

BY
DOMINIC COVEY

ART: J. LONGENBAUGH, DOMINIC COVEY

CARTOGRAPHY: DOMINIC COVEY

EDITING: CHRIS VAN DEELEN, CHRIS DAVIS

LAYOUT: CHRIS DAVIS

PLAYTESTING:

DOMINIC COVEY, CHRIS DAVIS, CHRIS DERNER,
CHRIS HOOVER, RYAN KELLEY, ETHAN RIPPLINGER,
AARON WIGGINS, CHRIS COVEY.

WWW.RPGOBJECTS.COM

WWW.DARWINRPG.COM



d20 Modern(tm) is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Dungeons & Dragons(R) and Wizards of the Coast(R) are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.

Copyright 2004 © RPG Objects. All rights Reserved.
Visit our web site at www.RPGObjects.com.

THE BROKEN AND THE LOST

TRIBES OF THE TWISTED EARTH

DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

TRIBES OF THE TWISTED EARTH

BEAST-MEN OF THE OZARKS

Governing Style: Patriarchal Clan(s).

Religion: Ancestor Worship.

Background Option(s): Tribal.

Bonus Feats: Archaic Weapons Proficiency, Athletic, Cleave, Combat Martial Arts, Dodge, Endurance, Filthy, Great Fortitude, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Jujitsu Medicine, Pack Tactics*, Power Attack, Run, Stealthy, Sunder, Toughness, Track.

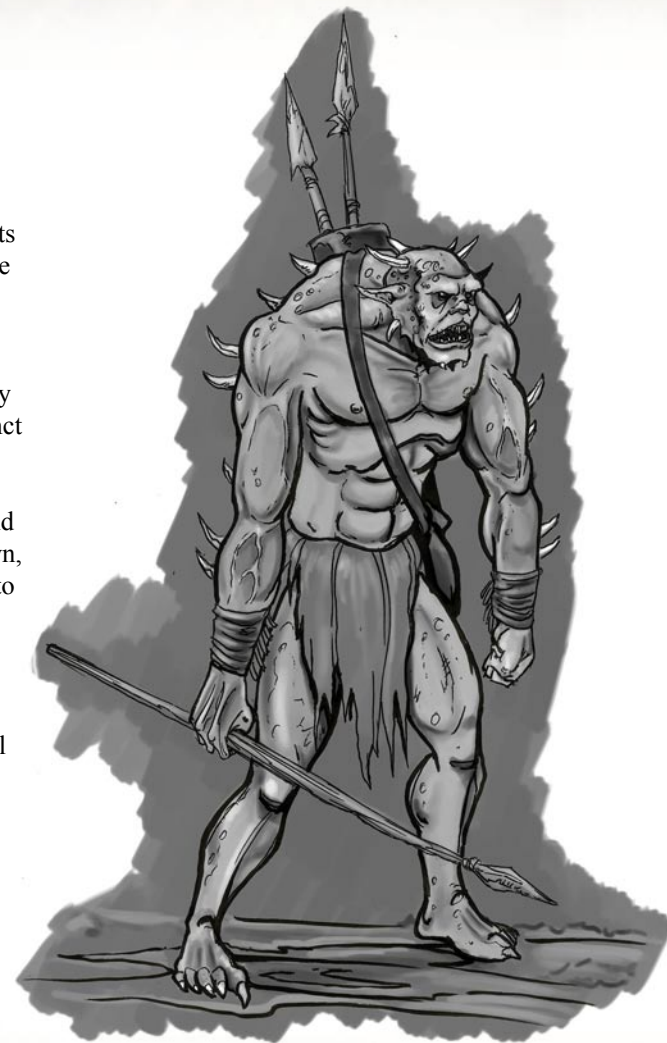
Huge, hulking mutants with misshapen bodies of deformed muscle and bone; enormous skeletal growths that resemble horns ripping from their painfully oversized skulls and deep-set, blood-shot eyes that burn like hot coals. The various communities that exist in the Wilds of Desolation have many legendary descriptions of the so-called “Beast-Men”, actually a vast collection of tribes of similarly mutated creatures, who by all accounts seem to vaguely resemble a monstrous mix of “man and beast”.

By and large Beast-Man tribes admire only battle prowess, cunning, stealth, and the ability to kill the enemies of the tribe. Bloodthirsty and vengeful, they exact lethal vengeance on any tribe (Beast-Man or otherwise) that violates their perceived tribal boundaries. On occasion entire communities, unknowing of their own mistaken transgressions, have been butchered without so much as a lone survivor in a single night of orgiastic violence at the hands of these creatures. As such the deep woods of the Wilds of Desolation are generally forbidden to even the hardest tribes of the region, but it is here in the most isolated places that the broken and miserable Beast-Men truly thrive.

It is believed the Beast-Men of the Ozarks are descendants of wild people who fled to the wilderness during the Fall, and who soon degenerated into monstrous beings for some unknowable reason. Some tribal folk claim they devolved because of the twisting of the “Red Fever”, that their minds corrupted in sync with the painful changing of their bodies. Others claim it was their appetite for the flesh of their own kind. None can be sure, but the stories of their existence are true; the dry pine forests of the Ozarks are rife with these savage and war-like hunters.

Though they are all in fact distantly related, the Beast-Man tribes of the Ozarks war habitually with one another over hunting grounds and tribal territory (their warlike nature is as much a part of their instinct for survival as it is a result of the painful mutations that wrack their degenerating bodies with each passing generation). Any strong Beast-Man can, and often will, leave his tribe of origin and begin his own, taking with him any who will believe in his ability to provide. Many Beast-Men youths have left to start their own clans, resulting in a fracturing of the original population into at least twenty separate tribes today.

Despite this fracturing the Beast-Men hold annual gatherings at the mystical Zark’s Sky Lake, a place high in the Ozarks that is host to great revels. Every tribe, new and old, is honor-bound to attend, and face its peers in various contests both serious and frivolous. Drinking, bloodletting, and quasi-religious ceremonies are all held under the stars, witnessed by none but the primal Beast-Men patriarchs and their kin.



TRIBES OF THE TWISTED EARTH

SAMPLE BEAST-MEN

The constant strife among the so-called “Beast-Men” breeds strong and violent mutants who’s natural weapons rival the best armaments of other tribal communities. Among their kind there are the typical warriors, who forage for food and defend each individual tribe’s boundaries on a daily basis, and those known as “hunters”. While these do stalk game in the traditional sense, Beast-Man “hunters” also hunt humanoid prey with equal relish and cunning, putting their specialized skills (hiding, sneaking, and an increase in speed) to good use shadowing transgressors for hours, even days, before moving in for a quick and unexpected kill.

Beast-Man Warrior, Strong Hero 5: CR 5; Medium-size humanoid; HD 5d8+5 plus 3; HP 31; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +5; Grap +8; Atk +9 melee (1d8+6, gore), or +7 ranged (1d6+3, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, DR 2/- vs. piercing and ballistic, cannibalism; AL Beast-Men; SV Fort +4, Ref +3, Will +1; AP 2; Rep +1; Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 6.

Occupation: Predator (Intimidate).

Background: Tribal (Survival).

Mutations and Defects: Aberrant Horn Development x2, Aberrant Endoskeletal Encasing, Nocturnal, Aberrant Deformity, Bilirubin Imbalance, Cannibalism.

Skills: Bluff -4, Climb +7, Craft (structural) +3, Diplomacy -4, Disguise -10, Intimidate +6, Jump +7, Knowledge (Tactics) +5, Survival +8, Swim +5.

Feats: Filthy, Horn Charge, Power Attack, Primitive Technology, Super Mutant, Toughness, Weapon Focus (gore).

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

Possessions: Three javelins.

Beast-Man Hunter, Strong Hero 5/Fast Hero 3: CR 8; Medium-size humanoid; HD 5d8+5 plus 3d8+3 plus 3; HP 48; Mas 13; Init +2; Spd 40 ft; Defense 19, touch 19, flatfooted 17 (+2 Dex, +7 class); BAB +7; Grap +10; Atk +11 melee (1d8+6, gore), or +9 ranged (1d6+3, javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, horns, DR 2/- vs. piercing and ballistic, cannibalism; AL Beast-Men; SV Fort +5, Ref +5, Will +2; AP 4; Rep +2; Str 17, Dex 14, Con 13, Int 12, Wis 10, Cha 6.

Occupation: Predator (Intimidate).

Background: Tribal (Survival).

Mutations and Defects: Aberrant Horn Development x2, Aberrant Endoskeletal Encasing, Nocturnal, Aberrant Deformity, Bilirubin Imbalance, Cannibalism.

Skills: Balance +8, Bluff -4, Climb +7, Craft (structural) +3, Diplomacy -4, Disguise -10, Hide +10, Intimidate +6, Jump +7, Knowledge (Tactics) +5, Listen +2, Move Silently +10, Spot +2, Survival +8, Swim +5.

Feats: Alertness, Filthy, Horn Charge, Power Attack, Primitive Technology, Stealthy, Super Mutant, Toughness, Weapon Focus (gore).

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

Talents (Fast Hero): Increased Speed, Improved Increased Speed.

Possessions: Three javelins.

DEMO

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

The Broken and The Lost: Tribes of The Twisted Earth Copyright 2006, RPGObjects; Author Dominic Covey

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Darwin's Word, Twisted Earth, Denizens of the Twisted Earth, Terrors of the Twisted Earth, Artifacts of the Ancients, Cave of Life, Benders, Brethren, Brotherhood of Radiation, The Cartel, Children of the Metal Gods, Clean Water Clans, Far Traders, Enthropist, The Foundationist, The Movement, Paradise Believers, Ravagers, The Savants, Doomriders, Brethren Follower, Brotherhood of Radiation, Foundationist Paladin, Sister of the Desert, Willy World, Enforcers, Metropolis Rho, Humanity In A Bottle.

Designation of Open Gaming Content: The following sections of The *Broken and The Lost: Tribes of The Twisted Earth* are designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

INTRODUCTION

This entire section is closed content.

THE BRETHREN

The NPC statistical blocks are open content. All other content is closed.