

Viva Las Vegas

Introduction

This adventure is the fifth chapter to an ongoing campaign in the Darwin's World setting. This adventure is designed for mid-level characters. It begins where Chapter 4 – Airships, Trains, and Automobiles left off. En route to get a spare part for a failing power plant, our heroes have survived a dangerous pirate attack on their airship, and have taken a novelty tourist train into the outskirts of Vegas. Their host at the Steel Horse Inn, Kip McRedy, has sent a message via courier to Brother Thaddeus of the Brotherhood of Radiation. Hopefully soon, Wrench's contact in the Brotherhood will come through with the spare part.

Synopsis

Brother Thaddeus comes to see the party at the Steel Horse. He has an unusual request. It seems the Brotherhood doesn't wish to give away such a rare and valuable component as the one needed by the party. However, the group has little to offer in trade, as Thaddeus expected. One item greatly in demand by the Brotherhood is available in Vegas, but is unfortunately under the control of another group. The Brotherhood has attempted to equitably trade for this item, but its current owners are adamant that they will not give it up. The Brotherhood rules out any direct action on their part to take the prize. If the prize happens to be made available for trade by the party, however, the Brotherhood would swap the required part for it.

Hooks

This adventure could be played in a stand-alone fashion, without the "Hamilton connection". To do so, modify the story so that the party is hired by the Brotherhood for freelance job to retrieve the prize, and receiving some other form of treasure as compensation.

Beginning the Adventure

The party has had about a day since their last adventure to heal, rest, and re-supply. They are at the Steel Horse, and are generally just relaxing. A hunchbacked individual in a purple monk's robe comes into the common room of the saloon, and asks to talk to Wrench and the party.

The monk's figure stays hidden beneath the folds of his robe. It is well known that The Brotherhood only accepts mutants, but you can't see anything readily different about Brother Thaddeus. He smiles and in a soft-spoken voice begins to speak. "Wrench, my friend. It is nice to finally meet you in person after our many hours conversing on the shortwave. It is a pleasure to meet your friends as well. I hate to be the bearer of bad news, but... The Brotherhood *does* have the part you require, but is not willing to part with it easily. My superiors demand a suitable trade."

The group can discuss and try to come up with something. It is extremely unlikely (at the GM's discretion) that they will have anything the Brotherhood would want. After a little discussion, the monk will continue.

"There is something the elders would definitely be willing to trade for. However, the current owners will not give up the item without a little "convincing". Our Holy Laws do not allow us to take direct action to obtain the item, and all efforts at a mutually beneficial trade have been rebuffed."

Brother Thaddeus will then relay the information about the desired item. It seems that a faction in Vegas, known as the Watchmen, hold the item as part of a hoard of ancient technology. Based out of the former Mirage Hotel, the Watchmen are a cult of fanatics (as opposed to legitimate religions like the Brotherhood,

at least in Thaddeus' expert opinion) who believe they are the rightful repository of all ancient technology. Their doctrine states that if one will simply "wait, watch, and listen", "gather the necessary equipment", and "obediently await the return", the glory of the ancients will return. According to rumor, they are ran by a small group of high priests who command their lower level followers to spread out into ancient ruins to scavenge and bring back items of technology they find. They are missionary, but generally not aggressive. They are known to be violent against intruders in their domain, however.

The Prize

Assuming the party wants to know more, Brother Thaddeus can give out the details on the actual artifact to be retrieved.

"Only one of our order has seen the item. A man we had on the inside of the Watchmen organization was cataloging some of their treasures for us. He reported that the Watchmen were in possession of an ancient learning tool of supposedly immense utility. Designed as learning "toy" for ancient children, it actually contained powerful computer technology that could teach basics in many subjects. Our operative says the machine talks to the user, providing information on subjects as simple as learning the ancient alphabet and as complex as thermodynamics. We desire this knowledge for ourselves, for the good of all people. Unfortunately we know little else about the device. Our agent was caught sneaking out to make a report and was executed. We do know that this device resides in the Watchmen's high temple, located on the top floor of the Mirage. This may be helpful to you."

Brother Thaddeus will provide a hand drawn sketch of the Watchmen's layout at the Mirage, provided by the Brotherhood's spy before his demise (Fig. 1 Player's Map).

The monk rises to leave. "My elders will trade for this learning device if you can retrieve it. Of course, they do not advocate theft, but would welcome a trade with whoever can trade them such a device. They will deny all knowledge of this meeting, and you can expect no further assistance from us. For this I am sorry, but it is the will of the Elders." He walks to the door and turns back to you, "The Watchmen are dangerous, and numerous. **You may need allies to help you take them out. It is well known that the Pharaoh has an ongoing feud with the Watchmen.** May Saint Fermi be with you and protect you." He makes some sort of religious blessing gesture, turns away, and leaves.

A megalomaniac who calls himself the Pharaoh of Las Vegas runs a glorified street gang based in the Luxor hotel. The Pharaoh runs prostitution, drug, and protection schemes around town. In particular his men like to demand tolls for travel on local roads and interstates, though they are usually ignored by any with adequate armed protection. They can easily be convinced to attack the Watchmen, if asked.

The Watchmen

The Watchmen are a small but fanatical organization who claims to follow their three Holy Tenants, handed down to them from the ancients. Each member must vow to

- Wait, watch, and listen
- Gather the necessary equipment
- Obediently await the return

The whole watchmen movement is the corruption of the last commands given to a local head of security for the Mirage casino. As the Day occurred, and civilization fell, all was chaos. The security chief was instructed to stick to his post, try to get together some survival equipment, and wait for his boss to send someone to relieve him. This man brought his family, and the families of some of his friends, together living in the Mirage, expecting someone to come back. The man was killed during a shootout with looters shortly thereafter, and his simplistic commands were verbally passed down to the group's children. Within a generation, the Tenants were already religious in significance, and the young men of the group constantly ventured out to find water or items of technology that may be useful to the group.

This behavior quickly codified into a hierarchical structure with religious overtones. The group named their leaders High Priests, each of whom had "sovereignty" over a selection of the artifacts that were building up in the upper floors of the former hotel, now known to them as the Watcher's Tower. Their system is loosely broken into four branches, Watchers, Seekers, Preachers, and Makers. Low-level grunts are known as Watchers, low-level demagogues are known as Preachers, and low-level scavengers are known as Seekers, and low level technicians are known as Makers. Mid level devotees are known as acolytes, senior leaders are priests, culminating with the four named High Priests. From the acolyte level and above, many of the Watchmen have Tinker skills passed down from generation to generation. These members of the cult use their knowledge of technology to catalogue, repair, and operate technological items brought back by the many nomadic Seekers who scour the wastelands. Initiates serve a year and a day in each branch of the order, and then are permanently assigned an order that best fits their talents and personalities. New members are accepted, but many are the offspring of the current Watchmen. Women are not allowed in the priestly orders, but do contribute by running the families and performing many tasks such as farming and cottage industries scattered around the grounds of the Tower.

The organization is very close-minded, and fairly xenophobic of outsiders. Low-level street preachers will expound upon the Watchmen's doctrine, and occasionally accept a zealous recruit into the organization as a seeker or a watcher. It is quite common to hear a Watchman of any level dismiss any idea, discussion, or question they do not wish to talk about with some variant on the mantra "That is not required. Obedience is." Strict obedience to their superiors is drilled into every Watchman recruit from the beginning. Those who fail are made sport – gruesomely executed by being fed to the order's "pets". Drifters, loners, and wasteland scavs occasionally come up missing, only to meet the same fate. These pets are the mutated and inbred remnants of the majestic white tigers used by the ancients for entertainment. In the Twisted Earth, they are used for the same purpose, under very different circumstances.

The Watchmen scabble out some basic crops on their land in an attempt to be self-sufficient, but rely on merchants for most water and food requirements. They barter ancient artifacts they have deemed "unnecessary" for basic staples, but are generally loath to give up any technological item.

The Watchmen and the Brotherhood have an uneasy peace among themselves. The Brotherhood controls the Vegas area, but generally leaves the xenophobic Watchmen alone. It just isn't worth the Brothers' trouble to root out the well-defended Watchmen compound. For their part, the Watchmen enjoy the electric power provided to the city by the Brotherhood, but hate the fact they are dependant on the others. They have tried, so far unsuccessfully, to become self-sufficient and generate their own power. Some of their more spectacular failures have permanently altered the layout of several buildings in an explosive manner.

The High Priests

- The Holy Steward of Devices
"A true watcher must analyze and understand. By studying the ancients we may understand their ways and become as gods"
- The Blessed Seeker of Knowledge
"All watchmen are called to recover the glory of the ancients. The seekers blaze the trail to enlightenment."
- The Divine Keeper of Armaments
"It is written in the ancient texts that the rights of man to bear arms shall not be infringed"
- The Devout Evangelist of Truth
"Knowledge paves the way to heaven, and Technology is it's gate"

The Steward is the head of the scholastic branch of the order. All of the technicians report to his priests. They spend much of their time and energy trying to setup their own power generation abilities, unlocking the secrets of technological devices, and crafting new copies of items they have found.

The Seeker directs the technology gathering effort, sending out Watchmen to find technological items of use wherever they may be found

The Keeper commands all of the Watchmen military forces and the protection of the Tower. This order carries out many of the day-to-day tasks including trade with outsiders, farming duties, and training the order members in martial skills.

The Evangelist coordinates the activities of the street preachers who roam Vegas enlightening the heathens and attempting to find new recruits for the order. New missionary efforts have begun, and cause the preachers to roam as far as Kingman Town and old California.

The four together generally cooperate to keep the order functioning, although disagreements do arise. When it is necessary to find a new high priest, they are chosen by secret vote by the priests in their order.

Watcher's Tower

The Watchman's tower is the former Mirage Hotel and Casino. The 30-story tower originally had shopping, restaurants, attractions, the casino, and meeting rooms on the ground floor. The second floor was allocated to the lobby, restaurants, and guest services. Floors 3 - 25 are a combination of standard rooms, petite suites and a hospitality suite on the end of each of the three "arms" of the hotel. Floors 26-28 held the Tower Suites, and floors 29 and 30 held the Penthouse suites.

For specific locales of interest, see below. In general, the Watchers haven't modified things too much. The casino stands, fully blinking, ringing, and powered on most days, thanks to the efforts of the Brotherhood. The lowest level shops have long been cleaned out of most anything useful, and are now used as sleeping areas, toilet pits, guard shacks, storage, workshops, etc. The regular floors have individual Watchmen's families scattered around. Assume on floors 3-25 that any room has a 10% of being occupied. The Petite Suites are occupied 75% of the time, and about 90% of the Hospitality Suites hold a family, typically one of an acolyte or priest. The Tower Suites are the living quarters for the priests and high priests. Floors 29 and 30 have been gutted. The top floors now server as the Inner Sanctum, where the High Priests fiddle with the most interesting artifacts of the ancients and hold services for their faithful. The top central tower area is a shrine of the most rare and unique items found to date by the order.

W1 – Volcano / Fountain

An attraction of the ancient casino was a fake volcano in the center of a large fountain. This volcano is still set off by the Watchmen occasionally as a display of their power. The fountain is now dried up, and the area around it is riddled with emplacements and bunkers to defend the front approaches to the hotel.

W2 – Shopping Areas

Many shopping areas made up the ground level of the hotel complex. Many of these are now abandoned, but others the Watchmen have stripped out and made the space into cottage industries where they make fabric via looms from cotton they grow on site, robes, clothing, and small manufacturing of arms and equipment.

W3 – Casino

The casino is much the way it was in the days of the ancients, and many of the machines still function. This area is mostly used as a play area for the order's children.

W4 – Execution Pit

A former pool to hold water creatures, it is now dry and holds the order's tiger pets. Prisoners are tossed into this area and devoured by the tigers, while the Watchmen cheer on the grisly spectacle. A drainage vent in the bottom of the pool connects out to the Vegas sewer system and is large enough for a human to pass through.

W5 – Dry Holes

W6 – Garage

A former theatre has been transformed into a workshop for repairing and working on motor vehicles.

W7 – Workshops

Workshops to repair and refurbish technological items of all varieties.

W8 – Lobby

W9 – Standard Floor (3-25)

W10 – Tower Suites (26-28)

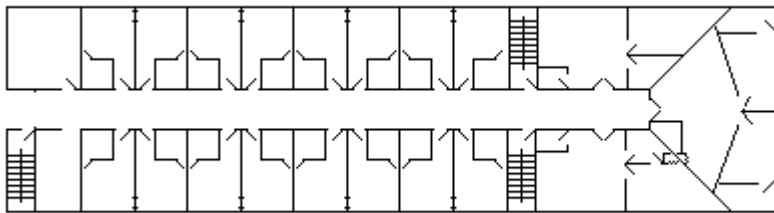
W12 – Inner Sanctum Worship Areas

W12 – Inner Sanctum Technology Storehouse

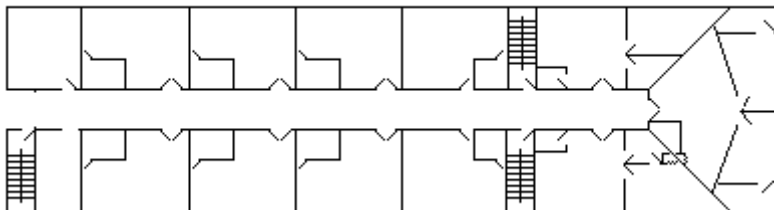
W12 – Temple

W13 – Rooftop

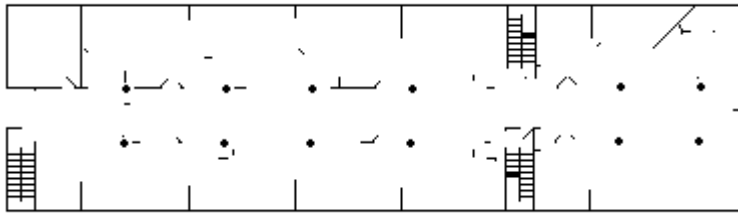
Floors 3-25



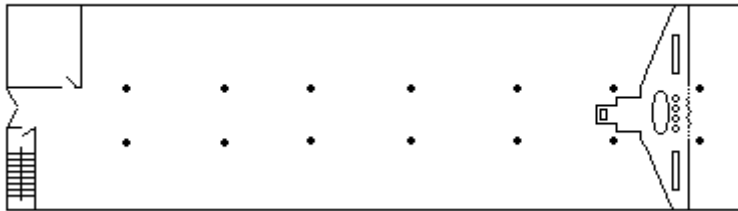
Floors 26-28



Floors 29-30*

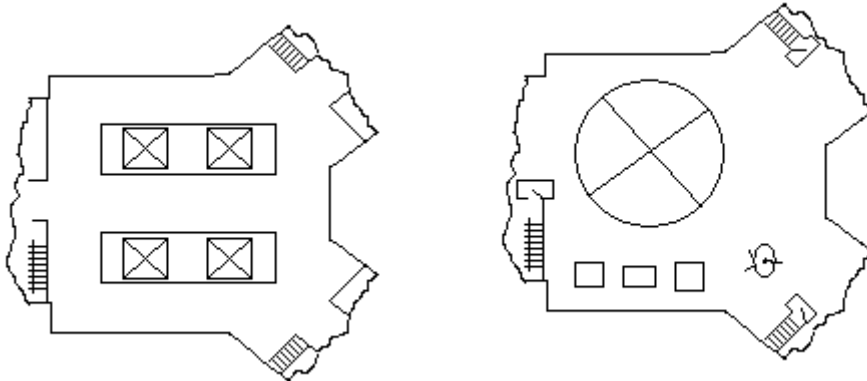


Floor 30



Elevator Area

Roof Area



Cast of Characters

Tigers

The "pets" of the order are the offspring of the original white show tigers used by the ancients in their entertainment shows. They are now used as entertainment, mainly by executing traitors or other undesirables. The pets are kept in the former dolphin habitat pools (now dry) where they spend the day sleeping out of the sun. At night, they prowl. On special execution nights, the watchmen gather around the pool with torches and lanterns to watch the spectacle.

Assume 4-5 of the Watcher grunts train and keep the half dozen animals. Replace their brawl feat with Animal Affinity, and the skill points in Drive for points in Handle Animal.

They have the stats of tigers from the D20 modern "Friends and Foes" chapter.

Non-Combatants

The Watchmen maintain families in the towers of the hotel, with the suites and choicest rooms going to those with more power and influence in the order. Assume there are about 100 women and 75 children. The children mostly play on the floors where they live, or in the casino area. The women communally watch the children and many work in cottage industries on the ground levels of the complex.

Grunts

The lowest levels of the Watchmen's membership are made up of grunts that are members of the four orders – Watchers, Preachers, Seekers, and Makers. They are typically armed with technological items that can be determined randomly below. Each grunt will have a knife or club for a backup weapon.

There are about 250 grunts in the Watchmen ranks.

Roll on d20	Weapon
1	.38 Special revolver
2-6	9mm semi auto pistol
7-8	.45 semi auto pistol
9	.357 magnum revolver
10	Double barrel shotgun
11-13	9mm submachine gun
14	Sawed off shotgun
15-18	Assault Rifle
19	Laser Pistol*
20	Laser Rifle*

** If the grunt rolls to gain a futuristic firearm, advance them to level 3, and add the Futuristic Firearms Proficiency feat. This would represent an advanced grunt with more experience and ready to be consecrated as an Acolyte.*

Watcher (PA Hero 2) CR 2; Medium-size human; HD 2d8 +4; hp 16; Mas 14; Init +3; Spd 30 ft.; Defense 15, touch 14, flat-footed 13 (+3 Dex, +1 class, +1 clothing); BAB +1; Grap +2; Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +2 melee (1d4+1/19-20, knife); Full Atk +2 melee (1d6+1 nonlethal, unarmed strike) or +2 melee (1d4+1/19-20, knife), or +4 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +4, Ref +5, Will +0; AP 0; Rep +0; Str 13, Dex 16, Con 14, Int 10, Wis 11, Cha 9.
Background: Ritual Preservationist (class skill Drive)
Occupation: Military (class skill Knowledge (tactics))
Skills: Balance +4, Climb +2, Drive +4, Hide +6, Jump +2, Knowledge (ancient lore) +3, (technology) +2, (tactics) +4, Listen +2, Move Silently +6, Spot +2, Read/Write Language (ancient), Speak Language (ancient), (gutter talk)
Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology
Talents: Technologist
Possessions: Clothes, Weapon, knife, various personal possessions

Preacher (PA Hero 2) CR 2; Medium-size human; HD 2d8 +4; hp 16; Mas 14; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 11 (+1 Dex, +1 class, +1 clothing); BAB +1; Grap +0; Atk +0 melee (1d6-1 nonlethal, unarmed strike), or +0 melee (1d4-1/19-20, knife); Full Atk +0 melee (1d6-1 nonlethal, unarmed strike) or +0 melee (1d4-1/19-20, knife), or +2 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +4, Ref +3, Will +0; AP 0; Rep +0; Str 9, Dex 13, Con 14, Int 10, Wis 11, Cha 16.
Background: Ritual Preservationist (class skill Knowledge (theology and philosophy))
Occupation: Demagogue (class skills Diplomacy, Sense Motive)

Skills: Balance +2, Climb +0, Diplomacy +5, Hide +2, Jump +0, Knowledge (ancient lore) +3, (technology) +2, (theology and philosophy) +5, Listen +2, Move Silently +2, Spot +2, Read/Write Language (ancient), Sense Motive +2, Speak Language (ancient), (gutter talk)
Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology
Talents: Technologist
Possessions: Clothes, Weapon, knife, various personal possessions

Seeker (Fast Hero 2) CR 2; Medium-size human; HD 2d8 +4; hp 16; Mas 14; Init +3; Spd 30 ft.; Defense 17, touch 16, flat-footed 15 (+3 Dex, +3 class, +1 clothing); BAB +1; Grap +2; Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +2 melee (1d4+1/19-20, knife); Full Atk +2 melee (1d6+1 nonlethal, unarmed strike) or +2 melee (1d4+1/19-20, knife), or +4 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +4, Ref +5, Will +0; AP 0; Rep +0; Str 13, Dex 16, Con 14, Int 10, Wis 9, Cha 11.
Background: Ritual Preservationist (class skill Knowledge (technology))
Occupation: Wanderer (class skills Diplomacy, Handle Animal)
Skills: Balance +5, Diplomacy +1, Drive +4, Hide +8, Knowledge (ancient lore) +1, (technology) +2, Move Silently +8, Read/Write Language (ancient), Sleight of Hand + 8, Speak Language (ancient), (gutter talk), Tumble +4
Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology
Talents: Evasion
Possessions: Clothes, Weapon, knife, various personal possessions

Maker (Smart Hero 2) CR 2; Medium-size human; HD 2d6 +4; hp 13; Mas 14; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 Dex, +1 class, +1 clothing); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike), or +1 melee (1d4/19-20, knife); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d4/19-20, knife), or +2 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +2, Ref +1, Will +2; AP 0; Rep +1; Str 10, Dex 13, Con 14, Int 16, Wis 9, Cha 11.
Background: Ritual Preservationist (class skill Pilot)
Occupation: Wanderer (class skills Gather Information, Knowledge (ancient lore))
Skills: Computer Use +8, Craft (chemical) +8, Craft (electronic) +8, Craft (mechanical) +8, Craft (structural) + 8, Demolitions +6, Gather Information +4, Knowledge (ancient lore) +8, (history) +4, (physical sciences) +8, (tactics) +4, (technology) +8, Pilot +2, Read/Write Language (ancient), Repair +8, Research +8, Speak Language (ancient), (gutter talk)
Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Combat Expertise, Advanced Technology
Talents: Savant (Demolitions)
Possessions: Clothes, Weapon, knife, various personal possessions

Acolytes

The mid levels of the Watchmen's membership are made up of acolytes that are members of the four orders – Watchers, Preachers, Seekers, and Makers. These members of the cult are highly trusted and trained. An acolyte must server one year and a day in each order, after which they are consecrated via a ceremony as acolytes. They are typically armed with technological items that can be determined randomly below. Each grunt will have a knife or club for a backup weapon.

There are approximately seventy acolytes.

Roll on d20	Weapon
1-5	Double barrel shotgun
6-10	9mm submachine gun
11-12	Pump shotgun

13-5	Assault Rifle
16-17	Laser Pistol
18-19	Laser Rifle
20	Add 3 Fragmentation grenades to equipment, roll again for primary weapon

Watcher Acolyte (PA Hero 4) CR 4; Medium-size human; HD 4d8 +8; hp 28; Mas 14; Init +3; Spd 30 ft.; Defense 17, touch 16, flat-footed 14 (+3 Dex, +2 class, +1 clothing, +1 dodge); BAB +3; Grap +4; Atk +4 melee (1d6+1 nonlethal, unarmed strike), or +4 melee (1d4+1/19-20, knife); Full Atk +4 melee (1d6+1 nonlethal, unarmed strike) or +4 melee (1d4+1/19-20, knife), or +6 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +4, Ref +5, Will +1; AP 0; Rep +1; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 9.

Background: Ritual Preservationist (class skill Drive)

Occupation: Military (class skill Knowledge (tactics))

Skills: Balance +6, Climb +2, Drive +4, Hide +8, Jump +2, Knowledge (ancient lore) +4, (technology) +3, (tactics) +6, Listen +3, Move Silently +6, Spot +3, Read/Write Language (ancient), Speak Language (ancient), (gutter talk)

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology, Dodge, Futuristic Firearms Proficiency

Talents: Technologist, Conserve

Possessions: Clothes, Weapon, knife, various personal possessions

Acolyte Preacher (PA Hero 3/ Demagogue 1) CR 4; Medium-size human; HD 3d8 +6, 1d6 +2; hp 27; Mas 14; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 clothing); BAB +2; Grap +1; Atk +2 melee (1d6 nonlethal, unarmed strike), or +2 melee (1d4/19-20, knife); Full Atk +2 melee (1d6 nonlethal, unarmed strike) or +2 melee (1d4/19-20, knife), or +3 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +5, Ref +3, Will +3; AP 0; Rep +2; Str 10, Dex 13, Con 14, Int 10, Wis 11, Cha 16.

Background: Ritual Preservationist (class skill Knowledge (theology and philosophy))

Occupation: Demagogue (class skills Diplomacy, Sense Motive)

Skills: Balance +2, Bluff + 5, Climb +1, Diplomacy +6, Hide +3, Intimidate +4, Jump +1, Knowledge (ancient lore) +3, (technology) +3, (theology and philosophy) +6, Listen +2, Move Silently +2, Perform (speaking) +5, Spot +2, Read/Write Language (ancient), Sense Motive +3, Speak Language (ancient), (gutter talk)

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology, Futuristic Firearms Proficiency

Talents: Technologist, Conserve, Leadership

Possessions: Clothes, Weapon, knife, various personal possessions

Acolyte Seeker (Fast Hero 4) CR 4; Medium-size human; HD 4d8 +8; hp 28; Mas 14; Init +3; Spd 30 ft.; Defense 19, touch 18, flat-footed 19 (+3 Dex, +5 class, +1 clothing); BAB +3; Grap +4; Atk +4 melee (1d6+1 nonlethal, unarmed strike), or +4 melee (1d4+1/19-20, knife); Full Atk +4 melee (1d6+1 nonlethal, unarmed strike) or +4 melee (1d4+1/19-20, knife), or +7 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +5, Ref +5, Will +1; AP 0; Rep +1; Str 13, Dex 17, Con 14, Int 10, Wis 9, Cha 11.

Background: Ritual Preservationist (class skill Knowledge (technology))

Occupation: Wanderer (class skills Diplomacy, Handle Animal)

Skills: Balance +5, Diplomacy +2, Drive +4, Hide +10, Knowledge (ancient lore) +2, (technology) +3, Move Silently +10, Read/Write Language (ancient), Sleight of Hand + 10, Speak Language (ancient), (gutter talk), Tumble +5

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology, Futuristic Firearms Proficiency, Point Blank Shot

Talents: Evasion, Uncanny Dodge 1

Possessions: Clothes, Weapon, knife, various personal possessions

Acolyte Maker (Smart Hero 3/ Tinker 1) CR 4; Medium-size human; HD 3d6 +6 plus 1d6+2; hp 18; Mas 14; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 clothing); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike), or +1 melee (1d4/19-20, knife); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d4/19-20, knife), or +2 (+3 Point blank) ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +3, Ref +2, Will +4; AP 0; Rep +2; Str 10, Dex 13, Con 14, Int 16, Wis 10, Cha 11.

Background: Ritual Preservationist (class skill Pilot)

Occupation: Wanderer (class skills Gather Information, Knowledge (ancient lore))

Skills: Computer Use +9, Craft (chemical) +9, Craft (electronic) +9, Craft (mechanical) +10, Craft (structural) +9, Demolitions +6, Disable Device +6, Gather Information +4, Knowledge (ancient lore) +10, (history) +4, (physical sciences) +9, (tactics) +4, (technology) +10, Pilot +2, Read/Write Language (ancient), Repair +13, Research +8, Speak Language (ancient), (gutter talk)

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Combat Expertise, Futuristic Firearms Proficiency

Talents: Savant (Demolitions), Savant (Repair), Jury Rig +2

Possessions: Clothes, Weapon, knife, various personal possessions

Priests

The higher levels of the Watchmen's membership are made up of priests that are members of the four orders – Watchers, Preachers, Seekers, and Makers. These members of the cult are highly trusted and trained. A priest must survive a dangerous rite of passage, after which they are consecrated via a ceremony as acolytes. They are typically armed with technological items that can be determined randomly below. Each priest will have a knife or club for a backup weapon.

There are about sixteen priests at any one time in the Watchmen.

Roll on d20	Weapon
1-4	9mm submachine gun
5-10	Assault Rifle
11-14	Laser Pistol
15-17	Laser Rifle
18-19	Add 3 Fragmentation grenades to equipment, roll again for primary weapon
20	Roll d6 to determine special item, add this item to equipment and roll again for primary weapon

Roll on d6	Special Item
1	Shock Gloves
2	Stealth Pack (ACS)
3	Hologram Projector
4	X-Ray Goggles
5	Night Vision Goggles
6	Magnetic Shield DR 5

Watcher Priest (PA Hero 4/Guardian 2) CR 6; Medium-size human; HD 4d8 +8 plus 2d10 + 4; hp 42; Mas 14; Init +3; Spd 30 ft.; Defense 18, touch 17, flat-footed 15 (+3 Dex, +3 class, +1 clothing, +1 dodge); BAB +5 (+7 defend community); Grap +6 (+8); Atk +6 (+8) melee (1d6+1 nonlethal, unarmed strike), or +6 (+8) melee (1d4+1/19-20, knife); Full Atk +6 (+8) melee (1d6+1

nonlethal, unarmed strike) or +6 (+8) melee (1d4+1/19-20, knife), or +9 (+11) ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +6 (+8), Ref +7 (+9), Will +1 (+3); AP 0; Rep +1; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 9.

Background: Ritual Preservationist (class skill Drive)

Occupation: Military (class skill Knowledge (tactics))

Skills: Balance +6, Climb +2, Drive +4, Hide +8, Intimidate +2, Jump +2, Knowledge (ancient lore) +4, (technology) +3, (tactics) +6, Listen +4, Move Silently +6, Sense Motive +1, Spot +4, Read/Write Language (ancient), Speak Language (ancient), (gutter talk)

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology, Dodge, Futuristic Firearms Proficiency, Advanced Firearms Proficiency

Talents: Technologist, Conserve, Defender +2, Weapon Focus (selected weapon)

Possessions: Clothes, Weapon, knife, various personal possessions

Preacher Priest (PA Hero 3/ Demagogue 3) CR 6; Medium-size human; HD 3d8 +6, 3d6 +6; hp 37; Mas 14; Init +1; Spd 30 ft.; Defense 15, touch 14, flat-footed 14 (+1 Dex, +3 class, +1 clothing); BAB +3; Grap +2; Atk +3 melee (1d6 nonlethal, unarmed strike), or +3 melee (1d4/19-20, knife); Full Atk +3 melee (1d6 nonlethal, unarmed strike) or +3 melee (1d4/19-20, knife), or +4 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +6, Ref +4, Will +4; AP 0; Rep +2; Str 10, Dex 13, Con 14, Int 10, Wis 11, Cha 16.

Background: Ritual Preservationist (class skill Knowledge (theology and philosophy))

Occupation: Demagogue (class skills Diplomacy, Sense Motive)

Skills: Balance +2, Bluff +7, Climb +1, Diplomacy +8, Hide +5, Intimidate +5, Jump +1, Knowledge (ancient lore) +3, (technology) +3, (theology and philosophy) +7, Listen +2, Move Silently +2, Perform (speaking) +6, Spot +2, Read/Write Language (ancient), Sense Motive +4, Speak Language (ancient), (gutter talk)

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology, Futuristic Firearms Proficiency, Advanced Firearms Proficiency

Talents: Technologist, Conserve, Leadership x2, Lead Followers

Possessions: Clothes, Weapon, knife, various personal possessions

Seeker Priest (Fast Hero 4/Skulk 2) CR 6; Medium-size human; HD 4d8 +8 plus 2d8 +4; hp 40; Mas 14; Init +3; Spd 30 ft.; Defense 21, touch 20, flat-footed 21 (+3 Dex, +7 class, +1 clothing); BAB +4; Grap +5; Atk +5 melee (1d6+1 nonlethal, unarmed strike), or +5 melee (1d4+1/19-20, knife); Full Atk +5 melee (1d6+1 nonlethal, unarmed strike) or +5 melee (1d4+1/19-20, knife), or +7 (+8) ranged (example: 2d6 + 1d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +5, Ref +8, Will +1; AP 0; Rep +1; Str 13, Dex 17, Con 14, Int 10, Wis 9, Cha 11.

Background: Ritual Preservationist (class skill Knowledge (technology))

Occupation: Wanderer (class skills Diplomacy, Handle Animal)

Skills: Balance +5, Bluff +2, Diplomacy +2, Disguise +2, Disable Device +4, Drive +4, Gather Information +1, Hide +10, Knowledge (ancient lore) +2, (technology) +3, Move Silently +10, Read/Write Language (ancient), Sleight of Hand +10, Speak Language (ancient), (gutter talk), Spot +1 (+5). Tumble +5

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology, Futuristic Firearms Proficiency, Point Blank Shot, Advanced Firearms Proficiency

Talents: Evasion, Uncanny Dodge 1, Sweep, Sneak Attack +1d6

Possessions: Clothes, Weapon, knife, various personal possessions

Maker Priest (Smart Hero 3/ Tinker 3) CR 6; Medium-size human; HD 3d6 +6 plus 3d6+6; hp 28; Mas 14; Init +1; Spd 30 ft.; Defense 15, touch 14, flat-footed 14 (+1 Dex, +3 class, +1 clothing); BAB +2; Grap +2; Atk +2 melee (1d3 nonlethal, unarmed strike), or +2 melee (1d4/19-20, knife); Full Atk +2 melee (1d3 nonlethal, unarmed strike) or +2 melee (1d4/19-20, knife), or +3 (+4 Point blank) ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +4, Ref +3, Will +5; AP 0; Rep +2; Str 10, Dex 13, Con 14, Int 16, Wis 10, Cha 11.

Background: Ritual Preservationist (class skill Pilot)

Occupation: Wanderer (class skills Gather Information, Knowledge (ancient lore))
Skills: Computer Use +11, Craft (chemical) +9, Craft (electronic) +11, Craft (mechanical) +12, Craft (structural) +9, Demolitions +6, Disable Device +8, Gather Information +4, Knowledge (ancient lore) +10, (history) +4, (physical sciences) +9, (tactics) +4, (technology) +11, Pilot +4, Read/Write Language (ancient), Repair +15, Research +10, Speak Language (ancient), (gutter talk), Spot +5
Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Combat Expertise, Futuristic Firearms Proficiency, Modern Vehicles Discipline, Modern Firearms Discipline
Talents: Savant (Demolitions), Savant (Repair), Jury Rig +2, Tinkering,
Possessions: Clothes, Weapon, knife, various personal possessions

High Priests

The four named high priests are the leaders of the Watchmen. They possess the best technological items the group has scavenged to date.

There are four high priests at any one time in the Watchmen.

The Divine Keeper of Armaments

Watcher High Priest (PA Hero 4/Guardian 4) CR 8; Medium-size human; HD 4d8 +8 plus 4d10 +8; hp 56; Mas 15; Init -1; Spd 30 ft.; Defense 21, touch 17, flat-footed 20 (+1 Dex, +3 class, +6 power armor, +1 dodge); BAB +7 (+9 defend community); Grap +8 (+10); Atk +8 (+10) melee (1d6+1 nonlethal, unarmed strike), or +8 (+10) melee (1d4+1/19-20, knife); Full Atk +8/+3 (+10/+4) melee (1d6+1 nonlethal, unarmed strike) or +8/+3 (+10/+4) melee (1d4+1/19-20, knife), or +11/+5 (+13/+7) ranged (4d8 Gauss Minigun, autofire only); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +6 (+8), Ref +7 (+9), Will +2 (+4); AP 0; Rep +2; Str 13, Dex 17, Con 15, Int 10, Wis 11, Cha 9.

Background: Ritual Preservationist (class skill Pilot)

Occupation: Military (class skill Knowledge (tactics))

Skills: Balance +6, Climb +2, Drive +4, Hide +8, Intimidate +2, Jump +2, Knowledge (ancient lore) +4, (technology) +4, (tactics) +6, Listen +4, Move Silently +6, Pilot +7, Sense Motive +1, Spot +5, Read/Write Language (ancient), Speak Language (ancient), (gutter talk)

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology, Dodge, Futuristic Firearms Proficiency, Advanced Firearms Proficiency, Power Armor Operation, Exotic Firearms Proficiency

Talents: Technologist, Conserve, Defender +2, Weapon Focus (Gauss Minigun), Tactical Aid

Possessions: Clothes, Mk1 Ares Power Armor, Gauss Minigun (1000 rounds, case less), knife, various personal possessions

The Devout Evangelist of Truth

Preacher High Priest (PA Hero 3/ Demagogue 5) CR 8; Medium-size human; HD 3d8 +6, 5d6 +10; hp 47; Mas 14; Init +1; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +4 class, +1 clothing); BAB +4; Grap +3; Atk +4 melee (1d6 nonlethal plus 1d8 electrical, unarmed strike), or +4 melee (1d4/19-20, knife); Full Atk +4 melee (1d6 nonlethal plus 1d8 electrical, unarmed strike) or +4 melee (1d4/19-20, knife), or +5 ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +7, Ref +4, Will +5; AP 0; Rep +2; Str 10, Dex 13, Con 14, Int 10, Wis 11, Cha 17.

Background: Ritual Preservationist (class skill Knowledge (theology and philosophy))

Occupation: Demagogue (class skills Diplomacy, Sense Motive)

Skills: Balance +2, Bluff +9, Climb +1, Diplomacy +10, Hide +5, Intimidate +5, Jump +1, Knowledge (ancient lore) +4, (technology) +4, (theology and philosophy) +9, Listen +3, Move Silently +2, Perform (speaking) +7, Spot +2, Read/Write Language (ancient), Sense Motive +4, Speak Language (ancient), (gutter talk)

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology, Futuristic Firearms Proficiency, Advanced Firearms Proficiency

Talents: Technologist, Conserve, Leadership x2, Lead Followers, Zealots, Captivate Masses

Possessions: Clothes, Shock Gloves, belt pack x2, Stealth Pack (ACS), knife, various personal possessions

The Blessed Seeker of Knowledge

Seeker High Priest (Fast Hero 4/Skulk 4) CR 8; Medium-size human; HD 4d8 +8 plus 4d8 + 8; hp 52; Mas 14; Init +3; Spd 30 ft.; Defense 23, touch 22, flat-footed 23 (+4 Dex, +8 class, +1 clothing); BAB +6; Grap +7; Atk +7 melee (1d6+1 nonlethal, unarmed strike), or +7 melee (1d4+1/19-20, knife); Full Atk +7 melee (1d6+1 nonlethal, unarmed strike) or +7 melee (1d4+1/19-20, knife), or +10 (+11) ranged (2d10 Maser Pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +6, Ref +9, Will +1; AP 0; Rep +1; Str 13, Dex 18, Con 14, Int 10, Wis 9, Cha 11.

Background: Ritual Preservationist (class skill Knowledge (technology))

Occupation: Wanderer (class skills Diplomacy, Handle Animal)

Skills: Balance +5, Bluff +4, Diplomacy +3, Disguise +3, Disable Device +6, Drive +4, Gather Information +3, Hide +12, Knowledge (ancient lore) +2, (technology) +3, Move Silently +13, Read/Write Language (ancient), Sleight of Hand + 10, Speak Language (ancient), (gutter talk), Spot +2 (+6). Tumble +5

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Advanced Technology, Futuristic Firearms Proficiency, Point Blank Shot, Advanced Firearms Proficiency, Stealthy

Talents: Evasion, Uncanny Dodge 1, Sweep, Sneak Attack +1d6, Skill Mastery (Disable Device, Hide, Move Silently)

Possessions: Clothes, Maser Pistol (25 shots), belt pack x2, Hologram Generator, knife, various personal possessions

The Holy Steward of Devices

Maker High Priest (Smart Hero 3/ Tinker 5) CR 8; Medium-size human; HD 3d6 +6 plus 5d6+10; hp 38; Mas 14; Init +1; Spd 30 ft.; Defense 16, touch 15, flat-footed 15 (+1 Dex, +4 class, +1 clothing); BAB +3; Grap +3; Atk +3 melee (1d3 nonlethal, unarmed strike), or +3 melee (1d4/19-20, knife); Full Atk +3 melee (1d3 nonlethal, unarmed strike) or +3 melee (1d4/19-20, knife), or +5 (+6 Point blank) ranged (3d10, X-Laser (master craft)); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Watchmen; SV Fort +4, Ref +3, Will +6; AP 0; Rep +3; Str 10, Dex 13, Con 14, Int 17, Wis 10, Cha 11.

Background: Ritual Preservationist (class skill Pilot)

Occupation: Wanderer (class skills Gather Information, Knowledge (ancient lore))

Skills: Computer Use +11, Craft (chemical) +9, Craft (electronic) +11, Craft (mechanical) +12, Craft (structural) + 9, Demolitions +6, Disable Device +8, Gather Information +4, Knowledge (ancient lore) +10, (history) +4, (physical sciences) +9, (tactics) +4, (technology) +11, Pilot +4, Read/Write Language (ancient), Repair +15, Research +10, Speak Language (ancient), (gutter talk), Spot +5

Feats: Post Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Combat Expertise, Futuristic Firearms Proficiency, Modern Vehicles Discipline, Modern Firearms Discipline

Talents: Savant (Demolitions), Savant (Repair), Jury Rig +2, Tinkering, Tech Weapon, Tinkercraft

Possessions: Clothes, X-Laser (master craft), Mini-fusion cell (10 shots), X-Ray Goggles, 2 claymore mines (6d6), remote detonator, knife, various personal possessions