



MODERN

TOO

FAR GONE



By Owen K. C. Stephens

A Short d20 Modern Adventure for Four 16th-Level Characters

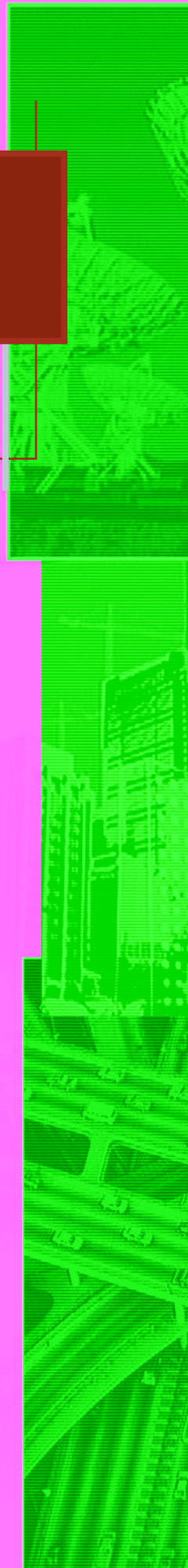
Evil takes many forms, and not all of them are human. Could the reports of monsters on the remote Pacific island of Kongauru be more than the deranged stories of crackpots and rumormongers? No one seems to be interested in investigating, since no government claims the island and it is of no commercial value. But someone must, before the evil brewing there erupts full-force upon the world.

LEVELS

Too Far Gone is a site-based adventure for four 16th-level characters. Though not designed for any specific d20 MODERN campaign setting, *Too Far Gone* features aliens, undead, psionics, magic, and high tech, so it isn't appropriate for campaigns that exclude these elements. However, it's a handy vehicle for introducing one of these elements to a game that previously excluded it. For example, a d20 MODERN game that previously included undead and magic, but not psionics or aliens, could put ghost-hunters face-to-face with creatures from another planet via this adventure.

You, the Game Master (GM), need a copy of the *d20 MODERN Roleplaying Game* to run this adventure. A copy of the *d20 MODERN Menace Manual* would also be helpful, but it is not required, since full statistics for all the creatures taken from it are provided with the scenario. To get started, print out the adventure (including the map of the island of Kongauru) and read it through. Specific maps for the various locations on the island aren't necessary, since each area with contents is described in the text of the adventure. You can add as much or as little detail about each site as you wish.

Familiarize yourself with the general history of the situation, the layout of the island, its denizens and their plans, and the descriptions of the kroath, bogeyman, montauk monster, megalodon, and half-fraal from the *d20 MODERN Menace Manual*. Then make sure you are familiar with the rules for combat,



movement, and cover from Chapter 5 of the *d20 MODERN Roleplaying Game*.

The text that appears in shaded boxes should be read aloud or paraphrased for the players. Opponents' statistics are provided in abbreviated form.

BACKGROUND

Kongauru, a mid-sized island in the Pacific Ocean, was the site of a few minor battles between American and Japanese forces during WWII, but it has been abandoned since then. Officially in international waters, Kongauru is claimed by no government and is outside any major shipping lane or aircraft flight path. Since it has no commercial or strategic value, and its wicked shoals and unseasonably nasty storms are legendary, no one bothers to go there.

The First and Second Coming

Because of its isolation, Kongauru makes a perfect base for anyone wishing to operate undetected. The fraal took advantage of this low-profile location by placing a small observation post on the island in the 1960s. Some 20 years later, however, they abandoned it as too risky and contented themselves with observing from orbit.

Shortly after the fraal left, the equally alien kroath took over the base and converted it into a laboratory for genetic experimentation. The kroath's ultimate goals are beyond human comprehension, but in the short term they pursued a dual agenda: to see how the Earth's life forms might be used to augment their own biotechnologies, and to see how the governments of Earth responded to dangers and mutations. If the Earth proved a useful source of raw materials, the kroath wanted to know how difficult getting past its defenders might be.

The kroath performed many genetic experiments, blending terrestrial DNA with that of various alien creatures (including fraal), creating prehistoric versions of modern beasts, and even mixing genes to create whole new creatures. During this time, they kept all their creations under lock and key to prevent discovery. After a decade of work and study, the kroath decided that Earth was rife with useful biomaterials, and that its defenders were shortsighted and ill-equipped to deal with kroath raids. The kroath on the base prepared a report marking the Earth for regular harvest.

The Green Thing

One of the kroath researchers disagreed with this decision. This creature had explored many of the more unusual life forms of Earth, including creatures with psionic and magical powers. In the course of this study, it became a powerful telepath and grew disgusted by the greed it detected in its fellow aliens. Maybe it was driven mad by its explorations into the dark secrets of humanity, or perhaps it was infected by some genetic mind-altering virus. Whatever its reasons, this kroath eventually decided that its fellows had to be stopped, so it killed them all. Whether the kroath telepath was sane when it started is open to debate, but it was certainly mad by the time it had massacred its fellows.

Now in sole possession of an alien base, the kroath began designing a plan to rid the Earth of all sin. The only method

that seemed workable was to destroy all thinking life on the planet. To that end, the kroath found a like-minded (and equally crazy) etoile and helped it design a machine that could give evil a physical form (see the February 2004 d20 MODERN adventure *Anything Goes*), in the hopes that humanity would either expunge its own vileness or be destroyed by it. When that plan failed, the kroath, which had been christened the Green Thing by some sailors who had spotted it on shore, decided that more direct action was needed.

The MadPacks

The kroath decided to gather and train a cadre of enforcers who could cleanse Earth of evil. To that end, it used its telepathy to locate humans who showed an appreciation for justice and a strong sense of aggression. Its twisted mind ruled out anyone who displayed greed, and it also bypassed police, investigators, judges—in fact, anyone sane. Only criminally insane people who believed they had the right and duty to punish society fit its peculiar specifications. By various means, the kroath invited such individuals to its island. Maniac killers, axe murderers, and midnight stranglers came to Kongauru in droves, along with people who heard voices and those who were driven by personal demons. When they arrived, the Green Thing augmented each of them with a mind-and-body-altering condition known as lycanthropy to enhance their destructive capability. (How it managed to duplicate the effects of an essentially magical disease without actually having it remains a mystery, even to the kroath, but the effect is indistinguishable from normal lycanthropy.)

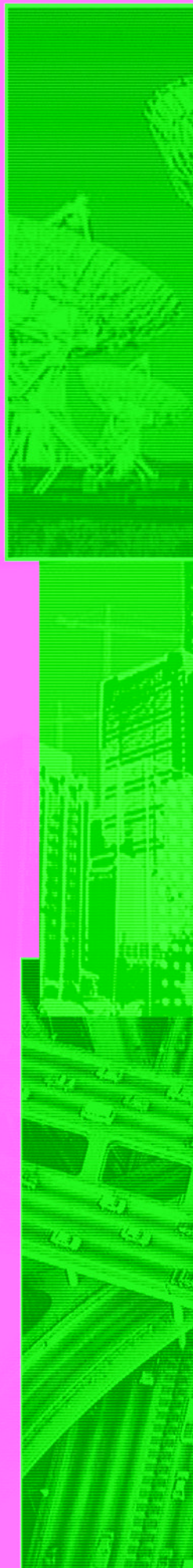
As a happy side effect of the lycanthropy, the MadPack members developed a “pack mentality” that kept them from preying upon one another or attacking the Green Thing, which they perceived as their pack leader. Even so, however, the MadPack was unable to operate in large numbers. No matter what its orders, any group with more than four members fell to internal dissent within minutes and began to attack one another, eventually splitting into smaller groups.

Largely because of this limitation, the kroath eventually realized that the lycanthropic axe-murderers lacked the ability to cleanse the Earth of all the guilty (pretty much everyone on the planet), so it gave up collecting new ones. It still retains those it already has, however, since they make useful security forces for the island.

The Red Baron

Guarded by its host of mad lycanthropes, the insane kroath next began breeding a new race to replace humanity. Using prehistoric DNA salvaged from fossils, alien genes, and more than a dash of mad genius, it created what could only be called a dragon. This sentient beast proved able to breed without a mate, defend its young, plot and plan the acquisition of territory, and hide from anything more powerful than itself. Even better, it had a flaw that would render its species sterile in a score of generations. Thus, after the dragon race had supplanted humanity, it would die out, leaving Earth free of thinking races—and thus free of evil.

Now ready to begin testing the effectiveness of its new race, the insane kroath has allowed the oldest of its dragons to fly free. Reports of a UFO that reporters have come to



call the Red Baron have cascaded in, spawning a media circus. The reporters also picked up the story of the Green Thing and some reports of a monster dubbed the Great Black—actually a megalodon that inhabits the waters near the island.

SYNOPSIS

The heroes are called to investigate reports of the Green Thing or the Red Baron. Upon arriving at the island, they must fight their way past the Great Black, the MadPacks, the Red Baron, and at least one montauk monster, then locate and penetrate the alien base. There they must face the Green Thing—the insane mastermind of numerous plots to destroy humanity—and put a stop to its depredations once and for all.

Character Hooks

As GM, you know best how to involve your players and their characters in an adventure. You can use the following adventure hooks to spur your imagination, modifying them as necessary to make them appropriate for the characters' interests.

- The PCs are deep-sea fishing on a small boat when a storm blows them way off course. After a harrowing ride, they find themselves in the waters just off Kongauru, where they present a tempting target for the Great Black.
- Any fraal (also known as greys) with whom the heroes have already established friendly contact tell them that something dangerous has moved into an old fraal base on Kongauru. If the heroes have no such contacts but have dealt with fraal problems before (during *Anything Goes*, for example), the greys establish contact and suggest that the heroes become their troubleshooters. If this proposal is accepted, the fraal immediately ask for help with their old base.
- Having heard reports of the heroes' successes in ridding the world of evil, the Green Thing decides that they should be part of its organization. Each of them receives an invitation to come visit the master of Kongauru. No name is attached, and no information other than the location of the island is provided. By the time they arrive, however, the Green Thing has forgotten that it invited them, or decided that they aren't suitable after all.
- An insane killer with an electronic tracking bracelet has escaped his maximum-security asylum. The bracelet went off the scopes but has flickered once or twice since his escape. The tracking equipment pinpoints its location as Kongauru where, unbeknownst to anyone except the residents, he has joined a MadPack. Since he's not a threat to any country or government, and the island has no local police force to locate or extradite him, the authorities have not pursued this weak lead. The families of his former victims, however, have pooled their money to hire special agents who can find and capture him.

- A retired werewolf hunter has collected excellent evidence that numerous werewolves are loose on the island, but he has been wrong so often no serious paranormal group believes him anymore. He's too old to try to capture a werewolf himself, but he's certain that an experienced team could make some important discoveries on Kongauru. The hunter may be one of the heroes' old contacts, or he may simply have heard of their exploits. Either way, he contacts them and asks for their help.
- If the heroes have played through *Anything Goes* and/or *Everything Goes*, they discover evidence that both the etoile revenant and Bora Ghali received assistance and financial backing from a being of great technical skill. This creature's transmissions can be traced back to Kongauru.
- The crews of several deep-sea finishing boats have spotted a green, hulking brute on the shores of Kongauru, and a colossal black shape moving under the waters nearby. Their reports haven't been taken seriously, except by a few UFO-hunting websites, whose patrons are convinced that the black shape is a spaceship moving underwater to avoid detection. The heroes might see such a report themselves, or a friend or contact might direct them to it.

BEGINNING THE ADVENTURE

Too Far Gone is designed to be either a site-based adventure that the characters simply stumble into or the final, climactic confrontation with the Green Thing, if that has been a recurring villain in your campaign. Though the scenario is set on a small Pacific island, you can easily move it to any relatively isolated aquatic area. Isolation is the key factor, because a group that can quickly and easily access a civilized area for support misses much of the feel of the adventure, and may miss its climax as well.

The adventure begins when the heroes decide to visit Kongauru. If they wish to do some research on the place before departure, go to the Character Preparation section below. When they arrive, go to The Island of Kongauru.

Character Preparation

If the heroes have the time and inclination to research Kongauru and the Green Thing, they can dig up a fair amount of information. Unless you want to create a major GM character for this purpose, they won't be able to find an eyewitness who has actually been to the island. But rumors and crackpot websites abound, and underground newspapers may also reveal important facts.

A Gather Information or Research check can unearth more specific information, as detailed on the tables below. The hero gains all the information for check results equal to or lower than his own.

GATHER INFORMATION DC INFORMATION GAINED

10	The fishing in the waters around Kongauru used to be fairly good, but about six months ago, the fish became quite scarce.
15	Some fishermen have spotted something large and green on the beach of Kongauru. Some who have seen it believe it to be a living pile of kelp; others think it's an Atlantean monster.
20	Radios, cell phones and similar devices stop working within 100 miles of the island.
25	A sleek, black object at least a hundred feet long has been spotted dashing through the waters near Kongauru. Those who have seen it are convinced that it must be a spaceship or some kind of experimental submarine.

RESEARCH DC INFORMATION GAINED

15	The U.S. military examined the island of Kongauru thoroughly shortly after WWII and found no dangerous life forms, coral reefs, unusual storm patterns, or tides. The island hasn't been seriously investigated since.
20	About a year ago, there was a sharp upturn in ship disappearances near the island. In the past six months, they've become epidemic. No one willingly sails near Kongauru anymore.
23	For the past three months, helicopters and planes have also begun disappearing from the region.
25	Several world espionage agencies have investigated the unusual electromagnetic fields surrounding the island and determined that they're not natural. Most of these organizations have assumed that some other government is maintaining a secret base there, but no one has found any proof of such.

Getting to Kongauru

Kongauru is accessible by boat or plane. Hiring either is difficult but possible. No local commercial boater or seaplane operator wants to get near the island, and enough ships disappear nearby that anyone who isn't familiar with that section of the sea is concerned about uncharted reefs or rocks hidden in the shallows. A professional can be convinced to go there only with a successful DC 23 Bluff, Diplomacy, or Intimidate check. A significant amount of money can persuade a fisherman or the operator of some other commercial vessel to take the heroes to Kongauru, and possibly even to wait for them. As soon as there is any sign of trouble, however, the operator of the vessel leaves immediately.

Random Encounters

The waters around Kongauru are devoid of any dangerous life forms except the megalodon known as the Great Black.

However, the electromagnetic field around the island generated by the power station (see area 4) causes sudden and severe storms (25% chance each day) and blocks all telecommunication devices to a range of 100 miles.

While on Kongauru, the heroes must check for an encounter each hour. Use the following table to determine what they meet. The island has one Green Thing, one Red Baron, an unlimited supply of montauk monsters, and six MadPacks. If the heroes have already slain all the creatures of the type called for in an encounter, treat that result as no encounter.

ROLL	ENCOUNTER
1-8	No encounter
9-15	The Red Baron (see area 3)
16-17	A four-member MadPack (see area 2)
18-19	A montauk monster (see area 4)
20	The Green Thing (see area 5)

MadPack Encounters

Five four-member MadPacks—roving bands of insane lycanthropic axe-murderers—patrol Kongauru at all times, while the sixth pack is asleep in the clinic (area 2). The MadPack members stay well away from the creatures in the water as well as the Red Baron and its eggs, since their lycanthropy has finely honed their survival instincts. Anything and everything else on the island, however, is fair game for them. Any humanoid that isn't one of their own is a sinner and therefore an enemy to these creatures, and they hunt and kill all their enemies—or die trying. Once a MadPack member picks up the scent of an invader, the hunt is on.

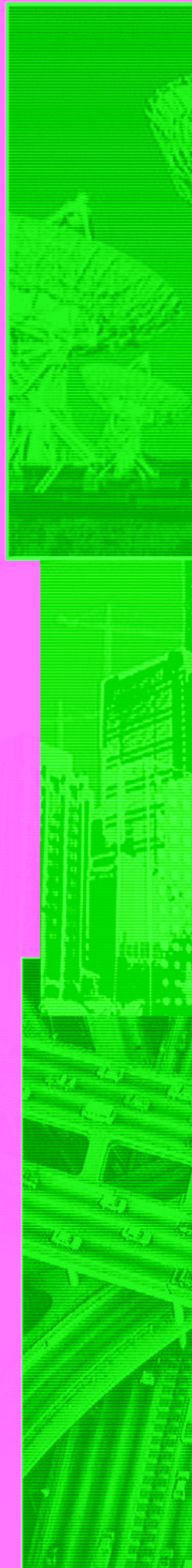
Because they cannot function well in large groups, they do not help other packs in combat. Even if a second group saw a MadPack losing a fight against the heroes, it would leave without rendering aid, though it would take pains to track down any surviving invaders later.

Most members of the MadPacks travel in fully human form, wearing ragged accouterments such as T-shirts, hockey masks, goggles, army fatigues, leather jackets, spiked boots, and Halloween costume pieces. No two MadPackers are identical, though the members of a particular pack often dress according to a theme of some kind (all wearing masks, all barefoot, or the like). Each MadPacker is armed with an outlandishly long machete (treat as a longsword) and two throwing hatchets. One or two packs may travel in wolf form at night, to take advantage of the wolf's better movement rate, but none take hybrid form outside of combat. See area 2 for statistics and tactics.

THE ISLAND OF KONGAURU

The small, hilly island known as Kongauru is no more than 3 miles across at its longest point, and a little less than a mile wide. The only sign of habitation is a single trail that leads from the water's edge to the base (area 5). Travel along this trail is at normal overland speed. However, the trail is slightly depressed compared to the ground around it, and the jungle growth to either side is quite thick. Thus, anyone hiding in the undergrowth gains a +4 circumstance bonus on Hide

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checks. Any random encounters that occur on the trail are likely to be ambushes.

The thick jungle vegetation that covers most of the island's surface makes movement difficult anywhere except the narrow strip of beach that surrounds the interior and the trail. All overland speeds through the jungle are halved, though speeds in combat aren't affected.

The power station (see area 4) produces constant cloud cover and causes severe storms on a regular basis. Furthermore, it prevents any telecommunication device from working within 100 miles of the island. The fog that clings to the island and the nearby waters cuts visibility to 100 feet and renders the base effectively invisible from both the water and the air.

I. Coastal Waters

Read or paraphrase the following when the heroes are approaching the island.

Mist covers the surface of the ocean, cutting visibility to about 100 feet. No wind disturbs the water's surface, though clouds cover the sky and the air smells of coming rain. The only sound is the gentle murmur of the ocean.

In the mist ahead looms the dark shape of an island. The narrow, rocky beach quickly gives way to thick jungle growth that seems to cover most of the surface. No animal cries rend the air, and no birds fly overhead. The place appears to be completely uninhabited.

Anyone coming within 100 feet of Kongauru's shore by swimming, in a boat, or in a low-flying helicopter or plane is attacked by the Great Black. Any hero without access to sonar takes a -10 circumstance penalty on Spot checks made to detect the creature's approach.

Creature: The Great Black is the first of a dozen or so megalodons that the insane kroath managed to create, and it is the only one left, having already eaten all its fellows. This mammoth monster is fully 90 feet long, though it curls when attacking, thus fitting neatly into a 30-foot-by-30-foot facing. It weighs 60 tons and has a mouth large enough to swallow an elephant. True to its name, the Great Black is jet black in color, and even its eyes blend into the uniform darkness of its hide.

The Great Black finds the electromagnetic vibrations emanating from the power station (see area 4), quite pleasurable, so it stays close to the island, even though it has already eaten just about every living creature within several miles. It knows no fear and has become quite hungry, so it attacks anything moving in the water, including boats and even small ships. Its bite delivers an average of 32 points of damage—enough to destroy a small civilian craft in a single attack. The Great Black can often wreck an even larger vessel with a single full attack action.

The Great Black (Advanced Megalodon): CR 17; Colossal animal; HD 49d8+441; hp 637; Mas 28; Init +2; Spd swim 120 ft.; Defense 21, touch 4, flat-footed 19 (-8 size, +2 Dex, +17 natural); BAB +36 Grap +66; Atk +41 melee (5d6+21, bite); Full Atk +41 melee (5d6+21, bite); FS 30 ft. by 30 ft.; Reach 10 ft.; SQ darkvision 60 ft., improved grab, keen scent, low-light vision, swallow whole; AL none; SV Fort +35, Ref +28, Will +17; AP 0; Rep +0; Str 39, Dex 15, Con 28, Int 1, Wis 12, Cha 10.

Skills: Hide -10, Jump +50*, Listen +6, Spot +6, Swim +22.

Feats: None.

*Unlike standard megalodons, the Great Black has Jump as a class skill. Furthermore, it has a +35 bonus on Jump checks only when jumping out of water. If beached, the megalodon cannot jump.

Improved Grab (Ex): To use this ability, the Great Black must hit an opponent at least one size category smaller than itself with its bite attack. If it gets a hold, it automatically deals bite damage each round that the hold is maintained, and it can swallow in the next round.

Keen Scent (Ex): The Great Black notices creatures by scent within a 180-foot radius. It can detect blood in the water at a range of up to 1 mile.

Swallow Whole (Ex): If the Great Black begins its turn with an opponent two or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows the opponent, automatically dealing bite damage. Once inside the Great Black, the opponent takes bludgeoning damage equal to the megalodon's bite attack plus 1d6 points of acid damage per round from the monster's gullet. A successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gullet using claws or a Small or Tiny slashing weapon. Dealing at least 25 points of damage to the gullet (Defense 20) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out. A Gargantuan megalodon's gullet can hold 2 Huge, 8 Large, 32 Medium-size, or 128 Small or smaller opponents.

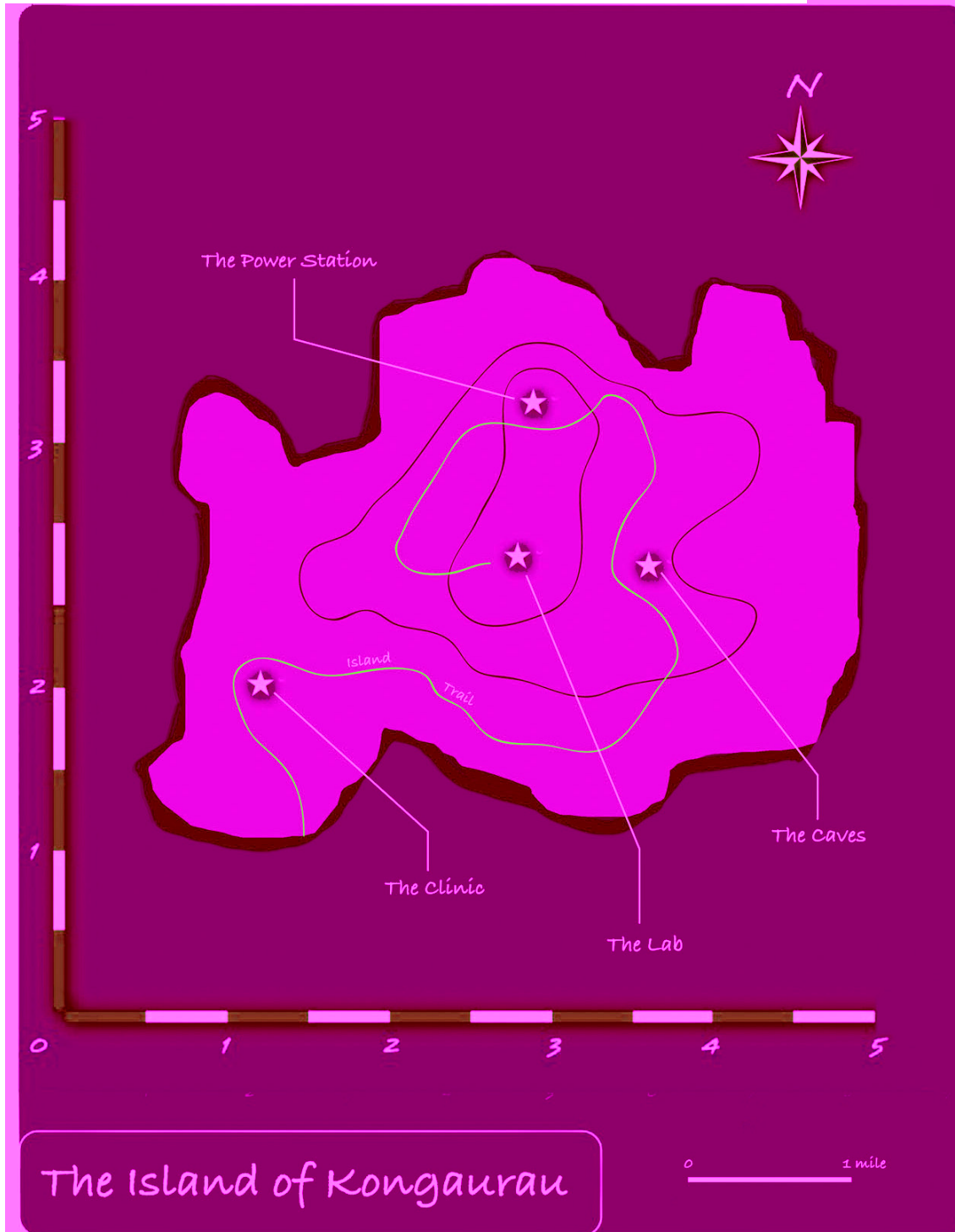
Tactics: The Great Black always moves to attack bleeding creatures first. Its next preference is the largest target it sees. The creature's great speed and strength allow it to jump a considerable distance out of the water, so flying targets attract its attention as well.

The megalodon attacks by charging directly upward from a depth of 120 feet. It spends at least one full round attacking anything it manages to grab, even if it turns out to be inanimate material. After the megalodon realizes it's eating something other than meat, it switches to another target if one is available. Otherwise, it tears its first target to shreds, searching for edibles within. Once a vehicle is destroyed, everyone and everything in it is dumped into the water, creating new targets for the Great Black.

The megalodon is too dumb to know when it's in trouble. It doesn't flee from a fight, even if near death, and fooling it isn't too difficult. The heroes may find killing it beyond their capability, but escaping it shouldn't be too difficult for a quick-thinking group. However, anyone within 40 feet of the water's edge is still fair game for the beast, since it can jump up onto shore and then roll back into the ocean.

2. The Clinic

The Green Thing built this small, simple building to house its MadPack vigilantes when it first decided to make them its instruments for cleansing Earth. Though it has abandoned that plan, it has decided to retain the MadPackers it already has for security guards, and it feeds and houses them here. Since the kroath found most of its MadPack members in asylums, it made their "kennel" similar in appearance.



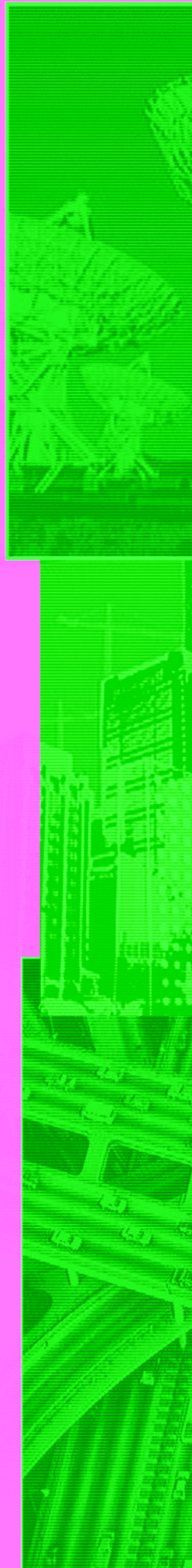
A gleaming white building looms out of the mist. The word “clinic” is written across the front windows, which take up the entire front wall of this single-story structure. Dim lights glow within, revealing a warehouselike interior space that features padded walls covered in graffiti. The back of the single large chamber is dark, and there is no sign of movement within.

The clinic is a cold, sterile shell of a building that has fallen into disrepair. It has no separate interior rooms—just one massive, padded chamber with institutional lighting and a

glass-windowed front. The building is obviously supposed to look like some kind of asylum, but it couldn’t actually function as one, since it has no offices, no interior rooms, and no medical equipment or supplies.

Creatures: Only one MadPack at a time stays here; the other five are out roaming the island. A MadPack is any sane person’s worst nightmare—a group of four violently insane criminals with both the need and the means to punish those around them. These evil, chaotic killers combine the worst aspects of axe-murderers and maddened predators.

When the heroes arrive, the MadPackers are asleep on the floor in the back of the room, approximately 80 feet from



the front entrance. Each may make a Listen check to detect the heroes' presence as soon as they try to gain entrance. If none succeed, the werewolves automatically awaken when the heroes advance 20 feet into the building. Once they are awake, it takes them 1 round to ready themselves for combat.

MadPacker in Human Form (Bogeyman Werewolf Tough Hero 9): CR 12; Medium-size humanoid, HD 9d10+81 plus 2d8+18; hp 157; Mas 37; Init +1; Spd 30 ft.; Defense 19, touch 16, flat-footed 18 (+1 Dex, +3 natural, +5 class); BAB +7; Grap +10; Atk +10 melee (1d8+4/19–20, longsword); Full Atk +10/+5 melee (1d8+4/19–20, longsword) or +8/+3 ranged (1d6+3, hatchet); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ alternate form (hybrid, wolf), death's door, fast healing 5, immunities, wolf empathy; AL chaos, evil; SV Fort +17, Ref +6, Will +7; AP 5; Rep +3; Str 16, Dex 13, Con 28, Int 11, Wis 16, Cha 12.

Occupation: Law Enforcement (class skills: Intimidate, Listen; bonus feat: Armor Proficiency [light]).

Skills: Hide +8, Intimidate +13, Listen +15, Move Silently +6, Read/Write English, Speak English, Spot +10.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Blind-Fight, Endurance, Great Fortitude, Improved Bull Rush, Improved Damage Threshold ([TS]3), Iron Will, Power Attack, Simple Weapon Proficiency, Sunder, Weapon Finesse (bite).

Talents (Tough Hero): Damage reduction 1/—, damage reduction 2/—, damage reduction 3/—, second wind, sonic/concussion resistance 9.

Alternate Form (Su): A MadPacker can assume wolf or hybrid form, but its gear is not absorbed into the new form. The bipedal hybrid form is about 6 feet tall, with a short tail and thick fur. The legs are like those of a wolf, and the face combines humanoid and lupine features in degrees that vary from one MadPacker to the next. The animal form is that of a fully grown wolf without any trace of human features.

Changing to or from wolf or hybrid form is a move action. Upon assuming either form, the MadPacker regains hit points as if having rested for a day. A slain MadPacker reverts to its humanoid form, although it remains dead.

Death's Door (Su): A MadPacker appears to die if reduced to –10 hit points. However, unless it is reduced to –28 hit points, its “death” is only temporary; when its fast healing ability brings its hit point total to 1 or higher, it springs back to life.

Fast Healing 5 (Su): A MadPacker heals 5 points of damage per round until it is reduced to –28 hit points, at which point it dies. This ability does not enable the MadPacker to regrow or reattach lost body parts.

Immunities (Ex): The MadPacker is immune to disease, mind-affecting effects, necromantic effects, paralysis, poison, and sleep. It is not subject to nonlethal damage.

Wolf Empathy (Ex): A MadPacker can communicate with wolves in any form and gains a +4 species bonus on Diplomacy checks made to influence a wolf's attitude. A friendly wolf understands and heeds simple commands, such as “wait,” “chase,” “flee,” and “attack.”

Possessions: Longsword, 2 hatchets.

MadPacker in Hybrid Form (Bogeyman Werewolf Tough Hero 9): CR 12; Medium-size humanoid, HD 9d10+81 plus 2d8+18; hp 157; Mas 37; Init +3; Spd 50 ft.; Defense 21, touch 18, flat-footed 18 (+3 Dex, +3 natural, +5 class); BAB +7; Grap +11;

Atk +11 melee (1d8+4, longsword) or +11 melee (1d6+6, bite) or +10 ranged (1d6+4, hatchet); Full Atk +11/+6 melee (1d8+6/19–20, longsword) or +11 melee (1d6+6, bite) or +10 ranged (1d6+4, hatchet); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ alternate form (human, wolf), curse of lycanthropy (DC 15 Fort save), damage reduction 15/silver, darkvision 60 ft., death's door, fast healing 5, immunities, scent, wolf empathy; AL chaos, evil; SV Fort +17, Ref +8, Will +7; AP 5; Rep +3; Str 18, Dex 17, Con 28, Int 11, Wis 16, Cha 12.

Occupation: Law Enforcement (class skills: Intimidate, Listen; bonus feat: Armor Proficiency [light]).

Skills: Hide +10, Intimidate +13, Listen +15, Move Silently +8, Read/Write English, Speak English, Spot +8, Survival +3 (+7 when tracking by scent).

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Blind-Fight, Endurance, Great Fortitude, Improved Bull Rush, Improved Damage Threshold ([TS]3), Iron Will, Power Attack, Simple Weapon Proficiency, Sunder, Weapon Finesse (bite).

Talents (Tough Hero): Damage reduction 1/—, damage reduction 2/—, damage reduction 3/—, second wind, sonic/concussion resistance 9.

Alternate Form (Su): A MadPacker can assume human or wolf form, but its gear is not absorbed into the new form. The animal form is that of a fully grown wolf without any trace of human features.

Changing to or from wolf or human form is a move action. Upon assuming either form, the MadPacker regains hit points as if having rested for a day. A slain MadPacker reverts to its human form, although it remains dead.

Curse of Lycanthropy (Su): Any humanoid hit by a MadPacker's bite attack must succeed on a DC 15 Fortitude save or contract lycanthropy.

Damage Reduction 15/Silver (Su): A MadPacker ignores the first 15 points of damage dealt by a nonsilver or nonmagical weapon but takes full damage from silvered weapons or any weapon with a +1 or higher magical bonus.

Death's Door (Su): A MadPacker appears to die if reduced to –10 hit points. However, unless it is reduced to –28 hit points, its “death” is only temporary; when its fast healing ability brings its hit point total to 1 or higher, it springs back to life.

Fast Healing 5 (Su): A MadPacker heals 5 points of damage per round until it is reduced to –28 hit points, at which point it dies. This ability does not enable the MadPacker to regrow or reattach lost body parts.

Immunities (Ex): The MadPacker is immune to disease, mind-affecting effects, necromantic effects, paralysis, poison, and sleep. It is not subject to nonlethal damage.

Scent (Ex): This ability allows a MadPacker to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Wolf Empathy (Ex): A MadPacker can communicate with wolves in any form and gains a +4 species bonus on Diplomacy checks made to influence a wolf's attitude. A friendly wolf understands and heeds simple commands, such as “wait,” “chase,” “flee,” and “attack.”

Possessions: Longsword, 2 hatchets.

MadPacker in Wolf Form (Bogeyman Werewolf Tough Hero 9): CR 12; Medium-size humanoid, HD 9d10+81 plus

2d8+18; hp 157; Mas 37; Init +3; Spd 50 ft.; Defense 21, touch 18, flat-footed 18 (+3 Dex, +3 natural, +5 class); BAB +7; Grap +11; Atk +11 melee (1d6+6 plus trip, bite); Full Atk +11 melee (1d6+6 plus trip, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ alternate form (human, hybrid), curse of lycanthropy (DC 15 Fort save), damage reduction 15/silver, darkvision 60 ft., death's door, fast healing 5, immunities, scent, trip, wolf empathy; AL chaos, evil; SV Fort +17, Ref +8, Will +7; AP 5; Rep +3; Str 18, Dex 17, Con 28, Int 11, Wis 16, Cha 12.

Occupation: Law Enforcement (class skills: Intimidate, Listen; bonus feat: Armor Proficiency [light]).

Skills: Hide +10, Intimidate +13, Listen +15, Move Silently +8, Read/Write English, Speak English, Spot +8, Survival +3 (+7 when tracking by scent).

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Blind-Fight, Endurance, Great Fortitude, Improved Bull Rush, Improved Damage Threshold ([TS]3), Iron Will, Power Attack, Simple Weapon Proficiency, Sunder, Weapon Finesse (bite).

Talents (Tough Hero): Damage reduction 1/—, damage reduction 2/—, damage reduction 3/—, second wind, sonic/concussion resistance 9.

Alternate Form (Su): A MadPacker can assume human or hybrid form, but its gear is not absorbed into the new form. The bipedal hybrid form is about 6 feet tall, with a short tail and thick fur. The legs are like those of a wolf, and the face combines humanoid and lupine features in degrees that vary from one MadPacker to the next.

Changing to or from hybrid or human form is a move action. Upon assuming either form, the MadPacker regains hit points as if having rested for a day. A slain MadPacker reverts to its human form, although it remains dead.

Curse of Lycanthropy (Su): Any humanoid hit by a MadPacker's bite attack must succeed on a DC 15 Fortitude save or contract lycanthropy.

Damage Reduction 15/Silver (Su): A MadPacker ignores the first 15 points of damage dealt by a nonsilver or nonmagical weapon but takes full damage from silvered weapons or any weapon with a +1 or higher magical bonus.

Death's Door (Su): A MadPacker appears to die if reduced to -10 hit points. However, unless it is reduced to -28 hit points, its "death" is only temporary; when its fast healing ability brings its hit point total to 1 or higher, it springs back to life.

Fast Healing 5 (Su): A MadPacker heals 5 points of damage per round until it is reduced to -28 hit points, at which point it dies. This ability does not enable the MadPacker to regrow or reattach lost body parts.

Immunities (Ex): The MadPacker is immune to disease, mind-affecting effects, necromantic effects, paralysis, poison, and sleep. It is not subject to nonlethal damage.

Scent (Ex): This ability allows a MadPacker to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip (Ex): A MadPacker that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the MadPacker.

Wolf Empathy (Ex): A MadPacker can communicate with wolves in any form and gains a +4 species bonus on

Diplomacy checks made to influence a wolf's attitude. A friendly wolf understands and heeds simple commands, such as "wait," "chase," "flee," and "attack."

Tactics: The MadPackers spread out and approach the heroes stealthily, engaging in melee combat as soon as they are seen. Their insanity precludes effective reasoning or negotiation—they are convinced that they must kill everyone in the world to purify it from sin. The fact that even such a small group of them can work together is merely an accident of instinct and shared delusion, not a sign of any civilized nature or warm feeling toward their fellows.

Even so, however, the MadPackers employ reasonably sophisticated tactics. Though they prefer to take hybrid form during combat, they don't adopt it immediately. The killers are smart enough to realize that foes who don't realize they are werewolves are likely to have a much harder time killing them. When fighting enemies armed with weapons that cannot kill them permanently, the members of a MadPack all fight to the "death" once. While healing, they continue to feign death until their enemies drop their guard, then leap up once more, assuming their hybrid forms and renewing their attack. If they have been wounded so badly that they cannot heal before losing sight of their foes, the MadPackers simply track down those who "killed" them when they are healthy enough to do so. Such pursuit is immediate and unrelenting.

Development: The MadPacks have written numerous messages on the interior walls in an effort to explain themselves to one another. Common phrases include "Red Dawn Coming," "It Knows, It Purifies," "Red Baron, Red Baron," "The World is Guilty," and "It Comes from Outside." A DC 30 Investigate check reveals that these words are the rantings of disturbed minds, and also that the messages exhibit an almost religious fervor. A DC 35 Investigate check convinces the reader that whoever scrawled these phrases on the inside of the clinic believes the world must be cleansed by blood, and that some terrible event (the "Crimson Dawn") brought about by some external force (the "It" that "Comes from Outside") is going to do it. A DC 40 Investigate check suggests that the mere fact that multiple deranged minds believe the same fantasy may mean there is a grain of truth to it.

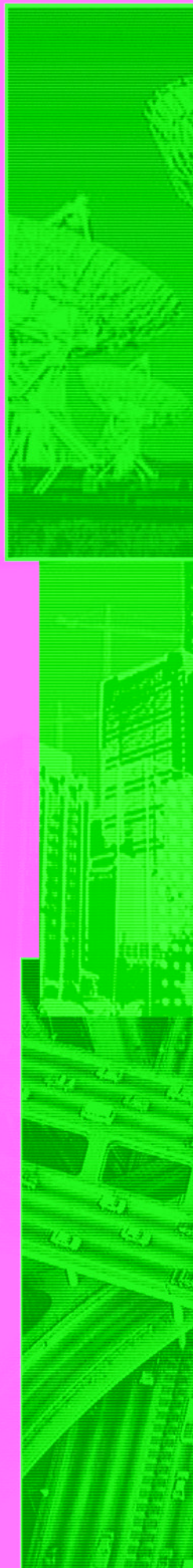
3. The Caves

If the Red Baron has not already been slain, it is in its cave tending its eggs when the heroes arrive.

3a. Cave Entrance

Read or paraphrase the following aloud when the heroes reach the entrance to the cave complex.

The path leads around the central mountain of the island. As it curves north, a cave entrance becomes visible just a few dozen feet off the trail. No vegetation grows near it, and a faint smell of charred plants pervades the area, as though someone had used explosives to widen the cave mouth artificially. Inside, the cave narrows to a passageway that tilts down, leading deeper into the darkness inside the mountain.



If the Red Baron hasn't already been encountered and killed outside, it attacks immediately. The monster is perfectly willing to fight to the death to protect its eggs.

Creature: The Red Baron is a hermaphroditic wyrm/fraal hybrid created by the Green Thing's experiments with gene-splicing. It combines the dragon's strength and breath weapon with the psionic powers of the fraal.

Tactics: The Red Baron has very little interest in communicating and few means to do so. Although it can read, write, and understand Fraal, its vocal cords are incapable of producing sounds more coherent than roars and croaks. But since it assumes that intruders intend to harm its eggs, it's unlikely to bother with communication anyway.

The dragon prefers to fight from the air, opening with its breath weapon as it bursts forth from the cave. On any round thereafter that it can't use its fiery breath, it uses the Flyby Attack feat to swoop down, strike a foe with its stinger, then fly back out of range. The dragon uses Tumble to move the last 10 feet in and out of each strike and employs its 10-foot reach, hoping to attack without provoking attacks of opportunity. As long as this tactic works, it breathes and stings from the air, doing its best to keep out of reach. If one or two foes manage to hurt the Red Baron at range, it targets them first.

Development: Once the heroes have dealt with the Red Baron, they are free to explore the cave. Go to encounter 3b if they decide to head down the passage at the back.

3b. The Egg Chamber

The Red Dragon has already laid multiple clutches of eggs in the caves that honeycomb the island, and dozens of alien-dragon crossbreeds are now ready to hatch. Within a month of hatching, the young will take flight and spread the Red Baron's bloodline across the globe. Upon reaching maturity at the age of two, each of these psychic wyrms can produce a clutch of six to twenty-four eggs every six months. Within a few short years, these fraal/wyrm hybrids should be numerous enough to challenge mankind as the dominant species of the planet.

Read or paraphrase the following aloud when the heroes enter the passageway.

The long shaft is easily wide enough for two jeeps to drive side by side. The air is hot and redolent with a dank, musty smell. After a while, the passageway levels out and opens into a vast cavern peppered with stalactites and columns of rock. Dozens of ugly, lumpy orbs about the size of basketballs litter the floor, and some of them are moving, as though struggling forms within are fighting for their freedom.

The egg chamber measures more than 300 feet in diameter and 150 feet high.

Creatures: The chamber is the incubation site for 144 eggs, 36 of which are ready to hatch within days—or even hours. The hatchling wyrms are born with the same intelligence as a young teenage human, and they

feel a strong need to spread their children far and wide. The youngsters retain some of their parent's memories, and they are greedy, selfish, vicious creatures that have an allegiance to evil from the moment they first breathe air.

The Red Baron (Half-Fraal/Half-Wyrm [Adult]): CR 17; Huge dragon (alien), HD 19d12+95; hp 218; Mas 21; Init -2; Spd 20 ft., fly 60 ft. (poor), burrow 20 ft.; Defense 21, touch 6, flat-footed 21 (-2 size, -2 Dex, +15 natural); BAB +19; Grap +36; Atk +27 melee (1d8+9 plus poison, sting); Full Atk +27 melee (1d8+9 plus poison, sting) and +24 melee (2d8+4, bite) and +24 melee (2d6+4, 2 claws); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ breath weapon (Reflex DC 24), darkvision 60 ft., fling, immunities, improved grab, poison (Fort DC 24), *psionics*, scent; AL evil; SV Fort +16, Ref +9, Will +14; AP 0; Rep +0; Str 29, Dex 7, Con 21, Int 10, Wis 16, Cha 12.

Skills: Hide +9, Intimidate +10, Listen +20, Move Silently +17, Read/Write Fraal, Search +19, Sense Motive +12, Speak Fraal (understand only), Spot +21(+24 during daylight), Tumble +6.

Feats: Cleave, Flyby Attack, Multiattack, Power Attack, Weapon Focus (sting).

Breath Weapon (Su): The Red Baron can breathe a 60-foot-long, 5-foot-wide line of fire every 1d4 rounds as an attack action. Any creature in the line of fire takes 10d10 points of damage, or half damage if a DC 24 Reflex save succeeds.

Fling (Ex): The Red Baron can drop a creature it has grabbed or use an attack action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the Red Baron flings it while flying, the creature takes this amount of damage or falling damage, whichever is greater.

Immunities (Ex): The Red Baron is immune to *hold*, paralysis, and *sleep* effects.

Improved Grab (Ex): To use this ability, the Red Baron must hit with both claw attacks. If it gets a hold, it hangs on and stings. If the Red Baron grabs a creature two or more size categories smaller than itself, it automatically deals damage with both claws and its sting each round the hold is maintained.

Poison (Ex): A creature stung by the Red Baron must succeed on a DC 24 Fortitude save or take 2d6 points of Constitution damage. After 1 minute has elapsed, the creature must succeed on a second DC 24 save or take another 2d6 points of Constitution damage.

Psionics (Sp): At will—*lesser mindlink* (DC 12), *suggestion* (DC 13). Manifest level 5th.

Scent (Ex): This ability allows the Red Baron to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Development: Only by destroying all the eggs can the heroes hope to prevent the rapid spread of these creatures across the world.

4. The Power Station

This structure is the source of all power on the island. If it is destroyed, nothing in the clinic or lab works, including the lights.

Atop a small hill stands a strange device about 5 feet high that resembles a mechanical mushroom. A low hum emanates from it in all directions, and a thick smell of ozone permeates the air. The strange object obviously extends beneath the ground, and the grass around it has been burned to a crisp. Two small nodes on the top of the object are alight with electricity. Small arcs of energy project off the nodes and travel 2 or 3 feet through the air before fading away.

Suddenly, a body of blue light coalesces beside the device. Its appearance is accompanied by a loud roar.

The visible portion of the power station is a transformer designed to convert heat energy taken from a thermal vent into electricity, then broadcast it wirelessly to both the clinic and the lab. However, the technology that allows this form of energy transmission also rips tiny holes in the space/time continuum. On kroath worlds, this phenomenon has no effect, but on Earth, it attracts the attention of creatures called montauk monsters that live beyond the tiny holes. Every few hours, a montauk monster is summoned through the holes if there isn't one already on the island.

Creature: Even if the PCs have recently faced a wandering montauk monster, a new one appears at the power station on their arrival. The monsters continue to arrive beside the power station periodically as long as it is running.

Advanced Montauk Monster: CR 14; Huge elemental (air, fire), HD 19d8+95; hp 180; Mas -; Init +0; Spd 30 ft.; Defense 15, touch 8, flat-footed 15 (-2 size, +7 natural); BAB +14; Grap +32; Atk +22 melee (2d6+10 plus 1d6 fire plus 1d6 electricity, energy claw); Full Atk +22 melee (2d6+10 plus 1d6 fire plus 1d6 electricity, energy claw); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ damage reduction 20/+1, darkvision 60 ft., elemental, energy claw, energy form, fast healing 3, fire subtype, fuse (Will DC 24), immunities, invisibility; AL evil; SV Fort +11, Ref +13, Will +6; AP 0; Rep +0; Str 30, Dex 11, Con 20, Int 6, Wis 10, Cha 12.

Skills: Climb +22, Listen +14, Move Silently +12, Spot +14.

Feats: Alertness, Combat Reflexes, Lightning Reflexes, Power Attack.

Damage Reduction 20/+1 (Su): An advanced montauk monster ignores the first 20 points of damage dealt by any nonmagical weapon. In campaigns without magic weapons, the GM can either disregard the advanced montauk monster's damage reduction or apply it only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Elemental: An advanced montauk monster has all the traits common to elementals.

Energy Claw (Ex): In addition to its base damage, an advanced montauk monster's claw attack deals 1d6 points of electricity damage and 1d6 points of fire damage with a successful hit.

Energy Form (Ex): An advanced montauk monster is raw energy given sentience. Its body and its melee attacks are force effects.

Fast Healing 3 (Ex): An advanced montauk monster heals 3 points of damage per round unless it is reduced to -10 or fewer hit points. This ability does not enable it to regrow or reattach lost body parts.

Fire Subtype (Ex): An advanced montauk monster is immune to fire damage and takes 50% more damage from cold attacks.

Fuse (Su): Once every 1d4 rounds, an advanced montauk monster can cause a creature it has successfully hit with a melee attack to fuse with nearby matter. At the time of the attack, the target creature must be within 5 feet of a solid object with a volume at least equal to its own. (In most cases, the ground or a wall is sufficient.) The target must succeed on a DC 24 Will save or be fused with the object and instantly killed. The object's hardness drops by 2 after the fusion, regardless of the creature's nature or physical makeup. Such an object continues to function normally, but it is usually cosmetically grotesque, with fleshy fingers or a portion of a face projecting from its surface.

Immunities (Ex): An advanced montauk monster is immune to electricity and fire. It is also immune to force effects such as *mage armor*, *magic missile*, and *wall of force*. The creatures and their melee attacks pass through such effects unharmed and unhindered.

Invisibility (Su): An advanced montauk monster is naturally invisible, as though constantly under the effect of the *invisibility* spell (caster level 10th). Like a subject of that spell, the monster becomes visible upon attacking, but it can reinstate its invisibility as a free action once per round.

Tactics: The montauk monsters erroneously blame the natives of Earth for these constant disturbances, so this one immediately attacks any obvious humans. The monster ignores the Green Thing (if present) as an obvious alien, and the MadPackers have learned to assume wolf form when such a creature appears so as not to incur its wrath.

Development: The transformer is fragile and easily broken (hardness 5, 10 hp). But when the casing is breached, the heat traveling out of the thermal vent bursts outward, dealing 8d6 points of heat damage to every creature within 60 feet (Fort DC 25 half). The transformer can be disabled without generating a blast of heat with a successful DC 25 Disable Device check.

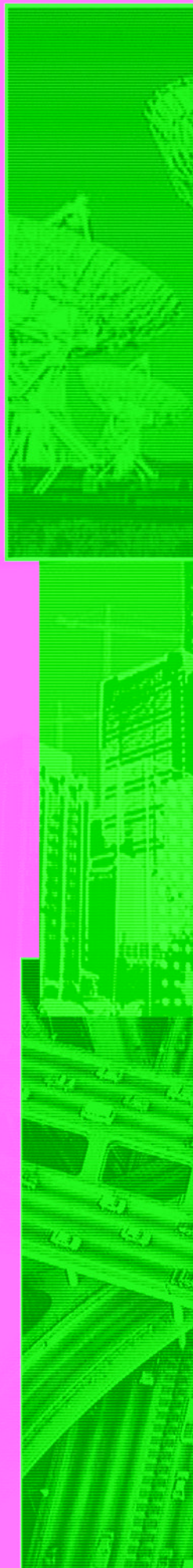
With the destruction of the station, telecommunication devices can function again, freak storms stop occurring, the Great Black swims into deeper waters (possibly becoming a threat later), and no more montauk monsters come through. If one of the creatures is on the island at the time, however, it remains. Unable to fly or swim, it wanders around Kongauru until destroyed.

5. The Lab

The Green Thing spends most of its time in this area, monitoring the world and waiting for the Red Baron's first brood to hatch. Read or paraphrase the following aloud when the heroes venture into the tunnel entrance.

An obviously manmade tunnel with a sandy floor leads deep into the mountain. From somewhere ahead comes the soft sound of electronic beeping and whirring, and a pinpoint of light provides just enough illumination to navigate.

Continue with the following when the heroes reach the tunnel's end.



The passage ends in a cavern carved from the rock. Television screens are visible throughout the chamber, and the walls are plastered with book pages and computer printouts. Across the room, sitting on a stool, is a hulking green humanoid that must be at least 8 feet tall. The creature has no visible head, and its body seems to be made of some rough, scaly, organic material. Cabinets, medical beds, and a few odd devices complete the furnishings of this underground laboratory.

This cave was the original kroath base. Since it slew the rest of the kroath, the Green Thing has used it to perform its own genetic and biochemical experiments.

Creature: The Green Thing is a crazed kroath telepath and the leader of the forces on this island.

The Green Thing (Kroath Charismatic Hero 3/Telepath 10): CR 16; Medium-size humanoid (alien), HD 2d8+8 plus 3d6+12 plus 10d6+40; hp 114; Mas 18; Init +3; Spd 30 ft.; Defense 25, touch 17, flat-footed 22 (+3 Dex, +4 class, +8 bioorganic armor); BAB +7; Grap +8; Atk +8 melee (1d4+1, claw) or +8 melee (2d6+1, filament chain) or +10 ranged (4d6, dark plasma trigun); Full Atk +8/+3 melee (1d4+1, 2 claws) or +8/+3 melee (2d6+1, filament chain) or +10/+5 ranged (4d6, dark plasma trigun); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ bioorganic armor, combat manifestation, damage reduction 5/—, fast healing 5, immunities, low-light vision, maximize power, power crystal, psionic powers, psionic skills, trigger power (*clairaudience/clairvoyance, lesser body adjustment, mental blast*); AL kroath; SV Fort +12, Ref +8, Will +11; AP 6; Rep +6; Str 13, Dex 16, Con 18, Int 22, Wis 12, Cha 18.

Occupation: Technician (class skills: Computer Use, Craft (mechanical), Knowledge (earth and life sciences).

Skills: Autohypnosis +17, Bluff +22, Computer Use +8, Concentration +20 (+24 when manifesting a power on the defensive), Craft (chemical) +7, Craft (mechanical) +8, Diplomacy +10, Gather Information +12, Intimidate +10, Knowledge (arcane lore) +12, Knowledge (behavior sciences) +18, Knowledge (earth and life science) +8, Knowledge (physical science) +7, Knowledge (popular culture) +22, Knowledge (tactics) +7, Listen +5, Psicraft +22, Read/Write English, Read/Write Kroath, Speak Kroath, Search +8, Sense Motive +17, Spot +5.

Feats: Advanced Firearms Proficiency, Alertness, Alien Weapons Proficiency, Blind-Fight, Burst Fire, Combat Expertise, Double Tap, Iron Will, Point Blank Shot, Quick Reload, Simple Weapons Proficiency, Wild Talent (*far hand*).

Talents (Charismatic Hero): Coordinate, inspiration.

Power Points: 48 (including 5 in power crystal).

Telepath Powers Known (6/4/3/3/2/1): 0—*burst, detect psionics, far hand, finger of fire, missive, verve*; 1st—*charm person, control object, lesser body adjustment, lesser mindlink*; 2nd—*clairaudience/clairvoyance, detect thoughts, inflict pain*; 3rd—*lesser domination, mental blast, negate psionics*; 4th—*domination, telekinesis*; 5th—*power resistance*.

Bioorganic Armor (Ex): The Green Thing's armor is an extension of its body. As such, it imposes no armor penalties of any kind, despite its apparent bulk. When damaged, the armor automatically secretes a chemical that closes holes

and effects repairs (see Fast Healing, below). If the Green Thing is rendered unconscious or reduced below 0 hit points, its armor releases a powerful acid that completely decomposes its body, armor and all, in 1 round. Any other creature touching the Green Thing during this round takes 4d6 points of acid damage (no saving throw). After the Green Thing has been reduced to its component chemicals, the acid becomes inert.

Damage Reduction 5/— (Ex): The Green Thing's bioorganic armor allows it to ignore the first 5 points of damage dealt by any attack.

Fast Healing 5 (Ex): The Green Thing regains 5 lost hit points per round unless it is reduced to –10 or fewer hit points. This ability does not enable the Green Thing to regrow or reattach severed body parts.

Immunities (Ex): The Green Thing is immune to poison and to any detrimental atmospheric effects, such as gas, smoke, or lack of oxygen.

Possessions: Bioorganic armor, dark plasma trigun, 10 trigun magazines, filament chain, power crystal (5 power points).

Tactics: The kroath makes no effort to defend the lab's entrance because it assumes that its exterior defenses can repel any invaders. If not spoken to or disturbed, it continues to sit its chair in front of the video monitors watching news shows and reality shows—both barometers of humanity's crimes. Once the heroes make their presence known, however, it attacks without discussion or quarter.

The kroath is perfectly willing to destroy its own lab fighting intruders, and it happily uses its dark plasma trigun for burst fire and area autofire. If a foe seems physically strong and nimble, the Green Thing assumes it is weak-willed and uses mental attacks (specifically *mental blast, inflict pain, and charm person*) to weaken them. If attacked with psionic powers, it uses *power resistance* on itself. If the battle begins to go against it, the Green Thing tries to escape from the lab and link up with a MadPack for support.

Once out on the island, the Green Thing uses *clairaudience/clairvoyance* to set up ambushes with a MadPack and inspires the werewolves with its Charismatic Hero talents. If a montauk monster or the Red Baron is still alive, the Green Thing tries to draw the heroes out to an area where they can be seen and attacked. Otherwise, it moves to protect the dragon eggs in the caves (see area 3). If the eggs have been destroyed, the Green Thing takes any opportunity to escape. If the heroes came by helicopter or plane, the creature steals their vehicle to get away. Because it knows about the Great Black's affinity for the power station's signals, however, it does not leave by water unless the power station has been destroyed.

Development: The monitoring stations inside the lab receive television broadcasts from around the world. Strange-looking cots and stands full of medical equipment line the walls. Long stains of dried blood trail from every cot to a drain in the center of the room. Medical books are stacked in the center of the chamber, and pages from them have been torn out and plastered to the walls. Mixed in with the hard science texts are various new age books on psychic phenomena, children's books on dinosaurs and dragons, and crackpot ravings printed off the internet. Every concept, no

matter how ridiculous, seems to have been given equal weight. Lines drawn on the wall link different pages, suggesting that topics such as dinosaurs, cancer, poisonous scorpions, and dragons are all somehow related. No matter how hard they try, the heroes can make no sense out of these links because they are the products of an unbalanced alien mind.

Five pieces of equipment in the lab are extremely advanced and not designed for human use: the annalat, the heuristic assembler, the hurim, the transfunctioner, and the yurim. These devices are detailed in the appendix. A character lacking the Alien Weapons Proficiency feat cannot make any use of these devices, though their function can be determined with a DC 30 Research check. If a fight occurs within the lab, there is a flat 25% chance that one of them is destroyed each time a ranged attack misses its intended target. Randomly determine which item is destroyed, ignoring any result that occurs a second time. The function of new equipment is described below.

D20 ROLL	DEVICE DESTROYED
1–4	Yurim
5–8	Hurim
9–12	Transfunctioner
13–16	Heuristic assembler
17–20	Annalat

CONTINUING THE ADVENTURE

If the Green Thing manages to escape the island, it scouts the planet for another isolated location in which to set up shop again. Once it has done so, it gathers new security forces (not necessarily the MadPacks) and begins work on another plot to wipe out evil—namely humanity—on Earth.

If any of the Red Baron's eggs survive and hatch, reports begin to filter in about more UFOs. The wyrms look for remote locations in which to lay their eggs, and their numbers grow in isolation unless every one of them is tracked down and destroyed. If any of these creatures survive, humanity is in for a major war in less than two decades.

If the heroes manage to recover any of the alien equipment, any scientific or alien investigative society is interested in examining it. As soon as its existence is known, however, other governments and private organizations send agents to steal it, necessitating recovery missions.

REWARDS

The heroes gain the standard experience and wealth awards associated with the encounters in this adventure. In addition, you may wish to award bonus experience for any investigative work they did at the beginning of the adventure. Depending on how well they were able to piece the clues together themselves, investigation can be the equivalent of up to a CR 14 obstacle.

APPENDIX

The following feat and items are available for use in any d20 MODERN campaign.

New Feats

These feats are available to characters in the d20 MODERN game who meet the prerequisites.

Alien Weapons Proficiency [General]

You are proficient with alien weapons.

Benefit: You take no penalty on attack rolls when using any kind of alien weapon.

Normal: A creature without this feat takes the –4 nonproficient penalty when making attacks with an alien weapon.

Flyby Attack [General]

You can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, you can take a move action (including a dive) and another standard action at any point during the move. You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, a creature can take a standard action either before or after it moves.

New Wondrous Items

The following devices are inventions of the kroath.

Annalat: The annalat appears to be a cot made of fine threads resembling the strands of a spider's web. Pulsing light travels along these ultra-thin wires, and thousands of tiny, eyelike motes dot the network. Any creature of up to Huge size can fit on the annalat, which conforms to support its occupant comfortably. If a creature remains on the annalat for an hour (either willingly or with the aid of constraints), the device reveals its type (humanoid, dragon, fey, or the like), as well as any templates it has and any diseases, poisons, curses, or conditions currently affecting it.

Using this device requires the Alien Weapons Proficiency feat, as well as a significant source of electrical power.

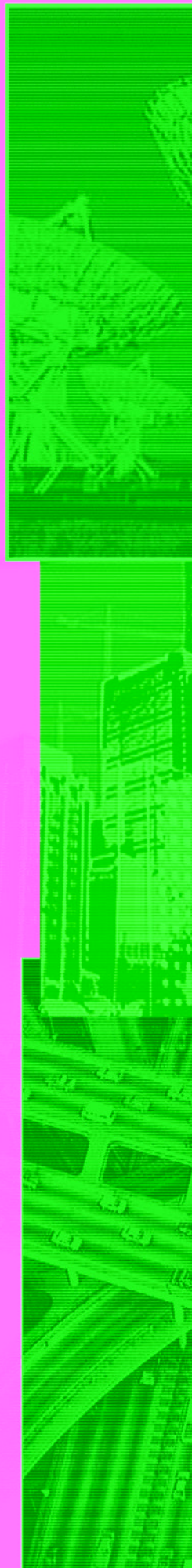
Type: Wondrous Item (alien technology); **Manifester Level:** 11th; **Purchase DC:** 37; **Weight:** —.

Heuristic Assembler: This device appears to be a cot made of fine threads resembling the strands of a spider's web. Pulsing light travels along these ultra-thin wires, and thousands of tiny tendrils cover every inch of their surface.

The heuristic assembler is designed to create objects from raw materials. It stretches as needed to accommodate raw materials placed in it, though it cannot accept or produce any object larger than 10 feet in any dimension.

This kroath-created device converts raw material of a single kind into a product of the same material. The process takes 8 hours, no matter how large or small the object to be created (up to the maximum size). The quality of items made by this device is commensurate with the quality of material used for its fabrication. The assembler is considered to have a +10 bonus on all Craft checks, though someone with a higher Craft bonus could utilize her own instead of the assembler's by monitoring the device constantly throughout the 8-hour fabrication process.

The Green Thing managed to use this device to blend different species—even living or arcane ones—to create its



ABOUT THE AUTHOR

Owen Kirker Clifford Stephens was born in 1970 in Norman, Oklahoma. He attended the TSR Writer's Workshop held at the Wizards of the Coast Game Center in 1997 and moved to the Seattle area in 2000, after accepting a job as a Game Designer at Wizards of the Coast, Inc. Fourteen months later, he returned to Oklahoma with his wife and three cats to pick up his freelance writer/developer career. His credits include author and co-author credits on numerous *Star Wars* and *EverQuest* projects, as well as *Bastards and Bloodlines* from Green Ronin. He also has producer credits for various IDA products, including the Stand-Ins printable figures.

hybrids. This use is beyond any other creature, including other kroath.

Using the heuristic assembler requires the Alien Weapons Proficiency feat, as well as a significant source of electrical power. It can be used once per day.

Type: Wondrous Item (alien technology); *Manifester Level:* 11th; *Purchase DC:* 37; *Weight:* —.

Hurim: A hurim is a crystal containing vast stores of knowledge. A character who has the Alien Weapons Proficiency feat and at least 1 psionic power point can use this device to access any needed knowledge instantly, gaining a +4 circumstance bonus on any single Knowledge check. This device can be used to augment only one Knowledge check per use.

Type: Wondrous Item (psionic); *Manifester Level:* 9th; *Purchase DC:* 36; *Weight:* —.

Transfunctioner: This all-purpose device can replace any hand-held tool. It can cut, join, tighten, loosen, level, hammer, weld, mix, sew, stitch, patch, separate, measure, weigh, and perform mathematical calculations. The transfunctioner appears to be a lump of metal with grooves for the fingers, though human fingers never seem to fit quite right. When the device is activated, light streams forth in one or more beams, playing over whatever surface the task is to be performed on. Anyone with the Alien Weapons Proficiency feat can use the transfunctioner to gain a +4 circumstance bonus on all Computer Use, Craft, Demolitions, Disable Device, Navigate, Repair, and Treat Injury checks.

Type: Wondrous Item (psionic); *Manifester Level:* 11th; *Purchase DC:* 38; *Weight:* —.

Yurim: A yurim is a crystal capable of translating any verbal or written communication. A character who has the Alien Weapons Proficiency feat and at least 1 psionic power point understands any spoken or written words encountered while holding it. If the user does not take time to transcribe the communication into some other language, however, all understanding is lost when the yurim is put down.

Type: Wondrous Item (psionic); *Manifester Level:* 9th; *Purchase DC:* 36; *Weight:* —.

Credits

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