



MODERN

THE FINAL

FEAST



By Stan!

A Short Urban Arcana Adventure for Four 11th-Level Characters

A feast—is there any better or more universal way to memorialize an important affair? No matter what event is being commemorated, nothing brings people together like copious amounts of food, drink, and conversation.

The Final Feast takes place on Thanksgiving Day in a major U.S. city. A group of fanatical cultists uses an arcane ritual to transform homeless people partaking of a local food bank's holiday feast into ravenous monsters with insatiable appetites.

LEVELS

You, the Game Master (GM), need a copy of the *d20 MODERN Roleplaying Game* and a copy of 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*).

The Final Feast is a short scenario for four 11th-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.

Scaling the Adventure

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

- **Reconfigure the Insatiate Statistics:** Since the sample insatiate game statistics were created using 8th-level ordinaries as the base creatures, each is a CR 10 opponent. To alter the CR, use the information from the New Monster section to build new statistics for an insatiate with a CR equal to the heroes' average character level minus 1.
- **Increase the Number of Insatiates:** For a group of heroes whose average level is 14 or higher, double (or even triple) the number of insatiates in each encounter.
- **More Insatiate Conversion:** To make any encounter more difficult, have one or more afflicted people become insatiates while the heroes are in the room. Every afflicted GM character is a potential insatiate, and each conversion instantly increases the EL for the encounter.

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 *The Final Feast* 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. In the past few months, groups of these cultists have instigated a hostage crisis and a candy-tampering emergency on Halloween. (If the heroes played through *The Petersen Counterstrike*, they aided in resolving that incident; otherwise, the details are unimportant.)

The cult members are now about to commit yet another act of random terror. On Thanksgiving Day, they plan to use an ancient idol to turn the clients of a local food bank into ravenous monsters.

Crow Row

Every city has a few once-fashionable neighborhoods that have fallen on hard times. The area known as Crow Row is one such place. Originally, Crow Row consisted of a block of brownstone homes and a church bordering a small private park that occupied the block's interior. Each building had a door that opened onto the park, but there was no other way into that area. From the outside, Crow Row looked just like any other city block—people passing by on the street would never guess that the park existed.

But as commercial interests bought up the neighborhood around Crow Row, the affluent families that had built homes there moved out to suburban estates. Some houses were sold to developers; others were converted into storefronts. Only a few of the brownstones remained single-family residences, and these are in need of considerable repair and restoration.

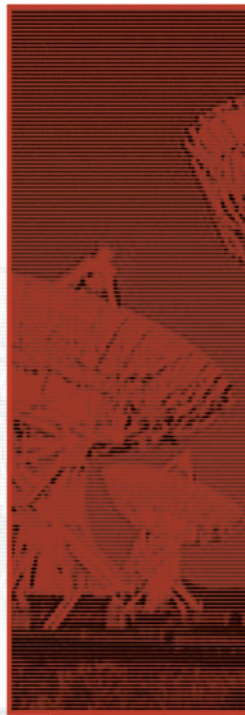
According to the construction agreement, as long as any one of the original houses remains, the central common area may not be destroyed or developed. So despite its potential value to urban developers, the park is still there, though it is no longer a private retreat. As the original brownstones were

A Heartless Tale

The Final Feast 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, *The Final Feast* is also the third 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 two installments, *The Petersen Counterstrike* and *Blood Sugar*, are available as free downloads from the d20 MODERN section of the Wizards of the Coast website.

The Final Feast 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.



Nicholas St. Andrew

The leader of the Children of Chaos is not directly involved in this adventure. If you are playing *The Final Feast* 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. Andrews had an operative steal two ancient idols that he believes can unlock a source of great occult power. In *Blood Sugar*, he used an arcane ritual to activate the first idol. 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 a monstrous attack on a local street fair (described in *Blood Sugar*). Now he plans to have his cultists create havoc with the second idol. This incident will handily mask his real goal—the activation of this idol through an arcane ritual.

If the heroes discover the idol and its purpose, they can gain some insight into Nicholas St. Andrew's true motivation (particularly if they recovered its companion idol, Barrik the Glutton, during the course of *Blood Sugar*). They will not, however, have the opportunity to confront the cult leader during this adventure.

torn down and replaced, more and more access routes to the park appeared—the most obvious one through a parking garage that stands where the church once did.

Like the buildings that surround it, the park is not well tended. The grass has grown thick and wild, and many of the trees are little more than withered, dying husks. Through the vigilance of the few remaining homeowners and the neighborhood food center (called Food for Life), drug dealers and other criminals have been kept out of the park. However, a small community of homeless individuals camps there each night, since it is a significantly safer and more peaceful place to sleep than the streets.

Food for Life

The Church of Mercy originally occupied three building plots in Crow Row. But as its parishioners moved out of the city, attendance dropped until the church no longer held any worship services at all. At last, only its soup kitchen remained active. Thanks to hard times in the neighborhood, that aspect of the church actually saw an increase in visitors.

Eventually, the church leaders decided to close the chapel and sell most of the land to a company that planned to build a multilevel parking garage. But they kept the annex that housed the soup kitchen and used some of the profits from the sale to create a nondenominational charitable organization called "Food for Life." They then donated the former church annex to that group and set up an endowment that has kept food center funded to this day.

Food for Life serves meals to more than a hundred homeless and destitute individuals each day and also runs a breakfast program for underprivileged children. On holidays, its clientele swells to nearly five hundred—a reminder of how much work still remains to be done on the other days of the year.

Like most food centers, Food for Life relies on volunteers to do most of the work. There are never enough hands, especially on the holidays.

Preparing the Feast

On Thanksgiving Day, Food for Life has more volunteers than it does on any three other days of the week combined. Unfortunately for the patrons, most of this year's "volunteers" are actually Children of Chaos, who came to the food center with plans to activate the ancient magic idol known as Ventyr the Emaciated.

Using threats of violence and stun guns, the cultists quickly took the shelter's staff and volunteers already on site captive and left them tied up in the manager's office. Then they used the idol to perform a ritual known as *empty calories* over all the turkeys being cooked for the evening's feast.

As more unsuspecting volunteers arrived, the cultists put them to work preparing the other dishes, setting the tables, and generally getting the place ready for the crowd of hungry clients. These volunteers had no idea that they were helping a criminal organization prepare to wreak untold havoc on the city.

A Meal to Die For

When the shelter door opened early in the afternoon on Thanksgiving, nearly 100 people were already standing in line at the door. As the poor and homeless filed into the building

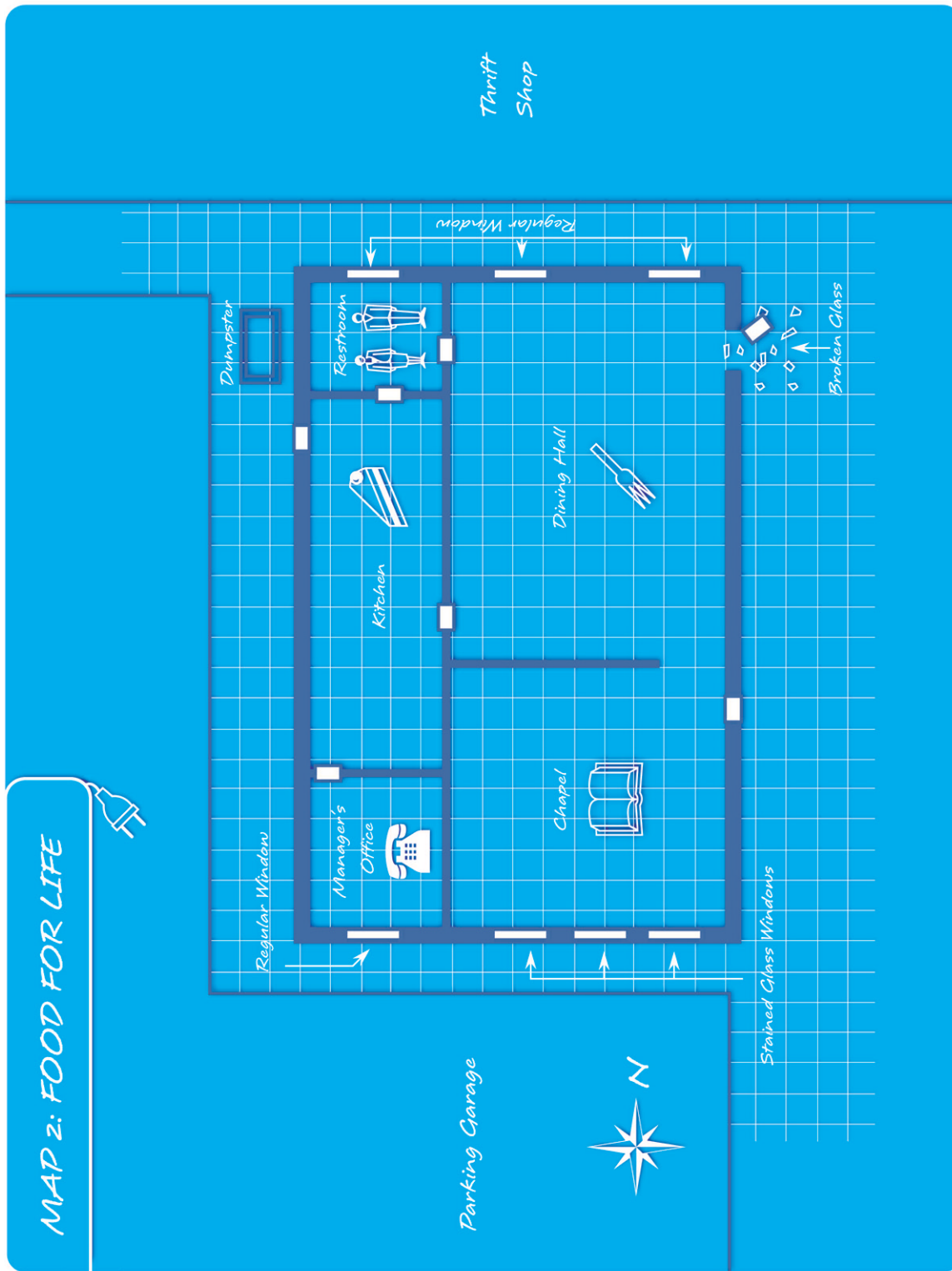
Ventyr the Emaciated

The idol at the center of this adventure, a fist-sized fetish carved in a vaguely African style, is called Ventyr the Emaciated. 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 sultan. According to the scrolls, a visiting merchant presented the idol to the sultan at a feast celebrating his 50th birthday. The account claims that before the feast was over, the sultan and all of his guests (with the exception of the merchant himself) had either wasted away to nothing or eaten themselves to death. (The document is unclear about the details and seems to contradict itself in several places.)

In fact, the merchant murdered the sultan and his guests using Ventyr the Emaciated. The idol is actually a spell fetish—a magic item that, if used correctly, can perform a specific magical function. Ventyr allows its possessor to cast a particular incantation over a piece of cooking meat. Afterward, those who eat the meat become insatiably hungry, and their bodies begin to waste away as though from starvation. But the more the victims eat, the hungrier they get and the faster the wasting progresses. Those who die during this process rise almost immediately as creatures called "insatiates."

THE FINAL FEAST

MAP 2: FOOD FOR LIFE



and sat down at the tables, they were greeted by the cultist leader, who was posing as a minister. He made a welcoming address and even led the group in a prayer and some songs before the meal, hoping to fill all the available seats. When the building could accommodate no more, he signaled the volunteers to begin serving the meal.

As soon as the visitors took their first bites of turkey, they began to groan with hunger so intense that they could hardly bear it. Some stayed to consume tremendous quantities of

food, which only made their hunger pangs worse. Others ran to the restrooms or even out of the building, hoping to escape whatever was causing their pain.

Some who left the center early found their pain diminished, but others were so wracked with hunger that they broke into nearby homes or attacked street vendors to steal some food. A few even began chewing on one another simply to get something into their stomachs. Some of the people afflicted by the curse died and quickly rose again as



undead creatures called insatiates (see the *empty calories* incantation).

Both the living people afflicted by the curse and the insatiates were mistaken for zombies by those who saw them. Once their presence in the neighborhood became obvious, calls from neighboring residents and business owners began pouring into the police station.

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 a report of “zombies” attacking the Crow Row neighborhood.

Once the heroes discover that the neighborhood is overrun with unfortunate souls under the effects of a magic spell, they must find some way to help them. (If the heroes played through *Blood Sugar*, they may actually be prepared for a situation like this one.)

Their second challenge is to deal with those who have already succumbed to the full effect of the spell and become insatiates. To make the situation even more difficult, several armed cultists are also wandering through the crowd, intending to hinder the authorities in their attempts to deal with the situation.

To resolve the problems, the heroes must find Ventyr the Emaciated and deactivate it. The adventure concludes when they have accomplished this task, or when everyone who ate the cursed turkey is either cured or dead.

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 have volunteered to help serve dinner at Food for Life’s Thanksgiving feast. They arrive sometime after the cultists have taken control of the building and finished their ritual. Unless they figure out that something is wrong before the dinner begins, they actually serve the cursed meat themselves.
- The heroes are homeless (or for some reason are pretending to be homeless), and they have come to partake of Food for Life’s Thanksgiving feast. If they eat any of the cursed turkey, they too may fall victim to the spell.
- The heroes live in one of the Crow Row apartments or homes and are among the first people to notice that something is wrong. (Perhaps one of the people

Heartless Insight

Heroes who have been through the earlier installments of the *Heartless* campaign may have greater insight into the situation than those who have not. In particular, characters who have performed exhaustive research on the spell fetish found in the *Blood Sugar* adventure may have gained advanced knowledge of Ventyr the Emaciated’s existence.

As GM, you may decide that the heroes’ past inquiries would have prepared them for the current situation. In this case, you should allow each hero to attempt a DC 15 Knowledge (arcane lore) check or a DC 20 Knowledge (current events) check to put the clues together.

Alternatively, you may decide that other Department-7 researchers have unearthed information pertaining to the idol and its uses. In this case, the Department-7 archivist can provide any of the information on Ventyr the Emaciated noted in the sidebar and may also suggest that the Children of Chaos may be behind this incident.

affected by the spell breaks into their home in search of something—anything—to eat.)

- The heroes are searching for a particular person whom they believe to be among the homeless who frequent Crow Row. On Thanksgiving Day, the food center is a natural place to look. In this situation, you can choose to have the heroes arrive after the effects have begun or in time to avert some of the disaster.

BEGINNING THE ADVENTURE

The Final Feast is a site-based adventure that takes place in the neighborhood of Crow Row and concludes at Food for Life. The neighborhood is described in encounter A, and the food center in encounter B. Heroes who have played through the previous adventures in the *Heartless* campaign may already have some insights into the nature of the troubles described in this adventure (see A Heartless Tale sidebar). Otherwise, you should allow them ample opportunities to discover clues that provide the information necessary to resolve this situation.

The adventure begins on Thanksgiving Day when the heroes are called suddenly into action. If the heroes are on duty at Department-7 that day, read or paraphrase the following aloud.

It’s been a slow day. Despite the incredible proliferation of potential targets—including the Thanksgiving Day Parade, seven different rallies featuring prominent political figures, and the live broadcast of a local college football game—there has been no activity requiring Department-7’s intervention. But just as you are preparing to sit down to the feast of sliced turkey breast and instant mashed potatoes that the Department has provided, the emergency line rings.

Continue with the following when one of the heroes answers.

“This is the Police Emergency Services dispatcher,” says the voice on the other end of the line. “We have a situation that requires your assistance.” He continues in a voice not at all like his usual crisp, businesslike tone. “A few minutes ago, we dispatched four cruisers to deal with a reported riot at the corner of 8th Street and La Jolla Boulevard. Upon arriving at the scene, the officers radioed in that it wasn’t a riot.”

The dispatcher pauses to take a deep, shaky breath. “They said zombies were looting the local bodega.”

If the heroes are not on duty, each receives an emergency page requesting that he immediately phone a senior officer from Department-7. When all have complied, read aloud or paraphrase the following.

“Have your family make you up a covered dish, because you’re not going to be carving the bird tonight,” the supervisor says with her usual dry delivery. “We just got a report that the local cops have uncovered a nest of zombies, and I want your team to clean them out—stat.”

She gives you the details as reported by the police dispatcher—four police cruisers are on the scene trying to deal with at least twenty reports of zombies. Some of the zombies are breaking into nearby homes; others are grabbing any food they can get their hands on and shoving it into their mouths.

“Who knows? If you step on it, you might be able to get back while there’s still some pumpkin pie left,” the supervisor quips before hanging up.

Whichever way the scenario begins, each hero may attempt a Knowledge (arcane lore) check (DC 10) at the end of the call. Those who succeed realize that zombies generally do not loot bodegas or eat anything other than human brains.

If the heroes make the proper requests, the Department-7 archive can provide any of the information about Crow Row found in the Background section above, plus any or all of the following additional information, within 5 minutes.

- The corner of 8th and La Jolla adjoins a neighborhood known as Crow Row.
- There is no history of occult or supernatural activities in or around Crow Row.
- Zombies are not usually capable of rioting—they are too slow.
- The archives have no records of creatures matching the descriptions provided by the police (although those descriptions are admittedly sketchy).

A. CROW ROW

By the time the heroes approach Crow Row, the situation has calmed down considerably. The police have set up a cordon around the block and established a base of operations at the southwest corner of 8th Street and La Jolla Boulevard. Beyond taking those precautions, however, they are content to hold back and wait for the Department-7 representatives—that is, the heroes—to take over.

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

The block is quiet, and nothing appears to be moving at this moment. The street is littered with food wrappers that evidently came from the bodega, which appears to have been stripped clean. Occasionally there are bursts of activity near the window of an apartment above one of storefronts, but what’s going on is not clear.

“It’s been like this for about fifteen minutes,” the ranking police officer says. “I ain’t never seen this neighborhood so quiet. It’s like a grave.”

Development: If the heroes ask for an update, the police report that many people have already fled homes in the second and third stories of the buildings, but there is no way to be certain how many civilians remain in their apartments. All the zombies either went into the buildings or staggered into the parking garage, from which they may or may not have returned to the park at the center of the block.

In answer to appropriate questions, the police officers explain that the “zombies” all appeared to be homeless individuals. Once that information is revealed, each hero on the scene may attempt a DC 10 Intelligence check to realize that the Food for Life center was serving Thanksgiving dinner to homeless and needy people at about the time this incident began.

The heroes are now in charge of this operation, so it’s up to them to decide the best course of action. Likely decisions include the following options.

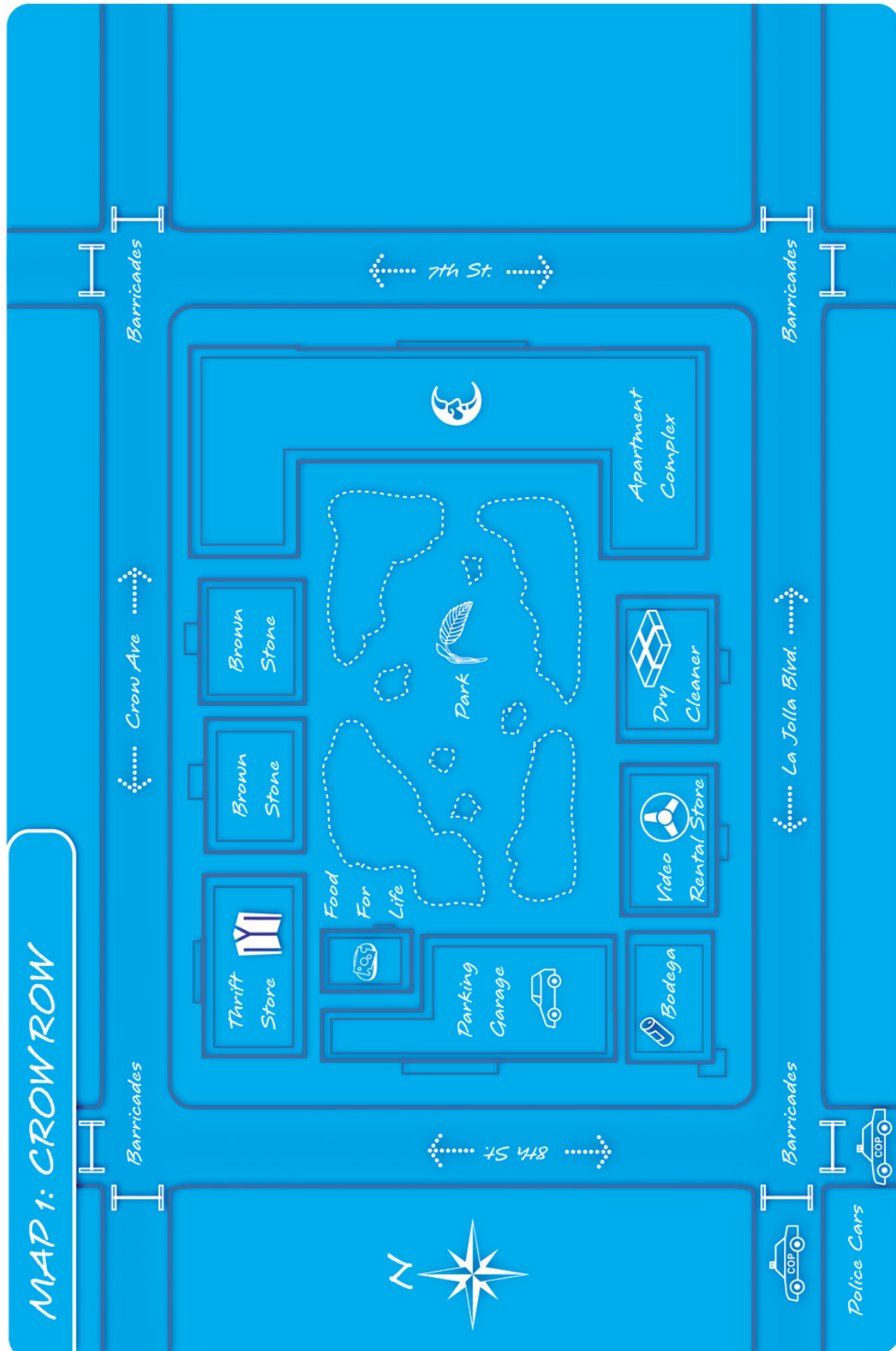
- Going into the buildings and searching the apartments one by one for “zombies” and civilians.
- Heading into the park to flush out and capture the zombies.
- Investigating the food center to see whether it is the source of the problem.

The heroes should not be forced into one of these strategies; there are plenty of ways to keep them involved in the adventure. When the people affected by the *empty calories* incantation run out of food, they will come back out of the buildings looking for more—unless they die of hunger first. In the latter case, they transform into insatiables and attack anyone they see.

The police officers will follow the heroes’ orders to the best of their ability. Because they are not used to dealing with the supernatural, however, their reactions may vary. Roll d% and consult the following table to determine the outcome whenever an ordinary police officer becomes involved in an encounter with an insatiate or a living person under the effects of the cursed meat.

D%	POLICE OFFICER’S REACTIONS
01–10	Affected as if by <i>cause fear</i> spell
11–30	Stunned for 1 round
31–50	–2 on all attack rolls, saving throws, and checks for 5 rounds
51–60	–1 on all attack rolls, saving throws, and checks for 5 rounds
61–00	Act naturally





AI. The First Casualty (EL 10)

This encounter describes what happens when the first of the civilians affected by the cursed turkey dies as a result of the incantation. The description presumes that the doomed

individual staggers into the street and expires within sight of the heroes. However, you can easily modify this event so that it occurs in one of the apartments, the park, or even somewhere in the Food for Life building.

Read aloud or paraphrase the following when the heroes are in the desired position.

One of the building doors bursts open, and a gaunt, gray-skinned figure staggers out. He is wearing threadbare clothing of the sort that you might find in one of this neighborhood's many thrift stores.

"F-f-fooooood," he moans. "S-so h-hungry."

Without uttering another sound, he collapses in a heap.

A cursory examination of the man performed within 1 minute confirms that he is dead. A hero may, if desired, perform CPR or mouth-to-mouth resuscitation, such attempts do no good. The body begins to twitch 1 minute after collapsing. When its eyes snap open 1 round later, they are colorless, and the creature's face contorts with a feral hunger.

GM Characters: The dead man has risen as an insatiate. As many as eight police officers are within earshot of the heroes at the time of this encounter. Use the mid-level police officer statistics from Chapter 8 of the *d20 Modern Roleplaying Game* if you need their statistics.

Insatiate: CR 10; Medium-size undead; HD 10d12; hp 68; Init +9; Spd 50 ft.; Defense 15, touch 15, flat-footed 10; BAB +5; Grap +9; Atk +9 melee (1d4 + 4, bite); Full Atk +9 melee (1d4 + 4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Poison; AL None; SV Fort +3, Ref +12, Will -2; AP 0; Rep +0; Str 18, Dex 20, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Improved Initiative, Toughness.

Poison: Anyone bitten by an insatiate must succeed on a DC 15 Fortitude save or contract the affliction produced by the *empty calories* incantation.

Tactics: The round after its eyes open, the newly awakened insatiate rises and makes a single bite attack against the closest target, attempting to tear off and consume pieces of flesh. If more than one target is equally close, the creature chooses the one that looks meatiest. It has no sense of self-preservation and simply attacks until destroyed.

The police officers take cover and monitor the situation unless ordered otherwise.

Development: After the encounter is over, allow everyone present to attempt an Intelligence 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
5	That man was alive at first—very sick, but alive.
10	Most of the "zombies" in this area seem to be in the same state—that is, they're still alive but suffering from some horrible malady.
15	The man died, then shortly thereafter he transformed into some kind of monster.
20	If this man is typical of the "zombies," it would be a bad idea to use deadly force against the other affected individuals.

A2. Searching the Houses

Crow Row presently consists of eight buildings plus the Food for Life facility, and most of those contain multiple apartment units. Though searching them requires quite some time, the heroes may decide that doing so is the most prudent

course of action. Alternatively, they may decide to assign this task to the police while they pursue other options.

If you want to play out the process, prepare as many individual encounters as you wish, ensuring that the heroes have plenty of opportunities to both rescue innocent lives and fight ravenous monsters. If you don't want to focus on the search, simply inform the players that their heroes find little of interest in the buildings and encourage them to pursue another avenue of investigation.

GM Characters: If you play out the search, the characters can meet as many afflicted individuals and insatiates as you wish. Afflicted people look and act exactly as described in the text of the *empty calories* incantation. For the insatiates, use the statistics from encounter A1.

Apartment Complex

A five-story apartment complex occupies the entire eastern face of Crow Row. It has nearly three hundred units, each of which is home to 1d6–1 people. A result of 0 indicates an apartment that is not currently rented.

Most of the tenants have already left the building at the behest of the police. Heroes who search it find Thanksgiving meals growing cold on tables and occasionally see rats and mice carrying away bits of the bounty.

A few afflicted people or insatiates are still moving about the complex, but not many. Unlike the other buildings, this structure has steel doors and strong locks to prevent nonresidents from entering uninvited.

Brownstones

The brownstones are large, privately owned, four-story buildings. Each is home to a single family, though extended families are not uncommon. In such cases, the parents typically live on the ground floor, and one child with a family lives on each of the other floors. Once considered the most posh of urban dwellings, these structures are now just rundown and old.

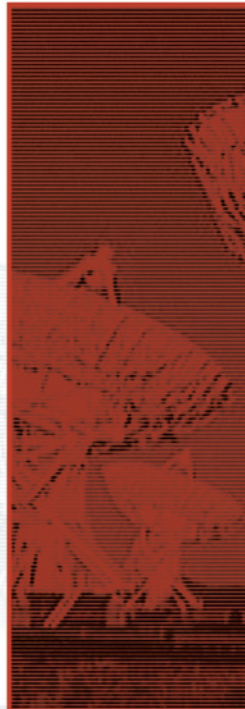
The exterior doors of these buildings are no different than those of any standard house, so afflicted individuals or insatiates were able to break in with relative ease. Thus, such creatures are more common in these buildings than in the apartments. Each floor has its own kitchen, but all the extended family members living in any brownstone were eating Thanksgiving dinner together at the time of the "riot," so the readily available food is concentrated on one floor.

Parking Garage

This large, ugly, cement parking garage has five stories. The toll booth at the entrance is currently unoccupied because the guard ran away immediately when he mistook the afflicted individuals he saw for zombies.

Since today is a holiday, the garage is not very full. However, many of the area residents pay monthly fees to park their cars here rather than on the streets, so about 20% of the spaces (mostly on the lower levels) are full.

Getting into the garage is easy, but for a mindless creature or a person whose mind is addled by hunger and a magical curse, finding a way out is difficult. Thus, there are several of each in this building.



Storefronts

The businesses along Crow Row include a dry cleaner, a video rental shop, a thrift shop, and a bodega. All of these were either closed for the holiday or abandoned when the “zombies” appeared, but only the bodega was ransacked. (The afflicted were looking for food and rightly considered that a likely source.)

Above each store except the dry cleaner are three floors of apartments, with a total of fifteen units per building. The individual units are similar to those in the apartment complex, but smaller and generally more poorly kept. The buildings have no elevators, so anyone searching them must take the noisy, rickety wooden stairs or the outside fire escape.

The largest concentration of afflicted individuals and insatiates outside of the Food for Life area can be found in these buildings.

A3. Crow Row Park (EL varies)

On most nights, the park at the center of Crow Row is half filled with homeless people looking for a safe place to sleep. Today, those same people are trying desperately to find something to sate their appetites because they have eaten the cursed meat provided by the Children of Chaos.

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

Just a few hundred feet from 8th Street stands a small grove of elm and oak trees. This area must once have been a beautiful park, but now it is a field of stunted and dying vegetation. The ground is covered with patchy crabgrass, and just about every other surface is either carved or spray-painted with graffiti.

Dozens of gaunt, pale men and women are sitting, lying, or staggering around the park. Some stare about them with hollow, almost dead eyes; others pay no heed to their surroundings at all except to gnaw on bark, roots, grass, and anything else they can fit into their mouths.

These people are obviously starving, but as they eat, they become visibly hungrier and thinner.

As GM, you can choose to use this encounter either to provide a bit of color and atmosphere, or as a combat encounter. Refer to the appropriate section below.

Atmospheric Encounter

You can use the encounter in this way to impress upon the heroes the terrible nature of the curse.

GM Characters: Several dozen afflicted individuals are in the park, but no insatiates.

Afflicted: Use the statistics for any low-level ordinary archetype from pages 271–283 in the *d20 MODERN Roleplaying Game*, except that the individual has only 1 hp left and half of his or her original Constitution score.

Development: At least one of the afflicted individuals here is coherent enough to answer questions, should the heroes choose to pose them. Appropriate questions procure the following information (no check required).

- “I felt fine all day. The illness came upon me suddenly after I ate the meal served at the Food For Life center.”
- “At first I thought I was just extra-hungry because the minister made such a ridiculously long speech.”
- “The food tasted fine, but I think it must have been poisoned. I don’t know what dish it was, though.”
- “I didn’t recognize any of the workers who served dinner tonight. They were all new—even the minister.”

Combat Encounter

This version of the encounter forces the heroes to fight insatiates, as well as any of the afflicted that you wish to bring into the battle.

GM Characters: In addition to the afflicted individuals, two or more insatiates are hiding here in the grove of trees. The afflicted are in an extremely weakened state and are literally on death’s doorstep, so they do not attack the heroes.

Afflicted: Use the statistics for any low-level ordinary archetype from pages 271–283 in the *d20 MODERN Roleplaying Game*, except that the individual has only 1 hp left and half of his or her original Constitution score.

Insatiates (Number Varies): See Encounter A1 for statistics.

Tactics: Each insatiate hides until a hero or afflicted person passes within reach, then leaps out and attacks. If the heroes begin by talking to the afflicted, one of them may quietly pass away while the heroes are talking to others, then rise as an insatiate 1 minute later and begin attacking the nearest creatures. In that case, the other insatiates all leap out and begin their own attacks, regardless of how close their prey is.

If you wish, one insatiate may challenge the heroes while another goes through the crowd of the afflicted, biting and killing the weakened people. This tactic causes the number of insatiates to balloon over the next few minutes.

Development: This scene is the GM’s best option to fine-tune the adventure to make it more challenging for the heroes. Any combat in this grotto is likely to create even more monstrous creatures for them to fight. If they are not careful, the heroes might soon find themselves overrun by ravenous undead.

B. FOOD FOR LIFE

The Food for Life building was once an annex to the church that served the original residents of Crow Row and the surrounding neighborhood. Now it is all that remains of that once great institution.

Read aloud or paraphrase the following when the heroes approach it.

A low, one-story building sits nestled in crook of the cement parking structure. It is constructed of dull brown bricks in a style that mimics that of the brownstones nearby. Its isolated location and low construction give the building a lonely air, as though it had somehow wandered into this courtyard accidentally and was never able to find its way out.

One of the two doors at the front of the building hangs open and slightly off its hinges. The glass has been smashed from its frame. Above this door hangs an unlit neon sign reading “Food for Life.”

The other door is made of solid, weather-worn wood. This one is closed and devoid of any markings other than decades’ worth of graffiti.

The open door leads to the dining hall. The closed one opens into the chapel. This door used to connect with the church, but it has since been converted into an auxiliary entrance.

Any hero who scouts around the building finds three locked windows along the north wall that have been painted black from the inside. The two eastern ones lead to the dining hall (area B1), and the westernmost one gives access to the restroom (area B2). Any of these windows can be unlocked with a successful DC 10 Disable Device check or forced open (Break DC 15), but it is much easier to break the glass (hardness 1, 1 hp). On the building’s south face is another window identical to these that provides access to the manager’s office, plus three stained-glass windows (hardness 2,

hp 2) that lead to the chapel (area B5). The Children of Chaos painted the windows black to mask their activities from people outside.

Along the west wall is an iron door (hardness 10, hp 120, Break DC 35) that leads into the kitchen. Next to the door stands a pair of industrial trash dumpsters, and a series of exhaust fans set at a height of about 7 feet extends along the wall.

B1. Dining Hall (EL Varies)

The Food for Life staff uses this area to serve meals to homeless people. Read aloud or paraphrase the following when the heroes enter.

This large, open room has whitewashed walls and row upon row of tables and chairs. The windows that would normally give a view of the outdoors have been painted black. Pictures depicting politicians and celebrities serving food to or shaking hands with the center’s homeless clients decorate the walls. The tables are covered in crepe paper tablecloths and cheap table dressings in the shapes of turkeys, cornucopias, and cartoon-style puritan children.

Plates, cups, and utensils are scattered haphazardly about the tabletops. Some plates still contain scraps of food, but most appear to have been licked clean, leaving only faint discolorations on the ceramic surfaces.

Upon entering the room, each hero may attempt a DC 10 Spot check and a DC 10 Listen check. Those who succeed notice that a few dozen of the food center’s clients are still in the room, lying underneath the tables. Most of these people are near catatonic from shock, weakness, hunger, or a combination of all three. They all have the same pale, gaunt appearance as the afflicted individuals outside. Those who are conscious cry out for help, or merely moan to the air about how hungry they are.

GM Characters: The fifty people here are all in the advanced stages of the curse brought on through the *empty calories* incantation. If you wish, one or more of them can die while the heroes are here and rise as insatiates. Since there are so many potential combatants, the EL of this encounter can vary wildly based on the heroes’ actions.

Afflicted: Use the statistics for any low-level ordinary archetype from pages 271–283 in the *d20 MODERN Roleplaying Game*, except that the individual has only 1 hp left and half of his or her original Constitution score.

B2. Restroom

The building’s only restroom features a run-down room with 80-year-old plumbing. Doors lead from here to the kitchen (area B3) and the dining hall (area B1), and a black-painted window leads outside. There is nothing of consequence here.

B3. Kitchen (EL 12)

The Food for Life staff prepares food for the homeless here. This institutional kitchen is fully functional, if somewhat old-fashioned. Two insatiates are lying in wait for the heroes

Breaking the Curse

Even after the cultists have been defeated, the adventure may not have reached a satisfactory conclusion. After all, dozens of afflicted individuals still wander the neighborhood, and if something is not done to help them, they will eventually turn into insatiates and begin attacking innocents. There are two ways to end the curse without having to kill all those people.

Destroy Ventyr: The most obvious solution is to destroy the idol (hardness 10, 25 hp). A successful DC 12 Knowledge (arcane lore) check confirms that this course of action will have the desired effect.

When the idol is destroyed, a white flash of light explodes from its remains, and the magical affliction is lifted from all those who ate the cursed meat, enabling them to heal and regain lost Constitution normally. All insatiates not yet killed immediately fall to the ground lifeless.

Feed Ventyr: Anyone who can read the words carved into the idol (or has access to a translation) may attempt a DC 15 Knowledge (arcane lore) or Spellcraft check. Success brings the strong suspicion that smothering the idol in food should temporarily lift the curse. If the heroes take this course of action, all the afflicted people can heal and regain lost Constitution normally, and all the insatiates that have not yet been slain transform into afflicted humans.

The idol eats the food surrounding it at the rate of 1 pound every 10 minutes. If it ever eats its way free, the affliction becomes active again, restoring the curse to those who were previously afflicted, though any healing they managed to acquire in the meantime is not negated. Those who were insatiates before the curse was lifted do not return to that state; they merely become afflicted again. If Ventyr is kept surrounded by food for 12 hours, it returns to its dormant state



here. When the heroes entered the building, these two were fighting over the last remaining can of pork and beans. But when they heard the heroes moving around, they broke off their conflict and hid to await the arrival of prey.

When the heroes enter the kitchen, read aloud or paraphrase the following when the heroes arrive.

Everything in this large kitchen seems to be made out of stainless steel. There are four large ovens and six sinks, and shining counter tops stretch from one end of the room to another. Along one wall stand several large metal lockers whose doors have been pulled off their hinges.

The smell of roasting turkeys and simmering stuffing still fills the air, although no food is visible. Handprints and smears along the walls give evidence of a large number of looters, as does the layer of debris that covers the floor. Industrial-size cans that once contained baked beans, stewed prunes, ketchup, mustard, and every other canned or preserved foodstuff imaginable lie scattered on the floor. All have been opened roughly, emptied of their contents, and apparently discarded.

Any hero who makes a successful DC 15 Search check while examining the handprints realizes that they consist of blood and food particles mixed together.

GM Characters: There are two insatiates hiding in this room. A successful DC 12 Spot check allows a hero to notice one of them, while a DC 15 check reveals both.

Insatiates (2): See area A1 for statistics.

Tactics: The insatiates may spring at the heroes the moment they enter the room, or they may wait until a target comes within melee reach (GM's choice). Since there are no afflicted people in the kitchen, this fight may be one of the easier ones that the heroes have with these monsters.

Development: The food center's regular workers are tied up in the manager's office, frightened out of their wits. The sounds of a fire in the kitchen only serve to panic them even more.

B4. Manager's Office

The manager of Food for Life runs the operation out of this office. When the Children of Chaos took over the center, they tied up the regular workers and volunteers and abandoned them here. The door is closed but not locked.

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

This tiny office is furnished with a rickety old wooden desk, several gunmetal-gray filing cabinets, and a large corkboard with papers tacked to it. Under any circumstances it would seem like a fairly cramped space, but it is even more so now—a dozen men and women lie bound and gagged on the floor. The room's sole window is painted black.

The papers on the corkboard are schedules detailing workers' shifts and incoming deliveries.

GM Characters: Twelve ordinaries of various kinds have lain here, tied up and gagged, since the arrival of the Children

of Chaos (4 to 12 hours, depending on when the heroes arrive here). During that time, they have listened to everything that happened in the food center and become increasingly more frightened. They want nothing more than to go home to their own families and friends and give thanks for surviving this terrible ordeal.

Ordinaries: Use the statistics for any combination of low-level ordinary archetypes as given on pages 271–283 in the *D20 MODERN Roleplaying Game*.

Development: Once freed, the workers request that the heroes escort them from the premises, since the sounds they have heard have frightened them severely. If questioned, they tell the heroes that when all the volunteers had arrived, the intruders captured them at gunpoint, tied them up and gagged them, dumped them on the floor of this room, and closed the door. The captives could hear everything that happened thereafter, since the walls of the building are quite thin and sound carries well. The cultists worked in the kitchen for a while, evidently preparing food. At one point, they all began to chant about meat and hunger, and the captives heard the name “Ventyr the Emaciated” mentioned.

The manager can give the heroes the names and addresses provided by the cultists when they volunteered. All of this information is accurate, but none of it leads to anyone higher up in the cultists' chain of command.

The employees and volunteers are all quite frightened. They will do whatever they are told, but they are of no use in a fight. If led from the building, they are disturbed by the sight of the afflicted people, but they remain with the heroes. If they see even one insatiate, however, they flee as fast as they can in random directions.

B5. Chapel (EL 16)

Originally, this chamber was just another meeting room. When the main church was torn down, however, the manager of Food for Life decided to convert this room into a non-denominational chapel that all of the center's clients and staff could use when they felt the need. Occasionally, open meetings are held here at which the manager disseminates information about new aid programs, municipal statutes, and other issues of importance to the local homeless population. Memorial services are also held here for clients who have gone missing or died. At present, the cultists are holed up here, preparing to make their last stand against the heroes.

Read aloud or paraphrase the following when the characters arrive.

Several rows of pews fill the rear portion of this small, dark chamber. A pulpit stands below a wall of stained-glass windows depicting ordinary people helping one another, but no religious iconography is visible in the room.

Behind the pulpit stands a man wearing a yellow robe. The hood has been pulled up so as to hide his face in shadow. He holds a small wooden idol aloft with one hand and hefts a shotgun with the other.

“Too late! You are too late!” he screeches maniacally. In the shadows of the front row of pews, four bodies twitch violently on the carpet.

“Ventyr has been fed, and his hunger will never be slaked! In the name of Janus, we have eaten from his plate,” says the leader, pulling back the hood to reveal his emaciated face. “And we are glad to give our lives in the cause of Chaos!”

GM Characters: Each of the five cultists in this room ate a bit of the cursed meat before the heroes arrived. Four of them killed themselves on the leader’s orders about 1 minute ago to hasten their conversion to insatiates.

Insatiates (4): See encounter A1 for statistics.

Lead Cultist: Use the statistics for the High-Level Dedicated/Charismatic Ordinary from Chapter 8 of the *d20 MODERN Roleplaying Game*, but arm his with a shotgun.

Tactics: The heroes may try to reason with the lead cultist if they wish, but he has no interest in negotiation. On his turn, he begins firing the shotgun at the heroes, regardless of anything they have said. The round after the heroes arrive, the four bodies on the ground awaken as insatiates and attack the nearest heroes.

The lead cultist continues firing on the heroes until his shotgun is empty. Then he charges at the nearest hero and engages her in melee combat until he dies. He rises as an insatiate 1 minute later.

Development: When held in a living person’s hand, the idol seems to come alive. It squirms and kicks its arms and legs the way an infant does, and its mouth opens and closes hungrily. Anyone within 10 feet can see this motion, but only the person actually holding the idol can hear Ventyr’s raspy voice quietly pleading “Feed me.”

C. RESOLUTION

If all goes well, the heroes can rescue the majority of people afflicted by the *empty calories* incantation. Depending on how well they minimized the civilian and collateral damage, they may be lauded as heroes or publicly vilified as incompetent bunglers.

Interrogation

If the heroes have done their jobs well, there may be no one left to interrogate. However, if they deactivate Ventyr the Emaciated by feeding the idol while one or more of the cultist insatiates is still active, that cultist returns to life becomes available for questioning.

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 a suicide mission.
- They were called by “the High Priest of Disorder,” via phone call or letter and told to join the operation’s leader. The High Priest of Disorder’s instructions were to “give your leader the unwavering devotion you have in the past shown me.”
- The idol was a magic item given to their leader by the High Priest of Disorder.

- Disrupting the Thanksgiving Day feast at Food for Life was their main objective.

The cultists truly believe their mission had no greater purpose than the disruption of the Thanksgiving feast. They know nothing about Ventyr the Emaciated, other than the fact that their leader used it to make the cursed meat. They also know nothing about the events from other *Heartless* adventures, 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.

Only one of the cultists (the one who was left holding the shotgun in the chapel) knew the entire plan and how to use the idol. He received those instructions via courier.

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 most important part of the mission was performing the incantation and getting someone to eat the cursed meat.
- If the operation was jeopardized, the leader was supposed to order all the cultists to eat a bit of the cursed meat, then kill themselves.
- With the activation of Ventyr the Emaciated, the last piece of some larger scheme that the High Priest of Disorder has in mind is now in place.

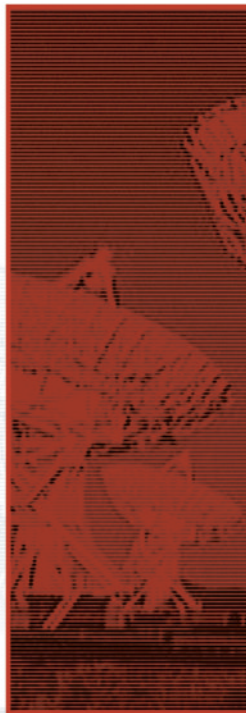
Heartless Resolution

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 first adventure, *The Petersen Counterstrike*.
- The two idols are a matched pair, so they probably have some collective purpose beyond the uses to which they have thus far been put.

REWARDS

The heroes gain the standard experience and wealth awards for these encounters. In addition, the riot and rumors of “zombies” in Crow Row 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

The events of this scenario may not lead directly to any future adventures, since the cultists should all be dead and the cursed meat should be neutralized when the heroes are finished. If the heroes neither destroyed Ventyr the Emaciated nor successfully returned it to a dormant state, however, the turkey prepared by the Children of Chaos will remain cursed. Although it is unlikely that any humans will eat it, rats and other vermin very well might. If you wish to pursue this storyline, simply apply the insatiate template to the appropriate base creatures.

If the heroes recovered the idol, 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.

Alternatively, Nicholas St. Andrew may have had his minions use the idol before. In that case, another cell of the Children of Chaos cult may also have meat cursed by the *empty calories* incantation, which they are ready to use upon St. Andrew's orders.

Continuing Heartless

Many of the questions the heroes may pose will be answered when the *Heartless* campaign continues next month with the free online adventure *The Dead of Winter*.

NEW FX ITEM

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

Ventyr the Emaciated

Ventyr the Emaciated is a 4th-century idol that grants its holder the power to cast a specific incantation called *empty calories* (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. Ventyr the Emaciated is approximately 8 inches tall and 5 inches around at its thickest point. The figure is that of a naked, emaciated male human standing with his arms at his sides. The figure's face is either horribly disfigured or he is wearing a mask—it is difficult to tell which. The figure's bony chest 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.

meat makes
a man boil in
Hunger.
Leaving Him empty
after death
with the power of
Gods.

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.

Anyone who translates the words inherently understands that the idol is a pivotal part of casting an incantation involving meat. The translator also knows that, when properly done, this incantation creates cursed meat that causes hunger.

NEW INCANTATION

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

Empty Calories

Transmutation

Skill Check: Knowledge (arcane lore) DC 20, 4 (10 successes); **Failure:** Three consecutive failed skill checks; **Components:** V, S, M, F; **Casting Time:** 40 minutes (minimum); **Range:** Close (25 ft.); **Target:** see below; **Duration:** Instantaneous; **Saving Throw:** see below; **Spell Resistance:** No

This incantation can be performed only as part of a ritual involving the unique magic idol known as Ventyr the Emaciated. The process is relatively simple, but it must be carried out on meat while it is cooking.

When the process is completed, the meat may be stored, cooked further, or used immediately in any manner that cooked meat normally could. Except for its effects on creatures that consume it, the affected meat is identical to any other meat cooked in the same way.

Any living creature that swallows even a single bite of the meat cursed by this incantation must make a DC 25 Fortitude saving throw. If the creature has spell resistance, a bonus equal to +1 per 10 points of spell resistance applies to the save. Failure afflicts the creature with a magical curse. While under its effect, the creature must attempt a DC 10 Fortitude save once every 10 minutes. On each failure, the creature loses one-half of its current hit points until it has only 1 hp remaining. At that point, the creature takes 1 point of Constitution drain with each subsequent failed save. The afflicted creature dies when its Constitution score reaches 0 or when it takes damage that reduces it to -10 or fewer hit points.

The creature rises again as an undead monster called an insatiate (see below) 1 minute after its death.

A *remove curse* spell removes the affliction caused by eating the cursed meat. Alternatively, destroying or neutralizing Ventyr the Emaciated removes the affliction from all current victims (see the *Breaking the Curse* sidebar for details).

Material Component: One or more pieces of meat that are being cooked.

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

Focus: Ventyr the Emaciated.

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

NEW MONSTERS

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

Insatiate (template)

An insatiate is the corpse of a creature that died while under a magical affliction caused by the *empty calories* incantation. After the afflicted creature dies, its body lies unmoving for 1 minute, then it begins to shake violently. In the following round, its eyes open and it rises as an insatiate. The creature looks like it did in the final moments of its life—a pale, emaciated shadow of its former self—except that its eyes are colorless and its face is a mask of unquenchable rage and hunger.

An insatiate is a mindless creature that takes orders from no one—its only interest is eating. It immediately attacks any living creature it sees with its bite attack, attempting to rip flesh from its victim's body. It does not, however, attack anyone who is touching the spell fetish known as Ventyr the Emaciated.

An insatiate always attacks the nearest target attempting to tear off and consume pieces of flesh. If more than one target is equally close, the creature chooses the one that looks meatiest. It has no sense of self-preservation and simply attacks until destroyed.

Template Traits

“Insatiate” is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature). An insatiate uses all the base creature's statistics except as noted here.

Challenge Rating: An insatiate's challenge rating is equal to the base creature's challenge rating +2.

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

Hit Dice: All the base creature's current and future Hit Dice (including those gained from class levels) increase to d12s.

Speed: The base creature's speed increases by 20 ft.

Attacks: The insatiate retains all the natural attacks of the base creature and also gains a bite attack. It loses all of its manufactured weapons and weapon proficiencies.

Damage: The base creature's natural weapons deal damage normally when it becomes an insatiate. If it did not previously have a bite attack, its bite deals base damage according to its size, as given the table below. If it did have a bite attack, use the damage from the table or its original bite damage, whichever is greater.

SIZE	BASE BITE DAMAGE
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Qualities: An insatiate loses all of the base creature's supernatural and spell-like abilities except for immunity or resistance to specific energy types. An insatiate may retain any or all of the base creature's extraordinary abilities (such as a wolf's scent ability) at the GM's discretion. In addition, an insatiate gains the following special quality.

Poison (Ex): An insatiate can spread its affliction with a successful bite attack. The target must succeed on a DC 25 Fortitude save or be affected as if by the *empty calories* incantation.

Immunities: An insatiate 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, effects of massive damage, or any effect requiring a Fortitude save unless it also works on objects or is harmless.

Healing: An insatiate cannot heal damage on its own. It can be healed with negative energy (such as an *inflict light wounds* spell).

Allegiances: An insatiate loses any previous allegiances. It becomes a mindless creature that cares about nothing other than violently attacking and consuming any living creature it sees.

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

Action Points: An insatiate retains any action points gained by the base creature. It does not acquire or amass additional action points.

Reputation Bonus: An insatiate has a +0 Reputation bonus.

Ability Scores: An insatiate has no Charisma or Intelligence score. Its Strength increases by +2 and its Dexterity by +4. Its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The insatiate loses all skills.

Feats: The insatiate loses all of the base creature's feats and gains Improved Initiative and Toughness as bonus feats.



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Stan! has been publishing fiction, cartoons, and games professionally since 1982. He has served as a graphic designer and line editor for West End Games, an editor and designer for TSR, Inc., and an author, senior designer, and creative director for Wizards of the Coast, Inc. Stan! is currently the creative vice president for The Game Mechanics, Inc. <<http://www.thegamemechanics.com>> His recent projects include the *URBAN ARCANA Campaign Setting* for Wizards of the Coast and the *Modern Player's Companion* for Green Ronin. In what he laughingly refers to as his spare time, Stan! writes and illustrates the *Bolt & Quiver* and *Table Talk* comic strips.

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