



SLAVE DRIVERS

BY RICH REDMAN



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INTRODUCTION

Slave Drivers is a modern d20 adventure in which heroes begin their investigations into an evil megacorporation called Ogdoad Research. The adventure starts with an automobile accident that reveals the use of undead as the new slave labor and uncovers links to a larger conspiracy.

Preparation

You, the Gamemaster (GM), need a copy of the *d20 Modern Roleplaying Game* core rulebook (referred to hereafter as the core rulebook) to run this adventure. A copy of the *Urban Arcana Campaign Setting* is also useful. If you do not have that book, you will need to modify Annet Antczak's spell list (see GM Characters).

If you are playing this as an RPGA event, you need a copy of *The Bronze Head* campaign standards as well.

To get started, print out this adventure and read it through. Any text in shaded boxes should be read aloud or paraphrased for the players.

Slave Drivers assumes that heroes are familiar with the basic ideas of the campaign model used in your game (for more on alternate campaign models, see below). They know that monsters and magic exist in a world otherwise as familiar as the one outside your window, and that most people can't see it. Make sure that your players understand that before beginning the adventure.

Department-7 in This Adventure

If you are using one of the standard campaign models, use the role of Department-7 set out in that model. Here is a summary of Department-7 in *The Bronze Head* campaign model.

Department-7 is a shadowy government organization that hides its activities behind those of agencies like the US Fish & Wildlife Service, the FBI, the DEA, the CIA, the Department of Energy (DOE), the National Institutes of Health (NIH), the Centers for Disease Control (CDC), and the Department of Homeland Security. It actively recruits individuals with useful skill sets and the ability to see past Shadow.

Department-7 assignments require restraint, subtlety, and stealth. Heroes do not have cards identifying them as government agents with the right to carry firearms and to use deadly force. Those who engage in public displays of combat prowess will find the office closed with no forwarding address, and no one to affirm their status as government agents. The disavowed then have plenty of time in prison to reconsider their rash actions.

Background

"Our mission statement here at Ogdoad Research is to pursue alternatives in energy and other consumable resources to counteract mankind's ongoing depletion of existing, non-renewable, natural resources."

—Ogdoad Research Press Packet

Ogdoad Research is a scientific think-tank heavily invested in researching the validity of folk remedies and the lucrative truth behind other folklore. Ogdoad searches for better medicines, renewable natural resources, more efficient energy sources, and alternate technologies.

Behind the scenes, the initiated believe that a global disaster is coming that will return civilization to the Dark Ages. Mankind has survived such disasters before through the use of "alternative technologies," now known as magic, and the initiated point to the rise in inexplicable phenomena as the sign that such a disaster is coming again. The lower echelons of initiated employees (who wear gold signet rings) believe that Ogdoad is trying to save humanity from that disaster. The inner circle (and the board of directors) know that Ogdoad is trying to manipulate events so that it will rule the hellish aftermath of a Biblical apocalypse. For more on Ogdoad Research, see Leads, below, and *The Bronze Head* campaign standards document.

In the course of the adventure, heroes will likely discover that Ogdoad owns a number of profitable companies completely unrelated to its research, such as Metro Cab. Ogdoad takes those profits and uses them to help fund its research projects. Naturally, the more profitable a business is, the more it helps Ogdoad. The inner circle expects the coming apocalypse to result in hordes of undead, so it is interested in ways to control them and use them as labor. It directed the arcane research division to experiment with putting undead in increasingly complex tasks. It wouldn't matter if the undead were seen, since most people can't see them for what they really are. Metro Cab is both an experiment to see how complex a task can be economically performed by the "life-challenged" and a test of an FX item and incantation that allows more control over the zombies.

Annet Antczak, the necromancer "managing" Metro Cab, is part of Ogdoad's lower echelons (see GM Characters for notes on Annet's role in other campaign models). Her job is to maintain the zombie work force at the San Pedro Metro Cab dispatch yard and to evaluate the performance of mindless undead performing complex tasks.

Synopsis

In large metropolitan areas, people go missing all the time. Ogdoad Research takes advantage of that by kidnapping and killing people, then reanimating their corpses to provide a pool of undead labor.

Heroes receive the assignment to investigate the presence of undead in an auto accident. The clues they receive lead them to a specific Metro Cab facility (for more on the facility, see Leads, below), where they discover a supply of zombie cab drivers and FX items that allow zombies to drive, navigate the streets, and receive radio instructions. In the end, they put a stop to the desecration of the dead and uncover links to a larger conspiracy.

Character Hooks

Heroes working for Department-7 receive the assignment to investigate the mysterious corpse. If the heroes *don't* work for Department-7, and aren't motivated to avenge the kidnapping and murder of a teenager, don't care about desecration of graves and corpses, don't find necromancy abhorrent enough to stop it, or aren't concerned by corporate enslavement both during and after our lives, try some of these hooks:

- One hero is related to the boy and investigates on behalf of the family, bringing her friends along.
- The heroes are police detectives on a special squad that investigates occult-related crimes and strange occurrences. Their current case is a string of kidnappings, and they see an obvious link in the missing boy turning up in a recent auto accident.
- The heroes work for an insurance company that employs them for their special perceptions, even though the company doesn't understand or believe in Shadow. The heroes get all the strange cases. They are investigating the accident to determine whether a claim should be paid (the company could represent the cab passengers, the trucking company, or the speeder who causes the accident).
- The taxi passenger actually died in the accident, and the heroes are friends of the deceased's family, who believe that there's something strange going on, and that the police can't uncover the truth about the death because it's outside their realm of expertise.

Scaling the Adventure

Slave Drivers is intended for four to six 3rd-level heroes. The encounters in the game are scaled to reflect the danger inherent in modern-era

gunfights. If heroes find them too easy or if you have higher-level heroes, gradually add levels to all opponents in each encounter. Don't simply add opponents. The additional foes will have just as much trouble successfully fighting your heroes as those already provided.

A potent tool for the GM is the Ogdoad Research cleaning crew (see GM Characters). Depending on the heroes' actions, you may decide that these mercenaries are waiting in the Metro Cab yard for intruders, or you can have them arrive if the heroes succeed too easily.

Other Campaign Models

Slave Drivers uses *The Bronze Head* campaign model. Adapting it to any of the campaign models presented in Chapter Nine: Campaign Models of the core rulebook is possible. Here are some recommendations:

Agents of PSI: Because magic and the undead do not exist in the *Agents of PSI* campaign model, your best bet is to change the zombies to replacements (vat-grown genetic spies and decoys), cut the use of FX items, and add a few layers of conspiracy, first pointing to one group (perhaps the Enlightenment or a rogue cell of Department-7) and then to another (perhaps the Mindwreckers). Ultimately, illithids or puppeteers could be responsible.

In an *Agents of PSI* campaign, the replacements are living, breathing human beings, not animated undead. The animation lab on the second floor of the Metro Cab dispatch office becomes a medical examining room where Annet Antczak examines replacements and stores her findings. Driver storage becomes an MRI room, with a magnetic resonance imaging bed and controls. Add a flop house hotel behind the yard, also wholly owned by Ogdoad, where the replacements sleep during the day.

No FX: If your campaign has no FX, then Ogdoad Research is developing biological weapons in a bid to take over the world and reform it along lines they consider more rational and scientific. They intend to start with small, Third World nations that lack the resources to combat biological warfare, and expand from that base. In this adventure, they use various small

Links to Other Adventures

Slave Drivers functions as a stand-alone adventure, however those people who have played through *Come for the Reaping* (from *The Game Mechanics*) will almost certainly realize that Ogdoad Research appears in that adventure. In addition, the nondescript moving van secreted in a corner of the Metro Cab yard is the same one used by the Ogdoad "cleaning crew" in that adventure. Despite those "Easter eggs," *Slave Drivers* is the start of a new campaign using its own campaign model.

If you ran *Come for the Reaping* and are using the same heroes in this one, then you should set this adventure in Los Angeles. Have the van reflect the outcome of the previous adventure. For example, if your heroes wound up in possession of the cleaning crew's van and weapons at the end of *Come for the Reaping*, the one in the cab yard is a new but similar vehicle with the same booby-trap. If heroes shot up the van but did not "acquire it," then this van should reflect repairs to that damage.

companies' profits as revenue to finance their plans. Metro Cab is enslaving illegal immigrants, taking their money, and forcing them to work for basic necessities like food, clothing, baths, and comfortable places to sleep.

In this sort of campaign, the animation lab is an "interview" room, where drivers are interrogated about their work. Driver storage is a "break room" where drivers who break the rules of the organization (mostly by talking too much to outsiders) are imprisoned for brief periods. Add the same flop house hotel you would for Agents of PSI, but add bars to the windows and guards (use the mechanics' stat blocks) at all the entrances.

Shadow Chasers: Very few changes are necessary to fit this adventure into a *Shadow Chasers* campaign. Undead exist in that campaign model as well, and ordinary people are unable to perceive the horrors around them except in their final, terrified moments. Change the forces behind the events to Shadow denizens, preferably some sort of fiends.

Urban Arcana: This is an even easier fit than *Shadow Chasers*. Simply add some organizations found in the *Urban Arcana Campaign Setting* and add a few bits of flavor (like visits to a *Prancing Pony* restaurant), and you're all set.

THE ADVENTURE

Read the following aloud to the players:

You're reporting back to Department-7 after your latest assignment, riding in a company Suburban, when you hear the sounds of screaming brakes and car horns on the highway above you. Suddenly, a taxicab hurtles down an off-ramp ahead, barely dodges another car, and rams into a newspaper stand, partially blocking the street!

Slave Drivers begins with an automobile accident as described in the Introduction. Have the hero driving the heroes' Suburban make a Drive check (DC 15) in order to stop before hitting the wrecked taxi. If the check fails, the Suburban and the taxi take 12d4 damage each (see Vehicles under New Rules, below, for information on the cab, which is already at -15 hit points).

Hopefully your heroes are civic-minded enough to know that as witnesses they cannot leave the scene of the accident without committing a felony, and they will investigate the scene while waiting for the police to arrive. Here's what you need to know about this scene:

- The taxi driver is dead. A wooden board from the newsstand roof punched through the windshield and his chest. Heroes who check him out notice that he looks barely old enough to drive. He wears jeans, a work shirt, and boots. He has some kind of cloth wrapping around his head. There is very little blood in the car from his injuries. If someone attempts to examine him and succeeds at an Investigate check (DC 15), that hero notices that the driver has a lot of damage that can't be attributed to the accident. In fact, the driver appears to have

been dead about three weeks.

- The taxi passenger is moaning and dazed in the back seat. She has some minor injuries. Her name is Lenore Reigle and she cooperates with her rescuers. No special effort needs to be made to get her out of the cab.
- The taxi is from the Metropolitan Taxi Cab and Limousine Service. Heroes can easily get the cab number, the driver's hack license, the vehicle identification number, and license plate number. (No check is required.)
- Have heroes moving around the cab make a Listen check (DC 10). Success indicates that they hear groaning coming from the wreckage of the newsstand. Under the wreckage is the proprietor, Tyrone Deschamps. If heroes call out to him, he responds and asks for help. Removing the wreckage from him requires a successful Strength check (DC 25), or pushing the cab back out of the wreckage (also a Strength check, DC 15). Pushing the cab back will pull the board out of the driver's chest.

Reporting In

After the police dismiss the heroes from the scene of the accident, they still have to report in to Department-7. The day after the heroes report the accident to their superiors at Department-7, they receive the following information.

The cab driver was a teenage boy who's been missing from his home for three weeks. We made a routine forensics check, and our people say the boy died before the accident and somehow his re-animated corpse was still able to operate the cab. That makes it our business.

I want you to find out if there are more animated corpses and, if so, where they come from and how they're able to train them to do more than simply attack. After, and only after, you figure that out, you are to stop their operations.

The Local Area

Slave Drivers can be set in any large metropolitan area, at any time of year you desire. It should be a setting where taxicabs are a common sight, so a city with a large, international airport (such as New York, Los Angeles, Atlanta, or Chicago) is appropriate. A city that is, itself, a tourist attraction (like New York and Los Angeles) is ideal.

Once you choose your city and time of year, it's fairly easy to find Board of Tourism and Chamber of Commerce sites online with climate information appropriate for your city and time of year.

Leads

These are possible places where the heroes may start their investigations. Where appropriate, skill check DCs are listed.

Metro Cab

The full name of this company is the Metropolitan Taxi Cab and Limousine Service Incorporated, but everyone in town calls it Metro Cab. A few moments with a telephone book turns up telephone numbers and addresses (no checks required). The company maintains a central dispatch office and several "yards" around town, and that is also obvious from perusing a phone book.

A Gather Information check (DC 10, no Wealth check required) reveals the following: While most cab companies help drivers buy vehicles in return for what amounts to indentured servitude (the cabbies pay the company back out of their wages, are responsible for fueling and maintaining their own vehicles, and pay additional fees to cover the dispatch service and company advertising), Metro Cab owns all its own vehicles. The drivers are employees who receive a wage from the company. Fares pay a flat fee to the cab company directly when they call for a cab. Drivers are allowed to pick up fares on their own, and keep any money they make doing so.

Questioning Drivers: All of Metro Cab's *living* drivers can at least speak English, if not read and write it. They're trained to be courteous, but their underlying attitude is Indifferent. If heroes can shift one's attitude to Friendly (Diplomacy, DC 15) or successfully Intimidate a driver (DC 12), they find out that one Metro Cab dispatch yard (the one at Mesa and 4th, in San Pedro) laid

off all its night shift drivers. Some drivers from that yard complained about bad smells in their vehicles. Many of the remaining drivers believe the company is in financial difficulties and are preemptively looking for other jobs.

If you need statistics for a cab driver, use a low-level Fast/Dedicated Ordinary from Chapter Eight of the core rulebook.

Follow the Money: A Research check (DC 10) reveals that Metro Cab is a privately held company (heroes with four or more ranks in Knowledge [business] can make this check in less than thirty minutes, other heroes follow the standard rules for time required by a Research check). That means that it issues no financial reports except to its own shareholders, so there is no public evidence of the company's financial status.

Another Research check (DC 15) reveals that Metro Cab's initial funding came from a company called Ogdoad Research (this check requires the standard time regardless of synergistic skills).

Ogdoad Research: It is possible that heroes will jump to the conclusion that Ogdoad has information about the teenage boy's disappearance and death, and that therefore they should break in to the nearest facility. They may even get the idea to pose as government inspectors of the facility. As the GM, you should know that Ogdoad will feature more prominently in later adventures and that you should try to focus heroes on Metro Cab instead.

Ogdoad Research facilities have a great deal of security (use mid-level Strong/Dedicated Ordinaries if you need statistics for security guards). The company justifies this by explaining that its research is on the very bleeding edge and must be carefully guarded against corporate espionage. In addition, research often involves hazardous chemicals and hazardous organisms. As a responsible company, it must take measures to make sure that practical jokes, monkeywrenching, and outright corporate terrorism do not endanger employees or local residents. They do not allow tours. The guards' initial attitudes are Unfriendly unless they catch someone breaking and entering or trespassing, in which case their attitudes are Hostile.

Getting to the Yard

Players may come up with any number of ways to pinpoint which Metro Cab yard is making use of the undead. Here are some possibilities if they need help:

- **Proximity:** The yard is the closest facility to the accident site.
- **Numbers:** Cab number, hack license, Vehicle Identification Number (VIN), and

license plate all lead back to the yard. A Research check (DC 15, assuming heroes have access to the Department of Motor Vehicles or Department of Licensing databases) reveals which specific yard the cab came from.

- **Observation I:** This way is slower, but still works. Three times each day, the shift changes. Zombies are only used on the night shift at one location. At other locations, when a shift ends, the drivers return their cabs to the yard. New drivers arrive, enter the yard, and take the cabs back out. The previous shift's drivers then go home. At the beginning of the night shift at this yard, living drivers bring their cabs to the yard but no new drivers arrive and the cabs go out again with zombies behind the wheel, after the drivers from the previous shift go home. At the end of the night shift, the zombies bring their cabs to the yard. New, living, drivers arrive and take the cabs back out. The zombie drivers aren't seen entering or leaving the yard.
- **Observation II:** Many of the drivers on the night shift at this yard are kidnap victims, and if heroes have photos (from milk cartons or newspapers, for example), they will quickly see a connection (no die roll required).
- **Elimination:** Heroes may simply call Metro Cab for a ride around the same time that the deceased teenage boy's last fare called for one. By changing their pick-up location, heroes can change which yard sends a cab. Eventually they'll get a cab with a zombie driver from the San Pedro dispatch yard.
- **Questions:** Note that questioning Metro Cab drivers (see Metro Cab, above) may also lead to the yard where the night shift was laid off.

Ogdoad Research

Ogdoad has a public web site that provides all the background information found in *The Bronze Head* campaign standards (Research check, DC 5).

Ogdoad Research publicly finances a great deal of archaeological and anthropological research around the world. In one of their notable successes, folk remedies led researchers to so-called "miracle plants" growing in remote regions of the world.

Ogdoad Research has several facilities near the city where the adventure takes place, none of which are open to the public. If heroes contact the Ogdoad Public Relations department, the PR flacks explain (no check required) that Ogdoad's research is highly advanced and they do not discuss it with the public except in the most general terms. If asked specifically about Metro Cab, they say that

Ogdoad owns many businesses across the globe, structured to add profits to the bottom line, freeing Ogdoad itself to conduct life-saving, potentially world-saving, research. If asked specifically about the death of the teenage boy, they claim to know nothing. A Sense Motive check (DC 20) indicates that they are telling the truth. What the heroes may not realize is that the PR flacks are not part of the inner circle of Ogdoad, and do not know everything the company does. In fact, it's highly likely that the PR flacks simply do not see the horrors that surround them.

Metro Cab Yard

Here is a description of the Metro Cab facility where the undead are assigned as cab drivers. This yard is located in a largely abandoned industrial neighborhood. Most of the other buildings are empty. There isn't much road traffic, and what there is consists primarily of tractor-trailer rigs and delivery trucks going to and from various warehouses. Homeless people squat in some of the abandoned buildings. Illicit drug labs operate in others. In this part of the city, the rule is minding your own business. That's why Ogdoad chose this particular yard for this experiment.

Standard Features

These are the structural, electrical, and security features of Metro Cab yards. Unless otherwise noted, these features apply to all Metro Cab yards. Refer to this section when you need information about the facility.

Security: This Metro Cab yard maintains its own security. Its alarm systems are monitored on-site, not by an alarm company. After all, the alarm company would call the police, and that's far down on the list of things that Ogdoad wants to happen in an emergency. Most Metro Cab facilities use Good Shepherd Security Services (Research checks like those done for Metro Cab, above, reveal that GSSS is also owned by Ogdoad).

Alarms: Search DC 15, Disable Device DC 25. There are alarms on all the windows of the Metro Cab building. There are no alarms on any of the doors or gates.

Cameras: Defense 7, Hardness 1, Hit Points 2. Metro Cab has security cameras covering the exterior of their buildings and the gates to their yards. The cameras are fixed, not rotating. They do not monitor the entire fence, partly because the business operates 24-hours a day and partly because anyone they catch breaking and entering is a potential cab driver. The cameras operate in visible light only, since the yard is always lit. They possess a zoom feature (–1 per 50 ft. on Spot checks). The cameras are not concealed (Spot check, DC 5, to notice a particular camera).

Fences: Hardness 6, Hit Points 2, Break DC 20. A 12-foot chain link fence (Climb DC 15) surrounds the cab yards. Privacy slats are woven through the links, providing nine-tenths concealment. The fences are topped by barbed wire (1d4 points of slashing damage, Reflex save [DC 10] negates). The fences run completely around the yards, and are never closer to the buildings than ten feet.

Fire Suppression: Fire is a serious hazard. Every room and every hall has smoke detectors (Defense 9, Hardness 2, Hit Points 1, Break DC 5), including the garages. There is a fire axe and a fire extinguisher by every external door. There are two additional fire extinguishers in the garages.

In the event of a fire, a loud alarm sounds (Listen DC -10) at the same time as the sprinkler system cuts in. The downpour of water provides one-quarter concealment (10% miss chance), but this also makes surfaces very slippery. Taking more than a single move action in a round requires a Balance check (DC 10) or the character does not move and goes prone.

The fire department and the police arrive in 2d10 minutes.

Gates: Hardness 6, Hit Points 2, Break DC 20. There are two gates, one for personnel (about the size of a standard door) and one for vehicles (twenty-five feet wide and as tall as the fence but not topped by barbed wire). All are locked (see Locks, below) and monitored by cameras.

To gain entry through the personnel gate, you ring a buzzer, and if you seem to have legitimate business at the dispatch yard, someone in the security office lets you in. Unlocking the gate triggers a loud buzzing sound (Listen DC 0). The gate is spring-loaded, so it closes automatically one round after someone stops holding it open.

To gain entry through the vehicle gate, you honk the vehicle's horn. The office checks the security monitor and if you're allowed in then they open the gate electronically. It takes one round (six seconds) to roll completely aside, stays open for two rounds (twelve seconds), then closes in one round. The movement of the gate makes some rattling and clanking noise (Listen DC 5).

In the event of a fire, the personnel gate automatically unlocks and the vehicle gate automatically opens.

Guards: The Metro Cab mechanics also serve as low-level security. They carry firearms and metal batons (or keep them close by at all times), and Ogdoad encourages them to be merciless with intruders (though Ogdoad prefers that they not use lethal force, if it seems avoidable). The mechanics all have criminal records (one of the qualities that prompted Ogdoad Research to hire them), and they have been told that, in the event

of civil or criminal suits against them, Ogdoad will pay for their legal fees (and that their families will be provided for if they have to serve any jail time).

Lights, Exterior: Defense 9, Hardness 1, Hit Points 1. Yards are lit by sodium-arc floodlamps on twenty-foot metal poles. Destroying one creates a twenty-foot radius pool of shadows (one-half concealment, 20% miss chance) centered on the destroyed light. Note that the statistics are for the light, not the metal pole on which it is mounted.

Lights, Interior: Defense 9, Hardness 1, Hit Points 1.

Locks, Building: Defense 9, Hardness 5, Hit Points 10, Break DC 20, Disable Device DC 30. There are locks on exterior personnel doors only, unless otherwise noted in a specific location description.

Locks, Gate: Personnel gates are locked (Defense 9, Hardness 5, Hit Points 10, Break DC 20, Disable Device DC 30). Vehicle gates are not locked (Break DC 20).

Electrical Transformer: Defense 5, Hardness 5, Hit Points 5. It's possible that heroes will try to circumvent all the security systems by cutting the power. We provide this information to support you if they do. A transformer looks like a gray metal garbage can mounted on an electrical pole. There is one within a block of any yard. Any amount of damage beyond a transformer's hardness will eventually cause it to fail. If heroes want one to fail immediately, they have to reduce its hit points to zero. When it fails, the transformer makes a loud "bang" noise that is immediately noticeable in a 100-yard radius. There is a limited (5%) chance that causing an immediate failure makes the transformer catch fire, which, combined with the noise, will bring the fire department in 2d10 minutes. The electric company responds to a failed transformer in 1d3 hours—by which time the heroes are hopefully long gone.

Structural Details: Here's some information about Metro Cab buildings.

Doors, External: Hardness 10, Hit Points 30, Break DC 30.

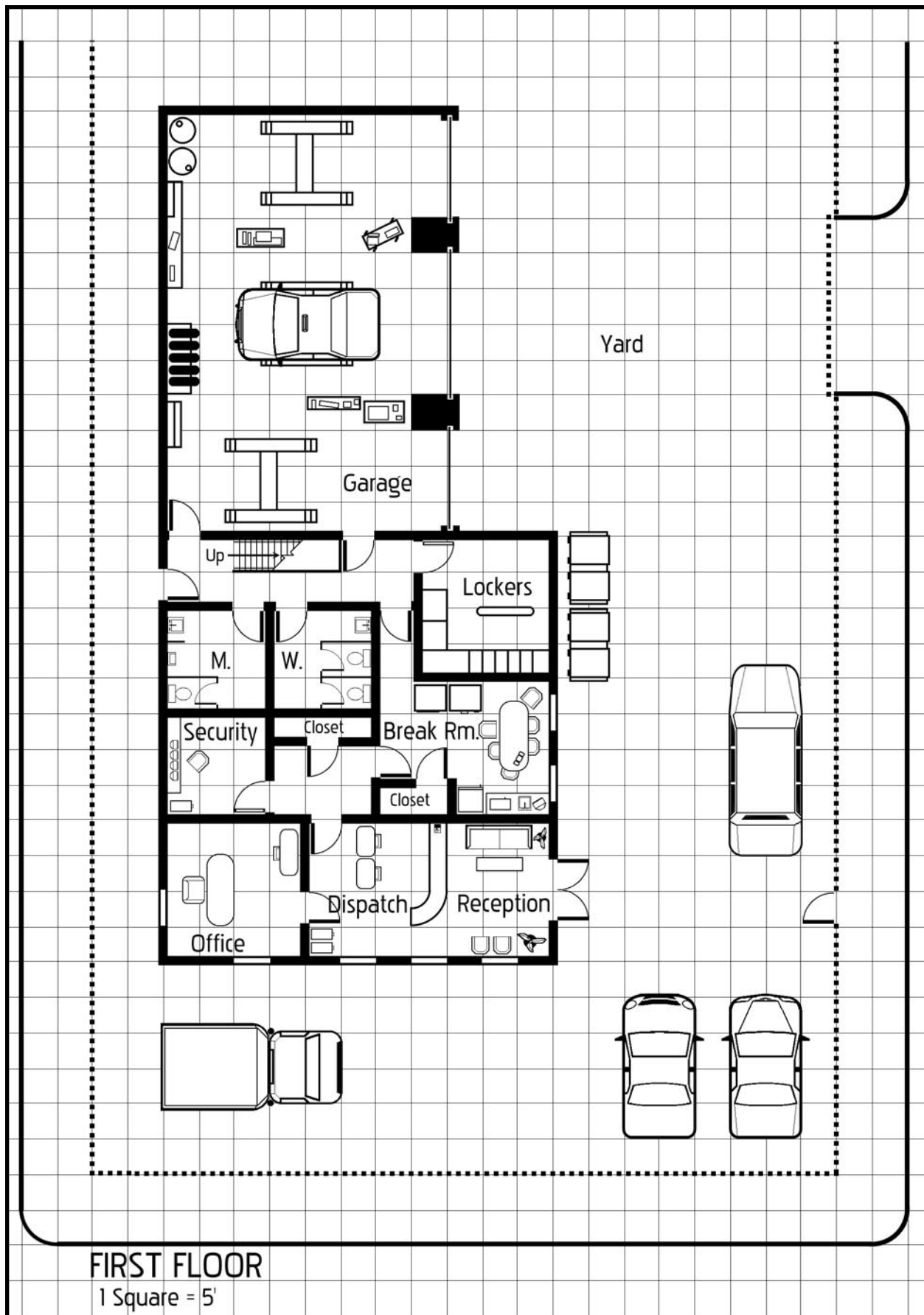
Doors, Garage: Hardness 5, Hit Points 10, Break DC 13.

Doors, Internal: Hardness 5, Hit Points 20, Break DC 23. All internal doors have 6-inch by 6-inch windows at approximately eye-level, reinforced by wire mesh (hardness 1, hp 5, break DC 20).

Emergency Kits: First aid kits are available in every rest room, in break rooms, and in the garages.

Locating Security Features

The text on security at the yard is purposely vague, as is the map. In general, if heroes want to sneak past a camera, all they need to do is make a Hide check instead of worrying about where specific cameras are. If they want an area to be dark, there should be a light close enough by to make that possible. If heroes take special precautions, don't worry about specifics. Give them a +2 circumstance bonus to an appropriate skill check (note that multiple circumstance bonuses can stack if each comes from a different circumstance).



Hinges: Hardness 6, hp 1, break DC 10.

Loudspeakers: Defense 9, Hardness 1, Hit Points 1. There are intercom speakers in every room of the buildings, plus one exterior speaker on the front of the buildings.

Walls: Hardness 8, Hit Points 60, Break DC 35.

Windows: Hardness 10, Hit Points 5, Break DC 20. Ogdoad refitted the windows at this facility with iron bars. They are bolted to the outside walls, not embedded, so they are easier to remove than some might think.

Personnel

Metro Cab works in shifts, twenty-four hours a day. This information is specific to the yard using undead. See GM Characters for statistics on the staff. Each shift consists of the following:

Dispatch: Two office workers are in the dispatch office, monitoring telephones and radios. They direct cabs to pick up fares. Ogdoad requires them to use specific scripts and procedures. The dispatchers dislike the scripts because they don't understand the necessity of giving information to zombies in a simple, uniform, predictable manner.

Manager: One office worker, the shift supervisor, is in the office, doing paperwork and managing crises.

Security: One office worker is in the security office, watching the camera monitors.

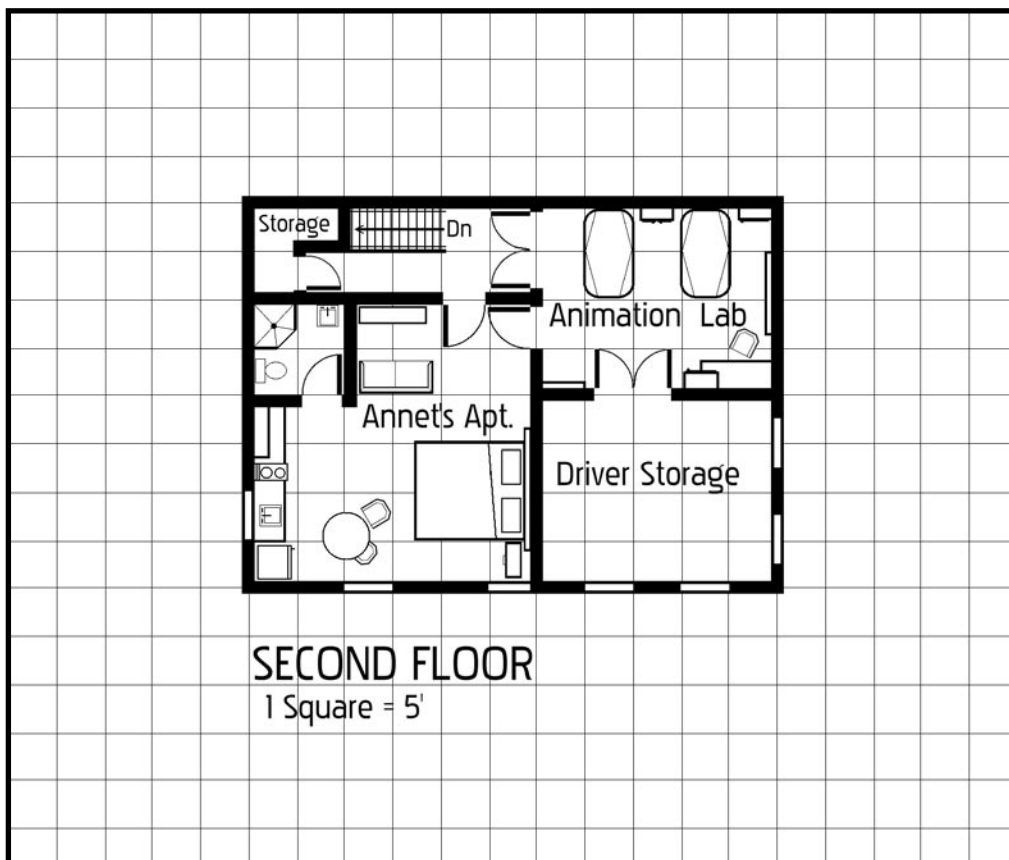
Garage: There are three mechanics on duty, and there's usually not enough repair or

maintenance work for all of them. The only reason the company doesn't lay them off is because they have a secondary function as security (see Tactics, below). At the moment, one cab is in the garage for transmission work and two of the mechanics are desultorily working on it. The other is playing solitaire in the break room.

Second Floor: Annet Antczak poses as the manager of Metro Cab and lives on the second floor. During the day she is usually asleep in her apartment. At night she moves between the animation lab, her apartment, the break room, and the office as her duties require.

Drivers: This Metro Cab yard has a fleet of 30 vehicles, twenty-five of which are taxis. One of those taxis is up on the hydraulic lift in the garage, so twenty-four are on the street. One of the limousines is parked near the fence in the yard, covered in grime and bird droppings. The other four are on duty. The company does not use zombies to drive the limousines, so there are twenty-five zombies in Driver Storage (see Encounters, below) during the day. At night, twenty-four of them drive cabs. Ordinarily, twenty-four zombies are far too many for Annet to control, but the turbans they wear (see FX items) give her additional control abilities.

Knowledge: In general, the day staff knows that Ogdoad Research owns the Metropolitan Taxi Cab and Limousine Service. They have very little more information about Ogdoad than the general



public. They accept Annet Antczak as Ogdoad's appointed representative, and while they resent her and think her night owl habits are a bit odd, they don't question them. They believe that security is necessary because unscrupulous corporate spies might use their computers to access the Ogdoad network. Metro Cab is not a good place for them to work. They are under constant threat of being fired for breaking some obscure corporate code.

The night staff knows that Ogdoad is using Metro Cab for some sort of experiment. They know that there is something weird about the night shift drivers specifically, but can't see Shadow—and so speculate about everything from robots to clones to extraterrestrials. They know about the night deliveries, and have seen the vans back into the garage. They know the mechanics have to leave the garage when the vans arrive, but no one except Annet Antczak knows the vans are delivering corpses for her to reanimate.

Encounters

1. Yard: This fenced space is paved with asphalt and stained by oil, hydraulic fluid, and gasoline. Parked in the yard are several vehicles (see Vehicles in Chapter Four: Equipment of the core rulebook). One of Metro Cab's limousines is usually parked by the fence as a form of advertisement. The shift supervisors are allowed to park in the yard, and they usually drive economy cars like Dodge Neons. Annet Antczak's Acura 3.2 TL is also usually parked here. Other employees must either park on the street or get rides to work from friends, family, or mass transit.

Last is a nondescript moving truck that belongs to the cleaning crew (see GM Characters). The back of the truck holds boxes marked "high explosive," and racks that could be for weapons or tools. The boxes and racks are empty, but a Search check (DC 10) turns up six tear gas grenades, four smoke grenades, two white phosphorous grenades, and one thermite grenade. Additional equipment present in the truck includes a deluxe electrical tool kit, a deluxe mechanical tool kit, a chemical kit, bolt cutters, two demolitions kits, a first aid kit, two fire extinguishers, 20 chemical light sticks, a flashlight (battery flood), a GPS receiver, a map (road atlas), and 150 feet of rope.

The moving truck is booby-trapped (Search DC 30, Disable Device DC 20) with five pounds of Semtex. Any attempt to open the doors or start the engine would normally set off the trap, however the crew that normally drives the truck disarmed the trap before hiding the vehicle here.

Tactics: If intruders are detected in the yard, the employee in the security office watches the yard through security cameras. When he spots intruders, he instructs the mechanics by radio on

how to locate those intruders. In the event of a break-in, the mechanics are the only mundane active defense. Despite Ogdoad's assurances, they will not use their pistols unless the intruders have firearms.

If the break-in occurs during the day, the drivers return to the yard in 2d6 minutes. They use their vehicles to block any exits and to chase any vehicles they see fleeing the scene, frequently updating their position via radio. They will surrender if attacked. If the break-in occurs during the night, the security office lets the cabs into the yard, where the zombie drivers can then hunt the intruders.

First Floor

2. Reception: This room is an extension of Dispatch, and much of what is true about it is also true of Dispatch. In the corners stand potted plastic palm trees. The walls are 1975-vintage faux wood paneling, and the ceiling lights are fluorescent tubes. The reception area has an aging, cloth-covered couch and a few aluminum and vinyl chairs. A coffee table holds aging magazines and the daily newspaper. A coffee maker sits on one corner of the dispatch counter where those waiting here can use it. A small sign marked "Reception" faces the door. Orange carpeting covers the floor.

Tactics: See Dispatch, below.

3. Dispatch: In addition to the four-foot tall counter that separates it from Reception, Dispatch holds a row of metal desks and chairs, each with a radio microphone, a telephone, and a computer. Rusty filing cabinets line the walls. A white board lists employees, positions, and their status (In, Out, Vacation, Sick). There are a lot of blank spaces for names next to the "driver" positions. On the desks are procedure manuals, including the scripts for dispatching drivers. The door leading to the closet and break area is marked "Employees Only."

Tactics: In the event of a break-in, one dispatcher locks the front door while the other recalls the cabs back to the yard. Then both retreat to the office (below).

4. Office: Painted on the window in the door are the words "Manager. Private." This generous office holds a large wooden desk with a comfortable leather chair, and a smaller metal desk with a metal office chair. A flickering fluorescent fixture lights the office at night. The desks support a radio microphone, a telephone, and a computer. The Office has the same orange carpeting and faux wood paneling as Reception and Dispatch. The door to the Office can be locked.

Tactics: In the event of a break-in, the dispatchers and the shift supervisor lock the office

door and hide here. They do not call the police but they do alert the security office.

5. Security: This room holds eight monitors against the back wall. The only window is in the door, and on it is painted the words "Security. Knock for Admission." The desk below the monitors holds a radio microphone, a telephone, and a computer. Filing cabinets gather dust in the corners nearest the door. The fluorescent fixture in the ceiling blinks every few seconds. A locked metal cabinet sits against the wall shared with the office. In it are a metal baton, a taser, three canisters of pepper spray, a Mossberg shotgun, and a box of 12-gauge ammunition. Like most of the rest of the first floor, cracked linoleum covers the floor. The door to Security can be locked.

Tactics: In the event of a break-in, the security officer locks the door to this room. He then calls Ogdoad and reports the break-in. Only after that does he begin checking his monitors and directing the mechanics. If the clean-up crew is not on-site (see *Scaling the Adventure*, above), they arrive 2d6+20 minutes after the call from security.

6. Closets: These small compartments hold janitorial and office supplies. A light fixture with a bare light bulb hangs from the ceiling. Their doors are painted with the word "Supplies."

7. Break Room: This room has vending machines, a coffee maker, a refrigerator, a microwave, a sink, a dishwasher, and a table with six metal chairs. A small color television hangs in the northwest corner. There's no cable or satellite, and the picture is snowy at best. A small AM/FM radio and CD player sits on the table. Either the radio or the television is usually tuned to a professional sport. Cracked linoleum covers the floor. The fluorescent light fixtures in this room work perfectly.

Tactics: One mechanic is in this room playing solitaire. If a break-in occurs, he moves immediately to the garage to join the other mechanics. They wait for instructions from security.

8. Lockers: The mechanics and drivers share this storage room. The window in the door is pebbled glass and on it is painted the words "Locker Room." It smells of motor oil and dirty socks. The fluorescent light fixtures in this room work perfectly. The floors are grimy tile.

9. Restrooms: These are standard restrooms, kept fairly clean, and marked appropriately.

10. Garage: This two-story space can hold up to three cars. Each bay has a hydraulic lift. Boxes

of filters, fasteners, and windshield wipers share the walls with tires. Diagnostic machines, wheeled tool racks, oil drums, jacks, and other essentials of mechanical work line the walls and the spaces between the bays. Light fixtures hang from the ceiling protected by wire guards. The floor is bare concrete. A taxi sits on the hydraulic lift in the center bay, having work done on its transmission. The two doors leading to the stairwell can be locked. Each bay has its own roll-up door, the middle of which is usually open unless the weather is particularly harsh.

Tactics: Two mechanics are in the middle bay working on the transmission of a cab, which is up on the lift. In the event of a break-in, they immediately close any open garage doors. Then they wait for the third mechanic to join them from the break room. Once they're together, they wait for instructions from the security office.

Second Floor

11. Storage: This compartment holds janitorial supplies. It is the only compartment on the second floor readily accessible by the public. A light fixture with a bare light bulb hangs from the ceiling. The door is painted with the word "Supplies."

12. Animation Lab: This is a necromantic research space, and is the workroom where Annet animates the dead. A table with a stool, a microscope, various bits of scientific apparatus, and a computer (Computer Use DC 30 to break security, Computer Use DC 10 to find individual files, including the process for creating the turbans) sit against a wall. The floor is tiled. Two examining tables take up much of the open floor space. Anatomy posters alternate with white boards scrawled with arcane formulae. Glass-fronted cabinets containing preserved body parts dot the walls. A floor safe sits in one corner (Defense 5, Hardness 10, Hit Points 120, Break DC 35, Disable Device DC 40). If the heroes manage to open it, they find any turbans not currently in use, along with supplies for making more. This room uses incandescent fixtures rather than fluorescents. The doors to the stairwell have no windows, are almost always locked, and are marked "Private. No Admittance."

13. Driver Storage: This room has windows of pebbled glass and no light fixtures. There is no furniture, and it stinks of rotting flesh. There is no furniture on the bare tile floor. During the day, the zombie drivers stand in this room, awaiting instructions.

14. Annet's Apartment: This efficiency apartment is where Annet lives while working on this assignment. She treats it more like a hotel room

than a home. There is no art on the walls and very little sign of any personality. There is a tiny kitchen area and an equally tiny restroom with a shower closet. The door has no window, and is marked "Manager's Residence. Private. No Admittance."

Annet's Tactics: Annet Antczak is a valuable employee of Ogdoad, and she knows it. Her spellcasting abilities are very valuable to the company, and the company will take any reasonably cost-effective steps to protect her. In the event of a break-in, Annet moves immediately to the animation lab. If she can animate any more zombies, she does so, sending them into the stairwell as a buffer between her and any intruder. If the zombies are insufficient to stop intruders, she climbs out an apartment window onto the first floor roof and then down to the yard. From there, she attempts to escape the grounds. She only enters combat as a last resort, if she is forced to defend herself.

Concluding the Adventure

This adventure is worth 1,500 XP for each hero involved (regardless of how many heroes participated). This should put all the heroes halfway to their fourth character level.

There are several possible conclusions.

- The heroes successfully destroy the Metro Cab yard: Public investigation into conditions at the yard creates some very unpleasant pressure on Ogdoad. It will start its own investigation into events at the yard, and that may have unpleasant repercussions for the heroes later.
- The heroes catch Annet Antczak: Department-7 is delighted to have someone like her as prisoner. She knows a great deal about Ogdoad's activities. Ogdoad, though, isn't in the revenge business, and rescuing Miss Antczak is not cost-effective (especially considering that other researchers can use her progress reports as a blueprint to recreate her experiments).

- The heroes fail to catch Annet Antczak: Ogdoad hides Annet while it deals with any public investigation of the yard.

Developments

There are many questions purposely unanswered by this adventure. You may want to pursue them in your own campaign.

- How is Ogdoad acquiring cab drivers? Perhaps it offers cash rewards to those who report the deaths of homeless people, perhaps it raids graveyards, or perhaps it operates a phony funeral home and has a contract from the state for disposing of the remains of deceased indigents. If you're running a non-FX campaign, you may wish to run an adventure investigating how Ogdoad smuggles immigrants into the country.
- Where did the ritual come from, and how did Annet learn it?
- What relationship does Ogdoad really have with ancient Egypt?

Annet's Leads

Heroes who search Annet's apartment find a small appointment book in her bedside dresser. Pages before the current month have been torn out and long ago removed from the premises with the rest of the trash. The remaining months have few notations, indicating that her work at the Metro Cab yard was very routine before the heroes arrived, however there is a note for tomorrow at 3:00 PM to call a toll-free number. No name is listed with the number. Regardless of when they call, if they call, heroes hear a number of clicks on the line just before it releases a burst of modem noise. Before they hang up, the noise suddenly stops, replaced with a voice that sounds as though it is being filtered through an electronic harmonizer. For information on what the voice says and tracing the call, see the second adventure in this series, *Flight 23*, from The Game Mechanics.

GM RESOURCES

These are stat blocks for the GM characters from the encounters above. Initiative Cards for these characters can be found starting on page 19.

Zombie Cab Drivers

Zombie Cab Drivers: various Fast Ordinary 1/ Dedicated Ordinary 1; CR 1/2; medium undead; HD 2d12; hp 16; Mas —; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; Def 18, touch 16, flat-footed 16; BAB +0; Grp +2; Atk +2 melee

(1d6+3, slam); Full Atk: +2 melee (1d6+3, slam) or +1 ranged (2d4, Pathfinder); Space/Reach 5 ft./5 ft.; SA special attacks; SQ move or attack action only, undead traits; AL Metro Cab; AP 0; Rep +0; SV Fort —, Ref +1, Will +3; Str 15, Dex 13, Con —, Int —, Wis 10, Cha 1.

Starting Occupation: Blue-collar (Craft [mechanical], Drive, and Repair are class skills).

Skills and Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness.

Move or Attack Action Only (Ex): A zombie has poor reflexes and can perform only a single move action or attack action on its turn. It can only move and attack if it charges.

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

Healing: Zombies cannot heal damage on their own. Zombies can be healed with negative energy (usually only available through the use of magic). Zombies are destroyed immediately if reduced to 0 hit points or less.

Special: Zombies cannot be raised from the dead.

Possessions: Pathfinder (.22 revolver), 30 rounds of .22 ammunition, various personal possessions.

Metro Cab Staff

These are for encounters in and around the Metro Cab yard.

Office Workers

Metro Cab Office Workers: various Fast Ordinary 1/Charismatic Ordinary 1; CR 1; medium human; HD 1d8 plus 1d6; hp 8; Mas 10; Init +2; Spd 30; Defense 15, touch 15, flat-footed 13; BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed strike); Full Atk -1 melee (1d3-1 nonlethal, unarmed strike) or -1 melee (1d3 electricity, stun gun) or +2 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Ogdoad Research; SV Fort +1, Ref +4, Will +1; AP 0; Rep +3; Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 15.

Occupation: Entrepreneur (Bluff and Diplomacy are class skills).

Skills and Feats: Bluff +9, Diplomacy +9, Disguise +6, Gather Information +9, Hide +4, Knowledge (streetwise) +6, Profession +4, Read/Write English, Read/Write Spanish, Sleight of Hand +6, Speak English, Speak Spanish; Deceptive, Simple Weapons Proficiency, Trustworthy.

Possessions: Stun gun, casual clothes, cell phone, various personal possessions.

Mechanics

Metro Cab Mechanics: male Tough Ordinary 1/Strong Ordinary 1; CR 1; medium human; HD 1d10+1 plus 1d8+1; hp 16; Mas 13; Init +2 (+2 Dex); Spd 30 ft.; Def 15, touch 14, flat-footed 13; BAB +1; Grp +3; Atk +3 melee (1d6+2/19-20, metal baton) or +4 ranged (2d6, Colt Python); Full Atk: +3 melee

(1d6+2/19-20, metal baton) or +4 ranged (2d6, Colt Python); Space/Reach 5 ft./5 ft.; AL Ogdoad Research; AP 0; Rep +0; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Starting Occupation: Blue Collar (Craft [electronic], Craft [mechanical], and Repair are class skills).

Skills and Feats: Computer Use +1, Craft (mechanical) +3, Profession +3, Read/Write English, Read/Write Spanish, Repair +4, Speak English, Speak Spanish; Gearhead, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Leather jacket, concealed carry holster, Colt Python (.357 revolver), 44 rounds of .357 ammunition, cell phone, metal baton, various personal possessions.

Cleaning Crew

The crew is composed of a leader, and a number of agents equal to the number of heroes, plus one. The total size of the crew should be two greater than the number of heroes.

Tactics: The cleaning crew uses wire cutters to go through the fence. Their primary goal is to get Annet to safety, and their secondary goal is to "detain" intruders. They have no compunctions about property damage or damage to other employees. They will throw grenades into rooms that contain a mix of employees and intruders without a second thought. If they cannot overcome intruders, they use white phosphorous and thermite grenades to demolish the building and the zombies. See page 10 for additional equipment they can get from their truck.

Leader (Tough Ordinary3/Smart Ordinary 3/Charismatic Ordinary 2): CR 7; Medium-size human; HD 3d10+9 plus 3d6+9 plus 2d6+6; hp 62; Mas 16; Init +1; Spd 30 ft.; Defense 18, touch 14, flat-footed 17 (+1 Dex, +5 class, +2 light undercover shirt); BAB +4; Grap +5; Atk +6 ranged (2d6, Glock 20), or +5 ranged (2d6, HK MP5K), or +5 melee (1d4+1, pistol whip); Full Atk +5 ranged (2d6, Glock 20), or +5 ranged (2d6, HK MP5K), or +5 melee (1d4+1, pistol whip); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Ogdoad Research; SV Fort +8, Ref +5, Will +3; AP 0; Rep +4; Str 12, Dex 13, Con 16, Int 15, Wis 10, Cha 8.

Flesh-eating Zombies

The stat blocks provided for zombies use the official template provided in the *d20 Modern Roleplaying Game*. This provides them with a slam attack in addition to any natural weapon. However, you may wish to provide your players with adversaries that feel more like the modern cinematic version of zombies: flesh eaters.

If this is your preference, remove the slam attack from the zombies. They attack by grappling opponents. Any zombie involved in a grapple with live prey uses its next action to attempt to damage its opponent, specifically by biting the grappled opponent. Doing so only deals 1d4+Str damage, meaning that grappling with a lone zombie isn't a terribly dire situation for a relatively strong character.

The real danger comes from the fact that a grappled character cannot move unless he first escapes from the grapple. So if there are other zombies about that can reach the character before he escapes, he may find himself grappled—and bitten—by up to four zombies every round.

Occupation: Military (Navigate and Pilot are class skills).

Skills and Feats: Bluff +9, Computer Use +5, Craft (chemical) +7, Craft (electronic) +7, Craft (mechanical) +7, Craft (structural) +7, Demolitions +6, Diplomacy +5, Disguise +3, Drive +4, Forgery +6, Gather Information +1, Intimidate +9, Knowledge (current events) +6, Knowledge (tactics) +5, Knowledge (technology) +6, Knowledge (theology and philosophy) +4, Navigate +4, Pilot +4, Profession +4, Read/Write English, Read/Write German, Read/Write Portuguese, Read/Write Spanish, Repair +4, Research +5, Search +4, Speak English, Speak German, Speak Portuguese, Speak Spanish; Advanced Firearms Proficiency, Armor Proficiency (light), Deceptive, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Light undercover shirt, HK MP5K (9mm submachine gun) with laser sight and suppressor, Glock 20 (10mm autoloader) with illuminator and suppressor, pistol box magazine (loaded), 20 spare 10mm cartridges, two submachine gun box magazines (loaded), 5 spare 9mm cartridges, concealed carry holster, casual clothes, overcoat, multipurpose tool, cell phone, walkie-talkie (professional), gas mask, mesh vest, electro-optical binoculars.

Agent (Tough Ordinary3/Smart Ordinary 3): CR 5; Medium-size human; HD 3d10+9 plus 3d6+9 plus 2d6+6; hp 39; Mas 15; Init +1; Spd 30 ft.; Defense 16, touch 14, flat-footed 15 (+1 Dex, +3 class, +2 light undercover shirt); BAB +3; Grap +4; Atk +5 ranged (2d6, Glock 20), or +4 ranged (2d6, HK MP5K), or +4 melee (1d4+1, pistol whip); Full Atk +5 ranged (2d6, Glock 20), or +4 ranged (2d6, HK MP5K), or +4 melee (1d4+1, pistol whip); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Ogdoad Research; SV Fort +5, Ref +3, Will +3; AP 0; Rep +2; Str 12, Dex 13, Con 15, Int 15, Wis 10, Cha 8.

Occupation: Military (Navigate and Pilot are class skills).

Skills and Feats: Bluff +3, Computer Use +5, Craft (chemical) +7, Craft (electronic) +7, Craft (mechanical) +7, Craft (structural) +7, Demolitions +6, Disguise +3, Drive +4, Forgery +6, Gather Information +1, Intimidate +3, Knowledge (current events) +6, Knowledge (tactics) +5, Knowledge (technology) +6, Knowledge (theology and philosophy) +4, Navigate +4, Pilot +4, Profession +4, Read/Write English, Read/Write German, Read/Write Portuguese, Read/Write Spanish, Repair +4, Research +5, Search +4, Speak English, Speak German, Speak Portuguese, Speak Spanish; Advanced Firearms Proficiency, Armor Proficiency (light), Deceptive, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Light undercover shirt, HK MP5K (9mm submachine gun) with laser sight and suppressor, Glock 20 (10mm autoloader) with illuminator and suppressor, pistol box magazine (loaded), 20 spare 10mm cartridges, two submachine gun box magazines (loaded), 5 spare 9mm cartridges, concealed carry holster, casual clothes, overcoat, multipurpose tool, cell phone, walkie-talkie (professional), gas mask, mesh vest, electro-optical binoculars.

Necromancer

This is the person responsible for the drivers at Metro Cab.

Annet Antczak: female Dedicated hero 3/Acolyte 5; CR 8; medium human; HD 3d6+3 plus 5d8+5; hp 43; Mas 12; Init +0 (+0 Dex); Spd 30 ft.; Def 18, touch 15, flat-footed 18; BAB +5; Grp +4; Atk +4 melee (1d3-1 nonlethal, unarmed strike) or +5 ranged (2d6, SITES M9); Full Atk: +4 melee (1d3-1 nonlethal, unarmed strike) or +5 ranged (2d6, SITES M9); Space/Reach 5 ft./5 ft.; SA spells, rebuke undead; SQ Faith, skill emphasis (Knowledge [arcane lore]), divine skills, spontaneous cast, combat casting; AL Ogdoad Research, Evil; AP 4; Rep +4; SV Fort +7, Ref +2, Will +9; Str 8, Dex 10, Con 12, Int 13, Wis 17, Cha 14.

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

Skills and Feats: Concentration +7, Decipher Script +3, Knowledge (arcane lore) +13, Knowledge (business) +7, Knowledge (theology and philosophy) +10, Listen +9, Profession +9, Read/Write Akkadian, Read/Write Aramaic, Read/Write English, Read/Write Greek, Read/Write Latin, Read/Write Sanskrit, Read/Write Spanish, Research +10, Sense Motive +9, Speak Akkadian, Speak Aramaic, Speak English, Speak Greek, Speak Latin, Speak Sanskrit, Speak Spanish, Spellcraft +9; Armor Proficiency (light), Educated, Empower Turning*, Magical Affinity*, Personal Firearms Proficiency, Simple Weapons Proficiency, Studios.

* This feat originally appeared in the *Urban Arcana Campaign Setting*, and is reproduced under New Rules for convenience.

Typical Spells Prepared: (Save DC = 13 + spell level) 0 level—*cure minor wounds, detect magical aura, light, mending, read magic*; 1st level—*bane, cause fear, instant identify, obscuring mist, shield of faith*; 2nd level—*darkness, enhance ability, silence, spider climb*; 3rd level—*animate dead, dispel magic, shadowmoth plague*.

Turn or Rebuke Undead: Starting at 2nd level, Annet gains the supernatural ability to affect

undead creatures, such as zombies, skeletons, ghosts, and vampires. Annet can use negative energy to rebuke or command undead, causing the creatures to cower in her presence. Annet rebukes undead as an attack action. Doing so does not provoke an attack of opportunity. She must present her holy symbol to make a rebuke attempt, holding it in one hand in such a way that it is visible to the creatures she wants to affect. Annet may attempt to rebuke a number of times per day equal to 3 + her Charisma modifier. Annet rebukes the closest turnable creature first. She can't turn creatures that are more than 60 feet away or that have total cover. First, roll a turning check to determine how powerful a creature Annet can rebuke. This is a Charisma check (1d20 + 2). The table below shows the Hit Dice of the most powerful creature she can affect, relative to her Acolyte level. With a given turning attempt, she can't rebuke any creature whose Hit Dice exceeds the result of the turning check.

Turning Check Result	Most Powerful Creature Affected (Maximum Hit Dice)
0 or lower	1
1–3	2
4–6	3
7–9	4
10–12	5
13–15	6
16–18	7
19–21	8
22 or higher	9

If the turning check result is high enough to let Annet rebuke at least some of the undead (or other appropriate) creatures within 60 feet, roll 2d6+7 to determine turning damage. That's how many total Hit Dice of undead (or other) creatures she can rebuke on this attempt. She may skip over already rebuked creatures that are still within range so she doesn't waste this ability on them. Creatures that would be turned are rebuked instead, and those that would be destroyed are commanded. A rebuked creature cowers as if in awe (can take no actions, –2 penalty to Defense) for 10 rounds. A commanded creature falls under Annet's mental control. She can give mental orders to a commanded creature as an attack action. She can command any number of creatures whose total Hit Dice don't exceed her Acolyte level. She may voluntarily relinquish command in order to establish command on different creatures.

Dispel Turning: Annet may dispel the turning effect of a good Acolyte. To do so, she makes a turning check as if attempting to rebuke. If the

turning check result is equal to or greater than the turning check result that the good Acolyte scored when turning them, then the creatures are no longer turned. Annet rolls turning damage to see how many Hit Dice worth of creatures she can affect in this way.

Bolster Undead: Annet may bolster creatures against turning effects in advance. She makes a turning check as if attempting to rebuke them, but the Hit Dice result becomes the creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' normal Hit Dice). This bolstering lasts for 10 rounds.

Spontaneous Casting: Annet can channel stored energy into spells she has not prepared ahead of time. She "loses" a prepared spell to cast another spell of the same level or lower. Annet can spontaneously convert prepared spells into inflict spells (spells with "inflict" in their name).

Combat Casting: Annet gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Possessions: SITES M9 (9mm automatic), concealed carry holster, 42 rounds of 9mm ammunition, undercover vest, cell phone, PDA, unholy symbol, various personal possessions.

Other Campaign Models

In *The Bronze Head* campaign model, use Annet as presented below. Necromancers only exist in a few campaign models, so here are some guidelines for modifying Annet to fit those.

Agents of PSI: Annet is a medical researcher. No change to starting occupation is necessary, though you will have to change her class skills. Replace Knowledge (arcane lore) with Knowledge (earth and life sciences). Replace Listen with Craft (chemical). Replace Empower Turning and Magical Affinity with Medical Expert and Surgery. Replace her levels in Acolyte with levels in Field Scientist.

No FX: Annet is an interrogator. Change her starting occupation to entrepreneur. Replace Knowledge (arcane lore) with Bluff, and Listen with Diplomacy. Replace Empower Turning with Alertness. Replace Magical Affinity with Point Blank Shot. Replace her levels in Acolyte with levels in Negotiator.

Shadow Chasers: The dead are raised using scrolls in this campaign model. Shift Annet's skill ranks until she has 6 ranks in Decipher Script (she already has 6 in Knowledge [arcane lore] and Research). Replace her levels in Acolyte with levels in Occultist and provide them with scrolls – but not so many scrolls that heroes can unbalance your campaign with them!

Urban Arcana: No changes necessary.

New Rules

This adventure presents several rules not covered in the core rulebook.

Magic

This section presents a new item and a new incantation.

Al Hazred's Crown: This "crown" is a cloth wrapping worn around the head like a turban. When properly activated (see *Ritual of Al Hazred*, below), the crown provides an undead wearer with a +5 enhancement bonus to Drive checks and to Navigate checks. In addition, the undead wearer gains the ability to understand and follow certain limited instructions (like those used in the dispatch scripts at Metro Cab) and calms the undead so it feels no need to attack humans. It provides no effect to a living wearer. Magical analysis of an inactive crown shows a faint Transmutation aura, and nothing else. Removing a crown requires no special ritual, and the undead reverts immediately to its normal (and usually violent) state.

Type: Wondrous item (magic); **Caster level:** 5th; **Purchase DC:** 33; **Weight:** —.

Ritual of Al Hazred

Transmutation

Skill Check: Knowledge (arcane lore) DC 27, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M; **Casting Time:** 60 minutes (minimum); **Range:** Touch; **Effect:** One undead creature; **Duration:** 10 hours; **Saving Throw:** None; **Spell Resistance:** No.

The *ritual of Al Hazred* allows the caster to properly activate *Al Hazred's Crown* and wrap it around the head of an undead subject. See *Al Hazred's Crown*, above, for all the effects.

Failure: The undead subject attacks the caster.

Feats

Both the feats presented here originally appeared in the *Urban Arcana Campaign Setting*, and appear for the convenience of those who do not own that book.

Empower Turning

You can turn or rebuke (or awe or command) more creatures with a single turning check.

Prerequisite: Ability to turn or rebuke one or more creature types, Charisma 13.

Benefit: If you take a –2 penalty on your roll to turn or rebuke (or awe or command) a group of creatures, you can add +2d6 to your turning damage roll.

Magical Affinity

You have a knack for magical endeavors.

Benefit: You gain a +2 bonus on all Spellcraft checks and Use Magic Device checks.

Vehicles

The cabs used by Metro Cab are Ford Crown Victorias (see *d20 Modern Roleplaying Game* Chapter 4: Equipment). They are modified as follows:

- An A-frame sign on the roof. This is used to advertise various local products and services (often companies owned partially or wholly by Ogdoad).
- A Metropolitan Taxi and Limousine Service sign on the door. This advertisement includes the dispatch phone number.
- A GPS transmitter on the dash. Dispatch can track the exact location of all cabs at all times.
- A radio transceiver. Used by dispatch to communicate with the cabs, and by the living drivers to communicate with dispatch.
- A bullet-resistant plastic panel. This separates the front and rear seats for the safety of living drivers.

Character name: **Hudson Bench** player name: **Strong 3** experience points: **3** char level: **3** Military occupation

age: **18** gender: **M** height: **5'8"** weight: **170** eyes: **blue** hair: **black** skin: **fair**

ABILITIES STR 13 DEX 14 CON 15 INT 10 WIS 12 CHA 8

HIT POINTS 23 DEFENSE 17 INITIATIVE 2 SPEED 30 ARMOR PENALTY 0

REPUTATION +0 ACTION POINTS 1 WEALTH BONUS +10

THE BRONZE HEAD

Character name: **Annabelle Cubero** player name: **Fast 3** experience points: **3** char level: **3** Criminal occupation

age: **22** gender: **F** height: **5'6"** weight: **130** eyes: **green** hair: **brown** skin: **tan**

ABILITIES STR 12 DEX 15 CON 13 INT 10 WIS 8 CHA 14

HIT POINTS 20 DEFENSE 19 INITIATIVE 2 SPEED 30 ARMOR PENALTY 0

REPUTATION +1 ACTION POINTS 1 WEALTH BONUS +2

THE BRONZE HEAD

SAVING THROWS FORTITUDE +2 REFLEX +4 WILL +0

ATTACKS MELEE +0 RANGED +2

UNARMED STRIKE +4

MELEE WEAPON Knife S 1d4+1 19-20 P

RANGED WEAPON Glock 20 40 S Rate: S. Magazine: 15 box. +6 2d6 20 B

RANGED WEAPON Knife 10 S 1d4+1 19-20 P

FEATS/TALENTS/SPECIAL ABILITIES

ACROBATIC Light Armor Proficiency Simple Firearms Proficiency Evade

GEAR Mastercraft Glock 20 (10mm autoloader), laser sight, suppressor, concealed carry holster, spare box magazine (loaded), 20 10mm cartridges, mastercraft light undercover shirt, armor license, night-vision goggles, search-and-rescue kit, backpack, cell phone, casual clothes, coat, mesh vest, fatigue jacket, knife, std binoculars, night-vision goggles

LANGUAGE English R/W? English

SAVING THROWS FORTITUDE +4 REFLEX +3 WILL +2

ATTACKS MELEE +4 RANGED +5

UNARMED STRIKE +4

MELEE WEAPON Knife S 1d4+3 20 L 1d4+1 19-20 P

RANGED WEAPON Glock 20 40 S Rate: S. Magazine: 15 box. +7 2d6 20 B

RANGED WEAPON Knife 10 S 1d4+1 19-20 P

FEATS/TALENTS/SPECIAL ABILITIES

COMBAT Martial Arts Personal Firearms Proficiency Precise Shot Melee Smash

GEAR Mastercraft Glock 20 (10mm autoloader), illuminator, suppressor, concealed carry holster, spare box mag. (loaded), 20 10mm cartridges, firearms license, mastercraft light undercover shirt, armor license, search-and-rescue kit, backpack, cell phone, fatigues, multipurpose tool, casual clothes, coat, mesh vest, fatigue jacket, knife, std binoculars, night-vision goggles

LANGUAGE English R/W? English

Pre-Generated Characters

Slave Drivers includes six pre-generated characters, one representing each base class in the d20 Modern Roleplaying Game. In addition, a full-page blank version of this single-page character record sheet is found in The Bronze Head Campaign Standards Document.

Jessie Cavanagh

Character name: **Dedicated 3** | Player name: **Jessie Cavanagh** | Experience points: **3** | Char level: **3** | Occupation: **Religious**

Age: **18** | Gender: **M** | Height: **5'8"** | Weight: **160 lb** | Eyes: **Blue** | Skin: **Fair**

ABILITIES

STR	8	-1	16
DEX	14	+2	17
CON	13	+1	17
INT	10	-0	17
WIS	15	+2	17
CHA	12	+1	17

HIT POINTS 16 | **DEFENSE** 17 | **INITIATIVE** 17 | **SPEED** 30 | **ARMOR PENALTY** 0

REPUTATION +1 | **ACTION POINTS** 1 | **WEALTH BONUS** +3

SAVING THROWS

FORTITUDE	+3
REFLEX	+3
WILL	+4

ATTACKS

MELEE	-1	+1	+0	+0
RANGED	+2	+2	+0	+0

UNARMED STRIKE 1d3 | **MELEE WEAPON** Knife | **RANGED WEAPON** Colt Python | **40 S** Rate: S. Magazine: 6 cyl. | **RANGED WEAPON** Knife | **40 S** Rate: S. Magazine: 6 cyl.

FEATS/TALENTS/SPECIAL ABILITIES

Alertness, Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery, Skill Emphasis (Survival), Faith

GEAR

Firearms license, Mastercraft (+2) Colt Python (357 revolver), backpack, concealed carry holster, speedloader (loaded), 38.357 cartridges, parka, Winchester 94 (444 hunting rifle), 14.444 cartridges, standard scope, Mastercraft (+1) light undercover shirt, armor license, medical kit, coat, surgery kit, search-and-rescue kit, medical license, cell phone, fatigues, cell phone, casual clothing, multipurpose tool, mesh vest, sleeping bag

ALLEGIANCES Department-7

Maricela Dubinsky

Character name: **Charismatic 3** | Player name: **Maricela Dubinsky** | Experience points: **3** | Char level: **3** | Occupation: **Investigative**

Age: **18** | Gender: **M** | Height: **5'8"** | Weight: **160 lb** | Eyes: **Blue** | Skin: **Fair**

ABILITIES

STR	8	-1	16
DEX	13	+1	14
CON	12	+1	14
INT	10	+0	14
WIS	14	+2	14
CHA	15	+2	14

HIT POINTS 16 | **DEFENSE** 14 | **INITIATIVE** 11 | **SPEED** 30 | **ARMOR PENALTY** 0

REPUTATION +2 | **ACTION POINTS** 1 | **WEALTH BONUS** +6

SAVING THROWS

FORTITUDE	+3
REFLEX	+2
WILL	+1

ATTACKS

MELEE	+0	+1	+0	+0
RANGED	+2	+1	+0	+0

UNARMED STRIKE 1d3 | **MELEE WEAPON** Knife | **RANGED WEAPON** Glock 20 | **40 S** Rate: S. Magazine: 15 box. | **RANGED WEAPON** Knife | **40 S** Rate: S. Magazine: 15 box.

FEATS/TALENTS/SPECIAL ABILITIES

Alertness, Personal Firearms Proficiency, Simple Weapons Proficiency, Dazzle

GEAR

Mastercraft (+2) Glock 20, concealed carry holster, laser sight, PDA, spare box magazine (loaded), 20 10mm cartridges, armor license, coat, light undercover shirt, 4 tear gas grenades, gas mask, multipurpose tool, search-and-rescue kit, cell phone, casual clothing, coat, mesh vest, knife

ALLEGIANCES Department-7

THE BRONZE HEAD

Character name: **Charismatic 3** | Player name: **Maricela Dubinsky** | Experience points: **3** | Char level: **3** | Occupation: **Investigative**

Age: **18** | Gender: **M** | Height: **5'8"** | Weight: **160 lb** | Eyes: **Blue** | Skin: **Fair**

ABILITIES

STR	8	-1	16
DEX	13	+1	14
CON	12	+1	14
INT	10	+0	14
WIS	14	+2	14
CHA	15	+2	14

HIT POINTS 16 | **DEFENSE** 14 | **INITIATIVE** 11 | **SPEED** 30 | **ARMOR PENALTY** 0

REPUTATION +2 | **ACTION POINTS** 1 | **WEALTH BONUS** +6

SAVING THROWS

FORTITUDE	+3
REFLEX	+2
WILL	+1

ATTACKS

MELEE	+0	+1	+0	+0
RANGED	+2	+1	+0	+0

UNARMED STRIKE 1d3 | **MELEE WEAPON** Knife | **RANGED WEAPON** Glock 20 | **40 S** Rate: S. Magazine: 15 box. | **RANGED WEAPON** Knife | **40 S** Rate: S. Magazine: 15 box.

FEATS/TALENTS/SPECIAL ABILITIES

Alertness, Personal Firearms Proficiency, Simple Weapons Proficiency, Dazzle

GEAR

Mastercraft (+2) Glock 20, concealed carry holster, laser sight, PDA, spare box magazine (loaded), 20 10mm cartridges, armor license, coat, light undercover shirt, 4 tear gas grenades, gas mask, multipurpose tool, search-and-rescue kit, cell phone, casual clothing, coat, mesh vest, knife

ALLEGIANCES Department-7

Initiative Cards


Keeping track of initiative in games using the *d20 System* can get complicated. Every GM has a method that he or she favors, but which sometimes lacks in versatility or utility. These Initiative Cards sometimes needs during a game session. For more complete information on Initiative Cards, visit The Game Mechanics' website and download the full initiative card package (<http://www.thegamemechanics.com/freebies/>).

DELAY or READY	NAME Zombie Cab Driver				RACE	INIT +6
	DEF	BASE 18	TCH 16	FLT 16	CLASS/LEVEL	FO 1/DO 1
	STR	15	INT	—	FORT	—
	DEX	13	WIS	10	REF	+1
	CON	—	CHA	1	WILL	+3
Skills						
Attack (#)		Bonus	Type	Damage		
Slam		+2	M	1d6+3		
Pathfinder		+1	R	2d4		
HP/AP		16/0				
Special/Notes Single act only; can't run; undead traits. Possessions: Pathfinder (.22 revolver), 30 rounds of .22 ammo						
UNCONSCIOUS						


DELAY or READY	NAME Metro Cab Office Worker				RACE	INIT +2
	DEF	BASE 15	TCH 15	FLT 13	CLASS/LEVEL	FO 1/CO 1
	STR	8	INT	12	FORT	+1
	DEX	14	WIS	13	REF	+4
	CON	10	CHA	15	WILL	+1
Skills Bluff +9 Hide +4 Dipl +9 Sleight +6						
Attack (#)		Bonus	Type	Damage		
Unarmed		-1	M	1d3-1 nl		
Stun gun		-1	M	1d3 electric		
Stun gun		+2	R	1d3 electric		
HP/AP		8/0				
Special/Notes Speaks English (r/w), Spanish (r/w).						
UNCONSCIOUS						

DELAY or READY	NAME Metro Cab Mechanic				RACE	INIT +2
	DEF	BASE 15	TCH 14	FLT 13	CLASS/LEVEL	TO 1/SO 1
	STR	15	INT	8	FORT	+3
	DEX	14	WIS	12	REF	+2
	CON	13	CHA	10	WILL	+1
Skills Repair +4						
Attack (#)		Bonus	Type	Damage		
Metal Baton		+3	M	1d6+2/19-20		
Colt Python		+4	R	2d6		
HP/AP		16/0				
Special/Notes Speaks English (r/w), Spanish (r/w). Possessions: Colt Python (.357 revolver), 44 rounds of .357 ammo.						
UNCONSCIOUS						



DELAY or READY	NAME Annet Antczak				RACE	INIT +0
	DEF	BASE 18	TCH 15	FLT 18	CLASS/LEVEL	D 3/Aco 5
	STR	8	INT	13	FORT	+7
	DEX	10	WIS	17	REF	+2
	CON	12	CHA	14	WILL	+9
Skills Conc* +7 S. Mot +9 Lis +9 Spell +9						
Attack (#)		Bonus	Type	Damage		
Unarmed		+4	M	1d3-1 nl		
STITES M9		+5	R	2d6		
HP/AP		43/4				
Special/Notes Faith, spont cast. Feats: Emp. Turning. Spells Prepared: (Save DC = 13 + spell level) 0 level—cure minor, det mag aura, It, mend, r mag; 1st level—bane, cause fear, inst ident, obsc mist, shld faith; 2nd level—dark, enh abil, sil, sp climb; 3rd level—ani dead, disp mag, shadowmoth plague. Speak Akkadian (r/w), Aramaic (r/w), English (r/w), Greek (r/w), Latin (r/w), Sanskrit (r/w), Spanish (r/w). * +4 cast def.						
UNCONSCIOUS						

DELAY or READY	NAME <u>Crew Leader</u> RACE <u></u> INIT <u>+1</u>									
	DEF	BASE 18	TCH 14	FLT 17	TMP	CLASS/LEVEL <u>TO 3/SmO 3/CO 2</u>				
	STR	12	INT	15	FORT	+8	SPD	30		
	DEX	13	WIS	10	REF	+5	GRAP	+5	VIS	dark 60°
	CON	16	CHA	8	WILL	+3				
Skills Bluff..... +8 Demol..... +6 Intim..... +8 Comp..... +5 Dipl..... +4 Srch..... +4										
Attack (#) Glock 20 Bonus +6 Type R/B Damage 2d6 HK MP5K Bonus +5 Type R/B Damage 2d6 Pistol Whip Bonus +5 Type M/B Damage 1d4+1										
HP/AP 62/0										
Special/Notes *Electro-optical binoculars. HK MP5K has laser sight & suppressor. Glock 20 has illuminator and suppressor. Extra pistol box magazine, loaded. 5 spare 9mm cartridges, 20 spare 10mm cartridges. Speaks English (r/w), German, Portuguese, Spanish.										



UNCONSCIOUS

DELAY or READY	NAME <u>Crew Agent</u> RACE <u></u> INIT <u>+1</u>									
	DEF	BASE 12	TCH 12	FLT 11	TMP	CLASS/LEVEL <u>TO 3/SmO 3</u>				
	STR	12	INT	15	FORT	+5	SPD	30		
	DEX	13	WIS	10	REF	+3	GRAP	+4	VIS	dark 60°
	CON	15	CHA	8	WILL	+3				
Skills Comp..... +6 Tr Inj..... +6 Srch..... +6										
Attack (#) Glock 20 Bonus +5 Type R/B Damage 2d6 HK MP5K Bonus +5 Type R/B Damage 2d6 Pistol Whip Bonus +4 Type M/B Damage 1d4+1										
HP/AP 39/0										
Special/Notes *Electro-optical binoculars. HK MP5K has laser sight & suppressor. Glock 20 has illuminator and suppressor. Extra pistol box magazine, loaded. 5 spare 9mm cartridges, 20 spare 10mm cartridges. Speaks English (r/w), German, Portuguese, Spanish.										

UNCONSCIOUS

DELAY or READY	NAME <u></u> RACE <u></u> INIT <u></u>									
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	STR		INT		FORT		SPD			
	DEX		WIS		REF		GRAP		VIS	
	CON		CHA		WILL					
Skills										
Attack (#) Bonus Type Damage										
HP/AP										
Special/Notes 										

UNCONSCIOUS

DELAY or READY	NAME <u></u> RACE <u></u> INIT <u></u>									
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL				
	STR		INT		FORT		SPD			
	DEX		WIS		REF		GRAP		VIS	
	CON		CHA		WILL					
Skills										
Attack (#) Bonus Type Damage										
HP/AP										
Special/Notes 										

UNCONSCIOUS

Monster Cards

The cards on pages 19-20 are monster cards, designed to hold the information a GM needs most for each NPC in combat.

Character Cards

Character cards are different from monster cards because much of the combat information on a monster card is tracked by individual players on their character sheets. However, character cards include space for those skills for which the GM needs to make skill checks on the player's behalf. Full character sheets for these pre-generated characters are provided in the previous section.

DELAY or READY	NAME Hudson Bench RACE INIT +2										
	CLASS/LEVEL Strong 3										
	DEF	BASE 17	TCH 14	FLT 15	TMP						
	STR	13	INT	10	FORT	+4	SPD	30			
	DEX	14	WIS	12	REF	+3	VIS				
	CON	15	CHA	8	WILL	+2					
Skills											
	Bluff	-1	Move Silently	+7							
	Diplomacy	-1	Search	-1							
	Hide	+7	Sense Motive	+1							
	Listen	+1	Spot	+1							
Languages											
English (r/w)											
Special/Notes											
											
UNCONSCIOUS											



DELAY or READY	NAME Annabelle Cubero RACE INIT +2										
	CLASS/LEVEL Fast 3										
	DEF	BASE 19	TCH 16	FLT 19	TMP						
	STR	12	INT	10	FORT	+2	SPD	30			
	DEX	15	WIS	8	REF	+4	VIS				
	CON	13	CHA	14	WILL	+0					
Skills											
	Bluff	+2	Move Silently	+10							
	Diplomacy	+2	Search	+0							
	Hide	+10	Sense Motive	-1							
	Listen	-1	Spot	-1							
Languages											
English (r/w)											
Special/Notes											
											
UNCONSCIOUS											


DELAY or READY	NAME Nelson Hydrick RACE INIT +1										
	CLASS/LEVEL Tough 3										
	DEF	BASE 16	TCH 13	FLT 15	TMP						
	STR	15	INT	12	FORT	+4	SPD	30			
	DEX	13	WIS	10	REF	+2	VIS				
	CON	14	CHA	8	WILL	+1					
Skills											
	Bluff	-1	Move Silently	+1							
	Diplomacy	-1	Search	+1							
	Hide	+1	Sense Motive	+0							
	Listen	+0	Spot	+0							
Languages											
English (r/w)											
Special/Notes											
											
UNCONSCIOUS											

DELAY or READY	NAME Karina McGuckin RACE INIT +1										
	CLASS/LEVEL Smart 3										
	DEF	BASE 15	TCH 12	FLT 14	TMP						
	STR	8	INT	15	FORT	+3	SPD	30			
	DEX	13	WIS	10	REF	+2	VIS				
	CON	14	CHA	12	WILL	+2					
Skills											
	Bluff	+2	Move Silently	+1							
	Diplomacy	+1	Search	+8							
	Hide	+1	Sense Motive	+0							
	Listen	+0	Spot	+0							
Languages											
English (r/w)											
Special/Notes											
											
UNCONSCIOUS											

DELAY or READY	NAME		RACE		INIT	
	Jessie Cavanagh				+2	
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL
	17	14	15			Dedicated 3
	STR	8	INT	10	FORT	+3 SPD 30
DEX	14	WIS	15	REF	+3 VIS	
CON	13	CHA	12	WILL	+4	
						
Skills						
Bluff	+1	Move Silently	..	+2
Diplomacy	..	+1	Search	+0
Hide	+2	Sense Motive	..	+9
Listen	+9	Spot	+5
Languages						
English (r/w)						
Special/Notes						
						



DELAY or READY	NAME		RACE		INIT	
	Maricela Dubinsky				+1	
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL
	14	12	13			Charismatic 3
	STR	8	INT	10	FORT	+3 SPD 30
DEX	13	WIS	14	REF	+3 VIS	
CON	12	CHA	15	WILL	+3	
						
Skills						
Bluff	+8 [†]	Move Silently	..	+1
Diplomacy	..	+10 [†]	Search	+0
Hide	+1	Sense Motive	..	+8
Listen	+4	Spot	+4
Languages						
English (r/w)						
Special/Notes						
[†] +3 when lying, cheating, or being dishonest.						
						

DELAY or READY	NAME		RACE		INIT	
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL
	STR		INT		FORT	
DEX		WIS		REF		
CON		CHA		WILL		
						
Skills						
Bluff		Move Silently
Diplomacy	..		Search
Hide		Sense Motive
Listen		Spot
Languages						
Special/Notes						
						



DELAY or READY	NAME		RACE		INIT	
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL
	STR		INT		FORT	
DEX		WIS		REF		
CON		CHA		WILL		
						
Skills						
Bluff		Move Silently
Diplomacy	..		Search
Hide		Sense Motive
Listen		Spot
Languages						
Special/Notes						
						

Blank Character Cards

These blank character cards can be used if your group decides not to use the pre-generated characters provided in *Slave Drivers*. Alternatively, you can use them to record the new stats for the pre-generated characters should they go up in level.

DELAY or READY	NAME _____				RACE _____				INIT _____				
	BASE TCH FLT TMP				CLASS/LEVEL _____								
	DEF _____		STR _____		INT _____		FORT _____		SPD _____				
	DEX _____		WIS _____		REF _____		VIS _____						
	CON _____		CHA _____		WILL _____								
													
Skills													
Bluff				Move Silently..									
Diplomacy..				Search.....									
Hide				Sense Motive...									
Listen				Spot.....									
Languages													
Special/Notes													
													
UNCONSCIOUS													



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DELAY or READY	NAME _____				RACE _____				INIT _____				
	BASE TCH FLT TMP				CLASS/LEVEL _____								
	DEF _____		STR _____		INT _____		FORT _____		SPD _____				
	DEX _____		WIS _____		REF _____		VIS _____						
	CON _____		CHA _____		WILL _____								
													
Skills													
Bluff				Move Silently..									
Diplomacy..				Search.....									
Hide				Sense Motive...									
Listen				Spot.....									
Languages													
Special/Notes													
													
UNCONSCIOUS													

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DELAY or READY	NAME _____				RACE _____				INIT _____				
	BASE TCH FLT TMP				CLASS/LEVEL _____								
	DEF _____		STR _____		INT _____		FORT _____		SPD _____				
	DEX _____		WIS _____		REF _____		VIS _____						
	CON _____		CHA _____		WILL _____								
													
Skills													
Bluff				Move Silently..									
Diplomacy..				Search.....									
Hide				Sense Motive...									
Listen				Spot.....									
Languages													
Special/Notes													
													
UNCONSCIOUS													

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DELAY or READY	NAME _____				RACE _____				INIT _____				
	BASE TCH FLT TMP				CLASS/LEVEL _____								
	DEF _____		STR _____		INT _____		FORT _____		SPD _____				
	DEX _____		WIS _____		REF _____		VIS _____						
	CON _____		CHA _____		WILL _____								
													
Skills													
Bluff				Move Silently..									
Diplomacy..				Search.....									
Hide				Sense Motive...									
Listen				Spot.....									
Languages													
Special/Notes													
													
UNCONSCIOUS													

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