



MODERN

SAGEBRUSH

HORROR



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A Short *d20 Past* Adventure for Four 7th-Level Heroes

America's wild west was a land of fast guns and quick death. Wild animals ran rampant, killing both cattle and humans. But are the recent deaths in the town of Sagebrush really due to wolves and wildcats, or does a more insidious menace stalk this small western town?

LEVELS

Sagebrush Horror is an event-based adventure for four 7th-level characters using the Shadow Stalkers campaign model. The scenario is set in the frontier portion of the American West sometime in the late 1800s, when cowboys and gamblers were king.

The adventure requires investigative skills and includes important roleplaying encounters with several GM characters. Some of these characters should remain mysterious figures, since the adventure does include some red herrings designed to throw the heroes off the track.

You, the Game Master (GM), need the *d20 MODERN Roleplaying Game* and the *d20 Past* supplement to run this adventure. To get started, print out the adventure (including the map) and read it through. You can add as much or as little detail to each encounter area as you wish. Next, familiarize yourself with the general history of the situation, the layout of the sites, and their denizens and dangers. Then make sure you are comfortable 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 or, where appropriate, references to the appropriate *d20 MODERN* book are provided. Statistics and biographies for important townsfolk are collected in the Appendix.

BACKGROUND

Years ago, the Order of the Crimson Dawn, a malevolent organization dedicated to the corruption of all who would dabble in arcane studies, sent Solomon Wolfe to the frontier territories of the American West. His mission was to establish a presence for the order so that it could gain new converts as the region developed. For several years Solomon drifted, sometimes serving as a hired gun to protect cattle ranchers' herds, and occasionally bringing in wanted criminals for the rewards on their heads. Eventually, he happened upon the town of Sagebrush, a small community that was beginning to grow rapidly, and decided it would make an excellent site for his new cult cell.

Within a few months, Solomon had made friends with the locals, built himself a small house, and told his new neighbors all about his experiences in the American West. He also told them that he had found faith and was reforming his ways in order to avoid the sort of conflicts that had brought him here. Shortly after settling down in the community, he founded a church dedicated to a fictitious denomination called the Fellowship of the Common Path, which he claimed had originated on the East coast.

During the four years since then, Solomon Wolfe has converted fifteen of Sagebrush's two hundred fifty residents to his church. Most of the townsfolk worship at the town's non-denominational church, but they accept the presence of Solomon's church without protest. As long as Solomon Wolfe is shepherding people toward the ways of faith, the residents of Sagebrush feel that he is doing their town a service.

In theory, Solomon's church is Christian, but in practice, it diverges from Christian teachings in many important ways. Its doctrine states that God works through powerful supernatural forces, and that believers who properly understand those forces can harness them for the good of the community. Through his church, he has been slowly indoctrinating his followers into the study of Shadow, though they think they are learning about God and His works.

While subverting his new followers, Solomon Wolfe has been working to gain the trust of the other townsfolk. Not only does he socialize with them at every opportunity, but recently he has also devoted some of his church's funds (wired to him by the Order of the Crimson Dawn) to help build buildings, and to provide for needy townspeople.

Recently, Solomon decided to turn all this goodwill he has been generating into a more tangible force—political power. To that end, he decided to remove the town's mayor and run for the office himself. To make the death look like a random accident of frontier life, he requested the loan of a vicious creature from the Order of the Crimson Dawn—a displacer beast.

A few weeks ago, Solomon put his wicked plan into motion. The displacer beast brutally attacked and killed the town's mayor, a man named Jed Owen. The townsfolk were frightened, but as Solomon had hoped, they believed that their mayor had fallen prey to an ordinary wolf or wildcat. Expeditions were dispatched to find the creature, but the hunts turned up only a few wild dogs—no creature that could have caused injuries like those that had killed Mayor Owen.

Shortly thereafter, Solomon Wolfe began campaigning to take the place of the fallen mayor. Two men opposed him in the mayoral race—Trent Barton, the town's banker, and Earl Lindscomb, a wealthy merchant. Fearing that Lindscomb might well be able to swing the popular vote of the city, Solomon dispatched his displacer beast to murder the man outside his home. Realizing that suspicion might fall upon him because two men involved with the mayor's office had been slain, Solomon also sent the beast after a cowboy employed by one of the local cattle drivers. His ploy has diverted suspicion so far; most of the townsfolk believe the slayings to be isolated incidents.

Solomon has told the people of Sagebrush in his campaign speeches that those who truly believe in God will be saved from the ravages of this beast, and that his faith is strong enough to stand against it. Such speeches have won his church a few new converts, and many others have decided to support his bid for mayor in hopes of sparing themselves from God's wrath.

Shortly after the murder of the ranch hand, the heroes arrive in the town of Sagebrush.

SYNOPSIS

When the heroes get to town, they find the streets abuzz with rumors about the slayings of three citizens by a beast unknown. If they wish to get involved, they may either offer to aid the marshal or conduct their own investigations.

The structure of this adventure depends largely on the heroes' actions. Once they begin investigating, they can check out any of the sites in town in any order and pick up clues until they turn up some real evidence. Along the way, they should interview some of the townspeople, who may be able to provide them with some insight into the events surrounding the murders.

A few planned encounters have been placed at various points to keep the adventure from bogging down, provide some action, and lead the characters in different directions. The heroes should quickly discover that the deaths in Sagebrush are the work of a creature working in concert with a human. Should suspicions of this nature leak to the townsfolk, they quickly begin accusing one another of the hideous crimes.

Eventually, the trail leads back to the church run by Solomon Wolfe, a fully keyed site. The heroes must enter, overcome the church's defenders, then confront Solomon Wolfe, his cultist henchman, and his displacer beast.

Character Hooks

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

- The heroes are members of the Fellowship of the Common Path, which does indeed exist on the East coast. Its leaders have learned that the Shadow incursion is gaining strength in the American West and dispatched the heroes to investigate.



- A relative of one of the displacer beast's victims wants the creature that committed these atrocities killed. She offers the heroes a \$5,000 reward to slay the creature and bring back its head or hide.
- Blue Eagle, a Native American shaman, warns anyone he encounters that Sagebrush has become a tainted, evil place. He is unable to elaborate further upon this assertion.
- The heroes are simply passing through the town of Sagebrush when Benjamin Parsons, the preacher at the nondenominational church, tells them he believes something evil has come to the city and tries to enlist their aid.
- Glen McCray, a resident of Sagebrush and marshal of this territory, asks for help in ridding the area of the killer beast. The outcry of the citizenry has prompted him to bring in additional help to deal with the situation. He offers to deputize the heroes for as long as they work with him.

BEGINNING THE ADVENTURE

Sagebrush Horror is designed as a freeform, event-based adventure that includes one keyed site. The encounters in section A should be run at various times during the adventure, as indicated in their individual descriptions. Unlike the locations in section C, these encounters represent important developments in the storyline. Between those events, the heroes can either interview townsfolk (section B) or check out the various locations in town (section C). At some point, their investigation should lead them to the Fellowship of the Common Path Church (section D).

The adventure begins when the heroes approach Sagebrush. They arrive in town fewer than 24 hours after the most recent murder. Begin play with section A, encounter A1.

A. TIMED EVENTS

The following encounters should be run in the order given unless the heroes' actions indicate otherwise. Encounter A1 occurs as soon as the heroes get to town.

A1. Murder Scene

The body of a local cattle driver named Bill Elgin has just been found, lying approximately 100 feet from a pen enclosing about a hundred head of cattle. If the heroes decide to investigate the commotion near the cattle pens, read or paraphrase the following aloud.

On the ground lie the mangled remains of a strong young man. A gash runs from the right side of his chest diagonally to the lower left portion of his torso. His entrails and internal organs have spilled out onto the dusty ground, and his left leg has been almost completely chewed off.

Any hero who makes a successful DC 25 Search check spots the displacer beast's pawprints leading toward the edge of town, as well as a set of humanoid boot prints that appear to follow the beast's tracks. (The latter prints are Solomon Wolfe's. Normally, he takes care to conceal his tracks, but this

time he was in a hurry.) A successful DC 20 Knowledge (earth and life sciences) check reveals that the pawprints were made by a large feline creature.

The tracks disappear 40 feet from the body. Following them any farther takes a DC 30 Survival check because the ground here is hard, the tracks were intentionally covered, and a windstorm raged for 10 hours after the murder. Any heroes who manage to find the trail and follow it discover that it leads out of town and loops around to the Fellowship of the Common Path Church.

Development: If the heroes point out the boot prints to anyone else, the townspeople begin to realize that these killings are not the work of a lone wild animal, and they begin to suspect one another. Rumors spring up like weeds as one citizen points the finger at another. The townsfolk cite other citizens' criminal pasts, untrustworthy agendas, or general cussedness as reasons for their suspicions.

The residents of Sagebrush eventually descend on the marshal and ask him to arrest various people based on rumors and suspicions. But although the marshal does question several citizens, he makes no arrests. He does, however, publicly declare his intent to deputize several people to help him in his investigation. If the heroes have made their presence known, he offers them the deputy jobs first.

Let the heroes have a day or two to settle into town and question people before running encounter A2.

A2. Another Murder

Run this encounter after the heroes have had time to settle into town and ask questions about the murders. You may choose to run it sooner if they seem not to know what to do.

On the morning after a dust storm passes through the town, the marshal is found dead. If the heroes have been keeping watch over him specifically, they become separated from him in the storm. Read or paraphrase the following aloud when the heroes investigate the murder site.

Lying on the ground are the tattered remains of the man who was once the marshal here in Sagebrush. An enormous gash has laid open his neck from ear to ear, and a trail of blood leads 20 feet back to the jailhouse. Most of his left arm and left leg are completely missing.

Any hero who succeeds on a DC 20 Search check finds the marks of a large predator's teeth in the stumps of the left arm and leg. Anyone who investigates the neck wound can make a Search check at the same DC to realize that it was caused by a sharp implement other than teeth.

In fact, the displacer beast's spiked tentacles caused the neck wound, and the marshal quickly bled to death from that, even before the beast had finished chewing off his arm and leg. A DC 15 Search check reveals the creature's pawprints leading into town, but no boot prints can be found. A successful DC 20 Knowledge (earth and life sciences) check reveals the tracks as those of a large feline creature.

Knowing that strangers have started asking questions around town, Solomon Wolfe has taken care to create an obvious trail of pawprints that ends at Trent Barton's door. A successful DC 15 Survival check is sufficient to uncover this

trail. However, a DC 30 Search check beginning at the banker's door reveals pawprints leading back to the Fellowship of the Common Path Church.

Wolfe had his displacer beast kill the marshal because his declared intent to deputize others for the investigation put Solomon's plans at risk. With the marshal dead, he hopes that local law enforcement will prove ineffective in tracing any more clues.

Let the heroes continue interviewing townsfolk and checking out the various locations in town before running encounter A3.

A3. Zombie Attack (EL 6)

By the time you run this encounter, the heroes should have interviewed several of the townspeople and investigated both of the murder scenes above. Use this encounter at a time when the heroes are outside of town or in a secluded area where they cannot easily get help. The zombies may approach from the cover of a building, or from behind trees or other growth.

The sound of shuffling feet heralds the arrival of a dozen emaciated humans—or more accurately, creatures that may once have been human. These creatures stink of death, and tattered clothing hangs from their rotting forms. Each of them holds a gun.

Solomon Wolfe is growing concerned that the heroes may uncover his involvement in the murders. Because he is aware of their relative power, he has decided not to risk his displacer beast against them. Instead, he has dispatched a small squad of gun-brandishing zombies to put an end to the heroes' meddling.

Creatures: Twelve zombies approach the heroes, guns in hand. One of them was Jed Owen in life.

Human Zombies (12): CR 1/2; Medium-size undead; HD 2d12 plus 3 (Toughness feat); hp 16; Init -1; Spd 30 ft.; Defense 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); BAB +1; Grap +2; Atk +2 melee (1d6+1, slam) or -4 ranged (2d8, Tranter .57 revolver); Full Atk +2 melee (1d6+1, slam) or -4 ranged (2d8, Tranter .57 revolver); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ move or attack action only, undead; AL Solomon Wolfe; SV Fort +0, Ref -1, Will +3; AP 0; Rep +0; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

Possessions: Tranter .57 revolver, 30 rounds of .57 caliber ammunition, burial clothes.

Development: The zombies came here from the Fellowship of the Common Path Church, but Wolfe has taken care to conceal their tracks for the last half of the distance. Thus, a DC 30 Survival check is needed to track them from that point.

A4. Botched Murder

If the heroes have interviewed all the townsfolk and checked out all the available leads but have not yet deduced that Solomon is behind the killings, use this encounter to lead

them to the Fellowship of the Common Path Church. Solomon has decided to eliminate Benjamin Parsons simply because the man's suspicions about him are becoming too public. To that end, he has taken his displacer beast to Benjamin's church.

This encounter takes place in the middle of the night during a windstorm. Read or paraphrase the following aloud when you are ready to begin.

The sound of gunfire echoes through the howling wind. Shortly thereafter, a commotion becomes audible outside.

Any hero who investigates the disturbance quickly discovers that the gunshots came from within the nondenominational church. The inside of the building is lit, but no one has emerged. The door is unlocked.

GM Character: Inside the church stands a shaken Benjamin Parsons, brandishing a pistol. The heroes are free to interview him as desired, and he can answer their questions clearly.

Benjamin Parsons: hp 39; see Appendix for statistics.

Development: If asked what happened, Benjamin reports that a black wildcat attacked him. But just before it leaped for his throat, he saw Solomon Wolfe release its leash. At that point, Benjamin drew a concealed pistol and shot at his attacker. He isn't sure whether he hit the beast or not, but his shots evidently frightened it away, along with its keeper.

Solomon did not have the time to cover his tracks after the attempted murder. Thus, a DC 15 Survival check uncovers both pawprints and boot prints leading back to the Fellowship of the Common Path Church.

B. INTERVIEWS

The heroes can discover a great deal of information simply by simply asking around town. A Gather Information check can reveal any of several specific facts, as shown on the tables below. A hero discovers all of the information for check results equal to or lower than his own. Beneath each piece of information on the table is some additional background material relating to the topic for the GM only, rendered in italics.

C. LOCATIONS

In addition to interviewing the people of Sagebrush, the heroes may wish to investigate some of the specific locations in town. None of the areas described in this section offer any new leads. When the heroes choose to investigate the Fellowship of the Common Path Church, go to section D.

C1. Outside of Town (EL 4–7)

In recent months, some of the less intelligent shadow creatures have been drawn to this general area by the presence and activities of Solomon Wolfe. Thus, heroes who choose to investigate the countryside surrounding the town have a chance for one or more random encounters with such creatures. For each 4 hours that they spend in the country, roll 1d10 and consult the following table.



GATHER INFORMATION DC INFORMATION GAINED

- 10 The townsfolk believe that these killings are the work of God, who is punishing the people of Sagebrush for living impure lives.
Solomon Wolfe introduced this concept in an effort make the people believe that he and his church can protect them.
- 15 The tracks leading away from each murder site have mysteriously disappeared a few feet away.
Wolfe leaves a few tracks near the murder victims to ensure that people keep looking for an animal, but he covers the rest to prevent people from tracking the creature back to his church. He uses the disappearance of the tracks as further evidence that these deaths are the work of God rather than an ordinary animal.
- 18 The killings have all happened during windstorms that arose in the evening.
Solomon has taken advantage of the area's frequent windstorms to cover any noises his victims might make. This tactic also serves to limit the visibility of anyone who might witness the attack.
- 20 Immediately after the murder of Bill Elgin, an incredibly large wolf was seen running out of town.
Just before the last murder, Solomon Wolfe brought in a pack of three wolves, then released them as soon as the murder was complete. He hopes that this tactic will ensure that an animal is blamed for the killings.
- 25 On more than one occasion in the last few years, strangers have come to town in the middle of the night, visited the Fellowship of the Common Path Church, and left the same evening.
The visitors are members of the Order of the Crimson Dawn. On their last visit three months ago, they brought a displacer beast, which they entrusted to Solomon Wolfe.

Random Encounters Table

1D20 ROLL	CREATURE
1	Gargoyle (<i>d20 MODERN Roleplaying Game</i> , page 237)
2	Invisible Stalker (<i>d20 MODERN Roleplaying Game</i> , page 241)
3	Medusa (<i>d20 MODERN Roleplaying Game</i> , page 243)
4	Ghouls (<i>d20 Past</i> , page 42)
5	Doom hag (<i>d20 MODERN Menace Manual</i> , page 31)
6	Advanced fire wisp (<i>d20 MODERN Menace Manual</i> , page 43)
7	Harpy (<i>d20 MODERN Menace Manual</i> , page 52)
8	Half-fiend/half-yuan-ti (<i>d20 MODERN Menace Manual</i> , page 51)
9	Troll (<i>d20 MODERN Roleplaying Game</i> , page 260)
10	Yuan-ti (<i>d20 MODERN Roleplaying Game</i> , page 266)

C2. Jail (EL 1)

This rectangular building is constructed of concrete blocks that have been mortared together. The majority of its interior space is dedicated to jail cells, which together can house as many as fifty inmates.

Cell Lock: Hardness 3, hp 5, break DC 15, Disable Device 30.

Creatures: One of the local deputies is stationed in the front portion of the jail at all times. He keeps extra pistols and ammunition in boxes in the storeroom. The keys to the jail cells hang on a hook at the front of the cell block. Only a few saloon brawlers are housed here now, sleeping off the excesses of the previous night.

Deputy (Strong Ordinary 1/Tough Ordinary 1): CR 1; Medium-size human; HD 1d8+2 plus 1d10+2; hp 13; Mas 15; Init +1; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +1; Grap +3; Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +4 melee (1d4+2/19–20, knife) or +2 ranged (2d6, Colt Peacemaker); Full Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +4 melee (1d4+2/19–20, knife) or +2 ranged (2d6, Colt Peacemaker); FS 5 ft. by 5 ft.; Reach 5 ft.; AL US government; SV Fort +4, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Law enforcement (class skills: Intimidate, Knowledge [tactics]).

Skills: Handle Animal +3, Intimidate +3, Knowledge (popular culture) +2, Knowledge (tactics) +6, Profession +1, Read/Write English, Speak English, Swim +6.

Feats: Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency^B.

Possessions: Colt Peacemaker (.45 revolver), 50 rounds of .45 caliber ammunition, knife, various gear and personal possessions.

Tactics: The deputy on duty politely asks any visitors their business but refuses to allow them into the jail area. If they try to force their way in, he fires upon them.

C3. Nondenominational Church

The church where Benjamin Parsons preaches is a large wooden building with vaulted ceilings. The majority of the townsfolk worship here on Sunday mornings. The church is also busy at other times, since it is the meeting place of choice for women's sewing circles, bake-offs, and auctions.

C4. Empty Mug Saloon

Foster Cote runs this local watering hole. Drinking, gambling, and piano playing are popular pastimes here, and the saloon employs a number of dancing girls as well as two bartenders and a piano man.

C5. Stables

This building is little more than a wooden barn that houses the horses belonging to the residents and visitors. Lloyd Holman spends most of his time maintaining the place and caring for the horses stabled here.

C6. Bank

The Bank of Sagebrush is a relatively small building constructed from mortared stone blocks. The interior consists of two rooms: the business floor and the vault.

Vault: 4 in. thick walls, hardness 10, hp 120, break DC 35, Disable Device 30.

D. THE FELLOWSHIP OF THE COMMON PATH CHURCH

The Fellowship of the Common Path Church is Solomon Wolfe's base of operations. He keeps the displacer beast locked away in his private chambers inside the building, and four of his followers guard the interior of the church at all times.

Outsiders are allowed into the church only by invitation, but invitations are granted relatively freely as long as at least one day's notice is given. People who appear at the door uninvited are turned away by the guards unless they can show the symbol of the Order of the Crimson Dawn.

The church is a relatively new building that measures approximately 95 by 80 feet and has a vaulted ceiling. A few observant visitors have noted that nowhere within this "church" is a cross of any kind displayed. Solomon has in the past explained to those who asked about it that this denomination does not idolize the crucifixion.

D1. The Church Doors

The heavy wooden doors that provide access to the church are kept locked at all times.

Doors: 2 in. thick, hardness 5, hp 20, break DC 23, Disable Device DC 30.

D2. Main Congregation Hall (EL 7)

The church doors open into this chamber. Read or paraphrase the following aloud when the heroes enter.

Two rows of wooden pews lead up to a dais surmounted by a podium at the opposite end of the room. The high ceiling is vaulted in the manner of a great cathedral. A door is built into each of the diagonal walls to either side of the dais. A red rug runs between the pews and up onto the dais; the rest of the floor is covered by a thick, black carpet.

This room passes for the church's sanctuary, but no townfolk gather here except on Sunday mornings, when Solomon conducts a sham of a worship service that includes more of his subtle indoctrination to Shadow.

GM Characters: Four members of Solomon's congregation guard this room at all times.

Guards (Fast Ordinary 3/Tough Ordinary 3): CR 5; Medium-size human; HD 3d8+6 plus 3d10+6; hp 41; Mas 15; Init +2; Spd 30 ft.; Defense 18, touch 18, flat-footed 16 (+2 Dex, +6 class); BAB +4; Grap +5; Atk +6 melee (1d6+1 nonlethal plus 1d4, unarmed strike) or +6 melee (1d4+1 plus 1d4/19–20, knife) or +6 ranged (2d8, 12-gauge repeating shotgun); Full Atk +6 melee (1d6+1 nonlethal plus 1d4, unarmed strike) or +6 melee (1d4+1 plus 1d4/19–20, knife) or +6 ranged (2d8, 12-gauge repeating shotgun); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Solomon Wolfe; SV Fort +5, Ref +5, Will +3; AP 0; Rep +2; Str 13, Dex 15, Con 15, Int 8, Wis 12, Cha 10.

Occupation: Rural (class skills: Handle Animal, Ride).

Skills: Balance +6, Handle Animal +4, Knowledge (popular culture) +3, Knowledge (streetwise) +3, Move Silently +6, Read/Write English, Ride +6, Speak English, Spot +4, Survival +4.

Feats: Brawl, Personal Firearms Proficiency^B, Point Blank Shot, Quick Reload, Simple Weapons Proficiency^B, Streetfighting.

Possessions: 12-gauge shotgun, 10 rounds 12-gauge buckshot, knife, various gear and personal possessions.

Tactics: If the heroes have entered this chamber by force, or if the zombies have already attacked them, the four church guards are hostile and attack on sight. If they present an invitation, the guards allow them to pass without comment. If they enter peacefully, the guards ask for their invitation and ask them to leave if they cannot produce one. Should they resist, the guards turn hostile, firing upon them if necessary to discourage them from progressing farther into the church.

D3. Solomon Wolfe's Inner Sanctum (EL 9)

When the heroes enter, read or paraphrase the following aloud.

Two large tables dominate this room, and bookshelves filled with dark, leather-bound tomes line the walls. The furniture appears to be made of oak. A thick, red carpet covers the floor.

If the heroes enter this chamber after the botched attempt on the preacher's life (encounter A4), Solomon Wolfe is gathering his belongings and preparing to flee the town in the company of an occultist wizard from the Order of the Crimson Dawn. Otherwise, he is here conferring with the wizard. In either, the displacer beast is chained in the corner.

GM Characters: Within this room are Solomon Wolfe, an occultist wizard from the Order of the Crimson Dawn, and the displacer beast that has been used to commit the murders throughout town.

Solomon Wolfe: hp 36; see Appendix for statistics.

Occultist Wizard (Smart Hero 3/Fast Hero 1/Mage 4): CR 8; Medium-size humanoid; HD 3d6+3 plus 1d8+1 plus 4d6+4; hp 36; Mas 13; Init +6; Spd 30 ft.; Defense 18, touch 18, flat-footed 16 (+2 Dex, +6 class); BAB +3; Grap +2; Atk +2 melee (1d3–1, unarmed strike) or +5 ranged (2d4, double Derringer); Full Atk +2 melee (1d3–1, unarmed strike) or +5 ranged (2d4, double Derringer); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ arcane skills, arcane spells, brew potion, familiar (rat), scribe scroll, scribe tattoo; AL Order of the Crimson Dawn; SV Fort +5 (includes +2 bonus conferred by familiar), Ref +5, Will +7; AP 4; Rep +0; Str 8, Dex 15, Con 13, Int 16, Wis 12, Cha 10.

Occupation: White collar (class skills: Knowledge [physical sciences], Research).

Skills: Concentration +10, Craft (chemical) +16, Craft (visual art) +9, Craft (writing) +9, Decipher Script +11, Hide +4, Knowledge (arcane lore) +14, Knowledge (art) +9, Knowledge (current events) +12, Knowledge (physical sciences) +11, Move Silently +4, Profession +10, Read/Write English, Read/Write German, Read/Write Spanish, Research +14, Search +9, Sleight of Hand +4, Speak English, Speak German, Speak Spanish, Spellcraft +10.



Feats: Heroic Surge, Improved Initiative, Low Profile^B, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency^B, Studious^B.

Talents (Fast Hero): Evasion.

Talents (Smart Hero): Savant (Craft [chemical]), plan.

Mage Spells Prepared (4/4/3; save DC = 13 + spell level): 0—*detect magical aura, light, mage hand, read magic*; 1st—*mage armor, magic missile, shield, sleep*; 2nd—*darkvision, invisibility, web*.

Spellbook: All prepared spells plus 0—*daze, message, prestidigitation*; 1st—*burning hands, true strike*; 2nd—*knock, spider climb*.

Possessions: Double Derringer (.32 revolver), 50 rounds of .32 caliber ammunition, spellbook, scroll of *spider climb*, scroll of *web*, *potion of levitate*, overcoat, casual outfit, carry holster, cell phone, umbrella.

Displacer Beast: hp 51; see *d20 MODERN Roleplaying Game*, page 233.

Tactics: Since the displacer beast is in full view, Solomon knows the heroes are onto him as soon as they see it. He begins by turning the displacer beast loose and commanding it to attack them while the occultist wizard casts spells. Solomon picks off any characters not engaged with the displacer beast with his spells or rifle.

Development: Once Solomon and his companions have been dispatched, the heroes are free to search the room. A DC 15 Search check reveals a box containing a scroll of *animate dead*, a scroll of *magic missile*, and a scroll of *fireball*.

The books on the shelves are in-depth studies of the nature of Shadow. None of the papers or documents in this room indicate the Order of the Crimson Dawn's larger agenda, or what other missions the organization has in progress at present.

D4. Storage Room

This room contains odds and ends such as candles, ladders, and other sundry items.

REWARDS

The heroes gain the standard experience and wealth awards associated with the encounters in this adventure. In addition, they should gain a story award in an amount decided by the GM based on how effectively they investigated the crimes and tracked down the perpetrator.

CONTINUING THE ADVENTURE

Once Solomon Wolfe and his displacer beast have been killed or captured, Sagebrush is free from his malign agenda. If captured, he is tried, found guilty, and quickly hanged. The townsfolk celebrate the characters as heroes, offering them free room and board any time they stop in Sagebrush.

Due to the nature of the Shadow Stalkers campaign, the heroes may choose not to divulge the true nature of the displacer beast or Solomon's true agenda. If any townsfolk see the body of the displacer beast, they believe it is a normal cat. Later on, the Order of the Crimson Dawn is likely to dispatch some agents to look into this incident and discover how the plan went awry.

APPENDIX: GM CHARACTER STATISTICS

The following GM characters are important to the storyline of this adventure. Brief descriptions and biographies are presented here, along with the information that can be gleaned from each person through questioning. Their statistics are collected here for ease of reference.

Benjamin Parsons (CR 5)

As the preacher at Sagebrush's nondenominational church, Benjamin Parsons is suspicious about both the new church in town and the killings. He was one of the first to observe that two of the deaths were directly related to the office of mayor in the city. He suspects that a human is behind the killings, and that his counterpart at the Fellowship of the Common Path church is a fraud, but so far he has not connected Solomon to the murders.

Benjamin Parsons is a silver-haired man of mild demeanor. He grew up in New York and came out west when he was twenty years of age to spread his religion into the developing region.

Benjamin Parsons (Tough Ordinary 3/Charismatic Ordinary 3): CR 5; Medium-size human; HD 3d10+6 plus 3d6+6; hp 38; Mas 15; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +4; Atk +4 melee (1d3+1 nonlethal, unarmed strike) or +4 ranged (2d6, double Derringer); Full Atk +4 melee (1d3+1 nonlethal, unarmed strike) or +4 ranged (2d4, double Derringer); FS 5 ft. by 5 ft.; Reach 5 ft.; AL church hierarchy; SV Fort +6, Ref +4, Will +1; AP 0; Rep +3; Str 12, Dex 13, Con 15, Int 10, Wis 8, Cha 15.

Occupation: Religious (class skills: Knowledge [theology and philosophy], Listen, Sense Motive).

Skills: Bluff +6, Diplomacy +5, Gather Information +6, Knowledge (current events) +2, Knowledge (popular culture) +2, Knowledge (theology and philosophy) +9, Listen +2, Read/Write English, Sense Motive +2, Speak English.

Feats: Dodge, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency^B.

Possessions: Double Derringer (.32 revolver), 50 rounds of .32 caliber ammunition, various personal possessions.

Cara Owen (CR 1)

The widow of former mayor Jed Owen, Cara has been comforted by Solomon Wolfe in the weeks since her husband's death. If asked, she has nothing but praise for Solomon and his church. She is friendly toward the heroes unless they have committed a hostile act in town, and she is more than willing to help them in any way she can. However, she is not willing to entertain the notion that anyone in town might be responsible for the killings.

Cara was a rancher when she was younger, but she retired to her rather large residence when her husband became mayor. Since then, she has kept busy with various community activities. Several years ago, she had a financial dispute with Trent Barton, and she has held a grudge against the man ever since. If asked who might have shady dealings, she points to the banker, claiming that he is deceptive and manipulative.

Cara Owen (Fast Ordinary 1/Charismatic Ordinary 1): CR 1; Medium-size human; HD 1d8 plus 1d6; hp 7; Mas 10; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed strike) or +2 ranged (2d6, 12-gauge shotgun); Full Atk -1 melee (1d3-1, unarmed strike) or +2 ranged (2d6, 12-gauge shotgun); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Solomon Wolfe; SV Fort +1, Ref +4, Will +1; AP 0; Rep +4; Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 15.

Occupation: Entrepreneur (class skills: Diplomacy, Knowledge [business]).

Skills: Craft (mechanical) +5, Diplomacy +7, Hide +6, Knowledge (business) +8, Knowledge (current events) +7, Knowledge (popular culture) +5, Profession +5, Read/Write English, Sense Motive +2, Speak English.

Feats: Educated (Knowledge [business], Knowledge [current events]), Personal Firearms Proficiency, Simple Weapons Proficiency^B.

Possessions: 12-gauge shotgun, 10 rounds of 12-gauge buckshot, various personal possessions.

8 Foster Cote (CR 1)

Foster Cote owns and manages the Empty Mug, the town's only saloon. He has heard every rumor that the other citizens have, but he chooses to keep his mouth shut about the deaths. He suspects that a person is responsible for the crimes, and he thinks Solomon Wolfe has his own agenda, but he has not connected Wolfe with the murders and is unwilling to discuss his suspicions with outsiders.

Foster is approximately forty years old. He has a receding hairline, a weak chin, and a fidgety demeanor. When he was younger, he made his living as a horse thief, but he managed to escape his past associations when he came to Sagebrush. Those few town-folk who suspect that a local person might be involved in the murders list Foster as one of the suspects, simply because his fidgeting tends to make folks believe he is untrustworthy.

Foster Cote (Fast Ordinary 1/Tough Ordinary 1): CR 1; Medium-size human; HD 1d8+2 plus 1d10+2; hp 14; Mas 14; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 class); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, knife) or +2 ranged (2d6, Colt Peacemaker); Full Atk +2 melee (1d6+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19-20, knife) or +2 ranged (2d6, Colt Peacemaker); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Sagebrush; SV Fort +3, Ref +3, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Criminal (class skills: Knowledge [streetwise], Sleight of Hand).

Skills: Hide +6, Knowledge [streetwise] +4, Move Silently +6, Profession +3, Read/Write English, Sleight of Hand +7, Speak English.

Feats: Brawl, Personal Firearms Proficiency^B, Point Blank Shot, Simple Weapons Proficiency^B.

Possessions: Colt Peacemaker (.45 revolver), 50 rounds .45 caliber ammunition, various personal possessions.

Glen McCray (CR 5)

Glen McCray watches over this town in his capacity as local marshal. Normally, Sagebrush is very quiet, except for the occasional scuffle with horse or cattle thieves. Lately,

however, the people of Sagebrush have been pressuring McCray to take more decisive action to find the creature responsible for the recent slayings. He mounted a hunting expedition two weeks ago, but he found no trace of the beast. Since then, he has spent his time searching for clues to the nature of the beast that committed these killings, but his efforts have been frustrated.

Glen McCray is a man of medium build with curly brown hair and a mustache. He welcomes any aid in solving these crimes, and he is willing to deputize the heroes within city limits for the duration of the investigation.

Glen McCray (Tough Ordinary 3/Dedicated Ordinary 3): CR 5; Medium-size human; HD 3d10+9 plus 3d6+9; hp 44; Mas 19; Init -1; Spd 30 ft.; Defense 13, touch 13, flat-footed 13 (-1 Dex, +4 class); BAB +4; Grap +5; Atk +6 melee (1d6+1 nonlethal, unarmed strike) or +3 ranged (2d6, Colt Peacemaker); Full Atk +6 melee (1d6+1 nonlethal, unarmed strike) or +3 ranged (2d6, Colt Peacemaker); FS 5 ft. by 5 ft.; Reach 5 ft.; AL US government; SV Fort +7, Ref +1, Will +5; AP 0; Rep +2; Str 13, Dex 8, Con 16, Int 10, Wis 14, Cha 12.

Occupation: Investigative (class skills: Gather Information, Research).

Skills: Gather Information +5, Intimidate +5, Knowledge (streetwise) +7, Listen +5, Profession +4, Read/Write English, Research +4, Search +2, Sense Motive +7, Speak English, Spot +5.

Feats: Alertness, Brawl, Improved Damage Threshold, Personal Firearms Proficiency^B, Point Blank Shot, Simple Weapons Proficiency^B.

Possessions: Colt Peacemaker (.45 revolver), 50 rounds of .45 caliber ammunition, various gear and personal possessions.

Jed Owen (Deceased)

Jed Owen was the mayor of Sagebrush before the displacer beast slew him. A tough but fair man, he was genuinely interested in the welfare of the town-folk. His death was a blow to the community that will be felt for many years. His body was laid to rest in the nearby cemetery, but shortly thereafter, Solomon exhumed it and converted him into a zombie. Now he roams the land at night in search of prey.

Jed Owen: hp 16; see encounter A4 for statistics.

Lloyd Holman (CR 1)

As keeper of the stables in Sagebrush, Lloyd Holman sees most people who enter and leave the town. He has noticed that a few outsiders have visited the Fellowship of the Common Path Church, but so far he has not suspected Solomon Wolfe of complicity in the murders. He has bought into the notion that these slayings are some sort of divine punishment, and he supports Solomon Wolfe's bid to become mayor because he believes that the church leader will be able to protect the town from the creature that has been preying upon its people.

Lloyd Holman is an old man with long gray hair and a beard. He has rheumy blue eyes and an expression that suggests he is daydreaming when he is in fact fully alert to his surroundings.

Lloyd Holman (Strong Ordinary 1/Fast Ordinary 1): CR 1; Medium-size human; HD 1d8+1 plus 1d8+1; hp 11; Mas 12; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4



class); BAB +1; Grap +3; Atk +3 melee (1d4+2, unarmed strike) or +3 ranged (2d6, 12-gauge shotgun); Full Atk +3 melee (1d4+2, unarmed strike) or +3 ranged (2d6, 12-gauge shotgun); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Sagebrush; SV Fort +2, Ref +3, Will -1; AP 0; Rep +0; Str 15, Dex 14, Con 12, Int 13, Wis 8, Cha 10.

Occupation: Rural (class skills: Handle Animal, Ride).

Skills: Balance +6, Handle Animal +6, Knowledge (current events) +3, Knowledge (streetwise) +3, Profession +3, Read/Write English, Ride +7, Speak English.

Feats: Combat Martial Arts, Personal Firearms Proficiency^B, Point Blank Shot, Simple Weapons Proficiency^B.

Possessions: 12-gauge shotgun, 10 rounds of 12-gauge buckshot, various gear and personal possessions.

Solomon Wolfe (CR 8)

Solomon Wolfe runs the Fellowship of the Common Path Church. A man in his early forties, he has nicely trimmed black hair and no beard or mustache. He dresses in the boots and chaps common to the western frontier, although all his clothing is black, and he wears a priest's collar.

Solomon is fully committed to the Order of the Crimson Dawn and its cause. By seizing power in this town, he hopes to spread his influence beyond its borders and establish cells of his "religious" organization throughout the west. That way, when the cult chooses to expand in this direction, he will have a proper welcome and many willing followers all ready for his superiors. A manipulative and cunning man, Solomon keeps the true nature of his church secret from the other members of the community, and even from the followers he has thus far managed to attract.

If questioned about the killings, Solomon seeks to play upon the positive reputation he has built in town, and he does not try to implicate any of the townsfolk in the slayings. Instead, he sticks to his story that the killings are the work of a beast sent by God to cleanse the town of the impure.

Solomon Wolfe: hp 36; use the statistics for the Order of the Crimson Dawn Occultist given on page 65 of the *d20 Past* supplement.

Trent Barton (CR 1)

Trent Barton runs Sagebrush's bank. Since he personally handles most of the town's money, he has noticed several wire transfers of sizable sums from somewhere on the east coast to Solomon Wolfe's bank account. He suspects that the preacher and would-be politician is more than he appears and has a hunch that he is somehow guilty of the killings. He generally keeps his observations to himself, though he will share them with the marshal or the heroes if asked whether he thinks someone in town might be responsible for the killings.

As with most people in the banking industry during this period, Trent always makes sure that he comes out ahead in his financial dealings, sometimes by imposing higher than usual interest rates, and sometimes by including costly hidden clauses in his loan agreements. Such practices have earned him the general distrust of the townsfolk, and many people suspect him of complicity in any unfortunate occurrences.

Trent Barton (Smart Ordinary 1/Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d6 plus 1d6; hp 7; Mas 10; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1

class); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed strike) or +1 ranged (2d6, Colt Peacemaker); Full Atk -1 melee (1d3-1 nonlethal, unarmed strike) or +1 ranged (2d6, Colt Peacemaker); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Sagebrush; SV Fort +1, Ref +1, Will +4; AP 0; Rep +2; Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 12.

Occupation: White collar (class skills: Diplomacy, Knowledge [business]).

Skills: Craft (writing) +6, Diplomacy +6, Knowledge (business) +8, Knowledge (civics) +7, Knowledge (current events) +6, Knowledge (history) +6, Knowledge (popular culture) +6, Profession +6, Read/Write English, Read/Write Spanish, Research +6, Search +6, Sense Motive +7, Speak English, Speak Spanish.

Feats: Educated (Knowledge [business]), Knowledge [civics], Personal Firearms Proficiency, Simple Weapons Proficiency^B.

Possessions: Colt Peacemaker (.45 revolver), 50 rounds .45 caliber ammunition, various gear and personal possessions.

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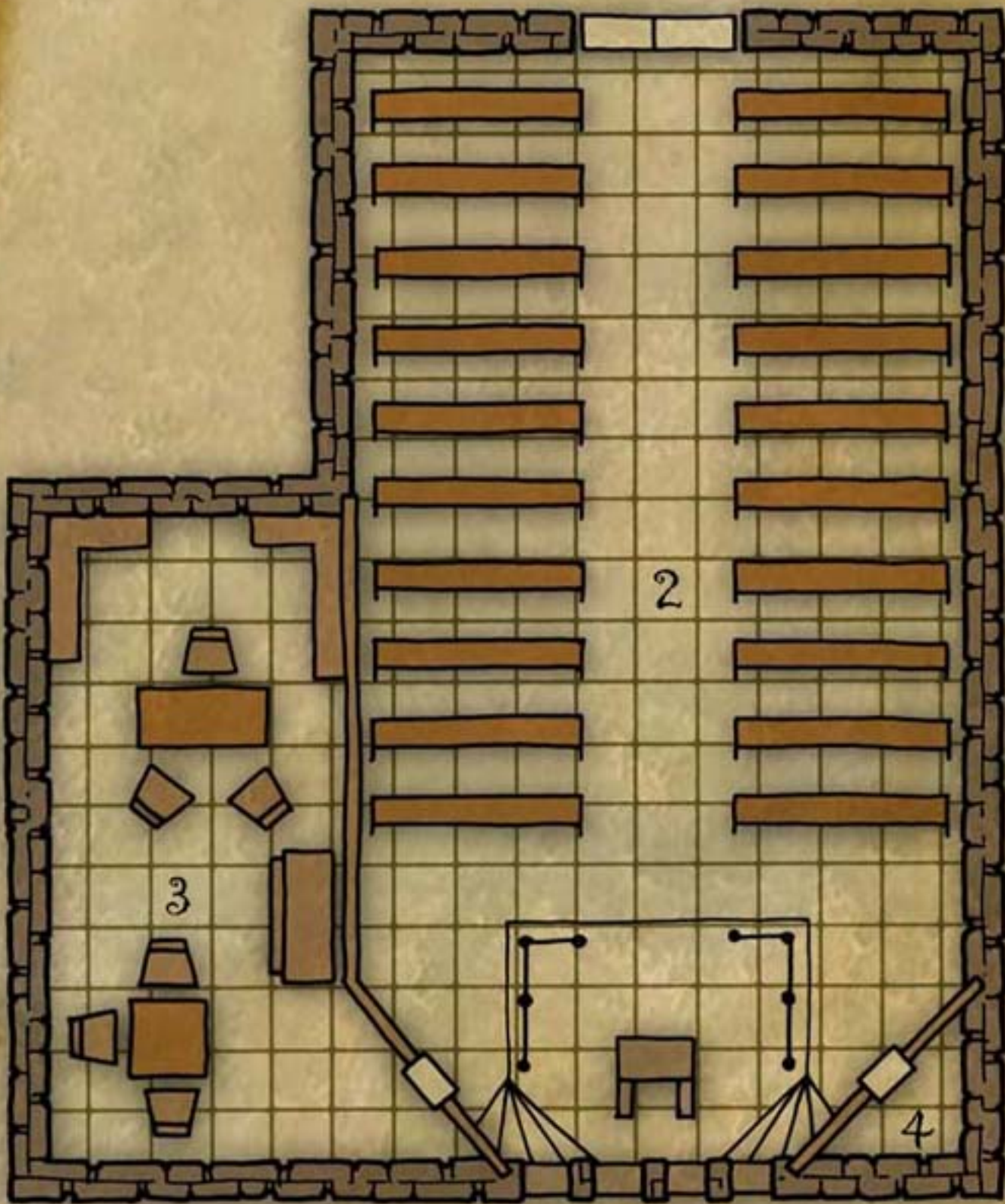
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