their mannerisms and how to impersonate them. Performing this simple ritual allows the infiltrator to scan the brain of the deceased and make his memories a part of his own. This grants the infiltrator the ability to speak any language the deceased could speak, use any skills the victim had with a -2 penalty, and grants a +6 bonus to Bluff and Disguise rolls made to avoid detection as an impersonator. Only one person's memories can be stored at a time and any attempt to store a new person's memories erases any old stored memories. This ability takes 5 minutes to use.

Skills: An infiltrator receives a +4 racial bonus to Bluff and Disguise checks. *When using change shape, the Infiltrator receives an additional +8 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +6 circumstance bonus to Bluff and Disguise checks.

Adventure Seed

While on patrol, one of the party members is attacked by an infiltrator. The infiltrator takes his shape on the first round of combat and

attempts to put the soldier down so he can scan his memories and take his place. It's up to the rest of the party to find and stop the infiltrator before their party member is replaced.

Izgoi

Medium-Size Fey

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 ft.

AC: 11 (+1 natural)

Attacks: +1 melee, +1 ranged

Damage: By weapon type

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

Special Attacks: Spell-like abilities

Special Qualities: Symbiosis, damage reduction 5/-, regeneration 2

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

Abilities: Str 11, Dex 10, Con 12, Int 10, Wis 12, Cha 8

Skills: Animal Empathy +6, Handle Animal +6, Knowledge (Nature) +6, Knowledge (Local) +6, Profession (Farmer) +6

Feats: Endurance

Climate/Terrain: Any hill, forest or plain in E. Europe

Organization: Solitary, farmstead (2-7, plus 30% noncombatants), village (30-100, plus 30% noncombatants, 1 3rd-level elder per 10 adults, and 1 5th-level hedman, and a 7th-level vedomye zheny).

Challenge Rating: 1

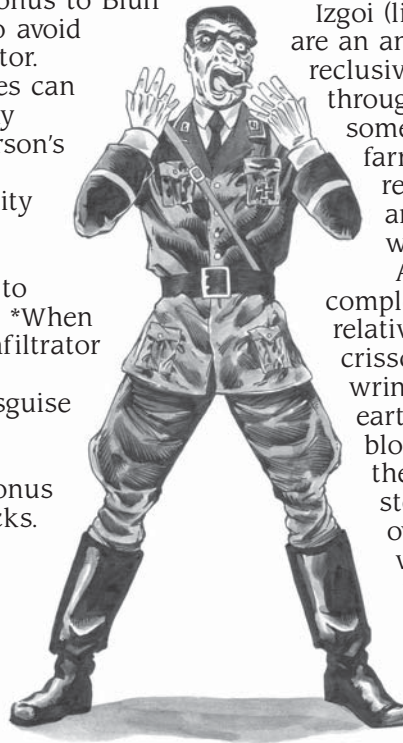
Treasure: Standard

Alignment: Neutral

Advancement: By character class.

Izgoi (literally "bound to the earth") are an ancient race of shy and reclusive fey found extensively throughout Eastern Europe. They sometimes aid neighboring farmers or travelers who show respect for the earth, but they are implacable foes to those who abuse the land.

All Izgoi have ruddy complexions and the faces of even relatively young individuals are crisscrossed by furrow-like wrinkles. Their hair takes on earthen tones, and therefore blondes are unheard of among the Izgoi. They are short and stout folk, males averaging just over 5 feet in height and women significantly less, with pupils as dark as coals and large, worn hands clearly more accustomed to manual labor than craftsmanship. The Izgoi wear the simple peasant





Weird Wars

garb of eastern Europe, but never wear shoes so that they might always be in contact with their beloved earth.

Izgoi villages are led by a hedman, who is always male and a respected elder. They wield the real power in the community, and can be almost autocratic in their rule. However, there is another, of more subtle influence in Izgoi villages: the divine matriarch known as the vedomye zheny. The vedomye zheny serve as advisors and seers, and are revered for their healing ability. These "wise women" wield considerable influence, and can even sway hedmen.

Try as they might, the Izgoi have been unable to remain aloof from the war raging across Europe. Russian commissars have attempted to draft their young men into military service, a futile exercise that usually ends in the death of either the commissar himself or, a few weeks later, the drafted Izgoi. The Germans have similarly attempted to impress Izgoi into service as laborers, but the results are little different. Some Izgoi, in retaliation for atrocities committed against their people, have formed partisan bands to operate against Nazi lines of communication, generally with considerable success.

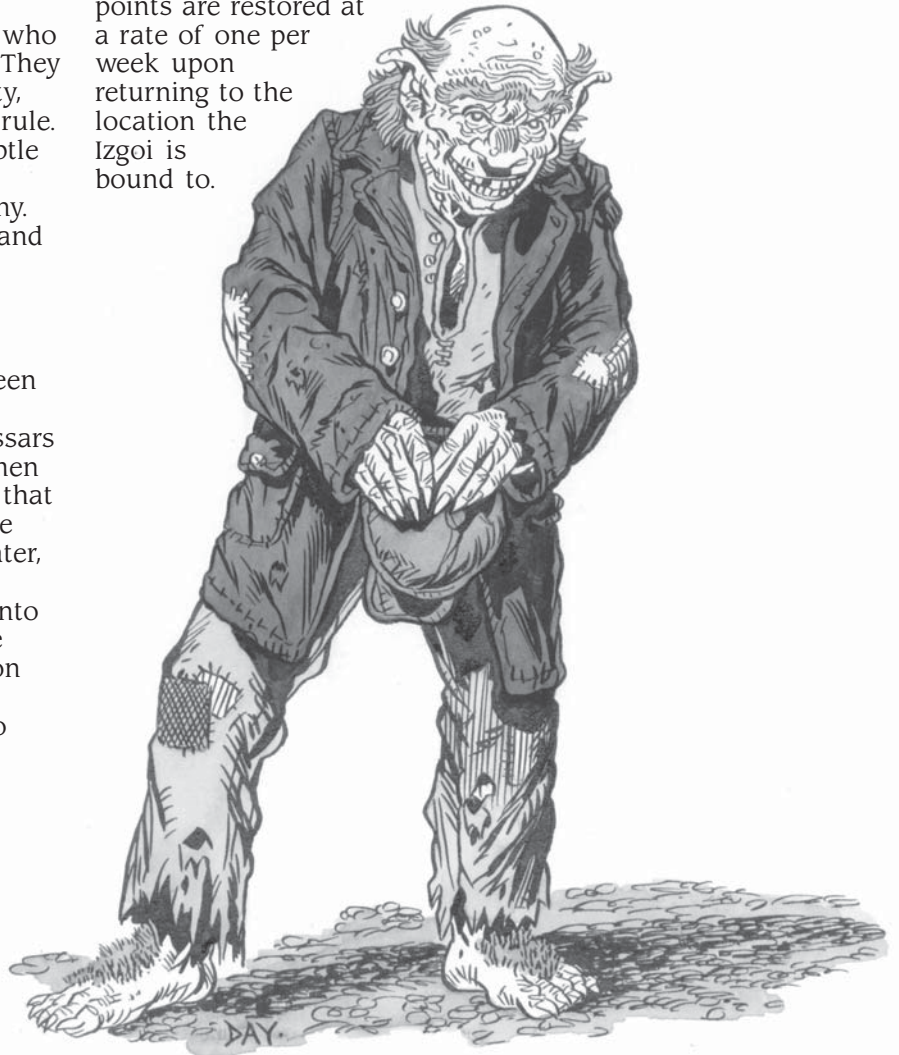
Combat

Izgoi are reclusive and generally peaceful beings that desire nothing more than to be left to their own devices. While non-aggressive by nature, they fight tenaciously to defend their villages or to prevent being removed from their homes. Izgoi prefer to begin combat by miring opponents in mud by casting *soften earth and stone*, only then moving in engage the opponents. They are knowledgeable of modern weapons and often possess older vintage rifles, but Izgoi feel most comfortable fighting with scythes and slings.

Spell-like Abilities: At will—*detect snares and pits* (pits only); 1 time/day—*bark skin* (skin takes on a hard, clay-like complexion), *pass without trace*, *soften earth and stone*.

Symbiosis: An Izgoi becomes attached to his farmstead and village, actually becoming bound to the earth itself. While within a 12-mile radius of the farmstead or village, Izgoi receive +1 bonus to all attack rolls and saving throws. If an Izgoi leaves this radius, not only does he lose these benefits, but he also must make a Fortitude save (DC 15) each week or lose

one temporary point of Constitution. These points are restored at a rate of one per week upon returning to the location the Izgoi is bound to.



Damage Reduction: Izgoi are remarkably resistant to damage while they remain in physical contact with the earth. If the individual is separated from the earth, either from being lifted off its feet or perhaps immersed in liquid, it loses this ability.

Regeneration: While in contact with the earth, Izgoi heal at a heightened rate, regaining 2 hit points per round. They can also reattach lost limbs in 3d6 hours by holding the severed member to the stump. As with damage reduction, the izgoi loses this ability if it is no longer in physical contact with the earth.

Adventure Seed

In February 1942, with the situation in Leningrad increasingly dire due to the German siege, Stavka ordered the Second Shock Army to effect a breakthrough to the city. Taking horrendous casualties, it





managed to pour through a half-mile gap created in the German lines and advance some 60 miles toward the goal. The narrowness of the gap made it extremely difficult to provide the advancing units with additional manpower and supplies, as the only road open to traffic was well within range of German artillery.

Engineers are desperately trying to open a road through the hamlet of Mostki, but their efforts are sabotaged and the locals—actually Izgoi trying to keep the mortals away from their homes—prove unwilling to render assistance. The PCs are tasked with getting the road open, at any cost and regardless of the obstacles.

Kamikaze Spirit

Medium-size Undead

Hit Dice: 5d12 (33 hp)

Initiative: +0 (+0 Dex)

Speed: 30 ft., 120 ft. fly good

AC: 12 (+0 Dex, +2 natural)

Attacks: Touch +2 melee, claw +2 melee

Damage: Touch, claw 2d4+1

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

Special Attacks: Touch

Special Qualities: Incorporeal, undead

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

Abilities: Str 12, Dex 10, Con —, Int 12, Wis 9, Cha 2

Skills: Hide +6, Listen +5, Move Silently +6, Piloting +7, Search +6, Sense Motive +5, Spot +6

Feats: Eagle Eyed, Multi-Engine Aircraft Proficiency, Single-Engine Aircraft Proficiency

Climate/Terrain: any

Organization: Solitaire

Challenge Rating: 3

Treasure: None

Alignment: Lawful evil

Advancement: None

This flying aberration attacks unsuspecting pilots draining them into a darkish nightmare. The ghostly kamikaze spirit has been created by the Kuromaku quite by accident. In the rituals of preparing a living soul of a kamikaze pilot for one final dark-magic enhanced battle against the United States' fleets, sometimes the soul desires to remain.

The kamikaze spirit carries out its last task from life in a very horrid way.

Combat

The Japanese kamikaze spirit rises from the burning sinking wreckage of the now-deceased kamikaze's aircraft to seek another plane to crash into those who oppose the Empire of the Sun.

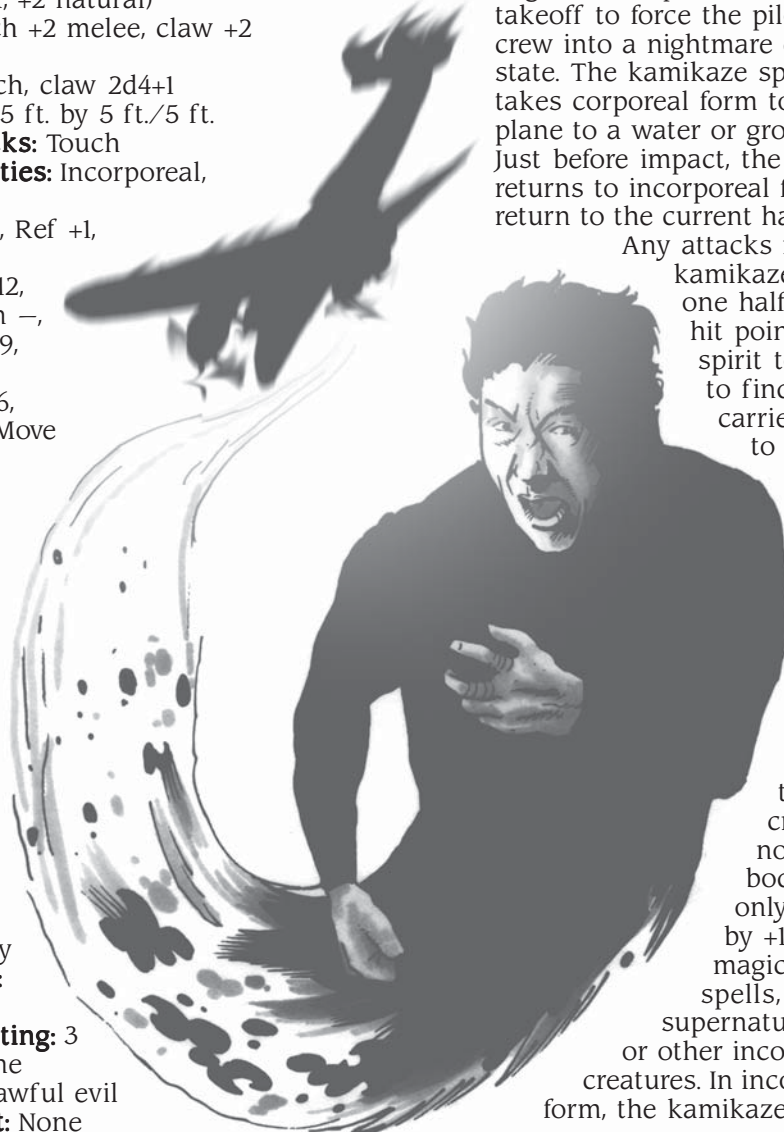
In incorporeal form the spirit finds a US carrier or airfield to haunt. After finding a suitable plane, the spirit hides

on board, most often inside the engine. The spirit waits until after takeoff to force the pilot and any crew into a nightmare comatose state. The kamikaze spirit then takes corporeal form to direct the plane to a water or ground target. Just before impact, the spirit returns to incorporeal form to return to the current haunting.

Any attacks reducing the kamikaze spirit to one half of starting hit points cause the spirit to flee. Often to find another carrier or airfield to haunt.

Incorporeal:

The kamikaze spirit can choose to enter or leave an incorporeal state with a move action. In this state the creature has no physical body. It can only be harmed by +1 or better magic weapons, spells, supernatural abilities, or other incorporeal creatures. In incorporeal form, the kamikaze spirit can





pass through solid objects at will. Its attacks ignore armor. The spirit can also not be heard by Listen checks while incorporeal.

Touch: This touch attack temporarily reduces the opponent's Wisdom ability score by 1d4 points. The Wisdom score returns at 1 point per day. When the opponent is reduced to a Wisdom of 0 the character withdraws into a deep sleep filled with nightmares. The ability only works in the incorporeal state. In corporeal form, the spirit attacks with claws.

Undead: Undead are immune to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Kamikaze spirits are not at risk of death from massive damage, but when reduced to 0 hit points or less, they are immediately destroyed.

Adventure Seed

U.S. pilots are going mad in the waters around Japan. Even combat hardened veterans are taking to the skies and then crashing their planes into U.S. targets. The OSI knows this is something they must investigate.

The airfield the heroes are assigned to has ordered all planes to be grounded. The characters are assigned as passengers on the only plane allowed on the airstrip.

Keel Wurm

Huge-Size Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +0

Speed: 5 ft., swim 10 ft.

AC: Shell 20 (-2 size, -2 Dex, +14 natural),
Body 6 (-2 size, -2 Dex).

Attacks: 2 tentacles +5 melee

Damage: Slam 1d4

Face/Reach: 15 ft. by 15ft./10 ft.

Special Attacks: Swallow whole

Special Qualities: Blindsight, carapace, resistance to poison and disease,

Saves: Fort +6, Ref -1, Will +5

Abilities: Str 10, Dex 6, Con 15, Int 3, Wis 10, Cha 1

Skills: Listen +2, Move Silently +5

Feats: —

Climate/Terrain: Salt Water, North Atlantic and Mediterranean

Organization: Solitary, colony (6-11)

Challenge Rating: 3

Treasure: Half standard

Alignment: Always neutral

Advancement: 5-6 HD (Huge), 7-12 HD (Gargantuan)

Keel wyrms are monstrous cousins to the more mundane keel worm. They are predatory aquatic worms, averaging over 20 feet in length and 4 feet in diameter. They live in hardened tubes of calcium carbonate attached to the bottom of ship hulls. The white shell often is as much as two-feet thick, highly resistant to damage, and even has a "door" which the occupant can close in the face of danger.

The worm is a poor swimmer, and achieves only minimal movement on land or other surfaces by manipulating the millions of sturdy hairs that line its underside. In light of its limited mobility, the keel worm attaches itself to a ship and spends its existence as a stowaway of sorts. It lies in ambush on the underside of the vessel, grabbing fish or marine mammals that stray too near with its tentacles, and swallowing them whole.

A single keel worm might slow a ship slightly or in rare cases foul the screws, but these creatures have a habit of forming colonies of half a dozen or more individuals. Such an accumulation has a seriously detrimental effect on the speed and handling of a vessel, as well as posing a threat to divers or crew affecting repairs below the waterline.

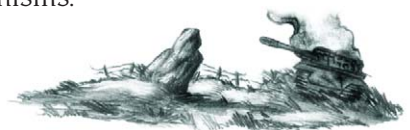
Combat

A keel worm lies in wait within its carapace until its hairs detect the approach of prey. It then lunges with its tentacles, attempting to drag the victim into its gaping maw. Colonies of keel wyrms may share the same territory, but they do not cooperate. If there aren't enough targets, two or more may grab at the same creature and engage in a tug of war.

Carapace: The keel worm is surrounded by an incredibly hard carapace and retreats into it when faced with danger, sealing the entrance with a "door." If the door can be forced (DC 18) or battered down (Hardness 5, Hit Points 20), a single Medium-sized character can strike directly at the worm's soft body. The tight confines make any slashing or bludgeoning weapons difficult to use (-4 to hit), but piercing and missile weapons function without penalty.

Blindsight: A keel worm "sees" with minute hair follicles that sense movement in the water, allowing it to ascertain the location of objects and creatures within 90 feet.

Resistance to Poison and Disease: Keel wyrms can survive in conditions that are highly toxic to other marine organisms.





They are especially resistant to poison and disease, against which they receive a +5 bonus for Fortitude saves.

Swallow Whole: A keel wyrm can attempt to swallow a Medium-size or smaller creature whole by making a successful grapple attempt. The swallowed creature takes 1d6 points of crushing damage per round plus 2 points of acid damage. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 10 points of damage (AC 6). The keel wyrm can only swallow one victim at a time.

Adventure Seed

The heroes are tasked with laying mines beneath the hull of a modern Italian cruiser, one of

the few in the Italian Navy with night fighting capability and therefore a special concern to the Royal Navy.

The PCs paddle ashore from a submarine lurking out at sea. They must avoid fishing craft that frequent the area, navigate a torpedo net strung across the harbor entrance, and hide from the sentries aboard the cruiser and its accompanying destroyer escorts. When laying the mines, however, one of the PCs threatens to become the next meal of a keel wyrm attached to the cruiser's hull. The heroes have to fight the creature without firearms, lest they give themselves away and fail in their mission to sink the menacing ship.

Khamsin

Medium-Size Outsider

Hit Dice: 6d8 (27 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 40 ft. (perfect)

AC: 14 (+3 Dex, +1 natural)

Attacks: Scimitar +8/+3 melee; or longbow +9/+4 ranged

Damage: Scimitar 1d8+2; or longbow 1d8

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

Special Attacks: Ill wind, spell-like abilities, wind storm

Special Qualities: Air mastery, fire subtype, heat wave, telepathy

Saves: Fort +5, Ref +8, Will +7

Abilities: Str 14, Dex 17, Con

11, Int 14, Wis 15, Cha 15

Skills: Appraise +10, Bluff

+10, Concentration +8,

Diplomacy +10, Escape

Artist +11, Gather

Information +10, Listen +10,

Sense Motive +10, Search

+10, Spot +10

Feats: Alertness,

Improved Initiative

Climate/Terrain: Any

land in the Middle-East

Organization: Solitary, band (2-4)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 7-16 (Medium-Size).

The khamsin are a race of genie who, unlike their brethren, are trapped on the Material Plane. Legends say they were revered by the ancient Amazons for





their martial ability. In fact, these genies may originally have been Amazon warriors who were imprisoned, perhaps by the ancient Greek gods, on the earth to serve a lengthy term as punishment for some great misdeed.

In contrast to the Amazons, Arabs had a much more jaundiced view of them, considering khamsin to be malicious spirits of the wilderness. Indeed, they were also known as “the witches wind,” because it was believed they brought with them illness and disease. There’s an element of truth in this, for while the khamsin are not truly evil, they enjoy deceiving mortals from service to their gods and occasionally causing physical harm. The Arabs considered it to be the greatest of sins to willingly cavort with a khamsin.

Khamsin favor secluded locales, like hidden oases, ancient ruins, trackless deserts, and forgotten caves. All khamsin are females, stunningly beautiful with exotic features and in the prime of youth. Otherwise, they appear human in all respects and can effortlessly blend into human society. On rare occasions, several khamsin join together for companionship, or they might take a human male for a time as an amusing plaything, discarding him when the whim has faded. Unlike other genies, khamsin have no “nobles.”

Combat

As icons of the ancient Amazons, khamsin are proud (even arrogant) of their martial ability and do not hesitate to combat an opponent. They are easy to goad into reckless action by calling into question their bravery, but they are also intelligent and prefer to outmaneuver their opponents. When confronted by a superior foe, khamsin attempt to flee in gaseous form or bargain for their freedom.

Telepathy: A khamsin can communicate telepathically with any creature within 100 feet that has a language.

Fire Subtype: Fire immunity, double damage from cold except on a successful save.

Spell-like Abilities: 3 times/day—*gust of wind*; 2 times/day—*heat metal*, *emotion*. These abilities are as the spells vast by a 12th-level sorcerer (save DC 11+ spell level). Once per day, a khamsin can *control winds* as a 12th level cleric, and once per day can assume *gaseous form* (as the spell) for up to an hour.

Air Mastery: Airborne creatures suffer a -1 circumstance penalty to attack and damage rolls against a khamsin.

Ill Wind: Once per day, a khamsin can cast forth a wind that carries disease to a specific individual. The range of this ability is six miles, and the khamsin must have a specific target within range that she is familiar with. The wind cannot pass through walls but can work through small openings, and travels at a speed of one mile per 10 minutes. Upon locating the intended target, the ability infects him with a disease as per the spell *contagion* cast by a 12th level sorcerer.

Windstorm: The khamsin can surround itself with a stifling windstorm once every 10 minutes. It can maintain the storm for up to 1 round for every 2 HD it has. The storm is 10 feet in diameter, and is sufficiently strong to blow aside birds smaller than an eagle or tear light objects from unsuspecting hands (requiring Reflex saves for characters to maintain hold of the items under 5 lbs in weight). Arrows and bolts are deflected, other missile weapons have a 30% chance of missing, Listen checks suffer a -2 penalty, unprotected flames are extinguished, gases are parted, and Medium-size or smaller creatures must make a Balance or Strength check (DC 10) or be considered off-balance (+2 to difficult numbers for attacks and actions), and Tiny creatures must make a Balance or Strength check (DC 10) or be knocked own. Those caught inside the windstorm find the stifling heat makes it difficult to catch one's breath; characters must make Fortitude saves (DC 12) each round or take 1d4 points of subdual damage.

Heat Wave: At will, the khamsin can surround herself in a shroud of hot air and rippling heat waves, distorting her figure and providing protection versus cold-based attacks. This grants the khamsin one-half concealment (20% miss chance), and opponents suffer an additional -2 penalty to hit with missile weapons.

The field keeps the khamsin warm in less temperate climates, absorbing 5 points of cold damage each round as per *endure elements*. Those entering the wave (which extends out in 5' diameter) must make a Fortitude save (DC 12) or take 1d4 points of subdual damage from the stifling heat.

Adventure Seed

The heroes are sent on patrol into the wastes of the Sahara Desert to locate and destroy a fuel dump being used by the Sonderkommando Almasy in their operations behind British lines. With night fast approaching and a windstorm picking up, the PCs stumble upon an oasis and





an exquisite tent. The mistress of the tent, a beautiful woman, offers to allow the PCs to spend the night so long as they do not abuse her hospitality. Those that accept are safe from the storm and are well fed.

In the morning, however, the PCs are asked to pay for the hospitality shown them by fighting the woman's champion—a Sonderkommando Almay officer—in a sword duel. The winner is free to go with her blessings, while the loser must remain to serve as her champion. Those who refuse anger the khamsin, while PCs who honor the custom and do so with dignity may find the woman willing to provide the location of the German supply dump.

Kill-Roy

Medium Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +3 (Dex)

Speed: 30 ft., fly 30 ft. (perfect)

AC: 17 (+3 Dex, +4 Deflection)

Attacks: Slam +8 melee or +7 ranged

Damage: Slam 1d3+4 or by weapon

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

Special Attacks: Manifestation, possession

Special Qualities: Incorporeal, bonus feats, rejuvenation, undead, weakness

Saves: Fort +2, Ref +5, Will +7

Abilities: Str 18, Dex 17, Con —, Int 14, Wis 13, Cha 19

Skills: Demolitions +9, Driving +10, Hide +10, Listen +9, Move Silently +10, Search +10, Spot +9, Swim +12

Feats: Automatic Weapons Proficiency, Far Shot, Firearms Proficiency, Point Blank Shot, Rapid Shot

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Lawful Evil

Advancement: 9-16 HD (Medium-size)

Kill-Roy is a unique spirit that appears wherever American soldiers are in battle. It possesses the body of one soldier and drives it into battle. When the body dies, the saying, "Kilroy was here," appears somewhere nearby.

When not in possession of someone, Kill-Roy appears as the blood-red spectral form of an American soldier with indistinct facial features and hollow eyes. His uniform contains aspects of all branches of the United States armed forces.

Kill-Roy began its existence when Private Roy Sharpes was killed at Pearl Harbor. His spirit longed for vengeance no matter what the cost, and he got it. But each soldier that died while possessed became a part of the new being, and soon Roy Sharpes was gone. Only Kill-Roy remained, determined to seek revenge against the enemies of America.

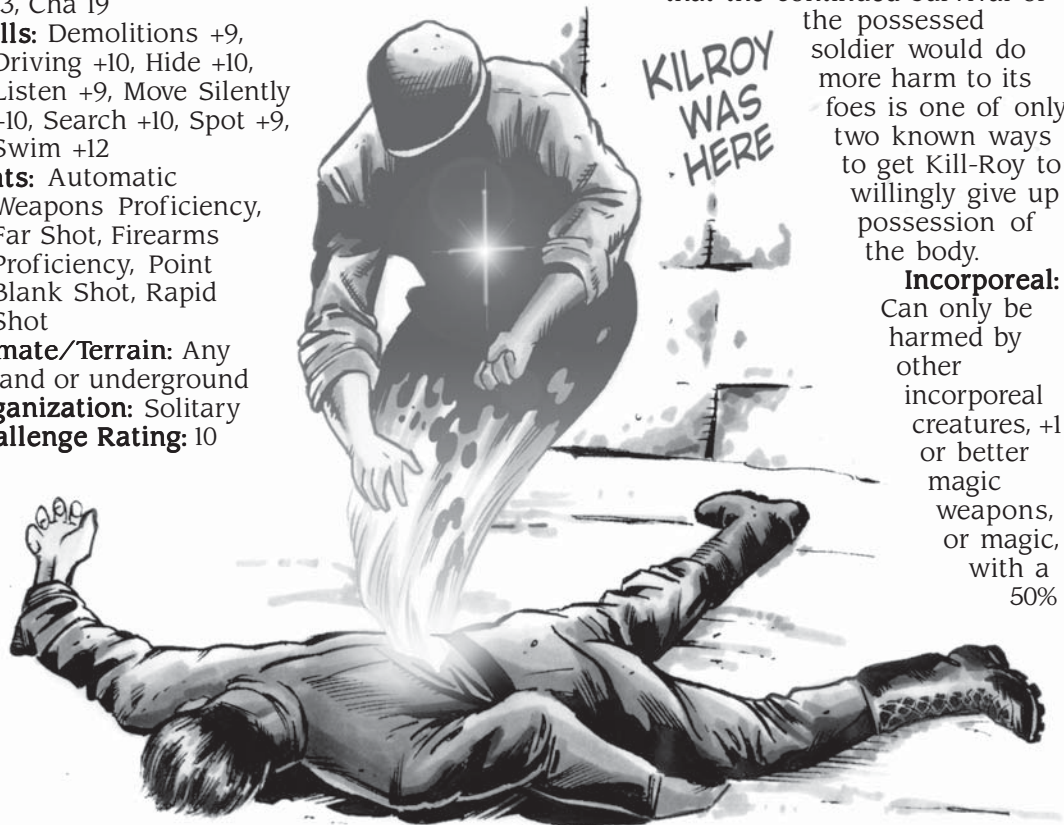
Combat

When in possession of a body, Kill-Roy uses every skill and talent available to do the most damage to the enemy. It is capable of being quite calculating in this regard. In fact, convincing it that the continued survival of

the possessed soldier would do more harm to its foes is one of only two known ways to get Kill-Roy to willingly give up possession of the body.

Incorporeal:

Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50%





chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and its own attacks pass through armor. The spirit always moves silently.

Manifestation (Su): Can affect and be affected by the material world. When manifested, Kill-Roy becomes visible but remains incorporeal.

Possession (Su): Once per round, Kill-Roy can attempt to merge its body with an American soldier on the Material Plane. If the attack succeeds, Kill-Roy's body vanishes into the opponent's body. The target can resist with a Will save (DC 20). A soldier that successfully saves is immune to Kill-Roy's possession for one day.

While possessed, the soldier loses 1 temporary Constitution point per hour. If a soldier dies while under the possession of Kill-Roy, his spirit becomes a part of it, and he cannot be resurrected (see Weaknesses below).

Rejuvenation (Su): Kill-Roy can only be dispersed, not destroyed, through simple combat. If reduced to 0 hit points or less, it restores itself in 2d4 days.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Bonus Feats: The many soldier spirits that make up Kill-Roy grant him a number of extra combat-related feats.

Weakness: Kill-Roy is a soldier, a vengeance obsessed soldier, but a soldier nonetheless. He always obeys the orders of any American of higher rank than the highest rank of his composite spirits. This includes such "impossible" orders as to release the spirits that are a part of it. In such a case, Kill-Roy returns to being the sole spirit of Roy Sharpes. At that time, an *atonement* cast in conjunction with a convincing argument for Roy to give up his path of vengeance is the only way to "destroy" Kill-Roy permanently.

Adventure Seed

The unthinkable has happened. The enemy captured Kill-Roy. The OSI fears that with study the Axis may figure out how to create their own spirit warriors, so the heroes have to rescue the vengeful ghost.

Kill-Roy was trapped through the use of an ancient artifact for imprisoning spirits. The heroes have to find the artifact and retrieve it from a secure location. They may be surprised to

discover no apparent paraphernalia for studying a spirit, only some papers in a single folder.

The truth is that the Axis has no intention to analyze Kill-Roy; they only want him out of action. The papers detail the major damage that this single entity's efforts have had on the Axis war machine. Anyone who reads the language the reports are written in can easily tell that the enemy's losses far outweigh the deaths of the possessed American soldiers. The temptation should be strong to release Kill-Roy.

If the heroes do return the imprisoned Kill-Roy to the OSI, reports begin to trickle in weeks later of his return to combat. If they ask their superior, they are told that he was able to escape the artifact. If they press for details, the superior says it is classified and to let the matter drop. The heroes should be left wondering how far the OSI will go to win the war.

Kon-nichiwa (Dead) Samurai

Medium-size Undead

Hit Dice: 2d12 (16 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 16 (+1 Dex, +4 armor, +1 natural)

Attacks: Katana +2 melee, or spear +2 melee

Damage: By weapon, katana 1d10+1, spear 1d8+1

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

Special Attacks: Fear aura

Special Qualities: Immunities, gozaimasu smiles, undead

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

Abilities: Str 12, Dex 13, Con -, Int 8, Wis 7, Cha 1

Skills: Climb +5, Hide +5, Jump +5, Listen +2, Move Silently +5, Spot +2,

Feats: Armor Proficiency (light), Martial Weapon Proficiency (katana), Simple Weapons Proficiency, Toughness

Climate/Terrain: Any

Organization: Mob (2 to 40)

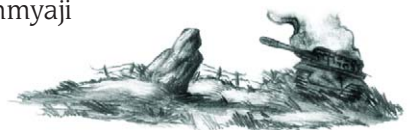
Challenge Rating: 1

Treasure: None

Alignment: Lawful evil

Advancement: 2-4 HD (Large)

The Kuromaku has committed its greatest perversion with the creation of the kon-nichiwa samurai. To prepare for the creation, the Onmyaji take dead bodies and place them in samurai armor. Calling on dark arcane powers and using the mystic Books of Shan, the Onmyaji





bring forth spirits of fallen samurai. They then bind these spirits to the empty armored vessels. These geased spirits are then placed under the control of select members of the Kuromaku. If certain high-ranking members of the Japanese Army or Navy were to learn of the desecration of the spirits of the dead samurai it could be the end of the Kuromaku.

The kon-nichiwa samurai look just like pictures or images of samurai found in books and museums. They wear standard armor, which includes an ornate face mask and traditional blades. The only outward appearance that betrays their supernatural origins are the glowing red pin pricks that they have for eyes. Kon-nichiwa samurai make no noise other than the moving of their armor as they travel with the person they are protecting. Those who stand close to the kon-nichiwa samurai notice a sickly rotting smell that is nauseating.

The spirits that animate the kon-nichiwa samurai still cling to their former obligations of duty and honor. As a result, the only way to permanently destroy them is to remove the obligation of service by impaling them on their own katana. When they are released from unholy service, a bright light flashes from the face mask of the armor and beautiful music and the scent of cherry blossoms fills the air.

Combat

The kon-nichiwa samurai try to engage in individual combat with attacking foes. They do not attack unless the person that they are obligated to protect is threatened or orders them to attack.

Gozaimasu Smiles (Ex): All damage to kon-nichiwa samurai is treated as subdual damage. When the creature is reduced to 0 or less hit points it regenerates to full hit points

after 5 minutes. The creature regrows lost portions of limbs. Fire and acid deal normal damage, which does not regenerate. A kon-nichiwa samurai rendered unconscious can be killed with a coup de grace with the creature's katana or spear.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Kon-nichiwa samurai are not at risk of death from massive damage, but when reduced to 0 hit points or less, they are immediately destroyed.

Immunities: Due to the lack of flesh and internal organs, kon-nichiwa samurai only take half damage from piercing or slashing weapons.

Fear Aura (Ex): All enemies in a 10-foot radius must make a Will

save (DC 10) or become frightened. Those who successfully save against the fear aura may not be affected by it for 24 hours.

Weapons/

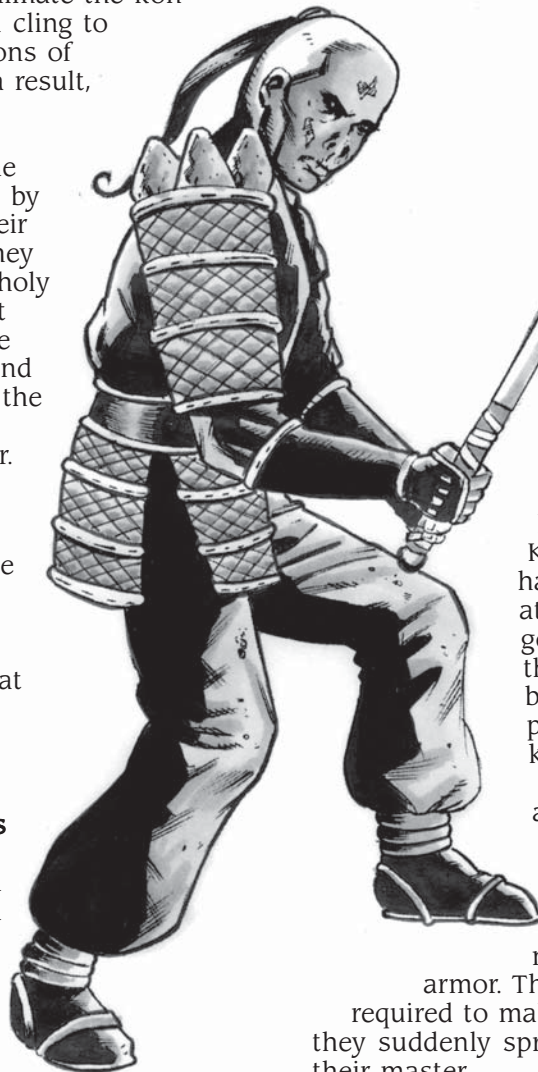
Possessions: Katana or spear and oriental armor

Adventure Seed

The characters are part of a task force sent behind enemy lines to destroy a small Kuromaku outpost that has been brought to the attention of the OSI. The goal is to capture or kill the outpost commander but first they must get past his bodyguards—the kon-nichiwa samurai.

The samurai guards are not immediately evident. They stand on pedestals in the commander's office and look like mere museum displays of

armor. The heroes should be required to make surprise check when they suddenly spring to life to protect their master.





Lebender Schlamm (Living Mud)

Large Construct

Hit Dice: 13d10 (71 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft. (can't run)

AC: 11 (-1 size, +2 natural)

Attacks: 2 slam +13 melee

Damage: Slam 1d8+5

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

Special Attacks: Change shape, haste, improved grab, swallow whole

Special Qualities: Camouflage, construct, damage reduction, immunities, magic immunity, regeneration

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

Abilities: Str 21, Dex 11, Con —, Int 2, Wis 10, Cha 3

Skills: —

Feats: —

Climate/Terrain: Any land, underground

Organization: Solitary, or Gang (2-5)

Challenge Rating: 14

Treasure: None

Alignment: Always neutral

Advancement: 14-26 HD (Large); 27-39 HD (Huge)

Born of the blood spilled on the battlefield and ancient occult rituals, the living mud is a walking, oozing, shape-changing blob that is bent on adding to its dirt-filled massive self, leaving death and destruction in its mud-covered wake.

Blood, water, and dirt flow together daily in the trenches. A new twist on an old ritual has brought life and shape to this vile mixture. Appearing as a brownish-red pile of mud, the lebender schlamm can change its shape to best suit its needs. The lebender schlamm can take the shape of a mud pile with many mud tentacles that flail out at its victims, a seemingly normal mud puddle, or even a vaguely humanoid shape.

Combat

The lebender schlamm uses its ability to change shape to its fullest capacity. Able to pour itself through the smallest openings, grow new appendages to attack with, and shape itself out of the way of attacks, the lebender schlamm has little to fear on the battlefield. The tactic the lebender schlamm takes the greatest delight in is to completely engulf an opponent and feel its life force slowly seep away as it suffocates to death. If completely outmatched, the lebender schlamm plays possum and attempts to slowly seep away.

Construct: Constructs are immune to mind influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

They are immune to anything that requires a Fortitude save (unless it also worked on objects). They are not at risk from death from massive damage, but when they are reduced to 0

hit points they are destroyed. Constructs cannot be raised or resurrected. Constructs have darkvision with a range of 60 feet.

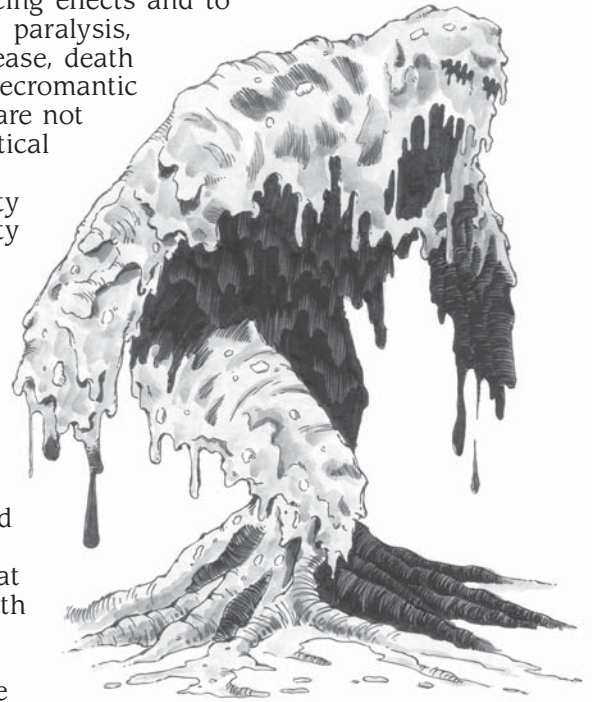
Magic Immunity (Ex): The lebender schlamm is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *move earth* spell drives the lebender schlamm back 120 feet and deals 3d12 points of damage to it. A *disintegrate* spell slows the lebender schlamm (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* cast directly at a lebender schlamm stops it from moving that round and deals 5d10 points of damage. The lebender schlamm gets no saving throw against any of these effects.

Change Shape (Ex): As a move equivalent action, the lebender schlamm can switch between a vaguely humanoid shape, a mud puddle, or an amorphous blob with a host of tentacles.

Haste (Su): After it has engaged in at least 1 round of combat, a lebender schlamm can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Improved Grab (Ex): To use this ability the lebender schlamm must hit with both slam attacks.

Swallow Whole (Ex): A lebender schlamm can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check. The





swallowed creature begins making Constitution checks (DC 10) for suffocation immediately, increasing the DC by +1 for each previous success. When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates. A swallowed creature can attempt to survive by shooting a hole in the lebender schlamm and trying to breath through it, success resets the DC of the suffocation checks. Explosives might also open the lebender schlamm up long enough for the creature to escape. Once the creature exits, the lebender schlamm reforms and closes the hole; another swallowed opponent must again find its own way out. Any attacks that penetrate the lebender schlamm's damage reduction have a 30% chance of hitting the swallowed character for half damage.

Camouflage (Ex): One of the forms the lebender schlamm can take is that of a mud puddle. Noticing that the puddle is something other than normal rain water requires the hero to succeed at a Spot check of DC 17).

Damage Reduction (Su): The lebender schlamm's viscous body and lack of organs makes it very difficult to deal any serious damage to it. It has damage reduction 20/+1.

Immune to Slashing and Piercing (Ex): Slashing and piercing weapons, even enchanted ones, deal no damage to a lebender schlamm.

Regeneration (Ex): The lebender schlamm regenerates 2 hit points per round as long as it is in contact with the earth

Adventure Seed

The OSI sends the heroes to investigate the loss of contact with an operative based in a small village just inside the German border. When they arrive, they find that the entire population of the village is missing. The only clue to the disappearances is a muddy trail leading out of the village toward another settlement not held by the Nazis. The heroes had better investigate quickly before another village turns up destroyed.

Leopard of Rudyaprayag

Large Beast

Hit Dice: 10d10+30 (85 hp)

Initiative: +3 (+3 Dex)

Speed: 50 ft.

AC: 17 (-1 size, +3 Dex, +5 natural)

Attacks: 2 claws +11 melee, bite +6 melee

Damage: Claw 1d6+5, bite 1d8+2

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

Special Attacks: Improved grab, pounce, rake

Special Qualities: Evasion, fast healing 5, find traps, uncanny dodge

Saves: Fort +10, Ref +10, Will +5

Abilities: Str 21, Dex 17, Con 17, Int 15, Wis 14, Cha 13

Skills: Balance +15*, Climb +9, Hide +15*, Listen +6, Move Silently +15, Search +8, Spot +6

Feats: None

Climate/Terrain: Any plains, forest, hills, mountains

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral evil

Advancement: 11-20 HD (Large)

Between 1918 and 1926 a creature known as the "Leopard of Rudyaprayag" claimed the lives of some 125 people, after eluding a succession of traps and rifles.

Many believed the cat was killed by professional game hunter but it was in actuality hidden away by a mysterious cult dedicated to creating chaos.

Now the Leopard of Rudyaprayag is secretly released into confined areas to wreak havoc and cause terror. Once it becomes accustomed to humans, the leopard exhibits an almost diabolical cunning. Over its years of captivity, the Leopard of Rudyaprayag has grown larger than a lion. With its increased size has come an even greater cunning. It has developed the ability to avoid traps and often sets ambushes of its own. It stands over seven feet tall on all four paws and can rear up on two legs to a height of nearly 12 feet. It has managed to avoid being killed for nearly 30 years and has become increasingly lethal with every passing year.





Combat

The Leopard of Rudyaprayag is a vicious opponent that often strikes without warning by pouncing on an unsuspecting prey and clawing, biting, and raking twice before the victim even has a chance to respond. It often focuses on one character until it is dead and then disappears into the undergrowth to start stalking another character. It returns to feed when all opponents are down.

Beasts have low-light vision and darkvision with a range of 60 feet.

Pounce (Ex): If the Leopard of Rudyaprayag leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the Leopard of Rudyaprayag must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): When the Leopard of Rudyaprayag gets a hold, it can make two rake attacks (+11 melee) with its hind legs for 1d6+5 damage each. If the Leopard of Rudyaprayag pounces on an opponent, it can also rake.

Skills: The Leopard of Rudyaprayag receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Detect Traps (Ex): The Leopard of Rudyaprayag has long been hunted and as such has learned how to use its Search skill to detect and avoid traps as a rogue can.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Leopard of Rudyaprayag takes no damage with a successful saving throw.

Uncanny Dodge (Ex): Dex Bonus to AC, Can't be Flanked, +2 versus traps. These abilities function in the same way as the Rogue abilities described in the *Player's Handbook*.

Adventure Seed

While defending a town or city under siege, the heroes find themselves (as well as the rest of the town) stalked by this vicious creature. Morale among the defenders is dropping fast and soldiers are beginning to desert in large numbers. It's up to the party to subdue the Leopard of Rudyaprayag before the enemy forces use it as an opportunity to break the city's defenses.

Living Fountains

Large Construct (Good)

Hit Dice: 6d10 (Max. hp 60, see Repairs)

Initiative: +0

Speed: —

AC: 10

Attacks: —

Damage: —

Face/Reach: 5 ft. by 5 ft./None

Special Attacks: None

Special Qualities: Damage reduction, empathy, healing waters, repairs

Saves: Fort +5, Ref —, Will +5

Abilities: Str —, Dex —, Con —, Int 8, Wis 12, Cha 15

Skills: —

Feats: —

Climate/Terrain: Any

Organization: Solitary

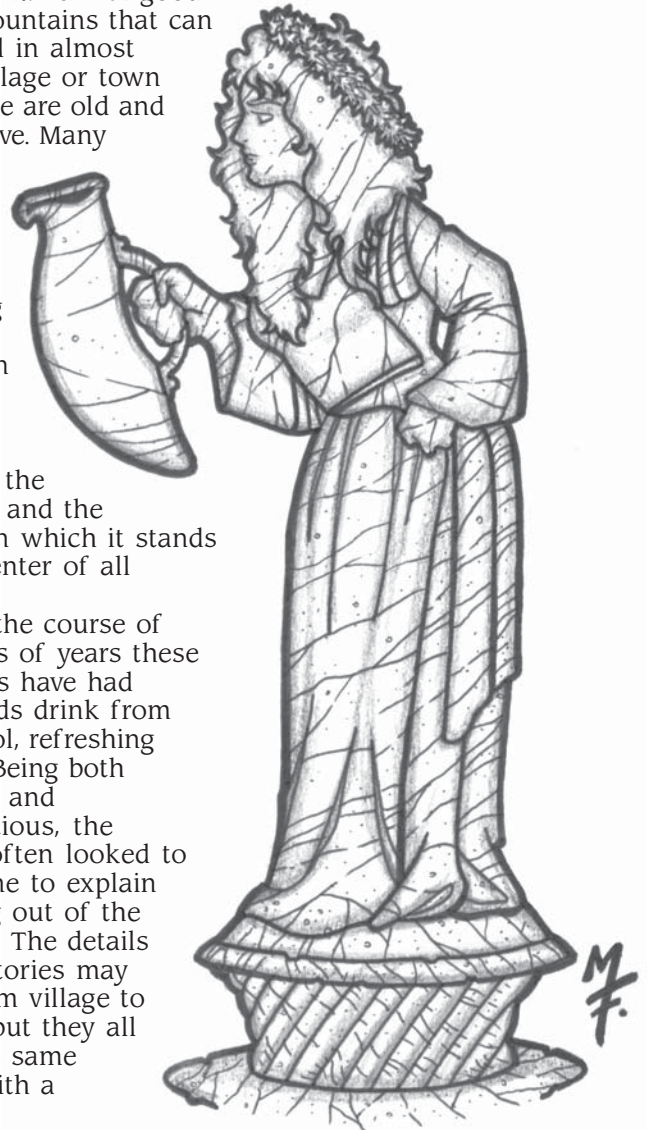
Challenge Rating: 3

Treasure: None

Alignment: Lawful good

The fountains that can be found in almost every village or town in Europe are old and impressive. Many of them date back to the founding of their towns. In most of these small villages, the fountain and the square in which it stands is the center of all activity.

Over the course of hundreds of years these fountains have had thousands drink from their cool, refreshing waters. Being both religious and superstitious, the people often looked to the divine to explain anything out of the ordinary. The details of the stories may vary from village to village, but they all start the same way —with a miracle.





The miracle was always one of healing, whether it was a wound, an illness, or even blindness. The afflicted person came to the fountain as they had every day before, but on this special day the waters healed his wound, illness, or even restored his sight. The wise towns saw this miracle as a gift that they should protect and it in turn would help them. The foolish towns announced to the whole world the healing nature of their fountains and soon found themselves overwhelmed with strangers. The fountains in these towns soon lost their powers. The wise towns kept their fountains secret down through the ages.

Whether it was the skill of the artisans who created the fountain or the belief of the villagers or some benevolent spirit no one really knows. These fountains are closely guarded by the villages that are lucky enough to have one. The appearance of the fountains varies with the country, but there is often a depiction of a kind woman incorporated in them. Towards the end of the war many fountains are damaged or destroyed completely, their beauty and gifts of healing another victim of the Nazis.

Combat

Living Fountains never engage in combat of any kind.

Damage Reduction: Due in part to magic and in part to their stone construction living fountains have damage reduction 15/-.

Empathy: Living fountains can both feel and project feelings within a 100 yard radius.

Healing Waters: Living fountains can heal living creatures by infusing the waters with a part of their life force. They can cast the following spells: 5 times per day—*cure light wounds* (1d8+5), 3 times per day—*cure moderate wounds* (2d8+10), 2 times per day—*cure serious wounds* (3d8+10), once per week—*cure blindness/deafness, neutralize poison*. Living fountains can also *bless* water at will.

Repairs: It takes an appropriate skill (Craft (Stoneworking) with a DC of 35) and proper materials to repair a living Fountain. Most of the fountains have fallen into disrepair since the war began. Living fountains lose their healing powers should they drop below 10 hit points. They then need to be fully repaired to regain their healing powers. The fountains only heal those they deem worthy (War Master's discretion). The fountains never heal evil creatures, even if threatened with destruction.

Adventure Seed

The OSI has learned the Nazis are going to try to move a living fountain back to Berlin for study. The mission is to stop the Nazis at all costs. OSI would prefer if the fountain could be recovered for their study, but will settle for its destruction. The heroes are sent to the town undercover. They arrive two days before the Nazi engineers. They must convince the town to help them foil the Nazis. The town's people of course, are against the destruction of the fountain, as they consider it the heart of their village.

The villagers are completely unaware of the Nazi plan. The Nazis have been maintaining a low-key presence in hopes of avoiding Allied detection. There are only two Nazi troopers stationed here, so overpowering them shouldn't be a problem. The problem is the Nazi sympathizer amongst the villagers. As soon as the heroes and the villagers come up with a plan, the Nazis arrive early, having been alerted by their spy. The Nazis bring with them all of the equipment needed including trucks and a cargo plane. The Nazis plan on making the villagers do the hard labor, so they only send an engineer, a pilot, and 10 troopers.





Lost Caravan

Medium Size Elemental (Earth)

Hit Dice: 4d8+4 (22 hit points)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 12 (+1 Dex, +1 Natural)

Attacks: +4 Melee

Damage: By weapon

Face/Reach: 5 ft. by 5 ft.

Special Attacks: Salt Jar (Su)

Special Qualities: Sand Spirits (Su)

Saves: Fort +5, Ref +2, Will +1

Abilities: Str 13, Dex 12, Con 13, Int 10, Wis 11, Cha 14

Skills: Diplomacy +4, Sense Motive +2, Intuit Direction +4, Listen +4, Perform +5, Wilderness Lore (Desert) +3, Spot +3

Feats: Endurance

Climate/Terrain: Desert

Organization: 6-8 caravan members with 2 to three camels

Challenge Rating: 5

Treasure: None

Alignment: Neutral evil

Advancement: None

Wool, water, and precious stones move across the African continent on the backs of camels, from the markets in Cairo and Tunis to Marrakech and Timbuktu. But nothing is as precious as salt. Tribes of men wrapped in layers of indigo-dyed cloth traverse the desert bringing the precious commodity to market. Legends abound among them of a caravan that appears in the darkest hour to save stranded travelers from the desert. The lost are welcomed into the caravan as kin with water and cheese, only to have the salt from their bodies stolen.

Appearing only at night and masked as typical Blue Men of the desert, the Lost Caravan appears as a completely normal group of travelers to even to the most seasoned nomad. They speak Berber and Arabic and even eat, sing, and drink with whomever they should happen to appear to. To further the illusion, each member of the Lost Caravan also wears the traditional robes and turbans of the region they appear in. This nomadic facade is nothing but a masquerade to cover the Lost Caravan's true nature.

The tribesmen are actually physical manifestations of a tribe of salt merchants who were massacred in the desert hundreds of years ago. As the last man died at the hands of local raiders, he uttered a curse that doomed his brethren's spirits to wander the desert seeking vengeance on the world by robbing anyone who dared to sleep in the desert

of their bodily salts. In the light of day, these malevolent spirits then disappear, dissolving back into the sands they came from.

Combat

The tribesmen prefer to mislead their guests into comfort before striking them. The members prepare meals, nurse wounds, and offer songs and stories to entertain those they've found. Through this method the Caravan poisons the stranded travelers with a strong sleeping potion. If a guest of the Lost Caravan eats or drinks anything prepared by one of the Caravan members they must make a Fortitude saving throw versus the sleeping potion (DC 16). The save must be made every hour until daybreak. If a victim does not fall asleep within the first two hours, the caravan members attack them with their knives.

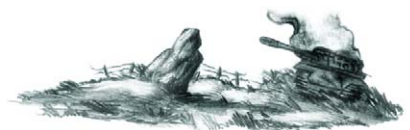
Weapons: Saber, Ceremonial Dagger

Salt Jar (Su): Once the victim is asleep a caravan member places a mystic jar at the foot of the victim that drains his salts, dealing 2d6 points of damage per round to the target. This process takes roughly one round and does not wake the victim.

Sand Spirits (Su): As cursed spirits, the members of the Lost Caravan have no actual body. Instead they build bodies out of the sand around them. If they are stabbed they do not bleed and if they are killed their bodies dissolve back into the sand only to rise again another day. They are also subject to time. The spirits cannot hold their form in the light of the sun. Once the first light of day crests the dunes, they blow away and disintegrate into the desert wind.

Adventure Seed

The heroes are on a three-week trek across the deep desert delivering a prototype weapon to a tank battalion in Egypt. The item was deemed too risky to ship by air and it was determined by command to use a small covert convoy instead. The squad has a tanker filled to the hilt with gasoline, a transport truck with driver, and enough supplies for the journey. They have been instructed to protect the cargo at all costs. Two weeks into the journey, in a sea of 300-foot sand dunes, they have bogged down and are now four days behind. Each day the trucks are buried deeper and deeper by raging sandstorms. As supplies run low the squad spots a caravan of camels on the horizon.





Luna-Tick

Tiny Vermin

Hit Dice: 1/2 d8+1 (3 hp)

Initiative: +3 (Dex)

Speed: 20 ft., climb 10 ft.

AC: 15 (+2 size, +3 Dex)

Attacks: Bite +3 melee

Damage: Bite 1d3-3 plus poison. Min 1 point of damage.

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Attach, blood drain, boost, poison

Special Qualities: Darkvision 60 ft., vermin

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

Abilities: Str 4, Dex 16, Con 12, Int —, Wis 10, Cha 2

Skills: Climb +1, Hide +5, Move Silently +5, Spot +2

Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm land

Organization: Colony (8-24)

Challenge Rating: 1/2

Treasure: None

Alignment: Neutral

Advancement: 1-2 HD (Tiny)

Luna-ticks are bloodsucking arachnids whose bite contains a poison that drives people insane. They are more prevalent near war-torn areas as the effect of their poison is often attributed to the psychological trauma of combat.

Luna-ticks appear as larger (1 foot diameter) versions of the common wood tick. Besides size, the other distinguishing difference is coloration. Luna-ticks are pure black except for a single pale crescent on their backs. They make a nervous chittering noise when agitated.

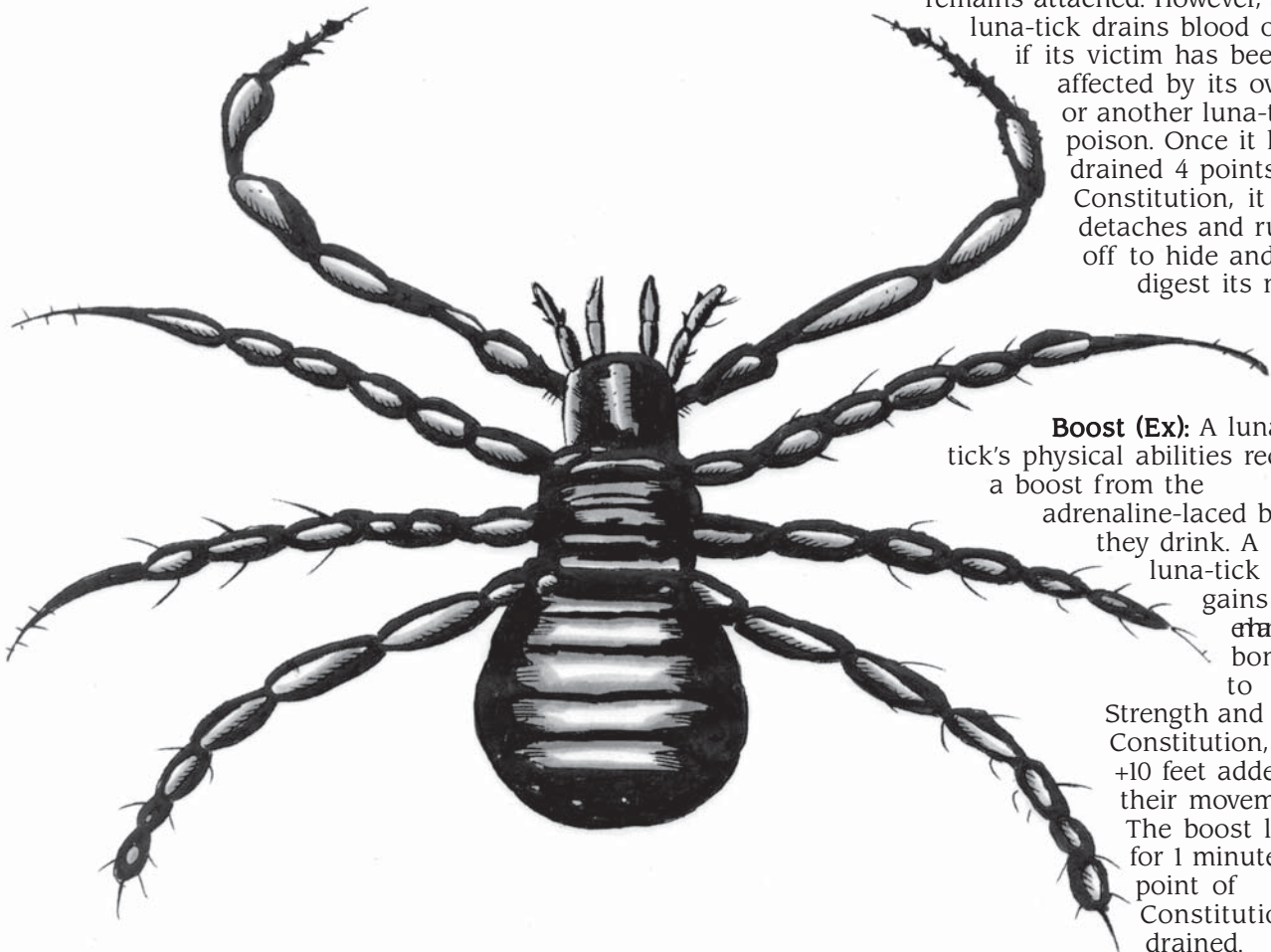
Combat

Luna-ticks tend to attack their victims as a group. They usually wait until the victim is asleep or, more commonly, drop on them from a hiding spot within the trees. They fight much more aggressively when boosted (see below).

Attach (Ex): If a luna-tick hits with its bite attack, it uses its mandibles to latch onto the opponent's body. An attached luna-tick has an AC of 12.

Blood Drain (Ex): A luna-tick drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. However, a luna-tick drains blood only if its victim has been affected by its own or another luna-tick's poison. Once it has drained 4 points of Constitution, it detaches and runs off to hide and digest its meal.

Boost (Ex): A luna-tick's physical abilities receive a boost from the adrenaline-laced blood they drink. A luna-tick gains a +4 ~~attack~~ bonus to Strength and Constitution, and +10 feet added to their movement. The boost lasts for 1 minute per point of Constitution drained.





Darkvision 60 ft. (Ex): Luna-ticks can see in complete darkness within 60 feet. Darkvision is black and white only.

Poison (Ex): Luna-ticks have a poisonous bite (Fortitude save, DC 12). Initial and secondary damage is 1d6 Wisdom. If either save is failed, a Will save (DC 15) must be made or the subject suffers from acute paranoia (treats everyone as an enemy) until the poison damage is healed. When attached, a luna-tick can inject its poison each round without having to make a new attack roll.

Verm: Immune to mind-influencing effects.

Adventure Seed

The heroes have been given the mission of rescuing an OSI operative from behind enemy lines. The operative has information that has been given top priority by the OSI brass; they are even willing to sacrifice the operative's cover to retrieve it. It is absolutely clear that everything is secondary to gaining that information.

The contact point is a small deserted farming village. When the heroes arrive in late evening though, things are not well. The operative fell asleep while waiting for them and was bitten by a luna-tick, one of a colony that lives within the village. The now paranoid operative is currently at -4 to Constitution and -7 to Wisdom.

The heroes must somehow capture a covert specialist who is now hunting them and deal with the colony of luna-ticks that is looking for their next psychotic meal.

Master Chefs of France

Medium Humanoid

Hit Dice: 6d8+30 (hp 57)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 12 (+2 Dex)

Attacks: Cleaver +7/+2 melee, thrown cleaver +6 ranged

Damage: Cleaver 1d6+3, Cleaver Thrown 1d6+3

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

Special Attacks: None

Special Qualities: Fast healing 10, immunity to poison, keen senses, long life.

Saves: Fort +12, Ref +4, Will +2

Abilities: Str 16, Dex 14, Con 20, Int 14, Wis 10, Cha 15

Skills: Alchemy +6, Bluff +4, Diplomacy +3, Gather Information +5, Profession (Chef) +10*

Feats: Improved Initiative, Secret Ingredient

Climate/Terrain:

Anywhere in France!

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Lawful evil

The Master

Chefs can

trace the

origin of

their

order

back to

the

Marquis

De

Sade.

It is

said that

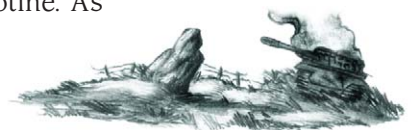
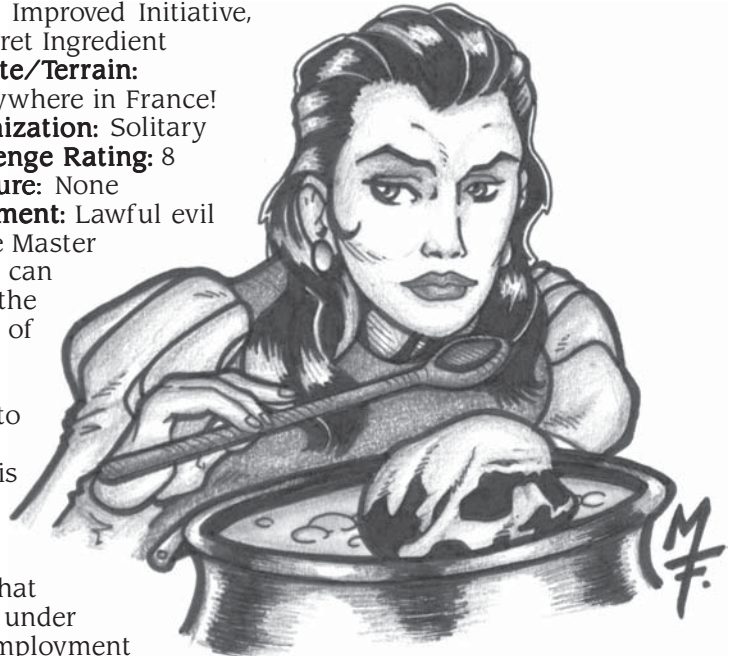
while under

the employment

of the Marquis that Arnaud Picard first developed and used the Secret Ingredient that gives the Chefs their robust health and long lives.

When the Marquis fell from power Arnaud fled Paris for the rural mountains of southern France. Here he honed his craft, creating magnificent dishes that delighted all who were lucky enough to eat them. When the locals became suspicious of his eternal youth he quietly slipped away in the night. That was his existence for decades. He became lonely. He wished to have someone to share his long life, someone with whom he could share his work. And so he took his first and only apprentice, Marie. Marie embraced the work. She was not content to just cook and eat the dead, she wanted fresh meat. Marie secretly taught others and the order was born.

When Arnaud learned of the people Marie and her followers murdered, he was horrified. He had never killed someone just to cook them. He created the Secret Ingredient from corpses. He made due with natural deaths. Marie and her followers turned on Arnaud. Arnaud was the main course at a festival celebrating the Chefs' freedom and power. The Chefs killed and ate every one in the village. Marie and her twelve followers dispersed across France to find others to train. They didn't all unite again until the Revolution, when the blood being spilled in Paris called them all together. Some of the most grizzly and exquisite meals were prepared with the bodies of those royals who lost their heads to the guillotine. As





the mob's bloodlust faded the Chefs knew it was time to flee once more. Many took jobs as chefs for the wealthy and powerful. Having tasted city life, they were loathe to give up the delicacies a life of privilege offered.

Perhaps the most surprising trait of these immortal cannibals is their fanatical devotion to France. Maybe it was because they were present for the Revolution; maybe they just like German cuisine. They have done an excellent job of infiltrating the Nazi power structure; every Nazi officer wants his own personal chef. The Chefs are very good at blending into the background; they've had decades to practice.

Marie is the oldest of the Chefs and only now after centuries of existence is she starting to show her age. Marie suspects that one of the others has altered the Secret Ingredient so that it no longer affects her. She is correct. Her supply of the Secret Ingredient has been tampered with, but she's bidding her time to see who is moving against her. She is suspicious of all the other Chefs as only one of them could have succeeded at learning and altering the recipe of the Secret Ingredient. Imagine then the horror Marie felt when she caught a glimpse of Arnaud Picard at one of her employer's parties.

Advancement

The Chefs consider themselves the peak of humanity and have no desire to be more. Due to the Nazi occupation, some Chefs have joined the Resistance in France. These Chefs have levels in Resistance Fighter. Their devotion to France is such that they feel they must oppose the Nazis in every way possible.

Combat

The Chefs avoid combat if possible, but when forced, they can fight quite well with a wide variety of kitchen utensils. They are especially fond of throwing kitchen knives and meat cleavers.

Fast Healing: The dietary habits of the Chefs grant them extremely rapid healing. They recover 10 hit points a round when injured.

Immunity to Poison: The Chefs are immune to the effects of all poisons.

Keen Senses: The Chefs' senses are sharpened to such an extent that they receive a +5 on all Spot, Listen, and Profession (Chef) rolls.

Long Life: The long life enjoyed by the chefs has granted them an additional +6 skill points.

Secret Ingredient: This feat allows the Chefs to create their special spice, that they simply call their "Secret Ingredient." It gives them unnaturally long life and all their other powers. The creation of the spice involves alchemy and human corpses. They never teach this feat to anyone who is not French and not already a gifted chef. When consumed, it grants a +2 enhancement bonus to all physical attributes for one week. It takes years of daily ingestion to become like the Chefs. Only Marie and Arnaud know the exact recipe. The others get their Secret Ingredient from Marie.

Adventure Seed

The French Resistance has a problem; some of their best placed operatives are being killed. They believe they have a spy in their midst. They request help from the Allies. They need an independent investigation of the murders. The heroes have all the right skills to find and flush out this double agent. When the heroes arrive in France they encounter very little in the way of cooperation. Every Resistance member they meet seems to be hiding something. Is it that they don't trust the outsiders or is there something else?

Things turn bad and the heroes are about to be picked up for questioning by the Gestapo. They are saved by a dashing Frenchman who introduces himself as Arnaud Picard. Arnaud promptly tells them that the spy is Marie Gabelle, chef to a high-ranking Nazi party member in Paris. He offers to help the heroes kill Marie. If the heroes accept Arnaud's help and his story, no matter who they check with no one has heard of Arnaud. The heroes find themselves embroiled in a kind of family feud. Arnaud has already altered Marie's supply of the Secret Ingredient but he wants to make sure she doesn't warn the others. Arnaud also enjoys taking revenge on all those who betrayed him so long ago.

If they haven't learned the truth by the final confrontation with Marie, have Arnaud spell it out for them. It might also prove interesting to have the SS on the case. It would definitely add some spice to the final conflict. If the heroes let him go he turns over his supply of the Secret Ingredient as a thank you. He does not tell them how to make it. He says that his work must not fall into the hands of the Nazis for he has seen the horrors they have committed firsthand; an un-aging Hitler is something that must not happen.





Mind Reaper

Small Humanoid (Human)

Hit Dice: 5d8 (22 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 12 (+1 size, +1 Dex)

Attacks: Pistol +2 ranged

Damage: Pistol 2d6

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

Special Attacks: Mind wrack, mental stun, spells

Special Qualities: Detect thoughts, mental link, mind wipe

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 7, Dex 13, Con 11, Int 19, Wis 15, Cha 13

Skills: Bluff +9*, Concentration +6, Diplomacy +8*, Gather Information +9*, Hide +8*, Innuendo +9*, Intimidate +8*, Listen +5, Move Silently +4, Search +5, Sense Motive +9*, Spot +5

Feats: Firearm Proficiency, Iron Will

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Lawful evil

Advancement: by character class

Years of experimentation with occult mind strengthening rituals have given a few select Nazis the ability to invade people's minds, taking whatever information they desire. This supercharging of the brain came at the cost of atrophied bodies. Shrunken, twisted, and deformed, the mind reaper now only has one pleasure in life, the violation of another's mind.

The deformities encountered in the mind reapers are as varied as the stars, but the most common is a shrunken body. Most stand only two to three feet tall with extremely short arms and legs. Their powerful mind more than makes up for their ailing body. They have the ability to project images into others' minds, steal their thoughts, erase memories, and incapacitate someone with intense brain cramps. Sly, conniving, twisted little men, the mind reapers never relent until they have retrieved the information they desire.

The mind reapers often stay in hidden laboratories where the occult scientists attempt to push their minds further and further in an attempt to create the ultimate mental soldier. They have met some success in pushing their mental limits, but their bodies

can't take it—their bodies simply give out. Until the scientists can find a way to preserve and strengthen the body as well as the mind, the mind reapers' mental development is stunted by their physical limitations.

Combat

The mind reaper often invades his target's mind before making his presence known, seeking to find a weakness to exploit within the target. He knows who is hurt, who is low on ammo, and who makes the easiest target for elimination. The mind reaper often attempts to weaken its opponents through devastating mental attacks, as well as making situations seem worse than they really are by implanting hypnotic images into his target's mind before closing in for the capture or kill.

Detect Thoughts (Sp): A mind reaper can continuously detect thoughts as the spell cast by a 15th-level Wizard (save DC 16). It can suppress or resume this ability as a free action.

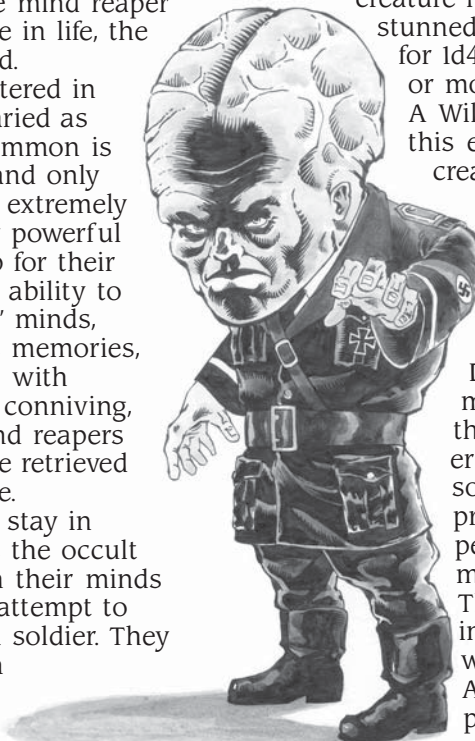
Mind Wrack (Su): The mind reaper creates a telepathic link with the target, through which he forces feelings and images of intense agony. This causes 1d6 Temporary Str and Dex damage. A Will save (DC 16) negates this effect.

Mental Stun (Su): The mind reaper sends a flash of psychic energy coursing through a target creature's brain, halting its thought processes. If the target creature has 3 or less HD it is stunned for 2d4 rounds, 4-5 HD for 1d4 rounds. Creatures of 6 or more HD are not affected. A Will Save (DC 16) negates this effect. A stunned

creature can't act, loses any Dexterity bonus to AC and drops any held items. Attackers gain +2 bonuses to attack it.

Mind Wipe (Su):

Delving deep into the minds of their victims, the mind reapers can erase portions of someone's mind. This process takes one minute per ten minutes of memories to be erased. The mind reaper must be in continuous contact with the target creature. A Will save (DC 22) prevents this memory





loss. The process is not perfect and there is a chance that the memories resurface over time at the War Master's discretion.

Mental Link (Ex): Through the continual use of detect thoughts, the mind reapers know exactly what needs to be said to have the most effect on people. This extraordinary ability grants them a +6 circumstance bonus to all Charisma-based skill checks and skill checks used for interacting with PCs and NPCs.

Spell-Like Abilities: At will—*hypnotism*, 3/day—*suggestion*, *dominate person*, *minor image*, *confusion*, 1/day—*major image*.

Skills: Due to their small size, Mind Reapers receive a +4 racial bonus to Hide checks. Their highly developed brains grant them an additional 18 points for general skills.



Adventure Seed

Shortly after the party recovers vital information about the Nazi forces and their future plans, the SS dispatches a mind reaper to hunt the heroes down, find out what they know, and erase it. The mind reaper finds people that the party has made contact with, or is supposed to make contact with, on their way back to HQ, rips the information he needs from their minds and leaves them catatonic or dead.

When the mind reaper has enough information, it sets an ambush and prepares to stop the party from spreading its intel.

Muumuu

Large-Size Giant

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (-1 size, +2 Dex, +5 natural)

Attacks: Claw +8

Damage: Claw 1d8+5

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

Special Attacks: None

Special Qualities: Darkvision 60 ft., scent, tree stride

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 21, Dex 14, Con 15, Int 5, Wis 12, Cha 7

Skills: Balance +3, Climb +10*, Hide +4, Listen +2, Move Silently +4, Wilderness Lore +2.

Feats: Alertness, Track

Climate/Terrain: Jungle and underground on Guadalcanal

Organization: Solitary, pair, gang (2-4)

Challenge Rating: 3

Treasure: Standard

Alignment: Chaotic evil

Advancement: By character class

The dense and tangled jungles of Guadalcanal shroud the existence of more than General Hyakutake's Seventeenth Army. The fearsome muumuu, cannibalistic ogres standing almost 10' in height, have existed in the shadow of Mt. Popomanasiu for millennia. They steal into villages during the night to drag away unsuspecting victims to be "guests" at the creatures' next

feast.





Muumuu are deceptively fast and agile for their size and are capable of scaling trees as effortlessly as an ape. They have long dark hair covering the entire body, black skin that can be seen around the eyes, sharp claws, and protruding lower canines. With their sloping forehead and simian brow, muumuu look decidedly ape-like, but are actually quite cunning and intelligent. The unsettling appearance of the muumuu is heightened by the stench of carrion that hangs over them, a result of the blood caked into the fur and their fetid breath.

Legends speak of a cave in Mt. Popomanasiu that leads to a subterranean land from which the muumuu originate. No sign of this cave has ever been found. Nevertheless, muumuu do in fact live within caves honeycombed into the ridges of Guadalcanal, their entrances masked by dense foliage and tree roots.

Combat

Muumuu prefer to ambush opponents or steal up on them while they sleep whenever possible (many reports of Marines being abducted from their foxholes around Henderson Field are falsely attributed to Japanese patrols, but are in fact the work of hungry Muumuu). Cunning warriors, they employ tactics that are sound if not brilliant. They take advantage of cover and their ability to move effortlessly among the jungle canopy.

Tree Stride: Muumuu can move about effortlessly in the trees, climbing as fast as a man can run. It moves at a base speed of 30 feet, and receives a +5 bonus to Balance, Climb, Move Silently, and Tumble checks when moving through the jungle canopy.

Skills: The muumuu receives a +5 racial bonus to the Climb skill.

Adventure Seed

An aircraft operating from Henderson Field goes down somewhere in the jungle, and the PCs are sent to recover the crew. Once they arrive at the crash site, having dodged Japanese patrols and hacked passage through some of the most hostile jungles in the world, the heroes find evidence of a grim battle, but no sign of the missing crew or any tracks leading away from the wreck.

In fact, the muumuu have overwhelmed the airmen and taken them to back to their lair (a cave obscured by tree roots and foliage) for consumption. The only way for the PCs to track them is to home

in on the occasional cries of the crew as they watch their companions die in horrible fashion

Eventually, the heroes may figure out that the muumuu use the trees to move about unseen, but will this discovery come soon enough to save the characters from the bloodthirsty creatures that are now stalking them as well? And can the heroes move through the inhospitable terrain fast enough to rescue any of the aircrew?

Nuba Oni

Large Monstrous Humanoid

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (+1 Dex)

Speed: 35 ft.

AC: 13 (+1 Dex, +3 natural, -1 size)

Attacks: +5 ranged, katana +8 melee, 2 claws +8 melee, gore +8 melee

Damage: By weapon, katana 1d10+4, claws 1d6+4, or gore 1d8+4

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

Special Attacks: Fear aura

Special Qualities: Damage reduction 10/+1, resistance to fire 20

Saves: Fort +4, Ref +5, Will +4

Abilities: Str 19, Dex 13, Con 16, Int 12, Wis 10, Cha 9

Skills: Climb +9, Hide +6, Jump +9, Listen +5, Move Silently +6, Spot +5, Swim +6

Feats: Armor Proficiency (light), Automatic Weapon Proficiency, Cleave, Firearms Proficiency, Martial Weapons Proficiency (katana), Power Attack, Simple Weapons Proficiency

Climate/Terrain: Any

Organization: Crew (2-5)

Challenge Rating: 4

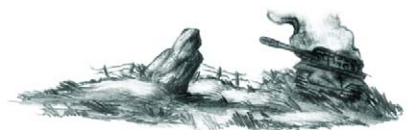
Treasure: None

Alignment: Lawful evil

Advancement: 4-6 HD (Large), 7-16 HD (Huge)

Reports of demons near villages in the shadow of Mount Fuijama reached the ears of members of the Kuromaku. An immediate investigation was ordered and the tales were found to be true. A tribe of Nuba Oni was found terrorizing a small village.

The investigative team was able to conquer its fear and began a conversation with the raiders. The team told the oni that they were "representatives" of the Imperial Court. This exaggeration impressed the tribe—who believed in Imperial divinity—and provided enough influence for the Kuromaku to bring the oni under their control. The Nuba Oni tribe became a new pet project for the Kuromaku.





After seeing the terror these raiders created an idea was developed. The Nuba Oni would be used on remote enemy front lines as soldiers. The Nuba Oni were given uniforms and training with modern weapons and tactics. Once training was completed, the oni were smuggled to various islands in the Pacific with Kuromaku officers.

The Nuba Oni have large, bull-like horns and tower over an average size human. They have red-tinted skin with great fangs and long talons.

Combat

While the Nuba Oni have been issued pistols and machine guns they do not think to use them unless ordered by their Kuromaku commanders. They prefer to rush in and spread fear among their opponents and then use their katana or hands to rend and slash those who remain.

Fear Aura (Ex): All enemies in a 10-foot radius must make a Will save (DC 15) or become frightened. Those who successfully save against the fear aura may not be affected by it for 24 hours. The Nuba Oni may suppress this ability at will.

Fire Resistance (Ex): Nuba Oni have fire resistance 20.

Feats: Due to the training they received, all Nuba Oni are proficient with simple weapons, firearms, automatic weapons, and light armor.

Weapons/

Possessions:

Nambu
Model 14
8mm pistol,
30 rounds
of 8mm,
Model 99
7.7mm Light
machine gun,
90 rounds of
7.7mm, 2 Model 99
hand grenades,
katana.

Adventure Seed

While getting some R & R on a small island on the edge of the current theater, the characters begin to hear rumors of devils attacking Marines on patrol. The only witness to these attacks that can be found is in the base hospital recovering from serious burns he received during the attack.

The medics believe that he is hallucinating and that the devil attack story it is a result of his flamethrower malfunctioning and the death of his squad. They tell the characters that the flamethrower was somehow punctured and the Marine was burned as a result. The rest of the squad was killed by bullets and stab wounds.

They also provide the characters with the last known location of the Marine patrol. When the characters find the location, the Nuba Oni also find them.

Orang-bati

Medium-Size Monstrous Humanoid

Hit Dice: 1d8 (5 hp)

Initiative: +1 (Dex)

Speed: 30 ft., fly 75 ft. (Poor)

AC: 11 (+1 Dex)

Attacks: Liver Cutter +1 melee or +2 ranged

Damage: Liver Cutter 1d6 or 1d8

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

Special Attacks: Mournful wail

Special Qualities: Low-light vision, monkey climb, sacrificial magic

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

Abilities: Str 11, Dex 13, Con 10, Int 9, Wis 11, Cha 8

Skills: Climb +10, Hide +4, Listen +3, Move Silently +4, Search +3, Spot +3, Wilderness Lore +3

Feats: Dodge, Flyby Attack

Climate/Terrain: Any jungle, mountain, or underground in Indonesia (and perhaps elsewhere in Asia)

Organization: Solitary, mated pair (2), hunting party (3-4), rookery (11-20, plus 30% noncombatants, 1 3rd-level chieftain, and 1 3rd-level shaman leader).

Challenge Rating: 1

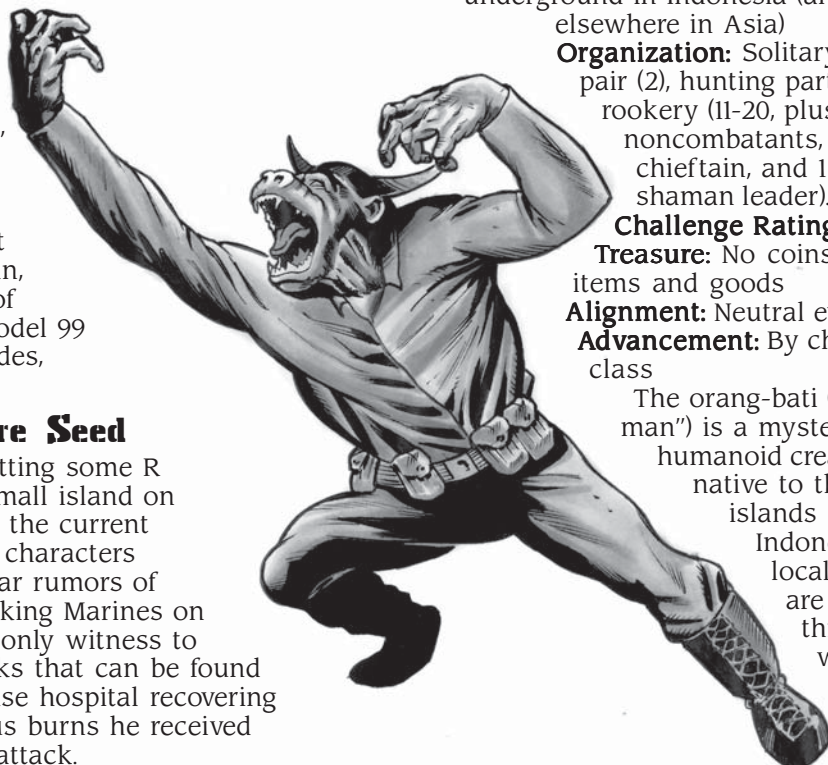
Treasure: No coins; standard items and goods

Alignment: Neutral evil

Advancement: By character class

The orang-bati ("flying man") is a mysterious humanoid creature native to the Molucca islands in

Indonesia. The local natives are terrified of this creature, which stands 4-5' tall, with black





Weird Wars

bat-like wings, red skin, and a long thin tail. The orang-bati's face and upper torso resembling that of a human, with larger eyes, dark, sharp-pointed ears, and a muscular chest and arms. The lower body has the hairy legs and feet of an ape.

Large numbers reportedly inhabit the dead volcanoes within the densely forested, rugged interiors of the Molucca Islands. At night, they fly to the coastal villages, emitting mournful wails that frighten even the bravest of men and make off with helpless victims, generally children. The captives are sacrificed to fuel the dark magic of their shamans, after which the rest of the rookery feeds upon the remains.

As a whole the orang-bati are ambivalent about established orders, respecting only strength. They believe change can improve lives, and thus there are incessant challenges to tribal leadership. In their twisted minds, they also believe that a change in humanity's established order, replacing our society with a feudal structure with the orang-bati at the top, would make human lives better as well. They are even able to rationalize the ritual slaying of humans by claiming that death frees them from a life of misery. Thankfully for humanity, orang-bati numbers do not match up well with their ambitions, and they remain a threat only to isolated villages and lone travelers.

While the greatest number of orang-bati sightings comes from the Moluccas, they are also reported throughout remote areas of Indonesia. Similar creatures are said to inhabit areas of Asia as widespread as the Philippines, Vietnam, and even as far away as Siberia. Perhaps these orang-bati colonies are the degenerate remains of an ancient and thriving civilization?

Combat

Orang-bati exploit their advantages to the fullest. They attack in slashing dives intended to wear down opponents without providing a target in return. They

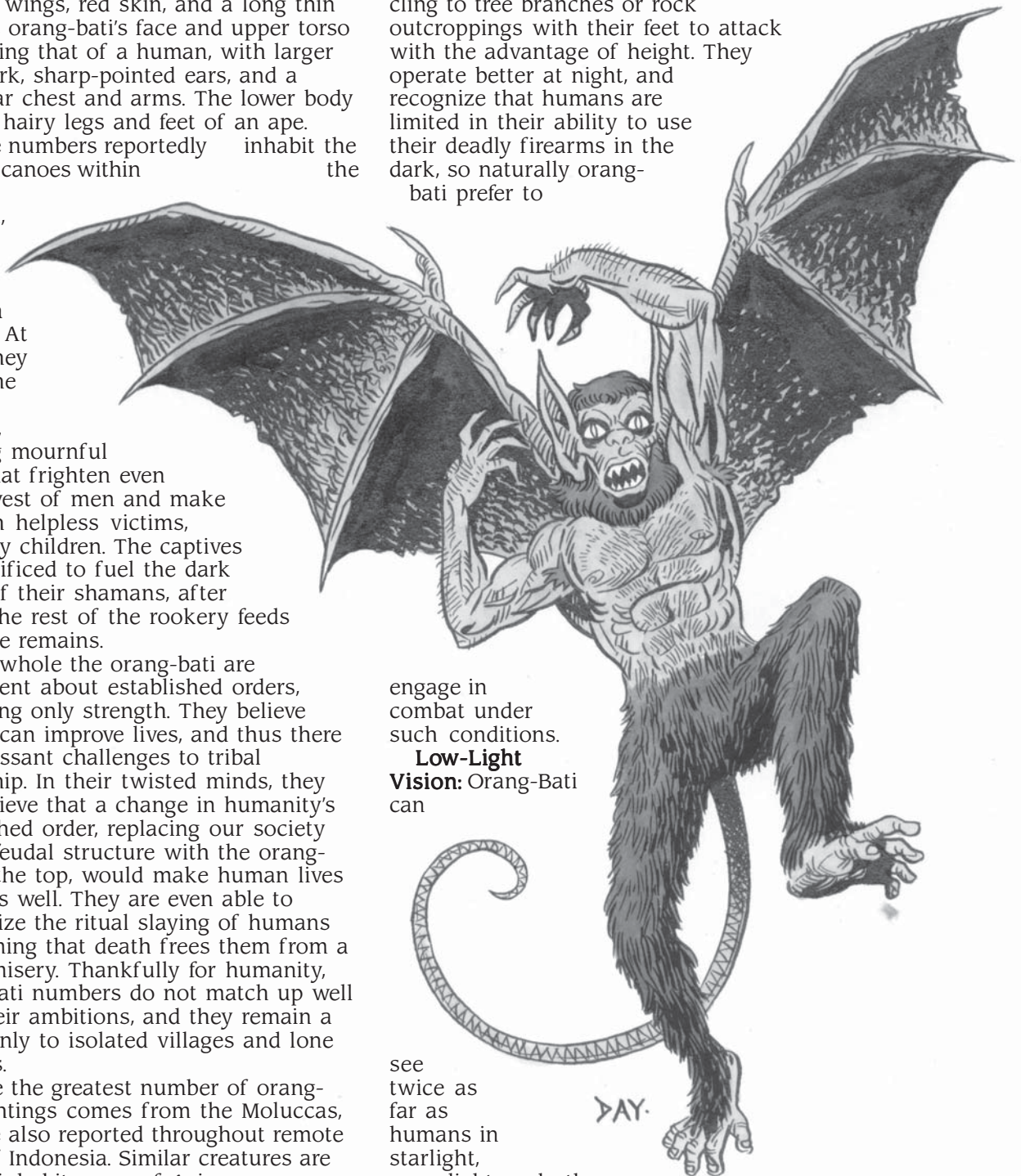
cling to tree branches or rock outcroppings with their feet to attack with the advantage of height. They operate better at night, and recognize that humans are limited in their ability to use their deadly firearms in the dark, so naturally orang-bati prefer to

engage in combat under such conditions.

Low-Light Vision: Orang-Bati can

see twice as far as humans in starlight, moonlight, and other low light conditions.

Mournful Wail: The cry of an orang-bati sends shivers up the spine of those who hear it. At the mere sound of their wail, characters must succeed at a Will save (DC 13) or be affected as per the spell *random action*. In addition, those who fail suffer -1 to attack rolls and saves against fear for the next 1d4 minutes. Whether or not the save is successful, that creature cannot be affected by this ability for one day.



DAY.





Monkey Climb: The orang-bati have powerful, monkey-like legs that allow them to climb trees effortlessly (they receive a +10 bonus to Climb checks). In addition, they need only use their legs to climb, allowing them to use their other limbs freely to fight and cast spells. They do not lose any Dexterity bonus to AC when climbing.

Sacrificial Magic: Shaman leaders initiate bloody rituals to fuel their power. At dawn of each day, an orang-bati shaman may sacrifice a human child to double the normal amount of 1st-level spells it can cast that day. Only one such ritual can be performed per shaman in a single day.

Liver Cutter: This weapon is a flattened, roughly violin-shaped club carved from bone. Measuring just over a foot in length, its edges are sharpened and occasionally set with animal teeth. It can be wielded as a club, using the flat of the weapon, or as one would an axe, swinging down with the sharp edge in a cleaving fashion. The liver cutter can also be used as a thrown weapon.

A nimble weapon, skilled wielders can attempt to aim at vulnerable locations on an enemy, thereby inflicting 1d8 points of damage instead of 1d6, by accepting a -2 penalty to hit. This can only be done with the sharpened edge.

Cost: NA; **Damage:** 1d6 or 1d8; **Critical:** 18-20/x2; **Range Increment:** 10 ft.; **Weight:** 1 lb.; **Type:** Slashing/Bludgeoning.

Feats: The orang-bati receive the Flyby Attack feat as a racial bonus.

Adventure Seed

The heroes are working on behalf of OSI, meeting Dutch West Indies resistance fighters in an old Christian mission. While discussing the supply of weapons to the rebels, the meeting is interrupted by Japanese soldiers. The heroes must ensure the safety of the resistance leaders and fight their way out of the encirclement, then seek shelter in the jungle until such time as the enemy patrol leaves and it's safe to rendezvous with their submarine for extraction.

While hiding in the jungle, the PCs draw the attention of an orang-bati rookery. The creatures attack and make off with the main resistance leader. They must quickly locate the orang-bati lair to affect a rescue before the rebel becomes a sacrifice, then return to the coast for their scheduled extraction—all while evading the Japanese patrols sweeping the jungle in search of the resistance fighters.

Osterskov Dragon

Large-Size Magical Beast

Hit Dice: 9d8+27 (67 hp)

Initiative: -2 (-2 Dex)

Speed: 30 ft.

AC: 12 (-1 size, -2 Dex, +5 natural)

Attacks: Trample +13 melee,

Damage: Trample 1d12+4

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

Special Attacks: Charge, head stomp, poison, spell-like abilities

Special Qualities: Damage reduction 25/-, vulnerability

Saves: Fort +9, Ref +1, Will +7

Abilities: Str 19, Dex 6, Con 16, Int 12, Wis 18, Cha 10

Skills: Intimidate +8, Listen +10, Sense Motive +13, Swim +7, Wilderness Lore +15

Feats: Blind Fight, Bull Rush, Multiattack, Track

Climate: Forest, principally along Danish/German border

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 10-13 HD (Large), 14-27 (Huge)

Legend speaks of a fiercely private beast residing in the forests along the German/Danish border region, that in the past drove off all comers from his domain. The creature has been quiet now for some centuries, and many thought it long since dead or even a myth. However, the ceaseless din of the Allied bombardment upon Germany has awakened the Osterskov Dragon from its self-assumed slumber and driven it half-mad. The foul-tempered beast once again haunts the woods.

Tradition calls the creature a dragon, but it is not in fact reptilian in form. Instead, it looks like a giant, headless ox standing some 9' at the shoulders. The bloody and messy stump of the neck emerges only slightly from between the shoulders, appearing as though it may have been ripped off as opposed to cut.

It lives in a wallow dug into the moist soil, the same wallow in which it slept for centuries. The dragon has no use for valuables per se, but jealously guards the skeletal remains of the Germanic warrior who, 1500 years past, grappled with the beast and ripped its head off before succumbing to his own mortal wounds. As befits a warrior-chieftain, the body is lavishly equipped and represents a handsome prize for anyone able to recover it.





The Osterskov Dragon is nothing if not aggressive. It attacks intruders on sight, and there is no way to reason with it. Whether there are more than one of its kind in existence is open to debate, but a search of German and Baltic folklore does turn up several tales of monstrous bull-creatures with nasty dispositions. Among them, however, only the Osterskov Dragon is headless.

Combat

The Osterskov Dragon attacks primarily by trampling foes, beginning each attack with a fearsome charge. Beforehand, depending upon the nature of the threat, it may utilize its magical abilities to wear down interlopers.

Vulnerabilities: There are only two ways to harm the Osterskov Dragon. The most obvious is to target the open wound that is its neck, where it does not enjoy damage reduction. Attackers must hit the wound's AC 16, and must actually be positioned in front of the beast so they can target this location.

The other means of damaging the Osterskov Dragon is through grappling, against which its damage reduction is ineffective (legend suggests its head may have been ripped off by a heroic warrior before perishing from the poison blood of the beast).

Poison Blood: Contact, Fortitude save (DC 16); initial damage 2d4 temporary Con, secondary damage 4d4 temporary Con. Anyone touching the Osterskov Dragon or engaging it in melee combat must make a Reflex save (DC 16) or come in contact with its blood.

Spell-like Abilities: It can communicate with plants at will (as *speak with plants*), and twice per day can cast *entangle*, *soften earth*





and stone, and wall of thorns. These abilities are used as the spells cast by a 12th-level sorcerer.

Charge: The Dragon typically begins a fight by charging at an opponent and bowling it over. In addition to the normal benefits and hazards of such a charge, this allows the beast to make a single slam attack that deals 2d6+4 points of damage. Characters hit by the charge attack need to make a Str check opposed by the Osterskov Dragon or be thrown to the ground.

Head Stomp: The beast attempts to pin a prone character under its mighty hooves. To do so, it must successfully grapple with the target. Pinned characters are subject to a fearsome attack, in which the Osterskov attempts to stomp the victim's head to a bloody pulp to match its own condition. Each subsequent round, the victim suffers a 4d12+8 attack; when the victim reaches 0 hit points, the head explodes.

Adventure Idea

After achieving success against a major US air raid on Munster on 10 October, 1943, using rocket-armed Bf-110 fighters to bring down several bombers, the Luftwaffe has begun experimenting with new rocket-armed variants to give the obsolescent aircraft a new lease on life. One design by Messerschmitt that has attracted favorable reviews is a Bf-110 equipped with a six-barrel revolving rocket launcher in the nose of the aircraft.

Allied intelligence is quiet concerned, and so order the PCs to infiltrate the testing facility located along the German/Danish border and evaluate the threat posed by the new aircraft. To that end, they are parachuted into Denmark. Their local contact recommends they pass into Germany through the thinly patrolled forests

straddling the western part of the border. He doesn't know that the reason this part of the border is so poorly guarded is that the Nazis, fully aware that the Osterskov Dragon has reawakened, believe no one can safely pass through the forest to infiltrate Germany.

Oyasuminasai (Dark) Ninja

Medium-size Outsider

Hit Dice: 4d8+4 (22 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., climb 20 ft.

AC: 17 (+3 Dex, +4 natural)

Attacks: Two-bladed sword +5/+0 melee, net +7 ranged touch

Damage: Two-bladed sword 1d8+1, net –

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

Special Attacks: None

Special Qualities: Climb, darkvision 60 ft., shadow walk, sun sensitive

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

Abilities: Str 12, Dex 17, Con 12, Int 10, Wis 12, Cha 9

Skills: Climb +14, Hide +8, Jump +6, Listen +6, Move Silently +8, Spot +3, Wilderness Lore +6

Feats: Combat Reflexes, Dodge, Exotic Weapon Proficiency (net, two-bladed sword), Improved Initiative,

Simple Weapon Proficiency, Track, Two-Weapon Fighting

Climate/Terrain: Any

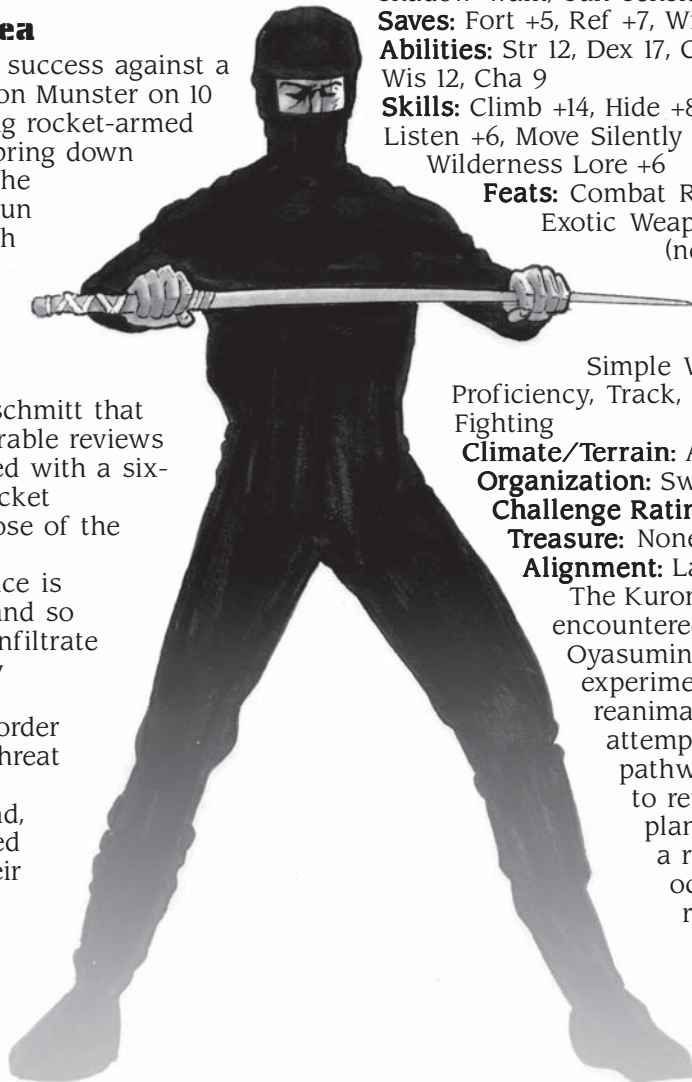
Organization: Swarm (5 to 20)

Challenge Rating: 4

Treasure: None

Alignment: Lawful evil

The Kuromaku first encountered the Oyasuminasai during experiments to reanimate the dead. In attempting to open a pathway for spirits to return to this plane of existence a rift in the ether occurred. This rift is a portal to another dimension that is home to the Oyasuminasai.





The Kuromaku have control of the portal and can grant or deny entry into our world.

The Kuromaku are able to communicate with the inhabitants of this new dimension and they require oaths of fealty from those who wish to travel through the portal. As a result of negotiations the Kuromaku have allowed several groups of soldiers through the portal.

These soldiers have vowed to serve the Kuromaku's interests for a set period time. Once that time has passed the Oyasuminasai are free to return home or stay. Since the Oyasuminasai's natural environment is darkness and they have abilities that make them natural assassins and spies the Kuromaku are using ninjas to train these new soldiers.

Oyasuminasai ninja appear to be dark complexioned, nondescript humans. Upon closer inspection their eyes resemble that of a cat.

Combat

The Oyasuminasai prefer to use stealth and darkness to their advantage prior to attack. They also prefer to use superior numbers to overwhelm their targets.

Shadow Walk (Su): The Oyasuminasai ninja has the spell-like ability of the spell with the same name, *shadow walk*. The spell is cast at a spell level of 8 up to 3 times per day. The ability is limited to returning to shadows within visual sight of the Oyasuminasai ninja.

Darkvision 60 ft.

Sun Sensitive: If exposed to full sunlight the Oyasuminasai ninja has a -4 penalty to all rolls, saves, and checks.

Skills: The dark ninjas have a racial skill Climb +8.

Feats: All Oyasuminasai Ninja have the racial feats Dodge, Exotic Weapon Proficiency (net, two-bladed sword), Simple Weapon Proficiency, Track, Two-Weapon Fighting.

Weapons/Possessions: Two-bladed sword and net.

Adventure Seed

The characters are assigned to guard duty at a hotel where an important diplomat and his entourage are located. The diplomat is scheduled to meet with Chinese officials to make plans for an offensive against a poorly defended Japanese depot.

Japanese intelligence has discovered the plot and has sent an Oyasuminasai ninja to kill the diplomat (along with the heroes, if they interfere) and disrupt the proceedings.

Pacific Trap Plant

Medium-size Plant

Hit Dice: 2d8+2 (11 hp)

Initiative: +0 (+0 Dex)

Speed: 0 ft.

AC: 12 (+2 natural)

Attacks: 2 Tentacles +2 melee

Damage: Tentacles 1d6+1

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

Special Attacks: Horrid wilting, improved grab

Special Qualities: Blind sight, plant, tentacles

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 12, Dex 11, Con 12, Int 2, Wis 10, Cha 2

Skills: None

Feats: None

Climate/Terrain: Any island

Organization: Clutch (2 to 5)

Challenge Rating: 2

Treasure: None

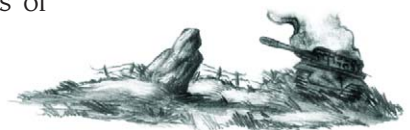
Alignment: Always neutral

Advancement: 2-4 HD (Large), 4-10 HD (Huge)

Corporal Stein dragged himself forward across the jungle floor. Over an hour had passed since he left his squad behind to do reconnaissance on a trail used by a Japanese patrol. While returning, he heard rustling in the dense foliage where his squad was waiting. Stein waited for the sentries challenge question but none came. He then whispered in a low voice "The password is Seymour," and waited. A low moan in the ferns was the only reply. Stein pushed through the thick vegetation towards the moan. As he pushed himself over a large root, he found himself staring at the desiccated corpse of one of his buddies wrapped in vines.

As he scanned the area he saw the dried-out bodies of his squad hanging like sun-parched raisins on the vine. Their bodies lay in large fern plants and were wrapped in vines. As Stein lifted his hands to his eyes to block out the sight, he noticed that one hand had become entangled in a vine. The vine had small suckers attached to his hand. Stein started to scream as the other vine wrapped around his leg and began to pull him into the gently swaying fern.

The Pacific trap plants appear deceptively benign. At a casual glance they appear to be a small copse of large ferns with vines stretched out on the ground around them. On closer examination, the carnivorous aspect of these plants can be ascertained by the pile of bones and dried-out husks of





animals located at their base near the roots. If the plants have fed recently the bodies are displayed like grisly scarecrows.

Combat

The Pacific trap plants wait until a large creature is near the center of the group. Once something has entered that area, the vine tentacles reach out and try to capture it. Once the vines have connected they begin sucking fluids out. As soon as the victim stops thrashing the plant pulls it up and props it on its base.

Improved Grab (Ex): When the Pacific trap plant makes a successful attack the opponent is held in the tentacles. The hold does not do any additional damage in future rounds. The trap plant may hold up to two medium-size opponents. For an opponent to break out of the hold an opposed grapple check must be won.

Horrid Wilting (Sp): The trap plant has the spell-like ability of the spell with the same name, *horrid wilting*. The spell can be cast at a spell level of 1 an unlimited number of times per day. The ability has a range of 0 and can only be used on opponents in a tentacle hold.

Plant: Trap plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects.

Blind Sight: Trap plants are sensitive to vibrations up to 60 feet. The creature does not have to make Spot or Listen checks to discern opponents within this range. Even without visual senses, a trap plant can attack opponents with the Blind Sight ability.

Tentacles: Pacific trap plants have two tentacles with an attack reach of 10 feet.

Adventure Seed

Local villagers that trade with the sailors stationed on their island indicate they are having a hard time finding enough fresh wild boar and want help. They think that a predator is killing off all the game on a corner of the island that is forbidden to them. They want someone from the base who is not subject to the taboo to enter the "land of ferns" and kill the "boar eater."

Pain

Large Outsider (Emotion)

Hit Dice: 15d8+60 (130 hit points)

Initiative: +4 (+4 Improved Initiative)

Speed: 60 ft.

AC: 15 (+2 Dex, +3 Natural)

Attacks: 2 Ethereal hands +15 melee, bite +10 melee, barbed wire +5 melee

Damage: Hands 2d6, bite 1d6, barbed wire 2d4

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

Special Attacks: Emotional absorption (Su), ethereal appendages (Su)

Special Qualities: Emotional being (Su)

Saves: Fort +13, Ref +9, Will +10

Abilities: Str 20, Dex 14 Con 18, Int 10, Wis 12, Cha 10

Skills: Bluff +15, Hide +17, Intimidate +15, Listen +16, Move Silently +17, Search +16, Sense Motive +16, Spot +16

Feats: Alertness, Blind-fight, Improved Initiative, Toughness

Climate/Terrain: Any

Organization: Solitary

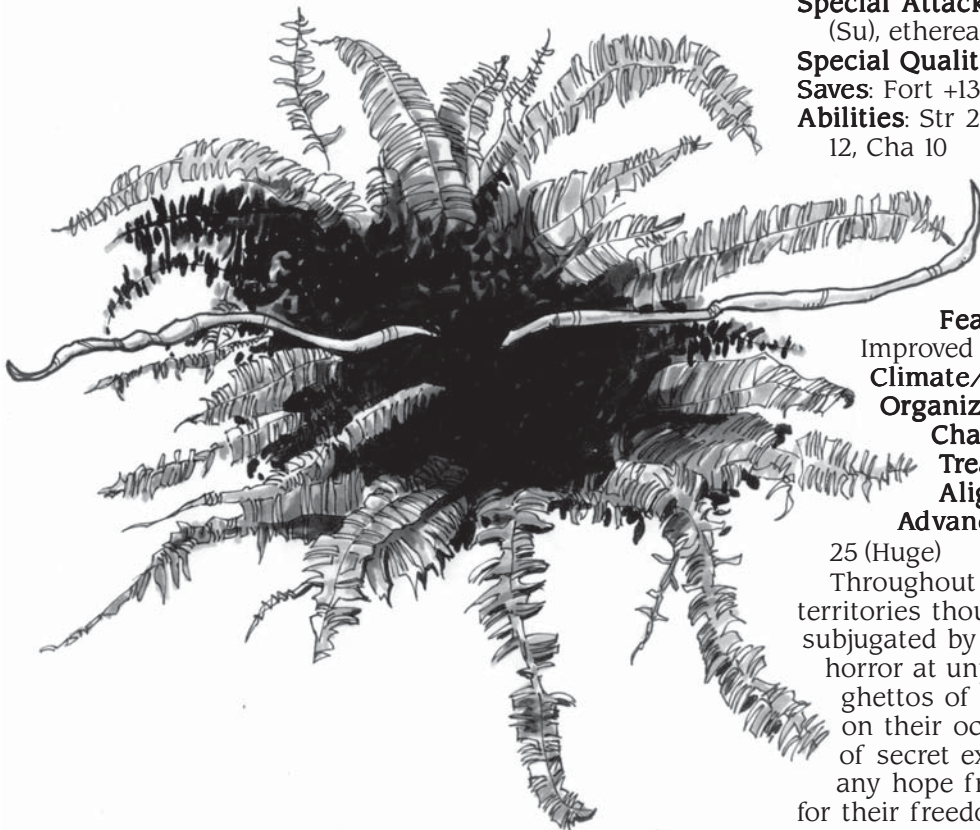
Challenge Rating: 12

Treasure: None

Alignment: Always evil

Advancement: 15-20 HD (Large), 20-25 (Huge)

Throughout the Axis occupied territories thousands of people have been subjugated by hate, terror, and untold horror at unprecedented levels. The ghettos of the East force utter despair on their occupants and the knowledge of secret extermination camps drain any hope from those who would fight for their freedom. In the West, years of





war and the fiery obliteration of entire cities leaves nothing behind but loathing for the enemy and utter desolation. In certain areas these emotions have been felt by so many for so long and so intensely that they have manifested themselves as living creatures. They have become living pain.

Pain appears as an amorphous cloud of super-condensed black smoke. The turmoil of writhing emotions within the cloud often reveals itself as screaming faces, crying children, arms clawing out for help and hundreds of other recognizably human features visible to anyone who comes face to face with its horror. Pain only occupies the area in which it was formed such as the ruins of a village, an abandoned prison, or other sites of mass tragedy. It actively seeks out other sources of strong emotions to add to its being.

Combat

Pain lies in wait, searching for new sources of strong emotions to add to its collection, absorbed in the surroundings that created it. When triggered by the presence of an emotional being such as a human or other sentient creature, black smoke begins to fill the area surrounding the being. This action is often subtle and barely noticeable to the victim.

Ethereal Appendages (Ex): Pain then utilizes its emotional memory to create composite physical forms out of the smoke such as hands, mouths, and barbed wire in an attempt to illicit a fear response from its target and bind it to a location. These attacks are considered grappling and the target is always considered to be Flat-Footed for the first attack. The grip of Pain may be broken by the target with a successful opposed STR check. When the grip is broken the appendage that had been holding the character dissipates back into the cloud. For every successful attack by Pain and

for every failed attack or STR check by the targeted characters, Pain's cloud increases in radius by 5 ft. and it receives an attack of opportunity.

Emotional Absorption (Ex):

If two or more of Pain's appendages restrain a character and that character is unable to break free, at the end of that round the character is drawn into the cloud and absorbed by it.

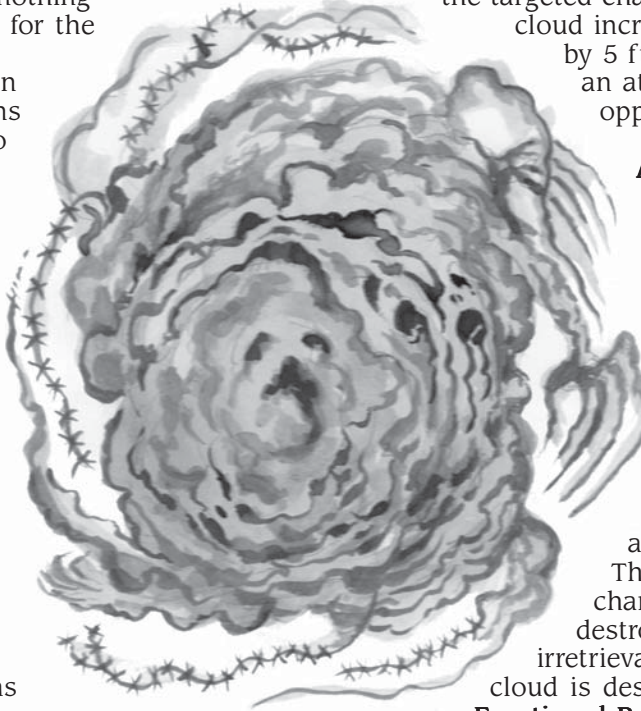
This kills the character and destroys his body. It is irretrievable even if the cloud is destroyed.

Emotional Being (Ex):

Pain can only be defeated by peace of mind. As it is a psychosomatic manifestation and not a spiritual one, it is immune to magic, and because it has no physical being, no weapons can harm it. In order to defeat Pain, an individual or group must locate the center of its origin and meditate there in order to absorb the creature and the powerful emotions it is creating into themselves.

To do this, a character attempting to meditate must sit in one location and, with their eyes closed, block out the world. They must focus only on absorbing the pain around them. On a successful Will save (DC 15, -1 per round of successful meditation) the character absorbs 1d8 (plus the character's Wisdom modifier) of Pain's hit points into their own psyche. Hit points equal to half of the resulting damage to Pain are taken by the character as subdual damage. The Pain cloud decreases a foot in diameter for every 10% of its hit points drained. Each round the character meditates successfully grants him one round of immunity to the creature's attacks.

At the end of the meditation, the characters that participated must make a final Will check (DC 20) with a +1 modifier to the DC equal to the number of HP they absorbed. If they fail, they lose 1d4+1 points of Int permanently and may develop some form of mental disease at the War Master's discretion.





Adventure Seed

A squad of OSI-led GI's has been given orders to investigate the disappearance of Colonel Bitz and his escort from a location within the Black Forest in Austria. No word or sign of the Colonel has been found and reports say that even his jeep tracks disappear abruptly without cause. When questioned, the local villagers and townspeople warn the squad against heading into the woods and relate stories of a gateway to hell where the souls of the damned have leaked out into the world. The site is actually the home to a Pain manifestation created by a mass grave hidden by the SS in the forest close to the roadside. Individuals stopping at or moving slowly past the vicinity of the grave trigger the Pain to come forward and devour them.

PaK Mule

Medium-Size Undead

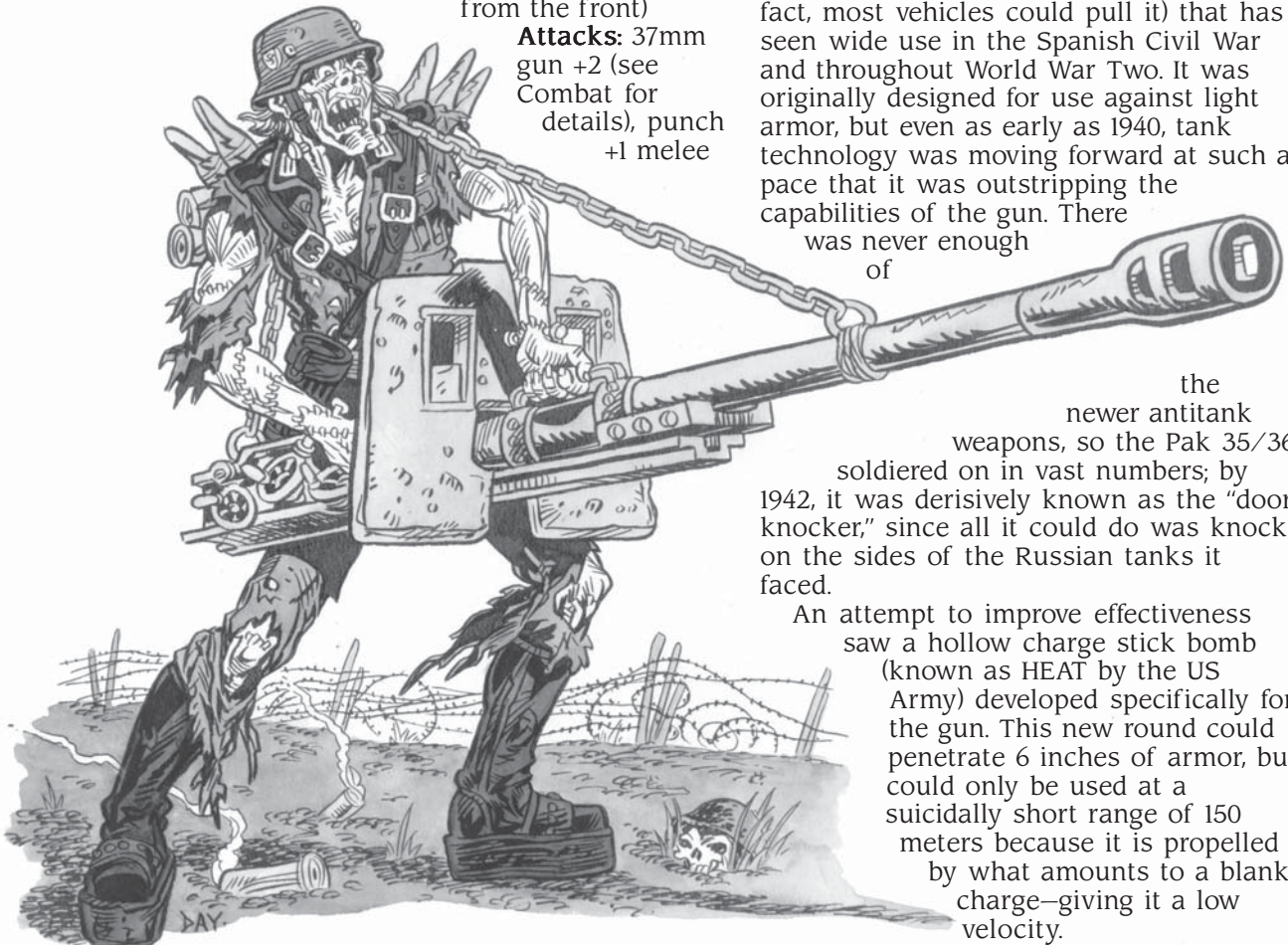
Hit Dice: 4d12 (26 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 10 (Small blast shield of PaK provides Armor 20 against attacks from the front)

Attacks: 37mm gun +2 (see Combat for details), punch +1 melee



Damage: 37 mm gun 6d10, punch 1d3+5

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

Special Attacks: Berserk, stage ambush

Special Qualities: Undead

Saves: Fort +1, Ref +2, Will +4

Abilities: Str 20, Dex 12, Con —, Int 7, Wis 9, Cha 8

Skills: Hide +8, Move Silently +8, Search +6, Spot +7

Feats: Dead Eye, Gunnery Proficiency, Point Blank Shot

Climate/Terrain: Any

Organization: Solitary, battery (2-4)

Challenge Rating: 3

Treasure: None

Alignment: Lawful neutral

As the war drags on, Germany finds itself faced with a number of challenges as its armed forces are ground down by years of total warfare. The PaK mule is an effort by the Nazi blood mages to address two of these concerns: attrition in the technical combat arms, especially tank and artillery gunners, and the gross obsolescence of the PaK 35/36 antitank gun, a weapon still in widespread use throughout the army.

The PaK 35/36 is an easy to operate and easily transportable gun (so light, in fact, most vehicles could pull it) that has seen wide use in the Spanish Civil War and throughout World War Two. It was originally designed for use against light armor, but even as early as 1940, tank technology was moving forward at such a pace that it was outstripping the capabilities of the gun. There was never enough of

the newer antitank weapons, so the Pak 35/36 soldiered on in vast numbers; by 1942, it was derisively known as the "door knocker," since all it could do was knock on the sides of the Russian tanks it faced.

An attempt to improve effectiveness saw a hollow charge stick bomb (known as HEAT by the US Army) developed specifically for the gun. This new round could penetrate 6 inches of armor, but could only be used at a suicidally short range of 150 meters because it is propelled by what amounts to a blank charge—giving it a low velocity.



Not wishing to see this promising technology wasted, but equally unwilling to risk valuable trained gun crews to operate such a suicidal weapon, Hitler ordered his blood mages to find a solution. Reanimates proved unsatisfactory in the role of gunners, so the PaK Mule was devised.

Essentially, the blood mages married the heads and nervous systems of dead and crippled gun crews recovered from the battlefield, with body parts from other deceased soldiers. The result is an automaton with a gunners' eye, intuition, and training in a powerfully built and nigh unstoppable package designed to manhandle the PaK 35/36 as a personal weapon into combat.

Combat

The PaK mule ambushes enemy armor and flees before counterfire can be directed upon it. Quick and skilled at concealment, it excels at hit and run tactics. As a result of limited rounds (a PaK mule usually carries only a dozen or so), and because the Germans like to operate their antitank weapons in a more offensive manner than the Allies are accustomed to, PaK mules are most often deployed in batteries and coordinated from afar by a blood mage.

Ambush: Assuming it has time to take 20 when preparing and ambush, the PaK mule get a +4 circumstance bonus to its Hide check and +2 bonus to Initiative.

Berserk: Herein lies the PaK mules greatest weakness. When wounded, it must make a Will save (DC 10+damage taken) or go berserk, throwing itself madly into melee combat. While berserk, it gains an additional melee attack and gains a bonus 1d3 to its damage rolls. Unfortunately, it cannot distinguish between friend and foe, and strikes out at any living thing (and failing that, inanimate objects) within sight.

37mm gun with HEAT Rounds:

Damage: 6d10 (AP); **PV:** 95/5; **Burst:** 0; **Critical:** x2; **Range Increment:** 75 yards; **Action:** Breech; **Type:** Piercing; **Weight:** 1,500

Adventure Seed

An armored company has outpaced its infantry support and has been cut off by a battery of PaK mules amongst the ruins of a town. The more mobile mules ambush the Allied tanks and flee before retaliation is possible, resulting in mounting casualties. The loss of a company of troops would be disaster enough, but the situation is made even

worse because a hard-charging firebrand battalion leader, with maps and knowledge of the entire offensive, was caught along with his vanguard. The PCs are tasked with linking up with the trapped troops and helping them break out.

The action becomes one of hide-and-seek, with the PCs hunting and in turn being hunted by the PaK mules through the ruined town. Its also one of desperation, as a Waffen-SS Kampfgruppe is racing to encircle the town and eliminate any hope of escape.

Panzerschrek

Medium-Size Undead

Hit Dice: 3d12 (19 hp)

Initiative: +3 (Dex)

Speed: 10 ft., fly 40 ft. (good)

AC: 14 (+3 Dex, +1 deflection)

Attacks: Panzerschrek 88mm rocket +4 ranged

Damage: Panzerschrek 88mm rocket 6d8

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

Special Attacks: Envelopment

Special Qualities: Damage reduction 20/-, rejuvenation, smoke form, true death, weapon bound

Saves: Fort +1, Ref +4, Will +0

Abilities: Str 2, Dex 17, Con —, Int 10, Wis 4, Cha 12

Skills: Hide +13, Intimidate +4, Listen +3, Spot +5

Feats: Point Blank Shot

Climate/Terrain: Any land or underground

Organization: Solitary, section (2-5), or squad (6-12)

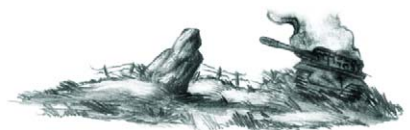
Treasure: None

Alignment: Neutral evil

Advancement: 4-6 HD (Medium-size)

Panzerschrek's (literally "tank fear") are spirits of deceased tank crews conjured by blood mages to serve as expendable antitank killers. Manifesting in roughly human-shape, they are composed of acrid black smoke that smells of burning diesel fuel. Small arms fire and stabbing weapons pass through them, leaving bloodless holes through which light passes, though massive damage (such as a tank shell) disperses the creature's smoky form.

The spirits have no ability to speak and no personality to speak off; they are simply tools to be manipulated by blood mages for the sole purpose of stopping enemy tanks. A temporary expedient that was never envisioned for greater utility, the blood mages put little effort into their creation; they are therefore inherently unstable.





To provide a modicum of stability and material cohesion, the blood mages have etched runes into the antitank weapons the panzerschreks have been conjured to wield, effectively binding them to the weapon. Should they become separated from their weapon, the spirit's material form harmlessly disperses, to reform several days later.

Panzerschreks made their combat debut in the frozen wastes of Russia, and have proved their worth. They may become even more instrumental as the war wears on and Allied resources begin to outstrip the industrial capacity of Germany to produce tanks.

Combat

In most cases, a panzerschrek fights only with its antitank weapon. The creature maneuvers to point blank range before firing, and does not waste its valuable

ammunition on lesser targets unless absolutely necessary. A panzerschrek fights because it's bound to do so, rather than because it chooses to do so, and therefore most show little sign of maliciousness.

Smoke Form: The panzerschrek is more or less solid, able to engage in manual activities and lift items up to 20 lbs. in weight. It may pass through small holes or narrow openings, but cannot enter water or any liquid and is subject to dissipation by (a Moderate wind disperses it in 4 rounds, Strong wind in a single round).

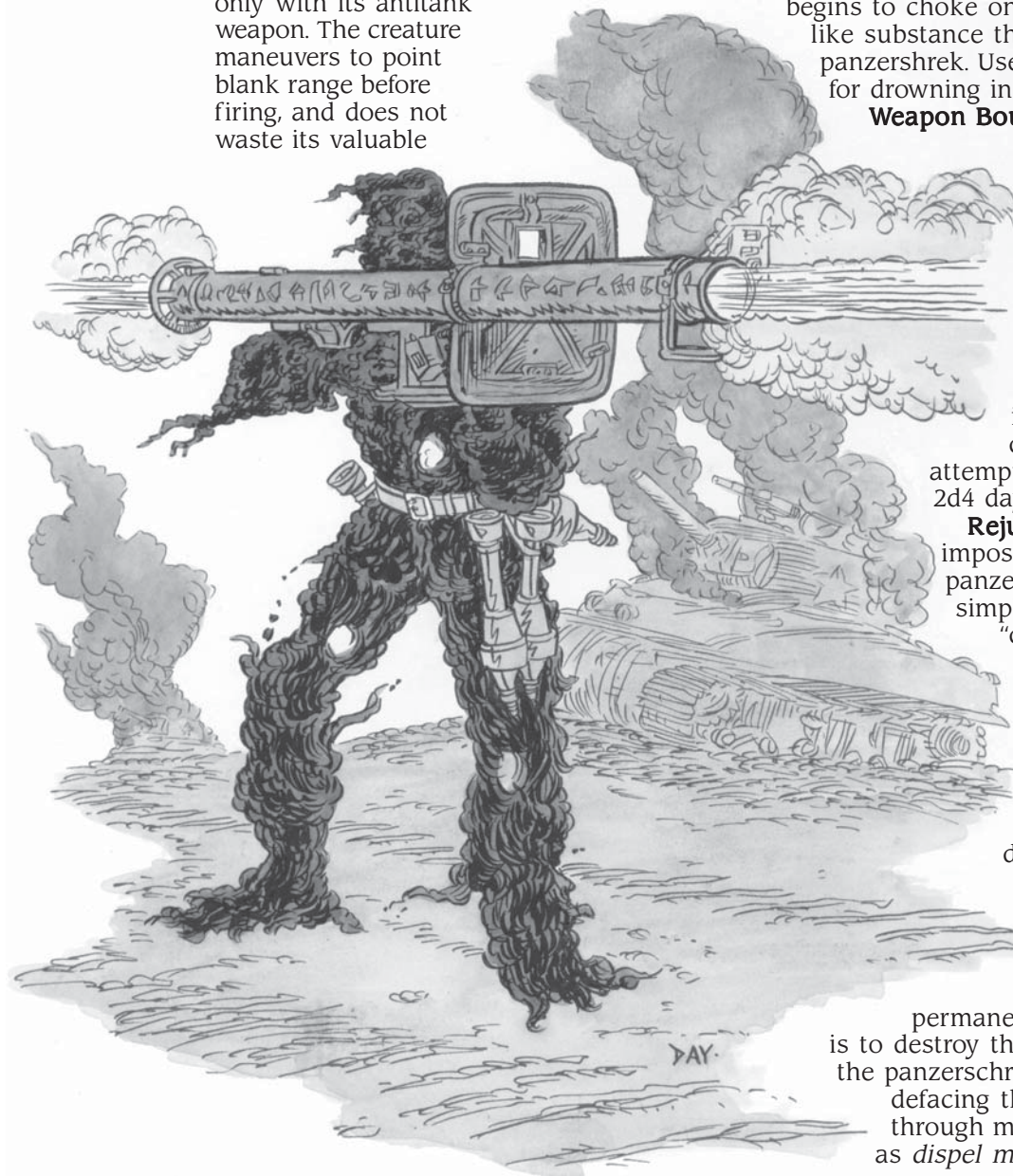
Envelopment: The panzerschrek is capable of only a limited attack; engulfing opponents by moving on top of them. It fills the area around one Medium-size or smaller opponent without provoking an attack of opportunity. The target then begins to choke on the acrid smoke-like substance that makes up the panzerschrek. Use the standard rules for drowning in the *DMG*.

Weapon Bound: A panzerschrek is permanently bound to a specific antitank weapon when conjured. It cannot be separated from its weapon by more than 5 feet; if it does stray more than 5 feet, the panzerschrek immediately disperses and must attempt to reform itself in 2d4 days.

Rejuvenation: It's impossible to destroy a panzerschrek through simple combat: the "destroyed" spirit simply restores itself in 2d4 days, manifesting to the location of its weapon. A creature that would otherwise be destroyed returns with a successful level check (1d20+HD) against DC 16.

True Death:

The only ways to permanently "slay" the spirit is to destroy the weapon to which the panzerschrek is bound, or by defacing the arcane symbols through magical means (such as *dispel magic*).





Adventure Seed

At the behest of OSI, the PCs are scouring a battlefield where Allied tank crew reported seeing ghostly apparitions. They stumble upon several antitank weapons with unidentified arcane glyphs etched into them. Unsure what to make of the discovery, the heroes are ordered to return with their cache to HQ, where a detailed analysis will be conducted.

Several days later, the panzerschreks begin to come to life and raise havoc. Destroying the HQ is not the only thing on the minds of the panzerschreks, however, what with an even more tempting target nearby: a refueling battalion of Sherman tanks.

Papuan Dragon

Huge-Size Animal

Hit Dice: 7d8+28 (59 hp)

Initiative: +2 (Dex)

Speed: 40 ft., swim 30 ft.

AC: 15 (-2 size, +2 Dex, +5 natural)

Attacks: Bite +12 melee

Damage: 1d8+7

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: Camouflage

Saves: Fort +9, Ref +4, Will +3

Abilities: Str 25, Dex 14, Con 19, Int 2, Wis 12, Cha 2

Skills: Hide +6, Listen +4, Move Silently +6, Spot +5, Swim +5

Feats: Power Attack

Climate/Terrain: Jungle, swamp, and mountains of New Guinea

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Neutral

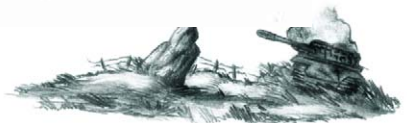
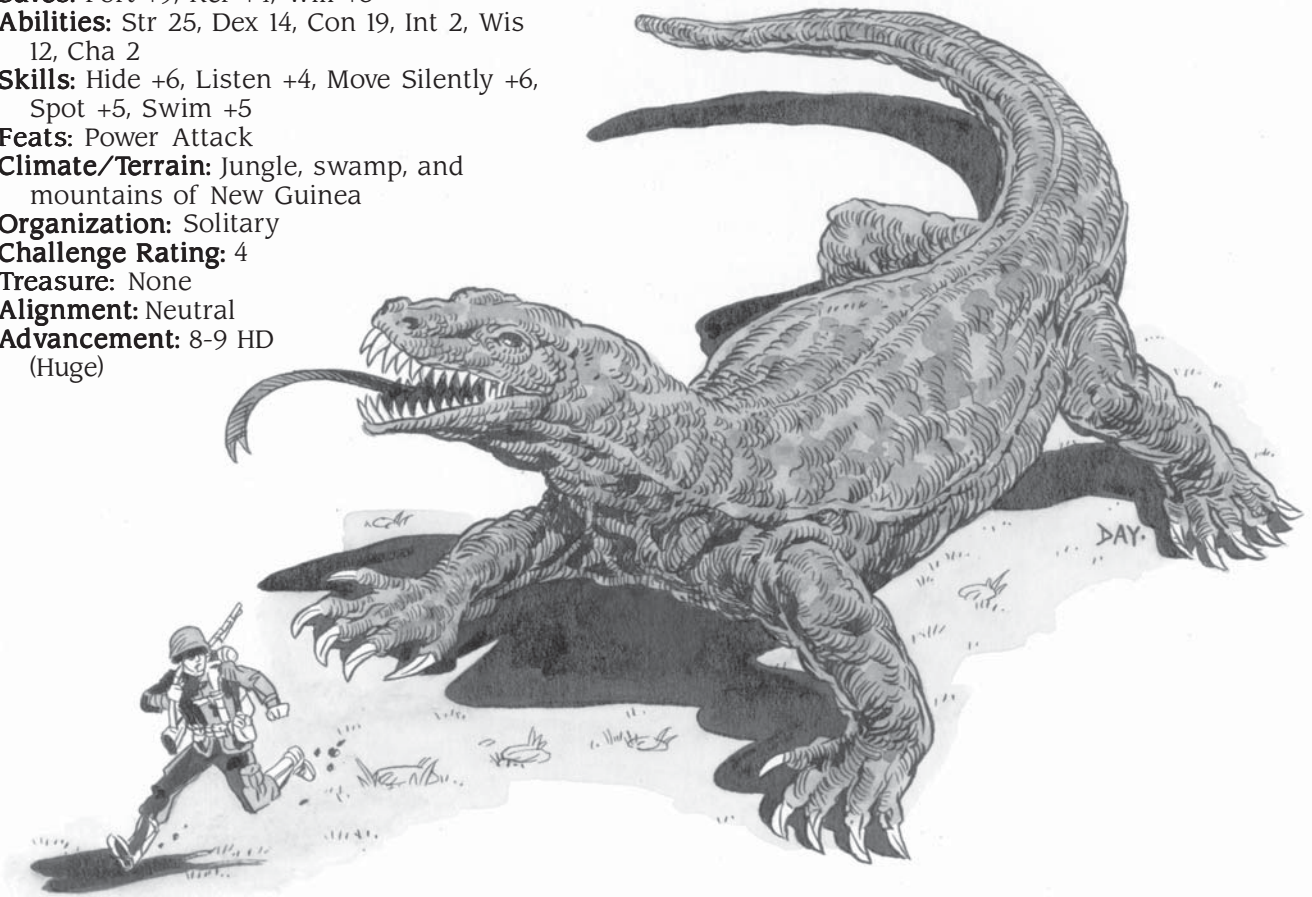
Advancement: 8-9 HD (Huge)

From the mid-19th century onwards, European explorers began to claim sightings of a huge, dragon-like creature living in the untamed wilderness of New Guinea. This creature, known locally as the artrellia, came to be called Papuan dragon.

Certainly, the creature is fearsome enough to warrant the name. It has a long, sturdy body, powerful legs that allow for bursts of great speed (enough to bring down a human), and a lengthy, tapered tail. In appearance, it's very similar to the Komodo dragon, except for one fact: the Komodo rarely exceeds 10 feet in length, whereas the Papuan dragon regularly tops 25 feet in length.

The dragon is not a strong climber, but it can swim ably and is quite stealthy for a creature of its size and bulk. The Papuan dragon's hide is a mottled brown and green, allowing it to blend into foliage and water.

These creatures are extremely territorial and aggressive. Skilled hunters, they see humans as a perfectly acceptable meal, and do not shy away from picking clean the bodies of those fallen in combat. Soldiers fighting on the Kokoda Trail





ensure never to leave a wounded companion, because there may not be anything left of him when they return.

Combat

The Papuan dragon is an adaptive hunter; it might lie in wait to spring itself on a victim, or boldly run its prey down. There's nothing on its island that the dragon fears or won't eat—that includes man.

Improved Grab: To use this ability, the dragon must hit a Large-size or smaller opponent with its bite attack. If it gets a hold, the lizard grabs the opponent with its mouth and drags it into the underbrush to be killed. The lizard automatically deals bite damage each round that it maintains its hold.

Camouflage: The Papuan Dragon's hide blends into the jungle so effectively that when at rest it gains a +10 bonus to Hide checks when at rest. Anyone with Wilderness Lore or Knowledge (nature) can use those skills instead of Spot to notice the lizard.

Adventure Seed

The Papuan Peninsula is dominated by the Owen Stanley Mountains, a range of towering, saw-toothed, and jungle-tangled peaks rising to a height of 13,000 feet. A single trail, the Kokoda Trail, weaves its way across from the Allied held town of Port Moresby and the Japanese base at

Gona Buna. In 1942, the Kokoda Trail is scene to some of the fiercest fighting in the Pacific, and casualties are heavy.

The only way for the Allied wounded to be transported to hospitals is by litters borne by native bearers. But the natives suddenly refuse to carry out their duties, having mysteriously lost several of their number along the route and holding a dragon responsible. While the Allies feel it far more likely the disappearances are the result of Japanese infiltrators, they nonetheless assign the heroes to deal with the threat—whatever its nature. Failure to do so results in hundreds or thousands of preventable deaths.

Paul Revere

Medium Outsider

Hit Dice: 5d8+5 (hp 27)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 11 (+1 Dex)

Attacks: +6 melee, +6 ranged

Damage: By weapon type

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

Special Attacks: None

Special Qualities: Bless, rank

Saves: Fort +5, Ref +5, Will +6

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

Skills: Bluff +7, Diplomacy +11, Disguise +11, Escape Artist +5, Gather Information +11, Intimidate +11, Leadership +11, Listen +5, Spot +6

Feats: Command, Command Voice

Climate/Terrain: Any

Organization: Unknown

Challenge Rating: 4

Treasure: None

Alignment: Lawful good

"Lt. P. Revere arrived and started giving orders faster than the Sarge could question them. It's a good thing he did too, otherwise our position would have been overrun by Nazis barely a half hour later. Instead we were ready for them and held our ground. When it was all over Lt. Revere was nowhere to be found.

According to the Sarge he couldn't find a Lt. Revere stationed anywhere in the European Command. It's pretty henkie! But we all would be killed or worse if weren't for him."

Reports like the one above have been trickling in from every command in the Allied forces. As best that OSI can determine these "phantom officers" seem to show up and warn of imminent attack from the enemy. They also give orders on how best to counter the coming offensive. All of the reports contain four things.





One, the Paul Revere always outranks anyone in the outfit he's helping. Two, no one ever questions his orders or who he is, at least not until afterwards. Three, he's always gone by the end of the battle but no one can remember when he left. And four, no one can really give a good description or remember his name, hence the Paul Revere nickname.

Whatever the Paul Reveres' goals are, it seems clear that they/he wants to save lives. A Paul Revere never offers any information about himself, though they do speak to as many of the men as possible before the fight, all of whom feel better prepared for the coming fight. On one occasion a Paul Revere promised to deliver a letter for soldier who believed he would die. He did, in fact, live and his wife reported that an officer delivered his letter the next day, along with his assurance that the soldier was all right.

Combat

A Paul Revere never engages in personal combat. They do readily impart their combat expertise to all around them.

Bless: Anyone who speaks with and follows the orders of a Paul Revere receives the benefits of the *bless* spell throughout the combat that follows.

Rank: A Paul Revere always appears one rank higher than the highest ranking soldier in any group he aids. At the time a Paul Revere presents himself no one doubts the truth of who he claims to be or the information he provides.

Adventure Seed

The most obvious use for a Paul Revere is to pull the heroes' "bacon out of the fire" when they've missed some vital piece of intel that could cause their mission to fail and get them all killed. While this may extend the life of the heroes, players seldom like to be saved by NPCs. This option serves as a great last ditch method for the War Master to save the heroes and involves the least work.

Another way to utilize a Paul Revere is to personalize it to one of the heroes. In this instance, the Paul Revere is a deceased relative who died in a previous war or even WW II. Only after the Paul Revere has left does the hero clearly recall his identity. Up until that point the Paul Revere just reminds him of someone, he just can't put his finger on whom.

The OSI wants to find out more about the mysterious officers who appear and disappear. They dispatch the heroes to contested areas hoping that they will encounter a Paul Revere. Their special

orders are to escort any strange officers back to the OSI. These orders come directly from the SHAEF (Supreme Headquarters Allied Expeditionary Force), so no field officer can counter them. The OSI have tried this before and the soldiers were ordered by the Paul Revere to let him go. All OSI agents serving on the front lines have received these directions as standing orders in case of an encounter.

Pharaoh Cobra

Medium-Sized Magical Beast

Hit Dice: 2d10+1 (12 HP)

Initiative: +3 (+3 Dex)

Speed: 20 ft.

AC: 16 (+3 Dex, +3 Natural)

Attacks: Bite +5 melee

Damage: 1d6 + Poison

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

Special Attacks: Poison, hypnotic gaze

Special Qualities: Darkvision 60 feet, low-light vision, scent

Saves: Fort +4, Ref +6, Will +0

Abilities: Str 11, Dex 17, Con 13, Int 13, Wis 11, Cha 11

Skills: Balance +6, Climb +6, Hide +6, Listen +7, Spot +8

Feats: Alertness, Weapon Finesse (Bite)

Climate/Terrain: North Africa (especially Egypt and Libya)

Organization: Solitary or pair

Challenge Rating: 2

Treasure: None (though they may be guarding a tomb, etc.)

Alignment: Lawful neutral

Advancement: None

Pharaoh cobras are very large cobra snakes found in the North African Desert. They have rudimentary intelligence. They are usually found near ancient Egyptian and Libyan sites, often caves or old tombs.

It is rumored among the Bedouins that Egyptian and Libyan sorcerers created these creatures thousands of years ago to guard their secrets. The Nazis have recently shown great interest in them, and have reportedly captured specimens.

Combat

Pharaoh cobras can coil up and spring at targets up to 10 feet away. They do this very quickly, delivering a bite after they spring.

Poison bite: The Pharaoh cobra's bite is poisonous. Any living creature taking damage from a bite must make a Fortitude save at DC 20 or take 2d6 damage. The victim must make a Fortitude save (DC 15) for the next two minutes or take an additional 1d6 damage each minute.





Hypnotic Gaze: A Pharaoh cobra can rhythmically move its head and upper body back and forth, causing anyone looking into its eyes to make a Will save at DC 15 or become hypnotized. This means the victim is able to do nothing on his next action except make another Will save at DC 15. The hypnotized person's armor class is effectively at -4 while she is hypnotized. If the Will save is successful the victim can act normally on the following round.

Weapons/Possessions: None (but the cobras often guard tombs or other treasure).

Adventure Seed

OSI agents in North Africa have received word that the Germans (or Italians) have captured a Pharaoh Cobra, and are going to send it to Berlin for study. The players are ordered to accompany a squad from the Long Range Desert Group to retrieve it before it is shipped out.

Alternatively, the players may encounter these creatures guarding caves or tombs in the desert.

The Phoenix Legionnaires

Medium Humanoid

Hit Dice: 10d8 (hp 45)

Initiative: +4 (Improved Initiative)

Speed: 30 ft.

AC: 15 (+5 breastplate)

Attacks: Short Sword +8/+3, ranged +7

Damage: 1d6+1

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

Special Attacks: —

Special Qualities: Fast healing 5, fast learner, fighting for life, haste, keen vision

Saves: Fort +3, Ref +7, Will + 3

Abilities: Str 10, Dex 10, Con 10, Int 13, Wis 11, Cha 12

Skills: Knowledge (War) +14, Spot +5*

Feats: Armor Proficiency: light & medium, Combat Reflexes, Improved Initiative, Weapon Focus (short sword), Weapon Proficiency: simple & martial

Climate/Terrain: Battlefields of Europe

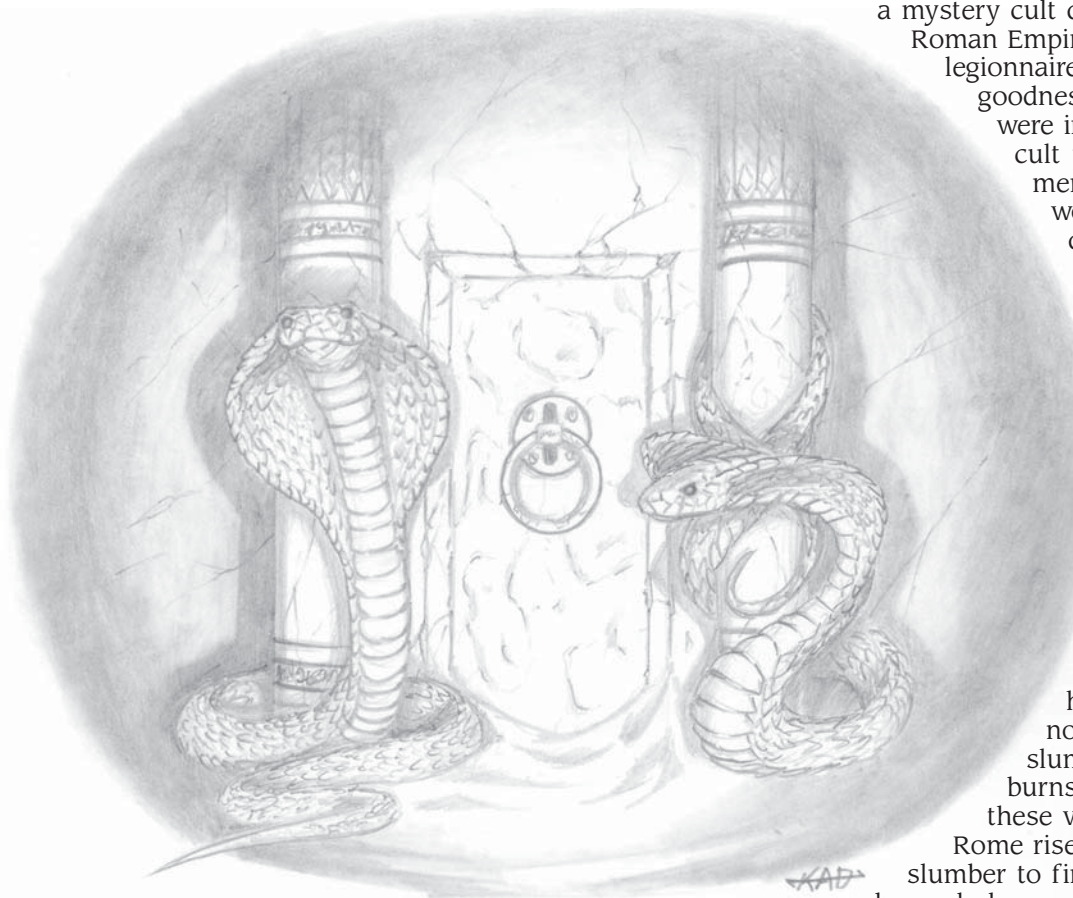
Organization: Legion of the Phoenix

Challenge Rating: 10

Treasure: None

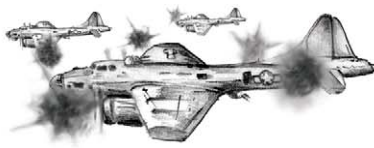
Alignment: Lawful good

The Legion of the Phoenix existed as a mystery cult during much of the Roman Empire. Only those legionnaires who exemplified goodness and honesty were invited to join. The cult promised its members that they would be reborn during Rome's darkest hour. From the flames of destruction they would be reborn to battle the evil that threatened to destroy the good of Rome. So each member believed. Each asked to be buried in full armor with their weapon in their hand. Rome fell and none rose from their slumber. But as Europe burns all around them, these virtuous warriors of Rome rise from their slumber to find the world very changed place.



XAD





Weird Wars

Legionnaires only awaken when their resting places are disturbed by the sounds of battle. As soon as the legionnaire has freed himself from the grasp of the earth he is given the knowledge that he must fight and win to survive. In this same instant he knows which side is evil and which is virtuous. Thus, the legionnaires attack Axis troops on sight. When they first emerge from their graves they are nothing more than skeletons with armor and weapons. As they fight and win, their bodies begin to rejuvenate. Each moment of combat brings them closer to returning to life. Those that achieve victory become human once again, or at least that's the way the myth goes...

Combat

Phoenix Legionnaires are truly amazing in combat. They are vastly superior in melee to any modern soldier and can quickly dispatch several opponents. They may not kill all of them right away, but they take them out of the fight, finishing their opponents when no one is left standing.

Fast Healing: The magic that animates the Legionnaires continually heals them at the rate of 5 hit points per round.

Fast Learner: Legionnaires can use modern weapons without penalties after seeing them in action for 5 rounds.

Fighting for Life: Every round in which a Legionnaire successfully injures an enemy roll 1d6. On a 1, nothing happens, 2-3, he gains a point of Con, 4-5, a point of Str, and on a 6 a point of Dex. If a Legionnaire can get his Str, Dex, and Con to 14 before he runs out of enemies to fight, he survives and at the end of combat becomes human again. Although he still retains his special powers. If he runs out of enemies or ever falls below 0 hp then he dies forever. His attributes max out at 18.

Keen Vision: Legionnaires receive a +2 bonus to Spot checks.

Speed: Legionnaires get an extra partial action each round of combat.

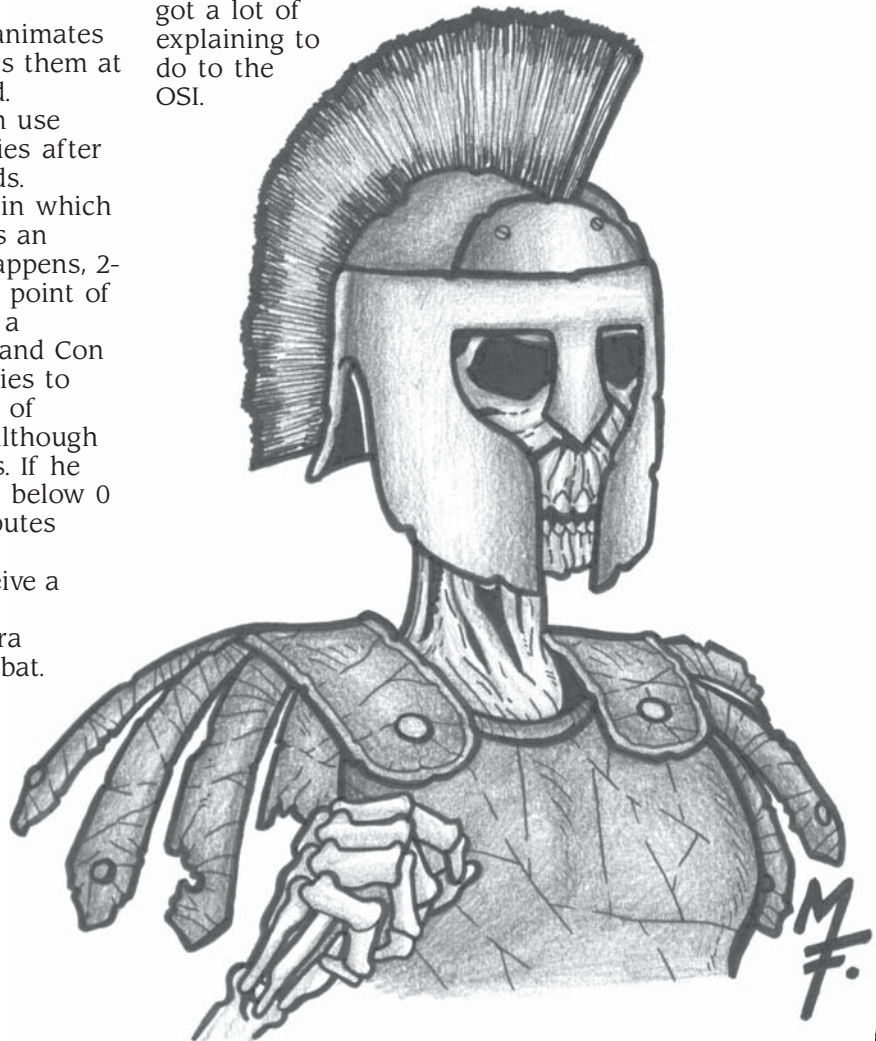
Weapons/Possessions: Legionnaires have masterwork short swords and breastplates.

Adventure Seed

The OSI has dispatched the heroes and an NPC Chaplain to the front lines. The characters' orders are to protect the Chaplain while he tries to make contact with an unknown entity. They tell the

heroes it's classified and not to ask too many questions. Once again the heroes find themselves in up to their eyeballs without a lot of information. The Nazis are making a push for the heroes' position. They get orders to fall back when they see the most terrifying thing of their lives. A skeleton is slicing up the Krauts like sausage. Stranger yet, the Padre informs the heroes that the skeleton is who he's come to speak with.

As the Padre tries to make it to the Legionnaire he is winged by the Nazis. If the heroes return fire they are shooting at the Nazis and the Legionnaire. The Legionnaire turns on the heroes if they've fired upon him. If any of the heroes are Catholic, the Padre manages to squeak out "Try Latin," before he falls unconscious from his wound. Any Catholic heroes can try to speak Latin (the only language he understands) to the Legionnaire with an Intelligence check (DC 17). Anyone can try at a DC 20. If the heroes work things out they've got a new friend. If not they've got a lot of explaining to do to the OSI.





Quisling

Small Fey

Hit Dice: 1d6+1 (4 hp)

Initiative: +3 (Dex)

Speed: 20 ft.

AC: 14 (+1 size, +3 Dex)

Attacks: Dagger +3 melee or +3 ranged

Damage: Dagger 1d4-2 or by weapon

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

Special Attacks: Spell-like abilities

Special Qualities: SR 16, natural

invisibility, see invisibility, weakness

Saves: Fort +1, Ref +5, Will +4

Abilities: Str 7, Dex 16, Con 12, Int 16, Wis 14, Cha 16

Skills: Bluff +13*, Hide +13*, Listen +8, Move Silently +13*, Pick Pockets +13*, Search +8, Sense Motive +8, Spot +8

Feats: Point Blank Shot, Rapid Shot, Weapon Finesse (dagger), Weapon Focus (pistol)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: Double items only

Alignment: Always neutral evil

Advancement:

2-3 HD

(Small)

Quislings are malicious little fey who enjoy causing feelings of betrayal and mistrust. They are the bane of any group whose lives are dependent on trusting their teammates.

A quisling looks like a 3-foot tall obese man. They have pale, pasty skin and dark, sunken, pig-like eyes. They typically wear impeccable clothes of whatever style is most popular for the region they currently inhabit. Quislings always get an unsettling grin on their faces whenever someone around them feels betrayed.

These cruel and nasty fellows attach themselves to close knit groups, such as families, friends, or comrades-

in-arms and use all of their powers and skills to instigate doubt, suspicion, and distrust among its members.

Quislings are treacherous creatures, and there is nothing they distrust more than their own kind. When two quislings meet, they immediately turn and go the opposite direction. If for some reason they are unable to do so, each believes the other to be responsible for their confinement, and they instantly attack each other.

Quislings reproduce asexually. Whenever a quisling is within 30 feet of a person who attacks another out of feelings of betrayal, a new quisling appears for every 4 hit points of damage that are inflicted. If possible, any new quislings leave the area immediately. Otherwise, events transpire as described above for when quislings meet. New quislings have no equipment, including clothing—good thing they are invisible!

Combat

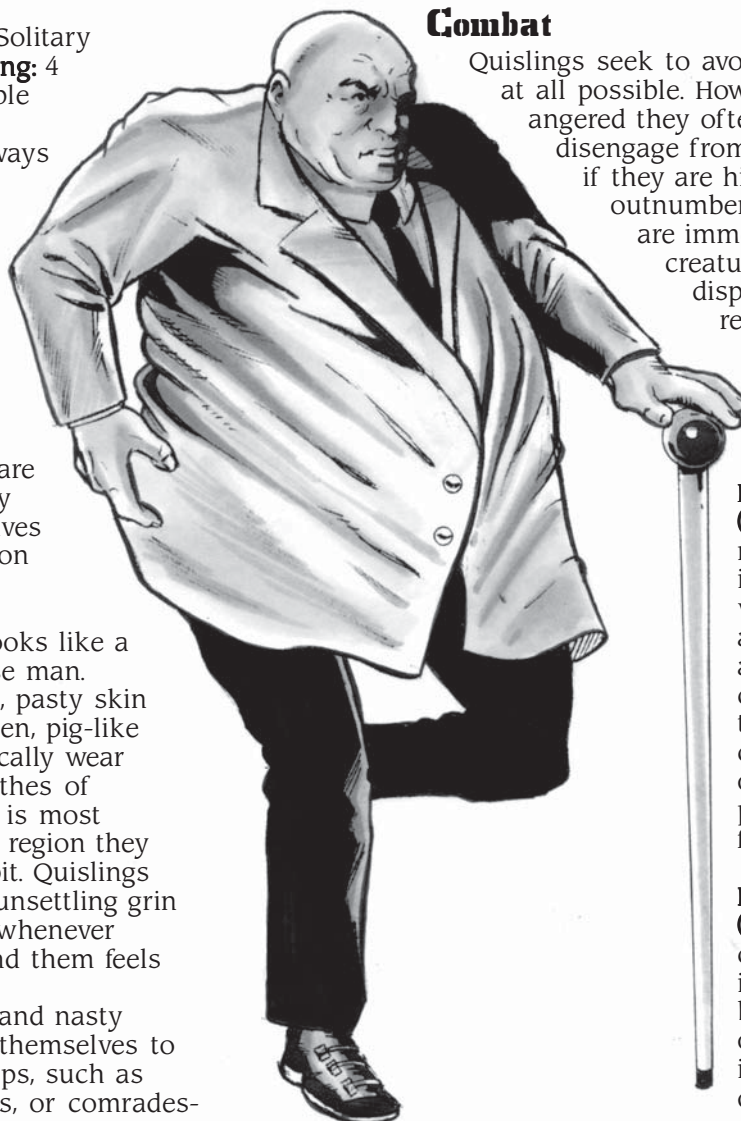
Quislings seek to avoid combat if at all possible. However, when angered they often refuse to disengage from a fight even if they are highly outnumbered. Quislings are immensely proud creatures, and any disparaging remark towards them instantly infuriates them.

Natural Invisibility

(Su): A quisling remains invisible even when it attacks. This ability is constant, but the quisling can suppress or resume this power as a free action.

See Invisibility

(Su): A quisling can see invisible beings and objects—including other quislings.





Spell-like Abilities: 3/day—*detect thoughts*, *minor image*, and *misdirection*. These abilities are as the spells cast by a 5th-level sorcerer (save DC 13 + spell level).

Low-light Vision: Quislings can see twice as far as a human in starlight, moonlight, torchlight, etc.

Weakness: Quislings lose access to their natural invisibility and spell-like abilities if they enter a circle made of iron. The circle does not have to be solid, but it must be continuous. The effect lasts for 10 minutes per round spent within the circle.

Skills: Quislings receive a +4 racial bonus to Bluff, Hide, Move Silently, and Pick Pockets.

Equipment: Quislings are fond of small pistols. The Walther PPK is a particular favorite.

Adventure Seed

The OSI has captured a quisling. The heroes are given the assignment to take the corpulent fey behind enemy lines and leave it at an important Nazi position in an occupied country (France, Poland, etc.), so he can cause dissension among the ranks there.

The heroes have to work with a local resistance group in order to infiltrate their objective, but ever since they've teamed up, problems have plagued the mission. Is it the quisling up to his vicious tricks? Or is there a real traitor in their midst?

Rat Pack

Medium-Sized Magical Beast

Hit Dice: 2d10+1 (12 HP)

Initiative: +2 (+2 Dex)

Speed: 30 ft.

AC: 14 (+2 Dex, +2 Natural)

Attacks: 3 bites (+2 Melee)

Damage: 1d6 each attack

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 feet, low-light vision

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 10, Dex 15, Con 12, Int 3, Wis 10, Cha 3

Skills: Climb +5*, Hide +5*, Listen +5*

Feats: None

Climate/Terrain: any where battles are taking place

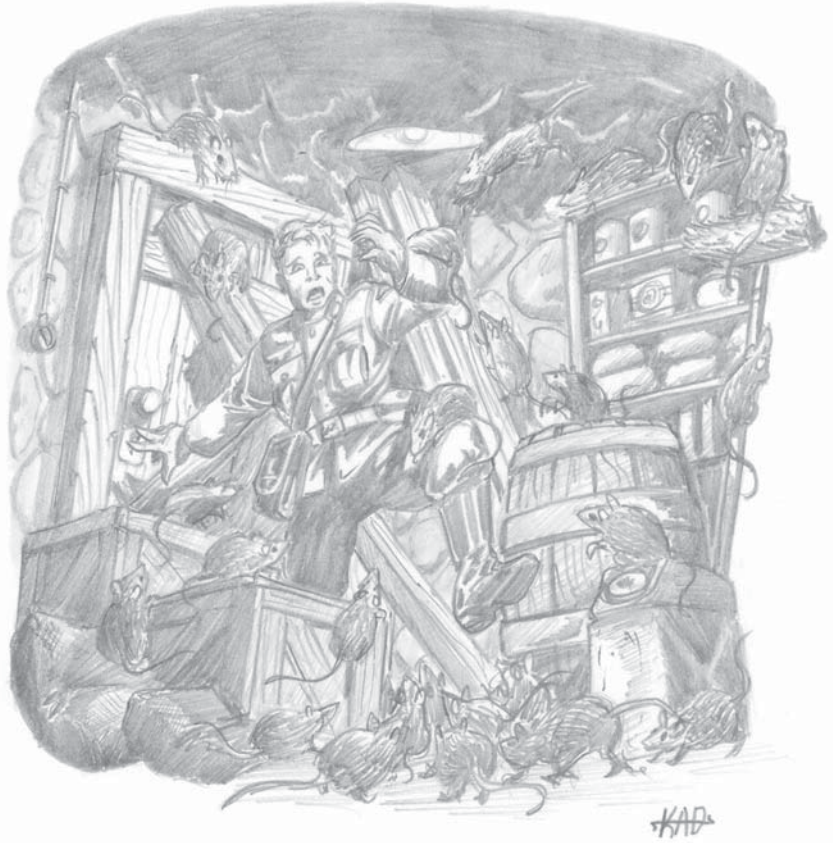
Organization: Group of about 30 rats

Challenge Rating: 2

Treasure: None

Alignment: Chaotic neutral

Advancement: None



A rat pack is a group of around 30 adult rats that develops a collective mind of rudimentary intelligence. The pack forms after feasting on the aftermath of a terrible battle. It is treated as a single monster. Rat packs can hide and ambush victims and target attacks on individuals. As a collective group, the rat pack is much more aggressive and cunning than ordinary rats.

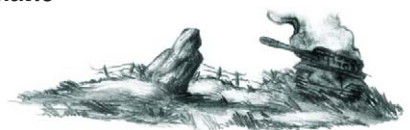
Combat

Rat packs act together as a group, and all members stay very close together. They swarm over and bite their victims. This effectively gives them three bite attacks each round.

Skills: The rat pack's nimble nature grants it a +3 racial bonus to Climb, Hide, and Listen checks.

Adventure Seed

A rat pack is infesting a farmhouse where the heroes take refuge. Make the suspense mount as the characters find rodent droppings and gnawed, unrecognizable remains there. The players hear scratching, squeaks, and the occasional scurrying sound, but don't see any actual rats. That night (or when the heroes decide to leave), the rats make their appearance and attack.





The Resurrected

Medium-Size Outsider

Hit Dice: 3d8 (13 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 30 ft.

AC: 12 (+2 Natural)

Attacks: +3 melee, +3 ranged

Damage: By weapon

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

Special Attacks: None

Special Qualities: Connection (Su), warrior spirit (Su)

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

Abilities: Str 9, Dex 11, Con 9, Int 13, Wis 10, Cha 18

Skills: Artillery +4, Bluff +8, Knowledge (Military History) +5, Knowledge (Military Tactics) +5, Leadership +8, Intimidate +8, Spot +4

Feats: Command, Command Voice, Eye for Terrain, Improved Initiative, Leadership, Natural Born Leader, Tactics

Climate/Terrain: Any

Organization: Solitary or with German Soldiers

Challenge Rating: 1

Treasure: None

Alignment: Lawful evil

Advancement: none

The Resurrected are just one in a long line of Nazi mystical experiments (most of them failed ones). Due to their desperate need to turn the tide of the war back in Germany's favor, the Nazi blood mages have sought ways to tap the spirit realms and channel the souls of the world's greatest military heroes and most dangerous generals into the bodies of the living. The Resurrected are those chosen few who have given their bodies to the Reich so that they may serve as vessels to these enslaved champions. Each man's soul is replaced by the ensnared general, creating a spiritual link between him, his troops, and the war.

Although each Resurrected may contain the spirit of Hannibal, Julius Caesar, Napoleon or Genghis Kahn, they have little idea of who they are or what they are doing in the world. They only know that they are in the midst of a great war and they must do anything to win. These

supermen are fantastic strategists and tacticians who have the ability to directly communicate and mentally orchestrate the troops fighting around them. The Nazis have employed them in several arenas and it is thought that several of Hitler's top brass are resurrected themselves.

The existence of the Resurrected came to the OSI's attention when stories of officers with golden auras surrounding their heads began to filter into headquarters. Apparently this aura appears when the Resurrected uses his mental powers to communicate directly with the troops under his command.

Combat

The Resurrected are true soldiers and always accept a challenge. They are also true tacticians and never fight a battle they know they cannot win. Their true strength lies in their ability to assist the soldiers around them. Their spiritual link with a battlefield and their soldiers allows uncanny maneuvers to be pulled off with ease and makes the timing between the maneuvers of different units impeccable.

Connection (Su): The Resurrected have a spiritual bond to their troops. Any soldiers fighting for the Resurrected, and within line of sight of him gain a +2 to all check and combat rolls while the Resurrected is conscious and living.

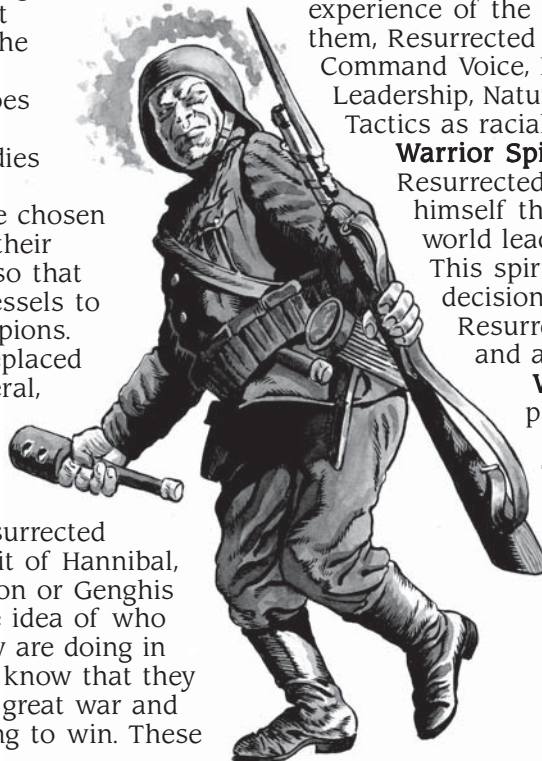
Feats: Due to the extensive military experience of the souls trapped within them, Resurrected gain Command, Command Voice, Eye for Terrain, Leadership, Natural Born Leader, and Tactics as racial Feats.

Warrior Spirit (Su): Each Resurrected enslaves within himself the soul of a deceased world leader, warrior, or general. This spirit guides their tactical decisions. Because of this, the Resurrected have a +2 to AC and a +2 to hit.

Weapon: Luger or other pistol.

Adventure Seed

SOPA intelligence has received notification from an agent inside Berlin about a secret project linking Nazi blood mages to the resurrection of Napoleon. High command does not





know how or why the Germans are after Napoleon but they do have a name, Jacque Blanc. Photographs from intelligence show Blanc in a German uniform leading troops across the Russian front. The team departs from Moscow at midnight with only one goal: recover Blanc alive and return him safely to the Kremlin for interrogation (and perhaps a little payback for that whole invasion thing back in 1812).

Rubble Kitten

Tiny Magical Beast

Hit Dice: 1/2d10 +2 (5 HP)

Initiative: +6 (+2 Natural, +4 Dex)

Speed: 20 ft.

AC: 14 (+4 Dex)

Attacks: Claw +5, bite -3

Damage: Claw 1d2, bite 1d3

Face/Reach: 1 ft. x 1 ft./2 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +2, Ref +6, Will +0

Abilities: Str 3, Dex 18, Con 10, Int 9, Wis 11, Cha 17

Skills: Balance +10, Climb +8*, Hide +10

Feats: Weapon finesse (claw)

Climate/Terrain: Any where cats and rubble are present

Organization: Solitary

Challenge Rating: 0 (not a threat)

Treasure: None

Alignment: Chaotic good

Advancement: None

Some GIs swear that finding a kitten in the remains of a destroyed building brings good luck. They're right in some cases. Rubble kittens are rare, and only make themselves known to certain heroes (Charisma of 16+ and a good-hearted nature as determined by the War Master). If a rubble kitten is in rubble and such a character approaches within 10 feet, the player automatically hears the kitten meowing. Rubble kittens follow such a player and attempt to become their pet.

Rubble kittens never grow beyond kitten size. If they are given away or taken by a different person, they quickly disappear. Rubble kittens bring good luck to players who adopt them. At the War Master's discretion, this may mean that the player gets an additional bennie per session, or there can be other advantages at the War Master's discretion (e.g., the rubble kitten may warn the player of an impending ambush or other dangerous situation). However, if a rubble kitten is killed, the player experiences bad luck for awhile (-1



bennie per session for d6 sessions).

Attempting to steal a kitten from its owner has the same adverse effects.

Combat

Rubble kittens typically avoid combat, preferring to hide. If they are cornered, they hiss and fight using claws and/or bites as a normal cat.

Skills: Rubble kittens receive a +8 bonus to Climb checks.

Adventure Seed

The players are sent to search for snipers in a town that has been largely destroyed by bombing or an artillery barrage. A qualified player finds a rubble kitten in a bombed-out building in the town. Over the course of the next few days, the luck granted by the kitten saves the soldier's life more than once.

Then the group finds a small girl crying over the bodies of her parents in the ruins of the town. As the heroes take the girl away from the front lines, she plays with the kitten and grows very attached to it. When the time comes to turn the girl over to the proper authorities, it is obvious that she couldn't stand to be separated from the animal. If the soldier to whom the kitten has attached itself selflessly gives the kitten to the little girl, it rewards him by granting him good luck permanently.





Russian Risers

Medium-sized Undead

Hit Dice: 2d12 (16 hp)

Initiative: +0 (+0 Dex)

Speed: 30 ft., burrow 20 ft.

AC: 13 (+3 natural)

Attacks: 2 claws +2 melee

Damage: Claws 1d6+1

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

Special Attacks: Soften earth

Special Qualities: Detect

thoughts, undead

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

Abilities: Str 12, Dex 10, Con —, Int 6, Wis 9, Cha 2

Skills: Climb +5, Hide +6, Move Silently +5, Spot +5

Feats: Toughness

Climate/Terrain: Any land

Organization: Mob (2 to 40)

Challenge Rating: 1

Treasure: None

Alignment: Lawful neutral

Advancement: None

In Russian graveyards and battlefields sleep its undead protectors. Drawing upon supernatural energy and fierce patriotism, these restless spirits of fallen soldiers wait to again defend the Motherland. Areas where a desperate defense has been erected against an invading force draw the spirits.

The spirits seek out these places and then inhabit the dead husks of former heroes and protectors that have been buried. The spirits usually inhabit the bodies of soldiers who have died on the current front but some have whispered that they have seen rotted corpses in tattered, rotting uniforms used by Russia soldiers who fought against Napoleon Bonaparte.

Combat

Risers use the earth of the *rodina* (Motherland) itself to disable their opponents. They cause the ground to turn to loose dirt that can transform into quicksand. Once an opponent has been immobilized or is moving slowly the risers burrow towards their enemy and then “rise” up around them and attack. The risers fight until destroyed.

Undead: Undead are immune to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Russian risers are not at risk

of death from massive damage, but when reduced to 0 hit points or less, they are immediately destroyed.

Soften Earth (Su): The motherland bestows upon a Russian riser the ability to soften earth as the spell *soften earth and stone*.

Each individual Russian riser can cast this spell at a level of 4 up to 3 times per day. The ability effects earth but does not effect stone.

Detect Thoughts (Su): Russian risers can use this ability, as per the spell of the same name, continuously, with a range equal to 60 feet. After three rounds of detecting surface thoughts, a Russian riser can determine if a person harbors any hostilities toward the Russian homeland.

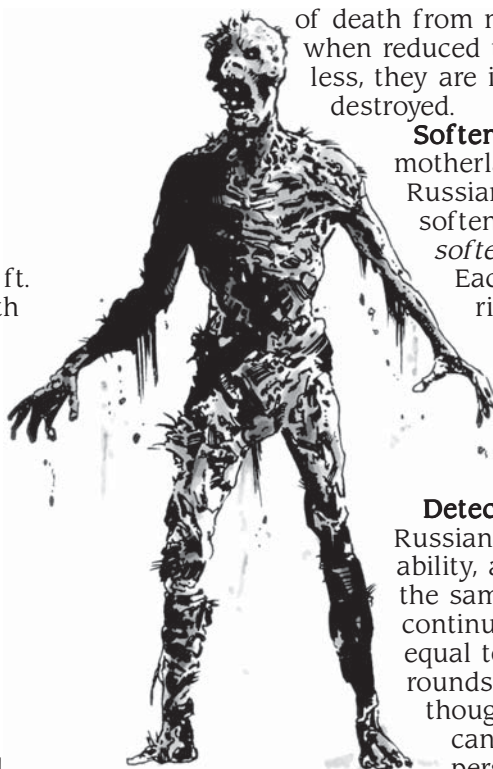
Adventure Seed

While defending a beleaguered Russian village, the player characters see a squad of advancing German troops in the distance. They are swallowed up by the ground and swarmed over by figures that rise up from the dirt and disappear again.

An officer orders the heroes to investigate and gather intelligence on these new allies. Once they arrive in the area another German unit arrives and the process begins again but this time the characters are caught as well. Will their thoughts betray them as enemies to Russia?

Alternatively, the heroes encounter a large group of risers dressed in 19th century uniforms. They are all shambling westward toward the German lines. They seem to have a specific objective in mind and nothing can stand in their way. German units in their path are quickly dispatched and the squad of old soldiers resumes its westward march.

The heroes are dispatched by SOPA to tail these undead soldiers and find out what is driving them. The risers penetrate the German lines and attack a camp containing a Resurrected—the one that is inhabited by the spirit of Napoleon Bonaparte. If the risers win this battle, they continue marching west on a beeline to Paris.





Salty Dog

Medium Size Fey

Hit Dice: 5d6 (17 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 12 (+1 Dex, +1 Natural)

Attacks: +2 Bite

Damage: 1d4 Bite

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

Special Attacks: None

Special Qualities: Shape shifter

Saves: Fort +0, Ref +2, Will +4

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

Skills: Bluff +8, disguise +10, escape artist +8, intimidate +8, sense motive +7, spot +6

Feats: Improved Initiative

Climate/Terrain: Any seaside

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Neutral evil

Advancement: None

The salty dog appears to most people to be a harmless, thin, Irish wolfhound with damp fur. It always has a thick scent of sea salt mixed with the metallic tinge of blood about it. In truth, the dog is a murderous, shape-shifting fey who can take on a human appearance. These creatures spend most of their days as the deck hounds of local fisherman or military captains who have taken them in as strays. In their dog form they are known to be gentle, inconspicuous, and loyal pets to their masters. The dogs thrive in this environment for months. However, they begin to weaken without human flesh. When hunger strikes the fey, it transforms into its human form and begins the hunt.

In human form, the Salty Dog is always male, typically taking on the look and manner of a sailor or fisherman. With this facade, the salty dog lures young

women to the waterfront where he drowns them. When the task is done, the fey transforms back into its dog form and begins to devour the woman's body. When they are found, the dogs are typically chased away by local men or sailors who often end up being blamed by the community for the murder. The dog then simply returns to its master's ship and waits for a new port.

Combat

Due to its supernatural nature, the dog is very clever and also very strong despite its wet and skinny appearance. If questioned in its human form, it always seem to have the right answers and good alibis. However, if confronted physically, the dog always tries to evade the fight and escape to an area where it can secretly transform back into its dog form. In this form, the dog either returns to its master or seeks new hunting grounds in a new village.

Shape Shifter (Su): The salty dog has the ability to shift into a human form. The dog only shape shifts when it is hungry for the taste of human flesh, and only for the kill. In all other instances it stays in dog form. When in human form, the fey has the same stats as his master.

Adventure Seed

It is the critical days before the D-day invasion. The heroes are in one of the many embarkation camps along the southern English shores. The

squad is busy loading up and training for the beachhead when word is received that their commanding officer has been taken

into custody by the Military Police for the murder of a local girl. The officers begin to

question the

squad, but their

stories don't match up

and the investigators are

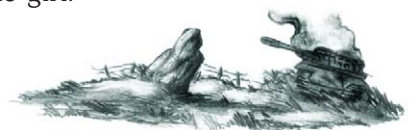
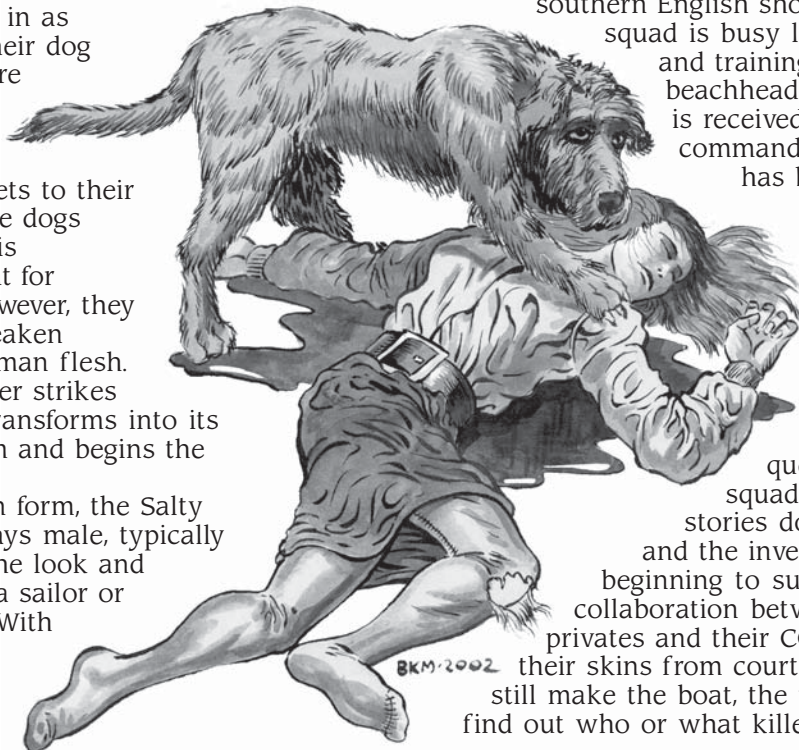
beginning to suspect

collaboration between the

privates and their CO. To save

their skins from court-martial and

still make the boat, the team has to find out who or what killed the girl.





Sand Devil

Medium Beast

Hit Dice: 2d10+2 (13 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., burrow 30 ft.

AC: 16 (+2 Dex, +4 natural)

Attacks: 4 claws +5 melee; bite +0 melee

Damage: Claw 1d6+4; bite 1d8+4

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

Special Qualities: Tremorsense

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 18, Dex 14, Con 13, Int 6, Wis 12, Cha 8

Skills: Hide +10*, Listen +6, Move Silently +6, Spot +5

Climate/Terrain: Any desert

Organization: Solitary, pack (2-5), or nest (5-20)

Challenge Rating: 2

Treasure: None

Alignment: Neutral

Advancement: 3-4 HD (Medium), 5-6 HD (Large)

Sand devils are cunning, predatory reptiles that live deep within the desert. They are crafty and tenacious hunters who are feared by those few who have survived an encounter with them. Sand devils are broad, muscular lizards,

averaging 5 feet long. They have short thick tails that they use for water retention in a similar way to a camel's hump. Their most striking features are their six long powerful limbs. Each leg ends in a wide strong claw perfectly designed for digging. All sand devils are of a mottled tan color that makes them hard to spot in their native environment.

Combat

When a sand devil attacks, it typically rises up on its back legs and strikes out with its four front claws. Once a prey goes down, they pick it up in their powerful jaws and attempt to run off with it. It is not uncommon for two or more sand devils to work together to drag their quarry off.

One of the most surprising features of sand devils is their intelligence. One of their most common tactics is to sneak in at night and disable a caravan's transportation, whether it is animals or vehicles. They then let the desert heat weaken the group and pick off any stragglers that try to leave for help.

Another frequent tactic is to send in three sand devils to make a quick assault against a larger collection of prey. The three break off the attack almost immediately and run in an attempt to get the prey to follow





them. One sand devil breaks off from the other two in an effort to split the pursuers as well. If successful, the lone sand devil leads the smaller group to where the rest of the nest is buried under the sand, waiting to ambush them. The other two sand devils burrow under the sand once they have led their pursuers far enough away.

Skills: Sand devils receive a +5 racial bonus to Hide in desert environments.

Tremorsense (Ex): Sand devils can automatically sense the location of anything within 60 feet that is in contact with the ground.

Jungle Devils

This cousin to the sand devil is found in jungles and swamps. Their claws have evolved for climbing instead of burrowing. They have a climb speed of 30 feet. They are even better adapted to camouflaging themselves than their desert-dwelling relatives. Jungle devils receive a +8 racial bonus to Hide in any form of foliage. They do not have the tremorsense of their relatives but do have low-light vision.

Combat

Jungle devils harry their prey. They attack quickly from hiding and then dart back up into the protection of the trees. They repeat this tactic until the prey collapses or comes up with a suitable defense against it.

Low-light Vision: Jungle devils can see twice as far as a human in starlight, moonlight, torchlight, etc.

Skills: Jungle devils receive a +8 racial bonus to Hide in jungle environments.

Adventure Seed

A supply convoy carrying much needed fuel is long overdue. They may have been ambushed by the Germans or they could simply have broken down. The heroes are sent to determine the convoy's fate and do anything in their power to get that fuel to base.

A German patrol did find the convoy, but only after it had already been ambushed by sand devils. The trucks have a few broken hoses and slashed tires; nothing that couldn't be repaired in a few hours. The problem is that the survivors of the convoy and the German patrol are trapped on a rocky outcropping with the sand devils lying in wait under the desert surface. They have been there for a few days and supplies of food, water, and ammunition have dropped dangerously low. The beleaguered defenders are weak with hunger and thirst.

When the heroes arrive, the sand devils attack their vehicle from underneath in an attempt to disable it. The characters have to make a run for the outcropping to join the others. Now, the heroes have to work with the enemy just to survive, but once the sand devils are taken care of, who knows how the truce will end. An added complication could be the arrival of German reinforcements just as the last sand devil falls.

Scaevolans

Medium-size Humanoid

Hit Dice: 2d8+6 (15 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: -1 ranged, -3 melee

Damage: By weapon type

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

Special Attacks: Esprit de Corps

Special Qualities: Crippled

Saves: Fort +7, Ref +3, Will +3

Abilities: Str 15, Dex 14, Con 16, Int 7, Wis 10, Cha 5

Skills: Hide +5, Move Silently +4

Feats: Point Blank Shot

Climate/Terrain: Any

Organization: Squadra of 10, led by a 3-5 HD sergente

Challenge Rating: 1

Treasure: Standard

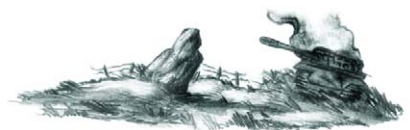
Alignment: Usually lawful neutral

Advancement: 3-5 HD (Medium)

The Nazis have, on occasion, shared technology and arcane secrets with their Italian Fascist friends. Dismayed by the anemic performance of most Italian units on the battlefield, the Germans provided Mussolini with some of the secrets to unlocking the beast that lurks within man's psyche, with the hope that Italy might field units of their own "Brutes."

Created by an earlier, less effective regimen of magic and alchemy, Italian brutes are far less fearsome than their German counterparts. Muscle mass expanded at a lesser rate, claws failed to sprout, and their faces were less bestial and therefore less intimidating. Nevertheless, they represented a marked improvement in Italian military capabilities.

Italy recruited from among the ranks of the Black Shirts, the Fascist paramilitary and the most loyal to Mussolini. Always mindful of his perceived destiny to restore the Roman Empire, Il Duce looked to Roman legend when deciding on the name for his brutes, eventually settling on the name scaevolans, in honor of the hero Mucius Scaevola.



Weird Wars



When Porsinna and the Etruscans laid siege to Rome, Mucius entered the enemy camp and attempted to kill Porsinna. Captured, he was brought before their leader but showed no fear in spite of his dire predicament. To show his contempt for pain and torture, Mucius placed his right hand in fire and let it burn without showing the slightest trace of weakness. Impressed, Porsinna let Mucius free, who ever after was nicknamed Scaevola, "left hand."

In honor of Mucius, all scaevolans volunteer to burn their right hands off. Soldiers with the telltale blackened stumps are treated with much respect in Italy, and receive special treatment from Mussolini in his desperate attempt to recreate the glory of ancient Rome. This has created an esprit de corps in the

Scaevola Legion that is unmatched any where

in the Italian armed forces.

Combat

In combat, a scaevolan fires its weapon until empty, at which time it must make an Int check (DC15). If it passes, the creature reloads and continues

to fire. If it fails, it charges the enemy. Unable to wield rifles because they require the use of two-hands, scaevolans are generally armed with pistols and knives and lavishly supplied with fragmentation grenades (specially modified to allow the pins to be easily pulled with one's teeth).

Crippled: Having lost their right hands, Scaevolans suffer -4 to attack rolls (figured in the stat block above), and ability checks and skill checks that require manual dexterity. It also means they cannot fire rifles or other two handed weapons

Esprit de Corps: The Scaevola Legion is an elite unit made up of fanatical troopers attempting to live up to the ideals of ancient Roman heroic legend. As a result, they gain a +1 morale bonus to all attack rolls and saves.

Skills: Scaevolans

gain a +4 racial bonus to resist Intimidation attempts

Adventure Seed

Amid intelligence chatter that the Axis have moved forward a new, previously unidentified unit to the front lines in North Africa, the heroes are ordered out on a routine patrol with the customary orders to seize prisoners for debriefing. A sharp action against an outpost yields a catch of Italian prisoners, all in the distinctive uniforms of the Black Shirts militia and all apparent invalids, with their right hands missing.

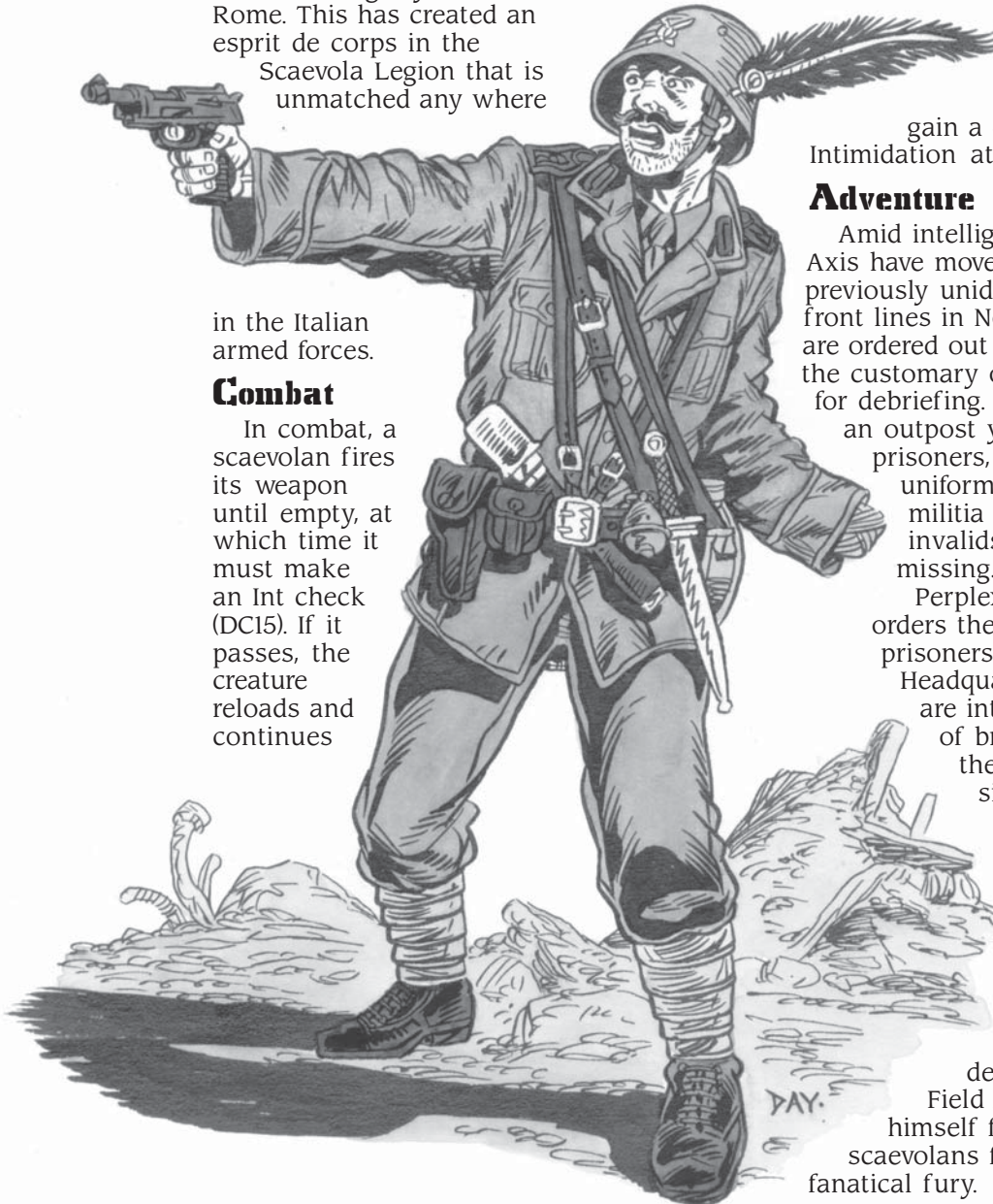
Perplexed, the heroes' CO orders them to escort the prisoners to 8th Army

Headquarters. There, the Italians are interrogated, but instead of breaking under pressure, they show more and more signs of defiance. Then, all hell breaks loose as

the scaevolans, adrenaline triggering their transformation, break free of their bindings and begin to rampage through the HQ. It's up to the PCs to save the headquarter desk-jockey's, and perhaps

Field Marshal Montgomery

himself from the creatures. The scaevolans fight to the death with a fanatical fury.





Scaratrooper

Medium-size Monstrous Humanoid

Hit Dice: 3d8+3 (16 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., fly 60 ft. (good)

AC: 13 (+2 Dex, +1 natural)

Attacks: 2 Claws +6 melee or submachine gun +5 ranged

Damage: Claw 1d6+3, submachine gun 2d6

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

Special Qualities: Fast healing

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 17, Dex 15, Con 12, Int 10, Wis 8, Cha 8

Skills: Balance +5, Climb +6, Hide +6, Move Silently +5, Search +4, Spot +3

Feats: Flyby Attack

Climate/Terrain: Any land

Organization: Solitary, Pair, Gang (2-5), or Squad (5-20), Squads of 5 or more are usually accompanied by a Scaratrooper Sergeant.

Challenge Rating: 2

Treasure: None

Alignment: Chaotic evil

Advancement: 4-9 HD (Medium-size)

Scaratrooper Sergeant

Medium-size Monstrous Humanoid

Hit Dice: 9d8+27 (67 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., fly 70 ft. (good)

AC: 13 (+2 Dex, +3 natural)

Attacks: 2 Claws +13 melee, or pistol +11 ranged

Damage: Claw 1d6+4, pistol 2d6

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

Special Attacks: Improved grab

Special Qualities: Fast healing

Saves: Fort +6, Ref +8, Will +6

Abilities: Str 19, Dex 15, Con 16, Int 10, Wis 10, Cha 8

Skills: Balance +8, Climb +10, Hide +9, Move Silently +8, Search +7, Spot +7

Feats: Flyby Attack, Power Attack, Firearm Proficiency

Challenge Rating: 5

Treasure: None

Alignment: Chaotic Evil

Advancement: None

The surgical combination of bat-like wings with Nazi paratroopers provided the Axis with a new breed of airborne trooper. Able to take off and land in almost any condition, these unholy creations are set to rule the skies.

With the continual rise of airborne attacks the Axis and the Allies were always looking to gain air superiority over their foes. The scaratroopers have given the Axis an edge in the airborne field of battle.

These troops were able to jump from planes at any altitude controlling their descent better than any normal paratrooper.

They can take off and land on their own, as well. The scaratroopers use these skills to get the drop on their opponents on the ground as well as sabotage planes while they are still in the air.

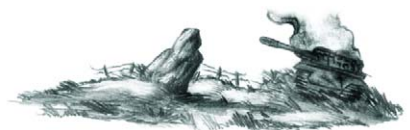
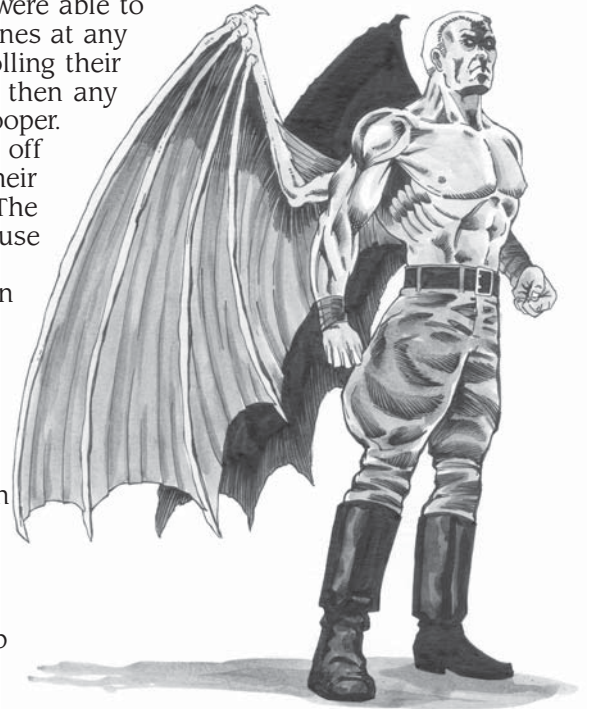
The scaratrooper's muscles have been juiced up to provide the strength

needed to work the large bat like wings that have been surgically attached to their backs. The creation of the scaratroopers is rumored to have been based on the works of Dr. Clauberg based out of the Natzweiler-Struthof Prison Camp in Strasbourg Germany. While the scaratroopers have not fully mastered their wings, they are fierce foes in combat and some have gone to the extent of having claws implanted into their fingertips to make them even more deadly.

Combat

The scaratroopers prefer hit and run tactics, dropping from the sky attacking as they fly by and retreating to safety so that their opponents have as little time as possible to counterattack. They also love to land on planes and start dismantling them while still airborne, going after the vital areas such as the wings and engines. Some of the more conniving beasts disable the landing gear so that nothing is known to be wrong until it is time to land. As they have become more confident in their capabilities, some scaratroopers have made a game out of their duties. They attack a plane in flight and watch as the occupants bail out and then compete to see who can kill the most before they reach ground.

Fast Healing (Ex): A scaratrooper heals 1 point of damage for every three hit dice it has each round, so long as it has at least 1 hit point. Once dead, the scaratrooper stops healing.





Airborne: All attacks against a scaratrooper receive the -2 penalty for target moving due to its unpredictable flight patterns unless it has landed or is somehow restrained.

Adventure Seed

While en route between missions, a pair of scaratroopers attacks the party's plane. They land on the wings of the plane and start tearing away at the engine. The heroes must figure out what is going on and quickly stop the scaratroopers before the plane falls from the sky like a brick.

Another idea is to have the scaratroopers serve as airborne patrols around a secret Nazi installation or a site of interest to the Nazis.

Schatenmeister (Shadow Master)

Medium Outsider (Evil)

Hit Dice: 4d8+8 (26 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft.

AC: 13 (+3 Dex)

Attacks: Unarmed +7 melee or +7 ranged

Damage: Unarmed 1d3+1 or by weapon

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

Special Attacks: Constitution drain, spell-like abilities

Special Qualities: Damage reduction 5/+1, rapture

Saves: Fort +6, Ref +7, Will +6

Abilities: Str 13, Dex 16, Con 14, Int 13, Wis 15, Cha 15

Skills: Bluff +8, Concentration +6, Disguise +5, Hide +11, Listen +6, Move Silently +7, Search +5, Spot +6, Use Magic Device +6

Feats: Improved Unarmed Strike, Weapon Finesse (unarmed)

Climate/Terrain: Any land and underground

Organization: Solitary or Pair (2)

Challenge Rating: 4

Treasure: None

Alignment: Neutral evil

Advancement: 5-12 HD (medium)

Schatenmasters are natives of a dimension that borders on the plane of Shadows. They survive by draining the life from their victims and humans are their favorite prey.

In its natural form, a schatenmeister appears as a human with dark gray skin and black eyes. Instead of hair, schatenmasters have a black spiked frill that runs along the crown of their head. They are either dressed in solid black garments or clothes to complement their current disguises.

Schatenmasters were discovered by blood mages seeking a spell to transport troops across long distances. Their efforts produced a two-way gate to the schatenmeister's home. The schatenmasters that came through discovered that humans "taste" good to them, but they also learned that these particular humans controlled the only way for them to enter this world. A dark pact was formed.

In exchange for access to this world, the schatenmasters help the Nazis with their war by acting as spies, saboteurs, and assassins. Hitler realizes that his control of the schatenmasters is tenuous at best. He only allows a few into this world at a time, and they are not supposed to have contact with each other while here. Occasionally though, a couple are able to meet to discuss a way to achieve unrestricted access to our world—and turn it into an all-you-can-eat buffet.

Combat

Schatenmasters refuse to fight in melee with anything other than their bare hands, but they rather enjoy the access to firearms that they have recently gained.

Constitution Drain (Su): Anyone touched by a schatenmeister takes 1d6 points of temporary Constitution drain. A Schatenmeister can choose whether to use this ability or not.

Light Sensitivity: Schatenmasters suffer a -2 penalty to attack and skill rolls in bright sunlight or within the radius of a *daylight* spell.

Rapture: Draining Constitution from a human is intoxicating to a schatenmeister. For every 2 full points of Constitution drained, a schatenmeister loses 1 point of Wisdom. Lost Wisdom returns at a rate of 1 point per hour.

Spell-Like Abilities: At will—*alter self*; 3/day—*dimension door*. These abilities are as the spells cast by a 10th-level sorcerer.

Skills: Schatenmasters receive a +4 racial bonus to Hide checks.

Adventure Seed

A schatenmeister has become addicted to the rapture. He cannot stand the idea of the Nazis sending him back to his home dimension, so he has contacted the OSI about "defecting."

The heroes must travel deep into enemy territory and bring him out. Besides the danger from the Nazis, the heroes must deal with the other schatenmasters who don't want him to ruin their agreement.





Their charge is a challenge in and of himself. Due to his addiction, his Wisdom returns at twice the normal rate (1 point per 30 minutes), and when his Wisdom returns to normal, he must begin making Will saves (DC 15) to avoid satisfying his craving. The DC for the Will save increases by 2 every hour until he fills his need.

Shkura Devoshka

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft.

AC: 15 (+2 Dex, +3 natural)

Attacks: Bite +3 melee, unarmed strike -2 melee

Damage: Bite 1d6+1 melee, unarmed strike 1d3+1 subdual

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

Special Attacks: Bring down prey, flanking

Special Qualities: Sprint

Saves: Fort +1, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 13, Int 8, Wis 8, Cha 6

Skills: Hide +3, Listen +5, Move Silently +4, Spot +3, Wilderness Lore +3

Feats: Track, Weapon Finesse (Bite)

Climate/Terrain: Any forest, hill, plains, or mountains in Eastern Europe and Eurasia.

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 1

Treasure: Standard

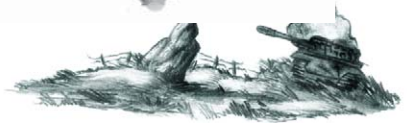
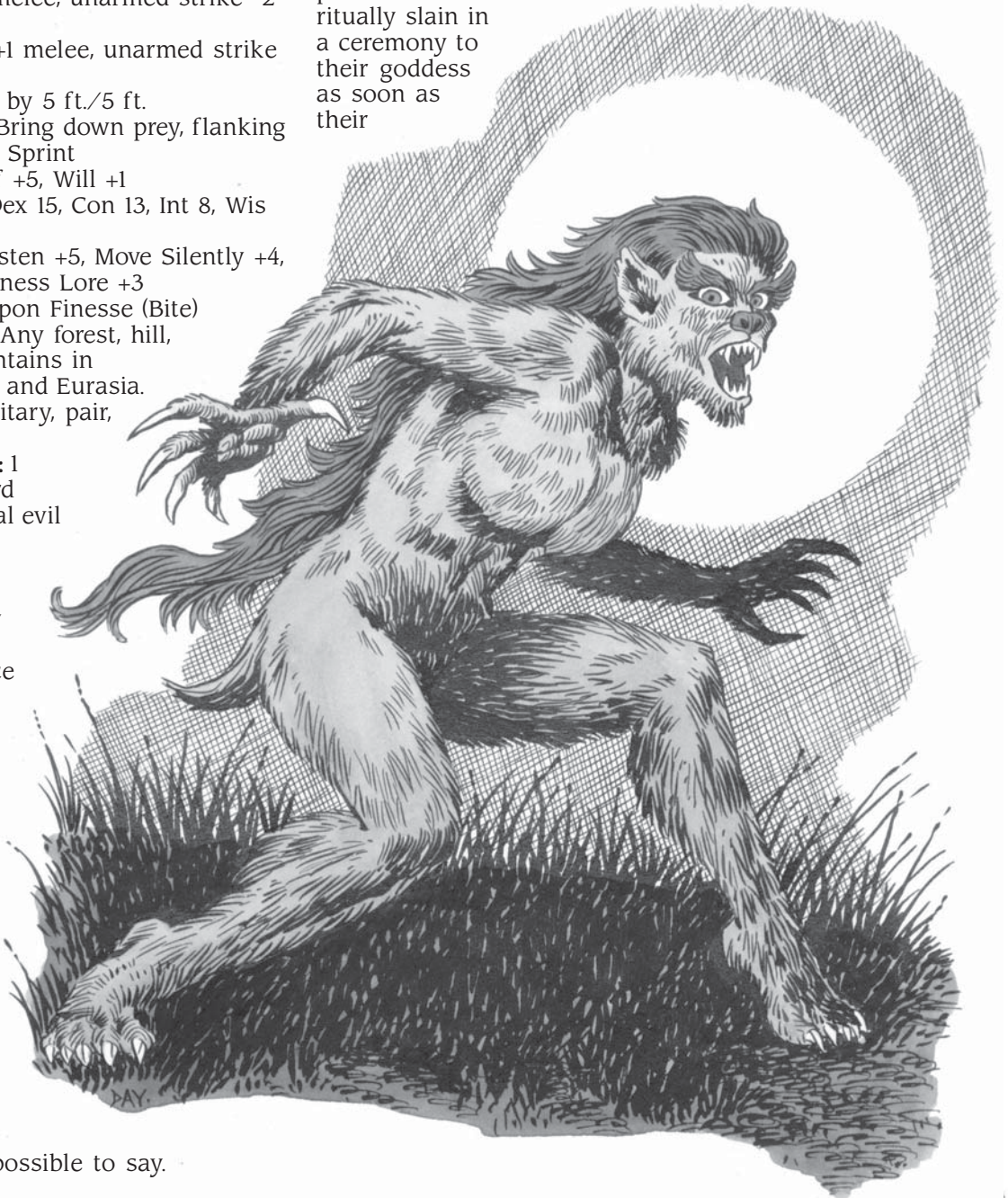
Alignment: Neutral evil

Advancement: By character class

The shkura devoshka, roughly translated as "fur women," are a race of primal females that prowl the wilderness of Eastern Europe and Eurasia. Some think them werewolves, while others hypothesize they may be the degenerate remnants of the legendary Amazons. While the former is patently false, there may be some truth in the latter—it's impossible to say.

What is known for certain is that they have sharp canine teeth and are covered in fine fur exhibiting a broad range of colors—brown, red, grey, white, and black. Standing over 5' tall when completely erect, the shkura devoshka are generally hunched over as if they're uncertain whether they wish to walk as humans or run as wolves. They communicate in a guttural tongue that seems to include growls, yips, barks, and howls as an integral part of the language.

Shkura devoshka sometimes take male prisoners as breeding stock, since there are no males among the species. These prisoners are ritually slain in a ceremony to their goddess as soon as their





usefulness has passed, however. Deviant children (those born human or exhibiting traits of both parentage) meet a similar fate.

They are capable of both making and utilizing simple tools and weapons, but generally prefer to do otherwise. They similarly shun clothes. Dens are usually established under tree falls or in hollows dug into embankments, but only the young and nursing mothers sleep therein. The remainder of the pack sleeps under the stars, curling up together in a solid mass to conserve body heat.

Combat

Pairs or packs work together to bring down large prey, while lone individuals tend to chase down creatures that are smaller than themselves or those that are somehow vulnerable. They are cunning and cautious, and do not expose themselves to danger needlessly. They use hit and run tactics to wear down opponents, and if present in suitable numbers, flank their prey and attack from all sides. While they may be native to the wilds, shkura devoshka know enough to respect the power of firearms and are wary of them.

Sprint: Shkura devoshka may sprint on all four limbs, achieving a base speed of 50 feet. However, this form of movement is tiring. Every round the creature must make an Endurance check (DC 10+1 per round) to avoid fatigue.

Flanking: Shkura devoshka are reared from youth to work with members of the pack to bring down prey. As a result, when two or more team up to flank an opponent, they receive a +3 flanking bonus to attack rolls instead of the normal +2.

Bring Down Prey: A favorite tactic is to strike at the legs of their prey, in particular the tendons, in order to incapacitate. A shkura devoshka that has succeeded in biting an opponent may attempt this ability as a free action, without provoking an

attack of opportunity. She makes a Strength check opposed by the defender's Constitution check; if successful, she has torn into tendons, inflicting 1d4 temporary Dexterity damage and reducing the victim's move by 10 feet per round.

Adventure Seed

The heroes are scouring a forest for German wehrwolves held responsible for the brutal slaying of several sentries of late. An officer has also disappeared, and is believed to have been abducted by the enemy for interrogation. In fact, this is the work of a ruthless pack of shkura devoshka.

While searching the forest, the PCs fall through the decaying tangles of roots into a hitherto-hidden Sarmatian tomb, which happens to be the lair of the shkura devoshka. The pack are desperate to preserve the secret location of their lair, and the matriarch has even mastered some of the ancient raiders' arcane lore, making the heroes' escape all the more harrowing.

Skin Thief

Medium Size Humanoid

Hit Dice: 5d8+20 (42 hit points)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 Natural)

Attacks: +4 melee, +4 ranged

Damage: By weapon or 1d4 punching

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

Special Attacks: —

Special Qualities: Skin clothing (Ex)

Saves: Fort +5, Ref +5, Will +2

Abilities: Str 13, Dex 13, Con 18, Int 15, Wis 13, Cha 12

Skills: Disguise, +13, Hide +3, Move Silently +3, Search +3, Sense Motive +3, Spot +3

Feats: Alertness, Endurance

Climate/Terrain: Any

Organization: Solitary

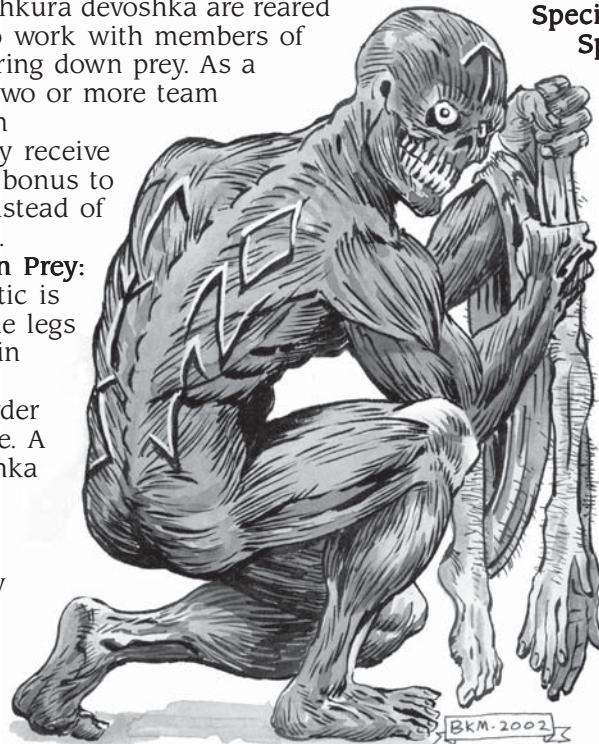
Challenge Rating: 2

Treasure: None

Alignment: Lawful evil

Advancement: None

The skin thief is a horrific blend of magic and medical science that has allowed the SS to infiltrate even the most secure Allied





areas. To create these super spies, Nazi blood mages and SS surgeons ritualistically skin special volunteers willing to undergo the painful procedure. The screams and agony of the volunteer combined with runic inscriptions burned into his naked muscle act as a supernatural power source that allows him to survive a life without his own hide and to wear the skin of others as his own. At the conclusion of the operation and subsequent ritual, the now skinless volunteer is instructed to rise and take his place as the eyes and ears of the thousand year Reich.

Although they are rare, skin thieves have been highly effective espionage tools for the Nazis. Their ability to flawlessly skin their victims and wear the hide like a grotesque suit has allowed them to gain direct access to top level meetings, war rooms, and secret files with a near 100% success rate. The process has even been exported to the Japanese where combined with the ninja tradition, they have succeeded in key assassinations.

In most cases, skin thieves are undetectable since the creatures are very particular about choosing victims whose skin matches their own body structure well. Outside of their protective coverings the skin thief is far more horrific. The complete lack of skin makes the thief's muscle structure totally visible. This, combined with the deep, gash-like burns that form the protective ruins down its back and across its head, makes the skin thief look like something out of a slaughterhouse rather than something that was once human.

Combat

The skin thief is capable of fighting and using weapons in the same fashion as any soldier on the field. While in the field they also prefer to stay clear of direct contact with large numbers of enemy troops. The most common tactic of a skin thief is to stalk a victim that matches the specifics of its mission (i.e. grabbing an officer to gain access to a command post or a munitions pile in order to detonate it).

Skin Clothing (Ex): When the victim is alone the thief suffocates the target in order to prevent damage to the flesh. When the person is dead, the thief systematically cuts an incision down the spine, removes the person's flesh and slips into the skin, thus assuming the individual's identity. The telltale marks of this process include the incision down

the spine, bruising around the neck, and the skin thief's inability to imitate mannerisms or vocal patterns.

Adventure Seed

Father Paul Maloney, a chaplain employed at the Pentagon, recently returned to the United States from a trip to the Vatican. Upon his return the guards noticed that the Father was acting strangely. He refused to say mass, delegating the responsibility to other priests in the Washington area. The priest was also frequently seen in restricted areas of the Pentagon file rooms.

When he was confronted by his commanding officers he offered no excuse and mentioned an upcoming homily he was preparing for. Yesterday, the flayed skin of Father Maloney was found along the banks of the Potomac and no reason or body has yet been discovered to explain the murder. An OSI team has been organized to work along side the FBI to investigate the situation and discover what happened.

Soulless Template

The Soulless are humans who have bargained away their souls in hopes of gaining power. This ritual is only performed upon the most worthy of the Reich—the SS. Amongst the SS it is a great honor to be allowed to bargain away one's soul for the greater glory of the Reich.

What these fools don't release is that the blood mages fearing for their place in the Reich have betrayed the SS. Instead of the demons getting the souls upon the death of the bargainers, they consume them now and use the shell of their body to take physical form on earth. Of course the blood mages feel they have the situation well in hand, but can human ever out bargain a demon?

Creating a Soulless

"Soulless" is a template that can be added to any human. The human becomes an outsider. The human's statistics and special abilities are used except as noted.

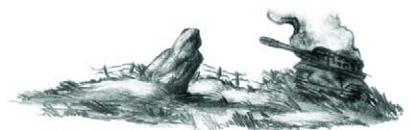
Hit Dice: Increase by one die type, to a maximum of d10.

AC: Natural armor improves by +4.

Attacks: A soulless gains a bite attack.

Damage: Bite 1d6

Special Attacks: A soulless retains all special attacks of the base creature. A soulless also gains the ability to cast *burning hands* three times a day at a level equal to the character's hit dice.





Spider-Bomb (Armkreuz-Bombe)

Medium-Sized Vermin

Hit Dice: 2d8 (9 HP)

Initiative: +2 (+2 Dex)

Speed: 30 ft.

AC: 14 (+2 Dex, +2 Natural)

Attacks: Bite +1 melee, special (bomb)

Damage: 2d4 bite; bomb (see below)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Poison, remote-controlled explosion

Special Qualities: Darkvision 60 ft., low-light vision, immune to mind-influencing effects

Saves: Fort +4, Ref +2, Will +0

Abilities: Str 10, Dex 15, Con 13, Int —, Wis 8, Cha 3

Skills: Climb +12

Feats: —

Climate/Terrain: Anywhere they are deployed by German troops

Organization: Solitary; need a controller

Challenge Rating: 2

Treasure: None

Alignment: Neutral

Advancement: None

Spider-bombs are giant (3-5 feet in diameter) spiders, usually tarantulas, with an electrical device and explosives implanted in them. A spider-bomb is controlled via a long wire and control box.

Spider-bombs are created in the laboratory of the infamous Dr. Tara Von Laven. Von Laven is a beautiful, brilliant, and ruthless biologist. Her laboratory is currently located in an old mansion on the outskirts of a French town. She administers radiation treatments and chemical/nutrient baths to

normal spiders, causing them to quickly grow in size. She then implants a fairly simple electrical shock device on the spider's back. This is attached to a wire (up to 100 yards long) that leads to a controller with a joystick and a detonation switch. Mild shocks cause the spider to go in the direction the joystick is pointed.

The spider also has an explosive charge attached to its underside. When the detonation switch is activated, the spider-bomb explodes. Spider-bombs can easily climb up buildings and onto vehicles.

Combat

While spider-bombs have a venomous bite, and attempt to bite anyone in front of them, they are typically detonated once they climb onto a tank or are otherwise positioned (e.g., on a building).

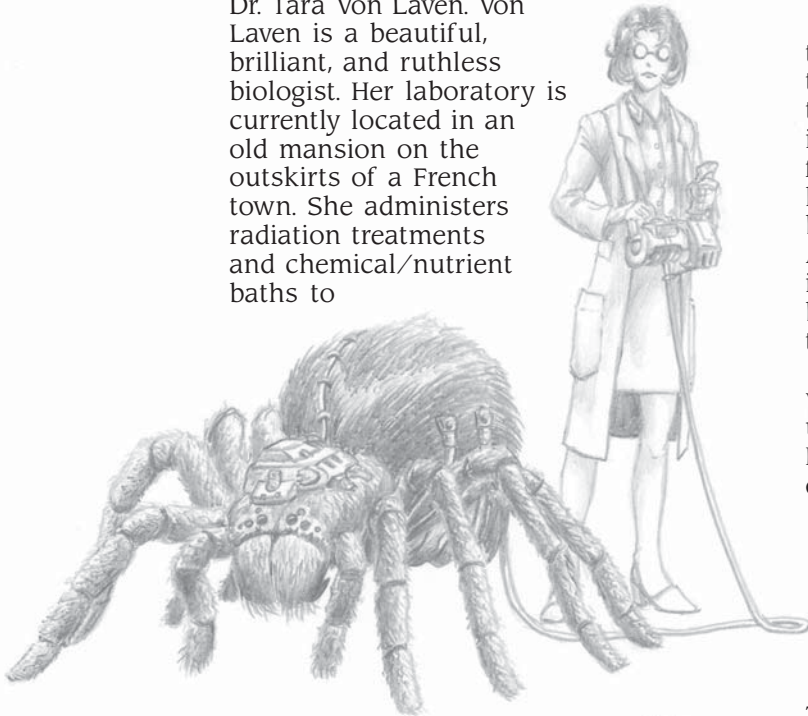
Poison: If a spider-bomb bites a living creature, the creature must make a Fortitude save at DC 14 or lose 1d4 Strength each minute for 3 minutes. This effect lasts for 5d6 minutes. If a creature's Strength gets to 0 or below, the creature is incapacitated for the duration of the effect.

Explosives: Treat the explosive device as a Panzerwurf mine (5d8 damage, PV 80, Primary Burst 2). There is a 10% chance the spider-bomb does not detonate when the switch is activated (a roll of 1 or 2 on a d20).

Adventure Seed

American troops have found a Sherman tank with a hole blown in the side of the turret and a big hairy spider leg stuck to the tank near the hole. The OSI is called in, and the players are ordered to try to find out what happened and where the leg came from. If possible, they are to bring back a sample of the entire creature. A skirmish erupts as the players begin to investigate the area, and two spider-bombs are being used by the German troops involved.

Alternatively, if the heroes are part of a vehicle crew, their own vehicle comes under attack by a clutch of spider-bombs. If the vehicle is disabled, the now-dismounted heroes may be able to score an enormous intelligence coup by capturing the spider-bombs human controllers and control devices. Of course, if that happens, the German forces in the area aren't going to allow the heroes to waltz back to Allied lines with such sensitive pieces of equipment. They may be attacked by more spider-bombs or other nasty secret weapons.



KAD





Stealthy Stalker

Medium-size Humanoid (Human)

Hit Dice: 4d10+4 (26 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 12 (+1 Dex, +1 natural)

Attacks: +5 melee, +5 ranged

Damage: By weapon

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

Special Attacks: Sneak attack +2d6

Special Qualities: Invisibility, uncanny dodge

Saves: Fort +2, Ref +8, Will +3

Abilities: Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 10

Skills: Driving +2, First Aid +2, Hide +8, Move Silently +8, Search +3, Spot +8, Wilderness Lore +5

Feats: Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rank: SS Rottenführer, Rapid Shot, Simple Weapons Proficiency, Weapon Focus: MP40, Weapon Focus: Sturmgewehr 43, Wheeled Vehicle Proficiency,

Climate/Terrain: Any land

Organization: Solitary, Pair, or Gang (2-5)

Challenge Rating: 6

Treasure: None

Alignment: Chaotic evil

Advancement: By character class (Grunt)

Experiments leading towards the creation of the ultimate unseen soldier went horribly wrong. Nazi scientists succeeded in making a select few soldiers invisible to the human eye but were unable to make them visible again. Now these homicidal maniacs have escaped and are looking to savagely attack whomever is available.

The stalker's flesh has been rendered completely invisible through the combination of modern science and old occult techniques but they are standard soldiers in every other regard. The stalkers enjoyed great success at first and they revelled in their new-found power, but being able to see through their eyelids when trying to sleep and simply never being able to see themselves in the mirror again all took their toll on the stalkers. They slowly crossed the threshold of sanity as the harsh realities of being invisible sank in.

The process that left the stalkers invisible also toughened their skin and enhanced their reflexes. This, and the fact that they are now completely invisible, are the only things that differentiate them from standard SS troops. They are deadly assassins.

A few of the stalkers have escaped from their scientific prisons and now lead a lonely existence. They look out only for their own survival and have resorted to thievery to survive. They attack both sides of the war equally to get what they need. The stalkers can often be found hiding along trails through wooded areas hoping to use the surroundings to their advantage.

Combat

The stealthy stalkers have learned to take advantage of their invisibility and have trained themselves to attack unarmed since carrying weapons would certainly reveal their location to their targets. They have also begun setting traps for their foes to add to their confusion and aid in their hit and run tactics. The stalkers often have an escape planned with a trap or two along the way to slow down their pursuers. The stalkers often wait until a passing group sets off a trap and slips in unnoticed. They then silently start taking out troops until they can get what they need and escape without being followed.

Natural Invisibility (Su): Occult science techniques have made the stealthy stalkers permanently invisible allowing the stealthy stalker to remain invisible even when attacking.





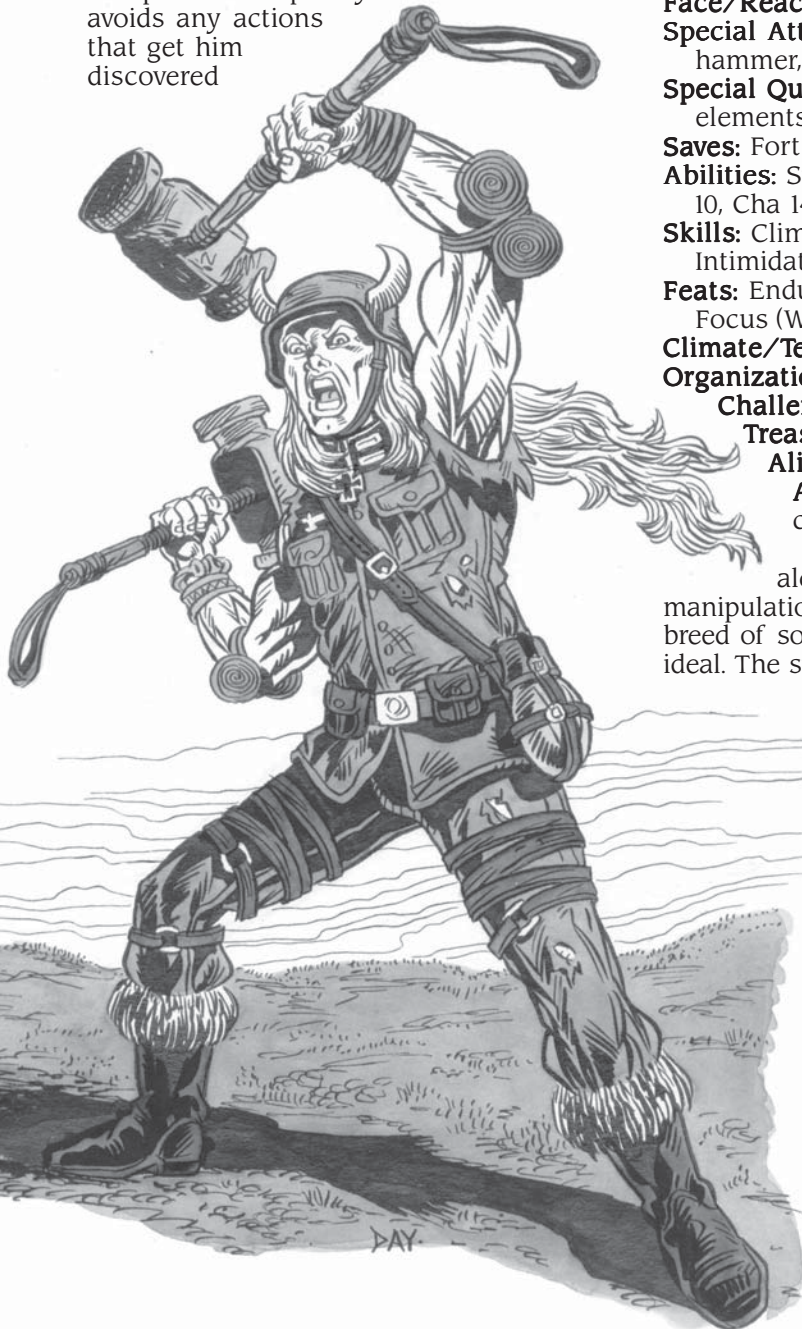
Sneak Attack: This works in the same way as the rogue's ability described in the *Player's Handbook*.

Uncanny Dodge (Dex Bonus to AC): This works in the same way as the 3rd level rogue's ability described in the *Player's Handbook*.

Uncanny Dodge (Can't be flanked): This works in the same way as the 6th level rogue's ability described in the *Player's Handbook*.

Adventure Seed

Traveling through the wilderness, the heroes find a stalker that has recently escaped from captivity. He avoids any actions that get him discovered



but watches closely for a chance to lift some food from the party. Hunger gets the better of the stalker after nightfall causing it to sneak in and pilfer whatever foodstuffs it can carry.

Strosstrupen

Medium-size Humanoid

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft.

AC: 14 (+1 Dex, +3 natural)

Attacks: War hammer +9 melee; War hammer or MG 42 +4 ranged

Damage: War hammer 1d8+5, or MG 42 2d8

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

Special Attacks: Hip-firing, throw war hammer, Vril war hammer

Special Qualities: Disable by force, endure elements (Cold and Fire), training

Saves: Fort +7, Ref +2, Will +1

Abilities: Str 20, Dex 12, Con 17, Int 10, Wis 10, Cha 14

Skills: Climb +5, Demolition +3, Hide +5, Intimidate +8, Move Silently +5, Spot +5

Feats: Endurance, Power Attack, Weapon Focus (War hammer)

Climate/Terrain: Any land in the Reich

Organization: Solitary, pair, or squad (3-6)

Challenge Rating: 3

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

Through selective breeding, alchemy and magic, and genetic manipulation, the Nazis have created a breed of soldiers that epitomizes the Aryan ideal. The strosstrupen ("stormtroopers") are loyal, brave, and martially superior. Physically, they are all perfect specimens, with toned physiques, long blond hair, bronzed skin, and almost angelic features; in fact, they look like Greek statues come to life.

All strosstrupen are young men, most no more than mere teenagers since the initial breeding program only began among Hitler's closest followers during the mid-1920's. There are precious few of them so OKW does not cavalierly commit them to battle. It's said that no more than 1 in 100 children in the breeding program survive the ensuing medical and magical conditioning, or the rigorous training.





Strosstrupen embrace their Teutonic heritage and the pagan beliefs of early Germanic peoples. Much symbolism has worked its way into their trappings and regimented lifestyle. Their secret barracks, for example, is known as Thrudhiem ("Place of the Mighty") and they all wield the war hammer, both in homage to Dunor (Thor), the greatest warrior among the Germanic gods.

As befits such special warriors, the weapons issued them are rare and powerful. Their unique hammers have been forged from the legendary ore, Vrill, and possess incredible powers that make the strosstrupen even more formidable in combat.

Combat

Strosstrupen are like modern day Aryan knights who ride out in service to their lord. They are constantly proving their mettle and therefore wade into any battle, undertake any mission, or fight any foe without hesitation and regardless of the risks. Young and without the savvy of a veteran soldier, they are a bit naive about modern warfare and nurture a sense of invincibility that inevitably leads to reckless behavior.

Hip-Firing: The strosstrupen's great Strength allow them to fire machineguns from the hip at only half the normal penalty (-2 instead of -4).

Throw War hammer: Strosstrupen can use their hammers as missile weapons if they so choose, with a Range Increment of 20 ft.

Vrill War hammer: Nazi scientists and blood mages have discovered the legendary ore vrill. They have crafted from it war hammers to be wielded by the strosstrupen. These hammers, in addition to being impervious to physical damage, are the source of great power:

Once per day, the wielder may call down a lightning bolt upon a target. The effect is the same as the Druid spell *call lightning*, as if cast by a 7th-level Druid.

Cast any one Air Domain spell up to 5th-level once per day

Four times per day the wielder may smash the hammer against the ground and create a tremor that knocks people off their feet. Anyone within 30 feet of the strosstrupen must make a Reflex save (DC 15) or fall prone.

Disable by Force: The strosstrupen are not subtle beings. They prefer to smash what others might disable through more subtle means. This has two primary game effects. First, they may use their war

hammers to make attacks against vehicles that ignore Armor Rating at the location when resolving damage. Additionally, they may use their Strength modifier instead of Intelligence for Disable Device attempts.

Endure Elements: Strosstrupen have been hardened to face extreme conditions that hinder normal soldiers. They shrug off up to 5 points of fire or cold damage each round, regardless of whether the source is natural or magical.

Training: The strosstruppen have been given basic military training that grants them +8 skill points for general skills and one bonus feat.

Adventure Seed

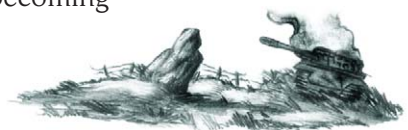
The Germans have inserted a team of archeologists, protected by strosstrupen, into Norway to search for Dunor's legendary hammer Mjolnir. Besides being a propaganda coup for the Germans, Hitler believes the weapon might serve to turn the tide of war. If the legends of Dunor's martial achievements are to be believed, this might not merely be another delusion of Hitler's increasingly unhinged mind.

The Allies send the heroes into Norway to recover the artifact as well, smuggled aboard a fishing vessel and with the personal well wishes of Norwegian King Haakon. The quest takes the PCs to the forests around Trondheim Fjord, once known as the Forest of Thunder because of the frequency in which lightning—perhaps originating from Mjolnir—shattered tree trunks.

Whether the legendary hammer is there or not is up to the War Master. Should the heroes recover the weapon, they find it much too heavy to wield. In fact, no ordinary mortal can swing the hammer or activate any of its special powers. There is only one person who *can* wield the warhammer: Bjorn Thorvald, a farmer in Norway who is a direct descendant of Thor through a mortal woman.

Regardless of which side ends up with the hammer, its recovery sparks a race to find the one who can wield it. This race involves some investigation to uncover the facts: Can a mortal wield Mjolnir? If so, who? Where is this person?

A fierce competition to reach Thorvald follows the investigation. If the Nazis have the hammer, the heroes may even be authorized to assassinate Thorvald rather than allow him to fall into German hands. An added complication is that Thorvald is content with his simple life in rural Norway and is not interested in becoming involved in the war.





Taniec Tytan Pracy (Dance Demon)

Large Outsider
Hit Dice: 7d8+14 (45 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 18 (-1 size, +4 Dex, +5 natural)

Attacks: 2 claws +12 melee, bite +7 melee

Damage: Claw 1d6+5, bite 1d8+5

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

Special Attacks: Chaos whirl, death waltz, haste, steps of pain

Special Qualities:

Alternate form, damage reduction 10/+1, regeneration 5

Saves: Fort +7, Ref +9, Will +6

Abilities: Str 21, Dex 18, Con 15,

Int 14, Wis 12, Cha 20

Skills: Balance +10, Bluff +11, Diplomacy +11, Hide +10, Innuendo +7, Intimidate +11, Listen +5, Move Silently +10, Perform +15, Search +9, Spot +7

Feats: Improved Initiative, Multiattack, Power Attack

Climate/Terrain: Any land

Organization: Solitary, brace, or brood (2-5)

Challenge Rating: 9

Treasure: None

Alignment: Chaotic neutral

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Polish magicians performed ancient forbidden dances, summoning demons by the dozens in order to combat the coming Nazi onslaught. Many were killed, but some still roam the Polish borders appearing as humans. They reveal their true identities when a threat to anything Polish is revealed. A handful of Polish resistance groups contain individuals who possess the knowledge to summon these demons as well.

Much of Polish folklore involves dance. When the Nazis invaded Poland, launching World War II, the Poles fought their tanks and guns with swords, guns, and other simple weapons, holding off the Nazi regime for a remarkable period of time. Some villages and cities did not fare as well and some turned to the forbidden

magics of their ancestors. Polish magicians performed their forbidden dances in hiding for hours at a time, summoning these demons to fight—and they fought well. The Taniec Tytan Pracy or Dance Demon appears as a normal Polish man in a traditional tan leather jerkin with red suspenders, holding up leather pants, or as a 9-foot tall black chitinous-skinned demon. It often seeks a profession where it can keep tabs on the Polish people to help protect them.

Combat

The dance demon prefers to work its sinister magic on unsuspecting victims while still in the guise of a human. Once the magic has taken effect it reveals its true self and closes in for the kill. The dance demon's magic manifests through its dancing in a similar fashion to a bard's singing. It can dance in either human or devil form without penalty.

Chaos Whirl (Su): Moving in hypnotic patters, the Taniec Tytan Pracy causes all characters witnessing the dance to make a Will Save (DC 17) or suffer the effects of a *confusion* spell as cast by a 9th-level sorcerer.

Death Waltz (Su): Performing an elaborate dance, the Taniec Tytan Pracy replicates the effect of a *finger of death* spell as cast by a 14th-level sorcerer (Save DC 19). This dance ability can be used up to 5 times per day.

Dance Master (Su): The Taniec Tytan Pracy's dancing is so focused that Perform checks can be used in place of any Concentration checks needing to be made while dance casting.

Haste (Su): The Taniec Tytan Pracy can act as if under the effect of a *haste* spell for 5 rounds per day. These rounds do not have to be in a row.

Steps of Pain (Su): The Taniec Tytan Pracy's dance can be painful to watch. Anyone witnessing the dance demon's performance must make a Fortitude Save (DC 18) every round that the demon dances or take 2d6 points of subdual damage.

Alternate Form (Su): A Taniec Tytan Pracy's natural form is that of a large wiry demon. It can also assume the form of a normal looking Polish man. Changing form is a standard action. A Taniec Tytan Pracy remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does it revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in human form.





Adventure Seed

A Taniec Tytan Pracy has infiltrated the OSI and is serving as the guardian of one of the OSI's safehouses just inside the Polish border. The party is sent there to investigate the disappearance of an OSI team that was on assignment in the area.

The strange OSI Pole they are staying with knows only that they went out and never came back. His words hiss somewhat when he speaks, but he seems generally trustworthy otherwise, and totally friendly.

The dance demon is responsible for the deaths of the agents, having killed them upon finding that their mission did not have the Polish people's best interests in mind. The party had best watch their back or they might end up just like the missing party.

Terracotta Warrior

Medium-Size Construct

Hit Dice: 2d10 (11 hp)

Initiative: +0

Speed: 30 ft.

AC: 23 (-1 Dex, +14 natural)

Attacks: Crossbow +2 ranged, sword or spear +5

Damage: Crossbow 1d8, sword or spear 1d8+4

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

Special Attacks: Stand Fast

Special Qualities: Construct, damage reduction 20/+1, darkvision 60 ft., magic immunity

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

Abilities: Str 19, Dex 9, Con —, Int 6, Wis 14, Cha 1

Skills: —

Feats: —

Climate/Terrain:

Any tomb in China

Organization:

Solitary, pair, squad (1-10, 1 3-4 HD Elite), company (10-100, 10 3-4 HD Elite, 1 5-6 HD Noble), army (100-900, 100 3-4 HD Elite, 10 5-6 HD Noble).

Challenge Rating: 2

Treasure: None

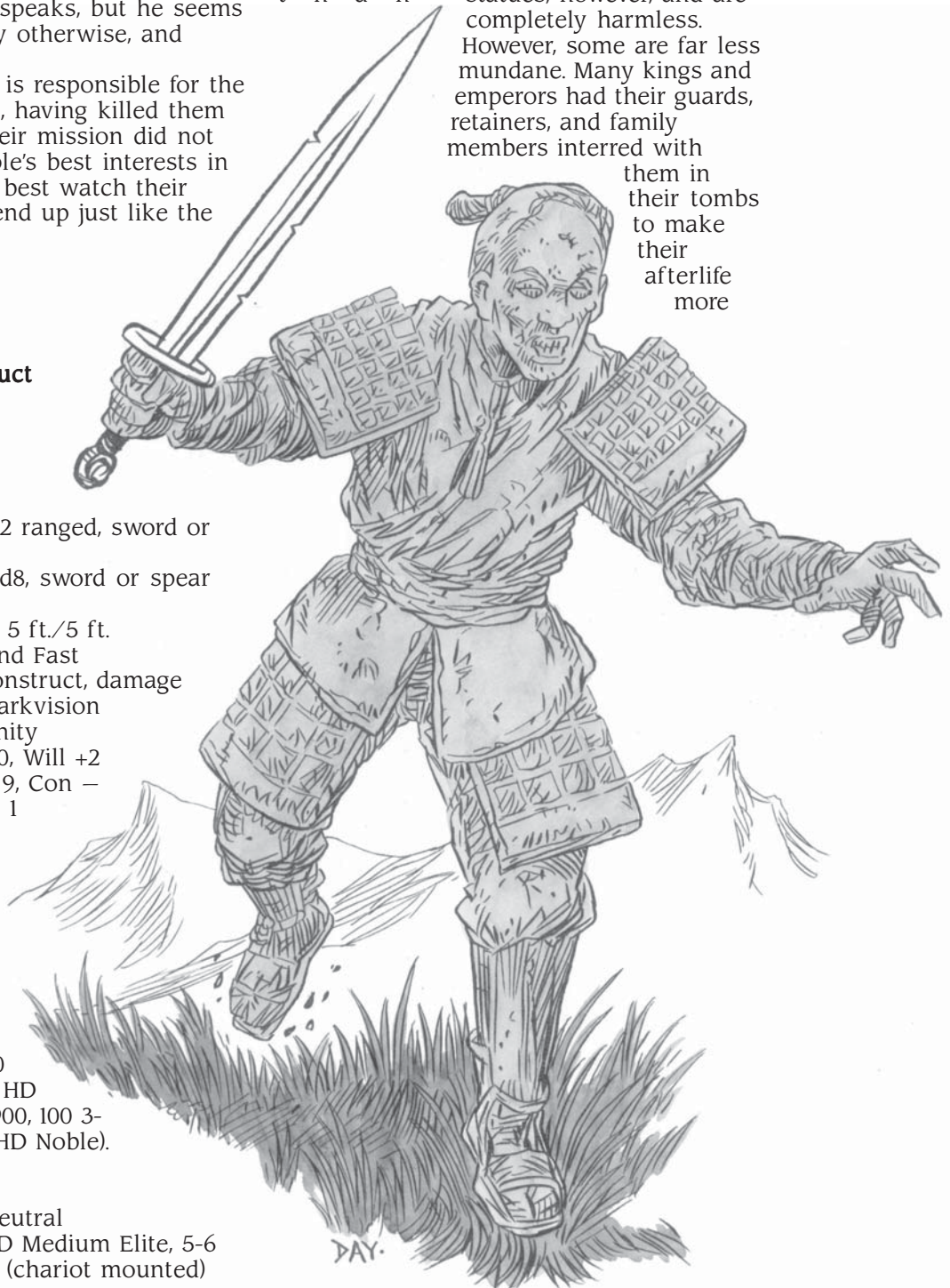
Alignment: Lawful neutral

Advancement: 3-4 HD Medium Elite, 5-6 HD Medium Noble (chariot mounted)

Terracotta warriors were built in ancient China to guard the burial mausoleums of emperors and kings. They are life-sized and are equipped as would a typical soldier of the era. The bulk of terracotta warriors are common infantry, wielding spears, swords, and crossbows, but there were also representations of the chariot-mounted nobility who acted as the mounted shock troops of the period. Most of these tomb sentinels are little more than statues, however, and are completely harmless.

However, some are far less mundane. Many kings and emperors had their guards, retainers, and family members interred with

them in their tombs to make their afterlife more





pleasant. It was perhaps inevitable that some ruler would decide to use the soldiers that accompanied him into death as the base around which to build the terracotta warriors. Far more than mere statues for decoration, these are animated constructs designed to preserve the sanctity of the royal mausoleum.

The faces of the terracotta warriors are frozen forever in menace, with eyes of polished red stone that were set into the clay before it dried. Unlike their mundane counterparts, the detailed features are exquisite and no two are alike, each with their own personality and unique characteristics. To those unaware of their sinister origins, it might appear as if the sculptor had used live models for each creation and then twisted their features into twisted parodies. Only when a warrior is destroyed does the clay shell fracture, revealing the skeleton within.

Terracotta warriors are single-minded, seeking only to protect the sanctity of the royal tomb. Nothing else concerns them. Japanese troops, plundering tombs throughout captured territory in China, have unwittingly set free numerous terracotta warriors. They won't rest until the stolen artifacts are returned to the tomb from which they were taken, posing a frightening danger to the superstitious Chinese peasants.

Combat

Terracotta warriors defend their tomb with a single-minded devotion that makes them formidable opponents. They cannot be reasoned with or deterred, they fear nothing, fight with a rigid discipline that escapes many living soldiers, and unerringly pursue any item taken from the tomb.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Stand Fast: Terracotta Soldiers are disciplined combatants well versed in fighting in tight

formation and holding their ground against enemies. They receive a +2 circumstance bonus to resist overrun actions, trips, bull rushes, or other attempts to force them to give ground or allow passage.

Magic Immunity: A terracotta soldier is immune to all spells, spell-like abilities, and supernatural effects except as follows. A *move earth* spell drives it back 120 feet. A *disintegrate* spell slows it as per the *slow* spell for 1d6 rounds and deals 1d12 points of damage. An *earthquake* cast directly at the terracotta soldier stops it from moving that round and deals 5d10 points of damage. The construct gets no saving throw against any of these effects.

Adventure Seed

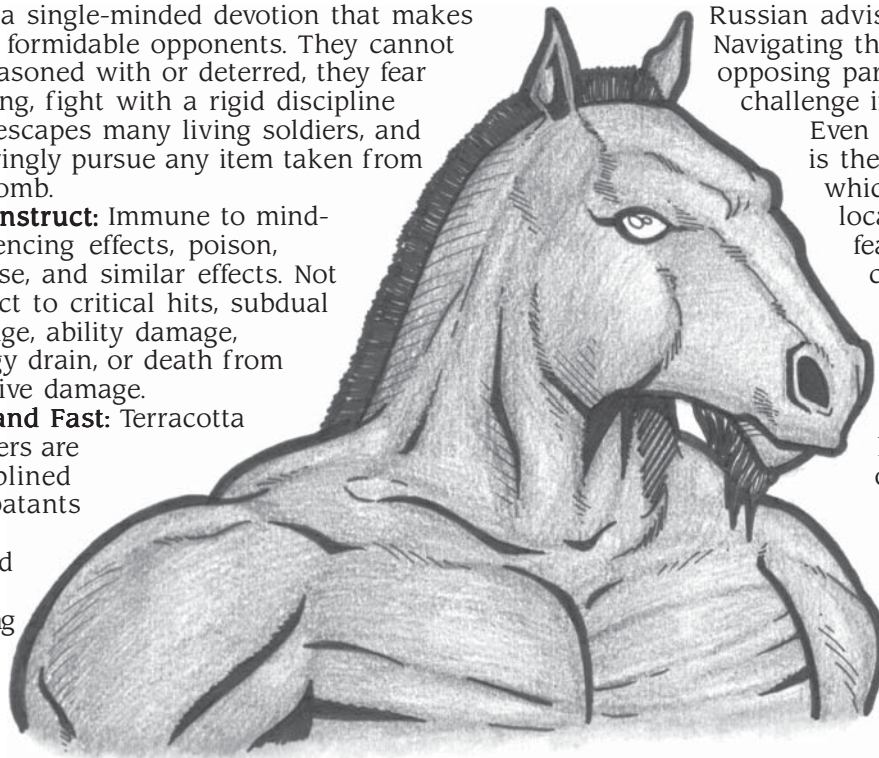
Allied intelligence and OSI uncover rumors that the Japanese have sent agents deep into northwest China in search of Sun Tzu's Art of War, the definitive text on strategy written by an ancient Chinese theorist. It is said he who holds the book is invincible in battle, so Japan's interest in the artifact is understandable.

The heroes are sent to recover the text for the Allies, or at the very least prevent Japan from acquiring it. But there are other interested parties as well, including the Nationalist Chinese, Communist Chinese factions, and a Mongolian warlord claiming to be the descendant of Genghis Khan and assisted by a

Russian advisor.

Navigating this myriad of opposing parties is a challenge in itself.

Even more deadly is the tomb in which the text is located, which features a company of terracotta warriors and numerous deadly traps. Breaking the hermetic seal of the tomb activates the golems, which won't stop until all



M.F.





intruders are slain, the text is recovered, and the tomb is sealed once more. If Sun Tzu's Art of War is taken from the premises, the terracotta warriors tirelessly pursue it, guided by an unerring sense of its location.

Tikbalang

Medium Fey (Incorporeal)

Hit Dice: 4d6+4 (hp 18)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 14 (+4 Deflection)

Attacks: Spells, +5 melee and ranged

Damage: By spell

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

Special Attacks: Limit perceptions, spell tricks

Special Qualities: Incorporeal

Saves: Fort +2, Ref +7, Will +3

Abilities: Str —, Dex 16, Con 12, Int 8, Wis 8, Cha 18

Skills: Bluff +11, Concentration +6, Hide +10, Picket Pocket +8, Sense Motive +5

Feats: Improved initiative

Climate/Terrain: Philippines

Organization: Solitary

Challenge Rating: 4

Treasure: Most Tikbalang's maintain a small hoard of items from those they prank.

Alignment: Chaotic good

The tikbalang are trickster spirits who gave up physical form thousands of years ago. They exist only to prank people. Despite their strange appearance, lower body of a man and head of a horse, they are able to communicate with any sentient creature. They rarely speak to anyone other than their current "favored" person. They accomplish this rather easily thanks to their ability to decide who they want to perceive them. This often causes others in the room to think the tikbalang's favored person is bit crazy, as he has conversations with the air.

The tikbalang's pranks are all harmless in nature. Their purpose is to embarrass and harass grumpy people not hurt them. Despite their constant pranking, having a tikbalang around is considered a good omen.

Tikbalang love to use their spell tricks to accomplish all of the following: trip people, make noises and images that aren't really there, change the color of a person's body part, move objects, steal keepsakes, open or close doors or clasps (belt buckles), and scare people to name a few ways. Tikbalang aid their favored person if he is in mortal danger. There is

even a story that a Tikbalang fell in love and sacrificed himself to save a girl from dieing.

Combat

A tikbalang's incorporeal nature makes it rather hard for it to do anything in combat other than serve as a distraction, which it can do quite well. Although the tikbalang's tricks are all meant to have a joke at the expense of its favored person, they can still sometimes cause serious trouble for their target; causing a rude noise, for instance, while the hero is standing at attention during an inspection by a senior officer.

Limit Perceptions (Others): The tikbalang can decide who sees it or hears it in any given situation. It effectively has both visual and auditory invisibility at will. They sometimes forget to hide themselves after a particularly good prank and the strange sound of a horse laughing can be heard.

Spell Tricks: The range of possible pranks is nearly limitless. The effects only ever do subdual damage and never last more than a day. War Masters should consider spell tricks an unlimited amount of 1st level spells, with the restriction that they have to be funny.

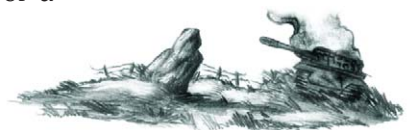
Incorporeal: Tikbalang are unable to affect the physical world except through use of their magic. Likewise, the physical world is unable to affect them, except through magic.

Adventure Seed

This plays out best over several sessions as a subplot. A tikbalang has taken a liking to one of the heroes. The tikbalang would choose the hero with the worst sense of humor in an attempt to lighten him up.

After a few pranks let the favored hero see the tikbalang. Before that, make it seem like the other heroes are behind the pranks. When he finally does see the tikbalang it is a little frightening. Make the favored hero work hard to convince his buddies that he isn't crazy. This provides an opportunity for some lighthearted roleplaying for War Master and players alike.

Once the tikbalang is known, the heroes have to decide what to do about it. They could approach the OSI with their new phenomena. The locals have some information about the nature of the creature. One option is to find someone else for the tikbalang to favor—perhaps an officer that is even more in need of a sense of humor than the hero.





Torture Master

Medium-size Humanoid (Human)

Hit Dice: 6d8 (27 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 11 (+1 Dex)

Attacks: Pistol +4 ranged

Damage: Pistol 2d6

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

Special Attacks: Heighten sensitivity, spell-like abilities

Saves: Fort +1, Ref +5, Will +4

Abilities: Str 11, Dex 13, Con 11, Int 14, Wis 16, Cha 16

Skills: Bluff +6, Intimidate +10*, Profession (Torturer) +7, Sense Motive +7

Feats: Firearm proficiency, Iron Will

Skill Focus: Intimidate

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Lawful evil

Advancement: By character class

Using occult magic to keep his subject alive, the Torture Master relishes every scream that his cruel and sadistic acts of torture produce.

Someone meeting the Torture Master in public would never know that he was a disturbed man. He is an ordinary looking man of German descent who is in his mid 40's. He wears glasses and has good manners. When at work though, he is all business and focuses intently on his subject of the day, taking great joy in the pain that he inflicts. By combining occult ritual techniques with his torture methods, the Torture Master has found ways to heighten his victims' sensitivity to pain and extend their life beyond what they should be able to endure so that the pain can continue.

The Torture Master has been known to keep some of his prisoners after they have revealed their secrets. Stored in his private torture chamber, the Torture Master continues their suffering for months at a time, often using some of the more exotic torture devices that he has acquired over the years.

Combat

The Torture Master is not good when the bullets start flying and he knows it. When combat starts, the Torture Master pulls out his pistol and fires off a couple shots while trying to escape the scene as quickly as possible.

Spell-like Abilities (Sp): The Torture Master can cast *cure light wounds* 5 times per day as if a 3rd-level cleric.

Heighten Sensitivity (Su): Three times per day the Torture Master can grant someone heightened senses, which allows them to see more detail, hear the smallest sounds, and feel the smallest pin prick as if it were impaling them. This grants a +4 bonus to Spot and Listen checks and doubles the effect a torture device has on someone under this influence. A Will save (DC 16) negates this.

Skills: The Torture Master's reputation and demeanor grant him a +8 circumstance bonus to Intimidate checks.

Adventure Seed

Having been captured during a mission, the group has been transported to the lair of the Torture Master. He is looking for information on the OSI and does not stop until he gets it from them. Who will be the weak link?

Trench Foot

Small Vermin

Hit Dice: 1d8 (5 hit points)

Initiative: 0

Speed: 0

AC: 12 (+2 Size Small)

Attacks: +0 ranged

Damage: 1d4 Spores

Face/Reach: 6 inches

Special Attacks: Wet infection (Ex)

Special Qualities: Drug resistant (Ex), progressive infection (Ex)

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

Abilities: Str —, Dex —, Con —, Int —, Wis —, Cha —

Skills: —

Feats: —

Climate/Terrain: Any damp

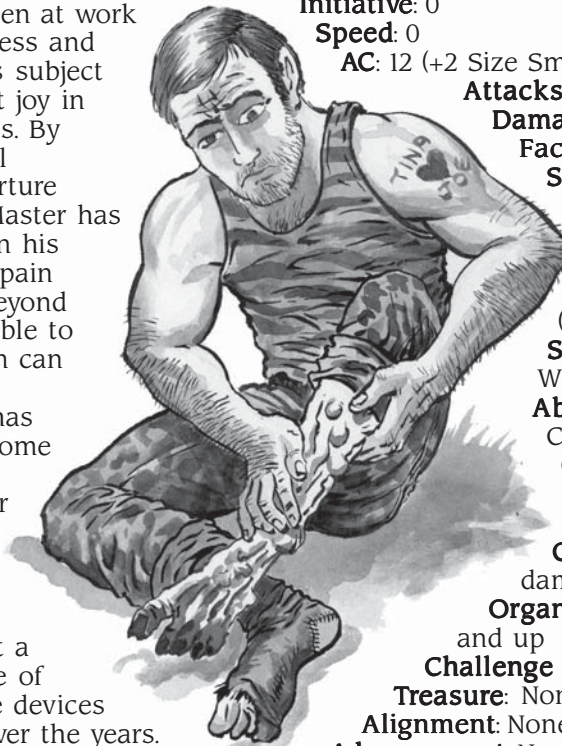
Organization: Colony of 2 and up

Challenge Rating: 2

Treasure: None

Alignment: None

Advancement: None





Trench foot is an aggressive mold that has been inadvertently mutated by the various chemical agents tested by the Nazis in Europe.

Areas of an individual's body that have been attacked by trench foot appear to have gone black and numb—similar in appearance to extreme frostbite—and are covered in a thin layer of milky blue-white moldy fur. As the mold progresses through the body, destroying nerves and arteries, it leaves behind useless body parts and severely damaged minds. It eventually balls into sticky clusters of spores in the mouth, between fingers and toes, and under armpits. These clusters launch spores when disturbed.

Combat

Trench foot is a sentient and aggressive mold and attacks simply to multiply and survive. Mold spores are typically found in standing water and usually infect individual's feet via prolonged wearing of wet boots. However, the spores occasionally migrate and attach to other areas of the body or articles of clothing the individual is wearing.

The mold specifically feeds on nerve and artery tissue, attacking the skin's surface first and working its way into the body.

Wet Infection (Ex): The skin surface of the character the mold is trying to infect must be damp and in contact with infected water or material for a minimum of four hours. After four hours the character must make a Fortitude saving throw (DC 18) every day until the article of clothing is removed and the individual cleanses the area with soap or other strong detergent. If the Fortitude check is failed, the mold has infected the character's skin.

Progressive Infection (Ex): Because the mold infects along nerves and arteries an infected character does not feel any pain associated with the infection. However, blood loss and loss of sensation in infected areas causes the character to have a -1 to all perception rolls, a -1 to Dexterity and a -1 to Constitution for every 24 hours he is infected. Once an individual is infected there is no way to stop the infection other than completely removing the infected areas of the body surgically.

Drug Resistant (Ex): The mold is resistant to all forms of antibiotics, however it can be killed by strong soap such as that issued to military personnel, bleach, or fire.

Adventure Seed

The troops have been bogged down for two days in a heavy downpour on an island in the South Pacific. They have experienced daily suicide attacks and air raids, now to top it all off their CO has just mysteriously died from a disease that has turned his body completely jet-black. The medic is befuddled, calling the symptoms the same as frostbite, which is difficult to believe given 98 degree days and high humidity on the island.

Über Children

Medium-sized Fey

Hit Dice: 4d6+8 (22 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft., climb 20 ft.

AC: 13 (+3 Dex)

Attacks: +5 ranged, +4 melee

Damage: By weapon

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

Special Attacks: None

Special Qualities: Spider climb

Saves: Fort +3, Ref +7, Will +5

Abilities: Str 15, Dex 16, Con 15, Int 11, Wis 12, Cha 10

Skills: Climb +16, Hide +8, Jump +8, Listen +6, Move Silently +8, Search +6, Spot +7

Feats: Armor Proficiency (light), Automatic Weapon Proficiency, Cleave, Firearms Proficiency, Simple Weapons Proficiency

Climate/

Terrain:

Any

Organization:

Crew (2 to 5)

Challenge Rating:

2

Treasure: None

Alignment:

Lawful evil

Advancement:

None





The Über Children were the dream of Hans Nacht. What better way to insure the Master Race and the Aryan ideal then using modern methods of mass production? Combining weird science with dark sorcery, Hans began to experiment with "perfect" Aryan babies whose parents fit what Hans thought was the correct physical description. Most of these come from the special "breeding camps" the Nazis established (see pg 151 i *Blood on the Rhine*).

Hans used these babies as the prototype for an Aryan template. After many failures, Hans finally found a way to make duplicates of the template and mass produce the results. Hans wanted to see the fruits of his labor but did not have the patience to wait for them to grow to maturity at a natural rate. He wanted his "children" on the battle fronts and in the factories bringing victory to the Fatherland immediately.

Turning again to machines and magic, he found a way to accelerate the growth and impart rote training to the clones while still unborn. Hans' experiments resulted in identical muscular men who have blonde hair and blue eyes and chiseled chins. The cloned men do not question orders since they were not given the capacity for independent thought by their creator.

A side effect of the aging process is that the Über Children have a short life span. Hans is able to stabilize the clones for thirty days at the age of 18 but after thirty days they begin to age at an accelerated pace. Typically, the Über Children last sixty days after creation before turning into ash. Hans is working on ways to increase the longevity of his precious children.

Combat

Über Children are not smart or creative, however, they are loyal and diligent at following orders. If the Über Children are given a battle plan they follow it to the letter, but if conditions change, they have problems adapting to the situation.

The Children use their spider climb ability to stage ambushes from above. They often hide in trees or the upper stories of buildings and then attack their foes from an unexpected direction. Of course, they only do this if it is part of the plan that was scripted for them ahead of time.

Spider Climb (Su): Über Children have the spider climb ability at will. The effect is the same as the spell of the same name, *spider climb*. The spell is cast at level 1.

Skills: The Über Children have a racial skill Climb +8.

Feats: Due to the training they receive while still in the "womb," all Über Children are proficient with simple weapons, firearms, automatic weapons, and light armor.

Weapons/Possessions: Kar 98K, 24 rounds of 7.92mm ammunition, 1 stiehlhandgranate 24, bayonet.

Adventure Seed

While advancing through a German town the characters are ordered to secure a local munitions factory to ensure that German saboteurs do not gain access to weapons and explosives. Upon arriving at the factory, the characters find that some of the workers have not abandoned their posts and continue to work on the line stamping out ammunition.

Upon closer inspection the characters notice that the workers all look the same. Before they have much time to ponder the significance of their discovery, they are attacked by some armed Über Children tasked with guarding the factory. What follows is a surreal battle where the Children assigned to weapons production continue to perform their jobs as best they can in the middle of a firefight.



KAD





Überhund

Medium-Sized Beast

Hit Dice: 3d10+3 (19 HP)

Initiative: +3 (+1 Dex, +2 Natural)

Speed: 40 ft.

AC: 13 (+2 Dex, +1 Natural)

Attacks: Bite+2

Damage: 1d6+2

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 11, Dex 15, Con 13, Int 3, Wis 8, Cha 7

Skills: Listen +8*, Spot +8*

Feats: None

Climate/Terrain: Anywhere German troops are using them

Organization: Typically solitary

Challenge Rating: 2

Treasure: None

Alignment: Neutral evil

Advancement: None

A mysterious group of Nazi blood mages known only as the Eisen-Kreis (Iron Circle) has been experimenting on dogs using rune magic. They have created large, semi-intelligent German shepherds. A series of spells and rituals transforms normal dogs into these creatures. Überhunds are larger and smarter than normal German shepherds, and have glowing eyes. They are used to guard sensitive locations.

Combat

Überhunds are a bit more intelligent than regular German shepherds. They can follow relatively complex commands given by their trainers. They act like normal attack dogs in combat (charging and

biting their victims). They are often kept on a leash or chain by a soldier, and released to attack the enemy.

Skills: Überhunds receive a +5 racial bonus to Listen and Spot checks.

Adventure Seed

More experienced players might be sent on a mission to retrieve an item from the Iron Circle. The Iron Circle meets in different locations, but most of their meetings are in Germany, well behind the lines. They have a number of Überhunds serving with human guards as part of their security force.

Alternatively, players must deal with an Überhund being used as a guard dog in an adventure (as in The Secret of the Caves, see page 134).

Überwolf

Large Beast

Hit Dice: 4d10+12 (34 HP)

Initiative: +3 (+1 Dex, +2 Natural)

Speed: 40 ft.

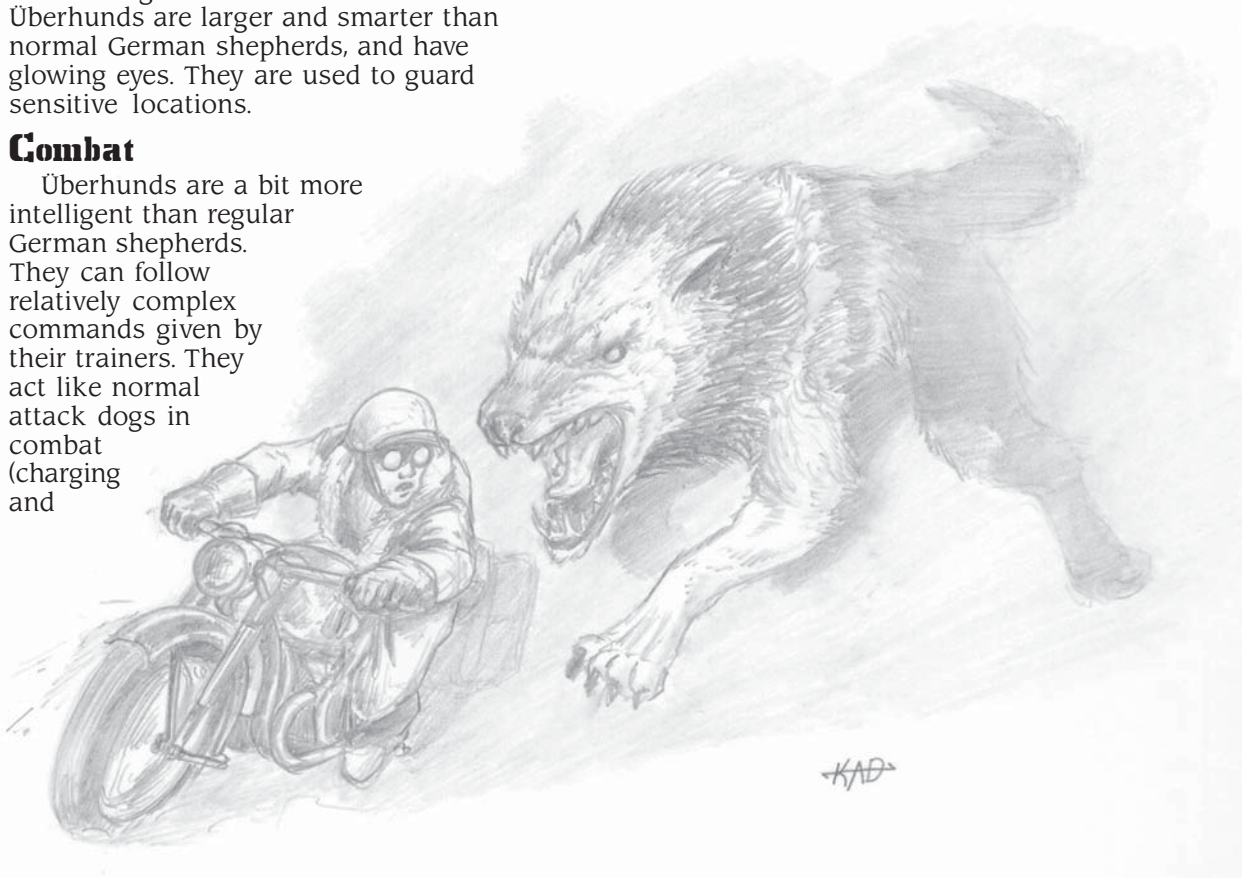
AC: 12 (+1 Dex, +1 Natural)

Attacks: Bite +7 melee

Damage: 1d8+4

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

Special Attacks: Cause fear when charging (duration 5d6 rounds).





Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +7, Ref +5, Will -1

Abilities: Str 18, Dex 13, Con 17, Int 3, Wis 8, Cha 7

Skills: Listen +8*, Spot +9

Feats: —

Climate/Terrain: Cold and temperate forests and mountains (where they have been released by the Germans)

Organization: Pack of 2-8

Challenge Rating: 3

Treasure: None

Alignment: Neutral evil

Advancement: None

A product of Nazi experiments on wolves using rune magic, these are giant wolves with rudimentary intelligence. The blood mages known as the Eisen-Kreis (Iron Circle) perform a series of spells and rituals that transform normal wolves into these creatures. They look like wolves, but are very large (sometimes as big as a small horse), and have glowing eyes.

Combat

Überwolves are a bit more intelligent than regular wolves. While they act like normal wolves in combat (charging and biting their victims), Überwolves typically work together with other members of their pack to hide and ambush enemies when they are unsuspecting, isolated, or otherwise vulnerable. Überwolves have been reported to take out sentries one by one and then attack an unsuspecting Russian camp from several directions.

Fear: Überwolves cause fear (as the spell of the same name) when charging.

Skills: Überwolves receive a +5 racial bonus to Listen and Spot checks.

Adventure Seed

A group of Überwolves has been released on the Eastern front to cause morale problems among Russian soldiers and to help the Nazis evaluate their effectiveness. The players first encounter them on a routine mission. They are then assigned to track and eliminate the wolves. When the wolves realize they are being hunted, they set up an ambush for the players.

The Upturned

Medium Size Undead

Hit Dice: 3d12 (19 hit points)

Initiative: +0

Speed: 20 ft.

AC: 12 (+2 Natural)

Attacks: Melee +1

Damage: By Weapon or claw 1d6, or gore 1d4

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

Special Attacks: Mustard gas breath (Su)

Special Qualities: Buried (Ex)

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

Abilities: Str 10, Dex 10, Con —, Int 1, Wis 10, Cha 5

Skills: Hide +3

Feats: —

Climate/Terrain: Any battlefield

Organization: Squad (6-20)

Challenge Rating: 5

Treasure: None

Alignment: Neutral

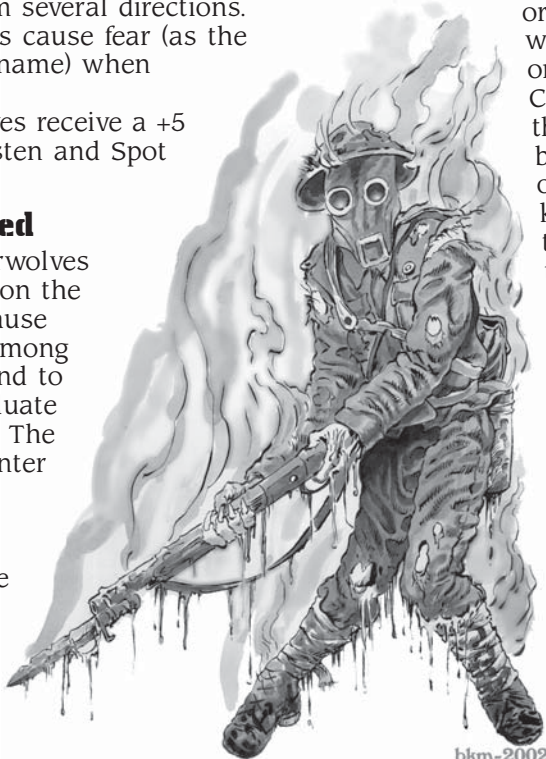
Advancement: None

The activity on the Western Front has awakened more than just hatred and monsters. The restless souls of the battlefield dead from prior wars have also taken to the earth so they may quiet it again and regain their eternal slumber.

In areas where shelling and entrenching has been prevalent, soldiers from all sides have upturned bodies from the unmarked graves of the First World War. In most

instances these areas have been long abandoned out of respect or fear. However, in cases where the battle now rages on, the dead have awakened. Clawing their way through the thin earth, the mangled, burned, and decayed bodies of the upturned seek to kill the living that disturb their resting ground with the plagues that defeated them.

The upturned are always historically recent dead, as they need their bodies to carry out vengeance on the living for disturbing their sleep. Strung together with rotten sinews and still wearing the uniforms, weapons, and gas masks of their German, French, English, and Russian countrymen, they shamble in small hordes toward their



bkm-2002





victims, breathing out mustard gas through the holes in their own protective gear and prodding the living with rusted and dulled bayonets atop outdated carbines.

Combat

Weapon: Carbine Bayonet (Rusted)—Damage 1d4+2, Critical x2

Buried (Ex): The upturned lie in rest until the living enter their mass grave. To anyone walking though the area, the surroundings appear to simply be littered with decayed corpses. Only on closer inspection does the observer realize that the bodies around them are not fallen comrades, but long dead from the First World War. All living characters are considered to be Flat Footed on the first round of combat when encountering upturned in a battlefield area.

Mustard Gas Breath (Su): As these zombies ease out of the ground, mustard gas exudes from any of their facial openings. The resulting gas cloud is 10 feet tall and has a radius of 5 feet in diameter feet for every active zombie. The cloud is centered roughly on the center of the zombie group. Any character not wearing protective gear within this cloud must make Fortitude save (DC 12) or fall victim to the gas and take 3d6 points of damage. The character must make a save each round he is in the gas cloud. If the save is failed five (consecutive or nonconsecutive) rounds, the character is temporarily blinded. The character regains his sight within 1d4 turns of being removed from the gas. If the character fails ten (consecutive or nonconsecutive) saves, the character can no longer breathe without assistance and is immediately reduced to 0 hit points. The character is able to breathe on his own within 1d10 turns of being removed from the gas. If the upturned are killed, the gas cloud dissipates within 1d4 rounds— -1 round for light wind, -2 rounds for heavy wind, and +4 rounds for an enclosed location.

Adventure Seed

The squad is moving though a heavily shelled area near Verdun escorting a caravan of German POW's. Heavy rains have caused the caravan to be delayed as the trucks are stuck in the mud. The commanding officer has determined to stay until the weather clears. During the night, the caravan's scouts can be heard screaming in the distance and a team is sent to investigate. As the team heads in the direction of the shouts, they discover a clearing littered with bodies, among them are the blistered and burned scouts.

Vandal

Medium Humanoid (Vandal) (Class Grt 1/Bar 3)

Hit Dice: 1d10+3d12+12 (37 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 13 (+2 Dex, +1 Armor)

Attacks: Battleaxe +7 melee or +7 Kar 98k ranged

Damage: Battleaxe 1d8+2 (x3) or Kar 98k 2d8 (19-20)

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

Special Attacks: By character class

Special Qualities: By character class

Saves: Fort +8, Ref +3, Will +1

Abilities: Str 15, Dex 14, Con 16, Int 10, Wis 9, Cha 8

Skills: Driving +6, Heal +3, Hide +6, Listen +5, Move Silently +6, Search +5, Spot +5

Feats: Point Blank Shot, Power Attack, Rapid Shot, Weapon Focus (Kar 98k)

Climate/Terrain: Any land and underground

Organization: Solitary (1 plus 6-10 reanimants or brutes), squad (8-13 plus one sergeant of 5th-8th level), or platoon (26-35 plus one sergeant of 5th-8th level plus one lieutenant of 9th-12th level)

Challenge Rating: 4

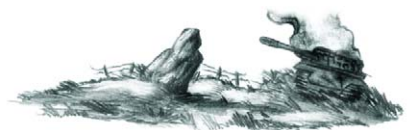
Treasure: None

Alignment: Usually lawful neutral or lawful evil

Advancement: By character class

The product of yet another experiment to provide Hitler with the "ultimate" soldier, vandals are perhaps one of the best successes in that endeavor. They are strong and tough but without the lowered intelligence that comes from the brute creation procedure. Vandals are created from wounded Wehrmacht soldiers who were all promised they would return to battle. Unfortunately, the success rate of the process is less than one man in twenty. The failures are transferred to the reanimant facility and returned to battle in that way.

The soldiers who survive the grueling procedure are inducted into a special platoon called the Vandals, after the fierce Germanic warriors of the past. Personally, Hitler dislikes the Vandals. They show more loyalty to their military commanders than to him, and they break from the Aryan ideology, yet display physical superiority. Because of his influence, the Vandals are sent on the most dangerous missions, and the entire platoon is only used in very extreme circumstances.



Vandals are extremely muscular men with slightly disproportionately larger upper torsos. They have protruding foreheads with bushy eyebrows. As all Vandals are created through experimentation on wounded Wehrmacht soldiers, they all wear the standard uniform of the German army with the added battleaxe insignia of their platoon. In addition to their normal weaponry, all Vandals are issued a masterwork battleaxe. Lieutenants may have their axe inscribed with the runes for *magic weapon*.

Combat

Despite their prehistoric appearance, Vandals are skilled soldiers. They do not enter melee combat unless it is tactically sound. Even when they do enter hand-to-hand combat, they do not necessarily use their rage ability immediately or even at all. They fully understand the side effects they suffer when it is over. As a rule, vandals use their rage to end a battle, never to start one.

Fast Movement: The Vandal gains a +10 ft. bonus to his movement rate when wearing medium armor or less and not carrying a heavy load.

Rage: Once per day, a Vandal may enter a rage. See page 25 of the *Player's Handbook*

Uncanny Dodge: This ability is the same as the barbarian ability described on page 25 of the *Player's Handbook*.

Weapons: Battleaxe (masterwork), Kar 98K, 24 rounds of 7.92mm ammunition, 2 stiehlhandgranate 24, bayonet, helmet.

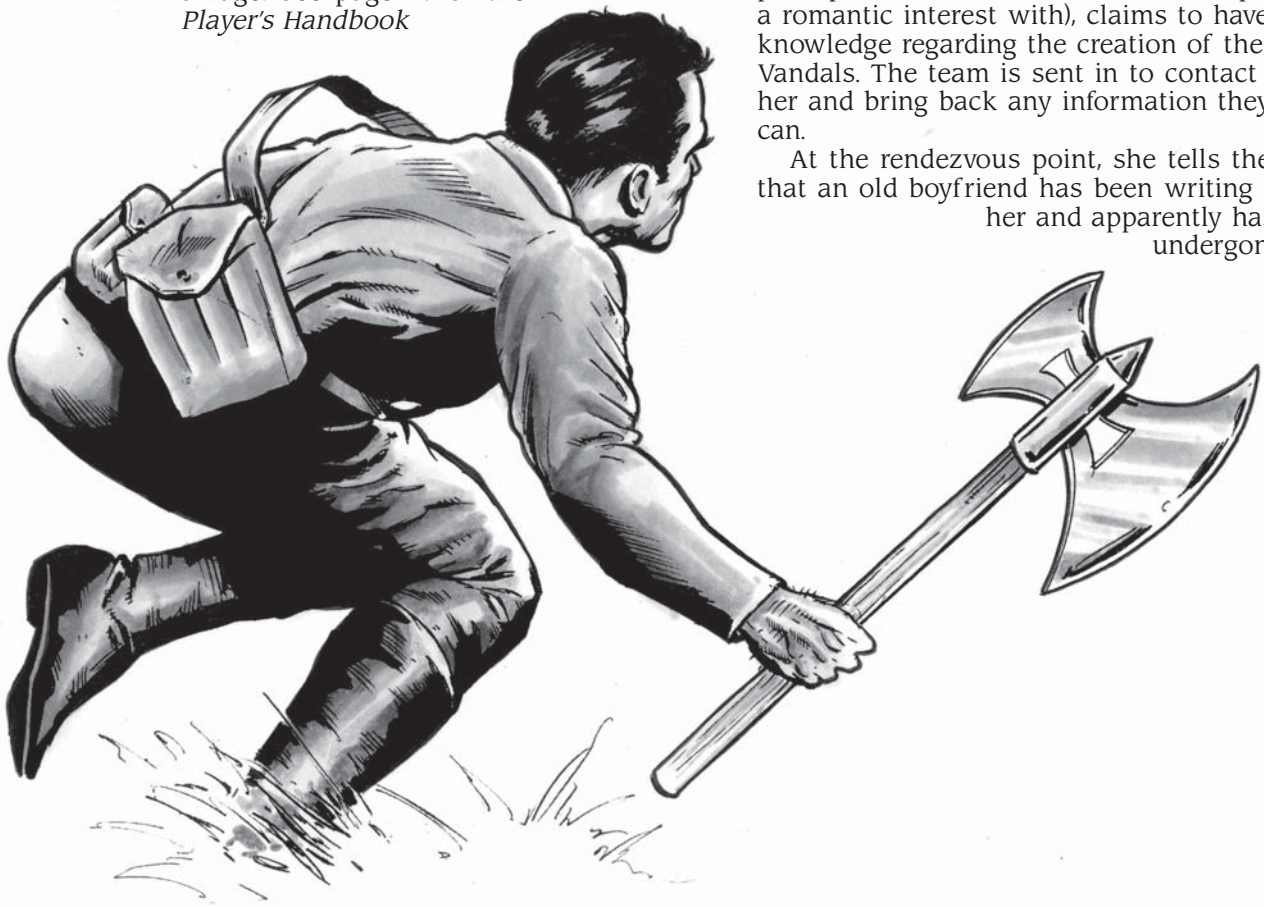
Vandal Characters

It is possible for a character to be captured and used as a test subject in the Vandal experiment. If he does not escape or get rescued before the final process, he must make a Fortitude save (DC 25). If the character fails, he takes 4d10 points of damage as his body fights off the transformation. If he succeeds, his race changes from human to Vandal. He gains ability adjustments of +2 Str, -2 Wis, and -2 Cha, but no longer receives the bonus skill points for being human. The character's favored class becomes Barbarian, and the next level he achieves must be taken as Barbarian. The hero is free to take whatever available classes he wishes after he has one level of Barbarian.

Adventure Seed

Gretchen Bauer, a German spy the heroes have worked with before (and perhaps one of the heroes has developed a romantic interest with), claims to have knowledge regarding the creation of the Vandals. The team is sent in to contact her and bring back any information they can.

At the rendezvous point, she tells them that an old boyfriend has been writing her and apparently has undergone





the Vandal process. He agreed to show her the location where he was transformed. All the heroes have to do is follow them later tonight.

What none of them know is Gretchen's old boyfriend, Karl, has snapped from becoming a Vandal. He is the only son in his family and has always been pressured to carry on the family line. Gretchen originally broke up with him because of his insistence on them to getting married before he joined the Wehrmacht. He recently learned from one of the scientists that Vandals cannot have children. Once Karl's rage subsided, the scientist was able to tell him that it might be possible for a Vandal to have children with a female Vandal.

Thus the plot to get Gretchen out to the laboratory. Karl believes once she is a Vandal, she will realize they are the perfect couple. The scientist is simply interested in how the Vandal process affects a female. He knows Gretchen will most likely die from the procedure, so he has a squad of reanimants waiting to hold Karl back while he escapes.

Depending on how they handle themselves, the heroes could be Gretchen's rescuers or witness her transformation. Of course, if the heroes are captured, they might become Vandals themselves.

War Geist

Medium Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +0

Speed: 50 ft.

AC: 10

Attacks: None

Damage: None

Face/Reach: N/A

Special Attacks:

Hallucination (Su),
mental wear (Ex)

Special Qualities:

Incorporeal (Su)

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

Abilities: Str —, Dex —, Con —,
Int 9, Wis 10, Cha 15

Skills: Intimidate +11, Listen +9
Search +9, Spot +9

Feats: Iron Will

Climate/Terrain: Any

Organization: Solitary

Challenge Rating:

Treasure: None

Alignment: Neutral evil

Advancement: None

War geists are manifestations of spiritual energy that take the form of battlefield noises and visions. In certain cases those who die on the battlefield, paralyzed by extreme shell shock, have never let go of their fear. These formless spirits now wander the earth in search of fear to quench their thirst.

The power they possess allows them to create a host of battlefield noises and incidents to bring out the fear of war in even the bravest GI. Stronger war geists have the ability to root out the source of greatest fear in a squad and haunt that person specifically, causing a series of hallucinations ranging from nearby explosions and incoming shells to mangled bodies of comrades crying out for help. The geist feeds off of the fear created by these incidents and grows stronger.

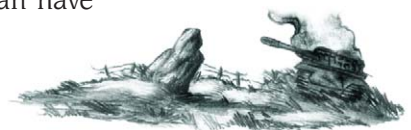
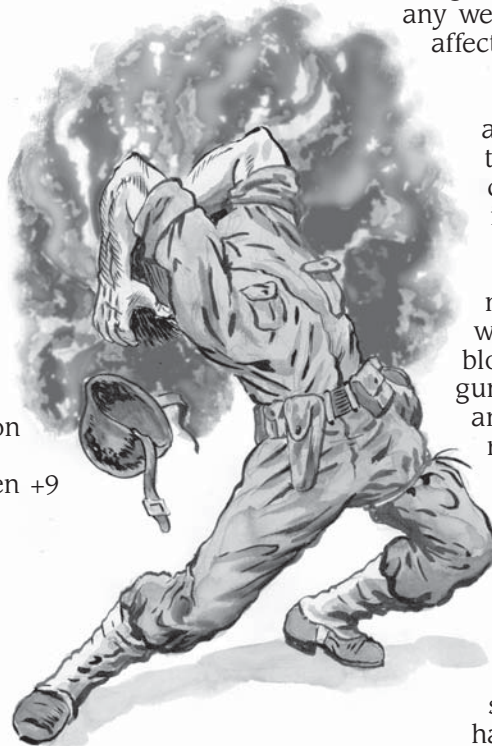
Combat

War geists typically seek out squads or individuals who display a great deal of fear in their actions. If an individual tends to run from fighting or hide when things get difficult, a war geist in the area is likely to be drawn to them. It haunts that individual for extended periods of time, typically ranging up to a month, or until a stronger fear response is sensed nearby.

Incorporeal (Su): The war geist has no physical being. It is a general source of invisible spiritual energy. Because of this, the war geist cannot be harmed by any weapons and can only be affected by spells.

Hallucination (Su):

A war geist can create an hallucination targeting a specific character, or characters, in order to create visions of attacks. This includes: explosion noises, visions of wounded comrades, blood, incoming shells, gunfire, shouted orders and flashes. In the first round characters always perceive the hallucination as real, however they may make a Will check (DC 15) to regain their bearings on reality and dismiss the hallucination. In the short run, these hallucinations can have





little effect and may act as red herrings to a mission or minor nuisances. However, those subject to the hallucinations are also subject to mental wear (see below).

Mental Wear (Ex): Individuals subject to extended war geist haunting find that their mental capacities begin to deteriorate with the lack of sleep-heightened anxiety. For each day of haunting, the character being haunted must make a Will save (DC 15). The DC is +1 for each day beyond the first he is haunted. For each failure, the character receives a -1 to all rolls including saves, combat, and skill checks. The character's Armor Class also receives a -1 for every failure.

Fear Feeding (Su): Every time a character fails a hallucination check the war geist adds 1 point to its hit point total.

Adventure Seed

The team is moving forward though a section of forest along the Eastern Front. They have been sent into Poland by SOPA to investigate the disappearance of Staff Sergeant Gronski who is known to be a werewolf. The team must get to a German prison in time and eliminate Gronski in order to prevent the Nazis from harnessing his power. Unfortunately, a war geist hampers the heroes' movement by haunting the team with hallucinatory machine gun nests and shelling attacks.

Wehrmacht Needler

Medium-size Human

Hit Dice: 4d10+4 (26 hit points)

Class: Grt 4

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 Armor)

Attacks: Bladed body +8
melee, or Kar 98K
+5 ranged

Damage: Bladed body
1d6+5, Kar 98K 2d8

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

Special Attacks: Bladed body

Special Qualities: Damage
reduction 5/+1, didn't hurt

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 16, Dex 13, Con 14, Int
10, Wis 11, Cha +10

Skills: Driving +3, First Aid +2, Hide
+8, Move Silently +8, Search +4,
Spot +8

Feats: Automatic Weapon
Proficiency, Exotic Weapon
Proficiency (Bladed Body), Firearm

Proficiency, Improved Unarmed Strike,
Simple Weapon Proficiency, Weapon
Focus: Bladed Body, Weapon
Specialization: Bladed Body

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Any

Advancement: By character class

Needlers have gone to new extremes in the art of body piercing and tattoos. Piercing themselves in every area that can hold a piercing and some areas that shouldn't, the needlers have found that the overabundance of self-inflicted wounds has dulled their sensitivity to pain. This, combined with the tattooing of magical runes, has allowed them to shrug off wounds that would send most men to their knees. The needlers are German soldiers that have shoved a bunch of needles and other sharp objects through their skin sticking them out at all angles.

Combat

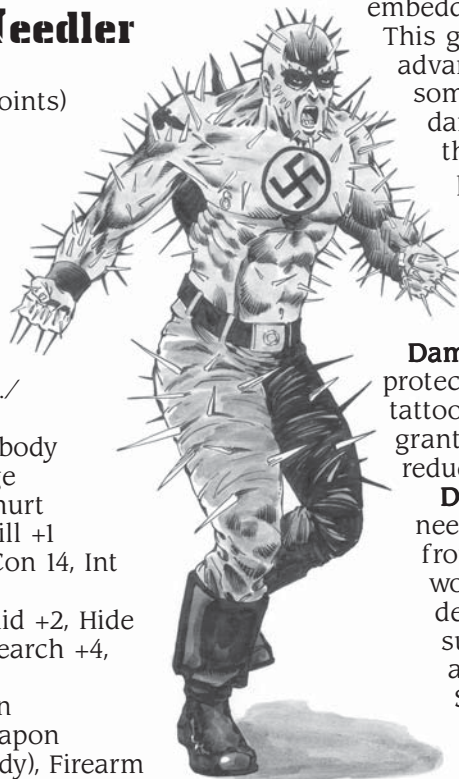
The needlers take every advantage their outrageous bodies provide. Their ability to shrug off wounds and injure others just by fighting with them allows them to attack with reckless abandon. Many of their opponents often hurt themselves trying to fend the needlers off.

Bladed Body (Ex): The bladed body is a multitude of needles and magical runes embedded into the needler's flesh.

This gives the needlers some advantages. When grappling someone they cause 1d6 damage. If someone strikes them, the attacker takes a point of piercing damage. The needlers often focus and specialize in their bladed body making themselves even more deadly.

Damage Reduction (Su): The protective magical runes tattooed all over their bodies grants the needlers damage reduction 5/+1.

Didn't Hurt (Ex): The needlers are so used to pain from all of their self-inflicted wounds that they have developed an immunity to subdual damage caused by a painful physical force. Spells that cause subdual damage work as normal on needlers.





Adventure Seed

The party encounters a group of needlers while exploring an underground complex. The tight quarters make it difficult for the group to get past and the needlers use this fact to their every advantage. For added fun, coat these needlers have coated their blades in various poisons.

Yena

Medium-Size Shapechanger

Hit Dice: 3d8+6 (19 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.; 40 ft. as hyena

AC: 11 (+1 Dex); 13 (+1 Dex and +2 natural) as hyena

Attacks: +2 melee, +3 ranged; bite +6 melee, 2 claws +1 melee as hyena.

Damage: By weapon type; bite 1d8+3, claw 1d4+3 as hyena

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

Special Attacks: Spell-like abilities; as hyena improved grab, bone crush, trip.

Special Qualities: Alternate form, hyena empathy; plus damage reduction 5/0 and scent as hyena.

Saves: Fort +3 (+5), Ref +4 (+4), Will +3 (+3); saves in parentheses are for hyena form.

Abilities: Str 10, Dex 12, Con 10, Int 14, Wis 11, Cha 16 in human form; Str 16, Dex 12, Con 15, Int 7, Wis 11, Cha 8 as hyena

Skills: Alchemy +8, Animal Empathy +4, Knowledge (Arcana) +4; plus Hide +5, Listen +5, Move Silently +5, Search +3 Spot +4 as hyena

Feats: Endurance; Weapon Finesse (bite) as hyena

Climate/Terrain: Any desert, plain, or city in the Middle East

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Legends of were-hyenas abound throughout Africa, leading many to jump to the erroneous conclusion that the yena—a man with the ability to transform into a hyena—are lycanthropes. In fact, they are not.

Yena are fixtures in Arabic lore, men (and occasionally women) who have uncovered the mystery of shapechanging. Evil men without mores, they take the form of the hyena, a creature thought to symbolize treachery and avarice.

Originally, the yena changed shape to steal sheep from other tribes. Now, they do so for any number of malicious

reasons. One such reason is to hunt fresh prey, for while the yena can feed on preserved meats and vegetables, they hold limited nourishment for them.

These creatures tend to fall into three categories. Most are males. Male yenas are either old and exceedingly ugly or young, cultured, and handsome. Rarer are the female yena, all of whom are stunningly beautiful and skilled in the creation of potions (Replace Endurance with the Brew Potion feat).

Yena tend to act subtly with their magic. Females and young males prefer to work their charms on members of the opposite sex, working their way into a position of trust where they can safely weave their plots. The older yena either work in the shadows from hidden lairs, or attempt to secure positions as advisors to powerful rulers.

Yenas are almost always solitary, being mistrustful of everyone. On occasion they keep hyena pets, but because of the consensus of the veil and unclean nature of these animals, a yena always keeps his hyena pets hidden from view.

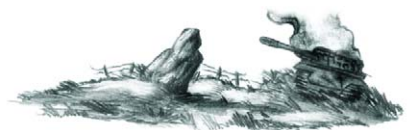
Combat

In human form, yena prefer to avoid face-to-face fights whenever feasible. In the event they find themselves confronted by danger, they defend themselves with magic as best they can. Only in the most extreme of circumstances does a yena reveal its true nature by changing shape in front of others. In hyena form, however, the creature is an aggressive killer confident in its own abilities and reveling in its display of strength.

Alternate Form: A yena can assume the form of a fully-grown hyena that is indistinguishable from normal hyenas. It can make this transformation up to 3 times per day on a successful Willpower saving throw (DC 15). Upon failing an attempt, the yena cannot try again for 1-hour as it's an exhausting experience. The duration of each transformation is 3 hours, but the yena can change back earlier if it so chooses. Changing forms is a full round action.

While in hyena form, the yena retains the ability to speak and cast spells, subject to its lower intelligence and the constraints of its new shape. Many spells with somatic or material requirements are impossible to cast in animal form.

Hyena Empathy: Yena can communicate and empathize with hyenas, giving them a +4 racial bonus to Animal Empathy checks. This also allows the





communication of simple concepts and, if the animal is friendly to the yena, commands

Improved Grab: To use this ability, the yena must hit with its bite attack. If it gets a hold, it deals automatic bite damage each round the hold is maintained

Bone Crush: Each round that a yena retains a hold, it may attempt to crush bones with its powerful jaws. The attack causes 1d6 Strength damage to the limb in question (Roll 1d8: 1-2 right arm, 3-4 right leg, 5-6 left arm, 7-8 left leg), but a successful Fortitude save (DC 18) negates this. When the victim reaches 0 Strength the crushed limb is rendered useless and requires a *heal* spell or several weeks of recovery (base of three weeks; every week thereafter a Fortitude save at DC 14 is made to determine if it heals, a -1 modifier is applied to the DC for each successive attempt).

Broken arms may force characters to wield weapons in their off hands, and forbids the use of shields or two-handed weapons. All skill attempts that require two-hands (Climb, Craft, Disable Device, Escape Artist, Open Lock, Swim, and Use Rope) suffer a -4 penalty.

Broken legs reduce movement by half and prevent running. Any skill checks that requires the use of two-legs (Balance, Climb, Jump, Move Silently, Ride, and Tumble) suffer a -4 penalty. Finally, maneuver-based feats, such as Dodge and Mobility, are rendered useless.

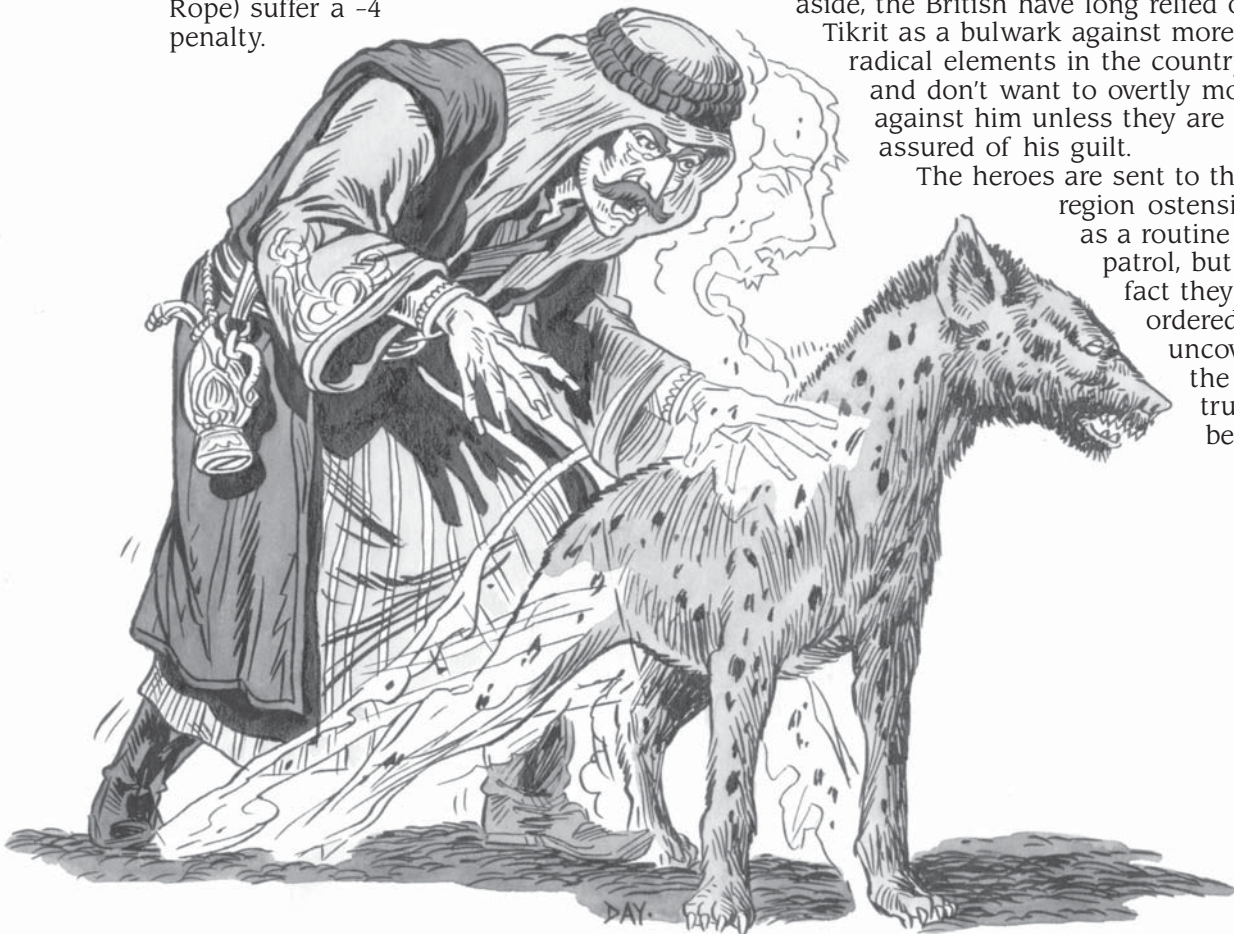
Trip: A yena who hits with its bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot in turn attempt to trip the yena.

Spell-like Abilities: Yena cast arcane spells as if a 3rd-level sorcerer. If the yena is a wizard or sorcerer, as many are, these spells stack with those inherent to his level of ability.

Adventure Seed

Tikrit is by nature a moderate Iraqi Kurd chieftain, though lately his behavior has become somewhat erratic. Most recently, British intelligence asserts that he conceded to Germany the use of an airfield in his tribal lands. It is being used as a secret forward staging base for Bf-110 fighter-bombers. Unproven allegations aside, the British have long relied on Tikrit as a bulwark against more radical elements in the country and don't want to overtly move against him unless they are assured of his guilt.

The heroes are sent to the region ostensibly as a routine patrol, but in fact they are ordered to uncover the truth behind





Tikrit's motivations and perhaps determine if any German elements continue to operate there. Two central figures at court are the chieftain's beautiful new wife and his laconic advisor. Both the wife and advisor are actually yena, though they are unaware of each other's true nature and have opposing agendas. She is a German agent, working to increase the Nazis influence in the region, while he wants to remain the power behind the throne and manipulates events to his own benefit.

Yofune-Nushi

Huge Magical Beast (Aquatic)

Hit Dice: 10d10+50 (105 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 5 ft., swim 100 ft.

AC: 18 (-2 size, +2 Dex, +8 natural armor)

Attacks: Bite +18, tail +13

Damage: Bite 2d6+8, tail 1d6+4

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Swallow whole

Special Qualities: Corrosive slime, storms, underwater sense

Saves: Fort +12, Ref +9, Will +3

Abilities: Str 26, Dex 14, Con 20, Int 10, Wis 10, Cha 6

Skills: Listen +13, Spot +3, Swim +29*

Feats: Cleave, improved initiative, power attack

Climate/Terrain: Pacific Ocean

Organization: Solitary, pack (1-3)

Challenge Rating: 7

Treasure: None

Alignment: Lawful evil

The Imperial Japanese Navy has been conducting experiments with marine creatures as a means to deliver explosives to enemy vessels. Their experiments with dolphins proved fruitless, they were too intelligent. So they turned to eels. Early experiments dealt mostly with growing bigger and stronger eels to carry underwater mines. The scientists were under a great deal of pressure to produce. The Emperor wanted something he could hold up as an achievement of Japan and that would give them a decisive edge in naval combat. With their last failure, and the beheading of the scientist in charge, fresh in their memories, the remaining scientists worked around the clock—without success.

Three weeks before their next test something very strange happened. One of the scientists was approached by a very old, one-eyed man with an intriguing offer. The old man told the scientist he could help him advance to the top. He even

knew which classified project the scientist was working on. The scientist was scared of the old man, but not as much as he was of failing. The old man gave him a baby “eel” and told the scientist if he followed his instructions he would have an amazing weapon for the Emperor. The scientist was no fool; he knew there had to be a catch. The old man explained that he would need to feed the “eel” and all its children a special diet. They needed the blood and flesh of a young woman once a week to live. The scientist had no other choice and accepted the old man's gift.

Following the old man's instructions the scientist bred his new “eel” with specimens he already had captured. But it wasn't until he added the fresh blood of his own sister that anything happened. The progeny grew at an alarming rate. They progressed from birth to adult in a matter of days, with each generation growing larger than the last.

There was another unexplainable trait that the “eels” all possessed. Upon reaching adulthood one of their eyes shriveled and disappeared—replaced by a large knife scare. It was this trait that earned the “eels” the name Yofune-Nushi, a sea serpent of Japanese myth that destroyed fishing villages unless a girl was sacrificed to it each year. Legend says this terror continued until a girl slashed out its eye and slew the sea creature.

The creatures can be controlled using high-pitched whistles and the test for the Emperor was a success. The Yofune-Nushi are carefully monitored for fear that they might breed to such great numbers as to be dangerous to Japan. No more than three are ever kept together because storms gather around the Yofune-Nushi. The scientist who rose to prominence thanks to the Yofune-Nushi ignored this warning from the old man. He and his staff were killed in a freak typhoon that struck their research facility. The records found indicated that they had grown seven Yofune-Nushis.

The beasts are used to attack both submarines and surface vessels. They can survive outside water for several hours allowing them to attack small islands or enter large enough ships.

Combat

Yofune-Nushi are primarily used to seek out enemy subs and destroy them. They follow the directions given to them, but not if it means their own deaths.





Swallow Whole: A Yofune-Nushi can attempt to swallow an opponent at least one size category smaller than it successfully attacked in the previous round. The creature and the victim make opposed grapple checks. If the Yofune-Nushi wins, the victim automatically takes bite damage every round until freed. The victim is also considered grappled.

Corrosive Slime: Yofune-Nushi secrete a thick, black mucous that is highly destructive to metals. Any metal touched by the slime must make a Fortitude save (DC 15) or take 1d6 points of acid damage for 1d4 rounds. The highly corrosive nature of the slime only affects metals. The 1d4 rounds of exposure are for underwater contact. Raise the duration to 1d8 rounds outside of the water.

Storms: The Yofune-Nushi cause storms to form in their vicinity. As long as the number present is less than three the storms are of a mild nature for most naval vessels. A storm created by three of the creatures would easily capsize small fishing boats and similar vessels. If for some reason more than three Yofune-Nushi are within one mile of each other raise the storm's intensity for each additional creature.

Underwater Sense: Yofune-Nushi can sense all movement within 100 yards of them when in the water. The sense works by detecting movement through the water.

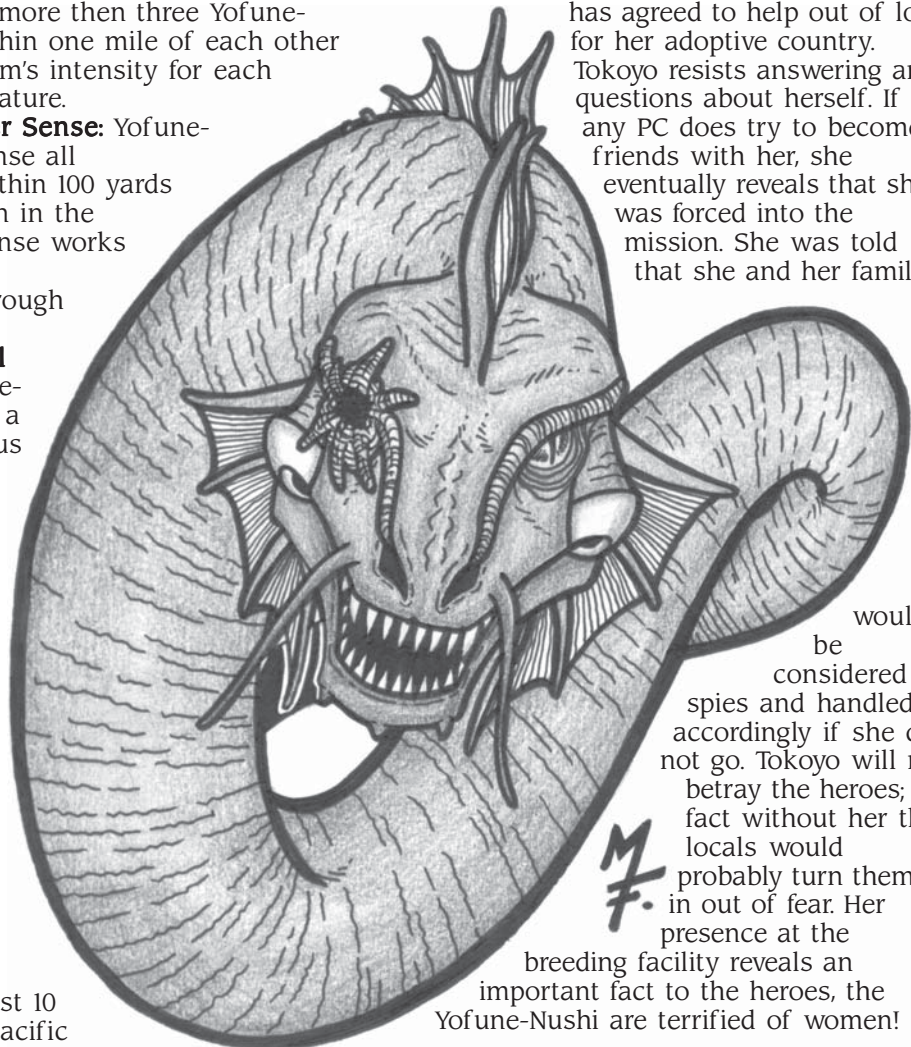
Racial Skill Bonus: Yofune-Nushi receive a +8 racial bonus to all Swim checks.

Adventure Seed

The OSI and British Naval Intelligence have come to the same conclusion, a fact that usually requires "volunteers" for a special mission. The Allies have lost 10 subs in the Pacific

in the last three months. The intelligence suggests that Japanese Imperial Navy is using some sort of overgrown, aquatic sea organism (a nice military euphemism for "sea monster") in these attacks. Based on sonar readings the OSI believes the Japanese are using high-frequency underwater signals to control the creatures. The heroes are being sent in via sub to what is believed to be the breeding facility for the creatures. They are to gather all intel available on the creatures and destroy the compound.

Once everyone has gathered, the heroes are introduced to their civilian guide, Tokoyo. Tokoyo is a Japanese-American who was born on the destination island. Tokoyo is an "expert" on the island, though she has not been there since she was 15. She seems very unhappy with the situation but never hesitates about carrying out the mission. Should any of the heroes inquire about her to their superiors, they learn that Tokoyo and her family are currently residents at a federal detainment camp in California. She has agreed to help out of love for her adoptive country. Tokoyo resists answering any questions about herself. If any PC does try to become friends with her, she eventually reveals that she was forced into the mission. She was told that she and her family



would be considered spies and handled accordingly if she did not go. Tokoyo will not betray the heroes; in fact without her the locals would probably turn them in out of fear. Her presence at the breeding facility reveals an important fact to the heroes, the Yofune-Nushi are terrified of women!





Zombie Master

Medium-Size Human Sorcerer

Hit Dice: 5d4+5 (19 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 11 (+1 Dex)

Attacks: +2 melee, +3 ranged

Damage: By weapon

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

Special Attacks: Paralyzing dust, spells

Special Qualities: Zombie creation

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

Abilities: Str 10, Dex 12, Con 13, Int 12, Wis 14, Cha 16

Skills: Alchemy +7, Concentration +7,

Knowledge (arcana) +7, Spellcraft +7

Feats: Brew Potion, Improved Initiative, Scribe Scroll

Climate/Terrain: Caribbean island or Nazi facility

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Chaotic evil

Despite the work of his blood mages and the staggering number of “super soldier” programs his scientists are working on, Hitler is still not satisfied with Germany’s supernatural arsenal. Nazi agents comb the globe looking for new sources of supernatural power.

One of the agents’ newest finds is the zombie master of the Caribbean. These voodoo practitioners have mastered the dark art of creating zombies. The creatures they create are not undead, they are the “living” dead—unfortunate souls caught in a state somewhere between life and death. These zombies are completely loyal to their creator and very hard to put down.

Hitler’s minions have located a few zombie masters willing to serve the Third Reich. Some do it for riches, others do it for the promises of being set up as king on their native islands after Germany wins the war. Those willing to serve have been transported back to Germany via submarine. They now labor in secret facilities creating an army of zombies for the Führer.

Combat

Zombie masters prefer to avoid combat when possible. They use their spells and created minions to deal with enemies at a distance.

Paralyzing Dust (Ex): The zombie master can use his Alchemy skill to create paralyzing dust. He can throw this

dust in combat (Range Increment of 5 ft., Maximum Range of 20 ft.). Anyone hit by the dust must make a Fortitude save (DC 18) or become paralyzed in a rigor-mortis-like state. This effect lasts for 1d10 minutes.

Spells: The zombie master has a normal selection of sorcerer spells. The War Master should select those that fit the voodoo trappings.

Zombie Creation (Su): The zombie master has the ability to create living dead zombies. Living victims are paralyzed with a potion and then buried for a week. The unfortunate person awakens in a coffin and goes slowly insane as the potion works its mojo on them. When he is dug up a week later, he is a mind-numbed member of the living dead and completely under the control of the zombie master.

The zombie master has a mental link to his creations. He uses this link to give his zombies commands at any distance. He can also see through their eyes by concentrating.

The Living Dead

The zombies created by the zombie master have the same stats as the zombies found in the *Monster Manual* with the following differences:

Since they are not true undead, the living dead cannot be turned.

The living dead have an alignment of Neutral and therefore are unaffected by spells that affect evil creatures.

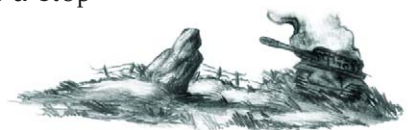
All damage done to the living dead is considered subdual damage. The zombie regains 1 hit point per round unless destroyed.

There are two ways to put a living dead down for good. The first is to fill its mouth with salt and then sew it shut. The second way is to completely dismember its body (remove all limbs and the head) and bury the parts in separate graves.

Adventure Seed

Zombie masters have turned British POWs into zombies. The Luftwaffe sneaks transports filled with them across the Channel at night and parachutes the zombies across the England. The zombies orders are simple: find their homes and slaughter their families. This has caused a wave of unprecedented terror across the English countryside, seriously weakening morale. Churchill himself has taken an interest in the matter.

It’s up to the heroes to determine the source of these creatures and put a stop to it.



CAVE
INTERIOR

URN

DOOR

DOOR

BUSHES

HILLTOP



The Secret of the Caves

By Rob Lusk and C. David Ross
With special thanks to Clint Black

Rafael cast a nervous glance behind him. He couldn't see the other boys from the village, but he could hear them crashing through the woods in search of him like a herd of enraged bison. He had to find a place to hide and fast!

He hadn't meant to break Francois' bicycle, but he had to admit, he wasn't all that sorry about it. The older boys had been taking turns jumping the bicycle across a small creek that ran through the village. As usual, they had ignored his pleas to let him join in their game. He refused to take no for an answer—despite the boys' threats to throw him in the creek—and they had eventually agreed to give him “one and only one” turn on the bike.

Rafael was only nine and the heavy steel bike was a handful for him to control. Despite this, he got up a good head of steam as he furiously pedaled the bicycle down the bank toward the stream—then, disaster. The bicycle began to wobble as he approached the piece of wood that served as a makeshift ramp and he had gone off the side and straight into the creek. The front wheel of the bicycle struck a rock, warping the rim into a shape that could be considered anything but round. Francois had bellowed in fury.

Rafael jumped from the creek, streaming water, and ran as if his life depended on it. Which, in fact, it might. The other boys gave chase and now Rafael found himself far from the village in an unfamiliar forest with a pack of enraged bullies on his tail.

Rafael looked up the hill ahead of him. He could just make out the opening of a cave part way up the slope. Perfect! He could hide in there and the others wouldn't follow. Despite all his bluster, Rafael knew that Francois was terrified of the dark.

He made his way quickly up the slope and slipped inside the dark opening. He fumbled in his pocket for the lighter a German soldier gave him in exchange for some wine from his family's cellar. It flared to life and gave him enough light to navigate the narrow passage back toward a larger chamber.

As his eyes adjusted to the light, he noticed primitive paintings on the walls of the cave. He held the lighter close to the wall and studied the crude depiction of hunters chasing game.

A sound in the darkness caused Rafael to whirl around. What he saw paralyzed his limbs with fear and the lighter dropped to the ground.

The lighter went out and all was darkness.



War Master's Brief

This adventure takes place in France in the summer of 1944. The "squad" consists of a variety of character types who have already been exposed to the supernatural (e.g., they may have completed the "Dogs of War" mission in the *Blood on the Rhine* book). During their debriefing by the OSI in England, it becomes clear the squad has seen too much to be convinced it all had a logical explanation. There was only one alternative: all the characters are now assigned to OSI duty and sworn to secrecy about what they have seen.

The action starts with a briefing at Southampton Airfield in southern England, where the squad was taken late this afternoon. The squad is told that tonight, a glider will take them to a location well behind enemy lines in France. They are to meet up with members of the Resistance to investigate a cryptic discovery by the Nazis, and prevent the Nazis from using it. Then they must link up with a fishing boat a few miles down the Loire River before dawn. There is a full moon tonight—both a blessing and a curse for airborne operations—but accomplishing all of this in a single night will be quite a challenge.

While it can be part of a campaign, this adventure was originally designed as a convention game to be completed in four hours. The squad must work fairly quickly to finish in this time frame. Approximate running times are noted next to each part of the adventure as a guide for the War

Master if you are operating under time constraints. Once the squad reaches this time limit, attempt to move them along to the next part if possible. If they take too long early on, feel free to scale back or eliminate later encounters (e.g., the chase can be streamlined, and you can eliminate the Axis Apes at the end of the adventure).



A P-47 waits to escort the glider.

Chapter One: The Briefing

Running Time: Approximately 30 minutes including start up.

The heroes start in the C.O.'s office at a British air base, where Major Kent Cross of the OSI and Col. Elliot Parker, commander of the base, brief them on their mission. Cross has an archeologist with him (Clark DeWitte) who is going to accompany the squad on their mission. Read or paraphrase the following to the players:

The time is around 1800 hours, on a day in late June of 1944; the place is the headquarters building at Southampton Airfield in southern England. You are with a group of soldiers who were assembled from several units to complete a mission in France last week. During the course of that mission, you were exposed to events that challenged your sanity. You were subsequently taken to England, debriefed, and assigned to work for the Office of Supernatural Investigations, or OSI, an organization most of you previously didn't think really existed. Now you have taken an oath of secrecy and are prepared for just about anything.

Major Kent Cross of the OSI has called you together tonight. The base commander—a proper looking British officer—and three of his pilots are seated nearby. Another man, with wild hair, thick glasses, and unkempt clothes, is pacing the floor. Major Cross—a gruff, seasoned officer—addresses you:

"Before I tell you your orders, I suppose we should do introductions. You all know me." He looks at the British commander, who stands up, salutes, and says "Col. Elliot Parker, commander 620th squadron." The English pilots introduce themselves: "Lt. Greg Whalen, at your service"; "Andrew Morris"; and "Lt. Neil Bacon." The disheveled man, an American, says "Professor Clark DeWitte." Major Cross says, "Boys, introduce yourselves."

[Have the squad members introduce themselves in character]

Cross continues:

"Men, you already know more than you should about what the Nazis are really up to. Well, that's





why I've chosen you for this mission. This morning, our cryptographers decoded a top-secret message the Nazis sent from the city of Nantes in France to Berlin. Seems they've found another cave, like the one those French children discovered a few years ago, with the ancient paintings."

"Well, this time the Nazis have evidently discovered more than paintings. While we're not sure what it is exactly, they have discovered something that's got 'em really excited. Something about an Urn."

The disheveled American professor stops his pacing, and addresses the squad in a nasal voice, "That's right! It's got to be the Urn of Malvene. It's the right area! What else could it be?"

Cross continues.

"Let me finish! Anyway, we've arranged for you to be transported by glider to a field near the caves. Our Resistance contacts will meet you there. You are hereby ordered to find out what the Nazis have discovered and prevent them from using it. Bring it back if you can. Blow it up if you need to. There will be a fishing boat manned by the Resistance waiting for you on a nearby river. They'll leave promptly at 15 minutes after sunrise, so be sure to be there."

"Our British allies have been kind enough to agree to take you in one of their gliders. I'll let Col. Parker fill you in."

Parker stands and speaks (use a proper British accent):

"Not much to say, boys. Look at this map (he points to a map of France). You'll be towed across the Channel, head behind the lines, and fly to the east of Nantes. Your target is a meadow about 20 miles east of the city. Whalen and Morris here will fly the tug—a Short Sterling Mark 4—that will tow the glider. Bacon will pilot the glider—it's a Hotspur. He's an excellent pilot, you know. The Germans are so focused on the invasion up north, I doubt they'll even notice you."

When Parker finishes, Cross asks: "Now – what questions do you have?"

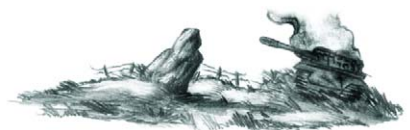
The officers can relate the following bits of information:

1. The glider will be towed across the Channel, then south across France, and will land in a meadow north of the River Loire. The meadow is just north of the hills where the cave is located. It is approximately 75 miles east of St. Nazaire, and about 20 miles east of the city of Nantes. It is about 250 miles from Southampton. The flight takes a little less than 2 hours.
2. Resistance fighters will signal the glider from the landing point with flares.
3. The fishing boat will be at an old dock on the River Loire, about 15 miles east of Nantes. It will be manned by Resistance fighters. Since this is about 5 miles from the hills, it takes awhile to get there on foot. They recommend obtaining other transportation if you can get it.
4. The German forces in the Nantes area are in chaos due to the Allied invasion. However, they have enough troops in the area that the squad should avoid a confrontation if possible.

The squad can get any reasonable provisions (note they would be British) upon request. Use common sense here.

The archeologist can relate the following:

1. The Urn of Malvene is a legendary, ancient urn described in some old French texts. It was supposedly created by a warlock named Malvene to give him eternal life, but had some terrible curse associated with it. Malvene is said to have disappeared, and the urn was buried (along with Malvene's servants, who were judged to be witches).
2. Although he does not know what the Urn is made of, one reference says it was carved.
3. A number of treasure hunters, and more recently, archeologists, have searched for the urn. Most recently, Giuseppi D'Annunzio, a flamboyant Italian archeologist, has reportedly been looking for it.
4. D'Annunzio is notorious among archeologists for plundering sites for valuables.





Chapter Two: Up, Up and Away

Running Time: Approximately 30 minutes.

Overview: As darkness approaches, the squad boards a glider and is towed across the Channel and into France. They encounter some flak along the way. When they get near the landing point, the tow plane and then the glider are attacked by scaratroopers. The squad must fight off the scaratroopers and crash-land the glider.

At around 2000 hours, the squad and the archeologist are taken to the glider. It is a British General Aircraft Hotspur, relatively small and stubby compared to many of the gliders used on D-Day. It is attached to a bomber—a British Short Sterling Mark IV—serving as the tow plane, or tug. Note the glider has only one window other than the cockpit window. It's in the door on the left side.

Read the following to the players:

You quickly find yourselves aloft. It is a bit eerie, since the main sound you hear is the rush of the wind past the glider; the sound of the tow plane's engines is relatively distant. Lt. Bacon stays in radio contact with the tow plane, and the flight across the Channel is pretty uneventful. Before the sun sets, anyone near the window can see lots of activity in the Channel, both on the sea and in the air. You begin to fly over France as darkness falls; there is a tremendous amount of activity near the shoreline. As it gets darker, the full moon casts some light, but it is hard to see much of anything out the window other than occasional lights. The cabin also stays dark, with the only glow coming from the instrument panel up front.

Another half-hour or so passes. Suddenly the relative calm of your flight is shattered as you see a flash, and hear an explosion off to the left. (Have everyone make Will saves at DC 10—anyone who fails is Shaken (-2 to attacks, saves, and Skill checks) for 1d6 minutes.) Soon after, there are two more flak bursts, roughly in line with the first. The tug pilot climbs a bit and banks—first left, then right—

and your glider follows. Bacon yells, "Brace yourselves, lads—they'll probably get closer next time!" Sure enough, there is a flash and boom close to the front of the tug, followed by another near its tail. There is a moment's pause, and then a bright flash and a loud explosion on the left side of the glider! The window on the side of the glider shatters and the glider is suddenly pushed down and to the right. The pilot frantically tries to regain control.

Anyone within 5 feet of the window must make a Reflex save (DC 15) or take 1d6 damage from flying glass. Anyone not seated must make a Reflex save (DC 20) or they fall and take 1d6 damage. Roll for the pilot to regain control (DC 15—roll once per round). Bacon's stats can be found at the end of the adventure along with the game information for the other characters and monsters.

The squad is shaken up, but other than the possible damage noted, everyone is okay. The wind is rushing into the glider, but the tug is flying low enough that breathing is not a problem. Bacon asks if everyone is okay.

There is another series of 3 flak bursts behind the glider, but they do no damage. The flight continues uneventfully for another 20 minutes.

Fly, My Pretties!

Read the following to the players:

Without warning, the tug dives sharply to the right. Bacon yells "My God, what is it?" into the radio. "Come in, come in!" The tug pulls up to the left and your glider follows. Suddenly, something slams into the left wing and something else thuds into the front of the glider. As you look out the left side of the glider, you see a strange, winged creature hunched over the glider's wing, tearing at it! Another quickly appears on the windshield, and Bacon shrieks in horror.

Two scaratroopers are attacking the glider. Have anyone who sees either creature make a Will saving throw (DC 10) or become Shaken (-2 to attacks, saves, and Skill checks until the end of this encounter). There is a scaratrooper on the wing, and another trying to smash





through the windshield! Have everyone roll Initiative at this point. See the description of scaratroopers on page 107.

The scaratrooper on the wing attempts to damage the flap on the wing (essentially locking it in the up position), and automatically succeeds if it gets to make an attack. It then moves to the tail. The scaratrooper on the cockpit smashes through the glass automatically if it gets to make an attack. It goes after Bacon on subsequent attacks. Make sure Bacon stays conscious. Have the creature wrestle with him for the controls, and fly past him to attack a squad member if needed.

Bacon yells that the tug is going down, and releases the tow cable. Any squad members in the cockpit area should roll Spot checks (DC 5) to see the tug go into a pretty steep dive. If they make the Spot check at DC 15 or better, they see several scaratroopers on the wings. At least one of the tug's engines is on fire.

If the scaratrooper did not damage the wing or tail, Bacon's Piloting DC is 15. If the wing alone is damaged, the DC is 20. If both the wing and tail are damaged, the DC is 25. Bacon yells for the squad to look for flares outside on the ground. Anyone looking sees three flares on a Spot check at DC 15. Bacon then heads for the flares, and crash lands in a nearby meadow. He yells, "*Brace yourselves! We're coming in hard!*" Any remaining scaratroopers depart at this point.

If Bacon makes his final Piloting roll: Have everyone make Reflex saves at DC 15 (25 if not seated and braced for impact). Anyone failing takes 1d6 damage and is Stunned for d6 minutes.

If Bacon misses his final Piloting roll: have everyone make Reflex saves at DC 20 (30 if not seated and braced for impact). Anyone failing takes 3d6 subdual damage and is Knocked Out for 2d6 minutes. Anyone making their save takes 1d6 damage and is Stunned for 1d6 minutes.

Chapter Three:

Welcome to France

Running Time: Approximately 15 minutes.

Note: All checks based on vision are at -4 during the night.

Overview: The squad finds a Resistance fighter (Marie Duval), who escorts them to a small archaeological dig guarded by Nazis. The lead archaeologist is Giuseppe D'Annunzio, who is infamous among archeologists as a defiler and looter of tombs.

After the glider crash lands (and the squad recovers, if needed), nothing happens for about 10 minutes. If the squad investigates the surrounding area, they realize they are in a meadow with some hills nearby to the south. There are no immediate signs of the tug. After about 10 minutes have passed, have anyone looking from the plane make a Spot check (DC 5). A success sees a light waving in the distance. If the heroes watch, they realize it is getting closer and is probably a box flashlight.

A woman dressed in black walks up to the plane. She is carrying a flashlight and a German MP40, with a satchel slung over her shoulder. She says (with a sultry French accent), "Is everybody okay? I have some first aid supplies."

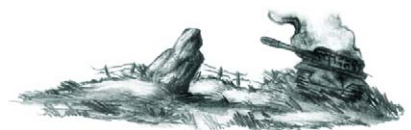
She helps anyone who requests aid. She introduces herself as Marie Duval, a Resistance fighter. She notes she was with two companions, but they have gone to see if anyone survived from the tow plane. She said they heard it go down to the east, but there was no explosion. She tells them she will guide them to the cave site. It is about two kilometers southeast, near the river Loire. German soldiers are guarding it. She estimates there are maybe eight Germans at this point; a half-track and motorcycle left earlier today. There is still a car, a motorcycle, and a water truck there. There are perhaps five archaeologists and diggers.

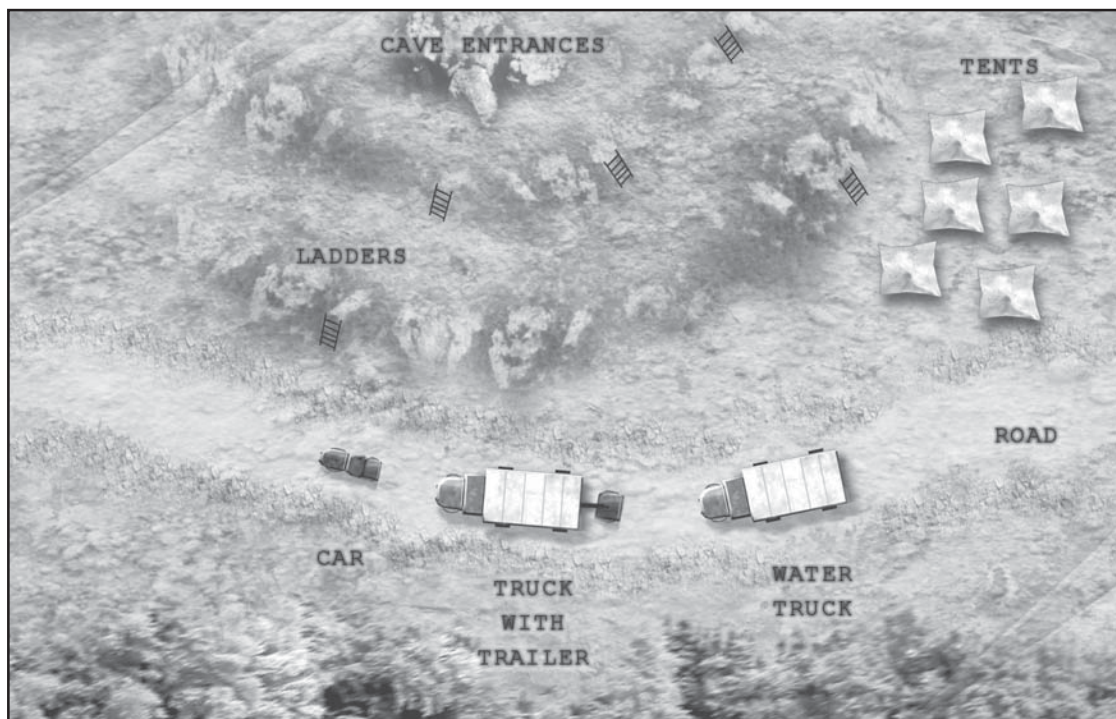
Chapter Four: To the Caves

Running Time: Approximately 15 minutes.

The squad, the pilot, and the archeologist follow Marie to the southeast. It is around 10:30 PM. (2230 hours) when they start. Read/paraphrase the following:

After roughly an hour, you enter a line of hills along the north side of the river. Marie takes you between a couple of hills, and says you are nearing the hill with the cave. She takes you around the side of a steep hill and behind some bushes. From here, you can see lanterns burning in several places around a campsite. You can make out several guards, a dog, and some vehicles.





Chapter Five: Ouch 'Time!

Running Time: Approximately 45 minutes.

The squad must come up with a plan to get into the cave. The entrance is apparently accessible only by ladders. There are six guards posted (normal German soldiers); the archeologists are asleep in their tents, along with six other guards (two per tent, for a total of six tents).

The sleeping German soldiers and the archeologists wake up if shooting starts, or there are other loud noises. All of the archeologists—two Italian, two French—run, leaving D'Annunzio and the Germans. D'Annunzio hides. The Germans fight. Each set of six guards has five rifles and one MP40. There is also an Überhund awake and “on duty” when the squad arrives (see page 123 for stats).

In a heap on the level below the cave are two shriveled, dried-out bodies. In a box in the car are enough gas masks for everyone in the squad minus one. If the heroes ask, they see no evidence of any sort of gas or chemical weapons at the camp. DeWitte suggests that perhaps the archeological team found a sealed chamber within the caves and are worried about possible contamination from ancient bacteria or viruses inside the space.

Chapter Six: Do Not Disturb

Running Time: Approximately 45 minutes.

Overview: When the heroes investigate the site, they discover two strange, mummified, prehistoric men (reanimants put down by the Nazis) and a cave entrance with a hastily constructed barrier in front of it (the actual door has been broken by the diggers). Inside the cave are more reanimants and another sealed chamber guarded by ancient gangrenes. They are guarding a black stone urn with something red, glowing, and bubbly in it. This is the legendary Urn of Malvene, an ancient artifact that can create and power gangrenes. Hitler is very interested in obtaining it. The squad is unable to destroy it, so members probably feel compelled to take it with them. It begins to “beckon” to the squad members to drink from it.

If the Germans are defeated, D'Annunzio surrenders. If he is searched, the squad finds keys to the car, money, a Nazi ID, and papers authorizing the dig. He cooperates, but remains evasive. He admits they found a stone doorway about 30 feet into the cave, and when they broke it open, they found strange, mummified creatures that came toward them. Two of the creatures got out, and were shot many times before they went





down. The remaining creatures appeared to be afraid of the lantern light, and moved to the back of the cave. D'Annunzio ordered the doorway barricaded. The men put in braces, and nailed boards to them—so far, this has held. Some SS colonel is coming later tonight or tomorrow. D'Annunzio will let him deal with the creatures. He acts like he has never heard of the Urn if asked.

DeWitte is getting more and more excited. He says he is sure the Urn is there. If given the chance, he argues with D'Annunzio about the reasons for digs, etc.

The Cave

If they are to complete their mission, the heroes are going to eventually have to enter the cave.

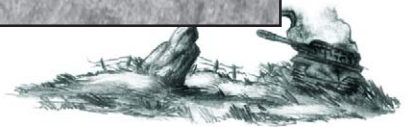
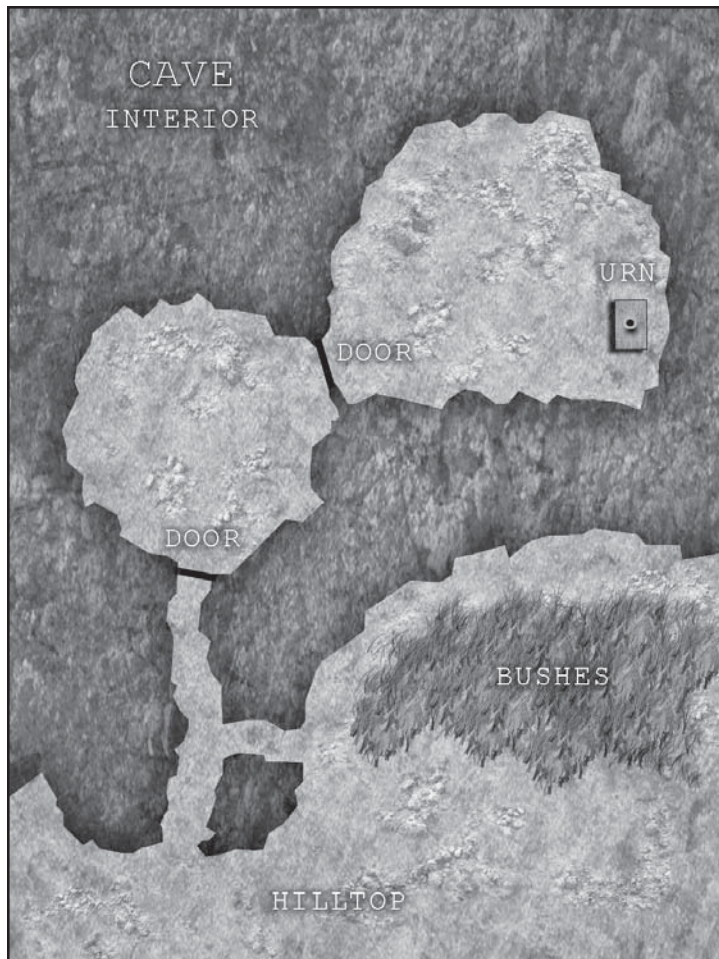
Cave Passages: The passages from the two entrances join into one passage after about 10 feet. The cave then winds into the side of the hill, and after about 30 feet there is an ancient doorway. The former stone door lies in pieces on the floor, but there is now a barricade in front of the doorway. DeWitte examines the pieces, is very excited about the runes on them, and begs the squad to collect the pieces and take them. If the squad pries a board off the barricade, a mummified arm reaches through the hole—make Will saves (DC 15) to avoid becoming Shaken. Light or fire scares the reanimants to the back of the cave. The squad can enter if they pry off at least half of the boards.

Outer Cave: The cave is very chilly, and there is a bad smell, like something old and rotten. The outer cave is roughly circular, about 30 feet across. There is an entrance to another cave near the back. The entrance has a stone door with runes carved in it, and is sealed with wax. There are five reanimants still in the outer cave; they attack if they are cornered.

The stone door leading to the inner cave breaks easily, but DeWitte begs the squad to preserve the door and the runes as much as possible for later study. The squad can pry the wax out of the seal and remove the door intact if they desire. When the seal is broken, a terrible smell begins to flow from the inner cave. If the door is removed or broken, an overpowering stench comes out of the inner cave. Characters who stay in the area and must make Fortitude saves at DC 15 or be overwhelmed with nausea (see the gangrene description on page 49) unless they are wearing gas masks. Note that characters wearing gas masks are at -4 on all vision-based checks.

Inner Cave: The inner cave is more oval-shaped than the outer cave. It is about 25 feet wide and 40 feet across. There are five gangrenes in this cave. The gangrenes remain motionless unless a character approaches within 5 feet of the Urn or directly threatens a gangrene. If either occurs, all of the gangrenes animate and attack. The creatures are positioned against the walls of the cave, and have stood there for so long they appear to be natural columns or stalagmites. Characters only notice the gangrenes if they make Spot checks at DC 25.

In the back of the cave is a raised area with a dark stone urn. There is some kind of red liquid in it (the Urn produces the liquid—about a cup daily; up to 6 cups total at any time). Anyone drinking the liquid must make a Fortitude save (DC 20) or convulse horribly, die, and become a gangrene in 1d12 minutes. The Urn weighs about 60 pounds. It is not actually trapped, but make the players paranoid if they suspect it is (e.g., there is a roughly circular crack in the raised area around the Urn).





DeWitte is ecstatic about the find and gets a sample of the liquid in a container unless he is prevented from doing so by the squad.

Chapter Seven: The Great Escape

Running Time: Approximately 30 minutes.

Overview: There is a car, a supply truck, and a water truck parked here the squad could take. As they leave the site, a motorcycle with sidecar and a half-track with Waffen SS troops arrive (both vehicles have machine guns; the half-track also has a searchlight). They chase the squad.

The Urn is hard for one person to carry, and awkward for two. Those carrying it feel the urge to drink from the Urn. It is almost as though there is a voice whispering to them to do this. They are able to dismiss this as imagination if they make Will saves (DC 15); if they fail, they drop it and refuse to carry it.

The keys are in the ignitions of the trucks, and presumably the squad will take one or both of them, along with the car. The car can hold up to five people; the supply truck up to five, and the water truck up to three (in the cab). Marie and Bacon suggest taking the vehicles if needed. The vehicles are all pointed west, the direction the squad needs to travel. The supply truck has a trailer attached with a crate in the trailer. The crate has packing material and is lead-lined; it has apparently been designed to transport the Urn.

Once the Urn is loaded, and the squad is starting to get into the vehicles, have everyone make a Listen check (DC 15, DC 10 30 seconds later, and then DC 5 in 30 more seconds). They hear the sounds of engines approaching and getting louder. After the squad is ready to go, read the following:

Coming down the road from the east is a motorcycle and a half-track. The motorcycle has a sidecar with a machine gun, and the half-track has a machine gun, along with several German soldiers. There is a searchlight in the back of the half-track that sweeps the campsite and stops when it gets to you. (Have the squad make Spot checks (DC 10). Anyone making it notices the soldiers are wearing the black uniforms of the Waffen SS.) Roll initiative!

Have fun with this chase. The squad members driving should make Driving rolls if they do anything fancy (DC generally 10-25, depending on what they are doing), or if they speed excessively, which they probably do. The Germans pursue closely, and fire as they go.

After about 3 miles, the road goes through the village of St. Sebastien, which is a small, quaint farming and fishing village. If the squad stays on the road through the village, use any or all of the following encounters:

Three fairly sharp curves must be negotiated (space these between the other encounters; Driving DC's are 15, 15, and 18 respectively).

Villagers peer out of doors and windows. They wave at the players if they realize they are Americans.

A Kubelwagen with 2 guards nearby is currently the only German presence in the village. They give chase if they realize what is happening.

Two drunk townspeople are walking arm in arm down the middle of the road.

The Germans pursue until their vehicles have been disabled or destroyed. It's also possible for the heroes to out-drive them. Whenever the heroes engage in a contested Driving check with the Nazis or both groups have to contend with some hazard, every points by which the heroes' total exceeds the Germans' the range between the groups opens by 20 yards (Conversely, if the Germans win, they narrow the gap by 20 yards per point). Compare the lowest totals for each side if the heroes have multiple vehicles. Assume the groups start 100 yards apart.

If the heroes can open up the range to 500 yards or more, the Nazis lose sight of them and can no longer attack. If the Germans are not destroyed, each 50 yards of distance between the groups buys the heroes 1 round of combat in the next encounter before the Nazis follow the sound of gunfire to the boat.

Chapter Eight: Smoke on the Water

Running Time: Approximately 30 minutes.

Overview: When the squad gets to the rendezvous point with the boat, they find it is being attacked by a group of Axis Apes. They must defeat the Axis Apes to complete the adventure.





After traveling about 5 miles, the squad comes upon a dirt road leading toward the river; Marie tells the squad to take it and head down to the river. As they near the river, they hear the sound of automatic weapons fire. Read the following:

As you get near the gunfire, you see what look like very large German soldiers—almost impossibly large—engaged in a firefight with a couple of men on a fishing boat. The men on the boat are pinned down, and obviously outgunned. Roll initiative!

As they approach, the squad realizes the Germans have fur sticking out of their uniforms and ape-like features. They have encountered a group of five intelligent Axis apes (see the description on page 19). These are the ape-with-human-brain variety.

Everyone should make Will saves (DC 15) or be Shaken (-2 to attacks, saves, and Skill checks until the end of the encounter). The squad must defeat the Axis apes, and they can then board the boat for the trip home.

Doh!

Assuming no one has drunk from the Urn, DeWitte says: "Don't worry! I know how to save us! The Urn will give me all the power I need!"

He then drinks from the container where he keeps the liquid from the Urn unless physically stopped. Pretend to roll his saving throw; he automatically fails, convulses, and dies. He rises as a gangrene at the most inopportune moment for the squad within the next 12 minutes.

Alternatively, if the squad leaves his body on the shore, have him rise up after the boat has pulled away. DeWitte can then shamle into the darkness, and the squad may realize that they have unwittingly unleashed a gangrene on the unsuspecting French population. Anyone seeing him rise up must make a Will save (DC 20) or be Shaken (don't bother with this if he rises as the boat is pulling away).

After the squad has defeated the Axis Apes, read or paraphrase the following. If this adventure is part of a campaign, action doesn't have to stop here, the voyage home can be the start of a new adventure. If DeWitte has not already risen be sure to mention something about this as the boat pulls away from the shore.

The Resistance fighters in the boat embrace you—especially Marie. They help you load the Urn into the boat, get you all in, and hide you in a some compartments below the deck. The engine starts, and the boat heads down the river toward safety. Congratulations, you have completed another mission. Once again have to re-evaluate everything you thought you knew about the world. Welcome back to the Weird Wars...

Appendix: Statistics

Following are the stats for humans and monsters not found in this book.

Wehrmacht Soldier

These are the guards at the camp.

Wehrmacht Soldier: CR 1: Medium-size Human; Class: Grt 1; hp 6; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); ; Atk Kar 98k +3; AL LN; SV Fort +3 Ref +1 Will +0; Str 11, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +5, Move Silently +5, Spot +5; Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rank: Grenadier, Simple Weapons Proficiency, Weapon Focus: Kar 98k (or MP40), Wheeled Vehicle Proficiency

Special Qualities: None

Possessions: Kar 98k (or MP40), 40 rounds of 7.92mm ammunition (60 rounds 9mm ammunition), helmet, uniform, 2 stiehlhandgranate 24

Waffen SS Veteran

These are the soldiers in the convoy.

Wehrmacht Soldier: CR 4: Medium-size Human; Class: Grt 4; hp 24; Init +1; Spd 10 yds.; AC 12 (+1 Dex, +1 Armor); ; Atk Sturmgewehr 43 +6; AL LE; SV Fort +5 Ref +2 Will +3; Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +8, Move Silently +8, Search +3, Spot +8; Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rank: SS-Rottenführer, Rapid Shot, Simple Weapons Proficiency, Weapon Focus: MP40, Weapon Focus: Sturmgewehr 43, Wheeled Vehicle Proficiency

Special Qualities:

Devotion: The devotion of SS members to the Nazi Party gives them a +2 morale bonus to Will saves.

Possessions: Sturmgewehr 43, 4 full magazines 7.92mm ammunition, helmet, uniform, 2 stiehlhandgranate 24





Reanimant

Medium-Sized Undead

Hit Dice: 2d12 (16 HP)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 13 (+1 Dex, +2 Natural)

Attacks: +3 ranged, 2 claws +3 melee

Damage: By weapon or claws 1d6+1

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: —

Special Qualities: Undead

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

Abilities: Str 13, Dex 12, Con —, Int 6, Wis 10, Cha 1

Skills: Hide +6, Move Silently +6, Spot +5, Search +3

Feats: Toughness

Climate/Terrain: Any

Organization: Pack (2-12)

Challenge Rating: 2

Treasure: None

Alignment: Neutral evil

Advancement: None

Allies

Lt. Neil Bacon

The heroes' glider pilot.

Bacon: CR 4: Medium-size Human; Class:

Plt 4; hp 26; Init +3; Spd 10 yds.; AC 13 (+3 Dex); Atk Webley Mk 4 +6; AL CN; SV Fort +2 Ref +7 Will +3; Str 10, Dex 16, Con 12, Int 13, Wis 14, Cha 12.

Skills and Feats: Bombardier +6, Bluff +5, Driving +4, Heal +5, Intimidate +5, Navigation +7, Piloting +10, Search +6, Spot +6, Swim +3; Automatic Weapons Proficiency, Eagle-Eyed, Firearms Proficiency, Gunnery, Multi-Engine Aircraft Proficiency, Rank: Lieutenant, Simple Weapons Proficiency, Single-Engine Aircraft Proficiency

Special Qualities: None

Possessions: Webley Mk 4, 20 rounds of .38 ammunition, uniform

Prof. Clark DeWitte

The archeologist.

DeWitte: CR 1: Medium-size Human; Class: Exp 5; hp 18; Init +1; Spd 10 yds.; AC 11 (+1 Dex); ; Atk +3 melee; AL LN; SV Fort +1 Ref +1 Will +5; Str 10, Dex 12, Con 11, Int 14, Wis 12, Cha 10.

Skills and Feats: Driving +9, First Aid +9, Hide +9, Knowledge (Arcana) +10, Knowledge (Archeology) +10, Move Silently +9, Search +10, Spot +9; Firearms Proficiency, Simple Weapons Proficiency, Wheeled Vehicle Proficiency

Special Qualities: None

Possessions: M1911, 20 rounds of .45 ammunition, books.

Marie Duval

The heroes' Resistance contact. Perhaps she and the heroes will meet again.

Duval: CR 4: Medium-size Human; Class: Res 4; hp 18; Init +2; Spd 10 yds.; AC 13 (+2 Dex, +1 Armor); ; Atk MP40 +5; AL CG; SV Fort +2 Ref +6 Will +2; Str 11, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +10, Driving +9, First Aid +8, Hide +9, Move Silently +9, Search +8, Spot +8; Automatic Weapons Proficiency, Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus: MP40, Wheeled Vehicle Proficiency

Special Qualities: Contacts, sneak attack +1d6, uncanny dodge

Possessions: MP40, 60 rounds 9mm ammunition, helmet, knife

Resistance Fighter

The Resistance fighters at the boat.

Resistance Fighter: CR 2: Medium-size Human; Class: Res 2; hp 8; Init +1; Spd 10 yds.; AC 11 (+1 Dex); ; Atk Kar 98k or MP40 +3; AL LN; SV Fort +1 Ref +4 Will +0; Str 11, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Bluff +5, Driving +6, First Aid +5, Hide +6, Move Silently +6, Spot +5; Automatic Weapons Proficiency, Firearms Proficiency, Simple Weapons Proficiency

Special Qualities: Sneak attack +1d6

Possessions: Kar 98k (or MP40), 40 rounds of 7.92mm ammunition (60 rounds 9mm ammunition), knife

Vehicles

The stats you need for the chase.

Trucks

Armor Class: 12, **Damage Points:** 40, **Size:** Huge, **Cruising Speed:** 60, **Range:** 165 miles, **Armor—Upper Hull** 2/2/2, **Lower Hull** 2/2/2, **Suspension** 20

Halftrack

Armor Class: 13, **Damage Points:** 30, **Size:** Large, **Cruising Speed:** 45, **Range:** 186 miles, **Armor—Upper Hull** 15/10/10, **Lower Hull** 15/10/10, **Suspension** 30

Car (Mercedes 540k)

Armor Class: 12, **Damage Points:** 20, **Size:** Large, **Cruising Speed:** 90, **Range:** 300 miles, **Armor—Upper Hull** 2/2/2, **Lower Hull** 2/2/2, **Suspension** 20

Motorcycle

Armor Class: 14, **Damage Points:** 15, **Size:** Medium, **Cruising Speed:** 90, **Range:** 120 miles, **Armor—Upper Hull** 2/2/2, **Lower Hull** 2/2/2, **Suspension** 15

