



#6

TEMPLE OF THE SAVANT

BY CHRIS DAVIS

ADVENTURE OVERVIEW

BACKGROUND

One of the most malevolent forces on the Twisted Earth is the Savant, a group of powerful psionicists whose lineage dates back to before the Fall. Once the prisoners and human guinea pigs of the Ancients, they now seek to build a new world order with themselves at the top and all others as their slaves.

From time to time, the Savant is known to conduct crusades into regions beyond their empire. Sometimes these crusades aim to eradicate the remnants of the Ancients; other times they are undertaken simply to expand their territorial control. *Temple of the Savant* is a Darwin's World adventure that takes place during one of these Savant crusades.

Levels: This adventure is best suited for 4-6 characters of 8-9th level. The ideal adventuring party should have healing capabilities and some members with respectable Will saves.



HISTORY

Nearly two years ago, Savant Kraken was sent on a pilgrimage into an uncontrolled region. (The precise area and the goals of this crusade should be determined by the GM.) While exploring the region for a suitable location at which to establish a base of operations, Kraken discovered a well-hidden community of Terminals. Using both his neural abilities and raw intimidation, Kraken exerted his will upon the community, convincing them that he was a god come to deliver them from human (non-Terminal) persecution.

He used the next year to fortify this base. First, he ordered the Terminals to construct an earthen temple in his honor over a pre-Fall installation. He then instructed them to build a defensive wall around the community with only two secret tunnel entrances. As time went on, Kraken was surprised to discover that one of the Terminals was in fact a Telepath. While construction was underway, Kraken tutored the gifted Terminal, helping him develop his neural powers and eventually anointing him high priest to rule over the community (on Kraken's behalf). Although a Telepath similar to the Savant, the Terminal leader

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(who calls himself “Beastspeaker”) developed a mastery of animals and mutant beasts rather than humanoids. Once the construction of the temple and other fortifications was complete, Kraken instructed Beastspeaker to fill his temple with an array of mutant monsters to further protect his lair.

With his base complete and properly protected, Kraken is ready to begin his conquest of the region in the name of the Savant Empire.

ADVENTURE SYNOPSIS

Temple of the Savant details the base of operations of the Savant Kraken, and is designed to be a post-apocalyptic dungeon crawl. Regardless of the adventure hooks chosen by the GM, the players will ultimately seek out the Temple to put a stop to the Savant’s goals of domination. Once they reach the base, players must get past the Terminal worshipers, explore the temple, defeat the mutant beast guardians, and then confront Kraken in his personal quarters.

ADVENTURE HOOKS

All that the GM needs to do to involve the players in this adventure is give them a reason to venture to the temple. Following are a few adventure hooks that GMs can use to provoke the players into confronting the Savant crusader.

TROUBLE AT THE CARTEL HOUSE

The leader of the local Cartel trade house (or another trading group) is suspicious of one of his traders. He recently sent the trader to find a rumored community of primitives (the Terminals) in the hopes of establishing a trade relationship with them. The trader returned, reporting that the community was full of degenerate Terminals and wasn’t worth the effort. Then the trader started acting suspiciously—several times the trademaster spotted him sneaking out of his office. Eventually several of his guards began to

exhibit similarly suspicious behavior. Frustrated with the situation, the trademaster has decided to contact the players to see what they think and to find out if they know anything about the mysterious community.

In reality, the trader is under the mental control of a Savant, who he encountered when he arrived at the Terminal community. Several trade house guards have similarly fallen under the Savant’s mental domination. The Savant’s plan is to use the trader to seize control of this Cartel house, solidifying Savant power in the region.

VAULT DWELLERS

In the area where the players reside, a series of functioning vaults has been discovered. Vault dwellers are emerging after hundreds of years of isolation. The players have made new friends of the vault dwellers (or are vault dwellers themselves).

Harboring a deep resentment for the Ancients, the Savant has directed Kraken to terminate the vault dwellers and steal any technology they possess. An increasing number of vault dwellers are being gruesomely murdered by mutant animals (sent by Beastspeaker). The players eventually witness an attack by a prox beast on a group of vault dwellers and intervene. After defeating the beast, they track it back to the Terminal community and the Savant temple.

SAVANT HUNTERS

A group of wasteland heroes has taken it upon themselves to stop the advance of the Savant Empire. They have uncovered details of the Savant plan to infiltrate the region. Eventually, they discover the Savant base of operations at the Terminal community, but are badly beaten by the Terminals protecting the Temple. Only one of the heroes escapes, badly wounded, and makes his way to the players’ location. With the last of his energy, he pleads with the players to accomplish what he and his fellow comrades could not: infiltrate the temple and stop the Savant!

PRELUDE ADVENTURE

Giving players a reason to seek out the temple could be an adventure in itself. GMs may want to develop a prelude adventure that provides a strong motivation to stop the Savant.

If the players are heroes (or villains) of some repute in the area, the Savant will no doubt want to undermine or eliminate them. Standard Savant tactics include dominating friends or allies and turning them against each other. Once the players uncover the Savant conspiracy, they will be very motivated to find Kraken’s base and put an end to his plans.

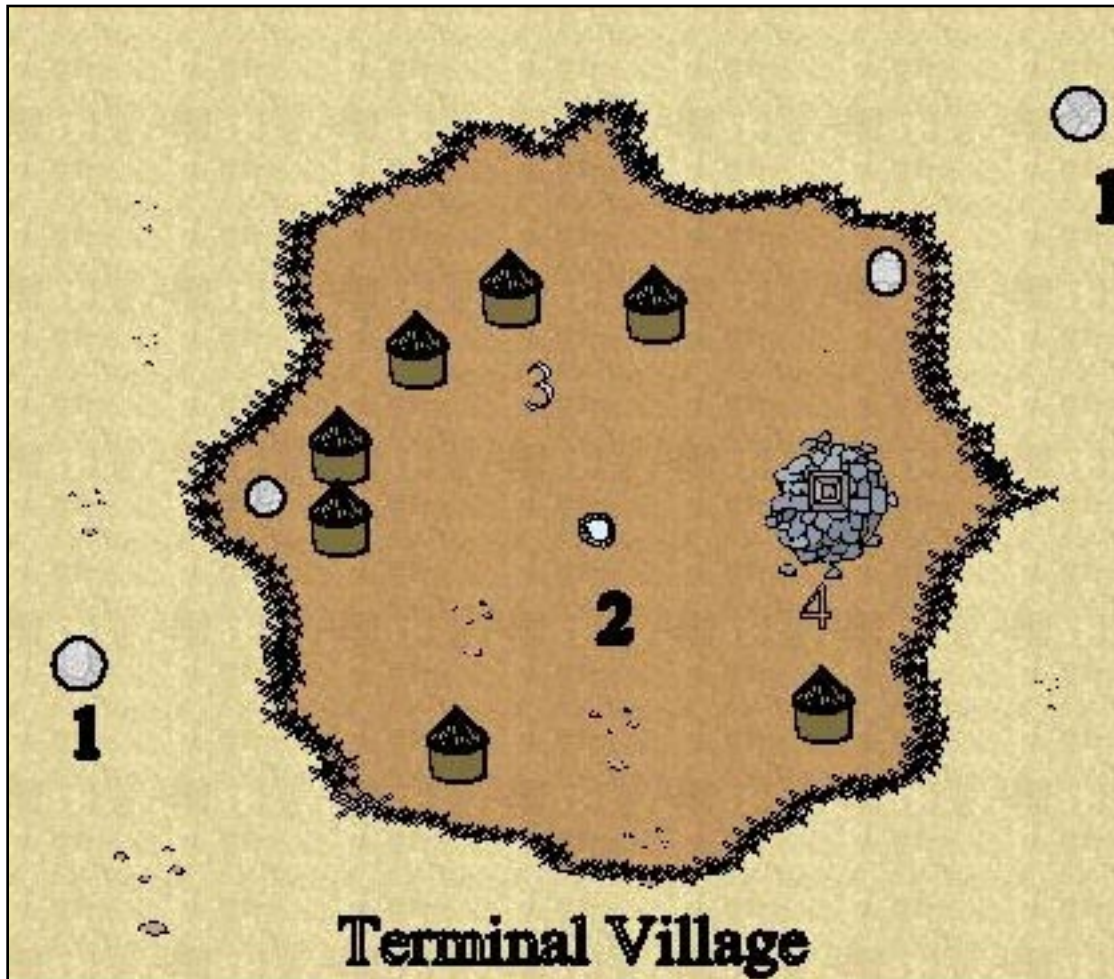
TERMINAL VILLAGE

Before the coming of the Savant, the Terminal community consisted of no more than a functional well (built by a previous community) and a number of poorly-constructed huts. The community has managed to survive by feeding on bugs and drinking the well water. Once Kraken assumed command, he promptly organized several construction projects to fortify the community and support the religious pretext for his rule. The first project was the earthen temple, built atop the remains of a pre-Fall building. The second project was a wall consisting of rocks and scarp material, with two hidden entrance tunnels running beneath it.

COMMUNITY FEATURES

THE WALL

The wall is constructed of rocks, scarp metal and other scavenged materials. It stands rough 5-7 feet tall and is designed to prohibit climbing. While the interior of the wall consists mostly of rock and other filler material, the exterior is covered with specially sharpened stones that make climbing a dangerous proposition. Any character attempting to Climb (DC



the tripwire falls victim to a spike trap (built over the first 5 feet of the tunnel) and triggers a crude but effective security system—a string that is connected to metal cans in the village begins to rattle, alerting the Terminals.

Spike Trap: CR 2; +10 melee (2d6); Search (DC 20); Disable Device (DC 20).

2. COMMUNITY WELL

This primitive well was constructed by an unknown previous community. The well water is actually polluted—the pollutants initially contributed to the Terminals' health problems and deformities, but the Terminals have since developed immunities to the chemicals.

Polluted Water: DC 13; 1 Con/1d4 Con + 1 Wis.

3. HUTS

The Terminal huts are dirty and furnished only with haphazard bedding materials; most contain crudely crafted religious items (figures, sketches, etc.) that depict the community's new-found god. A character who examines the items and makes a Knowledge (Twisted Earth) check (DC 30) notices a resemblance to typical Savant attire.

4. TEMPLE

See below.

DEFENDING THE VILLAGE

While there are many guardian creatures inside the temple, the defense of the village itself is left to the outside residents; under no circumstance will the beasts and NPCs inside the temple leave to help the defenders outside. The outside community consists of 12 Terminals and 2 gronts (ridden by 2 champions).

It is difficult for a party to sneak into the temple without confronting the outside defenses. There are at least 5 Terminals on watch at any given time, and

10) over the wall must also make a Balance check (DC 15) or take 1d6 damage. A failed Balance check means the character must attempt the Climb and Balance checks again.

Even if the character makes it over the wall, he will almost certainly be spotted by Terminal watchmen unless he takes care to move stealthily. Note that characters climbing are considered to be at full speed and thus suffer a -5 penalty to their Hide checks.

1. ENTRANCE TUNNELS

If the characters choose not to climb the wall, the only other way into the village is via the two entrance tunnels. The tunnels are not large, and require a medium-sized creature to crawl. The outside tunnel entrances are hidden and require a Search check (DC 20) to uncover. A tripwire has been installed across the entrance of each tunnel. Anyone who runs into

the primitive security alarm in the tunnels will alert them to the presence of careless intruders. Should the Terminals become aware of the players' approach, they quickly organize themselves for defense. In all likelihood, the party will need to put down the entire Terminal community before they can continue into the temple. The Terminals are not willing to negotiate and will fight to the death to defend their god.

Tactics: Terminals begin combat by throwing their javelins and then move closer to attack with their spears, hoping to overwhelm their opponents. The Terminal champions fight from their gront mounts, using their mounts' Trample ability whenever possible. Remember that each champion has the Mounted Combat feat and thus can make one Ride check per round to negate a hit on his mount.

Terminals (12): CR 1/2; Medium-size Humanoid; HD 2d8+3; HP 12; Mas 11; Init -1; Spd 30 ft; Defense 9, touch 9, flatfooted 9 (-1 Dex); BAB +1; Grap +3; Atk +3 melee (1d6+2, shortspear), or +0 ranged (1d6, javelin); Full Atk +3 melee (1d6+2, shortspear), or +0 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy; AL none; SV Fort +3, Ref -1, Will +2; AP 0; Rep +0; Str 14, Dex 9, Con 11, Int 8, Wis 11, Cha 6.

Skills: Hide +2, Listen +3, Spot +2, Survival +4.

Feats: Forsaken, Iron Will, Power Attack, Simple Weapons Proficiency, Toughness.

Possessions: Shortspear, javelin.

Terminal Champions (Strong Hero 3) (2): CR 3; Medium-size Humanoid; HD 5d8+10; HP 33; Mas 14; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 Dex, +2 class); BAB +4; Grap +8; Atk +9 melee (1d6+6, shortspear), or +4 ranged (1d6, javelin); Full Atk +9 melee (1d6+6, shortspear), or +4 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span,

homicidal frenzy; AL none; SV Fort +7, Ref +1, Will +4; AP 2; Rep +0; Str 18, Dex 11, Con 14, Int 8, Wis 13, Cha 4.

Skills: Hide +4, Listen +4, Ride +4, Spot +4, Survival +5.

Feats: Forsaken, Iron Will, Mounted Combat, Power Attack, Simple Weapons Proficiency, Toughness, Trample.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Possessions: Shortspear, javelin.

Gronts (2): CR 4 Large Beast; HD 4d10+28; HP 50; Mas 25; Init +4; Spd 30 ft; Defense 16, touch 9, flatfooted 16 (-1 size, +7 natural); BAB +4; Grap +15; Atk +10 melee (1d8+10, bite); Full Atk +10 melee (1d8+10, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ padded feat; AL None; SV Fort +11, Ref +4, Will +1; AP 0; Rep +0; Str 25, Dex 11, Con 25, Int 2, Wis 10, Cha 2.

Skills: Balance +10, Climb +9, Jump +10, Move Silently +10, Spot +2.

Feats: Improved Initiative, Iron Will.

THE TEMPLE

The earthen temple serves as a secondary line of defense for Kraken, who seldom needs to venture outside it. His psionic powers allow him to command his realm from inside the temple's protective barriers, and his worshipers' offerings of food and (clean) water sustain him. Kraken himself resides in the ancient building below the temple; his pupil Beastspeaker dwells in the temple chamber along with his pets.

The only way to enter the temple is via an ascending staircase that leads to the main chamber.

THE TEMPLE CHAMBER

The temple chamber is the home of Beastspeaker and his three favorite pets: a two-headed mutant bear, a prox beast, and a snuffle hog (his animal companion). Each of these creatures is kept in a separate alcove in the main chamber. The chamber itself is rather unremarkable. Erratic and crude drawings clutter the walls—offerings of artwork that make little sense to anyone other than the Terminals who scrawled them. Any character who studies the drawings can make a Knowledge (Twisted Earth) check (DC 30) to notice a resemblance to typical Savant attire.

Under an animal pelt is a ladder that descends to the pre-Fall building below. Finding the concealed tunnel requires a Search check (DC 12). At the bottom of the ladder is an empty room with a single locked door that leads to Kraken's personal chamber.

Locked Door: Hardness 5; 10 hp; Break DC 15; Disable Device 20.

THE TEMPLE CHAMBER ENCOUNTER

Beastspeaker is less concerned with tactics than he is with presentation and respect. When the players enter the chamber, Beastspeaker tries to parley with them, attempting to convince the players to pay respect to the power of his god. If circumstances allow it, Beastspeaker sends each of his pets to engage the players one at a time—he is testing the players, permitting them to prove themselves through combat. If the players submit and act accordingly, they will benefit from Beastspeaker's misguided attempt to prove the power of his beliefs by not having to defeat all the creatures at one time. If at any time the players attack Beastspeaker (or a creature not sent to attack), he foregoes his plan of ritualistic confrontation and attacks with all his minions. Beastspeaker speaks Unislang; if the players cannot understand Unislang, they'll have to figure out Beastspeaker's motives via non-verbal communication.

As you enter the temple chamber, you are greeted by a feral looking Terminal dressed in furs and armed with a bone club. The chamber is surrounded by three alcoves, each one of which contains a mutated beast. The creature in the left alcove resembles a great bear, but it sprouts two heads instead of one. In the right alcove is a disturbing combination of hog, horse, and lamprey. Finally, in the alcove behind the feral Terminal is a repugnant boar with a back covered by porcupine quills.

Although the Terminal gives you an intimidating stare, he does not attack, but rather speaks:

“Bow before the Beastspeaker, high priest of the Terminal God. Heretics will suffer the wrath of the Beastspeaker.”

With that, the two-headed bear shambles from its alcove and roars in your direction.

“Bow and praise, or face the bear of penance!”

After giving the players a few moments to submit, he sends the mutant bear to attack them. Beastspeaker simply watches as the combat plays out; a Sense Motive check (DC 12) reveals that he has no intention of intervening. However, if the players attack Beastspeaker or one of the other creatures, they all engage.

Two-headed Mutant Bear: CR 5; Large Animal; HD 6d8+24; HP 51; Mas 19; Init +1; Spd 40 ft; Defense 15, touch 10, flatfooted 14 (-1 size, +1 Dex, +5 natural); BAB +4; Grap +16; Atk +11 melee (1d8+8, claw); Atk +11 melee (1d8+8, 2 claws), +6 melee (2d8+4, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ fast healing 5, blood lust, improved grab, two heads, scent; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Climb 18+, Listen +6, Spot +6.

Feats: None.

The feral Terminal gives your group a subtle look of respect and then speaks again.

“I thank you for proving that beast’s unworthiness. I assure you the prox will make you realize the errors of your ways.”

He motions to the right alcove, and the beast inside emerges with a deafening roar:

Prox Beast: CR 5; Large Mutant Beast; HD 5d10+20; HP 48; Mas 18; Init +1; Spd 30 ft; Defense 13, touch 10, flatfooted 12 (-1 size, +1 Dex, +3 natural); BAB +5; Grap +13; Atk +8 melee (1d8+4, bite); Atk +8 melee (1d8+4, bite), +8 melee (1d4+2, 2 hooves); FS 10 ft by 10 ft; Reach 10 ft; SQ aware, blindsight, improved grab, swallow whole; AL none; SV Fort +8, Ref +6, Will -1; AP 0; Rep +0; Str 19, Dex 12, Con 18, Int 3, Wis 8, Cha 10.

Skills: Listen +4, Spot +2.

Feats: Multiattack.

With the defeat of the second beast, the Beastspeaker turns to the alcove behind him.

“Come, my loyal companion. Let us put our faith to test and destroy these heretics!”

The feral Terminal lets out a frenzied scream, and the boar creature’s quills stand straight. The duo lets the savagery build up for a moment, then lunges towards your party.

Snuffle Hog: CR 5; Medium-size Mutant Beast; HD 5d10+20; HP 48; Mas 18; Init +2; Spd 40 ft; Defense 22, touch 12, flatfooted 20 (+2 Dex, +10 natural); BAB +5; Grap +9; Atk +10 melee (1d6+6, gore); Full Atk +10 melee (1d6+6, gore); FS 5 ft by 5 ft; Reach 5 ft; SQ quills, scent, stubborn, link, evasion; AL none; SV Fort +8, Ref +6, Will +1; AP 0; Rep +0; Str 19, Dex 15, Con 18, Int 4, Wis 10, Cha 4.

Skills: Listen +5, Spot +5.

Feats: Improved Bull Rush, Weapon Focus (gore).

Beastspeaker (Terminal Strong Hero 3/Beastlord 4) CR 8; Medium-size humanoid; HD 2d8+6 plus 3d8+6 plus 4d8+8 plus 3; HP 65; Mas 14; Init -1; Spd 25 ft; Defense 16, touch 11, flatfooted 16 (-1 Dex, +4 class, +3 equipment); BAB +7; Grap +11; Atk +11 melee (1d6+6, bone club), or +6 ranged (1d6, javelin); Full Atk +11/+6 melee (1d6+6, bone club), or +6/+1 ranged (1d6, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy; AL savant; SV Fort +11, Ref +1, Will +7; AP 3; Rep +2; Str 18, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Background: Terminal (Hide, Listen, Survival).

Mutations and Defects: Telepathy, Homicidal Frenzy, Short Life Span.

Skills: Climb +5, Diplomacy +8, Handle Animal +12, Listen +3, Ride +3, Spot +4, Survival +8.

Feats: Animal Affinity, Armor Proficiency (light), Armor Proficiency (medium), Cleave, Forsaken, Iron Will, Power Attack, Toughness.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Beastlord): Animal Empathy, Track, Animal Companion (snuffle hog), Fast Climb, Resist Venom, Call Companion.

Possessions: Hide armor, bone club, javelin.

KRAKEN’S CHAMBER

Kraken’s personal chamber is the basement of a pre-Fall building, lightly furnished with a table and bed. Beyond its lone occupant, the only remarkable features are the high-quality pillows and bedding used by Kraken to make his stay more comfortable.

When the players enter the chamber, the Savant is waiting for them. Any characters that make a Knowledge (Twisted Earth) check (DC 15) immediately recognize him as a Savant. Kraken attempts to parley with the players for as long as they are willing—he hopes to intimidate them into backing down. If the players are significantly hurting from their battles with the temple’s defenders, he

might stress that he doubts they have any chance of defeating him. Kraken attempts to identify the weakest minds in the group; if at any point he feels an attack is eminent (using Sense Motive), he attempts to *dominate* the strongest warrior and pit him or her against the rest of the group.

Tactics: Kraken tries to *dominate* as many opponents as possible, turning them against non-*dominated* combatants. Once he has tried this tactic on each member of the group, he uses his Mind Blast and Mind Strike. Only after he has exhausted all his telepathy uses for the day does he use his firearm. Note that Kraken has Improved Dominate, the victims of which do *not* get additional saves when asked to attack their friends.

Savant Kraken (Post-Apocalyptic Hero 3/Psionic 3/Smart Hero 1/Savant 5): CR 12; Medium-size humanoid; HD 3d8+6 plus 3d8+6 plus 1d6+2 plus 5d6+10; HP 74; Mas 14; Init +2; Spd 30 ft; Defense 22, touch 19, flatfooted 20 (+2 Dex, +7 class, +3 equipment); BAB +4; Grap +3; Atk +3 melee (1d6-1, rifle butt), or +6 ranged (2d8+0, M16A2 Assault Rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, increased critical threat; AL savant; SV Fort +6, Ref +6, Will +11; AP 6; Rep +5; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Occupation: Slaver (Gather Information, Intimidate)

Background: Radical (Knowledge [tactics])

Mutations and Defects: Neural Mutation - Telepathy x4, Critical Vulnerability x3

Skills: Bluff +13, Concentration +10, Diplomacy +8, Gather Information +23, Intimidate +17, Knowledge (mutant lore) +10, Knowledge (tactics) +10, Knowledge (technology) +11, Listen +1, Read/Write Language +1 (unislang, ancient, gutter talk), Sense Motive +5, Speak Language +1 (unislang, ancient, gutter talk), Spot +1, Survival +11

Feats: Advanced Technology, Armor Proficiency

(light), Attraction Trigger, Charm Person, Domination, Iron Will, Mental Communication, Mind Blast, Mind Strike, Mind Stun, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Neural Mastery

Talents (Psionic): Neural Specialization

Talents (Smart Hero): Linguist

Talents (Savant): Improved Domination, Neural Specialization, Crushing Will, Telepathy Advancement, Savant Link

Neural Mutations: 14 Telepathy uses per day (+6 Cha, +8 mutation); +10 DC modifier (+3 Cha, +4 specialization, +3 advancement).

Possessions: Undercover vest, rifle butt, M16A2 Assault Rifle, Ready-syringe (Stimshot A).

NEW CLASS

BEASTLORD

(from *Darwin's World Conversions: Modern Arcana*)
The Twisted Earth is filled with both mutated humans and beasts. The beastlord is the link between the two. Beastlords have a telepathic link with the mutant animals and monsters of the wastelands. He can

command and bend them to his will. When encounter in the wasteland, he is often accompanied with animal or beast companions.

The best path into this advanced class is from a combination of Strong and Tough hero basic classes, although progression to this class through other paths is possible. The Beastlord is derived from the Wildlord.

REQUIREMENTS

To qualify to become a Beastlord, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Handle Animal 6 ranks, Survival 6 ranks.

Mutation: Telepathy

CLASS INFORMATION

The following information pertains to the Beastlord advanced class.

Hit Die: 1d8.

Action Points: Beastlords gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills: The Beastlord's class skills are as follows: Climb (Str), Concentration (Con), Drive (Dex), Diplomacy (Cha), Handle Animal (Cha), Hide

TABLE 1: THE BEASTLORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Animal empathy	+1	+1
2nd	+1	+3	+0	+3	Track, animal companion	+1	+1
3rd	+2	+3	+1	+3	Bonus feat, fast climb	+2	+1
4th	+3	+4	+1	+4	Resist venom, call companion	+2	+2
5th	+3	+4	+1	+4	Skill mastery	+3	+2
6th	+4	+5	+2	+5	Bonus feat	+3	+2
7th	+5	+5	+2	+5	Expert in your field	+4	+3
8th	+6	+6	+2	+6	Command/rebuke animals	+4	+3
9th	+6	+6	+3	+6	Bonus feat	+5	+3
10th	+7	+7	+3	+7	Command/rebuke mutant beasts	+5	+4

(Dex), Knowledge (Behavioral sciences, earth and life sciences, physical sciences), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

CLASS FEATURES

The following features pertain to the Beastlord advanced class.

Animal Empathy: At 1st level, the Beastlord gains the ability to use her Handle Animal skill to improve the attitude of an animal or magical beast. The interaction is treated as a Diplomacy skill check, with Handle Animal used instead of Diplomacy. The Beastlord needs to be within 30 feet of the creature to use this ability.

Most domestic animals have a starting attitude of indifferent, while most wild animals are unfriendly. (Exceptions exist: trained guard dogs may have an initial reaction of hostile to strangers.)

The Beastlord may also seek to influence mutant beasts (including those she has never encountered before) at a -4 penalty. Animal empathy does not function on vermin.

Track: At 2nd level, the Beastlord gains Track as a bonus feat, if she does not already have it.

Animal Companion: At 2nd level, the Beastlord may spend an action point to transform an encountered animal into an animal companion. This requires a full-round action. The animal must already be friendly in attitude toward the Beastlord. This animal accompanies the Beastlord on her adventures as is appropriate to its species. The Beastlord may have a single animal companion at a time.

Choose an animal from the following list: Ape, bear, big cat, boar, crocodile, deinonychus, dog (medium), donkey, eagle, elephant, herd animal (such as cow, camel, or bison), horse, lizard, monkey, octopus,

porpoise, snake (constrictor, viper), squid, tiger, or wolf. The animal cannot have more Hit Dice than the Beastlord has character levels.

The animal chosen remains an animal, but may gain additional abilities according to the level of the Beastlord (see Animal Companions, below). The player running a Beastlord should consider the fact that certain animals may create problems in urban areas.

The Beastlord may release the animal back to the wild, regaining the action point initially spent in the process. The Beastlord does not regain the action point if the creature dies. In either case, the Beastlord must wait at least 24 hours before attempting to gain another animal companion.

Bonus Feats: At 3rd, 6th, and 9th level, the Beastlord obtains a bonus feat. The bonus feat must be selected from the following list, and the Beastlord must meet all of the prerequisites for the feat to select it.

Animal Affinity, Athletic, Dodge, Endurance, Focused, Personal Firearms Proficiency, Renown, Stealthy.

Fast Climb: At 3rd level, the Beastlord becomes an expert at climbing. A successful Climb check allows her to move her full speed rather than at half speed when climbing.

Resist Venom: At 4th level, the Beastlord gains +4 resistance bonus on saving throws against natural poisons.

Call Companion: At 4th level, the Beastlord gains the supernatural ability to call her animal companion to her. The animal companion must be in the area (within a mile of the Beastlord's location), and will arrive within 10d6 minutes. Situations which the Beastlord and animal companion are clearly separated the animal will express consternation and distress but will not be able to respond.

Skill Mastery: At 5th level, the Beastlord designates one skill from her Beastlord class skill list.

When making a check with this skill, the Beastlord may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so certain in the use of this skill that she can use it reliably even under adverse conditions.

Expert in Your Field: At 7th level, the Beastlord is considered to be a master of nature lore, animals, and plants. The Beastlord gains a circumstance bonus equal to her Reputation bonus when making skill checks that are directly involved with her knowledge of the natural world. Such skills would include applicable Knowledge skills, as well as such social skills as Intimidate and Bluff when animals are involved.

Command/Rebuke Animals: At 8th level, the Beastlord may spend an action point to turn, command, or rebuke animals. This functions in the same manner as the ability to turn undead for the Acolyte (see D20 Modern RPG).

Command/Rebuke Mutant Beasts: At 10th level, the Beastlord may spend an action point to turn, command, or rebuke mutant beasts. This functions in the same manner as the ability to turn, command, or rebuke undead for the Acolyte (see D20 Modern RPG).

ANIMAL COMPANIONS

As the Beastlord grows in power and ability, so too does the power of her animal companion.

Class Level: The level of the Beastlord.

Bonus HD: These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is equal to a Beastlord whose level equals the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The animal companion doesn't gain any extra skill points or feats for bonus HD.

Natural Armor: The number listed here is an improvement to the animal companion's natural armor rating.

Str/Dex Adj.: Add this figure to the animal companion's Strength and Dexterity scores.

Link (Ex): The Beastlord gains a +4 circumstance bonus on Animal Empathy and Handle Animal checks made regarding the animal companion.

Evasion (Ex): If the animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): The animal companion's devotion to its master is so complete; it gains a +4 morale bonus on all Will saves against telepathic powers and effects.

Multiattack (Ex): The animal companion gains the Multiattack feat, if it has 3 or more natural attacks. If it does not have the requisite 3 or more natural attacks, the animal companion instead gains a second attack with its primary natural attack, albeit at a -5 to the base attack bonus.

Improved Evasion (Ex): If the animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Class Level	Bonus HD	Natural Armor	Str/DexAdj.	Special
2-3	+0	0	+0	Link
4-5	+2	2	+1	Evasion
6	+4	4	+2	Devotion
7	+6	6	+3	Multiattack
8	+8	8	+4	
9	+10	10	+5	Improved evasion
10	+12	12	+6	



DARWIN'S WORLD CONVERSIONS: MODERN ARCANA

In an effort to provide gaming groups with additional post apocalyptic class options, we have converted magical classes from the Modern Arcana SRD. While there is no magic in the Twisted Earth setting of Darwin's World, there is certainly an element of the supernatural in regards to the wide variety of mutant and psionic abilities, and thus a conversion is often possible (and can result in an interesting version of a pre-existing magic based class). Not all the classes are appropriate for a Twisted Earth campaign, but all are useable in some variant of a post apocalyptic world.

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