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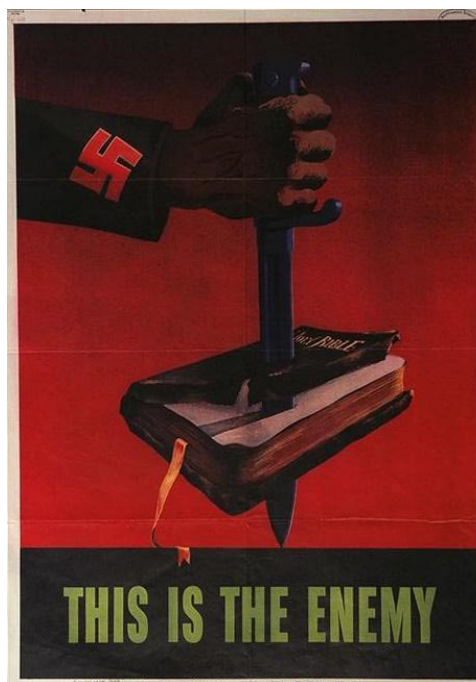
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Blow the Trumpet!

By PAUL KING

The Time Enforcement Agency (TEA) constantly keeps a watch on the Eternal Reich, a group dedicated to seeing Hitler rule across time and the complete destruction of the Jewish race. The TEA has discovered that the Eternal Reich is sending some of their agents back in time to when Joshua brought the walls of Jericho down. The Eternal Reich hopes to accomplish one of two things (preferably both): 1) kill Rahab and 2) destroy the priestly trumpets. Rahab is one of King David's ancestors, and they hope that by killing her, the greatest Jewish king will never be born. Also, by destroying the priests' trumpets, the walls of Jericho won't fall, and Israel won't be able to conquer Canaan.



RAHAB

Rahab hid the Israelite spies in Jericho. She requested that her family be spared when Israel conquered the city.

Rahab (Charismatic Hero 3): CR 3; Medium-size humanoid; HD 3d6; HP 11; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d3+1, copper dagger), or +2 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +3, Will +2; AP 1; Rep +3; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 15.

Occupation: Entrepreneur (Diplomacy, Knowledge [Business])

Background: Progress Level 1 ()

Skills: Bluff +10, Diplomacy +11, Disguise +4, Gather Information +10, Handle Animal +10, Knowledge (Business) +9, Knowledge (Current Events) +8, Knowledge (Streetwise) +8, Knowledge (Theology and Philosophy) +8, Profession +7, Ride +3

Feats: Animal Affinity, Conviction (Higher Power), Deceptive, Simple Weapons Proficiency, Trustworthy

Talents (Charismatic Hero): Charm, Fast-Talk

Possessions: copper dagger, weapon; Wealth +9

SAMUEL

Samuel was an Israelite boy when he saw something that couldn't possibly be. Members of a TEA team had come back to Egypt to observe the Israelites as slaves, and they weren't as cautious as they should have been. Samuel followed these men around, amazed at some of the metallic items he saw them use. When the TEA team discovered that they had been discovered,

they chose to “silence” Samuel by bringing him forward with them. For several months, Samuel was out of sorts, being in a completely different time and place. He adapted to life with the TEA, and soon was devouring texts, trying to learn what had happened in the millennia since he came forward. He now serves in the archives of the TEA, a valuable resource for any going back to the ancient times.

Samuel (Smart Hero 3/Temporal Historian 10): CR 13; Medium-size humanoid; HD 3d6+3 plus 10d6+10; HP 59; Mas 12; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+0 size, +1 Dex, +4 class); BAB +6; Grap +6; Atk +6 melee (1d6+0, weapon), or +7 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL TEA; SV Fort +5, Ref +5, Will +11; AP 6; Rep +5; Str 10, Dex 13, Con 12, Int 15, Wis 14, Cha 8.

Occupation: Chrononaut (Gather Information, Knowledge [History])

Background: Progress Level 1 ()

Skills: Decipher Script +20, Gather Information +9, Investigate +21, Knowledge (Arcane Lore) +20, Knowledge (Behavioral Sciences) +12, Knowledge (Earth and Life Sciences) +14, Knowledge (History) +24, Knowledge (Physical Sciences) +20, Knowledge (Technology) +20, Knowledge (Theology and Philosophy) +14, Navigate +8, Read/Write Language +6 (Akkadian, Ancient Greek, Ancient Hebrew, Aramaic, Coptic, English, Middle Egyptian), Research +20, Search +8, Speak Language +6 (Akkadian, Ancient Greek, Ancient Hebrew, Aramaic, Coptic, English, Middle Egyptian)

Feats: Ancient Technology (PL 0-3), Ancient Technology Expert (PL 0-3), Educated (Knowledge [Arcane Lore], Knowledge [Physical Sciences]), Educated (Knowledge [Earth and Life Sciences], Knowledge [Theology and Philosophy]), Educated (Knowledge [History], Knowledge [Technology]), Futuristic Technology (PL 7-9), Futuristic Technology

Expert (PL 7-9), Jack of All Trades, Modern Technology (PL 4-6), Modern Technology Expert (PL 4-6), Simple Weapons Proficiency, Studious

Talents (Smart Hero): Savant (Knowledge [History]), Savant (Investigate)

Talents (Temporal Historian): Superstition (Ancient), Detailed Files (one PL), Scientific Expert (one time period), Detailed Files (one time period), Superstition (Modern), Scientific Expert (second time period), Achilles Heel, Detailed Files (two time periods), Scientific Expert (all time periods), Detailed Files (all time periods)

Possessions: weapon, weapon; Wealth +5

ADAM BEN JONATHAN

Adam, son of Jonathan, is a formidable warrior in his thirties. This Jerusalem native was a typical young man, playing with his friends whenever possible, and constantly trying to get out of his homework. During an escapade with friends (and avoiding homework), he fell through a floor of an old, abandoned, house into the catacombs. He was lost and alone down in the catacombs for several days. Unfortunately for him, there was an influx of undead, and Adam was on the run. A team of Isayeret Omega found him and brought him back to the surface. Because of what he saw, he willingly joined the Israeli Army to be immediately transferred to Isayeret Omega. He has been seconded to the TEA on occasion because of his ancient language skills.

Adam ben Jonathan (Strong Hero 7/Time Enforcer 2/Omega Knight 4): CR 13; Medium-size humanoid; HD 7d8 plus 2d10 plus 4d10; HP 65; Mas 10; Init +0; Spd 25 ft; Defense 23, touch 17, flatfooted 23 (+0 size, +0 Dex, +7 class, +6 equipment); BAB +11; Grap +13; Atk +14 melee (1d8+7/19-20, longsword), or +15 melee (1d4+5/19-20, lethal unarmed) or +15 melee (1d8+5/19-20, non-lethal unarmed), or +12 ranged (2d8+2, S&W M29); FS 5 ft by 5 ft; Reach

5 ft; SQ ; AL Isayeret Omega, Israeli Army, Higher Power (God); SV Fort +8, Ref +6, Will +4; AP 6; Rep +2; Str 14, Dex 10, Con 10, Int 16, Wis 13, Cha 12.

Occupation: Military (Knowledge [Tactics], Survival)

Background: Progress Level 5 ()

Skills: Climb +4, Knowledge (Arcane Lore) +19, Knowledge (History) +19, Knowledge (Tactics) +20, Read/Write Language +10 (Akkadian, Aramaic, Ancient Greek, Ancient Hebrew, Coptic, English, Hebrew, Latin, Magyar, Middle Egyptian, Turkish), Speak Language +10 (Akkadian, Aramaic, Ancient Greek, Ancient Hebrew, Coptic, English, Hebrew, Latin, Magyar, Middle Egyptian, Turkish), Survival +18, Swim +6

Feats: Ancient Technology (PL 0-3), Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Combat Martial Arts, Improved Brawl, Improved Combat Martial Arts, Modern Technology (PL 4-6), Personal Firearms Proficiency, Simple Weapons Proficiency, Teamwork (Isayeret Omega), Track

Talents (Strong Hero): Melee Smash, Improved Melee Smash, Advanced Melee Smash, Ignore Hardnes

Talents (Time Enforcer): Weapon Focus (longsword), Weapon Specialization (longsword)

Talents (Omega Knight): Weapon Focus (S&W M29), Omega Knight

HALF-NEPHILIM WARRIORS

The Nephilim were offspring of the angels and mortals. These creatures were the giants that roamed the Earth, and the tended to keep to themselves. As humanity increased, the tribes of Nephilim diminished. Many Nephilim took human wives, and their children became Half-Nephilim. Goliath, whom David slew, was a Half-Nephilim. There were many

Half-Nephilim who lived in the lands of Canaan, and were used as soldiers among the various kings. It is possible that the Eternal Reich would use these creatures to thwart any TEA actions.

Low-level Half-Nephilim Warrior (Strong Hero 1/Tough Hero 1/Giant 3): CR 4; Large giant; HD 1d8+4 plus 1d10+4 plus 3d8+12; HP 39; Mas 18; Init -1; Spd 25 ft; Defense 22, touch 10, flatfooted 22 (-1 size, -1 Dex, +2 class, +5 natural, +7 equipment); BAB +3; Grap +14; Atk +10 melee (2d6+8, large iron long spear), or +0 ranged (1d6+0, weapon); FS 10 ft by 10 ft; Reach 10 ft; SQ ; AL none; SV Fort +9, Ref +0, Will +2; AP 1; Rep +0; Str 24, Dex 8, Con 18, Int 8, Wis 13, Cha 12.

Occupation: Military (Knowledge [Tactics], Survival)

Background: Progress Level 1 ()

Skills: Knowledge (Tactics) +5, Survival +5

Feats: Armor Proficiency (light), Armor Proficiency (medium), Power Attack, Simple Weapons Proficiency, Weapon Focus

Talents (Strong Hero): Melee Smash

Talents (Tough Hero): Second Wind

Possessions: large iron breastplate and large shield, large iron long spear, weapon; Wealth +6

Medium-level Half-Nephilim Warrior (Strong Hero 3/Tough Hero 3/Giant 3): CR 8; Large giant; HD 3d8+12 plus 3d10+12 plus 3d8+12; HP 81; Mas 18; Init +3; Spd 25 ft; Defense 24, touch 12, flatfooted 24 (-1 size, -1 Dex, +4 class, +5 natural, +7 equipment); BAB +6; Grap +17; Atk +13 melee (2d6+9, large iron long spear), or +4 ranged (1d6+0, weapon); FS 10 ft by 10 ft; Reach 10 ft; SQ ; AL none; SV Fort +11, Ref +2, Will +5; AP 3; Rep +1; Str 24, Dex 8, Con 18, Int 8, Wis 14, Cha 12.

Occupation: Military (Knowledge [Tactics], Survival)

Background: Progress Level 1 ()

Skills: Knowledge (Tactics) +7, Survival +9

Feats: Armor Proficiency (light), Armor Proficiency (medium), Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Simple Weapons Proficiency, Weapon Focus

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

Talents (Tough Hero): Second Wind, Damage Reduction 1/—

Possessions: large iron breastplate and large shield, large iron long spear, weapon; Wealth +6

ITEMS OF LEGEND

Priestly Horns of Jericho

(Minor Artifact)

The Priestly Horns of Jericho were the instruments that the Israelite priests blew on their last day of marching around the city of Jericho. These artifacts have been lost in the modern age. The Priestly Horns of Jericho can only be handled by members of the Levite priesthood. All others who attempt to handle them instantly gain two negative levels. The only power that the Horns are known to have is the ability to channel the will of God to bring down city walls. Other powers are certainly possible, but no record remains of what they might be.

Eternal Reich

New Secret Society

History

The Eternal Reich is the time traveling arm of the Thule Society, a group of Nazi mystics. This group exerted considerable influence over the Nazi Party and Adolf Hitler (though he was never admitted membership) and several high-ranking Nazi Party officials, including Rudolf Hess, Alfred Rosenberg and Dietrich Eckart.

The group and its founder Rudolf von Sebottendorff appeared out of nowhere in post-World War I Turkey. No one knows who this mysterious leader is or where (and when) he came from; all that is known is that in 1918 he appeared in Turkey with a group of fanatically devoted followers, an enormous fortune and time travel technology. From a hidden base in Turkey, he directs his forces in an attempt to achieve the group's twisted goals. In addition to the goals listed above, von Sebottendorff also seeks to insure that Adolf Hitler lives to take his place as the head of a Nazi Party that comes to rule Germany. Thus, any attempt to alter the course of World War II by eliminating the Nazi Party or assassinating a young Adolf Hitler will be opposed by Thule Agents. Indeed, TEA agents investigating the Eternal Reich have observed a near obsession with Hitler and note that the construction of their Munich time portal coincides with Hitler's arrival in Munich. Some members of TEA believe that von Sebottendorff is Hitler, but there is no hard evidence for this.

Eternal Reich Today

Membership: Unknown. Since the Eternal Reich operates throughout time, their actual numbers are unknown. It is assumed that the number is small, and that they act mostly through proxies.

Current Headquarters: It is assumed that the main operations of the Eternal Reich occur during WW II Germany.

Symbol: the right-facing swastika

Affiliate Membership Requirements: Allegiance Eternal Reich, Weapon Focus

Recruitment Methods: Members for the Eternal Reich are recruited from Nazi-leaning organizations. Most of these people, therefore, come from the WW II era forward. It is unknown if any recruits come from pre-WW II.

Benefits of Membership

Secret Mystery 1: +2 to Knowledge (arcane lore) and Knowledge (history) checks

Secret Mystery 2: Weapon Specialization: gain a +2 damage bonus with a weapon for which the member has the Weapon Focus feat.

Secret Mystery 3: Advanced Training: the member has access to a 10th level Time Enforcer before they going on missions.

Secret Mystery 4: Detailed Files: the member has access to a 10th level Temporal Historian with this ability.

Secret Mystery 5: Black Knight guardian: the member is of sufficient rank and power within the Eternal Reich that a Black Knight has been assigned as their guardian.

Time Enforcer Trainer (Strong Hero 3/Time

Enforcer 10): CR 13; Medium-size humanoid; HD 3d8+6 plus 10d10+20; HP 95; Mas 14; Init +2; Spd 30 ft; Defense 22, touch 19, flatfooted 20 (+0 size, +2 Dex, +7 class, +3 equipment); BAB +10; Grap +13; Atk +14 melee (1d6+7/18-20, Damascus steel scimitar), or +13 melee (1d4+5/19-20/x3, lethal unarmed), or +13 ranged (1d6+2, light crossbow); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Eternal Reich; SV Fort +9, Ref +8, Will +3; AP 6; Rep +3; Str 16, Dex 14, Con 14, Int 12, Wis 9, Cha 10.

Occupation: Chrononaut (Knowledge [Tactics], Survival)

Background: Progress Level 5 ()

Skills: Knowledge (Arcane Lore) +17, Knowledge (History) +17, Knowledge (Tactics) +18, Navigate +9, Read/Write Language +6 (Akkadian, Ancient Hebrew, Aramaic, English, French, German, Hebrew), Speak Language +6 (Akkadian, Ancient Hebrew, Aramaic, English, French, German, Hebrew), Survival +16

Feats: Advanced Combat Martial Arts, Ancient Technology (PL 0-3), Ancient Technology Expert (PL 0-3), Archaic Weapons Proficiency, Armor Proficiency (light), Cleave, Combat Martial Arts, Improved Combat Martial Arts, Modern Technology (PL 4-6), Modern Technology Expert (PL 4-6), Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency

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

Talents (Time Enforcer): Weapon Focus, Weapon Specialization, Temporal Tactical Expert (one time period), Weapon Focus (one PL), Temporal Tactical Expert (all time periods), Weapon Specialization (one PL), Weapon Focus (one time period), Weapon Specialization (one time period)

Possessions: wrought iron ring mail, Damascus steel scimitar, light crossbow; Wealth +5

Black Knight Guardian (Dedicated Hero 3/Dark

Warrior 4/Black Knight 5): CR 12; Medium-size humanoid; HD 3d6+3 plus 4d10+4 plus 5d10+5 plus 3; HP 76; Mas 12; Init +0; Spd 25 ft; Defense 23, touch 17, flatfooted 23 (+0 size, +0 Dex, +7 class, +6 equipment); BAB +8; Grap +10; Atk +10 melee (1d8+2/19-20, longsword), or +8 ranged (2d6+0, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Avarice, Dark Power (Celestan); SV Fort +9, Ref +4, Will +6; AP 6; Rep +3; Str 14, Dex 10, Con 12, Int 16, Wis 14, Cha 9.

Occupation: Adventurer (Intimidate, Knowledge [Arcane Lore])

Background: Progress Level 5 ()

Skills: Decipher Script +13, Disable Device +8, Intimidate +15, Knowledge (Arcane Lore) +19, Knowledge (History) +18, Knowledge (Theology and Philosophy) +14, Sense Motive +13, Survival +12, Treat Injury +12

Feats: Animal Sacrifice, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Cleave, Conviction (Dark Power), Modern Technology (PL 4-6), Personal Firearms Proficiency, Power Attack, Profane Ritual, Simple Weapons Proficiency, Toughness

Talents (Dedicated Hero): Empathy, Improved Aid Another

Talents (Dark Warrior): Hatred 1/day, Willing Manifestations (Contortions)

Talents (Black Knight): Dark Calling, Immune to Disease, Inflict Wounds 2d8, Contagious Touch, Vermin Swarm 1/day

Possessions: tactical vest, longsword, Beretta 92F; Wealth +6Section 15

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