



THE BRINDISI PROTOCOL

BY JD WIKER



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INTRODUCTION

The Brindisi Protocol is a modern d20 adventure in which the heroes continue their ongoing investigations of the evil megacorporation Ogdoad Research. After following one of Ogdoad's computer scientists to Germany, the heroes have learned that Ogdoad is translating a cryptic medieval book into a modern computer code. But even as the heroes begin to close in on their quarry, world events suddenly become more intense and threatening, and Department-7 undergoes a congressional investigation. While they are thus cut off from their support structure, the heroes meet an Ogdoad insider, who tells them that the Ogdoad board of directors knows a lot more about recent world events than they're letting on. The insider's information leads the heroes to a private sanatorium in Italy, where Ogdoad CEO Augusto Fercilli is undergoing treatment for a mysteriously sudden illness.

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, though not vital.

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.

The Brindisi Protocol assumes that heroes are familiar with the basic ideas of the campaign model used in your game (for more on alternate campaign models, see the Other Campaign Models sidebar 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.

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 both 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

"We can categorically deny rumors that Ogdoad Research CEO Augusto Fercilli has suffered a stroke or similar malady. Mr. Fercilli has in fact checked into a private sanatorium, but he is merely undergoing a routine checkup, and enjoying a week's vacation."

—Ogdoad Research Press Release

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," commonly known as magic, and some 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 that are completely unrelated to its research, such as Metropolitan Taxi Cab and Limousine Service and Temple Networking Solutions, some of which appear unrelated but are actually deeply involved with one another. Ogdoad Research makes a profit off one type of business and then channels that profit into the others.

Project Brindisi

Ogdoad Research believes that the end of the world is approaching and has begun preparing for

life after the Apocalypse by heeding the guidance of a medieval relic: a talking, mechanical bronze head. Although Ogdoad's board of directors believe the head is the containment vessel for an elemental spirit, the head is in fact inhabited by a fiend that calls itself Baphomet. This fiend uses its infernal connections and gift for deception to mislead the Ogdoad directors into believing it can foretell the future.

So, while it has been telling them that the Apocalypse is coming, in truth it is manipulating them into engineering that disaster themselves. Baphomet's ultimate goal is to thin the barrier between our world and the realm of the fiends, so that when fiends are able to enter our world at will, they will hail Baphomet for delivering to them an entire new world to use and abuse.

Ogdoad's teams of scientists have performed countless experiments on the bronze head, including an attempt to duplicate it, thus creating a network of prognosticating bronze "computers." Dubbed Project Brindisi, these experiments ended in failure, due to the interference of agents of Department-7, who apprehended the project staff as they traveled to Munich, Germany with their research—including a prototype copy of the original bronze head.

With this major setback preventing Ogdoad from completing their bronze head network, the board of directors, on the advice of Baphomet, decided to "refocus the research" into cybernetic applications: the melding of man and machine. The idea of physically connecting a living human being to a mechanical bronze head is not a palatable one to anyone at Ogdoad, but given that the Biblical signs of the Apocalypse have begun to surface, the board of directors decided that they have no more time to waste. The first experiments have taken place, and now it only remains for Ogdoad's researchers to perform the first test on a live subject.

Synopsis

As the heroes close in on Ogdoad Research, Ogdoad's bronze head—the demon calling itself Baphomet—realizes that it may not have time to complete its scheme as planned. It decides to step up its timetable, instructing Ogdoad CEO Augusto Fercilli to move against Department-7. As a reward, the bronze head reveals to Fercilli the "final mystery" it has been holding back: that it was originally created to meld with a human being, giving that individual the ability to see past, present, and future as a sort of mnemonic "reference book." Ambitious, but still cautious, Fercilli arranges to use the early prototype created by Dr. Sebastian Isaacson to test the process—using Ogdoad employees as test subjects.

The heroes become involved when Helmut Schroeder, a former policeman and a current

member of one of Ogdoad's many "cleaning crews," stumbles upon the tests and investigates, learning of the existence of the bronze head and how it has been guiding the Ogdoad Board of Directors for several years. Schroeder tracks down the heroes and arranges to meet with them so he can give them the evidence they need to shut down Ogdoad Research. But before he can tell them too much, one of Schroeder's own team members assassinates him.

When the team comes after the heroes in their hotel in Munich, the heroes gain access to a vital piece of information: the location of the Villa di Aleandro, the facility in Italy where Fercilli is personally overseeing the experiments and also participating in them. After surgically grafting parts of bronze head computers to the brains of various Ogdoad Research "volunteers," Fercilli's staff of researchers graft the original bronze head to Fercilli himself—granting Fercilli unparalleled mystical powers, and granting Baphomet, the fiend inside the head, a permanent foothold in our world.

Although the heroes are cut off from their superiors at Department-7 (due to a congressional investigation into the organization's activities), they must find a way to infiltrate the sanatorium in Italy, shut down the experiments, and end the threat of the bronze head once and for all.

Character Hooks

Heroes working for Department-7 become involved when the Ogdoad insider comes to them with his information. While this approach should work just as well for heroes who *don't* work for Department-7, they may require some further incentive. Try some of these hooks:

- The heroes are police or private detectives hired to investigate the disappearance of an Ogdoad Research employee, and Schroeder approaches them because he knows that more employees have disappeared.
- 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 theft of a medieval relic—a mechanical head cast in bronze—from a private collection.

Links to Other Adventures

The Brindisi Protocol functions as a stand-alone adventure, however those people who have played through *Come for the Reaping*, *Slave Drivers*, and *Flight 23* (also from *The Game Mechanics*) will almost certainly realize that Ogdoad Research appears in all of those adventures, and that the CEO of Ogdoad Research was responsible, at the highest level, for the experiments at the Aguas Mansion (*Come for the Reaping*), the Metro Cab dispatch yard (*Slave Drivers*), and Temple Networking Solutions (*Flight 23*). Despite those "Easter eggs," *The Brindisi Protocol* is playable on its own, as well.

If you ran *Come for the Reaping*, *Slave Drivers*, and *Flight 23* and you are using the same heroes in this one, then you should set the beginning of this adventure in Munich, Germany, immediately after the events of *Flight 23*.

- The heroes are part of a multinational environmental watchdog group, and they have reason to believe that recent phenomena (the red tides in the Mediterranean Sea, the SARS outbreak in Moscow, the fighting in Iraq, and the possible war between the U.S. and North Korea) can all be traced to Ogdoad Research.
- One of the heroes is related to Helmut Schroeder, and he contacts the hero to help him expose Ogdoad Research.

Scaling the Adventure

The Brindisi Protocol is intended for four to six 4th-level heroes. The encounters in the game are scaled to reflect the danger inherent in modern-era combats. The average level of the combatant non-player characters should be just slightly higher than the average level of the heroes. Don't simply add opponents. The additional foes will have just as much trouble successfully fighting your heroes as those already provided.

Other Campaign Models

The Brindisi Protocol 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 fiends do not exist in the *Agents of PSI* campaign model, your best bet is to cut any references to fiends or 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 behind Ogdoad Research's Apocalypse preparations.

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 companies' profits as revenue to finance their plans. Temple Networking Solutions is using Dr. Isaacson's radical new computer design to decode references in the Voynich Manuscript to a plague, in order to synthesize a targeted viral agent that can be used against specific ethnic groups that Ogdoad finds "unworthy."

Shadow Chasers: Very few changes are necessary to fit this adventure into a *Shadow Chasers* campaign. Fiends 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.

BEGINNING THE ADVENTURE

The Brindisi Protocol begins soon after the events of *Flight 23*. If the heroes participated in that adventure, they've had a couple of weeks in Munich to rest, recover, do some research, reacquire equipment, and generally lay low. They have, of course, been thoroughly interrogated by the German police over their part in the "Flight 23 incident." Ultimately, the police decided not to press any charges against the heroes—but they've requested that the heroes not leave the city without official authorization. This is their polite way of saying that the heroes are merely not being charged yet. It also means that the heroes are under surveillance; if they do anything illegal, the German police will know immediately, and lock them in prison cells shortly afterward.

Out in the Cold

Meanwhile, the heroes are unable to contact Department-7. A congressional oversight committee has several "secret" government

agencies under scrutiny, including Department-7. So the heroes' superiors have all but suspended operations, and the heroes have received only one communication. Read the following aloud to the players:

Late one night, you receive a phone call in your hotel room, from your contact at Department-7, instructing you to check in from a secure phone. One hour later, you're speaking with your superior.

"Things are rough here right now. This congressional committee is making it impossible for us to conduct operations, anywhere in the world. And it couldn't have come at a worse time. There's a lot of strange things going on right now—just turn on CNN to see what I mean."

“For the time being, you’re on your own. You can’t contact me, and I won’t be contacting you until this mess is cleaned up. If this committee finds out that we’ve been in touch with the ‘heroes of Flight 23,’ your covers will be utterly blown. So lay low. Play dumb. Cooperate with the Munich police. And leave Ogdoad alone for now. We’ll re-open their case when this blows over.”

The heroes’ superior wants to keep the call short, for the heroes’ sake, but he can answer a few pertinent questions, if the heroes think to ask:

- **What happened to the bronze head we recovered on Flight 23?**

It was taken into evidence by the German police, but soon after was turned over to Interpol. They believe it’s connected to the disappearance several years ago of a medieval relic—a mechanical bronze head—from a private collection.

- **What became of the surviving staff of Temple Networking Solutions?**

They’ve all been taken into custody, and have contracted the services of lawyers. The case will probably be tied up in the courts for the next few years. (If the heroes captured Dr. Isaacson—the lead programmer from TNS—the FBI have begun negotiations to extradite him to the United States.)

- **What has Ogdoad Research done?**

At this point, very little. They’ve admitted that Temple Networking Solutions was an Ogdoad subsidiary, but, of course, they claim they have no idea what TNS was working on. Their lawyers are already taking steps to keep Ogdoad out of the trial.

- **Can we get information, equipment, or cash?**

No. To maintain the deception that they have no connection to Department-7, the heroes have to provide for themselves for the time being.

Previous Developments

Some of the questions raised in *Flight 23* may not have been answered yet, and, depending on the situation after the final confrontation, the heroes may have had time, before the German police became involved, to seek answers, perhaps through use of Gather Information, Research, or the simple expedient of asking the authorities.

- If the heroes captured Harry Hill (one of the other programmers working on the computer code from the Voynich Manuscript),

and took time to question him about the computer head, the heroes may make a DC 25 Knowledge (arcane lore) check to realize that the system Hill is describing could conceivably predict times when the veil between worlds is most easily breached. This in itself lends some credence to Isaacson’s assertion that he’s trying to prevent an Apocalypse, but the heroes might realize that, in the wrong hands, the computer head could actually help *cause* an Apocalypse. (They cannot interview Hill further, however, as he’s in the custody of the German police.)

- If the heroes somehow managed to keep the bronze computer head from the police, it is all but useless to them for purposes of information. It continues to spout gibberish about the alphabet, “detournment,” and warnings of Apocalypse. The heroes can learn, though, that this bronze head cannot be the same one that was reported missing several years ago; this one has new internal components.
- If the heroes somehow managed to keep one or more of the programmers’ laptop computers, these are somewhat more useful to the heroes’ investigations. A DC 20 Computer Use check suggests that the operating system being developed by Temple Networking Solutions may have been as much as 75% completed. However, it requires a DC 30 Knowledge (arcane lore) check to recognize that the “operating system” is, in fact, a complex arcane spell involving fiends. If the program were completed, and the head were switched on, it would, presumably, cast the spell. Any passwords into Ogdoad’s computer network that the heroes find on the computer have already been disabled by Ogdoad’s computer techs.

In the News

Even though the heroes are dealing with the fallout of the “Flight 23 incident,” the world media is far more concerned with a recent series of events that many religious groups are calling “the first definite signs of the Apocalypse.” The top stories of the last two weeks are:

- **SARS Outbreak in Moscow:**

“An outbreak of SARS—Severe Acute Respiratory Syndrome—has been confirmed by Russian health officials to have reached epidemic levels in Moscow. The World Health Organization has taken steps to quarantine the city, but so many early cases went unreported that the Russian government is concerned that so-called ‘superspreaders’—

infected patients who are extraordinarily efficient at transmitting the deadly disease—may have passed the virus on to new victims in outlying areas where medical care is not as readily available.”

Further Research: A DC 25 Research check uncovers an obscure conspiracy theory that Maxim Pharmacom, a multinational pharmaceutical headquartered in Zurich, Switzerland, developed a cure for SARS in 2003, but has withheld it from the international community, waiting for the disease to reach epidemic proportions in order to drive up the price. An additional DC 25 Research check reveals that Maxim Pharmacom is a division of Ogdoad Research.

- **Red Tides in Mediterranean Cripple Fishing Industry:**

“Record volumes of red tide algae in the Mediterranean have spelled economic disaster for the region’s fishing industry by killing thousands of tons of fish and other sea life. Scientists are at a loss to explain the unusual proliferation of algae, which is four times as large as in recent years.”

Further Research: A DC 15 Research check reveals that those scientists are actually *not* at a loss to explain the sudden growth—it’s just that their findings have been ignored or buried in the news, for reasons not immediately clear. According to numerous marine biologists, the usual growth of the algae has been accelerated by the dumping of toxic wastes from a variety of industrial sources, including factories along the Adriatic coast and tankers traversing the Aegean. An additional DC 25 Research check reveals that more than half of these sites are owned, in whole or in part, by Ogdoad Research.

- **Iraqi Insurgents Target Oil Rigs:**

“American forces guarding four different oil rigs in Iraq experienced heavy casualties over the last week as Iraqi insurgents have targeted the facilities with a combination of rocket attacks and car bombs. Three of the four rigs are now burning out of control, and firefighting teams have been unable to reach the sites due to small-arms fire. Additional troops have been deployed to other oil facilities in Iraq, and inside sources at the Pentagon confirm that further attacks are ‘extremely likely.’”

Further Research: A DC 15 Research check uncovers information that all of the oil rigs targeted belonged to one of two American oil companies, both of which have

recently been involved in attempted corporate takeovers by a rival company, FourWorlds Petroleum. A further DC 25 Research check reveals that the chairman of the board of directors of FourWorlds Petroleum is Nigel Whitworth-Hyde—a member of Ogdoad’s board of directors.

- **Tensions Between U.S. and North Korea Escalate:**

“Following the capture last week by North Korean authorities of two American agents, the United States government has withdrawn its ambassadors from North Korea and indicated that American citizens in North Korea should likewise leave. Meanwhile, U.S. military forces in the Pacific have mobilized, and the marine base in Okinawa has reportedly been placed on alert status.”

Further Research: A DC 30 Research check reveals that the two spies captured by the North Koreans were, in fact, agents of Department-7, and were captured while trying to access the computer mainframe of a microchip manufacturing center owned by Jung Shin, the younger brother of Moon Shin, an Ogdoad Research shareholder.

- **Amazon Forest Fire Destroys Three Churches:**

“The forest fires which burn out of control in the Amazon basin have destroyed two separate villages in less than a week, including three churches. Over eight hundred villagers have been forced to flee their homes, and two dozen are unaccounted for, including the controversial Father Martin Santiago, who earlier this year delivered to the United Nations videotape of North American workers setting fire to the rain forest to clear land for pasture for North American cattle ranchers.”

Further Research: A DC 20 Research check uncovers the fact that the other two churches burned down were also the parishes of politically inconvenient clergy. A further DC 20 Research check reveals that the North American cattle ranchers receive a major subsidy every year from GenTex, a genetic engineering research firm that has several lucrative contracts with Ogdoad Research.

- **Virgin Mary Appears to Thousands Near Carcassonne:**

“Tens of thousands of Christians have flocked to the tiny village of Saint-Couat-de-Razès, where a vision of the Virgin Mary has twice appeared in the last week. The first vision was seen only by a family of farmers as they

tended their sheep, but after the initial flood of worshippers came to the village hoping to catch another glimpse, they were rewarded with an apparent visitation during Sunday Mass in the local church. This time, however, the Virgin Mary spoke, saying that ‘the time of the Merovingian kings was close at hand.’ Vatican officials have yet to comment on this phenomenon, but many of the faithful believe it is a sign of the end times.”

Further Research: A DC 10 Research check shows that Saint-Couat-de-Razès is only about 20 miles from Rennes-le-Château, the village some believe is the hiding place of the Holy Grail—or the one-

time home of the direct descendants of Jesus, who are sometimes connected with the Merovingians. A further DC 10 Research check reveals that the farming family who originally saw the vision of the Virgin Mary were named Arkadie—significant, perhaps, because of the painting by Nicolas Poussin in the 17th century, titled “The Shepherds of Arcadia,” which depicts a group of shepherds examining a tomb that bears the legend “ET IN ARCADIA EGO.” This inscription literally translates as “And in paradise I ...” (rather unusually lacking a verb)—but an anagram of the inscription translates as “I conceal the secrets of God.”

THE INSIDER

After the heroes have had a chance to heal, speak with their superiors, perform research, acquire new equipment, and take care of any other pressing matters during their downtime, the heroes receive a letter at the front desk of their hotel, at around 9:00 PM. Give the players **Handout #1**.

The note refers to the central train station in the center of Munich. The writer’s native language is not English, but the message essentially means that the writer has information the heroes have been looking for, and he wants to meet them at the lost luggage area of the train station at 4 AM. (He’s using the German convention of stating the time as “hours” rather than “o’clock.” The heroes may make a DC 10 Intelligence check to recognize the distinction.) He’s trying to convey the urgency of holding the meeting as soon as possible, and that he’s trustworthy.

If the heroes ask, the hotel staff says that the message was delivered about two hours ago by an unremarkable middle-aged man wearing a black jacket; the staff got the idea that he might have been a policeman, though he never showed them a badge. (The staff are actually mildly concerned that the heroes are in some trouble with the law.) The man left immediately afterward, without leaving a name or a contact number.

Should the heroes elect to examine the note, it tells them little. It was written on hotel stationery, and a DC 20 Investigate check indicates that the person who wrote the note was used to being in control, but was in a heightened state of stress when he wrote the note. (Five or more ranks of Sense Motive grants a +2 synergy bonus to the Investigate check.)

An additional DC 15 Investigate check turns up at least two sets of fingerprints on the paper: one belonging to the writer, and one belonging to the last person to use the notepad (no one involved

in the situation). If the heroes can get these prints to Department-7 somehow (or hack into Interpol’s fingerprint database), they learn that one of the prints belongs to Helmut Schroeder, a 43-year-old former policeman from Hamburg. Schroeder left the police three years ago after serving more than eight years with distinction on GSG-9 (Grenzschutzgruppe 9, the special operations group of the German police).

The Hauptbahnhof

The Hauptbahnhof (Munich’s central international rail station) is 20 minutes from the heroes’ hotel. The vast station includes the Munich Tourist Office, a multitude of shops, traveler services, and even a hotel. The station is open 24 hours, and trains come and go about every 20 minutes.

The Hauptbahnhof is also a security area, meaning that anyone who enters must pass through a security screening, including a metal detector. The rules are similar for those of boarding an airplane: no firearms, ammunition, knives, bows and arrows, pepper spray, or sporting goods (except in checked luggage).

Security guards at the checkpoints take their job very seriously, and use a handheld metal detector to search anyone who sets off the walk-through detector. If the second search turns up nothing, the guards frisk the individual. The guards conduct these searches in teams of two (one of whom stands at a safe distance, ready to draw his weapon) and if at any time, if they feel the subject is being unduly uncooperative or outright threatening, they take appropriate action—from detaining the individual in a holding room to using tear gas, and they do not hesitate to use lethal force if the subject proves to be dangerous (i.e., injures one or more of the guards, or threatens a bystander).

Security guards also patrol the platforms and shops in two-man teams, making a pass through the entire facility every 10 minutes. Any suspicious activity alerts the guards, who first call for backup (1d3+1 additional security guards, who arrive within 1d4+1 rounds). Treat the Hauptbahnhof security guards as low-level police officers (see *d20 Modern*, Chapter Eight: Friends and Foes).

Planning for Trouble

Schroeder cannot afford to be away from his cleaning crew unit for long without arousing suspicion, and he has already been away for over an hour earlier in the evening. So his basic plan is to arrive just in time for the rendezvous. (He told his team he was meeting a woman for dinner, but, unknown to Schroeder, they didn't believe him, and sent one of their people to follow him.)

Schroeder's plan is to meet the heroes in the "left luggage" depot of the Hauptbahnhof: a public place unlikely to be frequented at 4:00 AM, but nonetheless supervised by a guard and a handful of security cameras. Thus, Schroeder can be relatively sure that their conversation won't be overheard, that he could see anyone approaching, and, further, that if he had to make a quick escape, he could quickly board a nearby train and be out of the city before an enemy could organize an effective pursuit.

But most importantly, Schroeder has planned ahead, placing an HK MP5K and Glock-20, with a spare clip of ammunition for each, in an overnight bag, which he then arranged to have put aboard the train from Hamburg, and which has now been sitting in lost luggage for the last hour. If the situation turns ugly, Schroeder can unlock and open the bag as a full-round action, and arm himself in the next round.

The heroes are free to make their own plans for the rendezvous, as well. Ask them which items of their equipment they intend to carry with them, and where they'll leave the rest. (The idea is to make them a little paranoid now—but get them used to the question for later encounters.)

Naturally, they can arrive early, scout out the area, and generally take note of the security measures in the Hauptbahnhof. A DC 15 Knowledge (tactics) check discloses that the rail station is heavily monitored and guarded, but that there are multiple avenues of escape that are relatively safe, including boarding a train (if one buys tickets in advance). The heroes can also arrange quite easily to put some of their number in position in one of the many cafes, restaurants, or shops well in advance of the rendezvous, if they like. Getting into the Hauptbahnhof is not really a problem. Nor is getting out again—provided the heroes don't start any trouble.

The Rendezvous

Helmut Schroeder arrives at 4:01 AM (his watch says 4:00 AM—but asking the heroes what they're doing every six seconds or so should make the players sweat just a little) and proceeds immediately to lost luggage. After taking a moment to scan the area (and to reassure himself that he wasn't followed), Schroeder casually moves near the heroes (assuming one of them is actually in the lost luggage depot at the appointed time), and says in a low voice: "You are American, *ja*? Sprechen sie Deutsch?"

If the heroes have anticipated that they will need to send someone who can speak German to meet with Schroeder, read the text below aloud. Otherwise, you should feel free to paraphrase it into broken English.

"I am Helmut Schroeder. I served in Grenzschutzgruppe 9—German special police—until I was offered a security position in the private sector. A corporation called Ogdoad Research. You know them, I believe. I am the squad leader of a unit known as a cleaning crew.

"Ogdoad Research pays me to dispose of problems. Sometimes these problems are people. I have killed people, sometimes innocent people, to keep Ogdoad Research safe from investigation.

"But I cannot continue to do this. Ogdoad Research is doing something very bad. Something very big. They say they are working for the greater good of mankind, but I have evidence that their true goal is worse than any human atrocity of the last two thousand years.

"This is why I have come to you. I can give you the evidence. I can help you stop them. But you must guarantee my safety. Their cleaning crews can reach anyone, anywhere—even your president. I will need false papers, money—5 million Euros—a new identity, and assurances from your Department-7 that I will be protected from prosecution.

"Are you authorized to guarantee this?"

Schroeder wants to exchange his evidence for protection from Ogdoad Research. If all goes well, of course, there should be no one left in Ogdoad who can come after him, but if things go badly, Schroeder will be on the run from Ogdoad for the rest of his life.

Obviously, the heroes have no reason to implicitly trust Schroeder (especially if they have seen a cleaning crew in action), and will no doubt have questions about his story. Some of the questions they might ask, and Schroeder's answers, are provided below:

- **How do we know we can trust you?**

"I have brought part of the file from the Ogdoad Research computers. It proves that a subsidiary of Ogdoad Research has a cure for the SARS epidemic in Russia, that Ogdoad Research employees started the fires that destroyed the churches in South America, and that the two CIA agents in North Korea were set up by Ogdoad Research to implicate the United States, and destabilize U.S.-North Korea relations. The data is on this CD. Review it quickly, though. There is not much time before Ogdoad Research makes its move."

Schroeder hands over a CD which corroborates his story. Alone, it is sufficient to bring criminal or even espionage charges against Ogdoad, but Ogdoad's legal staff can easily ensure that the charges won't stick. There are plenty of "fall guys" between Ogdoad's board of directors and those individuals who actually carry out their orders.

- **What exactly is Ogdoad trying to do?**

"I do not know *exactly*, but somehow the board of directors has inside knowledge of upcoming world events. They have been using this knowledge not to avert world disasters—but to cause them. I don't know where they get this knowledge, but it is absolutely reliable. They use it to direct their research. This is how they have made so much money in the last few years. And their research is often very cruel, very ... evil."

Schroeder does not know about Baphomet and the bronze head, but he does know about what service it provides the Ogdoad board of directors: foretelling the future. He also knows that much of Ogdoad's research lately has been not only extremely unethical, but also illegal—including the slaughter of innocent people.

- **Let some of us come with you, for safety.**

"That's not a good idea. My team is in this city, and they know your faces. If they see me with you, they will not hesitate to execute us all."

- **Why are you coming forward with this information?**

"Please understand. I have killed for my country, and I have killed for Ogdoad Research. I always believed it was necessary, for the greater good. Now, I do not believe that it was. My employers could use their knowledge to do good, but they only do

evil. I was a policeman once. It was my job to put people like them behind bars. Now it is my job to help them cover up their crimes. But no more. This is my resignation."

- **What is Ogdoad doing next?**

"Your interference with the computer company on Flight 23 stopped something called the Brindisi Project. A computer network. Now Ogdoad has moved the project to Italy, turned it over to a doctor, Igna- . No, I will not give you his name, not yet. Not until I am safe."

- **If your information is so good, why do you need protection?**

"It will take months for this situation to be sorted out in courts. You can arrest the entire Ogdoad Research board of directors at dawn today, and their lawyers will have them at home in time for breakfast. Until they are stopped, until there is no more Ogdoad Research, I will not be safe. As long as I am alive, I can testify against them. They know this, and they will spare no effort to find me. So *you* must spare no effort to hide me."

- **What else can you give us, to prove your sincerity?**

"What else can you give me, to prove yours? I have put my life in danger just by meeting you. Until I know that I will be safe from a reprisal by Ogdoad Research, I will give you nothing more."

- **Come with us now. We can guarantee you will get what you want.**

"How can you claim to have such authority when your own government leaves you to answer to the Munich police? I will need assurances from your superiors before I can go with you."

Once the heroes are satisfied that Schroeder has answered all the questions he is going to answer, he tells them that he must go, before he is missed. "Make arrangements with your superiors and your state department to get me what I ask. When you have made these arrangements, open the window of your hotel room and push the curtain outside. I will contact you with a location where we can meet. I will have the rest of the evidence with me. Once you take this step, you can only go forward, and you cannot delay, or none of us will leave Europe alive. But more important than my safety is the safety of the world." He then hands them the ticket stub for his suitcase (the one with the weapons in it) and leaves.

If the heroes do not accept Schroeder's terms, he says goodbye and walks away. He's not interested in playing games with them, and he feels he can find someone who will take him more seriously. Should they attempt to detain him in any way, he calls for help from station security and tries his best to slip away.

It will almost certainly occur to the heroes to try to follow Schroeder when he leaves. No matter how he leaves (on his own, or pursued by the heroes during a fracas), he boards a train to Stuttgart, but gets off at Augsburg and boards a train for Nürnberg. He then travels from Nürnberg to Ingolstadt, where he boards a different train back to Munich. His goal is not so much to lose any pursuers, but to see if any of the same people appear on all four trains—which tells him he is being followed and that he needs to disappear as soon as possible. Use the tailing rules (as described in the Hide skill) to determine whether Schroeder notices a hero following him; give Schroeder one check each time he boards or disembarks from a train.

Of course, he knows all of the heroes' faces (even if they weren't all present at the rendezvous), and if he spots one of them, he manufactures an opportunity to tell his follower that, by pursuing him, they are running the risk of him being seen with them—which puts both he and the heroes in mortal danger. When he finally disembarks in Munich, he takes a rented sedan to a hotel a few blocks from the heroes' hotel—one with a view of the heroes' windows.

Making the Deal

The heroes are really not in a position to arrange the deal that Schroeder wants, but he doesn't know that. They need his evidence to stop Ogdoad Research from proceeding with Project Brindisi, though, so they aren't in a position to turn him down. Even if the heroes attempt to contact their superiors, no one so much as picks up the telephone.

The heroes can try to go directly to the State Department, but this is a tricky proposition right now. First, Department-7 doesn't officially exist. Second, the congressional investigation going on in the U.S. has many major political figures reluctant to become involved (or admit involvement) with Department-7. Third, the investigation into Ogdoad Research is almost entirely a Department-7 project; very few people outside of Department-7 know that Ogdoad has been implicated in criminal activities in the U.S. and around the world—and even fewer know that there are agents (the heroes) on Ogdoad's trail.

So, realistically, the heroes have two options. They can either try to negotiate their way through Washington's miles of red tape, or they can bluff Schroeder into thinking they have.

- **Negotiating with the Department of Justice:**

If they choose the former option, the heroes need to make five DC 15 Diplomacy checks (each requiring an hour) to make their way up the chain of command to someone who can talk to the U.S. Deputy Attorney General, and

try to arrange for the heroes to speak to him. This process takes another four hours, while the Deputy Attorney General looks into the case, talks privately with the heroes' superior in Department-7, and generally satisfies himself that his involvement with Department-7 remains a secret.

Once the heroes reach the DAG, he's been briefed on the situation with Ogdoad Research, and has their superior with him. He agrees that a stack of evidence on Ogdoad is worth protecting the informer, but the heroes only have Schroeder's word that his information is worth roughly 6 million American tax dollars. They want the heroes to offer Schroeder 2 million Euros (about 2.4 million U.S. dollars, waiting in a Swiss bank account), and play up the fact that the more time he wastes haggling, the more he runs the risk of being found out by his erstwhile employer. If necessary, the heroes should impress upon Schroeder that he can always take the 2 million now, and negotiate later for more. Should the heroes decide to try and secure more funds from the DAG, a DC 30 Diplomacy check can increase the offered amount to 3 million Euros, but no more. And, as always, the heroes need to utilize their own discretion in dealing with Schroeder and Ogdoad Research. Because of the congressional investigation, if the heroes' actions become public, the Department of Justice will have to deny any responsibility for the heroes (or even any knowledge of them).

- **Bluffing Schroeder:**

On the other hand, the heroes can simply tell Helmut Schroeder that they have brokered the deal with the U.S. State Department. When Schroeder contacts them, allow them a Bluff check opposed by his Sense Motive (a total of +0; he has no ranks in this skill). If they succeed, he tells them to come to his hotel room, and be prepared to leave Germany immediately. If they fail, he tells them he will call back in an hour, and this time they had better have made some real progress, or he's going to simply disappear and they'll never get the evidence. He then checks into a different hotel, and continues to do so with each successive phone call (though, to make sure he doesn't draw attention, he doesn't check out of any of them).

In the Meantime

Schroeder's teammates in the cleaning crew have not been idle while Schroeder has been dealing with the heroes. Having already noticed some suspicious behavior on his part (when he left

them to leave the message at the heroes' hotel), the cleaning crew have had one of their number discreetly following him ever since. They know that Schroeder had a meeting with the heroes at the Hauptbahnhof and they saw the heroes at the station (though they were unable to get close enough to observe the actual meeting). And Schroeder has been scarce ever since, so the cleaning crew knows that he's up to something—something it's their job to stop, whatever it takes.

The advantage the heroes have at this point is that the cleaning crew has not notified their superiors at Ogdoad Research what is going on. They know how ruthless the Ogdoad board of directors can be (their job is Ogdoad's dirty work, after all), and if they report that one of their number is in the process of turning traitor, the board of directors will eliminate all of them, just to be on the safe side. On the other hand, if they report that one of their number was killed in a fight with agents of the U.S. government, the board of directors would hardly bat an eye.

Having tracked Schroeder down at his hotel, the cleaning crew has arranged to tap his phone line. And when he calls the hero to arrange the meeting, they set up a little surprise: the murder of Helmut Schroeder, and the implication of the heroes for the crime.

Last Night in Munich

The cleaning crew's plan is to murder Schroeder, put the heroes at the scene of the crime, and then notify the Munich police. They've planted evidence that at least implicates the heroes (see below), but with any luck the heroes will still be at the scene when the police arrive. And Ogdoad has enough influence in the German courts to see to it that the heroes are convicted.

After the heroes signal Schroeder that they're ready to make their deal, he calls them from a pay phone and tells them to meet him in room 1264 of the Western Grand Munich hotel in one hour. As soon as he places the call, though, his former cleaning crew teammates move in, executing him in his hotel room with two shots from a silenced Glock 20. They then leave the pistol lying on the bureau near the door—out of sight of Schroeder's corpse, but pretty much the first thing the heroes notice when they enter. (The hope is that one of the heroes picks up the weapon and leaves his fingerprints on it.)

Before the heroes go to the meeting in the Western Grand, point out to the players that they are entering a public building, and ask them to indicate which items of gear they are carrying on them, and where they are leaving the rest.

When the heroes reach room 1264, however, no one responds to their knocking. The heroes

can force their way in (the door has hardness 5; 20 hp; break DC 13), or smash or pick the lock (hardness 5; 10 hp; break DC 20). When they do get inside and move far enough into the room to see Schroeder's body, read the following aloud:

Schroeder is dead, sprawled in an armchair near the window, an ugly, purplish wound in the center of his forehead, and another in his chest—bullet wounds. A pool of blood has collected on the floor under him. Lying on the bed is an open briefcase, with some folders and loose papers inside.

At this point, the heroes are on a timer. The Munich police have already been called, and the heroes have one minute (10 rounds) before they can begin making Listen checks to note the sound of sirens, another minute before the police enter the hotel, and an additional minute (10 rounds) before the special tactics unit reaches the 12th floor and 30 more seconds (5 rounds) before they arrive at room 1264 and open the door. That gives the heroes three and a half minutes before they have to deal with the police—and maybe half that to get out of the hotel without encountering the police at all.

The heroes will most likely want to at least take a look around before they go, however. Keep track of how long they spend taking actions inside room 1264, because it might become very important. The list of actions they might take, and the results of those actions (along with how long each action takes) appears below:

- **Checking Schroeder's Cause of Death:** A DC 15 Treat Injury check indicates that the most likely cause of death was a single bullet to the chest, delivered from no more than about 10 feet. A second DC 15 Treat Injury check indicates that the bullet to his head was to make sure he was dead, and was fired from less than 5 feet. Each of these checks requires 1 round.
- **Estimating Schroeder's Time of Death:** Another DC 15 Treat Injury check reveals that Schroeder has been dead since about the time he called them. Examining the body requires 1 round.
- **Checking Schroeder's Body:** Going through Schroeder's pockets and otherwise checking out the area around his corpse turns up some typical personal possession (wallet, comb, identification, and so forth), as well as a key ring holding two car keys and a keyless remote. No Search

WESTERN GRAND MUNICH



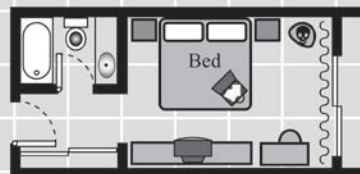
1 sq. = 15 ft.



TYPICAL ROOM



ROOM 1264



1 sq. = 5 ft.

KEY

- Wall
- Windows
- Door
- Stairs
- Elevator
- Sliding Doors
- Counter & Sink
- Toilet
- Bathtub
- Dresser
- Television
- Desk & Chair
- Nightstand
- Chair
- Curtains
- Railing
- Body
- Briefcase

Map by Mat

check is required; none of these things are particularly hidden. The remote unlocks the cleaning crew's van, but the keys aren't Schroeder's. The cleaning crew intends to use them as a lure to an ambush for the heroes, if the heroes escape the police (see "One Last Hurdle," below). They reason that if the heroes came to Schroeder looking for some information about Ogdoad Research, and the heroes don't find it with Schroeder's body, they'll conclude that Schroeder might have left it in his car.

- **Checking the Pistol:**

A quick check of the pistol's clip shows that two rounds have been fired from it. A ballistics test (not possible at the scene) also reveals that the bullet that killed Schroeder came from this weapon. This takes 1 round.

- **Checking the Briefcase:**

The briefcase is full of dossiers on the heroes—one for each of them. A quick scan of the dossiers requires 1 round each and reveals that whoever created them knows the heroes' real names (if they've been using false identities), some of their backgrounds (as described on their character sheets), that the heroes work for Department-7, and that they were involved in break-ins and shootouts in Los Angeles (the events of *Slave Drivers*, and possibly *Come for the Reaping*, if the players used these heroes for that adventure). The dossiers aren't complete, however; whoever assembled them doesn't know everything about the heroes.

Some of the loose papers relate to more recent events: the heroes' part in the Flight 23 incident, the hotel(s) they've stayed at since they arrived, and their movements in Munich (including a meeting with an "unidentified American agent" at the Hauptbahnhof). It takes 1 round to examine these papers.

If the heroes ever study all of these documents in detail (requiring one hour), a successful DC 20 Knowledge (behavioral sciences) check reveals that the documents in the briefcase are worded to suggest that Schroeder was some sort of agent in the employ of the German government, assigned to conduct surveillance on the heroes.

A second DC 20 Knowledge (behavioral sciences) check uncovers that the implication intended by these documents is that the heroes discovered Schroeder's surveillance on them, and killed him for it.

- **Checking the Phone:**

If the heroes take 1 round to check the redial function on the telephone, they see that the

last number dialed from this room was the heroes' number.

- **Searching the Room:**

There's not much else to find in the hotel room; the cleaning crew took anything that didn't fit their staging of Schroeder's murder. Each hero searching the room can take 1 round on each 5-foot-by-5-foot area of the room (a total of 20 checks, including the bathroom and closet) to look for more clues, but there simply aren't any to find.

The Police Move In

Assuming all goes well, the heroes shouldn't have to deal with the police at all; they have plenty of time to notice that the police are approaching, and some time to make good their escape—if they don't waste time arguing and dithering over what to do. There isn't any particular perfect route, but the heroes can minimize their interaction with the police—and thus, the chances that they'll be caught, or forced to kill anyone.

The police have been told (by the cleaning crew, claiming to be the hotel concierge) that the man in room 1264 called down to the desk about hearing someone trying to get into his room, and other guests called down shortly thereafter to report that they'd heard the sound of several voices speaking loudly, then a pair of gunshots. Since no one has seen or heard anyone leave, though, the police suspect that whoever fired the shot is still on the 12th floor, if not in fact still in room 1264.

Given this information, the police are proceeding on the possibility that at least one armed person is on the 12th floor, and that the person might be dangerous. Accordingly, they have called in a special tactics team to actually enter the room, while regular officers close off the stairwells, elevators, and ground-floor entrances. Six tactical officers come up the southeast stairs (the ones closest to the room), taking 10 rounds to reach the 12th floor.

Meanwhile, two low-level police officers come up each of the other stairs (20 rounds), and several more low-level police officers watch the ground floor (two on the front door, two in the elevator lobby, two on the loading dock, two on the kitchen, and two on each of the side doors, for a total of 12). Four more officers remain on the street, in cars or in the special tactical unit van. (Tactical officers are mid-level police officers, and regular officers are low-level police officers; see Chapter Eight: Friends and Foes in the *d20 Modern Roleplaying Game*.)

The police stop anyone attempting to leave the hotel and check their identification. They also prevent anyone from entering the hotel. Anyone attempting to leave the 12th floor is detained in the elevator lobby until the police have checked out room 1264—and if they found no one there, the

police hold any such person until their identities and purpose for being on the 12th floor can be verified. However, because they've been told that someone armed and dangerous may be on the scene, the police shoot any armed person on sight.

Escaping the Police Net

The police net is certainly not impenetrable. If the heroes leave soon enough, they may be outside the hotel before the police even arrive on the scene. Between waiting for the elevator (12 rounds) and stops at various floors for other passengers (8 rounds), it takes 2 minutes to ride down in the elevator. It takes 12 rounds (1 round per floor) to walk down the stairs.

- **Hiding Out:**
Alternately, the heroes could come down the stairs and get off at a lower floor, and either talk or break their way into someone else's room to wait until the police have departed (about an hour after the discovery of the body, though forensics teams go over the room for about five hours afterward).
- **A Good Story:**
Another possibility is that the heroes bluff their way past the police, though the police receive a +5 circumstance bonus if the heroes are trying to leave the hotel. This bonus doubles to +10 if the heroes are attempting to leave the 12th floor, and it increases to +20 if the heroes are attempting to leave room 1264 when they're stopped.
- **The Fire Alarm:**
The heroes could also do something more radical. Starting a fire (or at least triggering the smoke alarms) would create enough confusion that the heroes could simply lose themselves in the crowd (though a crowd doesn't really form in such situations for at least five minutes; most hotel guests are reluctant to leave their rooms unless they see smoke, or are told by hotel staff to evacuate).
- **Extreme Escapes:**
They might also try to climb down the outside of the building. It's risky, but because there's a small balcony outside each room, it's only a DC 10 Climb check to move down from one floor to the next. (Moving up is a DC 15 check.) Aside from taking a fall, though, is the danger of being spotted, either by someone on the ground, or someone in a room the heroes pass. There is a 10% chance that any given room they pass is occupied by someone with the curtains open; if so, each hero needs to make a DC 15 Hide check to get past without being noticed. Similarly, there is a cumulative 10% chance for each hero climbing on the outside of the building

that someone on the street might notice. Again, a DC 15 Hide check is necessary to go unnoticed, but this check only needs to be made once for each hero. Should anyone spot any of the heroes, they notify the hotel immediately, and the hotel notifies the police.

Should the heroes ever be apprehended by the police, they are searched, disarmed (if applicable), secured with zip-tie cuffs, and their passports confiscated while the police call for more officers to help move them to the police cars waiting outside. The adventure is over for any hero who is arrested.

One Last Hurdle

The Munich police are just the warm-up act for the real challenge facing the heroes: Schroeder's cleaning crew. Knowing that the heroes might slip free of the police net at the Western Grand Munich hotel, the cleaning crew have left a set of keys to their van in Schroeder's pocket, in hopes that finding the keys lures the heroes to the van, where the cleaning crew has set up an ambush.

The plan is simple. The cleaning crew doesn't know what plans the heroes might have for leaving Munich if they're in trouble with the police, so they intend, rather, to dangle an escape route in front of the heroes: their own van. If the heroes have encountered cleaning crews before, they know that the crew vehicles are generally loaded with weaponry (which the heroes might desperately need). And even if they haven't, the heroes might reach the logical conclusion that they can use the van as a getaway vehicle.

The cleaning crew has left their van in a parking lot very close to the Western Grand Munich, just out of sight of the hotel entrance. The crew expects the heroes to exit the hotel, find the parking lot, and locate the van by pressing the "Unlock" button; when the van lights flash and the alarm chirps to let the heroes know which vehicle goes with the keys, it also lets the cleaning crew know that the heroes are approaching.

The members of the cleaning crew are positioned around the parking lot, in the places indicated on the Parking Lot map. Each is hidden inside a vehicle, lying low in the seat to avoid casual detection. When the heroes activate the van's remote, the crew member in the vehicle southeast of the van sits up and watches the heroes' approach. When the heroes get within 40 feet of the van, he tells the rest of the cleaning crew to attack.

For this battle, each of the cleaning crew is armed with a tear gas grenade and a fragmentation grenade, though they only use the fragmentation grenades in case of extreme emergency. Their only real rule of engagement is to keep the noise down to a minimum; they're all too aware of how close the police are at the Western Grand Munich hotel.

Beyond that, they simply want to make sure that none of the heroes leave the parking lot alive.

Capturing the Crew

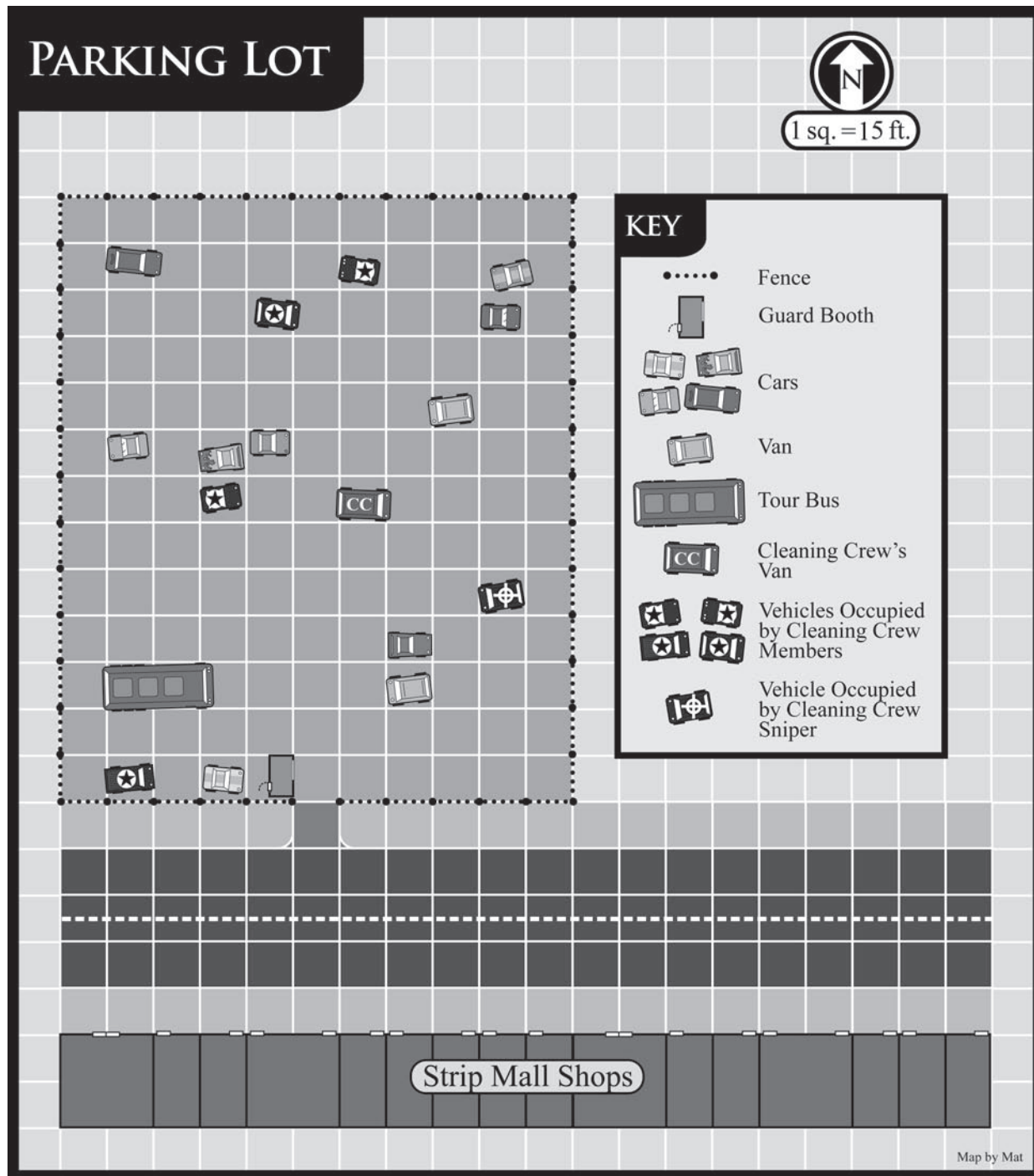
If the heroes take any of the cleaning crew alive, the crew have nothing to say—not even dire threats about what could happen to the heroes if they keep going after Ogdoad Research. As far as the cleaning crew are concerned, their deaths have only been delayed slightly, and they are quite wary if the heroes don't immediately execute them.

Should the heroes insist on bringing any surviving members of the cleaning crew along

with them, the crew members do anything they can, take any risk, to hinder, harm, or even kill the heroes. They readily mislead the heroes with false information (routinely giving different answers to the same questions, every time they're asked), make as much noise as possible whenever they notice that anyone else is around, trying to damage the heroes' equipment, and so on.

Capturing the Van

The cleaning crew's van holds ten pounds of Semtex plastic explosives (minus any they've used so far) and ten radio-control detonators;



one tear gas grenade, four smoke grenades, and one fragmentation grenade, two spare HK MP5K 9mm submachine guns (with laser sights and suppressors), three spare Glock 20 10mm autoloaders (with illuminators and suppressors), 10 pistol box magazines (loaded), 500 spare 10mm cartridges, ten submachine gun box magazines (loaded), 500 spare 9mm cartridges, along with the crew's single HK PSG1 sniper rifle with an electro-optical scope and twenty 7.62mm cartridges.

Additional equipment in the van includes a light undercover shirt, concealed carry holster, multipurpose tool, cell phone, walkie-talkie (professional), gas mask, mesh vest, electro-optical binoculars, 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 road atlas has two dog-eared pages that should draw the attention of the players; one page features a map of the city of Munich, while the other is a map of the Aleandro region of Italy, with routes from the village of Brindisi to Villa de Aleandro marked in black pen.

Leaving Munich

Staying in Munich may be a bit more difficult for the heroes now, even if they eluded the police and picked up every bit of evidence linking them to either Schroeder's killing or the battle in the parking lot. They have time to stop by their hotel and pick up any equipment they left behind (and possibly their passports, since hotels take them at check-in time—in case the local police wish to perform background checks—though they almost always return them the next day).

But if any of the cleaning crew got away, the police soon after receive an anonymous tip that Schroeder had met with the heroes recently at the Hauptbahnhof, and the police want to interview the heroes as a result. The heroes may not wish to stick around to answer questions (especially if any of them were injured escaping the police cordon or fighting the cleaning crew). They can always check into a different hotel, but if they check out of their hotel on the same night that Schroeder's body was discovered, it arouses suspicion. Very soon after, the police circulate photos of the heroes to the city's other hotels, and to police at the airports and rail stations. If the heroes try to leave Munich or check into a new hotel more than about eight hours after they leave the Western Grand Munich, they have to deal with the police.

The Next Step

The logical move for the heroes is to leave Munich as soon as possible—and, if possible, to leave

Germany as well. Fortunately, Austria is only about 40 miles away from Munich, or about an hour's drive on southern Germany's twisting roads.

Although the heroes know they shouldn't stay in Germany for long, they may not yet know where to go. Fortunately, they can gather enough information from the news, and possibly from contacts in Department-7, to set them on the right path.

Contacting Department-7

The heroes will almost certainly want to check in with their superior at Department-7, if only to say that the deal with Schroeder didn't go as planned. (Department-7 already knows: Schroeder's death made the news, and it may also be public knowledge that the police are looking for the "heroes of Flight 23," if the heroes left behind any evidence, or tangled with the Munich police.)

News of the World

The heroes can learn a lot from television and Internet news sources while they plan their next move. Some top stories relating to the heroes' activities, the Brindisi Project, and Ogdoad Research include:

- **Former GSG-9 Soldier Found Dead:**

"A former soldier in the German GSG-9 anti-terrorism squad was found murdered last night in Munich. Reports say that Munich Police found the body of Helmut Schroeder, a former member of the Grenzschutzgruppe, in his hotel room after receiving an anonymous tip. Schroeder had been shot twice, execution-style, and police believe the murder was carried out by terrorists motivated by revenge."

If the heroes were spotted, the news mentions the possible involvement of the "heroes of Flight 23," and says that the heroes are being sought for questioning.

- **Argentina Earthquake Kills Thousands:**

"An earthquake measuring 7.6 devastated Argentina this morning, with a death toll already estimated in the thousands. The epicenter of the quake was in Buenos Aires, and much of the city center was destroyed, including the historic Metropolitan Cathedral."

“Hundreds of thousands of Argentinean citizens are homeless, and countless more are without power. Argentinean hospitals are overwhelmed by the number of injured, and the International Red Cross is already setting up field hospitals and search-and-rescue efforts.”

A DC 15 Research check discloses that South American geologists had been predicting a major earthquake in the area for quite some time, but that the story has been downplayed in the media. A further DC 25 Research check uncovers that Ogdoad Research (and various subsidiaries) has been selling off properties in the area since the geologists’ predictions began, and that many of Argentina’s news services have received substantial grants from Ogdoad Research starting around the same time. The upshot is that many of Ogdoad’s competitors have lost major holdings in the area because they were not fully prepared for an earthquake of this magnitude.

- **Ogdoad CEO Vacationing at Family Villa:**

“Ogdoad Research CEO Augusto Fercilli said in a statement to the press today that his visit to his family’s villa in southern Italy is merely a vacation, and not a medical visit, as was previously reported. Ogdoad Research stock had dropped slightly after it was reported that Fercilli had suffered a stroke, but Fercilli’s statement restabilized Ogdoad stock in trading today.”

Fercilli’s visit to the Villa di Aleandro is a minor news story to most, but it’s important information to the heroes. Although the news story does not name the villa, the heroes can make a DC 25 Research check to connect the Fercilli family to the Aleandro region, and thus to the Villa di Aleandro, near Brindisi. (The mere mention of Brindisi should be more than enough to convince the heroes they’re on the right track.)

Crossing the Border

Once the heroes decide they should go to the Villa de Aleandro, they face the dilemma of crossing two international borders: first into Austria and then into

Italy. If the heroes have left their passports at their hotel in Munich, that’s bad enough—but crossing the border with a van full of weapons is virtually impossible. The heroes have a few options for pulling it off:

- **Clandestine Crossing:**
An obvious approach for murder suspects crossing international borders with a stolen van loaded with weapons is to find some pass through the Alps where there are either very few border guards, or none at all. A hero knows of such a pass with a successful DC 25 Knowledge (streetwise) check. Alternatively, the heroes can ask around and pick up the same information with a successful DC 20 Gather Information check. Crossing then becomes merely an exercise in driving fast and buying gas. The heroes need to make one of these checks for each border they cross in this fashion.
- **Bluffing the Border Guards:**
Convincing border guards that they don’t need to search a van, don’t need to check passports, and don’t need to check their alerts for descriptions of people being sought by the police are all difficult tasks. The border guards (low-level police; see Chapter 8: Friends and Foes, in the *d20 Modern Roleplaying Game*) gain a +10 bonus to their Sense Motive checks in all of these cases. If the heroes’ Bluff check fails, the border guards attempt to arrest the heroes, search their vehicle and possessions, and generally make it impossible for the heroes to finish the adventure. If the heroes realize their bluff has failed, though, they can always “run the gauntlet” (see below).
- **Bribing the Border Guards:**
The heroes can also try to bribe the border guards to let them pass without checking their papers or inspecting their vehicle and possessions. The border guards are considered to be unfriendly; the heroes must change their attitude to friendly (a DC 25 Diplomacy check) to get by unmolested. Because crossing the border without an inspection is illegal, convincing the guards to go along with it requires a bribe; without a bribe, the Diplomacy check automatically fails. See the Bribery and Diplomacy sidebar in Chapter 2: Skills in the *d20 Modern Roleplaying Game* for more information.
- **Proper Documentation:**
If the heroes have the time, they can forge documentation that identifies them as administrative or technical personnel of some diplomatic agent or another, granting

them diplomatic immunity—and the right to refuse the customary inspection of their vehicle. Forging such documents requires 24 hours per document, and confers a –20 penalty to the hero's Forgery check (–16 for the document type, and –4 for the specific signature required; other modifiers might also apply).

The heroes can also purchase forged documents; each such document has a Purchase DC of anywhere from 11 to 21 (from 1-10 ranks in the Forgery skill). How much money the heroes spend on forged diplomatic papers determines the Forgery check; see the Fake ID in Chapter 4: Equipment, in the *d20 Modern Roleplaying Game*. A successful Gather Information check (DC 25) leads them to a particularly renowned forgery expert, granting a +2 bonus to the characters' Wealth check when buying the forged documents.

- **Running the Gauntlet:**
If all else fails, the heroes can simply plow through the border gate, but unless they leave no witnesses, the police in the bordering countries have descriptions of the heroes' vehicle and the driver (and possibly the passengers). If the heroes choose this option, assume that the average border station has 2d4+2 border guards on duty (or 1d3+1 in the case of poorly-guarded border stations, as described in Clandestine Crossing, above).
- **Chartering a Flight:** The heroes can arrange to charter a flight into Italy (possibly bypassing Austria altogether), with a DC 21 Wealth check—or a DC 23 Wealth check if they wish to charter a plane large enough to

accommodate the entire van (as opposed to just its contents). Add +4 to the Purchase DC if the heroes want to avoid dealing with customs officials when they land.

The flight lands pretty much anywhere the heroes ask to go in Italy, although no closer than 50 miles to the Villa di Aleandro. If the heroes haven't chosen to avoid customs, however, they still have to deal with Italian officials within half an hour of landing. (See above.)

Brindisi

Brindisi, a city with a population of roughly 100,000, is located in the Apulia region of southern Italy, on the Adriatic Sea. It is an important trading center, with food and chemical factories, and is a major port of call for ships traveling to and from Asia. The city also has its own airport.

The people of Brindisi—notably the police—are very loyal to Augusto Fercilli; he and his family have done a lot of good for the city over the past thirty years. At the GM's option, any Bluff, Diplomacy, Gather Information, or Intimidate checks involving hurting Augusto Fercilli suffer a –4 penalty; the locals just aren't willing to betray their sometime benefactor. If any such check fails by 10 or more, the locals also notify the police, who in turn notify Fercilli's security at the Villa di Aleandro.

Provided the heroes don't draw too much attention to themselves, though, they can operate in Brindisi relatively easily. The authorities aren't looking for them, and Ogdoad Research has no idea the heroes are so near their CEO. So simply by buying a map of the area (Purchase DC 4), the heroes can locate the Villa di Aleandro and prepare for the final stage of their investigation of Ogdoad Research.

THE VILLA DI ALEANDRO

The Villa di Aleandro is a former olive farm that was converted 12 years ago into a private sanatorium for the Fercilli family. It lies 18 miles northwest of Brindisi, surrounded by pastureland and a substantial olive grove. The two-story main house is surrounded by a hedge maze and monitored by surveillance cameras and guard patrols with attack dogs ... ordinarily. Now no one watches the monitors, and the guards are either dead, dying ... or undead. The Brindisi Project has reached its final stages—but it is hardly a success for Ogdoad Research.

After weeks of experimenting on live human subjects, Augusto Fercilli's research staff were so confident of their results that the CEO of Ogdoad Research ordered them to perform the procedure on himself, using the original bronze head—the

one that houses the fiend Baphomet. When the surgery was finished, it was not Augusto Fercilli who awoke from the anesthesia, but Baphomet.

Baphomet's first act was to reach out to the previous patients (the test subjects), linking his mind to theirs by means of the machinery installed in their heads. He then instructed them to subdue and round up the villa staff, intending to use his *dominate* power to take control of all of them. But his ability was weaker than he thought, and, even with the aid of the test subjects, he could not control more than about 20 of them at any one time—hardly the level of ability necessary to shake the world to its foundations.

So Baphomet went back to the surgical staff and told them to install the necessary bronze

computer components in the rest of the staff. But Dr. Provvidenti, the chief surgeon, explained that it wouldn't work. The test subjects had been chosen for their physical fortitude and their magnetic personalities; no one else among the staff fit that description, so the best result Baphomet would get would be more test subjects that could control one other person, at most—if they even survived the surgery.

Baphomet was furious, but he also realized that the doctor was correct. So he decided to wait, and allow Fercilli's body to recover, until he could lure the rest of the Ogdoad board of directors to the villa. (Most of them were in good health, and were certainly charismatic enough to control multiple people directly—in addition to their thousands of employees).

It would be weeks before he was sufficiently recovered, however, and in the meantime he needed something to do to pass the time. And, since he needed to test the limits of his control over others, it seemed only logical to combine these tests with his favorite activity: torture.

Now, Augusto Fercilli's personality is all but gone, subsumed by the fiend dwelling within his skull. The test subjects—no longer human, but not quite fiends, either—wander the grounds, seeking their own gruesome entertainments. And the remaining humans are either dead, or worse, reduced to “meat puppets”: helpless, hopeless playthings of Baphomet and his brain-damaged followers.

But if the heroes can get into the villa, confront Fercilli, and destroy the bronze head, they can stop Baphomet's plans for opening the world to the forces of hell.

Getting Into the Villa

With things going so badly at the Villa di Aleandro, security is all but nonexistent. The heroes can approach via the main entrance (the only way to get inside with a vehicle), or through the olive groves.

The Main Entrance

A trio of guards (see GM Characters) stand beside an AM General Hummer at the main entrance, nervously watching the road to the main house, a quarter of a mile away through the olive groves. If the heroes approach the villa in their stolen cleaning crew van, read the following text aloud:

A trio of uniformed security guards stand beside a Humvee, watching your approach. Rather than signaling you to slow down, though, they wave you on, through the gate. They seem very enthusiastic about letting you onto the grounds.

The guards have seen some of the horrors going on inside the villa, but they're afraid to completely abandon their posts, because they know that if any harms comes to the Ogdoad CEO inside, their lives are worth nothing. Even so, they've notified their superiors about the strange creatures roaming the grounds of the villa, and have been told that a cleaning crew is on its way. So, naturally, if the heroes show up in a cleaning crew van, the guards automatically assume that the heroes are the agents they've been waiting for.

If the heroes stop, the guards answer questions the heroes might have, though they only speak Italian. (Certain questions might arouse the suspicions of the guards, however; see below.) Some of the questions they might ask, and the guards' answers, are provided below:

- **What's going on inside?**

“We do not know. Some of the staff left early this morning—just drove past, in a hurry. After that, we tried to call the Security Office, but no one answered. So we drove up to the

A Glimpse Into Hell

Hell is not a “general audiences” environment.

The imagery in the descriptions of the rooms of the villa includes reference to torture and mutilation—maybe not the traditional picture of Hell, but certainly a hellish situation for those involved. Yes, it's gruesome, but the intent in this part of the adventure is to illustrate the fate that Baphomet has in mind for all of humanity should his plan succeed—and to motivate the players to do whatever it takes to stop him.

The descriptions of these cruelties comes not from traditional images of Hell (the works of Bosch or Dante, for example) but from the study of criminal psychology—specifically, the atrocities committed by serial killers and death-camp torturers. Brutality always has more of an impact when it's carried out by human beings, rather than by abstracted concepts like “fiends.”

Similarly, this particular fiend's ability to take control of its victims' actions make for a more compelling type of psychological torture: forced participation in gruesome torture and cold-blooded murder. It's one thing for a hero to be commanded to take her own life; it's quite another to be commanded to torture another hero by stripping away his hit points one or two at a time.

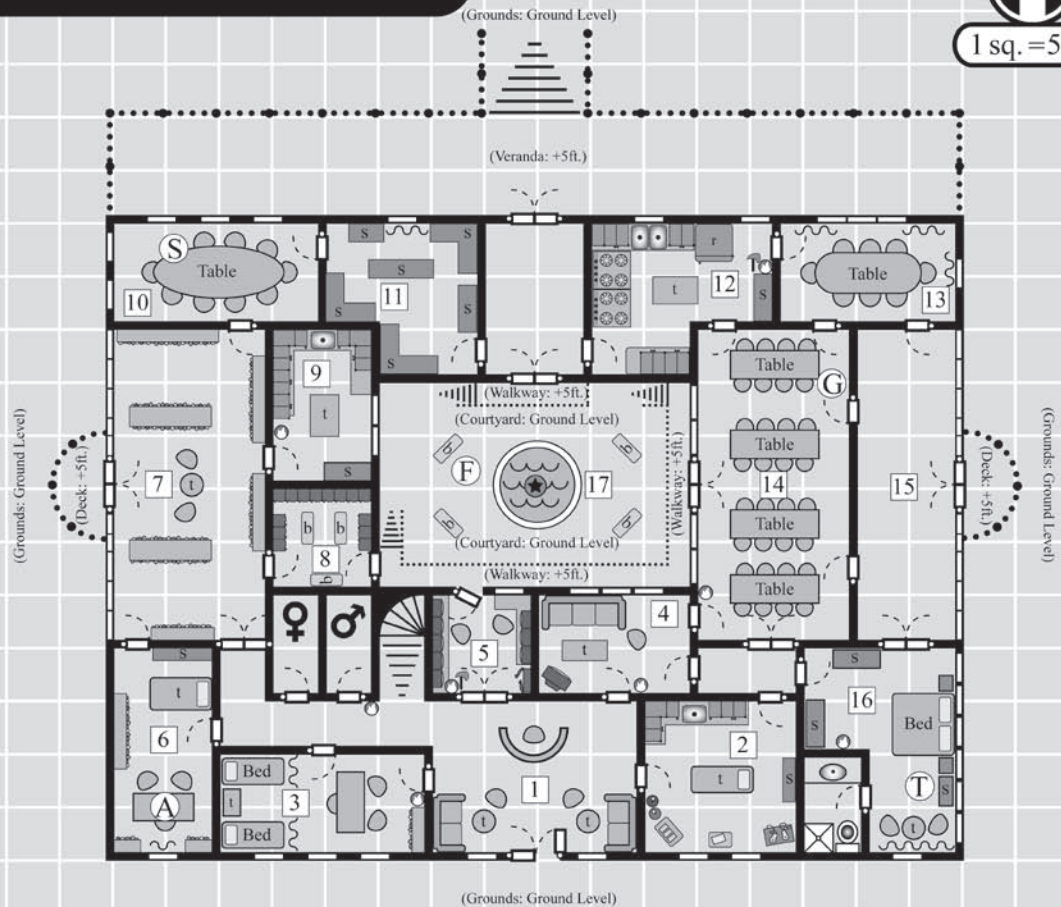
If you feel your players are not prepared to handle such graphic descriptions of humiliation and torture, simply omit any reference to the specifics of what has been done to the staff of the Villa di Aleandro. For example, the descriptions of certain rooms (the Nurses' Office, the Doctor's Office, the Library, and the Laboratory, to name a few) should be adjusted to omit references to the more vile details.

Likewise, play the mind-control ability of Augusto Fercilli and the test subjects in a more straightforward manner. Their commands to the heroes should boil down to “attack your companions” and “defend me,” rather than explicit instructions on how to hurt the other heroes.

VILLA DIALEANDRO



1 sq. = 5 ft.



Gravel Drive



KEY

(F) Fercelli	1 Reception	7 Library	13 Private Dining Room
(A) Antonelli	2 Surgery	8 Locker Room	14 Cafeteria
(G) Grieco	3 Nurse's Office	9 Laboratory	15 Hall
(S) Silvestri	4 Lounge	10 Conference Room	16 Private Wardroom
(T) Testarossa	5 Security Office	11 Supply Room	17 Courtyard
	6 Doctor's Office	12 Kitchen	
— Wall	Medical Equipment	Gun Cabinet/Lockers	
— Windows	Shelves	Restrooms	
— Door	Fire Extinguisher	Railing	
— Sofa	Stairs to 2nd Floor	Bench	
— Reception Desk	Desk & Chair	Stove	
— Chairs	Bookshelves	Refrigerator	
— Tables	Curtains	Shower	
— Cabinets	Television	Toilet	
— Counter & Sink	Fire Axe	Stairs	
— Surgical/Exam Table	Security Monitors	Fountain	

Map by Mat

door, but the guard dogs attacked us before we could go in. So we came back here to try to contact the Security Office again. That's when we saw the sick people ... people with empty eyes ... wandering through the groves. These were people we had seen in the villa, so we knew something was wrong. That's when we called the main office and asked them to send you."

A DC 15 Sense Motive check reveals that the guards are coloring the truth a little bit. In reality, they never actually saw the guard dogs; they only saw the "sick people"—the meat puppets (who the guards took for zombies—the closest analogy for the kind of behavior they saw the meat puppets exhibit). They were so badly frightened that they decided to just stay in their vehicle, though two of their number, Martini and Cimino, went inside to see if anyone was in the Security Office. The others drove back to the main entrance when they lost contact with Martini and Cimino.

- **Have you had any contact with the people inside?**

"We tried to go into the main house, before—when there were five of us. We don't know what happened to Martini or Cimino. We lost contact after they entered the building. No one inside has talked to us since the regular report this morning. We hear them sometimes on the radio, though. But they don't sound ... *right*. Something is wrong with them. So we haven't responded."

One of the test subjects inside occasionally visits the Security Office, and periodically tries contacting anyone who might be listening. (He's looking for more playthings.) However, the damage done to his brain by the implantation process is evident in his voice, and the security guards are so disturbed by the sound of his voice that they don't want to let him know that they're listening.

- **Is Augusto Fercilli still inside?**

"We think so, yes. We haven't seen him leave, though he could've gotten out another way."

- **What sort of activity usually goes on here?**

"It's a private hospital. Mr. Fercilli's private hospital."

If the heroes ask this question, they must make a Bluff check to avoid tipping off the security guards that they aren't actually the cleaning crew; the cleaning crew would have been briefed on the purpose of the villa, and the nature of the research taking place there.

- **How many guards are in the building?**

"A dozen, not including us."

This question also arouses suspicion, requiring another Bluff check. The cleaning crew would have been briefed about the on-site security.

- **Who is in charge, inside?**

"When Mr. Fercilli is not here? Dr. Provvidenti."

This question also arouses suspicion, requiring another Bluff check. The cleaning crew would have been briefed about the staff at the villa, including the name of the head physician.

- **Are any other Ogdoad Research board members present?**

"Not that we know of."

This question also arouses suspicion, requiring another Bluff check. If other members of the Ogdoad Research board of directors were present, the cleaning crew would have been told.

The Olive Groves

The heroes can avoid contact with the security guards by climbing over the low stone wall surrounding the olive groves (a DC 5 Climb check) and moving through the olive groves to the house. The groves are mostly clear, but about 300 yards from the main house, one of the test subjects is entertaining herself by hunting one of the last surviving human villa staff with a small pack of meat puppets. Read the following aloud:

In the distance, you hear the sound of someone running through the grove, gasping for breath, and uttering short cries of near-hysterical terror. The sound grows louder until, about 60 feet away, you see a wild-eyed man in torn white clothing stumble through the trees, heading in your direction, though he doesn't seem to have seen you yet.

This man is Consalvo, one of the villa's cooking staff. He had been locked in the Locker Room, along with a few other survivors, until di Paolo, one of the test subjects, told him he was being set free—then sent some meat puppets after him. Unfortunately, the meat puppets blocked the main road, and Consalvo doesn't know how to get away from the villa any other way. (And, because he's so panicked, he hasn't been able to stop long enough to realize that at long as he keeps going in the same direction, he'll eventually hit a road.)

Should the heroes decide to face di Paolo (or waste enough time in one place that di Paolo and the meat puppets catch up to Consalvo), di Paolo

New Weapon

Weapon	Type	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC	Restriction
Fire Axe	Simple	1d8	19–20	Slashing	—	Large	8 lb.	5	—

commands his human meat puppets to subdue the heroes while he sends the attack dog meat puppets after Consalvo. Unlike most of the other test subjects, di Paolo lacks an imagination, so he's not interested in "playing" with the heroes. Once they're pinned and disarmed, he simply has them carried to the Locker Room in the house, thinking that he'll hunt them down later (as he did with Consalvo).

Di Paolo's Tactics: Di Paolo is accompanied by a dozen meat puppets: two security guards, six villa staff members, and four attack dogs. He gives orders only to them, because he's confident of his control over them, but not of his ability to seize control of a group of heavily-armed strangers. Because di Paolo can only issue commands to three of his meat puppets at a time, he starts by sending the two security guards and one of the staff members to attack the nearest hero, and sends the remaining staff members in over the next two rounds.

Once he's sure the heroes are suitably subdued, he sends three of the attack dogs after Consalvo, keeping the fourth one at his side in case of emergencies. On the other hand, if the heroes are doing too well against the human meat puppets, di Paolo orders the dogs in to attack the heroes as well (starting with any heroes that are threatening him).

Clearing the House

Most of the activity in the villa's main house has occurred on the ground floor. The second floor consists of patient rooms, doctors' and nurses' quarters, and the rooms of the villa's household staff. These rooms are mostly untouched, though the GM should feel free to describe whatever manner of grisly and unsavory scenes he can imagine, if the heroes decide to explore the second floor. (Note that several rooms on the second floor have windows that look down onto the courtyard—including the landing at the top of the stairs between the first and second floor.)

The heroes can enter the villa from any side; none of the windows are barred, and none of the doors are locked.

General Features

Unless otherwise noted, the following general features are found throughout the Villa di Aleandro.

Cameras: Cameras monitor nearly every room in the villa, except as noted in the individual room

descriptions. The cameras operate in infrared, passive night vision, and visible light, so they see equally well in day or night. They possess a zoom feature (–1 per 50 feet on Spot checks). The cameras are not concealed (Spot check, DC 5, to notice a camera). Only a few are currently working, however (see Security Office).

Walls: Inner walls in the villa are hardness 8; hp 60; break DC 35.

Doors: All internal doors have hardness 5; 10 hp; break DC 13. Locks are high quality locks: hardness 5; 10 hp; break DC 20. Hinges are hardness 6; hp 1; break DC 10. The nurses, physicians, and security guards all carry keys to any locked doors.

Fire Safety: There is a fire axe in the Security Office and in the Kitchen. There are fire extinguishers in Reception (in the corridor to the west), the Nurses' Office, the Surgery, the Security Office, the Lounge, the Cafeteria, the Hall, the Laboratory, the Kitchen, and the Supply Room. The Security Office also includes a manually activated Halon system. (Halon combines with oxygen, so heroes can't breathe in a room after its Halon extinguisher has been activated. See Suffocation and Drowning in Chapter 7: Gamemastering in the *d20 Modern Roleplaying Game*.)

First Aid: First aid kits are available in the Security Office, the Surgery, the Doctors' Office, the Nurses' Office, Toilets, and the Locker Room, the Supply Room, and the Kitchen. The Surgery also includes a medical kit and surgery kit.

Entrance

Read the following text aloud:

One of the two doors leading into the house stands open. From inside, you can hear a telephone ringing. No one answers it.

The door is normally kept unlocked, even when it's closed. Should the door become closed and locked for some reason, the door is Hardness 5, with 20 Hit Points, and a Break DC of 23.

1) Reception

Read the following text aloud:

A telephone rings incessantly at the reception desk, but there is no one there to answer. Dirty footprints on the floor lead from the entrance to a door to the left of the desk. There is another door to the right of the desk, and two more facing doors in the east and west walls.

The reception desk includes a telephone and a computer (with Internet access). If the heroes pick up the telephone, a voice on the other end says (in Italian) "Code in, please," then giggles maniacally and hangs up.

To the left of the desk, a stairway leads up to the second floor. Across from the stairway is a fire extinguisher.

2) Surgery

The shades are always drawn in the Surgery (to prevent glare while the doctors are working). If the heroes enter this room, read the following text aloud:

Something unpleasant has happened in here. The walls are splattered with blood, and a bin with a biohazard label overflows with some bloody, pulpy, grayish-pink stuff. There are also three blood-drenched bodies: two women and a man, in surgical gowns.

This is where Fercilli's medical staff performed the procedures that turned ordinary people into test subjects—and where Fercilli had the bronze head implanted in his own skull. The two women, the nurses, are both dead; it amused Fercilli to have Dr. Provvidenti try to implant what was left of his own brain into their skulls—a procedure that neither woman survived.

The man is Dr. Provvidenti, and he, at least, is still alive; Baphomet needs him to perform the implantation procedure later, on others, when suitable subjects present themselves. Provvidenti has passed out from exhaustion, and he's thankful for the rest. Since the end of Fercilli's surgery, he's been living in a virtual hell now for the last few days, sleeping only when Fercilli allowed it. The doctor is happy to explain what has happened (though he's more interested in leaving the villa in the most expeditious way possible):

- **Who are you?**

"Provvidenti... Ignacio Provvidenti. I'm Fercilli's personal surgeon. In charge of the staff here. What's left of them."

- **What happened here?**

"Augusto... Augusto Fercilli. He has become insane. The surgery, to implant the machine, the bronze, it made him insane. He is not himself now. He makes us do things—hurt ourselves. Hurt each other. It is horrible. *Terribilis est locus iste!*"

- **What is the bronze machine?**

"I don't know. Fercilli found it somewhere. He brought it with him. The others, they had different parts... newer parts. Those came from a computer company in America. Prototypes. But I think that's all there were. I think the men who made the parts were arrested, a few weeks ago."

- **Why did he spare you?**

"I don't know."

Dr. Provvidenti is lying about this; he's not proud that he's essentially bartered away his humanity by agreeing to continue performing the surgery on new subjects.

- **Where is Fercilli now?**

"He could be anywhere. His room is next door, but I don't think he sleeps now. I heard one of them—one of the test subjects—in the courtyard before I fell asleep. He might be there. He... likes to watch... what they do."

- **Who are the test subjects?**

"Fercilli, he was shrewd. He wanted the bronze machine in him, but he wanted to see that it was safe. So he had me perform the surgery on others first. Test subjects. Only one or two died. The rest... they seemed healthy at first. But they aren't. They are like him."

- **How many are there?**

"Five test subjects, plus Mr. Fercilli."

- **Do you want to come with us?**

"No. If Fercilli found out I so much as spoke to you, he'd be furious. I shudder to think what he'd do to me to punish me."


If the heroes look around in here, they can find a first aid kit, a medical kit, and a surgery kit. There is also a fire extinguisher on the north wall, by the door.

3) Nurses' Office

Read the following text aloud:

This room has been trashed, and there are papers and bits of clothing strewn all about. Blood spatters on the west wall suggest that someone died of a gunshot wound.

Testarossa, one of the test subjects, cornered a few of the nurses in here and molested them for a time before he became bored and forced them



to play a game of Russian roulette. The blood spatter shows where the loser was when she was shot through the chest, though she survived long enough to be vivisected in the Kitchen.

If the heroes look around in here, they can find a first aid kit. There is a fire extinguisher on the east wall, by the door.

4) Lounge

Read the following text aloud:

The lounge is a strange sight. The television silently plays a news broadcast, with close-captioned Italian text scrolling by at the bottom of the screen. There is a single bloody handprint on the north door, and most of the furniture has been broken to pieces and piled against the windows on the north wall. But the coffee table in the center of the room is untouched, except for a stack of money, jewelry, and credit cards lying in the center of the table.

All of these effects belong to the people who have died so far in the villa. The furniture is all broken because Silvestri, the only female test subject, planned to use it to start a fire in the courtyard, to burn some of the villa staff alive. Fercilli changed her mind, pointing out that the smoke would draw too much attention. The television is always on, and always muted.

There is a fire extinguisher on the south wall, by the door.

5) Security Office

Read the following text aloud:

This room is full of surveillance monitors; those that aren't shattered or showing electronic snow display various parts of the grounds, or the interior of the building. You can see a handful of figures moving about on some of the monitors, though you can't make out any details on such a small screen. On the west wall, a gun cabinet hangs open. And throughout the room, bloodstains and bullet holes attest to the fierce battle that must have occurred here. The door to the courtyard stands slightly ajar.

If the heroes have entered this room before visiting the Courtyard, also read the following:

Through the doorway to the courtyard you can hear an anguished voice fervently praying.

The gun cabinet contains three Mossberg 12-gauge shotguns, and four boxes of shotgun shells (for a total of 40 shells). A DC 12 Search check also turns up three professional walkie-talkies (with voice-activated headsets). A DC 18 Knowledge (tactics) check suggests that the battle that occurred in here focused on no particular spot, as though everyone who fired their weapons did so in pretty much all directions. There are no bodies in here, though; the dead security guards have been moved to the Cafeteria.

If the heroes examine the surveillance monitors, they can see activity on the monitors labeled (in Italian) "Doctors," "Dining Room," and "Courtyard." (If the heroes have already visited any of these locations, though, there may not be any activity going on them any longer.)

Read the following text aloud if the heroes watch the activity on the "Doctors" monitor:

A man in a hospital robe sits on a desk, watching two other people on the floor. One of these people is kneeling over the other, who is squirming—but in agony or ecstasy, it's impossible to tell.

Read the following text aloud if the heroes watch the activity on the "Dining Room" monitor:

The dining room table is piled high with bottles. There are also bottles scattered about on the floor. As near as you can tell, there's no one in the room.

Read the following text aloud if the heroes watch the activity on the "Courtyard" monitor:

A fountain burbles in the center of the courtyard. Sitting on a stone bench is a well-dressed man with a heavily-bandaged head. Parts of his head and face appear to be made of metal and glass. Some kind of tubes protrude from the man's head and run down his spine. He seems to be listening to the fountain and generally just enjoying the fresh air.

If the heroes look around in here, they can find a first aid kit. There is a fire extinguisher and fire axe on the south wall, by the door.

6) Doctors' Office

Read the following text aloud if the heroes listen outside either of the room's doors:

From inside this room comes a demented giggling noise. You can also faintly hear someone sobbing.

Read the following text aloud if the heroes enter the room:

A man in a hospital robe sits on a nicely-appointed desk. His head is wrapped in bandages, through which various wires protrude. On the floor before him, a heavy-set man in bloodstained coveralls kneels over a younger man, chewing strips of bloody flesh off the younger man's stomach, and sobbing uncontrollably. The younger man's face is fixed in a rictus of horror, and though he writhes, he makes no effort to get away.

The man in the robe is Giovanni Antonelli, one of the Project Brindisi test subjects. The heavy-set man is Alfieri, a member of the cleaning staff. The younger man is Sarpi, a dishwasher in the kitchen. Antonelli is "punishing" Alfieri for "the sin of gluttony" by forcing him to eat another human being alive, with only his teeth.

When the heroes make their presence known, Antonelli mistakes them for security guards, and attempts to use his *domination* ability on them, telling them, in Italian: "This is what happens to gluttons. Be quiet and I'll let you watch." If this fails, though, Antonelli realizes that the heroes can't understand him, and resorts to a simpler command—"Don't move"—which he telepathically conveys to the first three heroes who enter the room. On the following round, he does the same to the next three heroes. (Remember that each use of this ability requires an attack action.)

Antonelli's Tactics: Antonelli is not actually interested in fighting; he doesn't see the point, when he can more easily arrange for the heroes to fight each other. But he wants to watch Alfieri's misery first, so he doesn't immediately order the heroes to do anything other than stand still. However, if one of the heroes breaks free of his

control and tries to interfere, Antonelli telepathically commands three of the others to "Kill that one."

Antonelli only acts on his own behalf if he loses control of more than half of the heroes. Even then, he only fights if he's cornered; he prefers to flee to the Conference Room (through the Library) to enlist the aid of Genevieve Silvestri.

If the heroes look around in here, they can find a first aid kit.

Toilets

Read the following text aloud if the heroes enter the men's room:

The room is covered in filth, and it reeks. A battered and bloody body hangs from the stall divider, and it takes you a moment to recognize it as a woman. It looks as though someone has been torturing her with a knife; her flesh is pierced in several places, and sections of her skin have been flayed off.

If the heroes touch this woman, she moans softly; she's not dead yet. This is Nurse Carmosino. Testarossa tortured her as punishment for her "sin of lust." (She has committed no such sin; Testarossa just hates women.) He left her here to recover when it looked likely that any further abuse would kill her. Her mind is pretty well broken, however; even if she is revived, she is catatonic.

If the heroes look around in here, they can find a first aid kit.

7) Library

Read the following text aloud:

From the ceiling-high bookshelves lining the walls, this room is obviously a library. There are perhaps a half-dozen people in here, men and women, mechanically flipping through stacks of books. Every so often, one of them will rip a page or two out of a book, and eat it. Everyone looks pale and blank-eyed and the room reeks of mold and vomit; clearly, these people are having trouble keeping these ancient books down—but they are unable to stop themselves.

The people in this room are Fercilli's personal staff: secretaries, lawyers, publicists, and so on. Fercilli commanded them to destroy any and all references to fiends, the bronze head, divine

magic—anything that could one day be used against Baphomet. But Fercilli decided that using a shredder just wouldn't do the job thoroughly enough, so he has them eating the offending pages. They've been at it for hours. To stop them, the heroes have to either physically restrain them or render them unconscious.

The door to the Conference Room is closed, and the door to the lockers is locked from the outside. The door has hardness 5; 20 hp; break DC 13, the lock has hardness 5; 10 hp; break DC 20.

8) Locker Room

Read the following text aloud if the heroes listen outside the room's door:

From the other side of the door, you can hear a low murmur of indistinct voices. It sounds as though there are at least a dozen people inside.

Read the following text aloud if the heroes enter the room:

This room is apparently a locker room, and it is packed with injured people. Some are unconscious, having succumbed to their wounds, others are conscious but stare blankly into space. A few, apparently the least injured, shrink back away from the door, crying and pleading with you.

These are the fifteen people who survived the first several hours of torture at the hands of Fercilli and the test subjects. After Fercilli and the others had their fun, they threw these people in here to give them time to rest and recover, while Fercilli and the others moved on to the next group. They've all been subjected to Fercilli's version of hell on Earth, and at this point, they'd happily sacrifice their own children to be spared any more torture. If anyone in the group speaks Italian, the pleading people can be understood to say: "Please, don't take me! Take one of the others!" These people believe that the heroes are under the control of Fercilli and the test subjects, and that they have been sent to choose a fresh batch of victims.

The heroes can calm these people down with a successful DC 25 Diplomacy check, but the best attitude the heroes can hope for is indifference. Those who aren't semi-catatonic are convinced that they are as good as dead, and having seen what

Fercilli and the others can do, they don't believe that anyone can resist them—even these helpful strangers. Once the people are calm, they can provide the heroes with only basic information—they are villa staff, subjected to horrible, torturous "experiments" by their erstwhile employer—but they don't know enough about Project Brindisi to give the heroes a clear picture of what's going on. At best, they suggest that the heroes try to find Dr. Provvidenti. "He performed the surgery on Mr. Fercilli. He must know what happened."

If the heroes look around in here, they can find a first aid kit.

9) Laboratory

Read the following text aloud:

A handful of people stagger about in here, moaning painfully. Their eyes have been gouged out, the sockets filled with broken computer parts. Their ears and noses have had similar treatment. One even has bundles of wire jammed into holes in their skulls. This last one merely lies on the floor, wracked with spasms. The others stumble and trip, their hands feeling across the countertops as though trying to find something. When they bump into one another, they recoil in stark terror, but soon go back to their curious searching.

Test subject Genevieve Silvestri has commanded these members of the research staff to do to themselves and each other what they did to Fercilli and the test subjects. To that end, they tore apart a computer and jammed the pieces into their eyes, their ears, and their nostrils, rendering them blind, deaf, and unable to smell anything. Silvestri got tired of watching them after a while, though, and wandered away, but they are still acting on her last command, trying to find more components to jam in their bodies. If the heroes watch for a few rounds (and don't move to stop him), they can witness one of the researchers locate a microscope, smash it on the countertop, and proceed to try to push a particularly jagged piece into the back of his head, at the base of his skull.

Because these people are deaf and blind, they don't know when someone else enters the room. And, in fact, when they bump into someone else, or are touched, they can only assume it's Silvestri, or one of her meat puppets, come to inflict more tortures on them. They fight maniacally to escape, but if a hero can make a DC 25 Diplomacy check (with a -10 penalty for the condition of the target),

the researcher cries out, in Italian: "Please! You've got to help us! It's the woman—Silvestri. She made us do this. We can't stop! Find Dr. Provvidenti! He might know what to do!" Because these people cannot hear, they can't really control the volumes of their voices (give Silvestri, in the Conference Room, a DC 25 Listen check to hear the noise; if she hears, she comes in two rounds to investigate). They also can't tell that the heroes may not speak Italian. The researcher continues to shout until the heroes either find a way to make it clear that they have heard, or the researcher decides they have left.

There is a fire extinguisher on the west wall, by the door.

10) Conference Room

The shades are drawn in the Conference Room, preventing anyone from looking in from the outside. If the heroes have not already encountered Genevieve Silvestri elsewhere (such as in the Laboratory), read the following text aloud when they enter this room:

What might be a woman sits at a conference table, virtually motionless, her head cocked to one side, and one hand resting lightly on a telephone. Her face is garishly painted with makeup seemingly smeared on. She seems to be listening to something, but you don't hear anything.

This woman is Genevieve Silvestri, one of Project Brindisi's test subjects. If the heroes make a DC 15 Spot check, they notice that a telephone cord runs from the telephone into the side of Silvestri's head. She has connected to the telephone via the computer hardware implanted in her head, and is surfing the Internet. She doesn't react to the heroes until they speak to her, draw weapons, or in some way physically interact with her (such as shaking her or attacking her). When one of these things happen, Silvestri looks up at the heroes with a big, creepy smile, and says "New Evidence Links GSG Killers with Flight 23."

Silvestri's Tactics: Genevieve Silvestri has some major inferiority issues with men, so given a chance to humiliate men, she seizes on it—especially if other women are available to carry out her dominance fantasies. As soon as any men enter her range, she begins giving a string of commands in Italian. If the heroes don't understand Italian, she tries again the next round (and subsequent rounds) using just basic concepts—provided below in parentheses.

Round 1: "Boys, throw your equipment out the window. Start with your weapons." (Basic: "Men, disarm yourselves.") It takes heroes a move action to remove a standard piece of equipment and throw it away. Doffing armor takes one full round for light armor, one minute for medium armor, and 1d3+1 minutes for heavy armor. While following this command, the hero cannot take other actions.

Round 2: "Ladies, throw *your* equipment out, too. You can keep your knives, if you have any." (Basic: "Women, get your knives out.") See the note above. Silvestri gives this command immediately after the previous command; she doesn't wait for the men to be disarmed first.

Round 3: "Boys, stand in the corners, with your hands behind your heads." (Basic: "Men, don't move.") Silvestri gives this command as soon as the men are finished disarming themselves; she doesn't wait for the women to get their knives ready.

Round 4: "Ladies, you need to assert yourselves over these men. Start by marking them as yours." (Basic: "Women, cut your initials into these men.") Carrying out this command requires making an attack with a slashing weapon, and deals 1 point of damage.

Round 5: "Now that they remember you, you need a remembrance of them—say, their trigger fingers." (Basic: "Women, cut off their trigger fingers.") Carrying out this command requires making an attack with a slashing weapon, and deals 1 point of damage. A character with a missing trigger finger suffers a -1 penalty on attacks made with firearms held in that hand.

Round 6: "And just to make sure they can never leave: Break their ankles." (Basic: "Women, hobble them.") Hobbling a character requires a full attack, and the target must be pinned beforehand. A hobbled character may not run or charge, and must make a DC 15 Fortitude save to move faster than a crawl (5 feet per round; crawling incurs attacks of opportunity from any attackers who threaten the crawling character at any point in the crawl).

Round 7: If the heroes have not broken Silvestri's control by this point, she grows bored with them and commands them to wait for her in the Library.

11) Supply Room

Fercilli and the test subjects are not making use of the Supply Room, and one of the villa staff, a maid named Analisa Bruno, hid in here when the trouble started. Neither Fercilli nor the test subjects have thought to check that all of the villa staff are accounted for, and having heard the sounds of torture coming from other rooms, Analisa is too frightened to venture out.

If the heroes come into this room, allow them Spot checks to notice Analisa hiding in a laundry cart in the southeast corner of the room. (Assume she has a Hide total of 11.) Should the heroes find her, they must make a DC 25 Diplomacy check to convince her to come out quietly; otherwise, she refuses to come out—or screams hysterically if she is forced to come out.

Once Analisa feels safe enough to talk to the heroes, she can tell them a bit of what is going on (if they speak Italian):

- **Who are you?**
“My name is Analisa Bruno. I’m a maid here at the Villa di Aleandro.”
- **What happened here?**
“I don’t know. I was working in here when I heard people screaming. I could hear them screaming all over the villa. I started to look out, to see what was happening, when I heard the people in the lab start screaming—and someone laughing. Like laughter from hell itself. That’s when I decided to hide. Since then, I’ve been hearing the screaming, the crying, and the *laughing* going on and on.”
- **How did you escape?**
“I don’t think they’re looking for people who might have gotten away from them. I heard one of them say that they actually *want* more people to come here, so maybe they’re letting people go, hoping they’ll come back with help.”
- **Who is doing this?**
“Mister Fercilli. And those ... people ... the doctors have been working on. I knew there was something bad about them. They look like criminals. Mean, mean-spirited. I recognized their voices when I heard them laughing.”
- **Where are they now?**
“All over the place. I heard one of them leave, with some of the staff, a short while ago. And I think there’s someone in the conference room.”
Analisa omits this last part if the heroes have just come from the conference room. The person she heard leave was di Paolo, who set Consalvo the cook “free,” then proceeded to hunt him with some of the meat puppets.
- **How many are there?**
“Six, I think, plus Mr. Fercilli.”
She’s actually counting Fercilli twice, because she’s heard him talking to Baphomet, who answers using Fercilli’s vocal chords (but not his voice).
- **Do you want to come with us?**
“No. I’m safer here.”

Analisa is not disposed to go with the heroes because she knows that, if the heroes are captured by Fercilli or the test subjects, they can be made to torture her. Consequently, she feels safer staying where she is.

If the heroes look around in here, they can find a first aid kit. There is a fire extinguisher on the west wall, by the door.

12) Kitchen

Read the following text aloud:

Portions of a woman’s body lie on the floor around a blood-soaked butcher’s block. There is no sign of the woman’s head.

After one of the nurses, Nurse Altino, lost a game of Russian roulette in the Nurses’ Office, Testarossa, one of the test subjects, brought her in here and had the other nurses and some of the kitchen staff dismember her—binding her wounds to ensure that she did not die right away. In the back of his mind, Testarossa had the idea that he would use Altino’s body to feed the other prisoners, but he lost interest in her when he realized she was beyond feeling any more pain. A DC 15 Search check turns up scratches in the butcher’s block corresponding to the nurse’s torn and bloody fingernails, indicating that she was alive at least until they removed her arms. Testarossa has taken to carrying Altino’s head around as a kind of macabre puppet.

If the heroes look around in here, they can find a first aid kit. There is a fire extinguisher and a fire axe on the east wall, just around the corner from the door to the Cafeteria.

13) Private Dining Room

Read the following text aloud:

The dining room table is piled high with wine bottles in varying states of emptiness. Other bottles litter the floor, and the room stinks of spilled wine.

Allow the heroes to make a DC 15 Investigate check to deduce that no more than four people drank all of this wine. (Those people are all in the Cafeteria now.)

14) Cafeteria

Read the following text aloud:

The staff cafeteria has become an impromptu charnel house. Bodies are stacked on the tables, piled in corners, sprawled in puddles of blood on the floor. Nearly all show the marks of torture and abuse, grim evidence of how they died.

One body, lying alone on a table near a door in the northeast corner, seems untouched—aside from the bandages wrapped around his head. Even though he has blood on him, it appears to be spatters from someone else—not his own.

Fercilli and the test subjects use the cafeteria as a repository of those they have accidentally killed testing the limits of their powers. Not all of them are actually dead, however; three are unconscious but stable, and one man with his legs missing is catatonic from shock and blood loss. The heroes can identify these individuals with DC 25 Spot checks or DC 15 Search checks (to notice them still breathing). A DC 15 Treat Injury check correctly diagnoses each victim's condition.

The body with the bandaged head is Bernardo Grieco, one of the test subjects. He was testing the limits of his ability to control people by getting good and drunk while he forced three others to do the same. (It wasn't a very scientific test, but then, Grieco was a criminal, not a scientist.) He barely managed to retain control of his drunken victims, and his last command was that they all return to the Cafeteria. The victims passed out, and Grieco had them dragged in here before he, too, passed out.

When the heroes enter the room, Grieco is swimming in and out of unconsciousness, and though he's aware of them, he attaches no particular significance to their presence. (That is, he doesn't recognize them as potential threats.) If the heroes try to interact with him (trying to rouse him, for example, or examine him), he commands "Leave me alone" (in Italian).

If they persist, he grows angry, and commands them to "Go play with the dead, if you want something to do" (again, in Italian). If they still persist, he sits up and commands, via the *domination* power's basic form of communication: "Get out."

If the heroes attack Grieco, he's too drunk to be subtle or creative. He simply commands them to "Kill each other." He fights back, unarmed, if his command fails to take effect (he's feeling a bit overconfident). But in his inebriated state, Grieco suffers a -2 penalty to Dexterity, Intelligence,

Wisdom, and Charisma, and a -2 penalty to attack rolls, saving throws and skill checks. With his senses dulled, he feels very little pain, gaining a +2 bonus to all Constitution-based skill checks.

Particularly loud noises in here (sustained gunfire, explosions, tables being knocked over, and so on) may attract the attention of Fercilli, in the Courtyard. Allow him a Listen check; see Listen in Chapter 2: Skills in the *d20 Modern Roleplaying Game* for appropriate check DCs and penalties for distance. If Fercilli notices a fight in here, he comes to investigate; see Courtyard for a description of his strategy.

There is a fire extinguisher on the west wall, by the door.

15) Hall

Read the following text aloud:

A paunchy security guard trudges up and down this corridor at a snail's pace, plainly exhausted. His face is slack, and his eyes are hollow and haunted. A stream of dried drool runs from the corner of his mouth. From his arms dangle hypodermic syringes, as though he's been injecting himself with drugs and forgot to take the needles out afterward.

This man is Benedictino "Benny" Besigna, the head of security at the Villa di Aleandro. He was the first to realize that something was wrong with Augusto Fercilli, and he ordered the security staff to restrain his employer—but he made the mistake of not ordering them to gag him. Fercilli easily *dominated* the security guards, then, as punishment for "the sin of sloth" (Fercilli has always thought of Besigna as lazy), Fercilli commanded Besigna to patrol the Hall. If he failed, that is, if he stopped moving, Fercilli promised to make Besigna the next test subject.

So Besigna has been pacing the Hall ever since. Dr. Provvidenti has been surreptitiously helping him by giving him syringes full of adrenaline, but hasn't been able to administer them himself. Periodically, when Besigna's vision starts to blur and his concentration waver, he doses himself with adrenaline. But now he's down to only two more doses, and he's moving virtually on autopilot.

If the heroes rescue Besigna, he's not of much use; he's too exhausted (-6 to Strength and Dexterity; moves at only half speed; cannot run or charge) to fight or even try to get away. He does, however, speak English, and can answer a few questions, and give the heroes some advice:

- **What can we do?**
“Fercilli is the leader. It’s that thing in his head. It’s alive, somehow. Stop him—kill him—and the rest are just like zombies.”
- **Where’s Fercilli?**
“Fercilli’s in the courtyard. It’s the center of the building, so he can control everyone from there.”
- **Are there any weapons?**
“The security office—shotguns.”
- **How do we fight Fercilli if he can control us?**
“Plug your ears. It won’t stop him, but it helps. He can’t be so ... creative.”
- **Is there anything we can do for you?**
“Kill Fercilli. Blow that metal thing out of his head and melt it down.”

16) Private Wardroom

The shades on this room are drawn. If the heroes look into this room (but do not enter), read the following text aloud:

A man with a bandaged head lies serenely on the bed in this well-appointed room, a beatific smile on his face. He has a woman’s head cradled in his arms. Around the bed, on the floor, stand four big German shepherds, looking at you and growling quietly.

After brutalizing the nursing staff, Aldo Testarossa decided to take a nap, and brought some of the security staff’s guard dogs in here to keep watch. The dogs only attack if someone enters the room; otherwise, they merely growl to warn off anyone who looks in.

Should the heroes enter the room and precipitate an attack, the dogs attack, making enough noise to wake up Testarossa. If he sees that there are women among the heroes, Testarossa’s first command is to the dogs: “Heel.” (He gives this command in Italian, since the dogs have been trained to obey their handlers, and understand a few spoken commands.)

His second command is to the heroes: “Don’t move.” He gives this command in Italian as well, and if it doesn’t seem to take, he issues the same basic command in the next round, until all of the heroes are immobile.

Testarossa’s goal is to separate the women from the men, though he really doesn’t care what happens to the men. He commands them to “Wait outside,” gesturing at the door in the northwest corner of the room. Once he has all the men in the short hallway outside, he brings the attack dogs to

the door, orders the dogs to attack, then closes and locks the door.

Afterward, Testarossa shows the women Nurse Altino’s head and says, in Italian, “This is my girlfriend. Her name is Altino. She has a pretty face—but no body to speak of.” He giggles at that, then continues: “She never wants to do anything fun, though. So I’m looking for a new girlfriend—someone who will do anything to make me happy. Would one of you like to be my girlfriend?”

Assuming that not everyone in the room understands Italian, Testarossa then issues the mental command: “Sleep.” Those who fail their Will save fall fast asleep and do not awaken until they suffer damage or are otherwise deliberately awakened. Testarossa then chooses one at random and ties her to a chair with telephone cord (or duct tape, if the heroes brought any) and gags her with a sock, then fetches a scalpel he has brought with him from the Surgery. Unless he hears the dogs in the hallway stop making noise, he believes he has plenty of time, so he takes a few minutes making these preparations.

Once his victim is secure, Testarossa slaps her awake. He shows her the scalpel, then begins slicing off pieces of her body, starting with her toes, then her fingers, nostrils, and ears, each time showing her the bit he’s cut off. He can’t cut through the bone with a scalpel, obviously, but each cut deals 1 point of damage. He stops when she passes out from reaching negative hit points (he’s not using *dominate* on her at this point, because he wants her fully aware of what he’s doing to her). Should the hero die on him, Testarossa unties her and moves on to the next.

Hopefully, however, the heroes in the hall can defeat the attack dog meat puppets, or at least one of the heroes inside the Private Room can make the Will save required to break free of Testarossa’s control before the demented test subject can seriously injure his victim. Without the dogs, and without any real weapons other than the scalpel, Testarossa can only use his *dominate* power to defend himself, essentially repeating his basic command of “Don’t move.” He doesn’t enjoy hurting men as much as he enjoys hurting women, however, so he can’t really think of anything else to do to them. Still, if they are especially persistent, he waits until he has them completely helpless (via *dominate*), then takes one of their firearms and administers a coup de grace—one per round to each male hero.

There is a fire extinguisher on the west side of the south wall, by the door.

17) Courtyard

When the heroes look in on the Courtyard, read the following text aloud:

The courtyard of the villa is essentially just a garden, with a fountain in the center, surrounded by stone benches. Sitting on one of these benches is a well-dressed man with a heavily bandaged head, with bloodstains all over his fine suit. Parts of his face, including his right eye, have been replaced with mechanical bits made of bronze (and glass, in the case of the eye). A number of small cathode-ray tubes protrude from the man's head like a macabre mane. He seems to be listening to the fountain, and generally just enjoying the fresh air.

This is Augusto Fercilli, the CEO of Ogdoad Research. Or rather it was Fercilli. Now it is a hybrid entity: Augusto Fercilli and the minor fiend that calls itself Baphomet—and there is very little left of Fercilli. The surgery that was to give Fercilli Baphomet's power of divination has instead allowed Baphomet to control Fercilli like a puppet. Fercilli is a prisoner in his own body, unable to do anything but watch the horror he has inflicted on himself.

Baphomet's plan is to allow Fercilli's surgery scars to heal while he consolidates his control of Ogdoad Research via telephone and email, and his control of an ever-growing herd of meat puppets through the *dominate* ability he and his test subjects share. Because he has learned that there is a maximum range on his ability, though, Baphomet needs a network of test subjects: humans with charisma (to maximize the number of people each can control) and the stamina necessary to survive the implantation process. If any of the heroes fit the bill, Baphomet is happy to give them the option of dying at their own hands, or having Dr. Provvidenti implanting computer components in their brains to turn them into Baphomet's psychic slaves.

Baphomet is actually looking forward to meeting the heroes, though not out of any particular respect for their abilities or accomplishments. To be sure, he would be happy to find that one of them is a suitable candidate for the surgery, but he really just wants to see them suffer for all the setbacks they have inflicted on him and his plans. With that in mind, Baphomet isn't interested in chatting with the heroes. He doesn't want to engage in small talk; he wants to listen to their screams as he tortures them to death. As soon as he becomes aware that the heroes are within the range of his power, he launches his assault.

Baphomet's Tactics: Baphomet has had centuries to hone his technique for using *dominate*, and even though he hasn't used it directly since the Middle

Ages, he has developed a series of commands for dealing mentally with physical attackers. (It helps that Fercilli speaks English, because it allows Baphomet to issue somewhat more complex commands than the test subjects can.)

- **Miss:** The first command Baphomet gives to any armed opponent is "Miss me." Opponents who fail their Will saves cannot aim directly at Fercilli, or include Fercilli in the area of any weapon with a radius of effect (such as grenades). This confers a -20 penalty on attempts to attack Fercilli (until such time as the hero makes his Will save against Baphomet's *dominate* power). This tactic generally buys Baphomet some time to give more orders.
- **Disarm:** Baphomet's next command is "Throw your weapons in the fountain." Baphomet understands modern firearms, but he doesn't realize that the weapon being wet won't prevent it from being fired. (He's more familiar with black powder weapons.) Still, retrieving the weapons from the fountain should slow the heroes down a little.
- **Crawl:** "Get on your bellies and crawl before me." Crawling reduces a character's movement to only 5 feet per round, and incurs attacks of opportunity from any attackers who threaten the crawling character at any point in the crawl. Baphomet's idea is that this keeps his opponents from charging into melee combat with him.
- **Fight:** If one opponent is proving more able to resist his will than the others, Baphomet orders the others to pin that one down: "Hold him down for me." Should the opponents succeed in restraining their companion, Baphomet issues an additional command to the opponents: "Don't let him breathe until he learns to be a bit more cooperative." So long as the hero is pinned, the other heroes can hold a hand over his mouth and nose. The pinned hero cannot breathe until he breaks the pin or escapes the grapple; he must hold his breath. (See the rules for Suffocation and Drowning in Chapter 7: Gamemastering in the *d20 Modern Roleplaying Game*.)
- **Suicide:** If multiple opponents are successfully resisting Baphomet's orders, he goes for something more basic, though a bit riskier. He orders the heroes who are controlled: "Kill yourselves." The heroes who receive this order gain a +5 bonus to their saves, but if they fail, they use whatever means they have (including retrieving their weapons from the fountain) to commit suicide. They count as helpless defenders, so they can use the rules for a coup de grace

Beating Fercilli

If the heroes have fought at least one of the test subjects before getting to this point, they should have learned the lesson that their chance of defeating Fercilli/Baphomet lies in the seconds between his commands. They need to damage him as much as possible when his control over them slips. Wearing earplugs (even improvised ones) helps a bit, too, since Baphomet cannot give detailed instructions if the heroes can't hear him.

(see Chapter 5: Combat in the *d20 Modern Roleplaying Game*). Baphomet doesn't actually care whether they die in the process or not; his real plan is for the *uncontrolled* opponents to try to stop their companions instead of harassing *him*.

- **Scream:** Should Baphomet become aware that one or more heroes are using spells against him, he orders them to scream: "As long as you're wasting your breath, go all the way: Scream." Casting

a spell while screaming requires a DC 10 Concentration check. If the spell has verbal components, the DC increases to 20.

- **Run:** If Baphomet becomes aware that one of the heroes is hanging back from the fight, the fiend surmises that the hero is acting in a support capacity, and gives the command: "Run and hide." Baphomet's hope is that this tactic ties up at least two opponents: the one he sends running, and any heroes who go after the runner.
- **Kill:** Once Baphomet has all of the heroes present under his mental control, he issues his final series of commands: He orders the heroes to execute each other, one person at a time; he chooses which one, based on how much of a threat they seem to pose to him. Baphomet saves the physically weakest and most easily controlled hero for last, though; he intends to either execute that hero himself, or turn him or her into another meat puppet.

CONCLUDING THE ADVENTURE

This adventure is worth 4,000 XP for each hero involved (regardless of how many heroes participated). This should allow the heroes to advance halfway to their fifth character level.

There are several possible conclusions.

- The heroes defeat Baphomet by killing Fercilli. Baphomet doesn't die when Fercilli does; he is still trapped in the bronze head, which is grafted to Fercilli's skull. However, the fiend is wise enough to remain quiet until the heroes depart. If the heroes leave the bronze head/Fercilli behind, the fiend takes control of the next person to come within his range, and orders that person to convey him to safety. If Dr. Providenti is still around, Baphomet collects him in the process, and has the doctor repeat the procedure on a new subject. The heroes have thus only delayed Baphomet again, and the fiend will one day come back for his revenge—this time, wearing a face they probably don't recognize.
- The heroes kill Fercilli and destroy the bronze head. A little scream erupts from Fercilli's head, and a small, demonic figure appears, thrashing about in rage and frustration, before it vanishes in a small spurt of flame. The destruction of the bronze head has sent Baphomet back to whatever hell spawned him, and he will trouble the world no more in the heroes' lifetimes.
- Baphomet defeats the heroes. A series of particularly bad Will saves can quickly reduce the party to helpless puppets. In this event, Baphomet scoffs at them for being beaten so easily and orders them to follow him to the Locker Room, where he locks them in with his other victims. He eventually comes back to torture them some more, but not for some time. If you are running this adventure as an RPGA event, the heroes have failed. If you are running this adventure as part of a non-RPGA campaign, though, the heroes can try to escape and either leave the villa, or confront Fercilli again.
- A test subject defeats the heroes. Bad Will saves against the test subjects can put the heroes in a world of hurt. The test subjects are thoroughly sadistic, and put the heroes to all sorts of unpleasant uses, eventually killing them with torture or outright murder. Baphomet doesn't intervene, though he does "watch" via his telepathic link with the test subjects.
- The heroes flee the Villa di Aleandro. If the heroes flee the villa without defeating Fercilli, Baphomet relocates to a safehouse in Greece. His plan of creating hell on Earth proceeds within a few weeks, with Ogdoad Research and its subsidiaries and agents fostering disease, pestilence, war, famine, and the slaughter of innocents over the course of the following year. The U.S. government shuts down Department-7 and the heroes are officially disavowed, left to their own resources to get by. Within six months, Fercilli's surgery scars heal and Baphomet takes charge of Ogdoad Research, gradually converting all of the other board members into test subjects. Within eighteen months, Ogdoad Research controls just over half of the world's markets, and within two years, Ogdoad openly pollutes the environment, executes world leaders,

declares wars, and puts dissidents into death camps, where they are experimented upon. The heroes might still be able to stop Fercilli in Greece—if they can find him—but he is far more heavily guarded at his safehouse than he was at the villa.

- The heroes never reach the Villa di Aleandro. If the heroes are arrested or killed before they can get into the villa, Baphomet's plans pretty much proceed as described above, except that he waits a few weeks before relocating to his safehouse.

Developments

There are a few loose ends that may develop in the course of playing this adventure. You may want to pursue them in your own campaign.

- Did Department-7 weather the congressional investigation intact? If so, how long before

the heroes can look to Department-7 for help again? If not, how does this change what the heroes do in the campaign?

- If the heroes didn't face di Paolo in the olive groves, where did he go? Does he return to the villa to battle the heroes, or does he wander away? If Baphomet is destroyed, di Paolo is really just brain-dead, but is it possible that Baphomet "uploaded" part of himself to di Paolo before he died?
- Are the police investigating the heroes now? After Schroeder's assassination in Munich, the heroes may be wanted criminals. If Department-7 is still intact after the congressional investigation, the U.S. government can clear the heroes. But if the government has dissolved Department-7, the heroes are on their own.

GM CHARACTERS

GM Characters presented with several different character levels represent different ranks or levels of seniority within the group.

Helmut Schroeder

Ogdoad Turncoat

Helmut Schroeder (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.

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.

Police Officers

Low-Level Police Officer: male or female human, Strong Ordinary 1/Dedicated Ordinary 1; CR 1; Medium-size human; HD 1d8+1 plus 1d6+1; hp 10; Mas 13; Init +1 (+1 Dex); Spd 25 ft.; Def 17, touch 13, flat-footed 16 (+1 Dex, +2 class, +4 concealable vest); BAB +1; Grp +3; Atk +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Full Atk: +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Space/Reach 5 ft./5 ft.; AL Law; AP 0; Rep +1; SV Fort +3, Ref +1, Will +3; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8.

Starting Occupation: Law enforcement (class skills: Drive, Intimidate).

Skills and Feats: Climb +1*, Drive +3, Intimidate +1, Investigate +2, Knowledge (current events) +2, Knowledge (streetwise) +2, Knowledge (tactics) +2, Profession +4, Read/Write (local language),

Sense Motive +4, Speak (local language), Spot +4, Swim +3, Treat Injury +4; Armor Proficiency (light, medium), Personal Firearms Proficiency, Simple Weapons Proficiency.

* Includes -3 armor penalty for concealable vest.

Possessions: Concealable vest, Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, Beretta M3P (12-gauge shotgun), 10 12-gauge shotgun rounds, tonfa, various gear and personal possessions.

Mid-Level Police Officer: male or female human, Strong Ordinary 3/Dedicated Ordinary 3; CR 5; Medium-size human; HD 3d8+6 plus 3d6+6; hp 34; Mas 14; Init +1 (+1 Dex); Spd 25 ft.; Def 21, touch 15, flat-footed 20 (+1 Dex, +4 class, +6 tactical vest); BAB +5; Grp +7; Atk +7 melee (1d4+2, nonlethal, unarmed strike) or +7 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Full Atk: +7 melee (1d4+2, nonlethal, unarmed strike) or +7 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Space/Reach 5 ft./5 ft.; AL Law; AP 0; Rep +3; SV Fort +6, Ref +3, Will +5; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

Starting Occupation: Law enforcement (class skills: Drive, Intimidate).

Skills and Feats: Climb -1*, Drive +7, Intimidate +4, Investigate +5, Knowledge (current events) +2, Knowledge (streetwise) +3, Knowledge (tactics) +3, Profession +5, Read/Write (local language), Sense Motive +5, Speak (local language), Spot +5, Swim +3, Treat Injury +5; Armor Proficiency (light, medium), Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

* Includes -5 armor penalty for tactical vest.

Possessions: Tactical vest, Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, Beretta M3P (12-gauge shotgun), 10 12-gauge shotgun rounds, tonfa, various gear and personal possessions.

Cleaning Crew

The crew is ordinarily composed of a leader, and five agents. With Schroeder having turned against Ogdoad, the crew is down to only five agents.

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.

Dr. Provvidenti, Project Head

Dr. Provvidenti: male human Smart Ordinary 5/ Dedicated Ordinary 5; CR 9; Medium-size human; HD 5d6 plus 5d6; hp 38; Mas 10; Init +1 (+1 Dex); Spd 30 ft.; Def 15, touch 15, flat-footed 14; BAB +5; Grp +4; Atk +4 melee (1d3-1, nonlethal, unarmed) or +6 ranged; Full +4 melee (1d3-1, nonlethal, unarmed) or +6 ranged; Space/Reach 5 ft./5 ft.; AL Fercilli; AP 0; Rep +3; SV Fort +4, Ref +3, Will +10; Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 14.

Starting Occupation: Emergency services (class skills: Knowledge [earth and life sciences], Treat Injury).

Skills and Feats: Computer Use +11, Craft (electronic) +11, Craft (pharmaceutical) +13, Investigate +6, Knowledge (arcane lore) +13, Knowledge (behavioral sciences) +13, Knowledge (business) +7, Knowledge (current events) +11, Knowledge (earth and life sciences) +19, Knowledge (physical sciences) +13, Knowledge (popular culture) +7, Knowledge (theology and philosophy) +11, Profession +15, Read/Write English, Read/Write Italian, Read/Write Latin, Research +11, Sense Motive +10, Speak English, Speak Italian, Treat Injury +17; Educated (behavioral sciences, earth and life sciences), Educated (arcane lore, physical sciences), earth

and life sciences), Iron Will, Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Stethoscope, villa keys, various gear and personal possessions.

Project Brindisi Test Subjects

The five test subjects of Project Brindisi—Angelo di Paolo, Giovanni Antonelli, Aldo Testarossa, Bernardo Grieco, and Genevieve Silvestri—were former convicts offered blue-collar jobs by Ogdoad Research subsidiaries. Ogdoad's plans all along were to one day quietly transfer these people to top-secret projects where they could be officially erased from Ogdoad employment records—then use them for experiments.

These five people have had bronze head computer components surgically grafted to their brains, turning them into transceivers for Baphomet, via the original bronze head. All they really do is retransmit Baphomet's will; without the bronze head, they are actually somewhat brain-dead, able to do little more than wander around in a stupor. Baphomet has been transmitting his will to them since the first implantation surgery, causing them to behave more or less normally, so that the doctors would believe the procedures were all successful, and thus recommend to Augusto Fercilli that he should proceed with the next phase.

Test Subject: male or female Tough 3/Charismatic 3; CR 6; Medium-size human; HD 3d10+6 plus 3d6+6; hp 44; Mas 17; Init +0 (+0 Dex); Spd 30 ft.; Def 12, touch 12, flat-footed 12; BAB +3; Grp +4; Atk +4 melee (1d3+1, nonlethal, unarmed) or +3 ranged; Full Atk: +4 melee (1d3+1, nonlethal, unarmed) or +3 ranged; Space/Reach 5 ft./5 ft.; SQ *domination*, immune to mind-influencing effects; AL Baphomet; AP 3; Rep +3; SV Fort +8, Ref +3, Will +5; Str 12, Dex 10, Con 14, Int 8, Wis 13, Cha 16.

Starting Occupation: Criminal (class skills: Gamble, Knowledge [streetwise]).

Skills and Feats: Bluff +9, Diplomacy +9, Intimidate +12, Profession +4, Read/Write Italian, Speak Italian, Survival +8; Heroic Surge, Personal Firearms Proficiency, Frightful Presence, Great Fortitude, Iron Will, Improved Damage Threshold, Simple Weapons Proficiency.

Talents: Tough—Remain Conscious, Second Wind; Charismatic—Coordinate, Inspiration.

Domination (Sp): As an attack action, a test subject can control the actions of a number of Medium-size or smaller creatures equal to his Charisma bonus, simultaneously establishing a telepathic link with the targets' minds. If the test subject and a target share a common language, the test subject can generally force the target to perform as desired, within the limits of his ability.

(If no common language is shared, the test subject can only communicate basic commands, such as "come here," "go there," "fight (target)," "stand still," and so on. See the adventure text for more examples.) The test subject knows what the targets are experiencing, but does not receive direct sensory input from the target.

A target may resist this control with a DC 18 Will save. If forced to take an action that goes against his nature, he receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. An obviously self-destructive action grants a +5 bonus to the target's saving throw.

Once control is established, the range at which it can be exercised is unlimited. The test subject does not need to see a target to control him. Control automatically ends if the test subject is killed or rendered unconscious.

Immunities: Test subjects are immune to mind-influencing effects.

Possessions: None.

Augusto Fercilli

The Fercilli family has always been wealthy, and Augusto capitalized on his family's fortune by buying companies. By the time he formed Ogdoad Research with a half-dozen of his wealthiest business partners, Augusto Fercilli was one of the richest men in the world—and one of the most ruthless. Augusto had always been taught that, to become successful, one could never dwell on the morality of one's decisions. With the secret projects of Ogdoad Research, Augusto has taken that lesson to its logical, horrible extreme.

Augusto acquired the original bronze head from a fence in Switzerland, but he thought it was only a curiosity until he began examining it, and realized that it was making sounds that approximated human speech. After cleaning it up and providing it a new power source, Augusto began having extensive dialogues with the head, and it told him what it was: an elemental spirit contained within the crude mechanical "computer."

Seduced by the spirit's willingness to predict the future for him, Augusto chose to examine the head's story no further. When it predicted no business opportunities after the year 2012, though, Augusto asked why, and "Baphomet" told him that 2012 was the year of the Apocalypse, after which the human race would quickly die out. Horrified, Augusto asked what could be done to avert this disaster, and Baphomet told him there was nothing only one man could do—prompting Augusto to enlist the aid of the Ogdoad Research board of directors.

In very quick order, the rest of the Ogdoad board fell under the spell of Baphomet's lies. When their resolve faltered from time to time, Baphomet

provided them with vital information about upcoming market fluctuations and technological developments, enabling them to garner huge profits while simultaneously earning their trust. So by the time Baphomet began suggesting that Ogdoad should pursue the development of "arcane technologies," the Ogdoad Research board of directors were all too eager to commit.

The heroes have been a major thorn in Baphomet's side, though. The loss of the arcane library at the Aguas Mansion in southern California, the death of the necromancer Annet Antczak, and the capture of the prototype bronze head from Temple Networking Solutions have all forced Ogdoad to push back their timetable—and to doubt the necessity of their work.

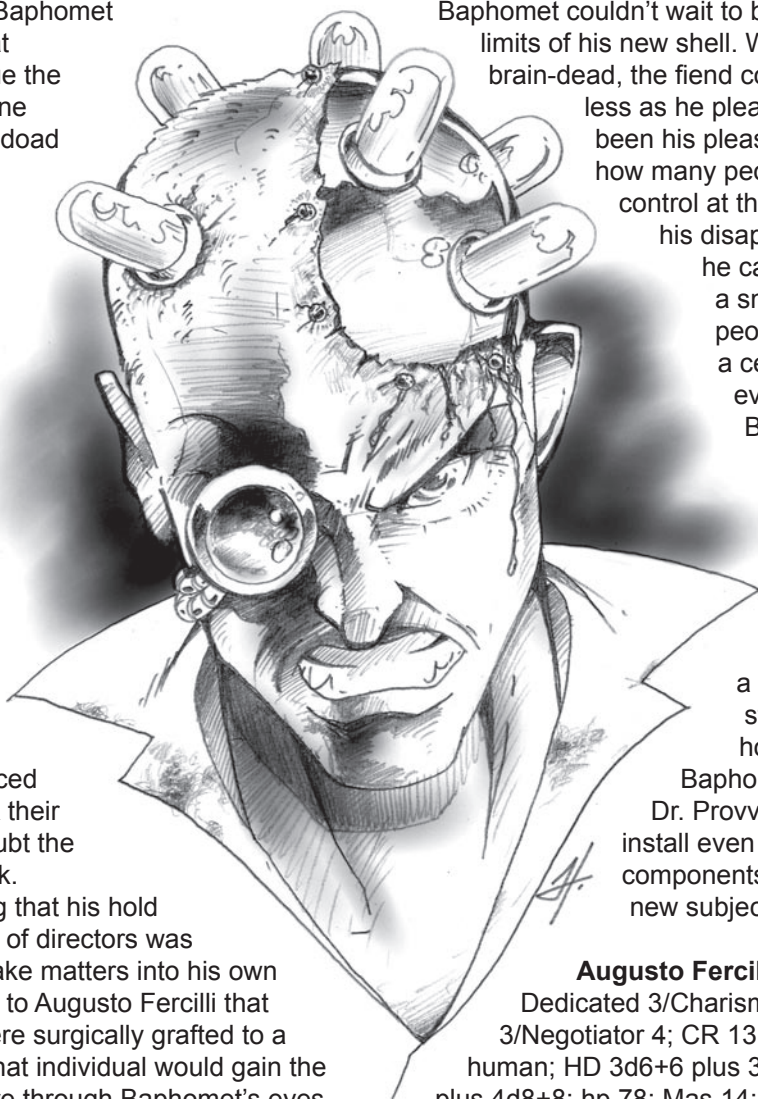
Baphomet, sensing that his hold on the Ogdoad board of directors was slipping, decided to take matters into his own hands, by suggesting to Augusto Fercilli that if the bronze head were surgically grafted to a living human being, that individual would gain the ability to see the future through Baphomet's eyes.

Just as Baphomet suspected, Fercilli decided that if anyone were going to gain the marvelous abilities of the bronze head, it would be him—thus playing into Baphomet's scheme of possessing a living being, rather than a mechanical head. Once Fercilli had fully recovered, and the scars had healed over, he could return to running Ogdoad Research—but with Baphomet in control. And with Ogdoad and its subsidiary companies steadily creating the conditions required to ruin the Earth and bring about the very Apocalypse they had been seeking to survive, Baphomet could establish hell on Earth that much faster.

Of course, Augusto Fercilli was not about to submit to experimental brain surgery until he had seen positive results, but it was child's play for Baphomet to manipulate the test patients into behaving more or less normally, and thus erasing any of Fercilli's major concerns. Fercilli took the

bronze head to his family's villa near Brindisi, where his top cybernetic surgeon, Dr. Provvidenti, performed the procedure.

Predictably, as soon as the surgery was finished, Baphomet couldn't wait to begin testing the limits of his new shell. With Fercilli virtually brain-dead, the fiend could do more or less as he pleased—and it has been his pleasure to see just how many people he could control at the same time. To his disappointment, though, he can only control a small number of people (those within a certain range). But, ever resourceful, Baphomet is using the network of test subjects, with their computer brain implants, to spread his influence across a wider area. It is still not enough, however, and Baphomet has kept Dr. Provvidenti around to install even more computer components in any suitable new subjects he can get.



Augusto Fercilli: male human

Dedicated 3/Charismatic 3/Personality 3/Negotiator 4; CR 13; Medium-size human; HD 3d6+6 plus 3d6+6 plus 3d6+6 plus 4d8+8; hp 78; Mas 14; Init (+1 Dex); Spd 30 ft.; Def 16, touch 16, flat-footed 15; BAB +7; Grp +8; Atk +8 melee (1d4+1, unarmed) or +8 melee (1d3 + paralysis, stun gun) or +9 ranged (2d6, Glock 20); Full Atk: +8/+3 melee (1d4+1, unarmed) or +8/+3 melee (1d3 + paralysis, stun gun) or +9/+4 ranged (2d6, Glock 20); Space/Reach 5 ft./5 ft.; SQ *domination*, immune to mind-influencing effects, telepathy with test subjects (1-mile range), unlimited access, bonus class skill (Gather Information), conceal motive, react first, talk down one opponent; AL Baphomet; AP 6; Rep 11; SV Fort +10, Ref +6, Will +14; Str 12, Dex 13, Con 14, Int 16, Wis 18, Cha 18.

Starting Occupation: Entrepreneur (class skills: Diplomacy, Knowledge [business]).

Skills and Feats: Bluff +19, Computer Use +10, Diplomacy +20, Gather Information +12, Intimidate +14, Knowledge (arcane lore) +6, Knowledge (behavioral sciences) +9, Knowledge (business)

+16, Knowledge (civics) +12, Knowledge (current events) +9, Knowledge (history) +9, Knowledge (tactics) +9, Knowledge (technology) +9, Listen +6, Perform (act) +10, Profession +19, Read/Write English, Read/Write Italian, Sense Motive +13, Speak English, Speak German, Speak Italian, Spot +6; Alertness, Combat Martial Arts, Deceptive, Educated (Knowledge [business], Knowledge [civics]), Iron Will, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Trustworthy, Windfall (x2).

Talents: Dedicated—Empathy, Skill Emphasis (Knowledge [business]); Charismatic—Fast-Talk, Coordinate.

Domination (Sp): As an attack action, Fercilli can control the actions of a number of Medium-size or smaller creatures equal to his Charisma bonus, simultaneously establishing a telepathic link with the targets' minds. If Fercilli and a target share a common language, Fercilli can generally force the target to perform as desired, within the limits of his ability. (If no common language is shared, the test subject can only communicate basic commands, such as "come here," "go there," "fight (target)," "stand still," and so on. See the adventure text for more examples.) Fercilli knows what the targets are experiencing, but does not receive direct sensory input from the target.

A target may resist this control with a DC 19 Will save. If forced to take an action that goes against his nature, he receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. An obviously self-destructive action grants a +5 bonus to the target's saving throw.

Once control is established, the range at which it can be exercised is unlimited. Fercilli does not need to see a target to control him. Control automatically ends if Fercilli is killed or rendered unconscious.

Telepathy: Fercilli can communicate telepathically with any and all test subjects within one mile. This allows Fercilli to use his *domination* ability on the test subject, which he generally uses to cause the test subject to use its own *domination* ability on others.

Immunities: Augusto Fercilli immune to mind-influencing effects.

Possessions: Glock 20 (9mm autoloader), stun gun, cellular phone, PDA, cellular modem, walkie-talkie.

Ogdoad Research

Security Guards

Ogdoad Security Guard: male or female human, Strong Ordinary 1/Dedicated Ordinary 1; CR 1; Medium-size human; HD 1d8+1 plus 1d6+1; hp 10; Mas 13; Init +1 (+1 Dex); Spd 25 ft.; Def 17, touch 13, flat-footed 16 (+1 Dex, +2 class, +4

concealable vest); BAB +1; Grp +3; Atk +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Full Atk: +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Space/Reach 5 ft./5 ft.; AL Ogdoad Research; AP 0; Rep +1; SV Fort +3, Ref +1, Will +3; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8.

Starting Occupation: Law enforcement (class skills: Drive, Intimidate).

Skills and Feats: Climb +1*, Drive +3, Intimidate +1, Investigate +2, Knowledge (current events) +2, Knowledge (streetwise) +2, Knowledge (tactics) +2, Profession +4, Read/Write (local language), Sense Motive +4, Speak (local language), Spot +4, Swim +3, Treat Injury +4; Armor Proficiency (light, medium), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Concealable vest, Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, Beretta M3P (12-gauge shotgun), 10 12-gauge shotgun rounds, tonfa, various gear and personal possessions.

Project Brindisi Meat Puppets

Annet Antczak's experiments at the Metropolitan Taxi Cab and Limousine Service were only a crude attempt at something that Baphomet has always known how to do: total control of the bodies of living beings. Antczak's necromantic method only worked on the dead—who are, of course, beyond the ability to feel. Baphomet's "purer" method seizes control of the victim's body, but they are completely aware of everything that's happening to them—just another way that Baphomet can create infernal conditions on Earth. (See Augusto Fercilli, below, for more information.)

Security Guard Meat Puppet: male or female human, Strong Ordinary 1/Dedicated Ordinary 1; CR 2; Medium-size human; HD 1d8+1 plus 1d6+1; hp 10; Mas 13; Init +0 (+1 Dex, −1 meat puppet); Spd 25 ft.; Def 17, touch 13, flat-footed 16 (+1 Dex, +2 class, +4 concealable vest); BAB +1; Grp +3; Atk +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Full Atk: +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Space/Reach 5 ft./5 ft.; SQ Immune to mind-affecting effects; AL none; AP 0; Rep +1; SV Fort +3, Ref +1, Will +3; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8.

Starting Occupation: Law enforcement (class skills: Drive, Intimidate).

Skills and Feats: Climb +1*, Drive +3, Intimidate +1, Investigate +2, Knowledge (current events) +2, Knowledge (streetwise) +2, Knowledge (tactics) +2, Profession +4, Read/Write Italian, Sense Motive +4, Speak Italian, Spot +4, Swim +3, Treat Injury +4; Armor Proficiency (light, medium), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Concealable vest, Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, Beretta M3P (12-gauge shotgun), 10 12-gauge shotgun rounds, tonfa, various gear and personal possessions.

Villa Staff Member Meat Puppet: male or female human Dedicated Ordinary 1; CR 2; Medium-size human; HD 1d6; hp 4; Mas 11; Init +0 (+1 Dex, -1 meat puppet); Spd 30 ft.; Def 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +0; Grp +0; Atk +0 melee (1d3, nonlethal, unarmed) or +1 ranged; Full Atk: +0 melee (1d3, nonlethal, unarmed) or +1 ranged; Space/Reach 5 ft./5 ft.; SQ Immune to mind-affecting effects; AL none; AP 0; Rep +1; SV Fort +1, Ref +0, Will +1; Str 10, Dex 12, Con 11, Int 13, Wis 8, Cha 9.

Starting Occupation: Blue collar (class skills: Drive, Handle Animal, Repair).

Skills and Feats: Drive +3, Handle Animal +1, Knowledge (business) +3, Knowledge (civics) +3, Knowledge (current events) +3, Knowledge (history) +3, Listen +3, Profession +3, Repair +1, Sense Motive +1, Spot +3; Alertness, Simple Weapons Proficiency.

Possessions: Villa keys, various gear and personal possessions.

Attack Dog Meat Puppet: CR 2; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +1 (+2 Dex, -1 meat puppet); Spd 40 ft.; Def 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk: +3 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SQ Scent, command-trained (see Attack Dog, below), immune to mind-affecting effects; AL none; AP 0; Rep +0; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Meat Puppet Template Traits

"Meat puppet" is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: A meat puppet's challenge rating increases by +1.

Initiative: The meat puppet suffers a -1 penalty to its initiative rolls.

Speed: Same as the base creature. If the base creature could fly, its maneuverability rating as a meat puppet drops to clumsy.

Attacks: The meat puppet retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature.

Special Qualities: A meat puppet is immune to mind-affecting effects (except the "puppeteering" ability of Augusto Fercilli and the test subjects, against whom they suffer a -10 penalty to Will saves). A meat puppet reduced to -1 hit points or less may still perform actions as though it were disabled, making either an attack or a move action every round until it reaches -10 hit points. The meat puppet cannot choose to succumb to unconsciousness to avoid further damage (even if he has the remain conscious talent of the Tough hero).

Allegiances: A meat puppet loses any previous allegiances, but it does not gain any new ones.

Villa di Aleandro Staff

The staff of the Villa di Aleandro includes medical personnel, security guards, household staff, and also attack dogs.

The physicians and nurses know what's been going on in the villa with the experiments, and the physicians even know a little about Project Brindisi, though they only know that it involves implanting computer components in living human subjects. (They don't know where the original bronze head came from.) The nurses know about the implantation procedure (they assisted), but they never understood why the drooling, gibbering patients were considered "successes."

The security guards and household staff are more in the dark; they know that the medical staff are conducting some kind of cybernetic surgery experiments, but until Mr. Fercilli underwent the procedure (and all hell broke loose), they were unaware just what that entailed.

Physician: male or female human Smart Ordinary 3/Dedicated Ordinary 3; CR 5; Medium-size human; HD 3d6 plus 3d6; hp 24; Mas 10; Init +1 (+1 Dex); Spd 30 ft.; Def 14, touch 14, flat-footed 13; BAB +3; Grp +2; Atk +2 melee (1d3-1, nonlethal, unarmed) or +4 ranged; Full Atk: +2 melee (1d3-1, nonlethal, unarmed) or +4 ranged; Space/Reach 5 ft./5 ft.; AL Fercilli; AP 0; Rep +3; SV Fort +1, Ref +1, Will +4; Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 13.

Starting Occupation: Emergency services (class skills: Knowledge [earth and life sciences], Treat Injury).

Skills and Feats: Computer Use +9, Craft (electronic) +9, Craft (pharmaceutical) +11, Knowledge (arcane lore) +11, Knowledge (behavioral

sciences) +13, Knowledge (business) +7, Knowledge (current events) +9, Knowledge (earth and life sciences) +15, Knowledge (physical sciences) +11, Knowledge (popular culture) +7, Profession +11, Read/Write English, Read/Write Italian, Research +9, Sense Motive +8, Speak English, Speak Italian, Speak Latin, Treat Injury +13; Educated (behavioral sciences, earth and life sciences), Educated (arcane lore, physical sciences), earth and life sciences), Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Stethoscope, villa keys, pager, various gear and personal possessions.

Nurse: male or female human Smart Ordinary 1/ Dedicated Ordinary 1; CR 1; Medium-size human; HD 1d6 plus 1d6; hp 10; Mas 10; Init +1 (+1 Dex); Spd 30 ft.; Def 12, touch 12, flat-footed 11; BAB +0; Grp -1; Atk -1 melee (1d3-1, nonlethal, unarmed) or +1 ranged; Full Atk: -1 melee (1d3-1, nonlethal, unarmed) or +1 ranged; Space/Reach 5 ft./5 ft.; AL Fercilli; AP 0; Rep +2; SV Fort +1, Ref +1, Will +4; Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Starting Occupation: Emergency services (class skills: Knowledge [earth and life sciences], Treat Injury).

Skills and Feats: Computer Use +6, Craft (pharmaceutical) +10, Knowledge (behavioral sciences) +8, Knowledge (business) +6, Knowledge (current events) +6, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +6, Knowledge (popular culture) +6, Profession +7, Read/Write English, Read/Write Italian, Research +6, Sense Motive +6, Speak English, Speak Italian, Treat Injury +9; Educated (behavioral sciences, earth and life sciences), Medical Expert, Simple Weapons Proficiency.

Possessions: Stethoscope, villa keys, pager, various gear and personal possessions.

Security Guard: male or female human, Strong Ordinary 1/Dedicated Ordinary 1; CR 1; Medium-size human; HD 1d8+1 plus 1d6+1; hp 10; Mas 13; Init +1 (+1 Dex); Spd 25 ft.; Def 17, touch 13, flat-footed 16 (+1 Dex, +2 class, +4 concealable vest); BAB +1; Grp +3; Atk +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Full Atk: +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F) or +2 ranged (2d8, Beretta M3P); Space/Reach 5 ft./5 ft.; AL Ogdoad Research; AP 0; Rep +1; SV Fort +3, Ref +1, Will +3; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8.

Starting Occupation: Law enforcement (class skills: Drive, Intimidate).

Skills and Feats: Climb +1*, Drive +3, Intimidate +1, Investigate +2, Knowledge (current events) +2,

Knowledge (streetwise) +2, Knowledge (tactics) +2, Profession +4, Read/Write Italian, Sense Motive +4, Speak Italian, Spot +4, Swim +3, Treat Injury +4; Armor Proficiency (light, medium), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Concealable vest, Beretta 92F (9mm autoloader), 50 rounds of 9mm ammunition, Beretta M3P (12-gauge shotgun), 10 12-gauge shotgun rounds, tonfa, various gear and personal possessions.

Villa Staff Member: male or female human Dedicated Ordinary 1; CR 1; Medium-size human; HD 1d6; hp 4; Mas 11; Init +1 (+1 Dex); Spd 30 ft.; Def 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +0; Grp +0; Atk +0 melee (1d3, nonlethal, unarmed) or +1 ranged; Full Atk: +0 melee (1d3, nonlethal, unarmed) or +1 ranged; Space/Reach 5 ft./5 ft.; AL Fercilli; AP 0; Rep +1; SV Fort +1, Ref +0, Will +1; Str 10, Dex 12, Con 11, Int 13, Wis 8, Cha 9.

Starting Occupation: Blue collar (class skills: Drive, Handle Animal, Repair).

Skills and Feats: Drive +3, Handle Animal +1, Knowledge (business) +5, Knowledge (civics) +3, Knowledge (current events) +5, Knowledge (history) +3, Listen +3, Profession +3, Read/Write Italian, Repair +1, Sense Motive +1, Speak English, Speak Italian, Spot +3; Alertness, Educated (business, current events), Simple Weapons Proficiency.

Possessions: Walkie-talkie, villa keys, various gear and personal possessions.

Attack Dog: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2 (+2 Dex); Spd 40 ft.; Def 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk: +3 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SQ Scent, command-trained; AL Handler; AP 0; Rep +0; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Command-Trained: The attack dogs at the Villa di Aleandro have been trained to respond to voice commands given in Italian. If two or more people give the same dog conflicting commands, they must make opposed Charisma checks; the higher result determines what the dog does. (If the checks result in a tie, the dog merely stays where it is, and takes no actions.)

The commands the dogs understand include:

- **Stay:** The dog stays where it is. If in combat, it uses its next action to ready an action to attack.
- **Sit:** The dog sits where it is.
- **Down:** The dog lies down where it is.

- **Heel:** The dog stops attacking and moves to the speaker.
- **Attack:** The dog attacks the nearest target (aside from the person issuing the command).
- **Come:** The dog moves to the person who issues the command.
- **Stand:** The dog stands up from a sitting or lying position.
- **Let go:** The dog stops attacking, but doesn't otherwise move.
- **Guard:** The dog moves to the speaker, and, if possible, readies an action to attack anyone who enters one of the dog's threatened squares.
- **Search:** The dog moves away from the speaker, looking for intruders. If it locates intruders, it begins barking.
- **Track:** The dogs at the villa are sight-trained (rather than scent-trained) meaning that they do not track by scent. This command is useless with them, but a regular guard dog would begin tracking the owner of a scent presented to it (such as on an article of clothing).

HANDOUT

Handout #1: A Letter Left at the Front Desk



[illegible]

SAVING THROATS

TOTAL

FORTITUDE

(constitution)

+5

REFLEX

(dexterity)

+4

WILL

(wisdom)

+2

ATTACKS

TOTAL

MELEE

(strength)

+4

RANGED

(dexterity)

+5

UNARMED STRIKE

+6

1d4+4

20

L

MELEE WEAPON

Knife

+5

1d4+2

19-20

P

S

Special properties

RANGED WEAPON

Glock 20

+7

2d6

20

B

40

5

Rate: S. Magazine: 15 box.

AMMO

Special properties

RANGED WEAPON

Knife

+5

1d4+2

19-20

P

10

10

Special properties

AMMO

Special properties

FEATS/TALENTS/SPECIAL ABILITIES

Combat Martial Arts

Light Armor Proficiency

Point Blank Shot

Simple Weapons Proficiency

Improved Melee Smash

Weapon Focus (unarmed strike)

GEAR

Mastercraft (+2 attack) Glock 20 (10mm autoloader), illuminator, coat, concealed carry holster, spare box magazine (loaded), casual clothes, 20 10mm cartridges, suppressor, firearms license, mesh vest, knife, mastercraft (+1 Defense) light undercover shirt, armor license, search-and-rescue kit, backpack, cell phone, fatigues, multipurpose tool, fatigue jacket, standard binoculars, night-vision goggles.

58

116

175

175

350

875

TOTAL WEIGHT CARRIED.

SKILLS

MAX RANKS

Acrobatics

+2

+0

Balance

+1

+0

Bluff

-1

+0

Climb

+2

+0

Computer Use

-1

+0

Concentration

+2

+0

Craft (structural)

-1

+0

Craft

-

-

Craft

-

-

Decipher Script

-

-

Demotions

-

-

Diplomacy

-1

+0

Disable Device

-

+0

Disguise

-1

+0

Drive

+2

+0

Escape Artist

+2

+0

Forgery

-1

+0

Gamble

+1

+0

Gather Information

-1

+0

Handle Animal

-1

+0

Hide

+7

+6

Intimidate

+3

+4

Investigate

-

-

Jump

+2

+0

Knowledge (tactics)

+3

+4

Knowledge

-

-

Knowledge

-

-

Listen

+1

+1

Move Silently

+7

+5

Navigate

-1

+0

Perform

-1

+0

Perform

-1

+0

Perform

-1

+0

Pilot

-

-

Profession

+6

+5

Repair

-

-

Research

-1

+0

Ride

+2

+0

Search

-1

+0

Sense Motive

+1

+0

Sight of Hand

-

-

Spot

+2

+1

Survival

+1

+0

Swim

+2

+0

Treat Injury

-

+0

Tumble

+1

+0

Use Magic Device

-

-

Speak Language

-

-

Read/Write Language

-

-

R/W/P LANGUAGE

English

SAVING THROATS

TOTAL

FORTITUDE

(constitution)

+5

REFLEX

(dexterity)

+4

WILL

(wisdom)

+2

ATTACKS

TOTAL

MELEE

(strength)

+4

RANGED

(dexterity)

+5

UNARMED STRIKE

+6

1d4+4

20

L

MELEE WEAPON

Knife

+5

1d4+2

19-20

P

S

Special properties

RANGED WEAPON

Glock 20

+7

2d6

20

B

40

5

Rate: S. Magazine: 15 box.

AMMO

Special properties

RANGED WEAPON

Knife

+5

1d4+2

19-20

P

10

10

Special properties

AMMO

Special properties

FEATS/TALENTS/SPECIAL ABILITIES

Combat Martial Arts

Light Armor Proficiency

Point Blank Shot

Simple Weapons Proficiency

Improved Melee Smash

Weapon Focus (unarmed strike)

GEAR

Mastercraft (+2 attack) Glock 20 (10mm autoloader), illuminator, coat, concealed carry holster, spare box magazine (loaded), casual clothes, 20 10mm cartridges, suppressor, firearms license, mesh vest, knife, mastercraft (+1 Defense) light undercover shirt, armor license, search-and-rescue kit, backpack, cell phone, fatigues, multipurpose tool, fatigue jacket, standard binoculars, night-vision goggles.

58

116

175

175

350

875

TOTAL WEIGHT CARRIED.

SKILLS

MAX RANKS

Acrobatics

+2

+0

Balance

+1

+0

Bluff

-1

+0

Climb

+2

+0

Computer Use

-1

+0

Concentration

+2

+0

Craft (structural)

-1

+0

Craft

-

-

Craft

-

-

Decipher Script

-

-

Demotions

-

-

Diplomacy

-1

+0

Disable Device

-

+0

Disguise

-1

+0

Drive

+2

+0

Escape Artist

+2

+0

Forgery

-1

+0

Gamble

+1

+0

Gather Information

-1

+0

Handle Animal

-1

+0

Hide

+7

+6

Intimidate

+3

+4

Investigate

-

-

Jump

+2

+0

Knowledge (tactics)

+3

+4

Knowledge

-

-

Knowledge

-

-

Listen

+1

+1

Move Silently

+7

+5

Navigate

-1

+0

Perform

-

[illegible][illegible]

Pre-Generated Characters

The Brindisi Protocol 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*.

[illegible]

THE
BRONZE
HEAD

[illegible]

THE
BRONZE
HEAD

[illegible]

SKILLS		MAX RANKS		7	
SKILL NAME	Early morning	Midday morning	RANKS	Midday afternoon	Evening
✖ Balance	Cha	+1	+2	+0	+0
✖ Bluff	Cha	-1	-1	+0	+0
✖ Climb	Sir	+7	+2	4	+2
✖ Computer Use	Int	+1	+1	+0	+0
✖ Concentration	Con	+8	+2	+6	+0
✖ Craft ()	Int	+1	+1	+0	+0
✖ Craft ()	Int	+1	+1	+0	+0
✖ Craft ()	Int	+1	+1	+0	+0
✖ Deceptive Description	Int*	-	-	-	-
✖ Demotions	Int*	-	-	-	-
✖ Diplomacy	Cha	-1	-1	+0	+0
✖ Disable Device	Int*	-	-	-	-
✖ Disguise	Cha	-1	-1	+0	+0
✖ Drive	Cha	+7	+2	+7	+0
✖ Escape Artist	Cha	+1	+2	+0	+0
✖ Forgery	Int	+1	+1	+0	+0
✖ Gambling	Wis	+0	+0	+0	+0
✖ Gather Information	Cha	-1	-1	+0	-
✖ Handle Animal	Cha*	-	-	-	-
✖ Hide	Cha	+1	+2	+0	+0
✖ Intimidate	Cha	-1	-1	+0	+0
✖ Investigate	Int*	-	-	-	-
✖ Jump	Sir	+7	+2	+6	+0
✖ Knowledge ()	Int*	-	-	-	-
✖ Knowledge ()	Int*	-	-	-	-
✖ Knowledge ()	Int*	-	-	-	-
✖ Listen	Wis	-	-	-	-
✖ Move Silently	Cha	+1	+2	+0	+0
✖ Navigate	Int	+1	+1	+0	+0
✖ Perform ()	Cha	-1	-1	+0	+0
✖ Perform ()	Cha	-1	-1	+0	+0
✖ Perform ()	Cha	-1	-1	+0	+0
✖ Pilot	Cha*	+7	+2	+7	+0
✖ Profession	Wis	+0	+0	+2	-
✖ Repair	Int*	-	-	-	-
✖ Research	Int	+1	+1	+0	+0
✖ Ride	Cha	+1	+2	+0	+0
✖ Search	Int	+1	+1	+0	+0
✖ Sense Motive	Wis	+0	+0	-	-
✖ Sleight of Hand	Cha*	-	-	-	-
✖ Sport	Wis	+0	+0	+0	+0
✖ Survival	Wis	+0	+0	+0	+0
✖ Swim	Sir	+5	+2	+0	+0
✖ True Injury	Wis	+0	+0	-	-
✖ Unleash	Cha*	-	-	-	-
✖ Speak Language	-	-	-	-	-
✖ Read/Write Language	-	-	-	-	-

* Can't be used untrained / A MONK MUST KNOW

LANGUAGES

English

German


R/W/ LANGUAGES

English

German

SHOOTING MATHS

FORTITUDE		REFLEX		WILL	
<small>(Courage)</small>		<small>(Agility)</small>		<small>(Endurance)</small>	
+4	+4	+3	+1	+0	+0
+3	+3	+2	+1	+0	+0
+5	+5	+3	+2	+0	+0



THE GAME MECHANICS

ATTACKS

TOTAL		TOTAL	
MELEE <small>(Strength)</small>	+0	MELEE <small>(Strength)</small>	+0
RANGED <small>(Dexterity)</small>	+2	RANGED <small>(Dexterity)</small>	+2

UNARMED STRIKE

+	0	1d3	-	N	Special Properties
<div style="display: flex; justify-content: space-between;"> <div> <p>Hand Attack Bonus</p> <p>+1</p> <p>+1</p> </div> <div> <p>Agility</p> <p>+1</p> <p>+1</p> </div> <div> <p>Size</p> <p>+0</p> <p>+0</p> </div> <div> <p>Agility</p> <p>+0</p> <p>+0</p> </div> </div>					

MELEE WEAPON

Knife	1d4-1	19-20	P
<p>Special Properties</p>			

RANGED WEAPON

Glock 20	+4	2d6	20	B
<p>Rate: 5. Magazine: 15 box.</p>				

RANGED WEAPON

Knife	+2	1d4-1	19-20	P
<p>Special Properties</p>				

FEATS/TALENTS/SPECIAL ABILITIES

Alertness	Light Armor Proficiency
Personal Firearms Proficiency	Point Blank Shot
Simple Weapons Proficiency	Trustworthy
Dazzle	Fast-Talk
<p>Fast-Talk</p>	

GEAR

26	53	80	80	160	400	TOTAL WEIGHT CARRIED
<p>Mastercraft (+2 attack) Glock 20, concealed carry holster, laser sight, spare box magazine (loaded), 20 10mm cartridges, army license, light underwear shirt, BDA, 4 tear gas grenades, gas mask, search-and-rescue kit, cell phone, multipurpose tool, casual clothing, coat, mesh vest, knife.</p>						

7		MAX RANKS		7	
SKILLS		SKILLS		SKILLS	
SKILL NAME	Ability	ADDITIONAL ability	RANKS	ADDITIONAL ability	RANKS
✗ Balance	Int*	+1	+1	-0	-0
✗ Bluff	Cha	+10*	+7	+3	+3
✗ Climb	Str	+1	+1	+0	+0
✗ Computer Use	Int	+0	+0	-0	-0
✗ Concentration	Con	+1	+0	+0	+0
✗ Craft (visual art)	Int	+0	+0	+0	+0
✗ Craft (writing)	Int	+0	+0	+0	+0
✗ Craft	Int	+0	+0	-0	-0
✗ Deceptive Script	Int*	-	-	-	-
✗ Demotions	Int*	-	-	-	-
✗ Diplomacy	Cha	+12	+7	+2	+2
✗ Double Device	Int*	-	-	-	-
✗ Disguise	Cha	+3	+0	+0	+0
✗ Drive	Dex	+1	+0	+0	+0
✗ Escape Artist	Dex	+1	+1	+0	+0
✗ Forgery	Int	+0	+0	+0	+0
✗ Gambling	Wis	+2	+2	+0	+0
✗ Gather Information	Cha	+13	+7	+3	+3
✗ Handle Animal	Cha*	-	-	-	-
✗ Hide	Dex	+1	+1	+0	+0
✗ Intimidate	Cha	+10	+3	+7	+0
✗ Investigate	Int*	-	-	-	-
✗ Jump	Str	-1	-1	+0	+0
✗ Knowledge (behavioral)	Int*	+6	+6	-	-
✗ Knowledge (craft)	Int*	-	-	-	-
✗ Knowledge (local)	Int*	-	-	-	-
✗ Listen	Wis	+4	+2	+0	+0
✗ Move Silently	Dex	+1	+1	+0	+0
✗ Navigate	Int	+0	+0	+0	+0
✗ Perform (acrobatics)	Cha	+3	+3	+0	+0
✗ Perform (magic)	Cha	+3	+3	+0	+0
✗ Perform (musical instrument)	Cha	+3	+3	+0	+0
✗ Pilot	Cha*	-	-	-	-
✗ Profession	Wis	+8	+2	+6	+0
✗ Repair	Int*	-	-	-	-
✗ Research	Int	+0	+0	+0	+0
✗ Ride	Dex	+1	+1	+0	+0
✗ Search	Int	+0	+0	+0	+0
✗ Sense Motive	Wis	+9	+2	+7	+1
✗ Sleight of Hand	Dex*	-	-	-	-
✗ Spot	Wis	+4	+2	+0	+0
✗ Survival	Wis	+2	+2	+0	+0
✗ Swim	Str	-1	-1	+0	+0
✗ Tame Beast	Wis	+2	+2	+0	+0
✗ Tumble	Dex*	-	-	-	-
✗ Use Magic Device	Int*	-	-	-	-
✗ Speak Language					
✗ Read/Write Language					

* Can't be used untrained. LAMOR FINALLY ROLLS.

LANGUAGE B/7 LANGUAGE

English English

Jessie Cavanagh

Character name: Jessie Cavanagh
 classes/levels: 3/Acolyte 1
 player name: Jessie Cavanagh
 experience points: 4
 occupation: Religious

age: 18 gender: M height: 5'8" weight: 150 eyes: blue hair: black skin: fair

ABILITIES		TOTAL	
STR	8	HIT POINTS	21
DEX	14	DEFENSE	18
CON	13	INITIATIVE	+2
INT	10	SPEED	30
WIS	16	ARMOR PENALTY	0
CHA	12	REPUTATION	+3
		ACTION POINTS	3
		WEALTH BONUS	+3

SAVING THROWS		TOTAL	
FORTITUDE	+5	REFLEX	+3
WILL	+7		

ATTACKS		TOTAL	
MELEE	-1		
RANGED	+2		

UNARMED STRIKE		TOTAL	
1d3	-		
MELEE WEAPON	+1	1d4-1	P

RANGED WEAPON		TOTAL	
Colt Python	+6	2d6	B
40 M. Rate: S. Magazine: 6 cyl.			

RANGED WEAPON		TOTAL	
Winchester 94	+4	2d10	B

FEATS/TALENTS/SPECIAL ABILITIES		TOTAL	
Light Armor Proficiency			
Personal Firearms Proficiency			
Surgery			
Skill Emphasis (Survival)			

GEAR		TOTAL	
Mastercraft (+2 attack) Colt Python (357 revolver) Winchester 94 (444 hunting rifle), concealed carry holster, speedloader (loaded), 36 .357 cartridges, Firearms license, 14, 444 cartridges, standard scope, mustercraft (+1 Defense) light undercover shirt, armor license, medical kit, surgery kit, search-and-rescue kit, medical license, fatigues, backpack, cell phone, casual clothing, multipurpose tool, parka, coat, mesh vest, sleeping bag			

TOTAL WEIGHT CARRIED		TOTAL	
26 lb	53 lb	80 lb	160 lb
100 lb	100 lb	100 lb	100 lb



Jessie Cavanagh Arcane Spells

0-Level

Spells/Day: 3 Known Save DC: 13
 Spells Cast Today: 0

- ☒ Arcane Hand
- ☒ Arcane Hand
- ☒ Close Shave
- ☒ Dancing Lights
- ☒ Daze
- ☒ Detect Magical Aura
- ☒ Fast Food
- ☒ Fingerpaint
- ☒ Flashlight
- ☒ Haywire
- ☒ Light
- ☒ Magic ID
- ☒ Manual Focus Binoculars
- ☒ Mending
- ☒ Message
- ☒ Mood Lighting
- ☒ No Dose
- ☒ Phantom Sniper
- ☒ Prestidigitation
- ☒ Read Magic
- ☒ Resistance
- ☒ Welding Touch

1st-Level

Spells/Day: 2 Known Save DC: 14
 Spells Cast Today: 0

- ☒ Be the Ball
- ☒ Burning Hands
- ☒ Bypass Bystanders
- ☒ Catalog
- ☒ Cause Fear
- ☒ Cellular Barrage
- ☒ Cellular Hand
- ☒ Change Self
- ☒ Clean
- ☒ Comprehend Languages
- ☒ Computer Catalog
- ☒ Degauss
- ☒ Download Skill
- ☒ Feather Fall
- ☒ Hold Portal
- ☒ Hypnotic Screensaver
- ☒ Instant Identity
- ☒ Jump

2nd-Level

Spells/Day: 1 Known Save DC: 15
 Spells Cast Today: 0

- ☒ Vigilant Vermin
- ☒ Arcane Lock
- ☒ Autopilot
- ☒ Blowout
- ☒ Blur
- ☒ Burglar's Buddy
- ☒ Darkvision
- ☒ Dataread
- ☒ Enhance Ability
- ☒ Floor It
- ☒ Glitterdust
- ☒ Hand Gun
- ☒ Invisibility
- ☒ Kill Switch
- ☒ Knock
- ☒ Knockout Gas
- ☒ Levitate
- ☒ Machine Invisibility
- ☒ Magic Message
- ☒ Magic Mouth
- ☒ Make-Over
- ☒ Protection from Arrows/Bullets
- ☒ Questionaire
- ☒ Relay Test
- ☒ Resist Energy
- ☒ See Invisibility

3rd-Level

Spells/Day: 1 Known Save DC: 16
 Spells Cast Today: 0

- ☒ Light-Gathering Eyes
- ☒ Mage Armor
- ☒ Magic Missile
- ☒ Magic Weapon
- ☒ Mask Metal
- ☒ Obscuring Mist
- ☒ Personal Soundtrack
- ☒ Plain Brown Wrapper
- ☒ Point-N-Shoot
- ☒ Power Device
- ☒ Ray of Fatigue
- ☒ Search Room
- ☒ Shield
- ☒ Sparkly Shiny
- ☒ Summon Minor Fi
- ☒ Tinnitus
- ☒ Trace Purge
- ☒ True Strike
- ☒ Undetectable Magic Aura
- ☒ Whorlopparch

4th-Level

Spells/Day: 1 Known Save DC: 17
 Spells Cast Today: 0

- ☒ Amphibious Gait
- ☒ Animate Dead
- ☒ Arcane Eye
- ☒ Autopilot, Greater
- ☒ Bestow Curse
- ☒ Brain
- ☒ Clown Car

5th-Level

Spells/Day: 1 Known Save DC: 18
 Spells Cast Today: 0

- ☒ Confusion
- ☒ Canal Hard Drive
- ☒ Detect Scrying
- ☒ Dimension Door
- ☒ Energy Trap
- ☒ Fear
- ☒ Globe of Invulnerability, Minor
- ☒ Ice Storm
- ☒ Magic Bullets
- ☒ Phantasmal Killer
- ☒ Remove Curse
- ☒ Rocket Launcher
- ☒ Scrying
- ☒ Send As Attachment
- ☒ Shout
- ☒ Stonikin
- ☒ Summon Minor VP
- ☒ Va Negative
- ☒ Wall of Fire
- ☒ Wall of Ice
- ☒ Wire Walk

6th-Level

Spells/Day: 1 Known Save DC: 19
 Spells Cast Today: 0

- ☒ Cloudkill
- ☒ Cone of Cold
- ☒ Hold Monster
- ☒ Instant Connectivity
- ☒ Passwall
- ☒ Phantom Limousine
- ☒ Phantom Projectiles
- ☒ Phantom Watchdog
- ☒ Save to Disk
- ☒ Secret Vault
- ☒ Seemingly
- ☒ Summon Minor VP
- ☒ Synchronicity
- ☒ Telekinesis
- ☒ Wall of Force
- ☒ Wall of Iron
- ☒ Wall of Stone

7th-Level

Spells/Day: 1 Known Save DC: 20
 Spells Cast Today: 0

- ☒ Familiar: Algeon
- ☒ (rat)—HD 2d8; hp 12; ATK +3 melee; Def 15; SQ Scant low-light vision, empathic link, improved evasion, share spells; Int 6; see Chapter 8: Friends and Foes in d20 Modern Roleplaying Game.

Karina McGuckin

Smart 3/Mage 1

4

Academic

occupation

player name experience points

class level

sex

age gender height weight eyes hair

abilities

STR

DEX

CON

INT

WIS

CHA

12

+1

abilities

STR

DEX

CON

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+1

abilities

DELAY or READY	NAME		RACE		INIT
	Helmut Schroeder				+1
	DEF	BASE	TCH	FLT	TMP
	18	14	17		
	CLASS/LEVEL				
TO 3/SmO 3/CO 2					
STR	12	INT	15	FORT	+8
DEX	13	WIS	10	REF	+5
CON	16	CHA	8	WILL	+3
THE GAME MECHANICS					
Skills					
Bluff	+9	Dipl	+5	Forg	+6
Demo	+6	Drive	+4	Intim	+9
Attack (#)					
Glock 20	Bonus	Type	Damage		
HK MP5K	+5	B	2d6		
Pistol whip	+5	B	1d4+1		
HP/AP					
62/0					
Special/Notes					
Feats: Adv Firearms Prof, Pt Blk Shot.					
Languages: English (srw), German (srw), Portuguese (srw), Spanish (srw).					
Glock 20 0000000000000000					
HK MP5K 0000000000000000					

DELAY or READY	NAME		RACE		INIT
	Low-Level Police Officer				+1
	DEF	BASE	TCH	FLT	TMP
	17	13	16		
	CLASS/LEVEL				
StO 1/DO 1					
STR	15	INT	10	FORT	+3
DEX	12	WIS	14	REF	+1
CON	13	CHA	8	WILL	+3
THE GAME MECHANICS					
Skills					
Drive	+3	S Mot	+4	Swim	+3
Intim	+1	Spot	+4	Tr Inj	+4
Attack (#)					
Unarmed strike	Bonus	Type	Damage		
Tonfa	+3	N	1d3+2		
Beretta 92F	+2	B	2d6		
Beretta M3P	+2	B	2d8		
HP/AP					
10/0					
Special/Notes					
Languages: German (srw).					
Beretta 92F 0000000000000000					
Beretta M3P 000000					



DELAY or READY	NAME		RACE		INIT
	Mid-Level Police Officer				+1
	DEF	BASE	TCH	FLT	TMP
	21	15	20		
	CLASS/LEVEL				
StO 3/DO 3					
STR	15	INT	10	FORT	+6
DEX	12	WIS	14	REF	+3
CON	14	CHA	8	WILL	+5
THE GAME MECHANICS					
Skills					
Drive	+7	S Mot	+5	Swim	+3
Intim	+4	Spot	+5	Tr Inj	+5
Attack (#)					
Unarmed strike	Bonus	Type	Damage		
Tonfa	+7	B	1d4+2		
Beretta 92F	+2	B	2d6		
Beretta M3P	+2	B	2d8		
HP/AP					
34/0					
Special/Notes					
Feats: Cbt Martial Arts, Pt Blk Shot.					
Languages: German (srw).					
Beretta 92F 0000000000000000					
Beretta M3P 000000					


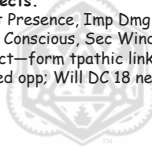
DELAY or READY	NAME		RACE		INIT
	Cleaning Crew Agent				+1
	DEF	BASE	TCH	FLT	TMP
	16	14	15		
	CLASS/LEVEL				
TO 3/SmO 3					
STR	12	INT	15	FORT	+5
DEX	13	WIS	10	REF	+3
CON	15	CHA	8	WILL	+3
THE GAME MECHANICS					
Skills					
Bluff	+3	Drive	+4	Intim	+3
Demo	+6	Forg	+6	Pilot	+4
Attack (#)					
Glock 20	Bonus	Type	Damage		
HK MP5K	+4	B	2d6		
Pistol whip	+4	B	1d4+1		
HP/AP					
39/0					
Special/Notes					
Feats: Adv Firearms Prof, Pt Blk Shot.					
Languages: English (srw), German (srw), Portuguese (srw), Spanish (srw).					
Glock 20 0000000000000000					
HK MP5K 0000000000000000					


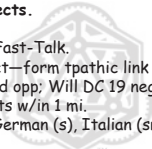
Initiative Cards



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 provide GMs both with an easy way to keep track of initiative and a handy reference for all the sorts of information a GM 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/>).



Monster Cards



DELAY or READY	NAME <u>Dr. Provvidenti</u>				RACE	INIT <u>+1</u>
	DEF	BASE 15	TCH 15	FLT 14	CLASS/LEVEL <u>SmO 5/DO 5</u>	
	STR	8	INT	16	FORT +4 SPD 30	
	DEX	12	WIS	14	REF +3 GRAP +4 VIS	
	CON	10	CHA	14	WILL +10	
						
Skills						
Comp Use		+11	Tr Inj		+17	
S Mot		+10				
Attack (#) Bonus Type Damage						
Unarmed strike		+4	N	1d3-1		
Ranged		+6				
HP/AP 38/0						
Special/Notes						
Languages: English (srw), Italian (srw), Latin (rw)						
						



DELAY or READY	NAME <u>Test Subject</u>				RACE	INIT <u>+0</u>
	DEF	BASE 12	TCH 12	FLT 12	CLASS/LEVEL <u>T 3/C 3</u>	
	STR	12	INT	8	FORT +8 SPD 30	
	DEX	10	WIS	13	REF +3 GRAP +4 VIS	
	CON	14	CHA	16	WILL +5	
						
Skills						
Bluff		+9	Intim		+12	
Dipl		+9	Surv		+8	
Attack (#) Bonus Type Damage						
Unarmed strike		+4	N	1d3+1		
Ranged		+3				
HP/AP 44/3						
Special/Notes						
Imm mind-influencing effects.						
Feats: Hero Surge, Fright Presence, Imp Dmg Thresh (17).						
Talents: Coord, Insp, Rem Conscious, Sec Wind.						
Domination (Sp): As atk act—form tpathic link w/ <=Med opp & control actions of <=3 linked opp; Will DC 18 neg. See text.						
Languages: Italian (srw)						
						



DELAY or READY	NAME <u>Augusto Fercilli</u>				RACE	INIT <u>+1</u>
	DEF	BASE 16	TCH 16	FLT 15	CLASS/LEVEL <u>Dedicated 3/Charismatic 3/ Personality 3/Negotiator 4</u>	
	STR	12	INT	16	FORT +10 SPD 30	
	DEX	13	WIS	18	REF +6 GRAP +8 VIS	
	CON	14	CHA	18	WILL +14	
						
Skills						
Bluff		+19	Intim		+14	S Mot +13
Dipl		+20	Lis		+6	Spot +6
Attack (#) Bonus Type Damage						
Unarmed		+8/+3	L	1d4+1		
Stun gun		+8/+3	E	1d3 +paral		
Glock 20		+9/+4	B	2d6		
HP/AP 78/6						
Special/Notes						
Imm mind-influencing effects.						
Feat: Cbt Martial Arts.						
Talents: Coord, Empathy, Fast-Talk.						
Domination (Sp): As atk act—form tpathic link w/ <=Med opp & control actions of <=4 linked opp; Will DC 19 neg. See text.						
Telepathy: All test subjects w/in 1 mi.						
Languages: English (srw), German (s), Italian (srw),						
Glock 20 0000000000000000						
						



DELAY or READY	NAME <u>Physician</u>				RACE	INIT <u>+1</u>
	DEF	BASE 14	TCH 14	FLT 13	CLASS/LEVEL <u>SmO 3/DO 3</u>	
	STR	8	INT	16	FORT +1 SPD 30	
	DEX	12	WIS	14	REF +1 GRAP +2 VIS	
	CON	10	CHA	13	WILL +4	
						
Skills						
Comp Use		+9	Tr Inj		+13	
S Mot		+8				
Attack (#) Bonus Type Damage						
Unarmed strike		+2	N	1d3-1		
Ranged		+4				
HP/AP 24/0						
Special/Notes						
Languages: English (srw), Italian (srw), Latin (s)						
						



DELAY or READY	NAME				RACE				INIT			
	Nurse								+1			
	DEF				BASE	TCH	FLT	TMP	CLASS/LEVEL			
	12				12	11		SmO 1/DO 1				
	STR				8	INT	15	FORT	+1	SPD 30		
DEX				12	WIS	14	REF	+1	GRAP	-1	VIS	
CON				10	CHA	13	WILL	+4				
Skills												
Comp Use				+9	Tr Inj				+9			
S Mot				+6								
Attack (#)												
Unarmed strike				Bonus	-1	Type	N	Damage				
Ranged				+1								
HP/AP												
10/0												
Special/Notes												
Languages: English (srw), Italian (srw),												
												



DELAY or READY	NAME				RACE				INIT			
	Security Guard								+1			
	DEF				BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17				13	16		SO 1/DO 1				
	STR				15	INT	10	FORT	+3	SPD 25		
DEX				12	WIS	14	REF	+1	GRAP	+3	VIS	
CON				13	CHA	8	WILL	+3				
Skills												
Drive				+3	S Mot				+4	Tr Inj		
Intim				+1	Spot				+4			
Attack (#)												
Unarmed strike				Bonus	+3	Type	N	Damage				
Tonfa				+3	B 1d4+2							
Beretta 92F				+2	B 2d6							
Beretta M3P				+2	B 2d8							
HP/AP												
10/0												
Special/Notes												
Languages: Italian (srw),												
												
Beretta 92F 0000000000000000												
Beretta M3P 00000												



DELAY or READY	NAME				RACE				INIT			
	Villa Staff Member								+1			
	DEF				BASE	TCH	FLT	TMP	CLASS/LEVEL			
	12				12	11		DO 1				
	STR				10	INT	13	FORT	+1	SPD 30		
DEX				12	WIS	8	REF	+0	GRAP	+0	VIS	
CON				11	CHA	9	WILL	+1				
Skills												
Drive				+3	S Mot				+1			
Lis				+3	Spot				+3			
Attack (#)												
Unarmed strike				Bonus	+0	Type	N	Damage				
Ranged				+1								
HP/AP												
4/0												
Special/Notes												
Languages: English (s), Italian (srw),												
												

DELAY or READY	NAME				RACE				INIT			
	Attack Dog								+2			
	DEF				BASE	TCH	FLT	TMP	CLASS/LEVEL			
	13				12	11						
	STR				15	INT	2	FORT	+5	SPD 40		
DEX				15	WIS	12	REF	+5	GRAP	+3	VIS	
CON				15	CHA	6	WILL	+1				
Skills												
Comp Use				+9	Esc				+4	Pilot		
Drive				+3	M Sil				+4	Repair		
Attack (#)												
Bite				Bonus	+3	Type	BPS	Damage				
HP/AP												
13/0												
Special/Notes												
Scent.												
Command Trained: Understands attack, come, down, guard, heel, let go, sit, stand, stay; see text.												
												

DELAY or READY	NAME				RACE				INIT			
	Security Guard Meat Puppet								+0			
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL						
	17	13	16			StO 1/DO 1						
	STR 15				INT 10	FORT +3		SPD 25				
DEX 12				WIS 14	REF +1		GRAP +3		VIS			
CON 13				CHA 8	WILL +3							
Skills												
Drive +3				S. Mot +4		Tr. Inj. +4						
Intim +1				Spot +4								
Attack (#) Bonus Type Damage												
Unarmed strike				+3		N		1d3+2				
Tonfa				+3		B		1d4+2				
Beretta 92F				+2		B		2d6				
Beretta M3P				+2		B		2d8				
HP/AP												
10/0												
Special/Notes												
Imm mind-influencing effects. Languages: Italian (srw).												
												
Beretta 92F 0000000000000000 Beretta M3P 00000												
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DELAY or READY	NAME				RACE				INIT			
	Villa Staff Member Meat Puppet								+0			
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL						
	12	12	11			DO 1						
	STR 10				INT 13	FORT +1		SPD 30				
DEX 12				WIS 8	REF +0		GRAP +0		VIS			
CON 11				CHA 9	WILL +1							
Skills												
Drive +3				S. Mot +1								
Lis +3				Spot +3								
Attack (#) Bonus Type Damage												
Unarmed strike				+0		N		1d3				
Ranged				+1								
HP/AP												
4/0												
Special/Notes												
Languages: English (s), Italian (srw).												
												
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DELAY or READY	NAME				RACE				INIT			
	Attack Dog Meat Puppet								+1			
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL						
	13	12	11									
	STR 15				INT 2	FORT +5		SPD 40				
DEX 15				WIS 12	REF +5		GRAP +3		VIS			
CON 15				CHA 6	WILL +1							
Skills												
Comp. Use +9				Esc. +4		Pilot +3						
Drive +3				M. Sil +4		Repair +8						
Attack (#) Bonus Type Damage												
Bite				+3		BPS		1d6+3				
HP/AP												
13/0												
Special/Notes												
Scent. Command Trained: Understands attack, come, down, guard, heel, let go, sit, stand, stay; see text.												
												
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DELAY or READY	NAME				RACE				INIT			
	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												
												
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DELAY or READY	NAME Hudson Bench				RACE	INIT +2
	DEF	BASE 18	TCH 15	FLT 16	CLASS/LEVEL St 3/Soldier 1	
	STR	14	INT	10	FORT +5	SPD 30
	DEX	14	WIS	12	REF +3	VIS
	CON	15	CHA	8	WILL +7	
						
Skills						
	Bluff	-1	Move Silently	+7		
	Diplomacy	-1	Search	-1		
	Hide	+7	Sense Motive	+1		
	Listen	+1	Spot	+2		
Languages						
English (r/w)						
Special/Notes						
						
UNCONSCIOUS						

DELAY or READY	NAME Annabelle Cubero				RACE	INIT +3
	DEF	BASE 21	TCH 18	FLT 20	CLASS/LEVEL F 3/Infiltrator 1	
	STR	12	INT	10	FORT +2	SPD 30
	DEX	16	WIS	8	REF +7	VIS
	CON	13	CHA	14	WILL +0	
						
Skills						
	Bluff	+2	Move Silently	+12		
	Diplomacy	+2	Search	+0		
	Hide	+12	Sense Motive	-1		
	Listen	-1	Spot	-1*		
Languages						
English (r/w)						
Special/Notes						
* +3 w/ sweep.						
						
UNCONSCIOUS						

DELAY or READY	NAME Nelson Hydrick				RACE	INIT +1
	DEF	BASE 18	TCH 15	FLT 16	CLASS/LEVEL T 3/Daredevil 1	
	STR	15	INT	12	FORT +6	SPD 30
	DEX	14	WIS	10	REF +3	VIS
	CON	14	CHA	8	WILL +1	
						
Skills						
	Bluff	-1	Move Silently	+2		
	Diplomacy	-1	Search	+1		
	Hide	+2	Sense Motive	+0		
	Listen	+0	Spot	+0		
Languages						
English (r/w), German						
Special/Notes						
						
UNCONSCIOUS						


DELAY or READY	NAME Karina McGuckin				RACE	INIT +1
	DEF	BASE 16	TCH 13	FLT 15	CLASS/LEVEL Sm 3/ Mage 1	
	STR	8	INT	16	FORT +5	SPD 30
	DEX	13	WIS	10	REF +2	VIS
	CON	14	CHA	12	WILL +4	
						
Skills						
	Bluff	+2	Move Silently	+1		
	Diplomacy	+1	Search	+9		
	Hide	+1	Sense Motive	+0		
	Listen	+0	Spot	+0		
Languages						
English (r/w), Italian						
Special/Notes						
Familiar: Algernon (rat)—HD 2d8; hp 12; Atk +3 melee; Def 15; SQ Scent, low-light vision, empathic link, improved evasion, share spells; Int 6; see Chapter 8: Friends and Foes in <i>d20 Modern Roleplaying Game</i> .						
						
UNCONSCIOUS						


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 <u>Jessie Cavanagh</u>				RACE	INIT <u>+2</u>
	DEF	BASE 18	TCH 15	FLT 16	TMP	CLASS/LEVEL <u>Dedicated 3</u>
	STR	8	INT	10	FORT +5	SPD 30
	DEX	14	WIS	16	REF +3	VIS
	CON	13	CHA	12	WILL +7	
<p>Skills</p> <p>Bluff +1 Move Silently.. +2 <input type="checkbox"/></p> <p>Diplomacy.. +1 Search..... +0 <input type="checkbox"/></p> <p>Hide +2 Sense Motive... +10 <input type="checkbox"/></p> <p>Listen +10 Spot..... +3 <input type="checkbox"/></p> <p>Languages</p> <p>English (r/w)</p> <p>Special/Notes</p>						
						


DELAY or READY	NAME <u>Maricela Dubinsky</u>				RACE	INIT <u>+1</u>
	DEF	BASE 14	TCH 12	FLT 13	TMP	CLASS/LEVEL <u>Charismatic 3</u>
	STR	8	INT	10	FORT +4	SPD 30
	DEX	13	WIS	14	REF +3	VIS
	CON	12	CHA	16	WILL +6	
<p>Skills</p> <p>Bluff +10[†] Move Silently.. +1 <input type="checkbox"/></p> <p>Diplomacy.. +12[†] Search..... +0 <input type="checkbox"/></p> <p>Hide +1 Sense Motive... +8 <input type="checkbox"/></p> <p>Listen +4 Spot..... +4 <input type="checkbox"/></p> <p>Languages</p> <p>English (r/w)</p> <p>Special/Notes</p> <p>[†] +3 when lying, cheating, or being dishonest.</p>						
						


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

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

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																				

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																				

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																				

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																				

Blank Character Cards

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

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