



MODERN

REALITY

CHECK



By Bill Canavan

A Short d20 Modern Adventure for Four 1st-Level Characters

A young reporter has gone missing while investigating a strange industrial facility in the wilderness. What happened to her, and what does the mysterious company called UberCorp have to do with her disappearance?

Reality Check is the first in a series of adventures known as the Project Javelin Campaign. This scenario requires no specific location, though the setting should be close to a mountain range and a medium-to-large city.

LEVELS

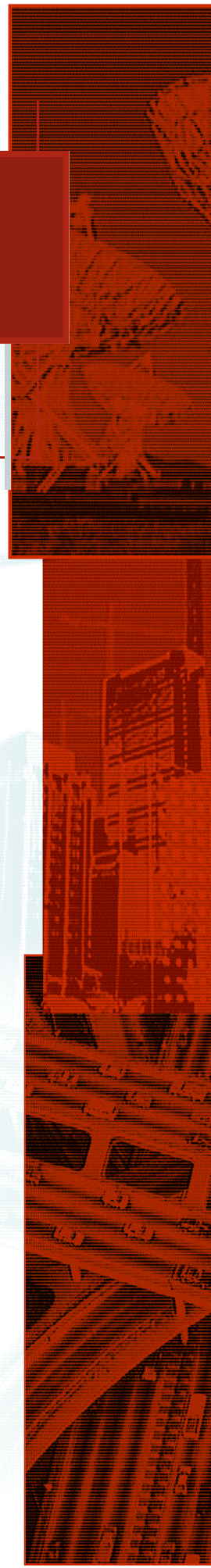
Reality Check is a low-FX adventure designed for four 1st-level characters. With slight modifications, you can make it suitable for heroes at other levels, or for groups as large or small as you're comfortable adjudicating. See the Scaling the Adventure sidebar for guidelines on adapting it for other groups.

You, the Game Master (GM), need a copy of the *d20 MODERN Roleplaying Game* to run this adventure. To get started, print out the adventure (including the map) and the *Project Javelin Campaign Primer*, and read them both through. Familiarize yourself with the basic situation as well as the GM characters, their motives, and their abilities. Then make sure you are comfortable with the rules for combat, movement, and cover from Chapter 5 of the *d20 MODERN Roleplaying Game*.

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

CAMPAIGN MODELS

This adventure is a very basic scenario involving little or no FX. The exact location of the action is intentionally left open so that it can easily be placed into any campaign without alteration.



Scaling the Adventure

This adventure should be an appropriate challenge for four 1st-level characters. For higher-level characters, simply add one level of either Tough or Dedicated ordinary for each average party level above 1st. For Hans Schumacher, add one level of Negotiator for each average party level above 1st.

If you are running a smaller group, simply reduce the number of guards that the heroes encounter at the UberCorp facility. When Hans sends his bodyguards to investigate Kimberly's apartment, he sends only Franz.

If you are running a larger group, increase the number of guards that the heroes encounter at the UberCorp facility. Also, have Max and Franz bring along one or more guards to assist them at Kimberly's apartment.

- The heroes may be recruited by Department-7 to investigate Kimberly's disappearance, or assigned to do so by some other law enforcement agency.
- Kimberly Scott is a friend of one or more of the heroes. Perhaps a member of the group went to school with her, or maybe she did a story on one of them.
- A member of Kimberly's family either asks the heroes to find her as a favor, or offers a reward for anyone who can do so.

BEGINNING THE ADVENTURE

The adventure begins on the morning of the Wednesday after Kimberly Scott disappears. The heroes can begin their search for her at any of three locations: the local newspaper where she works her cover job as a human interest reporter, the coffee shop where she often relaxes after work, or her apartment. Each of these locations is detailed in the encounters below.

BACKGROUND

Kimberly Scott is an investigative reporter who is also working for Department-7. She disappeared recently while investigating a strange German company called UberCorp, which is actually a front corporation for Die Zeitcorp.

UberCorp operates out of a facility in the mountains that houses a dimensional anchor, which the agents of Die Zeitcorp use to transfer liquid natural gas (LNG) back to Dimension Zero. Every day, tanker trucks stream into the compound, empty their tanks, and depart, but no products ever leave the facility. Since the facility doesn't have nearly enough storage tanks to hold all of the LNG that comes in, Agent Scott decided to find out where all of it was going.

Kimberly Scott managed to infiltrate the UberCorp facility, where she discovered the dimensional anchor. Unfortunately, she was captured while attempting to leave. The facility's administrator, Hans Schumacher, has ordered her held until he receives instructions from Die Zeitcorp's hierarchy. He can't let her go or turn her in to the local police because she has seen too much, but he doesn't want to kill her until he is certain that she has left no evidence behind linking her to the UberCorp facility.

SYNOPSIS

The heroes must find and rescue Kimberly Scott. While attempting to check out her apartment, they encounter two agents of Die Zeitcorp sent by Schumacher to confiscate any incriminating evidence from her dwelling. The heroes can either defeat them and force them to reveal Ms. Scott's location, or follow them to the place. Once at the facility, the heroes must sneak in, find Kimberly, and escape with her.

Character Hooks

As GM, you know best how to involve your players and their characters in an adventure. If you need some inspiration on how to motivate them to undertake the mission, however, try one of the adventure hooks below. As always, feel free to modify the details to fit your heroes.

A. THE NEWSPAPER

Kimberly Scott hasn't reported for work since last Friday, when she worked a normal day. Any character can make a Gather Information check to gain some details about her activities just before her disappearance. When a character makes such a skill check, read or paraphrase the following, including the information from all DCs lower than or equal to the check result.

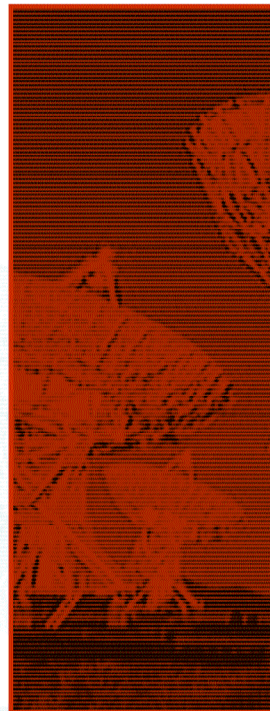
GATHER INFORMATION DC	INFORMATION GAINED
5	Kim was planning to go camping this past weekend.
10	She was planning to go camping in the mountains alone.
15	Kimberly was working on a side story that required her to spend the weekend hiking and camping in the mountains nearby.
20	She was going to spend the weekend investigating a corporation that she said had a facility in the mountains, not far from the Moosehead Campground.
25	Kimberly had reserved a cabin at the Moosehead Campground, which she planned to use as a base for investigating a facility belonging to a company called UberCorp.

B. THE COFFEE SHOP

Kimberly was last seen at the coffee shop Thursday night working on her laptop computer. She was finishing a human interest story about a retired teacher who has been giving adult literacy lessons from her home. A Gather Information check at the coffee shop reveals the same information as the one at her office (see encounter A).

C. KIMBERLY'S APARTMENT

The heroes can obtain Kimberly Scott's address from her supervisor or co-workers, or from the telephone book. Her apartment, #303, is located on the third floor of a five-story



apartment building. The building has a central stairwell and no elevator.

[insert map]

Kimberly's apartment consists of four rooms—a living room, an eat-in kitchen, a full bathroom with a view of the back alley, and a bedroom with a fire escape located just outside its single window. The fire escape leads to the same back alley that can be seen from the bathroom window. The apartment is furnished modestly, but Kimberly has always kept it clean and neat.

The heroes may visit any time of the day or night, but what they find depends on the time of their visit. Run encounter C1 when the heroes enter the apartment. Then run one of the other three encounters in this section according to the time of their visit, as given on the table below.

TIME OF VISIT	ENCOUNTER
Wednesday before 9:00 PM	C2
Wednesday 9:00 PM–11:30 PM	C3
Wednesday 11:30 PM or later	C4

C1. Entry

The heroes can try to gain legal entry to Kimberly's apartment, or they can try to break in.

C1a. Legal Entry

The heroes may obtain a key to Kimberly's apartment from the building supervisor by showing some law enforcement credentials, or by stealing it from his office, or by making a successful DC 15 Diplomacy check. The supervisor says that Kimberly has always been a good tenant, paying her rent on time, staying quiet, and generally keeping to herself.

GM Character: The building supervisor is an older man with graying hair. He wears a stained T-shirt and worn jeans.

Building Supervisor: Use the statistics for a low-level mechanic from the *d20 MODERN Roleplaying Game Core Rulebook*.

C1b. Breaking in

If the heroes can't get a key, they must break into Kimberly's apartment. They can kick open the front door, pick the lock, or break the window at the back of the building that looks out onto the fire escape.

Simple Wooden Door: Hardness 5, hp 10, break DC 13, Disable Device DC 25 to open lock.

C2. Wednesday Daytime Visit

If the heroes visit Kimberly's apartment during the day on Wednesday, everything is exactly as it was when she left on Friday evening. Although the rooms are a bit cluttered, the place is still relatively clean. Below are descriptions of the four rooms and the items of interest they contain.

C2a. Living Room

In the living room, a large sofa and a recliner face a TV set that has pride of place in an entertainment center. In the other cubbyholes are a DVD player, a stereo system, and a collection of CDs and DVDs. In front of the sofa stands a coffee table, on which are a set of coasters, a few maga-

zines, and an open camping guide. The guidebook is open to a page bearing an advertisement for the Moosehead Campground.

C2b. Kitchen

The kitchen contains a refrigerator, an oven, a table, and two hardback chairs. Against the right-hand wall is a sink with a built-in counter next to it. Atop the counter stand a toaster, a breadbox, and a microwave oven, and attached to the wall above are several cupboards containing nonperishable foodstuffs, such as cans of soup and boxes of cereal. Below the counter are more cupboards containing pots, pans, and baking dishes. A trifold brochure for the Moosehead Campground is posted on the refrigerator with a magnet.

C2c. Bathroom

The bathroom cabinet contains only a few personal hygiene items and bathroom cleaning products. A successful DC 15 Wisdom check allows a hero to notice the absence of toothbrush and toothpaste from the amenities atop the sink.

C2d. Bedroom

This room is dominated by a queen-sized bed against the far wall. Against the wall that connects the bedroom with the living room stands a dresser with an attached mirror, and next to that is a small closet. Both the dresser and the closet are full of clothes, and atop the dresser is a jewelry box containing various pieces of inexpensive costume jewelry. Against the outer wall of the bedroom is a computer desk that supports a tower PC, a large CRT monitor, and a color printer.

Anyone investigating the computer may attempt a Computer Use check to gain information about Kimberly's computer activities. When a character makes such a skill check, read or paraphrase the following, including the information from all DCs lower than or equal to the check result.

COMPUTER USE DC	INFORMATION GAINED
5	Kimberly's computer contains a lot of Word documents, but only a few games.
10	Most of the document files are news stories that Kimberly has written for the newspaper.
15	One folder, labeled UberCorp, contains all the information that Kimberly has gathered on that company (see the UberCorp sidebar, below).
20	The UberCorp folder was last modified this past Thursday night at 10:28 pm.
25	Kimberly copied the UberCorp folder to a disk on Thursday night at 10:28 pm.

C3. Wednesday Evening Visit (EL 3)

If the heroes go to Ms. Scott's apartment on Wednesday night, they may encounter Franz and Max, the two enforcers Hans Schumacher has sent to search Kimberly's apartment. Franz and Max enter the apartment on Wednesday night at 9:30 PM by breaking the bedroom window next to the fire escape. They take reasonable pains to avoid being noticed, but if they are discovered, they have instructions to make the situation look like an attempted burglary.

GM Characters: Hans has dispatched his two bodyguards, Franz Himmel and Max Hersfeld, to Kimberly's apartment to

recover any documents, computer files, or other materials relating to UberCorp that she might have kept there. Both men are members of Die Zeitcorp, and as such, they speak a dialect of German that is not familiar to anyone from this dimension. Each wears a white shirt and black suit.

Franz and Max have orders to get in, find any incriminating information, and get out without drawing any undue attention to themselves.

Franz Himmel and Max Hersfeld: hp 12 each; see GM Characters for statistics.

Tactics: Franz and Max are armed, but they do not use their weapons unless absolutely necessary. They do not want a fight because they don't want to leave a trail of dead bodies leading back to the UberCorp facility. Thus, they pull their guns only if someone shoots at them first—and even then, their primary goal is to escape.

If the heroes discover Franz and Max searching the apartment, each grabs a TV, jewelry box, or microwave oven (depending upon the room) and tosses it at the heroes, then runs for the fire escape. (If the heroes broke into the apartment via the fire escape, then the two bodyguards head for the front door instead.) Franz carries the computer's hard drive, and Max tries to cover his escape.

Once in the alley behind the apartment building, Max and Franz put their booty into their dark green Chevy Suburban (see the *d20 MODERN Game Core Rulebook* for statistics), get in, and drive away. A successful DC 10 Spot check reveals that the SUV's license plate number is UBER-01.

Development: If a fight breaks out, go to encounter C3a. If the heroes pursue the bodyguards in their vehicle, go to encounter C3c. If they capture and interrogate one or both of the bodyguards, go to encounter C3d.

If the heroes kill both bodyguards or lose track of them without gaining any information, they are back to square one. However, a DC 10 Research check on the SUV's license plate reveals that the vehicle is registered to a company called UberCorp.

C3a. A Brawl at the Apartment

If a fight breaks out in Kimberly's apartment, the neighbors call the police as soon as they hear the sounds of battle. A patrol car (use the statistics for a Ford Crown Victoria from the *d20 MODERN Game Core Rulebook*) driven by one police officer arrives in front of the apartment building in 5d10 rounds.

GM Character: The lone police officer who responds to the neighbors' call takes 1d4+4 rounds to get out of the car and up the stairs to #303.

Police Officer: Use the statistics for a low-level police officer from the *d20 MODERN Game Core Rulebook*.

Tactics: The officer attempts to restrain and arrest any combatants he sees, including the heroes and any surviving bodyguards. He also calls for backup, causing two more patrol cars (each with one officer who has the same statistics as he does) to arrive in 5d10 rounds.

The two bodyguards continue their escape attempts despite the police officer's call to surrender. If the heroes also ignore the officer, he pursues the entire group—or at least the largest portion of it. If the officer catches any combatants or persuades them to stop, he places them under arrest and takes them to the local police station for ques-

tioning. Go to encounter C3d.

C3b. Arrest

If the heroes are arrested, their bail depends on the crimes with which they are charged, as given on the table below.

PURCHASE DC FOR BAIL	CRIME
11	Trespassing
13	Breaking and entering
16	Assault and battery
22	Murder
27	Killing a police officer

If the heroes explain that they are trying to find Kimberly Scott, the police have them fill out a missing persons report so that they can open an investigation. However, the heroes must still post bail to get out of jail.

Development: If the heroes work for Department-7 or some other law enforcement agency, their superiors arrange to have them released within 2d12 hours. If they are just private citizens, they are released within 6d8 hours of posting bail. If they are unable to post bail, they remain in jail until their court date 5d6 days later. By that time, it's too late to save Kimberly Scott.

C3c. The Chase

Any hero attempting to pursue the bodyguards after they have driven off in their vehicle must make a series of DC 15 Spot checks to keep them in sight. A hero who fails two consecutive Spot checks loses sight of the SUV.

If Franz and Max cannot shake the pursuit, they drive deep into the country, far away from any dwellings. They pull over near a cornfield, get out of their vehicle, and run into the field, hoping to lure the heroes in among the cornstalks, where they can be slain without attracting attention.

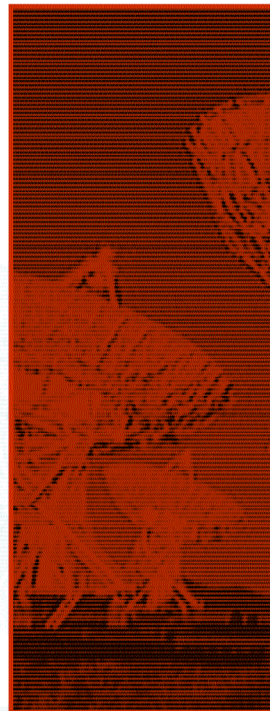
C3d. Interrogation

If the heroes manage to capture one or both bodyguards, they quickly discover that Franz and Max speak with a very strange German accent. If threatened with death or torture, the two claim that they are German spies, and that their superiors believe Kimberly Scott is romantically involved with a terrorist leader bent on the violent overthrow of the German government. Any hero hearing this story may make a Sense Motive check opposed by a bodyguard's Bluff check to realize that the story doesn't quite ring true.

If the heroes don't believe this tale, or if they once again threaten their captives with torture or death, Franz and Max beg for their lives, promising to bring the heroes to Kimberly if spared. This promise is completely on the level—Max and Franz do indeed intend to lead the heroes right into the UberCorp facility. Once inside, however, they plan to ensure that the heroes are captured and detained by UberCorp security.

C4. Wednesday Late Night Visit

If the heroes show up after 11:30 PM, Max and Franz have already been to the apartment and left. The apartment is exactly as described in encounter C3, except that the bedroom window leading to the fire escape has been broken



from the outside, and the PC and printer are gone, though the monitor, keyboard, and mouse are still there.

D. MOOSEHEAD CAMPGROUND

The Moosehead Campground is located in the mountains, about an hour and a half by car from the city where Agent Scott lives. If the heroes visit the campground, they find her silver Volkswagen Jetta (see the *d20 MODERN Game Core Rulebook*) in the parking lot.

D1. Investigation (EL 1)

Heroes who ask about Kimberly Scott at the campground office are told that she arrived on Friday night at 7:04 PM and checked into cabin #19. She had reserved it only for Friday and Saturday nights, but since she never checked out, she has been charged for every night since then. The campground management is happy with this situation so long as Kimberly's credit card keeps accepting the charges.

GM Character: The manager is a middle-aged woman with curly, graying hair.

Manager: Use the statistics for a low-level mechanic from the *d20 MODERN Game Core Rulebook*.

Development: If questioned about his handling of Ms. Scott's disappearance, the manager says that she has reported Kimberly's failure to return to the local forest ranger station. Since no missing persons report has been filed with the police, however, no active searches have been instituted. The manager responds to any criticism by stating that the management is not responsible for idiot tourists who go hiking off the trails or for fools who hike in the mountains alone. Ms. Scott appears to have done both.

D2. Cabin #19

Cabin #19 is locked. The heroes can get a key from the manager by showing some sort of law enforcement credentials, or by stealing it from the office, or with a successful DC 15 Diplomacy check. Alternatively, they can break into the cabin by picking the lock or breaking open the door.

Simple Wooden Door: Hardness 5, 10 hit points, break DC 13; Disable Device DC 25.

D2a. The Cabin's Contents

The cabin is furnished with a bunk bed, a small table with two matching chairs, and a dresser. Next to the fireplace is a bundle of wood, but no fire has been built there since its last cleaning (the day before Ms. Scott's arrival, according to the manager).

On the table is a laptop computer with a floppy disk still in the drive, plus a folded map. An empty cooler sits on the floor nearby.

On the top bunk is a gym bag containing a dirty set of hiking clothes and some personal hygiene products, including toothpaste and a toothbrush.

D2b. Kimberly's Laptop

Anyone checking out the laptop may attempt a Computer Use check to gain information about Kimberly's activities.

UberCorp

Kimberly Scott discovered the UberCorp facility while hiking with a friend in the mountains near the Moosehead Campground earlier this year. Both women found it odd to see armed guards patrolling the perimeter. Her friend suggested that they move on before anyone saw them, and they did so. However, Kimberly's reporter instincts wouldn't let her forget about the strange facility, so she began to do some investigating.

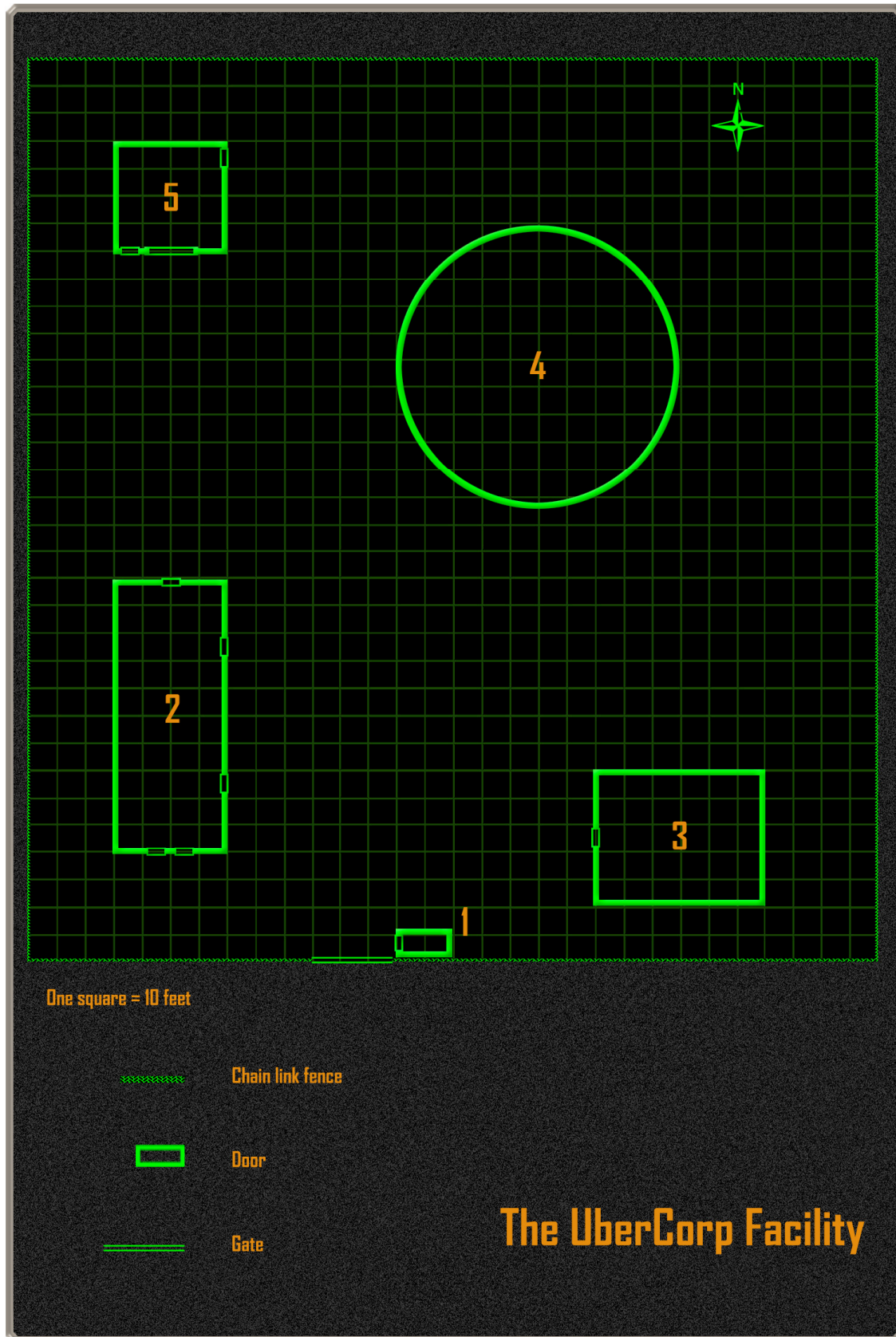
What Kimberly Knows: UberCorp is a multinational company with offices and facilities all over the globe and a corporate headquarters in Berlin. Its primary business is transporting fossil fuels, but it has been operating at a loss for each of the three years it has existed. In fact, UberCorp's records show massive purchases of fossil fuels such as petroleum, LN₂, coal, and even lumber, but no sales at all. Furthermore, all purchases of fossil fuels could be traced to a dozen or so "transfer stations" around the world, but the company has no record of these products being transferred anywhere.

What Kimberly Doesn't Know: In reality, the fossil fuels are being transferred to Dimension Zero through a network of dimensional anchors. Each of these items has been placed on a supernatural nexus at the intersection of two or more ley lines—channels of mystical energy that are believed to increase the power of magic devices and spellcasting. Ley lines may or may not be real in the game you are running, but they are real in Dimension Zero, and Die Zeitcorp's executives took them into consideration when choosing the sites for their transfer stations.

What the Heroes Can Discover: A successful DC 20 Knowledge (popular culture) check reveals that the Moosehead Campground is rumored to be close to an ancient burial ground. A successful DC 20 Knowledge (arcane lore) check reveals that this burial ground is located on a ley line nexus. This fact has no actual game mechanical effect, but it does provide some insight into why this particular transfer station site was selected.

When a character makes such a skill check, read or paraphrase the following, including the information from all DCs lower than or equal to the check result.

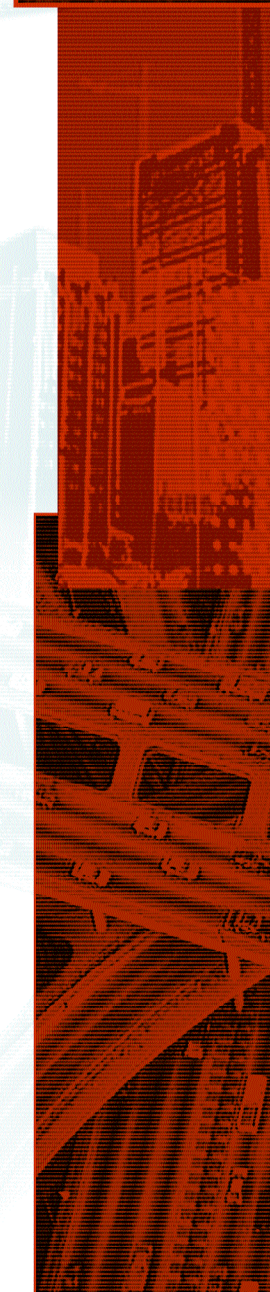
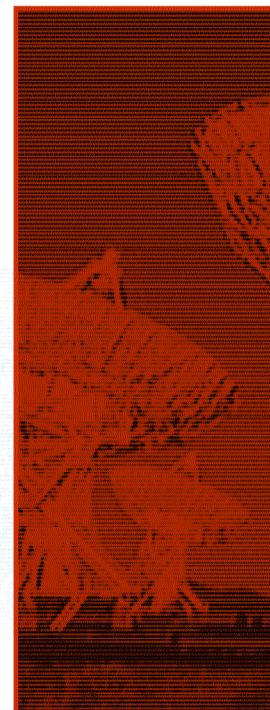
COMPUTER USE DC	INFORMATION GAINED
10	On the floppy disk is a folder labeled UberCorp. It contains the same information about the company that was on Kimberly's home computer.
15	The hard drive contains dozens of image files dated Saturday afternoon between 1:03 pm and 4:12 pm.
20	The image files are pictures taken with a digital camera. They depict a large, industrial facility located in a wooded mountain valley and surrounded by a fence. The images were downloaded onto the laptop Saturday night between 8:18 pm and 9:27 pm.
25	A few of the pictures show armed guards with dogs patrolling the fence. Several others focus on a windowless structure in the middle of the compound.



D2c. The Map

The map next to the laptop is a topographical map of the region surrounding the Moosehead Campground. The location of the campground and that of the UberCorp facility are marked on it in red ink.

By using this map as a guide, the heroes can hike out to the UberCorp facility in 2d4 hours. A successful DC 20 Navigate check reduces this time by one-half. The heroes could also use the map to drive right to the front gate of the compound in 2d4×10 minutes.



6. THE UBERCORP FACILITY

The UberCorp facility is a large compound surrounded by a 10-foot-high, chain-link fence topped with barbed wire. A two-lane paved road leads up to a gatehouse, from which an armed security guard checks in visitors and monitors the compound on closed-circuit TV.

Beyond the gate are several buildings of various sizes and a parking lot. At the time of the heroes' visit, the lot contains a dark green Chevy Suburban (license plate UBER-01) and a black Mercedes E55 AMG (see the description in the *d20 MODERN Game Core Rulebook*).

In the center of the compound is a large, cylindrical tank approximately 100 feet in diameter and 100 feet high. The road leads right up to the tank and encircles it. The other buildings in the compound are the office, the garage, and the barracks (see below).

Daily Operations: Every day between 8:00 AM and 6:00 PM, LNG is delivered by a series of tanker trucks. The facility receives ten such deliveries daily, one per hour. The driver of each truck stops at the gatehouse for clearance, then pulls up to the tank, connects a hose to it, and transfers its cargo of LNG (a process requiring about 50 minutes). Then he drives around the tank and back out the way he came.

Every night at midnight, Hans Schumacher activates the dimensional anchor and transports the tank's contents to Dimension Zero. Between 6 PM and midnight, the tank contains enough LNG to destroy the facility should a spark come into contact with its contents. For that reason, numerous "No Smoking" signs are posted throughout the compound.

GM Characters: UberCorp's personnel contingent consists of eighteen guards, plus Hans Schumacher, Max Hersfeld, and Franz Himmel. Six German shepherd dogs round out the defenses. All the personnel living in the compound are agents of Die Zeitcorp from Dimension Zero, so they all speak with the distinctive accent that Max and Franz did.

The guards work in three 8-hour shifts. Normally, two teams of two guards and one dog patrol the perimeter of the fence, while two guards man the gatehouse. Since Ms. Scott's arrival, however, one of the gatehouse guards has been pulled from each shift to watch over her. The security guards are rotated back to Dimension Zero every 30 days and replaced with fresh troops.

Guard: hp 10; see GM Characters for statistics.

The truck drivers are not agents of Die Zeitcorp—in fact, they know nothing about it. They are natives of the heroes' home dimension employed by UberCorp. They are paid a decent wage and receive good benefits. They normally do not stay at the facility unless their trucks break down and require repair.

The drivers pick up their cargo at a local port facility and haul it here. As far as they know, their cargo is pumped into underground storage tanks to await sale and transfer elsewhere by other drivers. They have no reason to suspect any subterfuge on the part of their employers, though they do find the facility oddly reminiscent of a World War II prisoner of war camp.

Truck Driver: Use the statistics for a low-level taxi driver (see *d20 MODERN Game Core Rulebook*, page 278).

Entry (EL Variable)

The heroes may attempt to enter the facility by simply walking up to the gatehouse and asking for entry, or they may try a more stealthy approach.

The Direct Approach

If the heroes attempt to enter through the front gate, they encounter the guard at the gatehouse immediately.

GM Character: Only one guard is on duty at the gatehouse; the other who would normally be here is guarding Kimberly Scott at the garage.

Guard: hp 10; see GM Characters for statistics.

Tactics: The guard informs the heroes in an unusual German accent that the facility is private property and they must leave. If they refuse, the guard presses a button that triggers a silent alarm within the barracks. Two armed guards answer the call, reaching the gate in 1d4 rounds. Meanwhile, the gate guard continues to ask the heroes to leave until backup arrives.

Heroes Become Violent: If the heroes become violent, the guard presses another button that sounds an audible alarm, putting the facility on full alert. Two more armed guards with one German shepherd (use the statistics for Medium-size dogs from the *d20 MODERN Game Core Rulebook*) arrive from the barracks within 1d4 rounds. The four guards and two dogs already on patrol in the compound rush to the scene as well, joining the combat 1d10 rounds after the alarm sounds. Furthermore, if Franz and Max were not killed earlier, they are in the complex now. When they hear the alarm, they emerge from the office to lend assistance, arriving in 1d4 rounds. If the two bodyguards encountered the heroes previously, they recognize them now and order their troops to seize them. Otherwise, they simply inform the heroes that they are not allowed in, pointing to a sign that reads, PRIVATE PROPERTY. UBERCORP PERSONNEL ONLY. TRESPASSERS WILL BE SHOT. Meanwhile, two more armed guards emerge from the barracks with one more dog and join the fray in 10d10 rounds. If the heroes decide to flee, four guards and two dogs get into the green SUV and pursue them.

Development: If the heroes do not become violent and trigger the audible alarm but still refuse to leave, the gate guard calls the main office. Hans Schumacher emerges from the office, accompanied by Franz and Max (if alive), arriving at the gatehouse in 1d4 rounds. If Franz and Max encountered the heroes previously, they recognize them now and quietly inform Hans of their identities. Hans invites the heroes to follow him to his office. If they try to escape along the way, the gate guard sounds the audible alarm, and the guards attempt to seize the heroes, as above.

Once in the office, Hans asks the heroes who they are and what they want. He offers each of them a drink and patiently hears them out. If the heroes mention the search of Kimberly's apartment, he does not deny that he sent Max and Franz there. He explains that Ms. Scott came by the facility about two weeks ago and was asking a lot of questions. He sent her on her way, but when he informed his superiors about the incident, they told him about her connection to a known German terrorist, so he sent Max and Franz to find out more. Hans says that no one at the facility has seen or heard

from Ms. Scott since then, presumably because she went into hiding once her cover was blown. Hans uses his fast-talk talent to help him lie more effectively.

If the heroes don't believe Hans, he insists that he can tell them no more and asks them to leave. If they refuse to leave or become violent in the office, Hans presses a button on his desk to activate the audible alarm. If he believes that his life is in danger, he activates his timepiece and returns to Dimension Zero to get reinforcements. Within 20 minutes, he returns with a platoon of eighteen Die Zeitcorp soldiers (use the statistics for UberCorp Guards in the GM Characters section).

Stealthy Entry

If the heroes reached the compound by following Kimberly's trail through the woods, they emerge on top of a ridge overlooking the facility. If they spend a little time watching the site, they discover that the guards with the dogs make one patrol of the compound every 4 minutes.

To enter the compound covertly, the heroes may try to jump or climb the fence, cut a hole in it, or find the spot where Kimberly breached it on Sunday. They can also get in by incapacitating the guard at the gate. Clearing the top of the fence with a jump requires a successful DC 42 Jump check in conjunction with a 20-foot move. Climbing the fence is much easier (DC 15 Climb check). However, the barbed wire at the top deals 1d4 points of damage to anyone attempting to climb over it. If the heroes have bolt cutters or some other appropriate tool, it takes them 1 minute to cut a hole large enough for a Medium-sized creature to slip through. Otherwise, they must deal damage to twenty fence links.

Fence Link: Hardness 10, 2 hit points.

Any hero who has the Track feat can attempt a Survival check (DC 15, +1 for each day that has passed since Sunday) to find Kimberly's tracks and locate the spot where she cut a hole in the fence. Even without the Track feat, a successful DC 20 Search check made from any spot within 10 feet of the hole in the fence locates it. A hero must be within 10 feet of the hole to make a successful check, otherwise the attempt automatically fails.

GM Characters: The compound is patrolled by two sets of guard-dog teams, as noted above, and one guard mans the gatehouse.

Gate Guard: hp 10; see GM Characters for statistics.

Patrol Guards (4): hp 10; see GM Characters for statistics.

Dogs (2): hp 13; see *d20 MODERN Game Core Rulebook*, page 234, for statistics.

Tactics: Once the heroes are inside the compound, they must find Kimberly and avoid the guards and dogs. If the heroes are spotted outside the fence or while they are attempting to get over or through it, the patrol guards radio the main gate, and the guard there triggers the audible alarm. A group of four guards and two dogs is immediately dispatched to capture the heroes. The guards attempt to take the heroes alive unless they start shooting. In that case, the guards return fire and ask questions later.

If the heroes are spotted inside the fence, the guards radio the main gate, as above, then pull out their weapons and order the heroes to surrender. If the heroes attempt to flee, the guards command their dog (or dogs, if both sets of guards

spotted the heroes) to attack. The guards use lethal force only if the heroes do so first.

If the heroes attack the gate guard, resolve combat normally. If they manage to kill or otherwise incapacitate him while he is still flat-footed, he cannot sound the alarm. Otherwise, he activates the audible alarm on his first turn, then runs for the barracks.

Development: If the heroes manage to enter the compound without being seen or heard, they can begin their search for Kimberly immediately.

¶1. The Gatehouse (EL 1/2)

[insert map]

The gatehouse is a small, two-room building next to the main gate. The building has two large windows—one facing the road that leads up to the compound, and one facing the gate. The single exterior door opens into the compound within the gate.

¶1a. Main Room

The main room of the gatehouse contains two chairs, a desk, a radio, and a bank of video monitors. The monitors are marked with the German words for “perimeter,” “office,” “barracks,” “garage,” and “transfer tank.”

The perimeter monitor alternates views of the gate with views of each of the three fences surrounding the compound. The office monitor displays the front door of the main office. The barracks monitor rotates views of the mess hall, the recreation room, and the hallway linking the sleeping quarters with the community bathrooms. The garage monitor shows the interior of the garage, where Kimberly Scott lies bound and gagged on a cot in full view of the camera. An armed guard watches over her. The transfer tank monitor rotates views of the tank's exterior from four different angles.

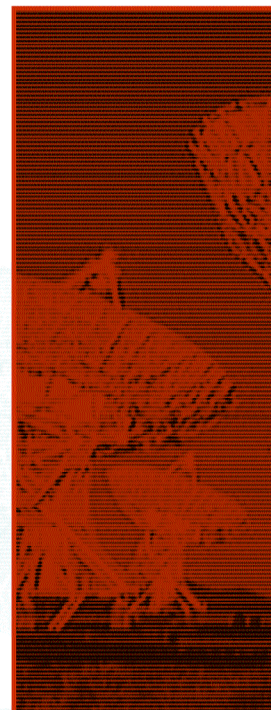
Built into the desk are three buttons, a bank of switches, and a pressure gauge. The buttons are marked with the German words for “gate,” “silent alarm,” and “general alarm,” respectively. The bank of switches controls the exterior lights placed around the compound to illuminate it at night. The pressure gauge is connected to the dimensional anchor. From midnight until 8:00 AM, it reads “empty.” From 8:00 AM to 6:00 PM, the gauge climbs higher and higher, finally reaching the “full” mark at 6:00 PM.

¶1b. Bathroom

The second room in the gatehouse is a bathroom with a toilet and a sink. A simple wooden door separates it from the main room. The only items in the bathroom are a bar of soap, a roll of paper towels, and a plunger. The bathroom has no window—just a light and a ventilation fan in the ceiling.

¶2. The Barracks (EL Variable)

The barracks is a two-story building that houses eighteen UberCorp security guards and six German shepherds. On the bottom floor are the mess hall and the kitchen, a recreation room, and a kennel. Upstairs, six doors line the left side of a long hallway and four doors line the right side.



€2a. Kennel

The dogs that help to guard the compound are kept here. Large sacks of dog food are stacked in a closet on one wall.

Creatures: Two of the six cages in the kennel are empty at all times. Each of the other four contains a German shepherd unless all the dogs are out pursuing one or more of the heroes.

Dogs (4): hp 13; see *d20 MODERN Roleplaying Game Core Rulebook*, page 234, for statistics.

Tactics: If a hero enters the kennel, any dogs in their cages begin to bark at her. If the heroes did not eliminate or otherwise neutralize the guard in the gatehouse, he spots them on his video monitor when they enter the barracks and sounds the audible alarm.

€2b. Recreation Area

The recreation room is furnished with several comfortable chairs and sofas, a game table, a built-in home theatre, and a workout area.

GM Characters: Six guards are watching television in the recreation room at any time except during mealtimes (between the hours of 5:30 AM and 6:30 AM, 1:30 PM and 2:30 PM, and 9:30 PM and 10:30 PM). They are neither armed nor armored.

Guards (6): hp 10; see GM Characters for statistics.

Tactics: If the heroes enter this room, four of the guards try to capture them while the other two leave and alert the rest of the barracks.

€2c. Mess Hall/Kitchen

A stairwell next to the entrance of this chamber leads to the second story. The mess hall and kitchen are inhabited only between the hours of 5:30 AM and 6:30 AM, 1:30 PM and 2:30 PM, and 9:30 PM and 10:30 PM. Meals are served during these periods to coincide with the guards' shift changes.

GM Characters: During these periods, the six guards normally found in the recreation room plus up to nine more are here eating breakfast, lunch, or supper, as the case may be. Since they are either just getting off shift or just going on, they are armed and armored.

Tactics: The guards here attempt to capture any intruders they see and alert the rest of the barracks.

€2d. Guards' Quarters

All six doors on the left side of the hallway and the first three doors on the right open into two main rooms where the guards sleep. Hanging on the walls are numerous artworks that look like old World War II Nazi propaganda posters. Each bears a phrase written in German, such as "The Fatherland needs YOU!" and "Die Zeitcorp is our only hope!" Even if the heroes can't read German, the omnipresent swastikas are impossible to miss.

In each room, a bunk bed stands against one wall, and a locker stands against the opposite one. A large, curtained window offers a view of the compound and the forest beyond.

GM Characters: Six of these rooms are empty because their occupants are either on duty or in the recreation room.

Three are occupied by sleeping guards.

Guards (6): hp 10; see GM Characters for statistics.

Tactics: Upon awakening, the guards here attempt to capture any intruders they see and alert the rest of the barracks.

Equipment: The lockers contain UberCorp security uniforms, personal hygiene products, and Die Zeitcorp uniforms covered in Nazi emblems.

€2e. Community Bathrooms

The fourth door on the right in the upstairs hallway opens into a large community bathroom containing three urinals, three stalls, six stand-up shower stalls, three sinks, and a washing machine and dryer. This room is usually empty, although the washing machine and dryer are always running.

€3. The Office

The office is a medium-sized, two-story building. In addition to the UberCorp records, this building houses the personal quarters of Hans Schumacher and his two bodyguards, Max and Franz.

The video camera mounted over the main door feeds into the gatehouse. Thus, if the heroes did not eliminate or otherwise neutralize the gate guard, he spots anyone attempting to enter the office through the front door. Inside is a small room with two doors—one directly across from the main door and one in the wall to the right. A set of stairs leads up.

€3a. Hans Schumacher's Office (€L 0 or 2)

The door to the right opens into Hans Schumacher's private office. It is furnished with a desk and a large chair, plus two more chairs next to the door. On the desk is a password-protected computer.

GM Characters: Hans is here from 9 am to 1 am. His meals are brought here by a guard.

Hans Schumacher: hp 13; see GM Characters for statistics.

Tactics: If the heroes confront Hans here, he politely asks their business, then proceeds as detailed above for the remainder of the meeting.

Development: A successful DC 25 Computer Use check can defeat the security systems. If a hero successfully accesses the computer and makes a Computer Use check, read or paraphrase the following, including the information from all DCs lower than or equal to the check result.

COMPUTER USE DC	INFORMATION GAINED
5	Hans keeps several database and spreadsheet files on his computer.
10	Most of these files are inventories and personnel rosters.
15	On the computer's desktop is one folder labeled Project Javelin.
20	The files in the Project Javelin folder detail the progress Hans has made over the past three years in siphoning LNG from "Dimension 3,254".
25	The latest entry in the Project Javelin folder discusses the discovery and capture of Kimberly Scott. It also says that Hans reported back to Die Zeitcorp Command about the matter, and that he wants to make sure she cannot be traced to UberCorp before he kills her.

Hans Schumacher's computer also contains information on at least 3,253 other dimensions.

63b. Bodyguards' Barracks (EL 0 or 3)

The other door in the entryway opens into the two-person bedroom shared by Franz and Max. A door inside this room leads to a full bathroom, which contains only personal hygiene products and cleaning supplies.

GM Characters: If the heroes have already killed or captured these two, their room is empty except for a locker containing several suits and two Die Zeitcorp uniforms covered in Nazi emblems. Otherwise, Franz and Max are here sleeping from 1:00 AM until 7:00 AM. Franz sleeps with his gun under his pillow, and Max keeps his gun on the nightstand beside his bed. Both men are light sleepers, so each needs only a DC 15 Listen check to wake up if anyone enters.

63c. Hans Schumacher's Quarters (EL 0 or 2)

The stairs lead up to Hans Schumacher's private apartment, which consists of a living room, a small kitchen, a bathroom, and a bedroom.

GM Character: This apartment is empty except from 1:00 AM until 9:00 AM, when Hans is actually sleeping in the bedroom.

Hans Schumacher (Charismatic Hero 3): hp 13; see GM Characters for statistics.

Tactics: If the heroes manage to get into the apartment without being discovered and encounter Hans there, he attempts to use his fast-talk talent to avoid a fight until he can figure out a way to alert the guards.

If the heroes are hostile, Hans simply activates his time-piece and escapes to Dimension Zero. In 1d10 rounds, he returns with eighteen Die Zeitcorp soldiers (use the statistics for UberCorp Guards in the GM Characters section).

Development: The apartment contains nothing of real value, although Hans does keep a picture of Adolph Hitler in a frame on the wall of his living room and a copy of *Mein Kampf* on his nightstand.

64. The Dimensional Anchor

The dimensional anchor (or transfer tank, as it is labeled) dominates the UberCorp facility. This structure is 100 feet in diameter and just over 100 feet tall. It appears to be a large LNG storage tank, but next to the normal pipes and valve controls sits what appears to be a locked circuit breaker box. Hans carries the key to it at all times.

Circuit Breaker Box: Hardness 10; hp 7; Disable Device DC 20 to unlock.

This box houses the dimensional anchor control panel. To the heroes, it appears to be a matrix of crystals and gemstones with strange runes carved into them. A successful DC 15 Knowledge (arcane lore) check reveals that the runes have something to do with interdimensional or planar travel.

65. The Garage (EL Variable)

The garage is a small, single-story building meant to house vehicles being serviced. It is usually empty, except for several workbenches and a wide variety of tools for automotive

repairs. Recently, however, the garage has served as a holding cell for Kimberly. A video camera relays the scene in this building to the gatehouse monitors.

GM Characters: Kimberly Scott lies bound and gagged on a cot in one corner. On a stool across from her sits an armed guard with a red backpack at his feet.

Kimberly Scott: hp 10; see GM Characters for statistics.

Guard: hp 10; see GM Characters for statistics.

Tactics: If the heroes enter this room, the guard here attempts to radio the gate guard, then tries to shoot the intruders.

Development: If the heroes kill or capture the guard and release Kimberly, she runs over to the backpack, picks it up, and opens it. She removes a digital camera, inspects it for damage, then puts it back into the pack. The backpack also contains a digital GPS, a 1-liter water bottle, several granola bars, and a pair of bolt cutters.

If the heroes manage to incapacitate the guard before he can radio the gatehouse, or if they incapacitated the guard at the gatehouse before coming here, they have a good chance to sneak out of the garage undetected with Kimberly. Otherwise, they must attempt to escape while the whole compound is on alert. In either case, Kimberly suggests following her to the spot where she cut a hole in the fence on Sunday, though she is willing to attempt any other means of escape the heroes have in mind.

If Kimberly is killed during the escape attempt, her dying words are, "Take the camera." The digital camera contains hundreds of pictures of the compound, and several of the dimensional anchor.

CONCLUDING THE ADVENTURE

If the heroes make it out of the compound with Kimberly, their mission is a success. She returns to Department-7 to file a report immediately and turn over her pictures of the compound. If the heroes are not already working for Department-7, she recommends to her superiors that they be recruited as soon as possible.

If Department-7 does not exist in your game, Kimberly goes to the police to make her report. Not long after the police begin investigating, the UberCorp facility is destroyed in an unexplained explosion. UberCorp declares bankruptcy and sell its assets to a company called Phoenix Fossil Fuels (another front for Die Zeitcorp).

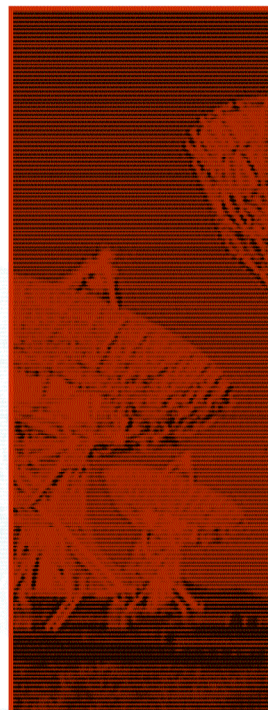
THE GM CHARACTERS

The attitudes, motivations, and statistics of the various GM characters are given below.

Kimberly Scott

Kimberly Scott is an undercover agent for Department-7. Her cover job as a human interest reporter at a local newspaper helps her gain access to areas that her superiors want her to investigate.

Kimberly Scott (Female Human Dedicated Hero 2): CR 2; Medium-size humanoid (Human); HD 2d6; hp 10; Mas 10; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 Dex, +2 class); BAB +1; Grap +0; Atk +0 melee (1d3-1 nonlethal,



unarmed strike) or +3 ranged; Full Atk +0 melee (1d3–1 nonlethal, unarmed strike) or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Department-7; SV Fort +2, Ref +2, Will +4; AP 7; Rep +1; Str 8, Dex 14, Con 10, Int 12, Wis 15, Cha 13.

Occupation: Investigative (bonus class skills: Computer Use, Research).

Skills: Computer Use +6, Investigate +8, Listen +7, Research +8, Sense Motive +9, Spot +7.

Feats: Alertness^B, Attentive, Personal Firearms Proficiency^B, Simple Weapon Proficiency^B, Studious.

Possessions: Backpack, GPS receiver, digital camera, laptop computer.

Empathy: Kimberly gains a +3 bonus on Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive checks if she spends at least 1 minute observing her target before making the check.

Hans Schumacher

Hans Schumacher is the Die Zeitcorp agent in charge of the UberCorp operation here. He is a lean, wiry, middle-aged man with dark hair, just beginning to gray at the temples. He speaks with the same odd German accent that all Die Zeitcorp agents share.

Hans Schumacher (Male Human Charismatic Hero 3):

CR 3; Medium-size humanoid (Human); HD 3d6; hp 13; Mas 10; Init +3; Spd 30 ft.; Defense 10, touch 10, flat-footed 10 (–1 Dex, +1 class); BAB +1; Grap +2; Atk +2 melee (1d3+1 nonlethal, unarmed strike) or +1 ranged (2d6, Glock 9 mm); Full Atk +2 melee (1d3+1 nonlethal, unarmed strike) or +1 ranged (2d6, Glock 9 mm); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Die Zeitcorp, Dimension Zero; SV Fort +2, Ref +1 Will +2; AP 7; Rep +6; Str 12, Dex 8, Con 10, Int 14, Wis 13, Cha 16.

Occupation: White Collar (bonus class skills: Computer Use, Research).

Talents (Charismatic Hero): Coordinate, fast-talk.

Skills: Bluff +10, Computer Use +8, Diplomacy +8, Disguise +4, Intimidate +8, Knowledge (business) +8, Knowledge (current events) +8, Knowledge (history) +4, Read/Write English, Read/Write German, Research +8, Sense Motive +4, Speak English, Speak German.

Feats: Alertness, Deceptive^B, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency^B.

Coordinate: Hans can grant each ally within 30 feet a +1 bonus on attack rolls and skill checks that lasts for 3 rounds, provided that he spends a full round doing so and makes a successful DC 10 Charisma check.

Fast Talk: Hans gains a +3 bonus on any Bluff, Diplomacy, or Gamble checks he makes while attempting to lie, cheat or otherwise bend the truth.

Possessions: Glock 9mm pistol, 17 rounds in the gun, 1 extra clip, dimensional timepiece, various personal possessions.

Franz Himmel & Max Hersfeld

Franz and Max are dedicated Die Zeitcorp agents trained for infiltration and defense. They have experience in bluffing their way out of situations, and when negotiation fails, they rely on their weapons and their Drive skill to make their escape.

Franz Himmel & Max Hersfeld (Male Human Tough Ordinary 1/Dedicated Ordinary 1):

CR 1; Medium-size humanoid (Human); HD 1d10+2 plus 1d6+2; hp 12; Mas 15; Init +1; Spd 30 ft.; Defense 15, touch 13, flat-footed 12 (+1 Dex, +2 class, +2 concealable vest); BAB +0; Grap –1; Atk –1 melee (1d3–1, unarmed strike) or +2 ranged (1d8–1/×3, Glock 9mm); Full Atk –1 melee (1d3–1, unarmed strike) or +2 ranged (1d8–1/×3, Glock 9mm); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Die Zeitcorp, Dimension Zero; SV Fort +4, Ref +1, Will +3; AP 0; Rep +1; Str 8, Dex 13, Con 15, Int 10, Wis 14, Cha 12.

Occupation: Adventurer (bonus class skills: Bluff, Drive).

Skills and Feats: Bluff +6, Drive +6, Forgery +2, Listen +4, Read/Write English, Read/Write German, Search +2, Sense Motive +4, Speak English, Speak German, Spot +4, Treat Injury +3.

Feats: Alertness, Personal Firearms Proficiency^B, Meticulous, Simple Weapon Proficiency^B.

Possessions: Concealable vest, cell phone, Glock 9mm pistol with 2 extra clips of ammunition, wallet containing a driver's license, some credit cards, and three twenty-dollar bills.

UberCorp Guards

The UberCorp guards are trained soldiers. They have a distinct military bearing inconsistent with standard hired security guards.

UberCorp Guard (Male or Female Human Strong Ordinary 1):

CR 1/2; Medium-size humanoid (Human); HD 1d8+2; hp 10; Mas 15; Init +1; Spd 30 ft. ft.; Defense 14, touch 12, flat-footed 13 (+1 Dex, +1 class, +2 light undercover shirt); BAB +1; Grap +3; Atk +3 melee (1d3+2, unarmed strike) or +3 melee (1d4+2/19–20, knife) or +2 ranged (1d8, Colt M1911); Full Atk +3 melee (1d3+2, unarmed strike) or +3 melee (1d4+2/19–20, knife) or +2 ranged (1d8, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Die Zeitcorp, Dimension Zero; SV Fort +3, Ref +1, Will +0; AP 0; Rep +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Military (bonus class skills: Knowledge [tactics], Swim).

Skills: Climb +4, Handle Animal +3, Jump +6, Knowledge (tactics) +6, Read/Write English, Read/Write German, Speak English, Speak German, Swim +3.

Feats: Alertness, Armor Proficiency (Light), Personal Firearms Proficiency, Simple Weapon Proficiency^B.

Possessions: Light undercover shirt, Colt M1911 (.45 autoloader), 50 rounds of .45 ammunition, knife, various personal possessions.

CONTINUING THE ADVENTURE

If you were running this adventure as a side quest or a stand-alone mission, no further encounters with Die Zeitcorp need occur in this dimension. If you want to use it as part of your own campaign, members of Die Zeitcorp may try to eliminate Kimberly and the heroes later. If you plan to run the rest of the adventures in this series, the heroes can use Kimberly's pictures and the information on Schumacher's computer (if they retrieved it) in Project Javelin: Episode 2 and subsequent adventures.

ABOUT THE AUTHOR

Bill Canavan has been gaming for more than twenty-five years. During that time, he has written and run adventures for the *DUNGEONS & DRAGONS*, *d20 MODERN*, and *Star Wars Roleplaying* games. *Reality Check* is his first published work, and he is grateful for the opportunity to write for Wizards of the Coast, Inc. Bill currently lives in New Hampshire with his wife and two cats.

Credits

Design:	Bill Canavan
Editing:	Penny Williams
Typesetting:	Nancy Walker
Cartography:	Robert Mull
Creative Direction:	Christopher Perkins
Web Production:	Robert Mull
Web Development:	Mark A. Jindra
Graphic Design:	Cynthia Fliege, Sean Glenn

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