



MODERN

BLOOD

Sugar



By Stan!

A Short Urban Arcana Adventure for Four 10th-Level Characters

Everyone knows that too much candy is bad for your health, but never has that old adage been as literally true as it is in this adventure. Tales of cruel and deranged people tainting the candy they hand out to trick-or-treaters on Halloween have changed the entire culture of that holiday in America. But in *Blood Sugar*, a group of fanatical cultists takes the adulteration of children's candy a step further. They break into the processing plant of a local candy manufacturer and use an arcane ritual to enchant a batch of confections, which they plan to distribute to the local children at an All Hallows Eve street fair.

LEVELS

You, the Game Master (GM), need copies of the *d20 MODERN Roleplaying Game* and the *URBAN ARCANA Campaign Setting* to run this adventure. To get started, print out the adventure (including the maps) and read it through. Familiarize yourself with the various GM characters and their individual motives and abilities. Then make sure you are familiar with the rules for combat, movement, and cover from Chapter 5 of the *d20 MODERN Roleplaying Game*. You should also be familiar with the rules for casting magic spells and performing incantations (found in Chapter 10 of the *d20 MODERN Roleplaying Game* and Chapter 3 of the *URBAN ARCANA Campaign Setting*).

Blood Sugar is a short scenario for four 10th-level heroes. With slight modifications, you can make it suitable for heroes at other levels (or groups as large or small as you're comfortable adjudicating). See the Scaling the Adventure sidebar for guidelines on adapting it for other groups.

The text that appears in shaded boxes should be read aloud or paraphrased for the players. Opponents' statistics are provided in abbreviated form.

This adventure can be set in any large city. Maps showing the major encounter areas are provided. With a little work, the locations presented in the adventure could be adapted for any locale.

BACKGROUND

The GM characters in this adventure have specific goals given to them by their superiors. They neither understand nor care about the deeper meanings of their activities; they are simply zealots following the orders of their charismatic leader.

If you are running *Blood Sugar* as a stand-alone adventure, the story requires no deeper meaning. The Children of Chaos are simply living up to the name of their organization by committing a random act of violence. If, however, you are running this adventure as part of the *Heartless* campaign, the heroes should gain some insight into the underlying reasons for these events during the adventure. In fact, when all is said and done, the heroes will probably have a better understanding of the motives for this particular criminal enterprise than the perpetrators themselves do. They may also have some idea what difficulties lie ahead.

The Children of Chaos

The Children of Chaos is a religious cult whose members worship the elemental force of chaos as embodied by the Roman god Janus. They pray for power, deliver “sacrifices” in the form of random acts of destruction and violence, and publicly profess their belief in magic and the occult. In truth, they are easily manipulated individuals gathered into a loose coalition by the cult’s founder, Nicholas St. Andrew, who regularly takes advantage of their gullibility. But thanks to the loyalty St. Andrew inspires in his followers, no connection between him and the cult has ever been proven in a court of law. The Children of Chaos are so fanatically devoted to their leader that, when captured, they refuse to do anything other than mouth random words of devotion or make oblique threats to society as a whole. To date, not one of them has ever implicated St. Andrew in any of the cult’s activities.

Over the years, cult members have committed numerous acts of vandalism, obstruction of justice, destruction of property, and occasionally petty theft. Recently, however, they have stepped up their criminal activities. About one month ago, a group of cultists (all of whom had formerly served in the military) took a penthouse full of people as hostages and demanded a huge ransom for their release. (If the heroes played through *The Petersen Counterstrike*, they aided in resolving that incident; otherwise, the details are unimportant.)

Scaling the Adventure

The situations described in this adventure are suitable for heroes of any level. To tailor *Blood Sugar* for your game, make the following adjustments.

Sweet Tooth Inc.: To increase or decrease the Challenge Rating of the sugar slave, simply raise or lower the number of Tough ordinary levels the original security guard had.

Tricks with Treats: Increase or decrease the number of small candy golems until the Encounter Level is equal to the heroes’ average character level. Adjust the large candy golem so that its Hit Dice equal the heroes’ average character level +4.

A Heartless Tale

Blood Sugar can be used as a stand-alone adventure. You can place it in your campaign anywhere you see fit—particularly if you used the information in the Scaling the Adventure sidebar to modify the opponents for your campaign. The scenario requires neither previous knowledge on the part of the heroes, nor any understanding of a larger plot on your part.

However, *Blood Sugar* is also the second in a series of five adventures that, when strung together, become a more complex and detailed tale of deception, murder, and lust for power. This series constitutes a campaign entitled *Heartless*. The first installment, *The Petersen Counterstrike*, is available as a free download from the d20 MODERN section of the Wizards of the Coast website.

Blood Sugar features components such as spellcasting, magic items, and supernatural creatures. As the series goes on, though, its elements will become even more fantastic. As a result, you may wish to wait until all five chapters of *Heartless* have been released before deciding whether to use the storyline as it is presented or adapt it into something that better suits your campaign.

The cult members have now initiated their greatest random act of terror yet. Using an ancient idol supplied by their leader, they have placed a curse on a batch of candy, which they intend to distribute to local children on Halloween.

The Crime

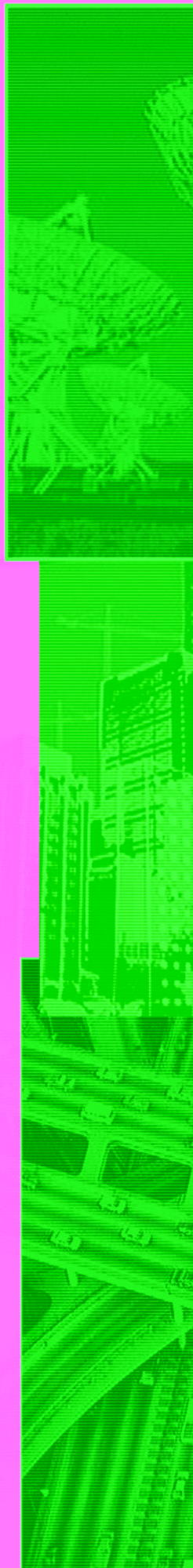
During the early morning hours of October 31st, six members of the Children of Chaos took Barrik the Glutton to Sweet Tooth, Inc., a local manufacturing plant that produces a popular brand of chocolates and hard candies. They overcame the single security guard, gathered the third-shift workers together, and locked them in the plant manager’s office.

The cultists took the unconscious security guard to the manufacturing area and emptied the contents of several industrial-sized sacks of sugar onto the floor. Then they performed the ceremony to activate Barrik the Glutton, which culminated with the ritual slaying of the innocent guard (by smothering him with sugar). The magic released in this process converted the guard’s corpse into a creature known as a sugar slave, which the cultists ordered to guard the factory after their departure.

The Children of Chaos then used Barrik to power the *blood sugar* incantation, which turned the sugar into a deadly weapon under their control. They used the cursed sugar to make up a large batch of sweets and wrapped them in the factory’s familiar labels. Then they packed up the candy and left the factory, securing it with chains and padlocks.

The Day Shift

At about 7:30 AM on Halloween morning, the day-shift workers arrived to find the factory locked. The night manager didn’t pick up the phone when they called his office. When they called the owner, he said that he knew nothing about a plant closure and ordered them to get inside and make candy.



While several people tried unsuccessfully to pick the locks, one of the more nimble workers shimmed up a drainage pipe and climbed through a ceiling-level ventilation grid. He was looking for a fire axe or some other tool with which to open the doors when he ran into the sugar slave. The creature snapped his neck and threw him against the nearest wall.

The workers outside, of course, did not know what was happening. They heard a single blood-curdling scream, and then the sound of something very heavy hitting the wall near them. Then everything went silent again.

At that point, the day manager called the police.

SYNOPSIS

The adventure begins when the local police call in Department-7. When apprised of the situation, Department-7 sends in the heroes to help the officers deal with the “monster” that has evidently taken over the local Sweet Tooth candy plant. After the sugar slave has been defeated, the heroes learn that one of the company’s delivery trucks has been stolen.

Evidence on the scene points to the Children of Chaos and gives the heroes a chance to uncover information regarding Barrik the Glutton. Shortly thereafter, they learn that a Sweet Tooth truck has been spotted downtown distributing free candy to trick-or-treaters.

At the scene, the heroes find children being harassed by small candy golems. As soon as that threat is dealt with, the cultists unleash a large candy golem to cover their escape. The adventure concludes when the heroes defeat all the monsters and capture as many of the cultists as possible.

Nicholas St. Andrew

The leader of the Children of Chaos is not directly involved in this adventure. If you are playing *Blood Sugar* as a stand-alone adventure, you need not worry about him or his machinations—the cult’s activities stand on their own as random acts of chaos-inspired violence. If, however, you are playing the *Heartless* campaign, it is important to understand how these events fit into Nicholas’s overall scheme.

In *The Petersen Counterstrike*, Nicholas St. Andrew arranged for an operative to steal two ancient totems. He believes that by activating these idols, he can unlock a source of great supernatural power. Being a cautious man, though, Nicholas wants to distract the authorities (particularly Department-7) so that they will not realize what his true goal is until it is too late. To that end, he sponsored an unnecessary and misleading hostage incident (detailed in *The Petersen Counterstrike*), and now he is sending his cultists to create havoc with one of the stolen idols. This incident will handily mask his real goal—the activation of this idol through a blood sacrifice.

If the heroes discover the idol and its purpose, they can gain some insight into Nicholas St. Andrew’s true motivation. They will not, however, have the opportunity to confront the cult leader during this adventure.

Barrik the Glutton

The idol at the center of this adventure, a fist-sized fetish carved in a vaguely African style, is called Barrik the Glutton. No one knows exactly when or where it was carved, but the first known reference to it is in the diary of a 4th-century Persian merchant who was also an infamous diablerist and murderer. It is said that he would invite rivals to dinner and, invariably, his guests would be dead before they could finish dessert. Clearly the cause of death was not poisoning because dozens of other guests (including the merchant himself) ate the very same food.

In fact, he performed his foul murders using Barrik the Glutton. The idol is actually a spell fetish—a magic item that, if used correctly, can perform a specific magical function. Barrik allows its possessor to cast a particular incantation over crystallized sugar. Afterward, the person who performed the incantation can cause the sugar or any food made with it to perform certain tasks (such as attacking the person eating it, or rising up in a semblance of life).

Character Hooks

As GM, you know best how to involve your players and their characters in an adventure. This scenario is constructed specifically for heroes employed by Department-7 in its role as an officially sanctioned investigative agency. This arrangement allows the heroes access to the types of information that police or federal agents would have. If Department-7 fills a different role in your campaign, use some other agency that fills the appropriate role and modify the references in the adventure accordingly.

If the heroes are not employees of Department-7, a similar organization, or an appropriate investigative agency, you can use the following adventure hooks to spur your imagination, modifying them as necessary to make them appropriate for the characters’ interests.

- The heroes are workers at the Sweet Tooth plant. They arrive on Halloween morning with the other day-shift workers to find the doors locked. Once the situation begins to unfold, the heroes should realize that the bad publicity from the cultists’ activities could destroy the company. To save their plant (and their jobs), they must take action and fast.
- The heroes are reporters who have come to the Sweet Tooth plant to do a special-interest piece on candy-making for the Halloween edition of the evening news. They just happen to luck into one of the biggest stories of the day.
- The heroes are ghost hunters who have come to town to investigate a local haunted house. They quickly realize that haunted house is a hoax, but then they hear reports of “monsters” at the local candy manufacturing plant.

BEGINNING THE ADVENTURE

Blood Sugar is a site-based adventure in which the action takes place in two different locations—the Sweet Tooth, Inc.

manufacturing plant and a downtown street where a Halloween festival is being held. During their investigation, the heroes may take several paths to their goals. The factory is described in encounter A, and the festival in encounter C. Encounter B details the various pieces of evidence that the heroes can uncover and presents additional information that may help lead them from the opening encounter at the plant to the adventure's finale at the street fair.

The adventure begins on Halloween morning, when the heroes are called into action. Upon arriving at the local Department-7 office, they receive orders to grab their field gear and get into an agency van. Already in the van are a driver and a senior officer of the department, who sits in the front passenger seat with a laptop computer open on his lap. He hands each of the heroes a manila folder and begins addressing the group while the van speeds through the streets.

Read aloud or paraphrase the following as soon as the heroes are in the van.

"Happy Halloween, gentlemen and ladies," the senior officer says. "We just received a call from the local police requesting our assistance in an ongoing situation. At 8:45 this morning, patrol car 114 responded to a call from the incoming shift at the Sweet Tooth, Inc. manufacturing plant. Someone, it seemed, had padlocked the building closed—possibly as some sort of Halloween prank. Curiously, the entire night staff seemed to be missing. The day workers telephoned the police when one of their number who had broken into the building screamed and failed to return.

"The officers radioed headquarters to say that they intended to use bolt cutters to open the front door. They did not request any backup. Approximately 7 minutes later, the emergency services dispatcher received a call from car 114. The folder in front of you contains a transcript of the conversation, but this is what it sounded like."

The supervisor presses a few keys on his laptop, and it begins to play a grainy recording. The sound of people screaming and running fills the van. Car engines thrum to life, and the crunching of gravel indicates vehicles being driven away.

"Oh sweet lord!" shouts a man's voice. "Officer down! Officer down! This is car 114, requesting immediate emergency medical assistance and backup!"

"Roger, 114," crackles a second voice. "EMS and backup are on the way. Can you state the nature of the emergency?"

"He . . . it . . . that thing in there . . . I think it just killed Doug! Looked like it snapped his neck . . . oh my god!"

"Please say again, 114."

"It was some kind of monster . . . looked like a zombie or something. It grabbed Doug and killed him before I could do anything. Then when I shot it . . . it's just not possible!"

"114, what is your current situation?"

"I'm at the car. The employees are all leaving, thank god. I'm keeping an eye on the front . . . wait . . . there it is!"

The sounds of two shotgun blasts echo through the van, then the officer's voice continues.

"It's impossible! I just shot it twice and it didn't flinch. It's got some kind of white powder laced with streaks of red coming out of its mouth and a thick red goo leaking from its bullet wounds. For the love of god, get some help down here now!"

"That's all we have, ladies and gentlemen," says the supervisor, touching another button on his computer. I want you to get in there and deal with this creature—whatever it is. Remember, it has already killed an officer. Then I want to know what happened in there during the night. Any questions?"

The Department-7 supervisor fields the heroes' questions as best he can. Unfortunately, he does not have many answers, and time is of the essence. He can provide the following information and support, along with any other items or insights you deem appropriate.

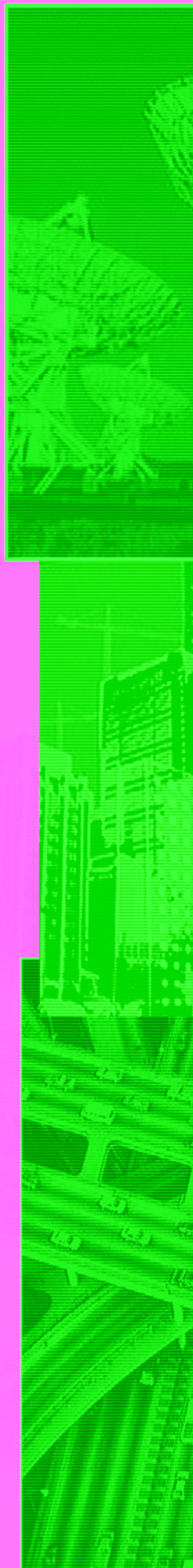
- The manila folder contains blueprints of the Sweet Tooth factory and a transcript of the recording.
- There is no history of supernatural incidents at the Sweet Tooth factory or in any of the surrounding acreage.
- Department-7 has no records of any creature filled with "white powder."
- Sgt. Andrew Pryce, the officer whose voice can be heard in the recording, has a commendable service record and no history of drug or alcohol abuse, psychotic episodes, or paranormal engagements. He pulled back from the factory shortly after his last remarks and is currently being treated by medics for severe shock. He has been sedated and cannot answer further questions at this time.
- The heroes are authorized to use deadly force, supernatural powers, and any other resource at their disposal to resolve this incident without further loss of human life.
- The heroes must start the assignment with whatever equipment they have with them. If they have specific requests for additional materials, the supervisor will make sure all reasonable requests are fulfilled ASAP. (Exactly what is "reasonable" and how fast "ASAP" is are up to you to decide.)
- No further police assistance will be available for investigations inside the factory. However, the police are maintaining a barricade on the street to keep innocents away.

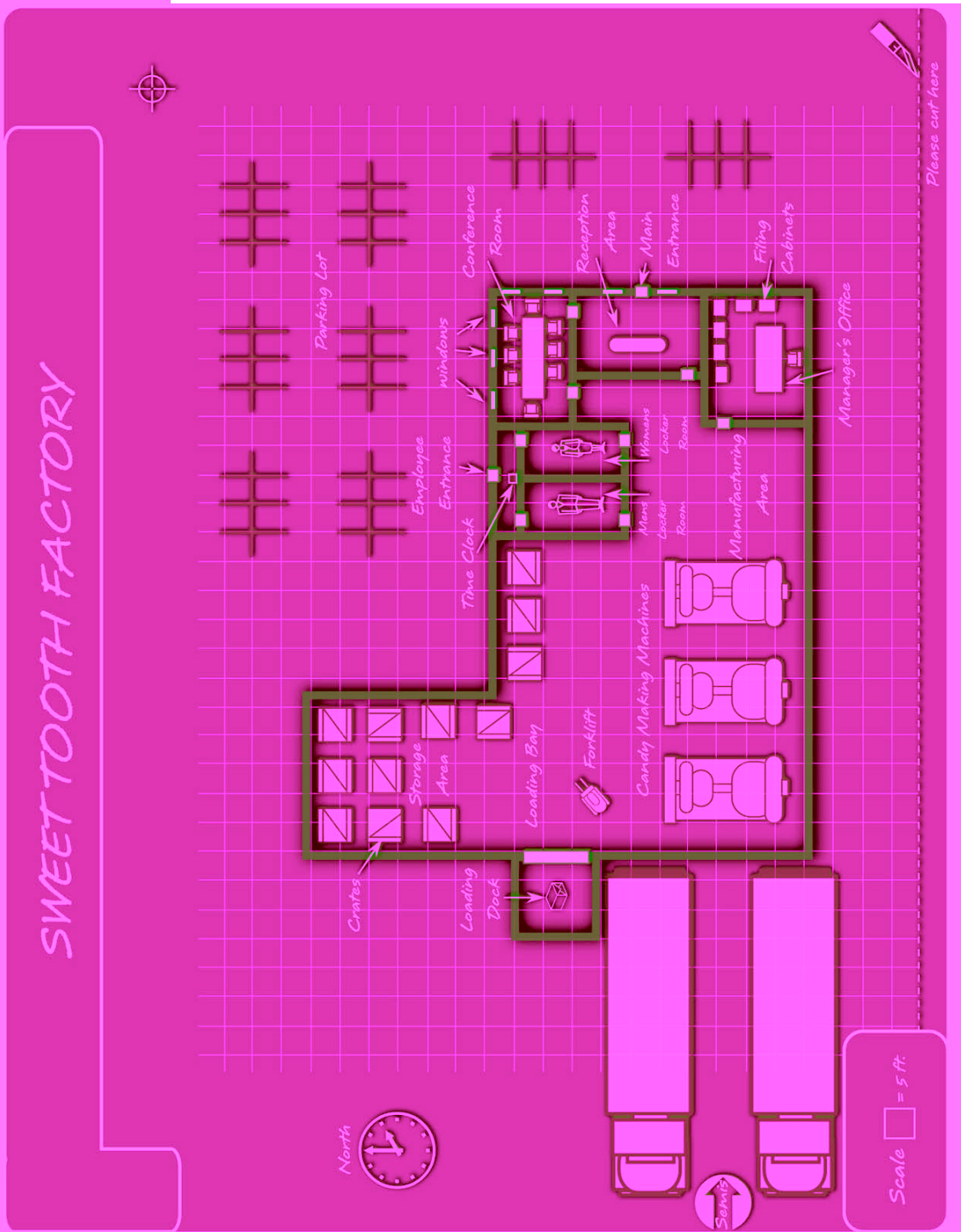
After the heroes have finished asking their questions (or when you decide they have enough information), the van pulls into the Sweet Tooth parking lot.

The time is now 9:12 AM.

A. SWEET TOOTH, INC.

Read aloud or paraphrase the following when the van arrives at the Sweet Tooth factory.





The driveway to the Sweet Tooth plant has been cordoned off by the police. As you approach, the squad cars blocking the entrance pull aside, allowing the van access to the now-deserted parking lot.

The factory looks like a large box painted industrial green—as nondescript a structure as you’ve ever seen. As far as you can tell from the outside, it could be anything from a storage facility to a high-tech assembly plant.

Gravel crunches loudly beneath the van’s tires as it speeds through the parking lot. It looks like there are three ways into to the building—the main entrance, the employee entrance, and the loading dock. The employee

entrance is closed, but that door and the surrounding wall are pocked with holes, probably from a shotgun blast.

The only windows in the plant surround the front entrance and line the northeast corner of the building. The shades are drawn in all of them.

There are housings for several ventilation fans on the roof, but the only external access to them seems to be the drainpipes that run down the walls—if someone were athletic enough to climb them.

Two semi-trucks are parked at the rear of the building, next to the loading dock. Each is marked with the Sweet Tooth, Inc. logo.

The van driver asks where the heroes would like to be dropped off and then takes them to that spot. Once they are all on the ground, the door slams and the van speeds off to join the police barricade.

Though no police support is available for investigations inside the factory, the heroes' supervisor may (at your discretion) allow them to commandeer weapons and light-duty vests from the police if they did not sufficiently arm themselves before leaving Department-7.

A1. Parking Lot

Read or paraphrase the following when the heroes first look about.

The parking lot is an open, dusty field covered with stones and large pebbles. Spaces for cars to park are marked off by yellow tape that has been tacked into the ground.

The heroes can gain more information by searching the area around each of the building's entrances, as indicated below.

Main Entrance

Any hero wishing to examine the area around the main entrance may make either a Search or an Investigate check. Compare the result to the table below to determine what information is gained.

CHECK RESULT	INFORMATION GAINED
10-14	Not many people use this entrance.
15-19	Fewer than twenty people have used this entrance in the past 24 hours.
20+	No one has used this entrance in the past 12 hours.

The door is made of steel covered with a decorative wood veneer. It is held shut with a length of metal chain that has been wrapped through the handle and secured to a nearby water pipe with a padlock.

On either side of the front door are two wire-reinforced windows. If the heroes look through these, they can see into the reception area, which is empty except for standard office furniture.

Door: Hardness 10; 120 hp; Break DC 35.

Chain: Hardness 10; 5 hp; Break DC 26.

Lock: Hardness 3; 5 hp; Break DC 15; Disable Device DC 30 to open.

Window: Hardness 2; 20 hp; Break DC 23.

Employee Entrance

Any hero wishing to search the area around the employee entrance may make either a Search or an Investigate check. Compare the result to the table below. The hero gains all the information for check results equal to or lower than his own.

CHECK RESULT	INFORMATION GAINED
10-14	This entrance is used by many people, perhaps hundreds a day. It has recently been the target of a shotgun blast.
15-19	The ground immediately outside the door is covered with a fine layer of white powder. A little way off to the side is a length of chain that has been clipped in the middle, but still has a cheap padlock connecting its original ends.
20-24	Small droplets of blood are spattered on the ground near the door. The white powder that coats the ground is actually a layer of tiny crystals characteristic of salt or sugar.
25+	The white crystals are definitely refined sugar of the type used in baking or candy-making.

The door is closed but unlocked.

Loading Dock

Any hero wishing to examine the area around the loading dock may make either a Search or an Investigate check. Compare the result to the table below. The hero gains all the information for check results equal to or lower than her own.

CHECK RESULT	INFORMATION GAINED
10-14	This area sees a lot of vehicular and foot traffic on a daily basis.
15-19	Flakes of rust on the loading ramp indicate that this door is not opened and closed often. Because this is a 24-hour operation, the loading bay door is probably open all day and night as a rule.
20-24	Besides the semi-trucks, another vehicle has been here in the past 6 hours. It was probably either a van or an SUV.
25+	There is a spot where a third semi-truck is usually parked. It was driven out of the lot less than 4 hours ago.

The loading door is a garage-style sheet of corrugated metal designed to be pulled up from the bottom. It is held shut with a length of metal chain that has been wrapped through the handle and secured to a nearby water pipe with a padlock.

The trucks are Peterbilt Model 379s (see Chapter 2 of the *URBAN ARCANA Campaign Setting*).

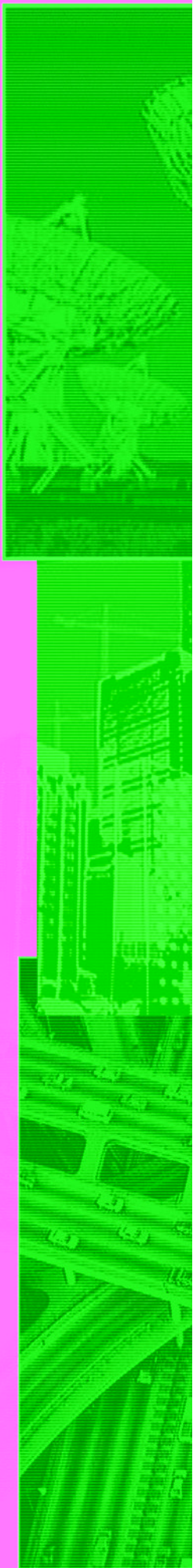
Door: Hardness 6; 10 hp; Break DC 13.

Chain: Hardness 10; 5 hp; Break DC 26.

Lock: Hardness 3; 5 hp; Break DC 15; Disable Device DC 25 to open.

A2. Reception Area

This area lies beyond the main entrance door. Only visitors use this entrance—the employees come and go through the employee entrance so that they can use the timeclock inside that door to punch in and out.



Read aloud or paraphrase the following when the heroes enter this area.

The reception room is designed around a large, white, formica-topped workstation, behind which stands a filing cabinet. Several potted plants are spaced evenly around the room, and four plush leather seats line the outside wall. The Sweet Tooth logo dominates the rear wall, and underneath it hangs a sign that reads “685 accident-free days in row. Thank you for following the safety regulations.” There are two exits—one immediately to your right as you walk in, the other to the left of the workstation.

The phone on the desk is ringing.

If the heroes do not answer the phone, it will ring six more times before the answering machine picks up the call. Fifteen seconds later, it begins ringing again.

If the heroes answer the phone, the caller identifies herself as a reporter from the local paper and asks what is happening at the plant. The heroes may respond as they please, but unless public relations is part of their jobs, their supervisor will not appreciate them talking extensively to the press.

The corporate answering machine currently holds fifteen messages with similar requests—most of them from this same reporter, and all left within the last half hour.

There is nothing of particular interest or use in this room.

A3. Conference Room

This chamber is the factory’s only meeting room. It is generally used as a lunchroom and break-room by the factory workers, but occasionally the manager holds sales meetings here.

Read or paraphrase the following aloud when the heroes enter.

An overhead fluorescent bulb casts bright light on single long table surrounded by ten executive chairs. The exterior walls are lined with windows, all of which have the shades drawn. There are two doors in this room, both along the southern wall.

In one corner is a pile of metal folding chairs, and in another corner stands a magnetic whiteboard on wheels. It is currently covered with what appears to be a crude map of the factory. Square red, blue, and green magnets are arrayed inside the map, and three long, rectangular, white magnets are aligned immediately to its left.

Any hero who examines the whiteboard may attempt a DC 15 Intelligence or Knowledge (business) check. Success reveals that the different-colored square magnets represent different types of materials that the factory currently has in inventory, and the white magnets represent delivery trucks. Any hero who makes this discovery may, at the GM’s discretion, also be allowed a Spot check (DC 15). Success allows the hero to realize that, although there are three truck magnets on the whiteboard, there were only two trucks parked outside the loading dock.

A4. Timeclock and Locker Rooms

The employee entrance leads into a small hallway. Read or paraphrase the following aloud when the heroes enter this area.

The interior wall holds a timeclock and a rack of punch-cards. Just beyond these are two doors—one marked “Men” and the other “Women.” A security camera mounted near the ceiling is trained on the hallway. Just inside the door lies a body dressed in a police uniform. Its head lolls at an angle that indicates it is certainly dead. More of the white powder spattered with spots of red lies in clumps around the body, and there are smears of it on his neck and face. A trail of it leads to the door of the men’s locker room.

The body is that of the police officer who was killed by the sugar slave. His badge identifies him as Sgt. Douglas Reeves. The officer entered the plant by the employee entrance after the chain was removed, went through the men’s locker room, and walked into the manufacturing area, where the sugar slave spotted him. He fired twice at the creature as it charged him, then ran for the entrance when it didn’t stop. The sugar slave overtook Reeves at the still-open door, grabbed him, and snapped his neck in front of the witnesses outside.

Reeves still has his Ruger Service-Six in his hand. The rest of his equipment—a can of mace, steel handcuffs, a night-stick, and anything else you think is reasonable—is still in place on his body.

Anyone examining the body may attempt a DC 10 Spot check to confirm that the smears are blood mixed with granules of sugar. A successful DC 10 Treat Injury check confirms that death was due to a broken neck.

Lockers

Each door leads to a locker room. Read aloud or paraphrase the following when the heroes enter a locker room, making whatever adjustments you feel are appropriate based on the specific room.

The floor is covered in pale green tiles, and a floor drain is placed every dozen feet or so. At one end of the room stands a pair of shower stalls, and at the other end are two toilets and two sinks. The middle of the room is lined with gray metal lockers. In front of each bank of lockers stand two or three wooden benches.

Most of the lockers are closed and secured with combination locks. The few whose doors hang open are partially filled with garbage, used towels, and discarded clothing.

A DC 15 Spot check reveals a scuffed trail of sugar and blood leads through the men’s locker room. The sugar slave was leaking this mixture from its wounds while pursuing Sgt. Reeves.

Each factory worker has a designated locker. The locks are relatively easy to open (Break DC 10 or Disable Device DC 20). Each is filled with personal effects typical for a factory

worker. At the GM's discretion, a few might even contain illicit materials such as drugs or firearms.

This room contains nothing of particular interest or use.

A5. Storage Area (CL 10)

Raw materials (such as sugar, high-fructose corn syrup, and artificial sweeteners) as well as finished candy are stored in this annex to the main plant. Dozens of palettes hold hundreds of boxes, each with its contents clearly marked on the side. The sugar slave is currently hiding in this chamber.

Read aloud or paraphrase the following when the heroes enter.

This small alcove is filled with palettes, on which are stacked boxes labeled cocoa, canola oil, sugar, plastic wrappers, display boxes, and so forth. All the items necessary to mass-produce candy seem to be stored here in goodly supply.

At the base of one palette lies an unmoving human body, its arms and legs splayed in awkward positions. Its hair is brown, and it is dressed in blue coveralls.

The corpse is that of Conrad Gerald, the factory worker who climbed into the building via the drainpipe and discovered the sugar slave. Any hero who comes within 5 feet of Conrad can tell that he is dead—his head is turned all the way back, and his eyes are open but lifeless. A grainy red substance is smeared across his neck and face.

Anyone examining the body more closely can attempt a Spot check (DC 12). Success reveals that the smears are granules of sugar mixed with blood. If any hero examining the body attempts a Treat Injury check, compare the result to the table below. The hero gains all the information for check results equal to or lower than his own.

CHECK RESULT	INFORMATION GAINED
10–14	The body is covered with massive bruises and contusions. One arm is broken in several places, and the other is dislocated at the shoulder.
15–19	The cause of death was a snapped neck. The bruising and other damage occurred afterward.
20+	The corpse's neck was snapped by a very strong human or humanoid creature, which most likely took the head in both hands and twisted violently. The sugar slave is currently hiding among the crates and boxes. Anyone actively looking around for anything unusual may attempt a Spot check (opposed by the creature's Hide check) to notice it. The sugar slave immediately leaps out and attacks any hero who actually enters the storage area. Roll for surprise normally.

GM Character: The sugar slave is the only GM character in this area. Once the night watchman for this factory, this unfortunate creature was smothered with sugar during an occult ceremony conducted by the Children of Chaos and turned into the monster it is now.

The sugar slave looks basically human and is still wearing its guard uniform. However, anyone who sees it may attempt a Spot check (DC 12) to notice that white powder streaked with red is oozing from its mouth, nose, and the corners of its eyes. Furthermore, any time it sustains a wound that would cause a normal human to bleed, it instead leaks a thick, disgusting mixture of blood and sugar.

The sugar slave is an undead creature with only one goal—to attack and kill anyone it catches snooping around the factory. The sugar slave has been ordered to hide among the crates and emerge only to kill anyone it sees. Luckily for the heroes, it takes its orders quite literally. Thus, although it may hear them rummaging about the building, it will not move until it actually sees one of them. From its current hiding place, the sugar slave can see only the back half of the manufacturing area.

Sugar Slave (Tough Ordinary 8/Sugar Slave Template):

CR 10; Medium-size undead; HD 8d12; hp 52; Mas —; Init +5; Spd 30 ft.; Defense 15 (+1 Dex, +4 class), touch 15, flat-footed 14; BAB +6; Grap +10; Atk +12 melee (1d8+4, unarmed strike); Full Atk +12/+7 melee (1d8+4, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ @@darkvision 60 ft., heat vulnerability, neck twist, @@immunities, undead, water vulnerability; AL Children of Chaos cell leader; SV Fort +6, Ref +7, Will +0; AP 0; Rep +0; Str 19, Dex 12, Con —, Int 13, Wis 6, Cha 8.

Occupation: Blue Collar (class skills: Climb, Drive, Intimidate).

Skills: Climb +10, Drive +8, Intimidate +0, Jump +9, Read/Write English, Read/Write Spanish. Speak English, Speak Spanish, Spot +9, Swim +9.

Feats: Brawl, Improved Brawl, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Equipment: Various personal possessions.

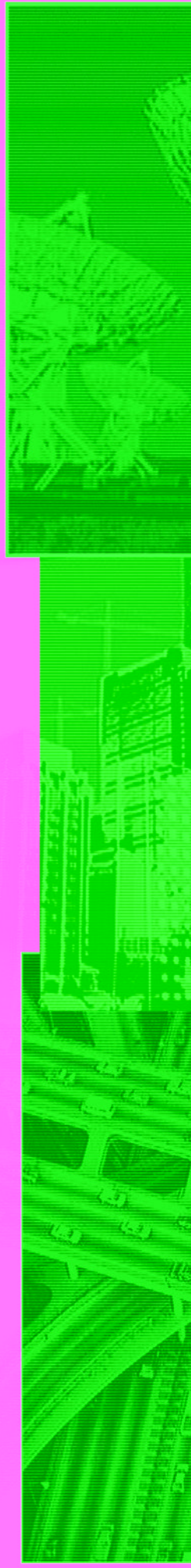
Tactics: The sugar slave prefers to engage in one-on-one melee combat so that it can make optimal use of its supernatural strength and neck twist special attack. When it sees a target, it charges and immediately begins a grapple when it makes contact. Ignoring all other opponents, it attempts to pin its target, then execute its neck twist attack. Once the first target has been eliminated, it moves on to a second. It pursues any targets it has already spotted until it loses sight of them. As soon as all opponents are dead or unconscious, the sugar slave resumes hiding among the boxes in the storage area.

Development: Once the heroes have dealt with the sugar slave, they can explore the rest of the plant.

A6. Loading Bay

This area is where workers unload ingredients and other raw materials from incoming trucks and load cases of finished product onto outgoing ones. The loading bay is usually open, since the factory runs 24 hours a day, but the Children of Chaos closed and locked the loading bay door when they left.

Read or paraphrase the following aloud when the heroes enter the loading bay.



This area seems to be the one part of the manufacturing facility that is completely clear of boxes, crates, and machinery. There are tire tracks on the cement floor that run up to, and presumably past, a closed garage-style door. To one side of the door sits a small, methane engine forklift.

The garage door has been chained and locked from the outside (see Parking Lot, above). The chain cannot be broken from the factory floor, but the door itself can.

The forklift may be driven by anyone who can drive an automobile with a standard transmission. To raise and carry cargo with it, however, the driver must have at least 2 ranks in either Drive (construction vehicle) or Craft (structural). Alternatively, the driver may attempt a DC 10 Knowledge (technology) check or a DC 15 Intelligence check to operate the cargo loading controls properly.

Forklift: Crew 1; Pass 1; Cargo 1,000 lb.; Init -4; Maneuver -2; Max Spd 5; AC 8; Hardness 5; hp 25; Size H; Purchase DC 27; Restrictions —.

A7. Manufacturing Area

The candy is actually made, wrapped, and packaged in this section of the plant. The Sweet Tooth company makes two brands of candy bar here (“Snooty Stick” and “Choco-Cup”), as well as a popular brand of hard candy (“Mint X-Treme”).

Read or paraphrase the following aloud when the heroes enter this area.

This end of the building is dominated by three huge machines. Each features a large vat, from which a hose and nozzle extend. Each nozzle is poised over a conveyor belt that leads into a small enclosed case. The conveyor exits the case and extends for another 5 feet before doubling back.

The enclosed case portion of each machine has a piece of paper, apparently a candy wrapper, taped to its side. One wrapper is long, yellow, and reads “Snooty Stick;” another is square, orange, and reads “Choco-Cup.” The final wrapper bears a picture of a blue and silver tin case that reads “Mint X-Treme.”

The conveyor belts of all three machines are running, and the vats radiate extreme heat and hum as though there is mechanical activity inside.

A security camera mounted near the ceiling is aimed at the machines.

Every hero who stands near the machines may attempt a DC 14 Spot check to notice a small wooden figurine on the floor. Anyone who succeeds on a DC 35 Knowledge (arcane lore) check recognizes it as Barrik the Glutton (see Putting the Pieces Together, below). The leader of the cultist group accidentally dropped it here while feeding the cursed sugar into the machines to make candy.

The machines are still on and ready to use, but since no one is feeding in ingredients, no candy is being produced. Any character may attempt a DC 20 Intelligence check or a DC 10 Knowledge (technology) check to realize that if the equipment is not turned off within the next 4 hours, it may

be permanently damaged and could even explode. Roll 1d10 and consult the following table to determine the exact result.

d10 ROLL	RESULT
1	Vat explodes, dealing 3d6 points of damage to each creature within 15 feet.
2–7	Machine shuts down and is permanently broken (DC 20 Repair check and specialized parts required to fix).
8–10	Roll again in 1 hour.

The machines may also break down if they are attacked or damaged in any way (–1 penalty on the d10 roll; treat a result of 0 or below as 1) especially if they are suddenly made cold or wet (–3 penalty on the d10 roll; treat a result of 0 or below as 1).

A successful DC 15 Spot check reveals a trail of blood spatters mixed with granulated sugar leading from the vicinity of the westernmost machine to the door of the men’s locker room. This substance is what leaked from the sugar slave’s body after Sgt. Reeves shot it.

From its vantage point in the storage area, the sugar slave can see the machine farthest to the west. It charges out and attacks anyone who approaches that machine.

A8. Manager’s Office

This is the main office for the Sweet Tooth factory. The manager on duty spends a good deal of his time here filling out paperwork and phoning salespeople, distributors, and suppliers. At present, this room is occupied by fifteen bound and gagged people—the missing members of the night shift.

Read or paraphrase the following aloud when the heroes approach this room.

The door to this room has a pane of glass on which are painted the words “Floor Manager.” The shade on the door has been drawn.

The door is not locked. Continue with the following when the heroes open it.

The door opens easily to reveal a standard office fitted out with a desk, telephone, filing cabinets, and red vinyl couch. Fifteen people, all bound and gagged with duct tape, sit or lie on the floor in various positions of discomfort. The captives gaze at you piteously, grunting, rocking back and forth, and pleading with their eyes for you to free them from their bondage.

GM Characters: Fourteen factory workers and the night manager are currently held prisoner here. If you need their statistics, treat the workers as low-level thugs and the manager as a low-level crime lab technician (see Chapter 8 of the *d20 MODERN Roleplaying Game*).

Development: Releasing the captives is easy. Keeping them quiet, or getting them to work in an organized manner, is not. Unless one of the heroes succeeds on a DC 25 Diplomacy or Intimidate check, any captive who is freed immediately attempts to bolt out the door. Most freed captives who are not

stopped run toward the locker room to escape the factory, but a few (at the GM's discretion) may instead run toward the loading dock, thus becoming potential targets for the sugar slave.

Once the heroes have either calmed the freed workers or helped them to a place they perceive as safe, they can interrogate them. If asked the right questions, the workers can provide the following information.

- At about 3:15 AM, the security guard went outside for a cigarette break.
- At about 3:30 AM, a bunch of weirdoes wearing yellow robes with hoods came into the factory through the locker rooms. They were carrying guns.
- This wasn't a simple robbery. The intruders seemed to know a lot about the layout of the factory.
- The robed guys gathered everyone but the security guard in the manager's office and used duct tape to tie them up. Then they pulled the blinds and closed the door.
- For the next hour or so, there was a lot of singing and chanting on the plant floor. Then the candy machines started running.
- After about an hour, the machines stopped. About 10 minutes later, one of the company trucks started up outside the building. (One of the workers is a mechanic who knows the sound of that engine because it misses firing now and again.) The truck idled (probably at the loading bay) for about half an hour. Then it pulled out.
- Everything was quiet for a few hours. Then there was a lot of shouting and screaming and shooting. The captives all thought they were going to die.

B. PUTTING THE PIECES TOGETHER

After dealing with the sugar slave and freeing the captive night shift, the heroes may want to take a break and examine the information available to them. Help the players to list all the things they know (or think they know) about the situation.

If the characters want to do some further research, the following options can provide them with additional data.

BI. Criminology

Basic police work yields some elementary facts, but it does not provide any deep insight into the events or the motives behind them. Through use of the Investigate skill (or sufficiently clever roleplaying), however, the heroes can get the following information.

Security Cameras

The Sweet Tooth factory has two security cameras—one focused on the employee entrance, and the other providing a long view of all three candy-making machines. To date, the primary purpose of these cameras has been to make the employees think that management is watching them. In point of fact, the cameras each feed to a VCR that records 8 hours of tape, then rewinds and tapes over the previously recorded material.

The current tapes have information that may be useful to the heroes, but only if they think to look at the recordings before 11:15 AM on Halloween morning.

If the heroes watch the tape from the employee entrance in time, read or paraphrase the following aloud.

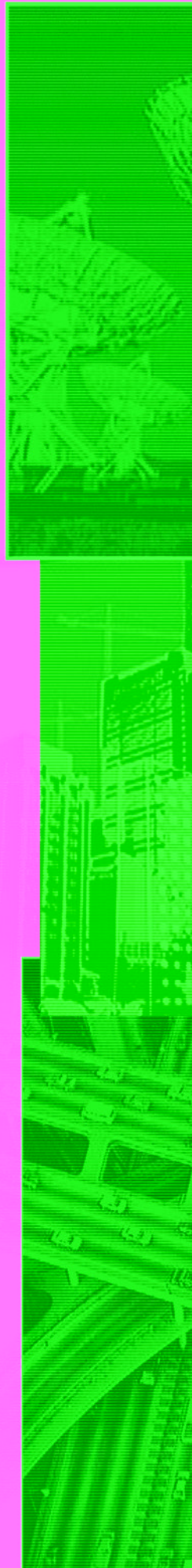
The tape of the door shows the guard smoking just outside the entrance. Suddenly, he drops his cigarette and puts his hands in the air. Then he opens the door, puts his hands up again, and backs slowly inside. Six figures wearing light-colored, hooded robes enter by the now-open door. They carry firearms ranging from pistols to shotguns and assault rifles, which they keep trained on the guard. A short while later, another robed figure enters the picture from off-camera, in the direction of the loading dock. He runs a metal chain through the door handle and around a nearby water pipe, then goes back the way he came.

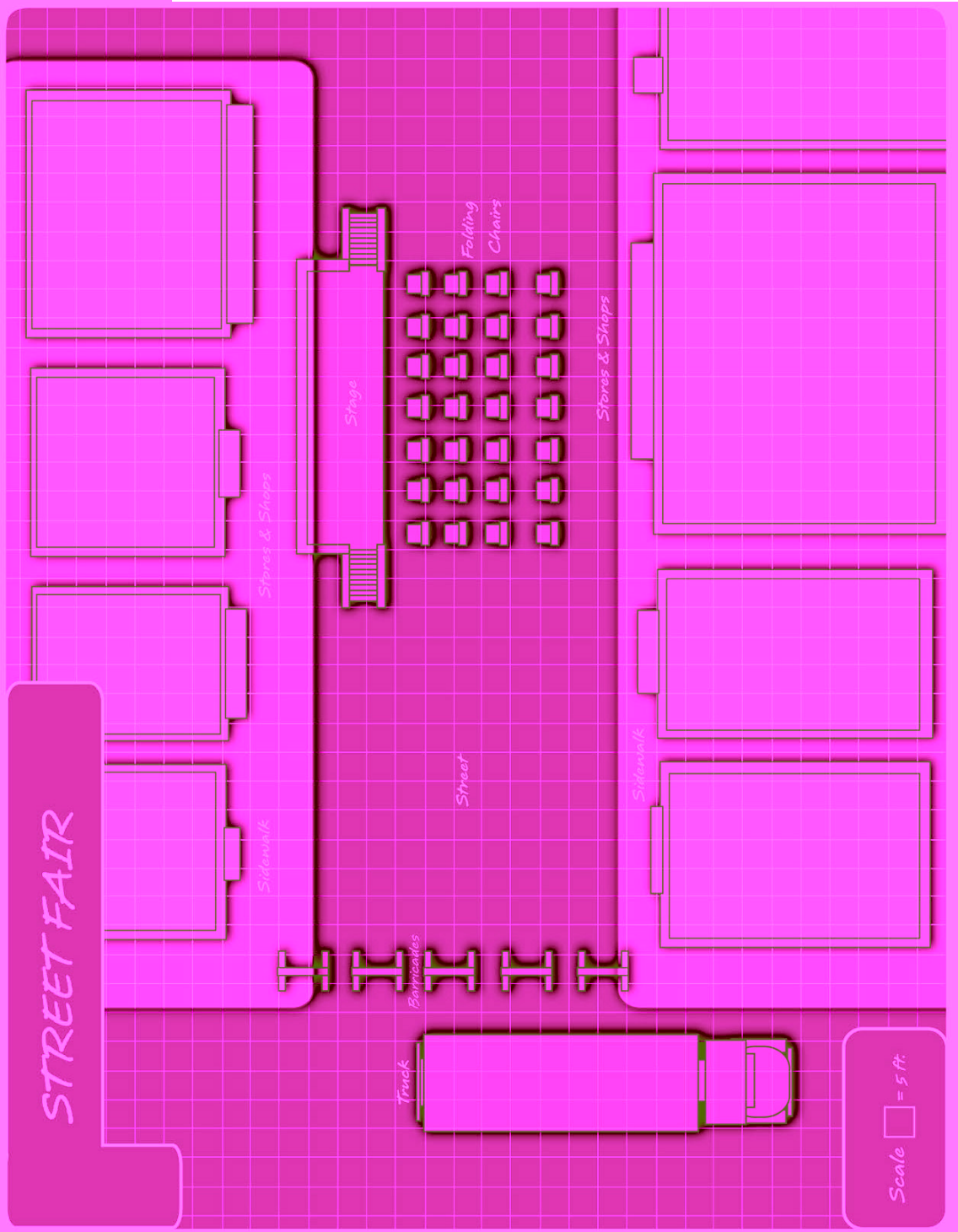
Some hours later, a uniformed policeman enters with gun drawn. He looks about, then goes through the door marked "Men." A few moments later, he runs back out with a look of terror on his face. Just as he reaches the doorway and is about to disappear from view, a man wearing the uniform of a security guard bursts from the door of the men's locker room. A thick, reddish goo drips from two gaping wounds on his body, and white powder laced with red streaks falls in a steady stream from his open mouth. With a strangled cry, the creature grabs Reeves from behind. The two struggle for a moment, then the creature grabs the policeman's head with both hands and wrenches his neck. Dropping him to the floor, it retreats the way it came.

Read or paraphrase the following aloud when the heroes watch the tape from the factory floor.

The tape of the factory floor does not show many details. The robed figures come in and herd the fourteen workers somewhere off-screen. Then the figures come back carrying what appears to be the security guard. After laying him carefully on the floor, they pull over some large sacks, open them, and pour out white powder over his head and shoulders. Several of the robed figures restrain the half-buried man for a few moments while his body twitches. When the twitching stops, the figures join hands and appear to pray for a very long time. Then they scoop the white powder off the man, pour some into the vat of each machine, and begin making candy. After loading the finished candy into boxes, "When they have finished, one of them stands over the guard, who has lain still the whole time. The robed figure gesticulates wildly, and the presumably dead guard sits jerkily upright, then stands and follows the robed man off-screen.

Some hours later, a uniformed policeman enters the area and looks around. When he reaches the westernmost machine, he spins around suddenly, draws his gun, fires twice, then turns and runs.





Anyone who watches the tapes may attempt a DC 15 Knowledge (arcane lore) check, a DC 25 Knowledge (religion) check, or a DC 20 Knowledge (current events) check to realize that the robes worn by the intruders match those of an occult order known as the Children of Chaos. A successful DC 25 Knowledge (arcane lore) check identifies the guard (as he was at the tape's end) as an undead creature.

Fingerprints

The intruders were not at all concerned about erasing the evidence they left behind. Clear fingerprints can be lifted from just about every door and machine in the building. Most

of these belong to workers from the night shift, but a handful were left by the cultists.

Running the fingerprints through police, FBI, and other databases reveals that one of the intruders was reported as a missing person in Laredo, Texas about four years ago. Another has a juvenile offender record (for breaking and entering, petty theft, and vagrancy) from ten years ago in Boulder, Colorado. The rest of the fingerprints fail to turn up any matches.

Tire Tracks

If the heroes decide to photograph tire tracks in the rear of the building and they have not yet figured out that one of the

BLOOD SUGAR

company's trucks is missing, a successful DC 12 Investigate check provides that information. Furthermore, anyone who succeeds on a DC 15 Investigate check also finds tracks from a popular model of commercial van with a cheap brand of tires. This information will not help the heroes find the van on the streets, but it may allow them to identify the vehicle later.

APB

The security cameras and eyewitness accounts do not give the heroes enough information to put out an all points bulletin (APB) on any individual members of the Children of Chaos. On any other day, the characters might be able to ask police to be on the lookout for anyone wearing yellow robes, but since today is Halloween, such an order would not be especially fruitful. If the heroes insist on such a course of action, the local police detain about three dozen people during the course of the day, all of whom turn out to have iron-clad alibis for last night.

If the heroes ask the police to put out an APB on trucks matching the description of the Sweet Tooth semi-trailers, they eventually get positive results. At about 8:00 PM, a report comes in that the truck is parked downtown, at the edge of the city's All Hallows Eve Street Fair (see Tricks with Treats, below).

Research

Any hero who makes a successful DC 15 Research check while using the library, perusing police records, or seeking information on the Internet can gain some background data on the cult, Barrik the Glutton, or other details, at the GM's discretion.

Similar Incidents

If the heroes comb through the records looking for other robberies and murders with details similar to those of this case, they find no promising leads. This lack of information means one of two things: Either the perpetrators have never committed any similar crimes before, or they have changed their modus operandi so extensively that it is impossible to link them to their past endeavors.

Barrik the Glutton

If the heroes recovered the idol from the floor of the manufacturing area, they may attempt to discover its history. Doing so requires 2d3 hours and a successful DC 30 Knowledge (arcane lore) check or DC 40 Research check. Success reveals the information presented in the Barrik the Glutton sidebar (see the Background section of this adventure).

If you are playing the *Heartless* campaign, a successful check also reveals that the original Barrik idol has been lost for centuries, and that most experts believe it was destroyed in the late 12th century. However, any hero who succeeds on a DC 30 Research check regarding Barrik discovers that the Department-7 archives list a replica of the idol made in the 19th century in the organization's collection. Further inquiries reveal that the replica was removed from the collection by Professor Grant Petersen and kept in his home office. In the wake of a hostage crisis there, the

idol was found to be missing, along with its companion—a replica of a fetish known as Ventyr the Emaciated. (Further information about Ventyr will be provided in next month's free adventure, *The Final Feast*.)

Children of Chaos

If you are playing the *Heartless* campaign, the heroes should already be aware of the Children of Chaos. If not, any hero researching the cultists may attempt a Research check. Compare the result to the table below. The hero gains all the information for check results equal to or lower than her own.

CHECK RESULT	INFORMATION GAINED
10–14	The Children of Chaos is a cult that believes in the powers of magic and diablerie.
15–19	Members of the cult have been involved in crimes ranging from fraud to kidnapping. Authorities have never been able to prove that the cult itself is tied to any particular person.
20–24	The cult has been very active lately, and many of its most prominent members have been arrested or are wanted in connection with recent illegal activities.
25+	The hero gains all the information on the cult given the Background section of this adventure.

B2. Dumb Luck

Even if the heroes follow up the wrong leads, or their investigations fail to produce enough useful evidence, the Children of Chaos plan to draw significant attention to themselves with their next actions.

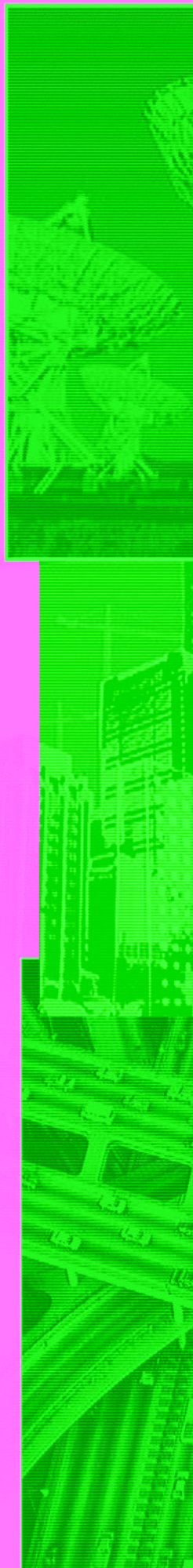
At approximately 8:00 PM, the Children of Chaos drive the stolen truck downtown and park it near the All Hallows Eve Street Fair. They immediately begin handing out free candy to any child in costume who wanders by. This activity eventually draws the following forms of public attention.

Phone Calls

A parent or city official, pleased with the support that Sweet Tooth, Inc. is showing for the street fair, phones the company to say thank you. The company officers, knowing that they have authorized no such publicity stunt, realize that their stolen truck is at the street fair and call the heroes with this information.

Mass Media

A local television or radio station is reporting live from the street fair. The reporter on the scene announces that Sweet Tooth, Inc. is sponsoring a free candy giveaway and tells everyone wearing a costume to “come on down for some delicious free treats!” The heroes should at least be curious about this, and the owners of the Sweet Tooth plant will confirm (if asked) that the company has nothing to do with it.



Police

One of the police officers working the street fair is curious about this candy giveaway. She doesn't recall Sweet Tooth applying for a permit to park and distribute candy on this block. She radios in the details, including the vehicle's license plate. Once the information is run down, the police call the officers of the Sweet Tooth company and are told that use of the truck was not authorized. They then list the truck as stolen and inform the heroes.

C. TRICKS WITH TREATS

The All Hallows Eve Street Fair is a tradition in the city. A five-block area is shut down and filled with stalls, rides, and seasonal activities. Citizens can take a hayride, have their faces painted, bob for apples, ride the ferris wheel, consult a palm reader, and shop at booths selling everything from hot dogs and sodas to caramel apples and pumpkin pie. But the biggest event by far is the costume contest, which is judged by the mayor and several other local celebrities.

The Children of Chaos have parked the Sweet Tooth truck at the edge of the street fair nearest the costume contest. A sign on the side of the truck announces that they are distributing free candy to any children in costume. Of course, the candy they are giving away is the cursed candy they made at the factory with the aid of Barrik the Glutton.

When the heroes arrive at the street fair, the situation has already started to heat up. You can run the following encounters sequentially, finishing the first before moving on to the second, or overlap them, so that the heroes are facing two or even all three threats at the same time. The second option increases the difficulty of the overall encounter to EL 16.

C1. Chocolate-Coated Mayhem (EL 10)

One police officer, eager to make a "big collar," decided to approach the Sweet Tooth truck on his own and arrest the perpetrators. Rather than complying, or even resisting arrest, the cult leader moved to the final phase of the group's plan. Using his control over the cursed candy that the cultists had been distributing for more than an hour, he formed the sweets into candy golems (see below), which leaped from every trick-or-treat bag within 100 feet. The creatures are now running amok and terrorizing the crowd.

Read or paraphrase the following aloud when the heroes arrive on the scene.

Beyond the police barriers that serve to close the street stretches the All Hallows Eve Street Fair. A ferris wheel rotates slowly a few blocks over, and a stage for the costume contest is set up in the middle of this block. A Sweet Tooth truck is parked only a hundred yards or so from the stage. Costumed children are shouting and running to and fro throughout the area. But these children are not shouting merrily—indeed, they are shrieking in terror.

Running through the crowd are no fewer than ten tiny humanoid creatures that appear to be composed entirely of candy. Their bodies consist of chocolate bars,

lollipops, lemon drops, and other sweets held together through unknown means. They seem to be pursuing the children, who appear to be afraid of them.

The candy golems shove, punch, trip, and otherwise terrorize people in the crowd, particularly small children. Any hero who succeeds on a DC 13 Spot or Sense Motive check notices that although they do not seem to have any qualms about damaging the humans, the candy golems do not seem to be trying to kill their targets. In fact, the minute an opponent falls to the ground or gets farther than 15 feet away, the candy golems choose a new target. More than anything, these creatures seem to be trying to instill panic in the crowd—and doing a fine job of it.

GM Character: There are hundreds of people attending the street fair. Flesh them out as much as you deem appropriate.

The most significant GM characters in this encounter are the candy golems. At least ten of the creatures are busy terrorizing the crowd, although you can add more if you feel that these ten do not present a sufficient challenge for your heroes. Since each golem is only CR 4, the only way they will present any real challenge to the heroes is if they act in unison.

Small Candy Golems (10 or more): CR 4; Small construct; HD 4d10; hp 27; Mas —; Init +1; Spd 10 ft.; Defense 12 (size +1, Dex +1), touch 12, flat-footed 11; BAB +3; Grap –2; Atk +3 melee (1d4–1, slam); Full Atk +3 melee (1d4–1, 2 slams); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct, damage reduction 4/bludgeoning, darkvision 60 ft.; AL Children of Chaos; SV Fort +1, Ref +2, Will +1; AP 0; Rep +0; Str 8, Dex 12, Con —, Int —, Wis 11, Cha 1.

Skills: None.

Feats: None.

Tactics: Candy golems are very single-minded creatures. Each can perform only one task at a time, and this set was ordered to harass the crowd but not to kill unless attacked. The only person who can give the golems new orders is the leader of the Children of Chaos cultists. At this point, however, he is busy creating a larger candy golem.

The creatures continue to act as described above until one of their number is attacked. At that point, all the candy golems within 20 feet immediately turn their attention to the attacker. Their tactics are simple—swarm their opponent, attack en masse, and attempt to smother the foe.

C2. The Puppet Masters (EL 7)

The Children of Chaos cultists have holed up in their stolen Sweet Tooth truck while the candy golems create confusion in the crowd. They are keeping an eye on the situation, though, and if all the candy golems are defeated, or if the police or other dangerous-looking people ignore the creatures and try to move against the truck, the cultists will use firearms to defend themselves.

The cultists are not especially good shots, so they present a significant threat only to low-level heroes and ordinaries. But in this case, they are not trying to defeat the heroes—just delay them long enough for their leader to finish assembling and animating the large candy golem.

GM Characters: There are five members of the Children of Chaos in the truck, in addition to the group's leader. All of

them were out-of-work drifters before Nicholas St. Andrew recruited them into his cult. He gave them a home, a sense of family, and the belief that they were acting in the service of a greater power. It doesn't matter to them how illogical or unwise their orders are—they obey because they are zealots.

The cultists have been ordered to hang back while the small candy golems are harassing the crowd, but to attack any police or other authorities who move against the truck. Their leader is in the back of the truck combining the remaining cursed candy into one huge monster.

Cultists (Strong Hero 1/Tough Hero 1) (5): CR 2; Medium-size human; HD 1d8+2 plus 1d10+2; hp 14; Mas 15; Init +1; Spd 30 ft.; Defense 13 (+1 Dex, +2 class), touch 13, flat-footed 12; BAB +1; Grap +3; Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +2 ranged (2d6, Colt M1911) or +2 ranged (2d8, AMK/AK-47); Full Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +2 ranged (2d6, Colt M1911) or +2 ranged (2d8, AMK/AK-47); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Children of Chaos; SV Fort +4, Ref +1, Will +0; AP 1; Rep +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Blue Collar (class skills: Craft [mechanical], Drive, Intimidate).

Skills: Craft (mechanical) +3, Drive +5, Intimidate +3, Knowledge (popular culture) +2, Knowledge (streetwise) +2, Profession +4, Read/Write English, Read/Write Spanish, Repair +2, Speak English, Speak Spanish, Swim +3.

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

Talents: Extreme effort, remain conscious.

Equipment: Cultist robes, Colt M1911 (or AMK/AK-47), 50 rounds of ammunition, various gear and personal possessions.

Tactics: The cultists remain in the truck (two in the cab and three in the rear of the trailer) so as to gain the maximum possible cover from their positions. They shoot at anyone they can identify as a threat (specifically, anyone who is charging at the truck instead of running away in terror). If the cultists run out of ammunition, there is a 25% noncumulative chance each round that one of them decides to throw down his weapon and try to escape into the crowd.

C3. The Candy Man (CL 14)

While all the other excitement has been going on, the leader of this Children of Chaos cell has been emptying all the boxes of cursed candy remaining in the truck in an effort to create as large a candy golem as possible. He figures that since the authorities seem to have discovered their plan, his last hope for spreading blessed confusion (and escaping with his life) is to release a monster that can do significant damage to both people and property.

When the heroes are about to capture the stolen truck (or at whatever moment you deem appropriate), read aloud or paraphrase the following.

With no warning, a giant, garishly colored fist smashes outward through the metal skin of the truck as though it were tissue paper. Through the gaping hole steps a creature very similar to the little candy monsters that have been running amok—except that this one is well over 15 feet tall.

The large candy golem's goal is to eliminate all the heroes, along with every police officer and other person wearing official garb that it sees. The leader wants nothing more than to get away safely.

GM Character: There are two GM characters in this encounter in addition to any cultists remaining in the truck. One is the leader of this Children of Chaos cell; the other is a large candy golem that he has just created. The leader is not much of a threat, but the golem may tax the heroes to their limits.

Cultist Leader (Dedicated Hero 5): CR 5; Medium-size human; HD 6d6+12; hp 30; Mas 14; Init +3; Spd 30 ft.; Defense 12, touch 12, flat-footed 12; BAB +3; Grap +3; Atk +4 melee (1d6 nonlethal, unarmed strike) or +3 melee (1d4, knife); Full Atk +4 melee (1d6 nonlethal, unarmed strike) or +3 melee (1d4, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Children of Chaos; SV Fort +5, Ref +0, Will +5; AP 3; Rep +2; Str 10, Dex 8, Con 14, Int 13, Wis 15, Cha 12.

Occupation: Student (class skills: Knowledge [arcane lore], Knowledge [theology and philosophy], Research).

Skills: Bluff +7, Disguise +3, Intimidate +8, Knowledge (arcane lore) +12, Knowledge (theology and philosophy) +12, Listen +5, Sense Motive +10, Spot +13.

Feats: Brawl, Deceptive, Educated (Knowledge [arcane lore], Knowledge [theology and philosophy]), Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Aware, faith, skill emphasis (Intimidate).

Equipment: Cultist robes, knife, various gear and personal possessions.

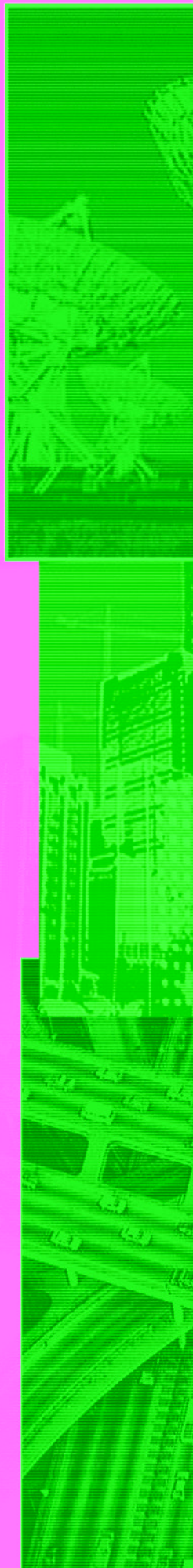
Huge Candy Golem: CR 14; Huge construct; HD 14d10; hp 105; Init -2; Spd 40 ft. (can't run); Defense 6, touch 6, flat-footed 6; BAB +10; Grap +27; Atk +17 melee (2d6+9, slam); Full Atk +17 melee (2d6+9, 2 slams); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ construct, damage reduction 14/bludgeoning, darkvision 60 ft.; AL Children of Chaos; SV Fort +4, Ref +2, Will +4; AP 0; Rep +0; Str 28, Dex 7, Con —, Int —, Wis 11, Cha 1.

Skills: None.

Feats: None.

Tactics: After giving the candy golem the order to attack, the leader waits 2 rounds, then breaks from the truck and runs for safety during his turn on the third round. He tries to mingle with the crowd, although doing so is difficult because the cult's activities have scared just about everyone away. Any hero may attempt a Spot check opposed by the cultist leader's level check. Success means the hero spots the leader attempting to escape. Failure means the leader manages to get out of sight without being noticed. If he is followed, the leader does his best to hide from his pursuers. Unfortunately for him, he gave his firearm to one of his followers, and he has no special attacks or spellcasting powers of his own.

The candy golem has instructions to attack the heroes and anyone else who approaches it. Its tactics are very simple—smash anything that gets in its way. It neither knows nor cares that its master expects it to be overcome eventually. The creature continues to fight as long as it can see opponents. If it beats all its foes, it simply stands still until someone else approaches, then attacks that person.



The remaining cultists wait until after the leader has run for it, then scatter out of the truck in all directions. They fire on anyone who pursues them but otherwise leave the crowd alone.

Development: Once the heroes defeat the candy golems, the adventure is over, although the heroes may insist on continuing the chase if any of the cultists (particularly the leader) managed to escape.

D. RESOLUTION

If all goes well, the heroes can defeat the candy golems and capture one or more of the cultists. Depending on how well the heroes minimized the civilian and collateral damage, they may be lauded as heroes or publicly vilified as incompetent bunglers.

D1. Interrogation

Upon interrogation, the cultists reveal that they were carrying out a “holy mission.” Because of their worship of the god Janus and their belief in the elemental force of chaos, they consider it right and beneficial to introduce unexpected and dangerous elements into everyday life. They wish to interrupt the bourgeois complacency in which most people wrap themselves. “The universe is a chaotic place,” they state calmly, “and unless we expect the unexpected, we can never be prepared.” The illogic of their statements cannot be explained to them—they are zealots.

Most of the cultists have very little information to offer other than the details of their now-failed mission. They can provide the following answers to appropriate questions.

- They were called together from various parts of the country for this mission.
- They were called by “Janus” or “the High Priest of Disorder,” depending on which cultist is asked.
- The idol was a magic item given to their leader by the High Priest of Disorder.
- Disrupting the street fair was their main objective.

The cultists truly believe their mission had no greater purpose than the disruption of the street fair. They know nothing about Barrik the Glutton, other than the fact that their leader used it to make the cursed candy. They also know nothing about the events from *The Petersen Counterstrike*, or any other plans of the larger Children of Chaos organization. If the heroes mention the name Nicholas St. Andrew, however, the cultists flush, cast their eyes downward, and say, “The High Priest of Disorder knows all.” They have no further information about St. Andrew.

The cultist leader knows a little more, although he pretends not to for as long as possible. If one of the heroes can succeed on a Diplomacy or Intimidate check (opposed by the leader’s Will saving throw with a +10 bonus), he reveals some or all of the following information (GM’s discretion as to how much). Some of this information is irrelevant if you are not playing the *Heartless* campaign.

- The street fair was not the main objective of this mission. The cultists could have used the cursed sugar to create any public disturbance they liked.
- Nicholas St. Andrew had something to gain simply by activating Barrik the Glutton with a blood sacrifice. But the cultist does not understand exactly what.
- This mission is part of a much larger scheme, but he has no idea what that scheme is.
- Nicholas St. Andrew has Barrik’s companion idol, Ventyr the Emaciated, but the leader does not know how he intends to use it.

D2. The Ones Who Got Away

The cultists had no backup plan—in fact, they had thought no further ahead than creating havoc at the street fair. Thus, any of them who escaped in the confusion do not have a rallying point, or even a reliable way to contact one another. The only one among them who knows how to contact the others is the leader, and he has no reason to do so. If all had gone well, he would have disbanded the team and told its members to return to their homes until such time as the High Priest called them to action again.

As a result, there is no cult “hideout” for the heroes to clean up. If this makes for a dissatisfying ending, you may want to tell the heroes that the FBI database was eventually able to put names and addresses to all the fingerprints found in the factory. This information will allow them to round up all the parties involved and get a sense of closure. Of course, rounding them up does not have to be easy. You’re free to create an adventure around tracking down and capturing the escaped cultists and their enclaves.

None of the cultists can lead the heroes directly or indirectly to Nicholas St. Andrew.

Heartless Resolution

If you plan to continue with the next installment of the *Heartless* campaign, you should make sure that the heroes gain the following pieces of information one way or another.

- These events were carefully orchestrated by Nicholas St. Andrew. They are just a small part of a bigger objective that he has in mind.
- The idol used in this adventure was one of two that vanished during the previous adventure, *The Petersen Counterstrike*.

REWARDS

The heroes gain the standard experience and wealth awards for these encounters. In addition, the murders at the Sweet Tooth plant and the bizarre happenings at the street fair are big local news stories. Depending on how public their actions were, and whether or not Department-7 allows them to take credit for the work they have done, the heroes could gain a significant amount of publicity. Such publicity could result in the characters becoming media celebrities, an increase in the

amount of work (or rate of pay) that they receive, or—if things went badly—in public vilification.

CONTINUING THE ADVENTURE

If the heroes failed to capture all the cultists, feel free to continue the adventure as described above. And whether or not any cultists got away, one or more of the small candy golems might have escaped even before the heroes arrived on the scene.

Unless the cultist leader was killed, he may eventually be able to reunite with his candy creations and increase their power by providing more raw material (in the form of non-magical candy). Furthermore, unless the heroes managed to gather and destroy all the candy made with the cursed sugar, the leader may be able to find some of the remaining pieces. For each piece of cursed candy that he has, he can assemble another candy golem.

Alternatively, Nicholas St. Andrew may have had his minions use the idol before. In that case, there may be another cell of the Children of Chaos cult that has both sugar slaves and candy golems as minions.

If the heroes recovered Barrik the Glutton, it will probably be returned to Department-7 for safekeeping. The previous clerical error (mistaking a 4th-century idol for a 19th-century replica) may very well be perpetuated unless the heroes make it clear that they believe the idol to be the real thing. If it is still mislabeled when it is returned to the collection, some other unscrupulous member of the organization could easily make off with it again.

Continuing Heartless

The *Heartless* campaign will continue next month with the free online adventure *The Final Feast*.

NEW FX ITEM

The following new FX item is a unique object that can be used in any d20 MODERN adventure.

Barrik the Glutton

Barrik the Glutton is a 4th-century idol that grants its holder the power to cast a specific incantation called *blood sugar* (see below). The fetish was carved from hardwood and stained a deep, rich shade of brown, which over the years has darkened until it now appears to be nearly black. Barrik the Glutton is approximately 8 inches tall and 5 inches around at its thickest point. The figure is that of a naked, obese male human standing with his arms at his sides. Either his face is horribly disfigured or he is wearing a mask—it is difficult to tell which. The figure's bloated belly sports a series of words carved in an unknown language.

Anyone who succeeds on a DC 20 Knowledge (arcane lore) check or a DC 30 Knowledge (history) check recognizes the words as a bastardized version of Sanskrit that was used by an ancient group of sub-Saharan alchemists and diablerists. Any hero who succeeds on a DC 20 Decipher Script check or a DC 30 Research check can render a translation of the text. A character with at least 1 rank in Read/Write Sanskrit gains

a +5 competence bonus on these checks. The translation requires 12 hours of work, which may be accomplished in more than one sitting. The verse reads as follows.

Sugar and
the blood of
Vengeance
Feeds the Spirit
So that He may return
to do his chores
Unholy

Anyone who translates the words inherently understands that the idol is a pivotal part of casting an incantation involving sugar and a blood sacrifice. The translator also knows that, when properly done, this incantation creates cursed sugar that can be used in several different ways.

NEW INCANTATION

The following new incantation is available for use in any d20 MODERN adventure.

Blood Sugar

Transmutation

Skill Check: Knowledge (arcane lore) DC 20, 4 successes; **Failure:** Three consecutive failed skill checks; **Components:** V, S, M, F; **Casting Time:** 40 minutes (minimum); **Range:** Touch; **Target:** see below; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This incantation can be performed only as part of a ritual involving the unique magic idol known as Barrik the Glutton. The process is grisly but relatively simple.

The incantation requires a blood sacrifice, which must be slain by smothering it with sugar. Generally, this ritual slaying is carried out by restraining the victim and burying her head and shoulders in sugar. Once the victim is dead, Barrik the Glutton is placed atop the sugar, and the casters begin the ritual.

When the process is completed, the sugar used to kill the sacrifice is cursed. It may be used as normal, but if the lead caster is within 30 feet of someone eating food made with the cursed sugar, he may cause the food to deal damage to the person's internal organs. The target must succeed on a DC 18 Fortitude saving throw or immediately drop to -9 hit points. The lead caster can use this ability once for every mouthful of the cursed food a target eats. If the sugar is used to make candy or some other form of confection, the lead caster can also use the sweets to create a creature known as a candy golem (see below).

As a side effect, the creature slain in the ritual sacrifice may be commanded to arise as an undead monster known as a sugar slave (see below).

Material Component: At least 1 lb. of sugar (purchase DC varies).

Secondary Casters: None are required, but the lead caster gains a bonus equal to +1 per two secondary casters (maximum +5).

Focus: Barrik the Glutton.

Failure: Damage. The lead caster takes 3d6 points of damage.

NEW MONSTERS

The following new monsters are available for use in any d20 MODERN adventure.

Candy Golem

A candy golem is a bizarre creature whose body is made entirely of chocolates, mints, lollipops, and other assorted confections. Any piece of candy made with sugar cursed by the *blood sugar* incantation (see above) can form the nucleus of a candy golem. Once completed, this construct is animated through the powers of an ancient idol named Barrik the Glutton.

To make this creature, the creator must mix at least one piece of the cursed candy in with other sweets (which may or may not be cursed). Then, if the lead caster of the *blood sugar* incantation that made the cursed candy is within 100 feet, he may use a full-round action to will the collected sweets to bond together as a candy golem. The creature's size and strength are based entirely on how much candy makes up its body—the more candy, the stronger the golem.

A candy golem has no intelligence and is completely loyal to its creator. It can follow simple orders, but it is incapable of thinking for itself or making decisions. Once it completes its assignment, it usually either stands still or goes in search of further instructions from its master.

Species Traits

Weapon and Armor Proficiencies: A candy golem is proficient only in unarmed combat. It is not proficient with armor.

Construct: A candy golem has all the standard construct abilities. (See Chapter 8 of the *d20 MODERN Roleplaying Game* for details.)

Hit Dice: Like most constructs, a candy golem has d10s for Hit Dice. Generally speaking, a candy golem has a number of Hit Dice equal to one-half its weight in pounds, rounded up. So a 2-pound candy golem has 1 Hit Die, a 10-pound specimen has 5 Hit Dice, and a 17-pound candy golem has 9 Hit Dice.

Once a candy golem is created, it can increase its size and strength using the rules described under its Repairable trait (see below).

Ability Scores: A candy golem has no Constitution score and no Intelligence score. It uses its Charisma score for Concentration checks. Its Strength score equals its weight in pounds.

Damage Reduction HD/Bludgeoning (Su): A candy golem ignores some damage from most attacks. Most creatures with this ability have a set amount of damage they can ignore, but the effectiveness of a candy golem's damage reduction grows with its body. The number of points of damage a candy golem can ignore equals its Hit Dice. Since it is constructed of tiny pieces of candy held together by magic, bludgeoning weapons can overcome its damage reduction.

Darkvision (Ex): A candy golem has darkvision with a range of 60 feet.

Immunities: A candy golem is immune to mind-affecting effects and to poison, sleep, paralysis, stunning, disease,

necromancy effects, and any effect that requires a Fortitude save, unless the effect also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: A candy golem cannot heal damage on its own, but it can be repaired. To effect repairs, its creator must add more candy to its body and perform a special ritual that lasts for 5 minutes. At the end of that time, the golem heals 1d6 points of damage for each pound of candy added.

This ability may also be used to permanently increase the candy golem's size and strength. The creature must be at full hit points to gain any benefit from this process. Then the golem's master must add more candy, either by adding individual pieces or by joining one or more additional candy golems to it. Then the creator can will the new creature to animate, as described above. Its statistics must be recalculated based on its new weight.

Special: A candy golem cannot be raised from the dead.

Sugar Slave (Template)

A sugar slave is an unfortunate creature that was used as a blood sacrifice in casting the *blood sugar* incantation. When the ritual is finished, the victim rises as an undead—a mindless automaton that obeys the orders of the person who led the incantation. It usually looks exactly as it did during the final moments of its life, except that its mouth is filled with sugar laced with blood, and small clumps of sugar tend to form at the corners of its eyes and below its nose.

Sugar slaves follow their orders to the letter, drawing no conclusions of their own and rarely making decisions. Because of this limitation, their instructions must always be simple, such as "Kill anyone you see enter this factory."

A sugar slave attacks until it is destroyed. It weighs approximately 10 pounds more than it did in life because its lungs are filled with blood-soaked sugar.

Template Traits

"Sugar slave" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature). A sugar slave uses all the base creature's statistics except as noted here.

Weapon and Armor Proficiencies: A sugar slave retains the weapon and armor proficiencies of the base creature. In addition, it receives Simple Weapons Proficiency as a bonus feat if it does not already have it.

Challenge Rating: A sugar slave's challenge rating is equal to that of the base creature +2.

Type: The creature's type changes to undead (see Chapter 8 in the *d20 MODERN Roleplaying Game*).

Hit Die: All the creature's current Hit Dice change to d12s.

Ability Scores: A sugar slave has no Constitution score. It uses its Charisma modifier for Concentration checks. In addition, it gains a +4 bonus to Strength and a -4 penalty to Wisdom (minimum 1).

Attacks: A sugar slave retains all the natural attacks and weapon proficiencies of the base creature. It is considered armed even when using an unarmed attack. Its unarmed attacks can always do lethal damage.

Immunities: A sugar slave is immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, the effects of massive damage, or any effect requiring a Fortitude save unless it also works on objects or is harmless.

Healing: A sugar slave cannot heal damage on its own. It can be healed with negative energy (such as an *inflict light wounds* spell). Ingesting sugar can also heal it. For every half-pound of sugar ingested, the sugar slave heals 1d4+1 points of damage. If a sugar slave is reduced to 0 or fewer hit points, its entire body transforms into sugar and collapses under its own weight.

Special Qualities: A sugar slave retains all the special qualities of the base creature, except those that depend upon the ability to breathe (such as a half-dragon's breath weapon). In addition, it gains the following special qualities.

Neck Twist (Ex): If a sugar slave has successfully grappled and pinned an opponent, it may attempt this special attack as a full-round action. The sugar slave makes an unarmed melee attack against the opponent's flat-footed AC. If the attack succeeds, the opponent must attempt a Fortitude saving throw. The effects depend on the saving throw result, as given on the following table.

Water Vulnerability (Ex): All damage dealt to a sugar slave by an attack involving water (such as a fire hose or a water elemental's slam) is doubled. Sugar slaves can move at only half speed through water or other similar liquids.

Heat Vulnerability (Ex): When a sugar slave takes damage from fire or heat (such as a flame thrower or a fire elemental's slam), it must immediately attempt a Fortitude saving throw (DC equals points of damage taken). Failure means the sugar slave is stunned for 1 round.

Allegiances: A sugar slave loses any previous allegiances and adopts a new allegiance to its creator (the lead caster of the *blood sugar* incantation). This allegiance cannot be broken.

Saving Throws: A sugar slave has good Fortitude and Reflex saves and poor Will saves for all its Hit Dice (see Table 8-2 of the *d20 MODERN Roleplaying Game*).

SAVING THROW RESULT	EFFECT
5 or lower	Target's hit points immediately drop to -9.
6-10	Target's hit points immediately drop to -5.
11-15	Target's hit points immediately drop to -1.
16-20	Target takes 3d6 points of damage and remains pinned.
21-25	Target takes 2d6 points of damage and remains pinned.
26-30	Target takes 1d6 points of damage and remains pinned.
31-35	Target takes no damage but remains pinned.
36 or higher	Target takes no damage and breaks pin.

Reputation Bonus: A sugar slave has a +0 Reputation bonus.

Skills: A sugar slave loses all skills based on Intelligence, Wisdom, and Charisma.

Feats: A sugar slave retains all feats of the base creature and gains Improved Initiative as a bonus feat.

Special: A sugar slave cannot be raised from the dead.

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