d20 MODERN

AQUARIUM

By Eric Cagle, Owen K.C. Stephens

A jewel in the city tour's crown, this modern aquarium boasts an impressive display of aquatic life, including sharks (see page 256 of the *d20 Modern Roleplaying Game* for statistics), rays, anemones, coral, and its latest addition: a giant octopus (statistics provided below). The aquarium is filled with intriguing exhibits that can be seen through guided tours or simply by wandering around the building.

Most areas around the aquarium are under video surveillance 24 hours a day. In addition, the tanks have sensors to track warmth, salinity, light, and other information meant to keep the animals alive. If a tank is breached, alarms go off, alerting the security staff.

OCCUPANTS

During business hours, 5d6 workers, scientists, and technicians go about their business as dozens of visitors walk among the displays. In addition, the aquarium has 1d2 security guards (see *d20 Critical Locations*, page 16) patrolling around the clock. See below for a sample marine biologist (which can also be used for any field scientist archetype).

High-Level Marine Biologist (Strong Ordinary 2/ Smart Ordinary 7): CR 8; Medium-size human; HD 2d8+2 plus 7d6+14; hp 41; Mas 12; Init −1; Spd 30 ft.; Defense 13, touch 13, flat-footed 13; BAB +5; Grp +7; Atk +7 melee (1d3+2 nonlethal, unarmed strike) or +4 ranged; Full Atk: +7 melee (1d3+2 nonlethal, unarmed strike) or +4 ranged; FS 5 ft./5 ft.; Reach 5 ft.; AL any; SV Fort +6, Ref +2, Will +2; AP 0; Rep +3; Str 14, Dex 8, Con 12, Int 17, Wis 10, Cha 13.

Occupation: Academic (bonus class skills: Knowledge [earth and life sciences], Knowledge [physical sciences], Research)

Skills: Climb +4, Computer Use +13, Craft (writing) +8, Decipher Script +8, Handle Animal +15, Knowledge (current events) +8, Knowledge (earth and life sciences) +18, Knowledge (physical sciences) +18,
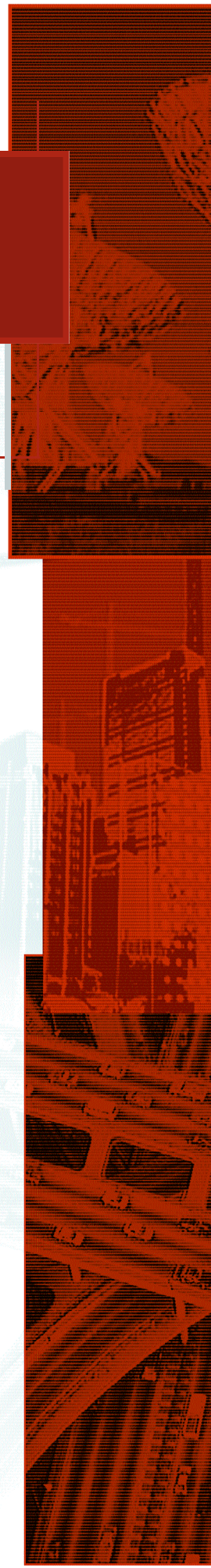
Knowledge (technology) +8, Navigate +10, Profession +8, Read/Write English, Read/Write Spanish, Repair +8, Research +18, Search +8, Speak English, Speak Spanish, Swim +16.

Feats: Animal Affinity, Athletic, Educated (Knowledge [earth and life sciences] and Knowledge [physical sciences]), Endurance, Simple Weapon Proficiency, Studious.

Possessions: Wetsuit, laptop computer, ID badge.

STRUCTURAL FEATURES

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices found within this building.
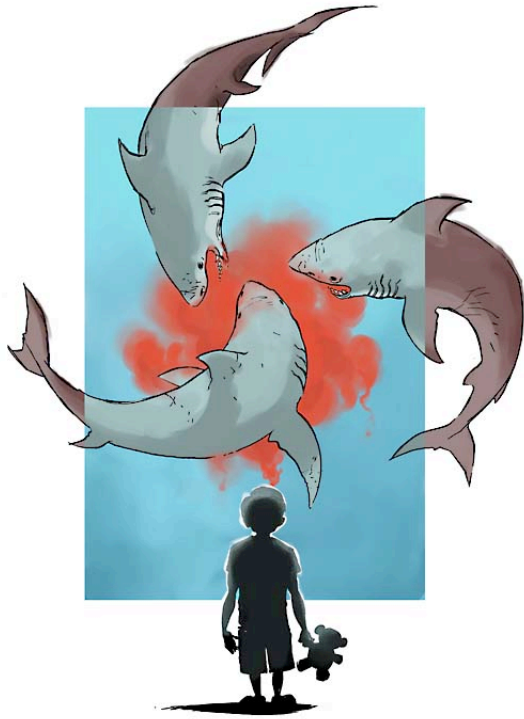
External Door: Hardness 10; hp 120; break DC 35.

External Door Lock (high security): Hardness 10; hp 120; break DC 35; Disable Device DC 40.

Internal Door: Hardness 5; hp 20; break DC 23.

High-pressure Display Glass: Hardness 1; hp 100; break DC 20.

Security Camera: Hardness 1; hp 5; break DC 15; Disable Device DC 18.

SHARK EXHIBIT

Giant Octopus

The giant octopus is an aggressive and territorial hunter, with arms reaching 10 feet or more. Its tentacles are studded with barbs and sharp-edged suckers.

Species Traits

The giant octopus has the following species traits:

Constrict: A giant octopus deals 2d8+6 points of damage with successful grapple check (see Improved Grab below).

Improved Grab: To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud: A giant octopus can emit a 10-foot-radius cloud of jet-black ink underwater once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured (50% miss chance).

Jet: A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke an attack of opportunity while jetting.

Skills: A giant octopus can change colors, giving it a +4 species bonus on Hide checks. It can also contort and squeeze its body, giving it a +10 species bonus on Escape Artist checks. A giant octopus has a +8 species bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Giant Octopus: CR 8; Large animal; HD 8d8+8 plus 3; hp 47; Mas 12; Init +2; Spd 20 ft., swim 30 ft.; Defense 18, touch 11, flat-footed 16; BAB +6; Grp +15; Atk +10 melee (1d4+5 tentacle); Full Atk +10 melee (1d4+5, 8 tentacles) and +5 melee (1d8+2, bite); FS 10 ft./10 ft.; Reach 10 ft. (20 ft. with tentacles); AL none; SV Fort +7, Ref +8, Will +3; AP 0; Rep +0; Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

Skills: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13.

Feats: Alertness, Skill Focus (Hide), Toughness.

Advancement: 9–12 HD (Large); 13–24 HD (Huge).

Credits

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Marine Aquarium

KEY

1) Main Entrance
2) Ticket Desk
3) Display Tanks
4) Special Creature Exhibits
5) Men's Restroom
6) Ladies' Restroom
7) Adminsitrative Office
8) Gift Shop Area
9) Sea Lion Tank
10) Seal Lion Training Room
11) Storage Room
12) Sea Lion Show Pool
13) Break Room
14) Dolphin Training Room
15) Dolphin Tank
16) Dolphin Show Pool
17) Bleachers
18) Emergency Exits

1 square = 5 feet

WEST

AQUARIUM

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