



MODERN

Trouble at

BLACK ROCK



By Charles Ryan

A Short Adventure for Four Heroes of 3rd to 5th Level

The modern industrial world is full of unexplained accidents involving machinery that seemingly went haywire for no reason. There is a reason, of course, but few modern people are willing to accept it. In most cases, modern people would rather have an unexplained mystery than a truth that conflicts with the safe, logical parameters of their world. After all, machines can't be alive, and they certainly can't be possessed. Or can they?

LEVELS

You, the Game Master (GM), need a copy of the *d20 MODERN Roleplaying Game* to run this adventure. *Trouble at Black Rock* is a short introductory scenario for low-level characters. It can be tailored for any number of player characters (PCs) from 3rd to 5th level. Any number of characters can be involved. Three to five is best, but more or fewer will work.

To get started, print out this module (including the map).

Background

Several years ago, in a neighboring state, a botched kidnapping ended in a triple murder. Before his death at the hands of local law enforcement officers, one of the kidnappers attempted to conceal the crime by destroying the bodies. For this grisly task, he employed a large chipper-shredder—a vicious machine normally used to destroy heavy brush and branches.

Though the crime was relatively mundane, its after-effects were not. Unbeknownst to anyone, a blood-thirsty demon spirit that had been attracted by the carnage took possession of the chipper-shredder. Soon the demonic machine began to exert a mental influence over those who spent too much time near it. After the case was closed, the machine was not needed as evidence, since all the perpetrators of the crime were dead. Though the usual procedure would have been to destroy it, somehow the



chipper-shredder avoided that fate and was sold to a junk dealer. Eventually, it ended up in a used farm machinery shop in the tiny town of Black Rock.

Forty years ago, at its height, Black Rock was home to perhaps three hundred people. Times since have been hard, however, and by the time the machine arrived, the population was barely four dozen. Within months, nobody was left alive in Black Rock. Those who had not been killed outright to slake the machine's bloodthirsty hunger had succumbed to its evil influence and been transformed into ghouls—disgusting undead servitors of the machine.

The machine's most recent victims were visitors to the town—distant relatives of some Black Rock residents who came to see why they had not heard from their family members for several months. The visitors were captured by the ghouls. But two of the victims—a woman and her child—broke free. They took refuge in an abandoned house and frantically attempted to call for aid from a cell phone that could find no signal. Unwilling to leave their hiding place for fear of the vigilant ghouls, the victims eventually perished from suffocation.

Synopsis

The adventure begins when the heroes receive a strange call. A woman named Marilyn claims to be trapped and asks for the heroes' help. Her directions lead them to the isolated farming town of Black Rock, which is evidently abandoned. Finding Marilyn based on her piecemeal description of her location presents a major challenge for the heroes.

But Black Rock is not, in fact, entirely abandoned. A number of ghouls live in the remains of the town, worshipping the demonic machine that made them—and feeding it, when they can. The ghouls attempt to disable the heroes' means of escape and trap them in Black Rock, where they can be picked off one by one.

The heroes must defeat the ghouls and destroy the machine before they can find Marilyn—or what's left of her.

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 to the characters' interests.

- Someone in the heroes' town has been trying to reach his uncle George in Black Rock for months, but George's phone service appears to have been cut off. Unable to take the time to travel to Black Rock himself, the nephew is looking for an investigator to find out what's happened to his uncle.
- The heroes are simply traveling cross-country, and they have left the interstate highway looking for a restaurant or a gas station at which they can take a break and refuel.

BEGINNING THE ADVENTURE

Black Rock can be placed in just about any region that includes large, isolated rural areas. The town is located scores of miles (at least) from any significant urban center, and it is well off any interstate highways or other well-traveled thoroughfares.

At some point, the heroes approach Black Rock, either by chance or on purpose. As they do, they receive a call from Marilyn.

The adventure begins in the late afternoon and continues into the night and wee hours of the morning. Black Rock is an eerie enough place during the day; at night, its empty streets and buildings are dark and forbidding.

Run Encounters 1, 2, 3, and 4 in order, as the characters progress. Encounters A, B, C, D, and E are tied to specific locations and can be run in any order, as the heroes find them.

I. The Call

Read the following while the heroes are traveling by car on a lonely stretch of road.

It's after noon on a bleak, dreary day, and an ominous blanket of low, gray clouds hangs over the landscape. A recent rain has left everything damp, giving the scenery an air of decay. It seems there is no end to the parade of empty fields and derelict farmhouses flanking this stretch of road.

The farm country through which the heroes are traveling has seen better days. Although many farms are still active, and most of the towns are not outright abandoned, prosperity has clearly left this region behind.

If the heroes carry cell phones, Marilyn's call comes to one of these. Otherwise, it might come to their walkie-talkies or a CB radio. If the heroes have no electronic communications, the call comes to a pay phone that happens to be nearby when they stop for gas or food. Read the following aloud when a hero answers the call.

The sound is masked by static, but you can still catch the tentative quality of the woman's voice.

"Hello? Hello?" she says. "Oh, God, can anyone hear me?" It sounds as if she's close to tears.

The caller is Marilyn, the mother who escaped the ghouls only to die later in an abandoned farmhouse in Black Rock. Whether her spirit has contacted them or a warp in time has at last connected a call that she made long ago is up to the Game Master to determine. In any case, she does not realize she has already died.

The heroes can converse with Marilyn, but she is near panic, and it takes some effort to calm her enough to extract useful information. Even then, her conversation is laced with terrified pleadings for help. If the heroes talk with her at length, they can learn the following.

- The woman's name is Marilyn. She evidently has a young girl with her, whom she calls Elle. She doesn't introduce Elle directly, but the heroes can hear her occasionally trying to soothe the frightened child.
- Marilyn does not know where she is. All she can tell is that she's in a small, dark room—just a few feet wide and perhaps five feet long. There are shelves, and the ceiling slopes down toward one end. There is no light, and the door appears to be locked. Fortunately, she has her cell phone with her. (Or, if she's communicating by radio, she found an old walkie-talkie on one of the shelves.)

- Marilyn has no recollection of how she got where she is. She vaguely remembers arriving in a small town and seeing a sign that said “Black something.” She passed a long, low brick building and an old gas station with all its windows smashed out. She thinks she arrived with several other people, but she can’t remember who they were or what happened to them.
- Marilyn tried calling 911, but the signal was so bad that they couldn’t understand her. She eventually gave up on 911 and started dialing numbers at random. The heroes’ phone was her first successful connection after several hours’ worth of attempts. She now fears that the batteries on her cell phone (or walkie-talkie) are dying.

Clever heroes may attempt to determine Marilyn’s number. Unfortunately, no number is identified; their cell phone simply lists the source of the call as “unknown caller.” If asked for her phone number, she does not remember it, nor is she able to retrieve it from her cell phone.

Heroes attempting to contact authorities can easily reach the Franklin County Sheriff’s Department. The dispatcher who receives the call sounds dubious about the information, but if the heroes identify Black Rock as the probable source of Marilyn’s call, she promises to send a patrol car to the area quickly. If the heroes are near Black Rock at the time, the dispatcher asks that they meet the deputies there and give statements about their conversation with Marilyn. (The heroes are not obligated to do so, but the dispatcher says it would help the investigation greatly.)

2. Getting to Black Rock

Read the following aloud when the characters begin to search for Marilyn.

The empty farmland stretches for miles, broken only by the occasional hill or bracken-lined riverbed. Farmhouses—most surrounded by dilapidated outbuildings and the rusty skeletons of old machinery—dot the countryside, but the fields are empty or overgrown, and many of the houses are boarded up. There are few other vehicles on the narrow, empty country roads.

Contacting Marilyn

The heroes will probably attempt to remain in contact with Marilyn as much as possible. Keeping in touch is not easy, however.

After the initial conversation plays out, Marilyn’s signal fades and is lost. She does not contact the heroes again unless they try to leave the area or their efforts to locate her bog down. In subsequent calls, she offers little useful information. Instead, she pleads for their help in an increasingly panicked voice and complains that it’s becoming hard to breathe in her little prison. The sound of a crying child can be heard in the background.

Without her number, the heroes cannot call her back.

A hero looking for “Black something” can find Black Rock on a map with a successful Wisdom check (DC 12) and 1 minute of effort. If the heroes simply drive along the narrow, empty country roads, any character who makes a successful Spot check (DC 9) notices a sign reading “Black Rock” after 1d8 x 10 minutes of driving.

3. The Town

Read the following when the characters arrive in Black Rock.

“Black Rock. Elev. 648. Pop. 282,” the sign reads. At least, that’s what it seems to say; a dense coating of rust has obscured some of the letters. Ahead, a cluster of buildings and leafless trees sits brooding and lifeless. Just outside of town, a long brick building sprawls next to an empty soccer field. Further ahead is an old gas station, its plate glass windows covered in plywood.

Downtown Black Rock consists of a single crossroads, with commercial buildings running about a block north and south from the center of town. A number of homes are scattered along the roads to the north and west. The roads leading east and south have few buildings near the crossroads, but the rolling fields and scattered farmhouses characteristic of rural areas are visible farther on in both of those directions. These farms are now abandoned.

The downtown buildings are as follows, numbered according to their quadrant and order (north to south).

1. Black Rock School. This long, low brick building once housed the Black Rock School. About ten years before the arrival of the demonic machine, the school was closed—a victim of the town’s bad times and dwindling population.

2. Barney’s Garage and Gas Station. This building is clearly the boarded-up gas station that Marilyn remembers seeing.

3. Lou Ellen’s Hair Fashions. At some point in recent years, this building burned to the ground.

4. Empty Building. Many years ago, this structure housed a bank, but it closed decades ago.

5. Fresh Lots Market. Some groceries are visible on the shelves inside this country market, but the doors are locked.

6. Black Rock Café.

7. First Baptist Church of Black Rock. A sign outside the church says “Pot Luck Sat.,” but it seems to refer to some Saturday long ago.

8. Starz Video Rental.

9. Tony’s Pizza.

10. Black Rock Hardware.

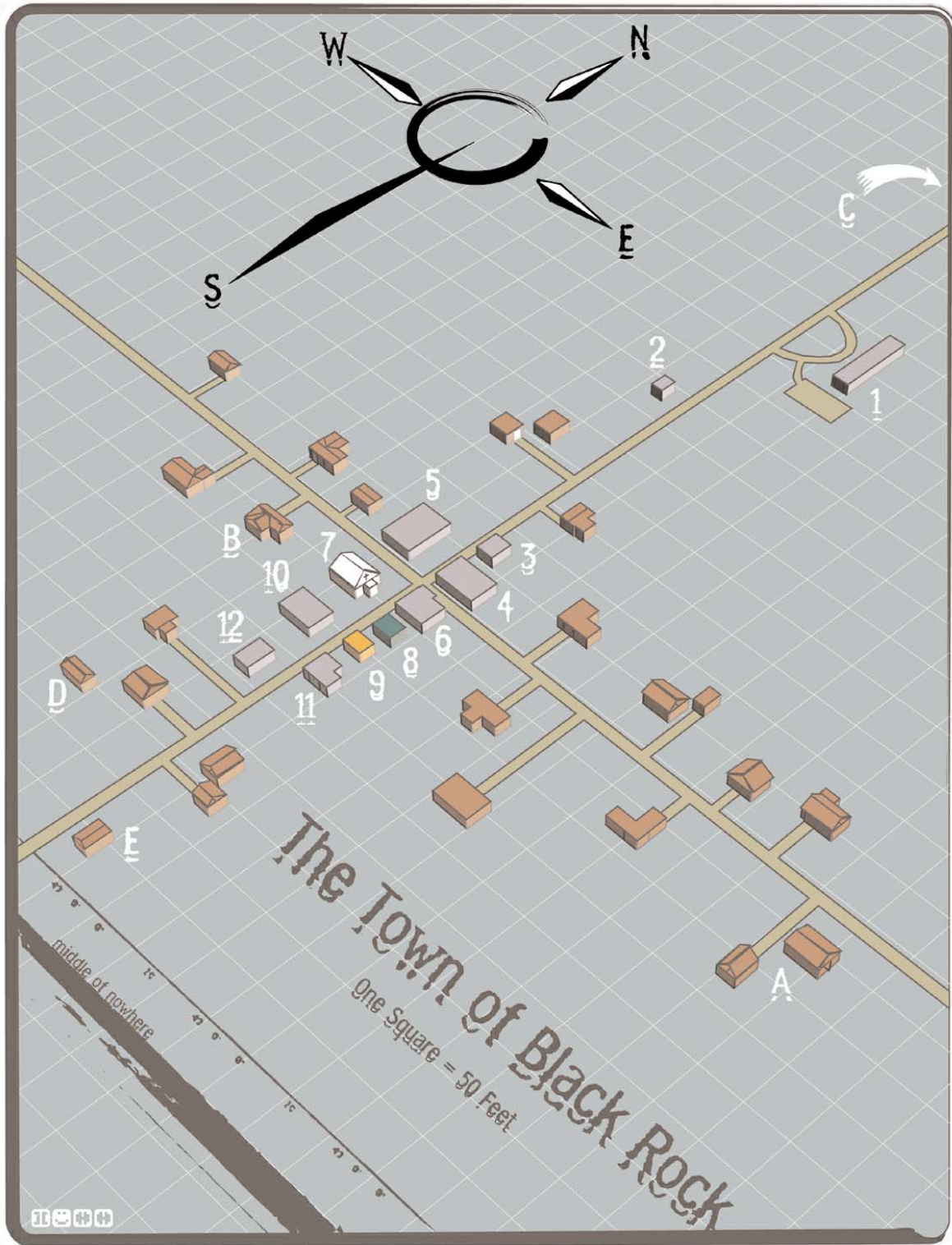
11. Post Office.

12. Movin’ Parts Used Machines. The chipper-shredder that is behind the recent problems first arrived in Black Rock at this store.

Marilyn’s Minivan

Any hero looking around the downtown area may attempt a Wisdom check (DC 12). Success reveals the following unusual situation.





WEB ENHANCEMENT

5

Prisoners!

Any heroes left behind by their comrades—dead, disabled, or paralyzed—are destined to become food for the machine and its caretakers. The ghouls drag corpses and prisoners to the barn (see Encounter D, below) and shackle the latter to the wall to await their fate. Corpses are piled next to the machine.

The machine prefers to feed at dawn, and it likes its meals kept alive until the last minute—the better to enjoy its victims' terror. That's good news for captured heroes, since it means their friends have until dawn to find and rescue them. Any heroes still shackled at that time are dismembered a bit at a time. The ghouls hack the larger limbs into pieces, remove the flesh from the bones, and feed it to the machine, then throw the bones into the bone pit at B. They eat the corpses after the machine is sated.

Clever heroes may be able to locate the path by which their comrades were dragged from the scene of battle to the barn and track them there with a successful Survival check (DC 15) and the Track feat.

A number of vehicles—primarily old-model pickup trucks and beat-up sedans—are parked along the main drag. Most are streaked with dirt and rust, as though they've been sitting there for years.

One stands out, however. It's not a truck, but a minivan, and it looks like it could have been parked there yesterday. Judging from its Delaware license plates, it's a long way from home.

This is the vehicle in which Marilyn and her family arrived a few months ago. Its tires are flat; a successful Investigation check (DC 8) determines that they have been slashed multiple times with a sharp instrument. (Actually, the ghouls clawed them.) The front passenger door is ajar.

The minivan's registration, which is in the glove compartment, indicates that the vehicle belongs to someone named Michael Delany. With a successful Search check (DC 12), the heroes find a receipt for an oil change. It is dated six months ago and made out to Marilyn Delany.

Searching for Marilyn

At some point, the heroes are likely to begin searching for Marilyn. From her description of her location, clever characters may deduce that she's in a crawlspace under a staircase. Most of the downtown buildings are single-story, but many of the houses in the surrounding area are two-story buildings.

Marilyn is in the house marked E on the map. The heroes may, through sheer luck, get to this location fairly quickly. But it's more likely that they'll have a few encounters before they get to that house.

4. No Way Out

This encounter may occur anywhere in the downtown area. Six ghouls lurk within the town. Though they are hungry, they

do not immediately attack the heroes; they are cunning enough to wait and watch for an advantageous opportunity.

For every half-hour spent in the downtown area, each hero may attempt a Spot check (DC 17) to discover that the group is not alone. Read the following aloud when this occurs.

The town seems abandoned, but someone else is here. You thought you saw some movement between two buildings across the street, and you have the creepy feeling of being watched.

If the heroes attempt to investigate the movement, the ghoul that was spotted runs toward a nearby house and attempts to hide behind it. The creature attacks any heroes who find its hiding place. Three of the other ghouls arrive within 1d2 rounds and join in the attack.

If the heroes leave their vehicle unattended at any time, the two remaining ghouls creep out and attempt to disable it by slashing all four tires with their claws.

A. The Trap

The demonic machine knows what Marilyn is up to, and it intends to use the heroes' mission against them. After the heroes have spent a while looking around, have each of them make a Listen check (DC 15). Success means that character hears a distant sound. Read the following aloud if this occurs.

A sound reaches your ears—a persistent metallic clang, like someone banging on a pipe with a hammer. It seems to be coming from the west.

If the heroes think this noise sounds like someone trying to get their attention, they're right—but it isn't Marilyn. Four ghouls have set up an ambush and are attempting to lure the heroes into it.

It isn't hard to locate the source of the sound—a house about 200 yards from the downtown area (marked A on the map). At a distance of 100 feet from the house, any hero can tell that the sound is coming from the rear. A thick, untended hedge surrounds the backyard. Thus, if the heroes drove their vehicle up to the house, they must leave it to enter the backyard.

The backyard is surrounded by a thick, overgrown hedge that clearly hasn't seen a trimmer in years. Inside, the grass is tall and unkempt. A tire swing sways slightly from the gnarled branches of a leafless tree. By the back porch, where a rusted screen door hangs askew, a pipe runs up the side of the house. There's movement in the shadow of the porch.

Have each hero make a Spot check, then make a Hide check for each ghoul. Because the ghouls have chosen hiding places with three-quarters concealment, each one gains a +5 bonus on its check. Compare each hero's Spot check result with each ghoul's Hide check result to determine who sees what.

The ghouls attack when the heroes approach the pipe.



Creatures: There are four ghouls in the back yard—one near the porch, the other three in the shadows of the overgrown hedge. Two others lurk behind the barn.

Ghouls (4): hp 15, 13, 13, 12; see New Monsters, below.

Tactics: The four ghouls in the rear wait until the heroes approach the pipe, hoping to catch as many of them as possible in the back yard. Once the attack is launched, all four ghouls in the yard charge the heroes. They fight to the death.

The two ghouls lurking behind the barn seek to cut off the heroes' escape. If the characters left their vehicle untended, the ghouls attempt to disable it by slashing its tires with their claws. If one or more heroes stayed back with the vehicle, one ghoul attacks while the other attempts to disable the vehicle.

B. The Bone Pit

Heroes checking the homes nearest the downtown area may stumble upon the bone pit. It's located in a side yard, just out of sight of the street.

A dark pile, perhaps 10 feet across and 5 feet high, fills a shallow pit. At first glance, it looks like a heap of tree roots and the knobby stumps of branches, hued green and gray from exposure to the dreary weather. But closer examination reveals it to be a pile of bones—or pieces of bones, at least.

The pit is just a few feet deep—shallower than the pile is high. It contains the bones of nearly two hundred people, all hacked into pieces. Heroes examining the stack can spot skulls and pelvises that are obviously human. A successful Investigate check (DC 18) reveals that some of the bones are newer than others; their age varies from approximately 6 months to two years. They appear to have been crudely cut with manmade instruments—probably saws—and were probably stripped of flesh before being piled here. These are the remains of the machine's victims.

If the heroes have not yet encountered the ghouls that were lurking around the downtown area, four of those creatures attack them here.

Ghouls (4): hp 14, 14, 13, 12; see New Monsters, below.

Tactics: The ghouls attempt to surround the heroes and then move in to attack from different directions. They wait for a moment when the heroes are distracted (perhaps while they are examining the bone pile in detail), to launch their attack.

Development: Any hero looking for tracks in the area may make a Search check (DC 16). Failure means the character finds nothing; success yields very old tracks along the northern edge of the pit. The tracks are vaguely human in form, but very indistinct. Following them requires a successful Survival check (DC 16) and the Track feat. These tracks lead to the barn (see Encounter D).

C. The Cavalry Arrives

If the heroes have contacted the authorities, the Franklin County Sheriff's office dispatches two deputies to investigate at around midnight. (If no such contact was made, this encounter can be omitted.) But the deputies do not make it to Black Rock; three ghouls intercept them in the stand of

trees about one-half mile short of the downtown area. Mistaking the ghouls for humans, the two officers stop to render aid and are attacked.

An alert hero may hear the sound of gunfire (Listen DC 15). Read the following aloud if this occurs.

A distant popping sound is followed by three more in rapid succession. Gunfire, perhaps? After those four sounds, all is silent.

Curious heroes may choose to investigate the scene, hiking or driving the one-half mile to the ambush site. Read the following as they approach.

A police car sits by the side of the road. Its driver and passenger doors are open, but its emergency lights are not on. Whoever was in the car seems to have left the area—there's no-one to be seen.

The ghouls briefly ransacked the car, slashing the tires and attempting to destroy the radio. (Fixing it is a complex Repair task.) Any hero who searches the car automatically finds a search-and-rescue kit, a standard flashlight, a first aid kit, a box of five chemical light sticks, and two boxes of 12-gauge buckshot ammunition (ten cartridges each) in the trunk. There's also a Mossberg shotgun in a gun lock (high-quality lock; Disable Device DC 30) inside the car.

The ghouls have overcome the sheriff's deputies and dragged them off toward the barn. A successful Search check (DC 9) of the area near the car reveals bloodstains on the ground and the tracks left by the ghouls as they dragged the deputies toward the barn (see below).

D. The Barn

The machine is housed in an old barn behind a house on the outskirts of town. The heroes may have arrived here by following tracks from the bone pit, from a battle scene during which some of their comrades were taken prisoner, or from the abandoned police car. Or they may simply have stumbled upon it themselves while searching for Marilyn.

A dilapidated barn leans askew in the moonlight, glistening with rain and smelling of rotten straw. The door stands open, revealing a deep darkness within.

With a successful Listen check (DC 12), a hero hears the muffled groans of prisoners (the sheriff's deputies, captured heroes, or both), if any are present. The sound comes from deep within the darkness of the barn.

Inside, the scene is gruesome. Read the following aloud when the heroes investigate.

The center of this ancient structure is dominated by a large picnic table that's been put to grisly use. Its surface is coated with dried blood and bits of rotten flesh; the floor around it has a similar covering. Cleavers and saws, smeared in dried gore, lie scattered about. One wall is lined with heavy iron shackles. Opposite those, a large farm machine of some sort sits silently in the dark.

Any prisoners currently held by the ghouls are shackled to the eastern wall.

Creatures: The ghouls that attacked the deputies (or the heroes) lurk in the dark corners of the barn. The machine is located here as well.

Ghouls (4): hp 13, 13, 12; see New Monsters, below.

Demonic Machine: hp 47; see New Monsters, below.

Tactics: The ghouls lurk in the darkness, waiting to catch the heroes in an ambush. The machine lurches to life as soon as any hero gets within 10 feet of it, or when any one of the ghouls dies.

Development: If the heroes defeat the machine, the adventure is essentially over. A few ghouls might remain to bedevil the area, but without the machine they have no overriding purpose beyond their own hunger, so it should be easy to dispose of them.

6. Finding Marilyn

Heroes searching the houses on the farms near the barn will eventually find Marilyn at the one marked E on the map. Her hiding place, beneath a stairway, is barred from the inside; getting in requires chopping through the door or the surrounding walls (hardness 5, 20 hp).

In the tiny recess beneath the stairs lie two corpses, one adult-size and the other child-size, both reduced nearly to skeletons. The adult wears jeans and a woman's blouse; the other corpse wears a child's dress. A cell phone lies nearby, coated in a thin film of dust.

NEW MONSTERS

This section provides descriptions of the two new monsters created for this adventure.

Ghoul

Ghouls haunt graveyards, battlefields, and other places that are rich with the carrion they hunger for. These terrible creatures lurk wherever the stench of death hangs heavy, ready to devour the unwary.

A ghouls appears more or less humanoid, but it has mottled, decaying flesh drawn tight across clearly visible bones. Its eyes burn like hot coals in their sunken sockets, and its skin (what there is of it) is mostly hairless. The creature has a carnivores' teeth. The transformation from a living being into a fell thing of the night has warped its mind, making it cunning and feral.

A ghouls is said to be created on the death of a living man or woman who savored the taste of human flesh. This tale may or may not be true, but it does explain the disgusting behavior of these anthropophagous undead. Some believe that any exceptionally debauched and wicked person runs the risk of becoming a ghouls.

Ghouls speak the languages they spoke in life.

In combat, ghouls try to attack with surprise whenever possible. They strike from behind tombstones, leap from mausoleums, and burst from shallow graves.

Species Traits

Undead Traits: A ghouls has the traits and immunities common to undead (see page 223 of the *d20 MODERN Roleplaying Game*).

Paralysis (Ex): Anyone hit by a ghouls bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis. The save DC is Charisma-based.

Create Spawn (Su): In most cases, ghouls devour their kills. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time negates the transformation.

The statistics presented below are for ghouls created from humans. Statistics may vary depending on the ghouls' original race or kind.

Ghoul: CR 1; Medium-size undead; HD 2d12; hp 13; Mas —; Init +2; Spd 30 ft.; Defense 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB +1; Grap +2; Atk +3 melee (1d6+1 and paralysis, bite); Full Atk +3 melee (1d6+1 and paralysis, bite) and +0 melee (1d3 and paralysis, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ create spawn, paralysis, turn resistance +2, undead traits; AL chaos, evil; SV Fort +0, Ref +2, Will +5; AP 0; Rep +0; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills: Balance +3, Climb +6, Escape Artist +7, Hide +7, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7.

Feats: Multiattack, Weapon Finesse (bite).

Advancement: 3 HD (Medium-size), or by character class.

Demonic Machine

Possessed by a fiendish spirit, the demonic machine has an insatiable appetite for living flesh and blood.

At first glance, the demonic machine has the normal dimensions, weight, and appearance of its mundane counterpart. A demonic machine can be any sort of device that has sufficiently dangerous moving parts: a printing press, a farm combine, or a industrial shredder, for example.

Demonic machines can function in their normal roles, and they often do so, just waiting for a chance to catch an unwary victim off guard in an "unfortunate industrial accident." Such machines do not need living operators; they are perfectly capable of starting and running on their own. They can even move on twisted legs composed of levers, bars, or machine parts.

A demonic machine does not speak.

A demonic machine can extend levers, rails, or other parts of its form to make claw attacks. It attempts to draw its victim into its works, to mangle or shred it to pieces.

Species Traits

Construct Traits: A demonic machine has the traits and immunities common to constructs (see page 218 of the *d20 MODERN Roleplaying Game*).

Possession: Though technically a construct, a demonic machine is animated by a fell presence from beyond Shadow. It gains skills and feats as if it were an outsider, and it has an Intelligence score, unlike most constructs.



Improved Grab (Ex): To use this ability, the demonic machine must hit an opponent with its claw attack. If it gets a hold, the demonic machine can grind.

Grind (Ex): The demonic machine may make a grind attack (+9 melee) against a held creature, dealing 2d8 points of damage.

Charm Person (Sp): Once per day, as a full-round action, the demonic machine can use charm person (see page 364 of the *d20 MODERN Roleplaying Game*) as the power used by a 5th-level psionist.

Demonic Machine: CR 5; Large construct; HD 5d10+20; hp 47; Mas —; Init +3; Spd 30 ft.; Defense 13, touch 8, flat-footed 13 (–1 size, –1 Dex, +5 natural); BAB +3; Grap +12; Atk +8 melee (1d6+7, claw); Full Atk +9 melee (1d6+5, 2 claws); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ construct traits, damage reduction 10/+1, improved grab, grind, possession; AL evil; SV Fort +1, Ref +0, Will +1; AP 0; Rep +0; Str 20, Dex 8, Con —, Int 10, Wis 10, Cha 5.

Skills: Bluff +5, Listen +10, Sense Motive +8, Spot +10.

Feats: Alertness, Improved Initiative.

Advancement: 6–7 HD (Large); 8–15 HD (Huge).

ABOUT THE AUTHOR

Charles Ryan has designed and written games for more than twelve years. His credits include such diverse titles as the *d20 MODERN™ Roleplaying Game*, the *WHEEL OF TIME™ Roleplaying Game*, *Deadlands*, *Millennium's End*, *The Last Crusade*, *Star Trek: Deep Space Nine*, *Dune: Chronicles of the Imperium*, and *Star Trek: Red Alert!*, to name just a few. Charles served as Chairman of the Academy of Adventure Gaming Arts & Design, the professional organization of the games industry, from 1996 through 2001. He now lives in Kent, Washington with his lovely wife Tammie, three cats, and a dog. He works for Wizards of the Coast, Inc.

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This d20™ System game uses mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. This game also uses mechanics developed for the *Psionics Handbook* by Bruce R. Cordell, the *Call of Cthulhu® Roleplaying Game* by Monte Cook and John Tynes, and the *Star Wars® Roleplaying Game* by Bill Slavicsek, Andy Collins, and JD Wiker.

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