



MODERN

PROJECT JAVELIN:

A CAMPAIGN PRIMER



By Darrin Drader

Background for the First-Ever d20 Modern Adventure Path Series

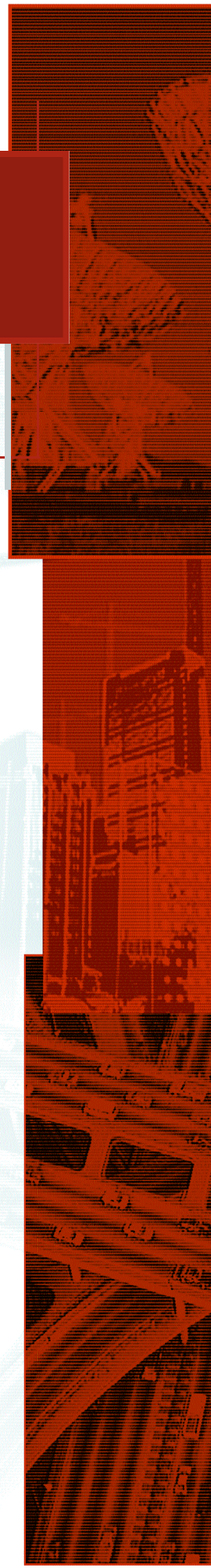
This primer is designed to serve as a GM's guide to the Project Javelin campaign—a series of adventures to be published on the d20 MODERN page of the Wizards of the Coast website during the coming months. This series constitutes a full adventure path—the first of its kind ever to be featured on the Wizards of the Coast website. The campaign bears a superficial resemblance to the Dimension X campaign model from the *d20 Future* supplement, but significant differences exist in both the overall focus and certain specific rules mechanics.

SUMMARY

Heroes from modern-day Earth must battle aggressors from an alternate dimension who have come to steal the planet's resources. The intruders' home dimension (named Dimension Zero by the Department-7 of the heroes' homeland) is more technologically advanced than the heroes' reality, but unchecked population growth and resource consumption have brought it to the brink of a global catastrophe. In an attempt to preserve their world, the leaders of Dimension Zero have hatched a plan called Project Javelin, which involves aggressively harvesting the resources from other dimensions to prolong the existence of their own.

CAMPAIGN IN BRIEF

In Dimension Zero, the year is 2620, and Earth is dying. The history of this world diverged from that of the default d20 MODERN setting during the 1940s. In Dimension Zero, the Japanese did not attack Pearl Harbor during World War II, so the United States took an isolationist stance. Instead of entering the conflict early and helping to turn the tide against Nazi Germany, the U.S. waited until after the Germans had conquered Europe and most of Russia. By the time the American forces were finally deployed in the United



Kingdom and France, it was too late to stop Hitler's war machine. The Nazis emerged victorious and established the most expansive empire the world had ever seen.

For almost five hundred years, the world chafed under Nazi oppression, and heavy-handed law was the rule of the day. Under the ever-watchful eye of the combined Fourth Reich and Pan-Asian League, civil liberties blew away like so many leaves in the wind. Technology, however, grew at a phenomenal pace, fueled by the might of an empire. Robotics in particular blossomed, and before long, completely automated factories were producing all manner of goods without a single human hand involved in the process.

These scientific advances brought about improvements in agriculture and transportation that allowed the population to increase at an unprecedented rate. Cities grew exponentially as less and less land produced food for more and more people. But this increased human prosperity was too much for the Earth to handle. As the population rose, so too did toxic waste and atmospheric pollution. Unrelenting urban sprawl choked the planet at a rate that would horrify even someone from our own time and dimension. And the resources that had once seemed so plentiful became dangerously depleted.

Now, after five hundred years of the Nazi regime, the biosphere is in tatters. Acid rain, global warming, and the depletion of the ozone layer have degraded the Earth's environment to the point where it can barely support life. And on top of it all, the Nazi Empire is on the verge of complete collapse, with its two major factions poised to nuke each other in order to gain control of the world's few remaining resources.

Scientists, theologians, and other intellectuals of the Fourth Reich, once blinded by patriotic fervor, at last began to discuss ways of forestalling the end of all life on Earth. Though the various planets of the solar system had long since been explored, the empire had decided that establishing viable colonies on them would be much too expensive, so no extraterrestrial technology was ever developed. Hundreds of other suggestions for addressing the numerous problems were assessed and discarded as too little, too late. But one bold plan, offered by the brilliant but controversial Austrian quantum physicist and expert occultist Karl Schlosser, was deemed to have merit.

Schlosser proposed exploiting the resources of other worlds to stave off the destruction of this one. The worlds he had in mind were not the various planets of the solar system, but other dimensions. Using advanced models and prototypes, Schlosser proved that interdimensional travel was possible, and that material resources of all kinds could be harvested from other dimensions and returned to this one.

Faced with no other practical alternative, the Fourth Reich's leaders poured untold manpower into an operation they named Project Javelin, which was designed to bring Schlosser's vision into being. A unique, specialized group called die Zeitcorp was established to carry out the mission. These elite personnel were charged with traveling the multiverse in search of resources that could either stop or slow the eventual annihilation of Dimension Zero. Some of the resources they sought were obvious sources of power, such as uranium or oil; others were unique items needed for a mass ritual that the Fourth Reich's leaders

believed might cause the biosphere to revert to a life-sustaining status.

Using a blend of ultratech, magic, and psionics, Schlosser and his team created several special items they called time-pieces, which allowed small groups of people to skip through dimensions. Armed with these devices, the agents of die Zeitcorp could move into a dimension, steal whatever they wished, and return to Dimension Zero.

But an unforeseen complication developed. The movement of vast amounts of resources across parallel universes invariably creates a harmonic effect that cascades into a reality-altering shockwave, which radiates through the dimensions. The "closer" a particular parallel universe is to Dimension Zero, the more powerful the shockwave's effects are.

The heroes' mission, though they do not yet realize it, is ultimately to stop die Zeitcorp's Project Javelin. If die Zeitcorp succeeds in tapping all its desires of the modern Earth's resources, the heroes' own dimension will be torn apart by interdimensional shockwaves.

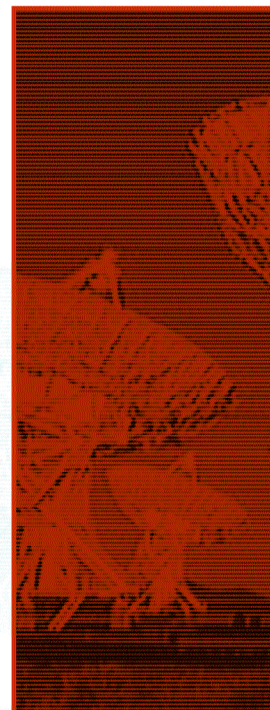
The Role of the Heroes

The heroes for a Project Javelin campaign may come from a variety of backgrounds. Those with scientific knowledge can help their compatriots understand and utilize technology from the different progress levels that they encounter in alternate dimensions. Combat-oriented heroes are needed to fight members of die Zeitcorp and their allies. Charismatic heroes may be useful for opening up negotiations with the native people of other dimensions, or for convincing exploited people to rise up against their oppressors.

The heroes in a Project Javelin campaign must enter familiar yet alien worlds, uncover agents of die Zeitcorp, and stop them from harvesting the resources those worlds have to offer. The missions may require investigative work, infiltration of secret facilities, or even beating die Zeitcorp's agents to whatever valuable item they have come to steal. The adventures in this series will thrust the heroes into a series of settings with which they are not familiar. Not only must they prevent their enemies' schemes from succeeding, but they must also manage to survive in these frequently hostile worlds.

Dimension Travel is Not Time Travel

Although the Project Javelin campaign features several settings from the d20 MODERN product line, no time travel is involved. For the purpose of this campaign, all these settings coexist at the same time, but in different dimensions. Some adventures in the series may appear to be set in different historical periods from our own Earth's future or past, but they are not—technology has merely developed more rapidly or slowly in these other dimensions than it has in the default d20 MODERN setting (that is, the real world). Similar figures may have come to power at similar stages in history, but the dates do not necessarily correspond with those of the same events in our world. For example, Adolf Hitler did rise to power during World War II in Dimension Zero, but that event occurred there nearly six hundred years before it did in our reality.



One or Many?

The Project Javelin adventures may be played either as an entire campaign or as one-shot adventures. Characters made for a one-shot adventure should use only the rules and advanced classes available for the appropriate setting. If classes from other settings are desired, the GM may choose to allow them if he feels that they make sense within the context of that adventure's setting. Characters made for the campaign as a whole should use the rules for the base setting of the campaign (the default d20 MODERN time period, unless the GM chooses a different setting).

When characters move into a new setting with abilities that are not appropriate for the period, those abilities remain functional, though any outward evidence of their source may be changed. For example, a character who gains cybernetic eyes in a futuristic setting and then moves to setting similar to Earth's past may appear to wear an iron mask, special eyeglasses, or some other unusual eye or face covering that matches the setting in question.

THE NATURE OF DIMENSION ZERO

Die Zeitcorp keeps the location of Dimension Zero a closely guarded secret. Every agent who goes out into alternate dimensions pledges to die before revealing its dimensional coordinates.

Three primary factions—the Fourth Reich, the Pan-Asian League, and the American States—control the Earth of Dimension Zero. The Fourth Reich encompasses the areas that were once known as Europe, the Soviet Union, and England. The Pan-Asian League consists of several allied sovereign nations, including China, Japan, Korea, Thailand, and Singapore. These two alliances are roughly equivalent in political and economic power. Although the Fourth Reich and the Pan-Asian League are technically separate political entities, they have maintained an often-strained alliance for many decades.

The United States, Canada, Mexico, and the majority of South America make up the alliance known as the American States. When the U.S. lost the war against Germany and Japan, it forfeited all its holdings outside the North American continent—including Hawaii, which the Pan-Asian League claimed at the conclusion of World War II. Mexico and many South American countries remain separate nations, but their economies are based on providing cheap factory labor for the wealthier U.S. Even though the American States spans two continents, it is the weakest of the three alliances economically. The United States has degenerated to the status of a second-world country, and all nations south of its borders are firmly entrenched in the third world.

The unallied nations of the world lack any real power. While the Arab countries had the ability to produce oil, they wielded considerable economic and political might, but they were conquered by the Fourth Reich in the twenty-first century. Later, after the majority of the oil wells had dried up, the Nazi Empire withdrew its support, leaving the area overpopulated and destitute. Africa has remained a lawless

continent, and all three of the world powers ignore it most of the time. Whenever any African nation gains enough power to present a real threat, however, the alliances suppress it by waging a quick and furious war that leaves the upstart nation both poor and desolate.

Technologically, Dimension Zero is Progress Level 8 because its people make extensive use of advanced robotics, cybernetics, and starships. Lacking from its repertoire are mecha. Space exploration proved too costly, so the program was scrapped except for the development of technology to keep the Earth safe from asteroid and comet collisions. Robotics technology is used in factories throughout the world, and robot servants are fixtures in nearly every household within the Pan-Asian League. The technology of cybernetics is especially popular with the Fourth Reich, and most of its soldiers have been outfitted with some sort of cybernetic weaponry.

The environment of the world is in extremely poor condition. Irresponsible development policies have virtually wiped out the rainforests. The polar icecaps disappeared so long ago that most people consider them myths. Global warming has turned once-verdant farmlands into deserts, and overpopulation has led to famine and disease so virulent that the Black Plague looks like a minor influenza outbreak in comparison. The near-complete collapse of the ozone layer has allowed dangerous radiation to enter the atmosphere, mutating (or sterilizing) the vast majority of the world's plants and animals.

The world's population has reached twenty billion, and two-thirds of those people live in third-world countries. Farmlands are scarce, and those that still exist have become increasingly less fertile because of overfarming and the pollution that constantly leaches into the soil. Everyday meals for most of the population now consist of processed plants and synthetic foods, though the wealthy can afford to eat authentic meat. But food—even the synthetic variety—is in short supply.

Wilderness areas still exist in Dimension Zero, but few animals and plants can survive the choking air, the fouled water, and the polluted soil. Most of the world's humans now live their lives entirely indoors. A massive network of enclosed conduits connects virtually all the buildings in any given city, so leaving the confines of manmade structures is seldom necessary. When people must go outside, they wear gas masks to protect themselves from the poisonous atmosphere. The major highways are open to the environment, but all vehicles are equipped with self-contained environmental controls.

Despite the expansive enclosed environment, humanity is in trouble. Most of the third-world nations are unable to protect the majority of their people from the environment and ensure an adequate food supply, so people die by the millions from starvation, disease, and slow poisoning. Terrorists from many of these poor countries have begun to infiltrate and damage the major environmental networks, causing death and illness within. And since energy is becoming more expensive and difficult to produce, the enclosed structures have begun to degenerate on a massive scale. Experts have predicted a total global collapse within just a few years.

Other Dimensions

For the purpose of the Project Javelin adventures, the alternate dimensions are the mini-settings found in the various d20 MODERN books. GMs wishing to create some filler adventures to complete the progression from level 1 to 20 are encouraged to either use the settings from those books or create new and different worlds. For example, one far-flung dimension might resemble the standard DUNGEONS & DRAGONS multiverse, and another the STAR WARS universe. However, a GM wishing to use such an arrangement must resolve the significant mechanical differences that exist between these game systems and the d20 MODERN game before such an adventure becomes playable.

CAMPAIGN TRAITS

The Project Javelin campaign revolves around the classic conflict between a small but dedicated force and a large and seemingly unstoppable enemy. The heroes face a desperate, uphill battle that forces them to remain out of contact with their base of operations for extended periods of time. Thus, they must make decisions on their own that may lead either to their enemy, or to a dead end.

Some adventures take place in settings very similar to Earth's past, some are set in alternate versions of modern-day Earth, and still others in futuristic settings. To achieve their ultimate objective and defeat die Zeitcorp, therefore, the heroes must continually try to understand and operate different technologies.

Department-7 in Project Javelin

Department-7 can play a number of different roles in the campaign, depending upon the dimensions to which the heroes travel. In the heroes' home dimension, Department-7 is an organization that investigates possible threats to global stability. Traditionally, this mission has involved thwarting the plans of terrorist organizations, gathering intelligence on world leaders who are working toward their own nefarious goals, and accessing information that the world's governments try to keep hidden from the public. Once Department-7's leaders learn that the world is facing aggressors from an alternate dimension, they immediately become interested in dimensional travel.

Department-7 most likely exists in several alternate dimensions as well, although its goals may be completely different in each one. In a futuristic dimension, for example, Department-7 might be a cadre of dimensional rangers who are well aware of the threats from alternate realities. In a setting that resembles Earth's past, however, Department-7 may be a government agency dedicated to opposing the spread of communism, eradicating the threat of pirates, or imposing law and order on the early American west. The Department-7 of an alternate dimension need not work with the heroes—in fact, its leaders may be working at cross-purposes with them, or even actively opposing them.

Magic and FX

The nature of magic and FX varies from one dimension to the next. Some settings lack a form of magic or FX to which the

heroes already have access in their own dimension. In such circumstances, the heroes retain any supernatural powers that they already possessed while they are operating in the alternate dimension. Thus, they sometimes have access to powers that the native population does not. Such powers are limited to their possessors—the heroes may not, for instance, train a native of a nonmagical dimension as a mage without first transporting him to their own dimension.

Other Organizations

Organizations in the Project Javelin campaign can serve a number of purposes, and like Department-7, any given one may vary in focus and power from one dimension to the next. Some organizations work with die Zeitcorp, thereby becoming adversaries for the heroes. Other groups may aid the heroes in their quest whether or not they know its scope. Still others may represent the powers that be within their own dimensions. The heroes may need to join an organization in order to infiltrate an enemy facility, or an organization that investigates the paranormal may threaten to expose their origins, thus alerting die Zeitcorp to their presence. Alternatively, the heroes might be able to mine an organizations for information or use it to establish social connections.

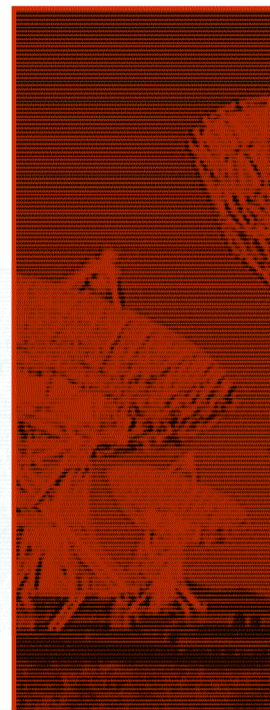
Die Zeitcorp's agents often find it difficult to work with the various organizations they encounter, although they eventually find the right exchange of wealth and power to manipulate even altruistic groups. In some dimensions, however, die Zeitcorp finds only shortsighted profiteers who are interested in no greater goal than lining their own pockets. In such cases, a simple exchange of advanced technology for resources is enough to let die Zeitcorp's agents establish a foothold.

The organizations in this campaign can be pulled from any of the d20 MODERN sources and can be used straight out of the book, or they can be altered to fit a new dimension. The GM might also want to create a few entirely new organizations to populate the various dimensions.

The Fate of Dimension Zero

The reward for thwarting Project Javelin is saving hundreds of billions of lives in numerous different dimensions—including the heroes' own. However, total success does sentence the billions of people native to Dimension Zero to death. This tradeoff is written into the campaign to give it a sense of gritty reality and emphasize the enormity of the mission.

Many groups, however, may find the prospect of trading some lives for others distasteful. For those who do, the GM may choose to offer a few alternatives to leaving Dimension Zero to its fate. For example, the heroes could arrange to move the population of Dimension Zero to other dimensions. No single dimension would be willing to take on the burden of so many dimensional refugees, but several different dimensions might accept a few million each. Alternatively, the heroes could find FTL drives in one of the dimensions they visit. By bringing this technology to Dimension Zero, the heroes could evacuate its inhabitants to other star systems before the destruction of Earth.



Die Zeitcorp

Created by the Fourth Reich in Dimension Zero, die Zeitcorp is a small army of specially trained soldiers charged with the acquisition of resources and technology from alternate dimensions. Its agents specialize in a number of fields that aid them in accomplishing their objectives, including theoretical science, dimensional anthropology, and commerce. They generally operate by manipulating the groups they encounter in togiving them the desired resources. Agents of die Zeitcorp may be of any class from the *d20 MODERN Core Rulebook*.

Five members of Dimension Zero's illuminati make up the leadership of die Zeitcorp. This select group consists of Dr. Karl Schlosser (quantum physicist), John Reynolds (head of the international banking union), Xiang Shun (Minister of Policy for the Pan-Asian League), Vjeko Tomislav (Chief of Fourth Reich Security), and Helena Abelone (heiress to the largest privately held fortune in the world). Together, these individuals provide funding, equipment, and training for die Zeitcorp's operations and set objectives for the teams going into the field.

The first problem that die Zeitcorp's agents face when entering a new dimension is fitting into the culture. Because they have studied many of the alternate dimensions that are close to their own, they can draw upon existing information to more easily integrate themselves into such societies. However, they prefer to operate primarily in dimensions that are far from their own in order to minimize the effects of the reality-altering shockwaves that their work causes. Thus, they must often interact with societies that are in many ways alien to them. A steady diet of such work has made them adept at picking up the social norms of unknown cultures quickly, so that they can begin their work without arousing the suspicions of the local authorities.

Although Dimension Zero is technologically advanced by the standards of the default modern setting, its inhabitants have yet to master certain technologies. Much of the technology found on other worlds has been theorized in Dimension Zero, but not thoroughly researched or developed. Because of their routine contact with alien technology, agents of die Zeitcorp are usually trained in theoretical science, so they can quickly comprehend and reverse-engineer new technology when they encounter it.

Die Zeitcorp's agents must also be well versed in common business practices. Despite the many social and technological variations from one dimension to the next, business and economics remain nearly identical. The only real difference is the number of monetary units that constitutes wealth in any given dimension. Since harvesting resources is their goal, die Zeitcorp's agents need to know how to amass a large amount of wealth rapidly and then use it to acquire what they need.

Die Zeitcorp's agents enter other dimensions in teams of four to ten. Usually no additional personnel are required, though military backup is available upon request. Upon arrival, the agents quickly determine which technology they possess that the new dimension does not. Then they offer incomplete documentation for this technology (and sometimes early prototype models) to the CEOs of major corporations for sale or trade. This strategy normally results in the rapid accumulation of wealth—generally in amounts equivalent to millions or even billions of dollars in today's society. The agents then reinvest their newfound fortune in

companies that stand to profit from the new technology, multiplying their initial profits many times over. After the initial explosion of wealth, they use their funds to purchase raw resources, which they transfer back to Dimension Zero.

On worlds where they can contribute no major technology, die Zeitcorp's agents take a more aggressive and insidious approach. Rather than playing "by the rules," they abduct and brainwash important corporate and government leaders, who in turn devote the formidable resources of their organizations to acquiring what die Zeitcorp needs. Once the agents have the desired materials, they transfer them to Dimension Zero before anyone from the plundered dimension discovers what is happening. Although this method is faster and more direct than legitimately building wealth to buy resources, agents rarely use it because of the increased likelihood that their activities will be discovered. Die Zeitcorp's leaders understand that robbing other dimensions of their resources earns enemies and decreases the agents' ability to steal resources from those worlds. In most cases, hiding behind the guise of legitimate business ventures has proven safer than taking a direct approach that could ultimately lead to defeat.

EQUIPMENT

Unlike the Dimension X campaign (and the rules on dimension travel from the *d20 Future* supplement), the Project Javelin campaign restricts the items that can be carried from one setting to the next and utilizes very specific dimension-traveling equipment. In the Project Javelin campaign, the magical nature of the dimension-traveling technology causes the equipment on the traveler's person to change. Any technological items a hero carries from one dimension to another change to match items that are available in the destination setting. If a given piece of technology is more advanced than any comparable item in the destination dimension, the hero cannot take it there, but may select new items appropriate for the destination based on the

Dimension X and Project Javelin

Project Javelin bears obvious similarities to the Dimension X campaign in the *d20 Future* supplement. In particular, the Project Javelin campaign also utilizes the concept of crisis points. Alternate realities exist partially because historical events happened differently in one dimension than they did in another. Sometimes the difference between one dimension and another is the knowledge of a specific type of magic, or the discovery of a certain type of technology at a different point in history.

However, important differences exist between the dimension-traveling technologies of the two campaigns. None of the dimension-traveling equipment described in Chapter 6 of the *d20 Future* supplement exists in the Project Javelin setting. Instead, agents of die Zeitcorp use the items detailed in the Equipment section (see below).

For these reasons, Project Javelin is not intended for use with the Dimension X campaign, despite the conceptual similarities.

wealth value of those forfeited. For example, if the hero is traveling from a futuristic dimension (PL 7) to one with characteristics similar to Earth's past (PL 4), any PL 5, 6, or 7 equipment must be traded in. The trade need not be done on an item-for-item basis; rather, the total wealth bonus for all lost items becomes available for the hero to spend on new items geared to the period she is entering.

When the hero leaves that dimension for another, the same kind of equipment transition occurs. However, if she re-enters the futuristic setting she was in before, most or all of the equipment she had at that time returns in place of the lower-tech items received in trade. Any equipment lost or used in the interim is subtracted from the total wealth the character receives upon re-entering the earlier dimension, so she may not get back all that she lost. Because of the frequency with which equipment may change, it's a good idea to note what items a hero possesses each time she moves from one dimension to another, in case she ever returns.

Written material, including schematics describing advanced technology, comes through the transition in its original form with all information intact. Any nontechnological items the hero brings along are simply modified to fit the existing styles in the destination dimension.

The following items are used by die Zeitcorp's agents in the Project Javelin campaign.

NAME	SIZE	WEIGHT	PURCHASE DC	RESTRICTION
Dimensional anchor	Huge	1,000 lbs.	55	Military (+3)
Tech transference device	Huge	2,500 lbs.	65	Military (+3)
Timepiece	Diminutive	1 lb.	42	Restricted (+2)

Dimensional Anchor (PL 8)

The dimensional anchor consists of a circular, 100-square-foot chamber, a hatch, and a control panel located near the base. This item is used to move large quantities of material from one dimension to another. Once activated, the connection can be left on for as long as the device is supplied with power. For instance, if an oil line is attached to the hatch, oil can be pumped into the chamber. On the other end (presumably Dimension Zero), the oil flows into a conduit that moves it to massive storage tanks.

Tech Transference Device (TTD)

The TTD is a large platform designed to transport functioning technology from one dimension to another. Unlike the dimensional anchor, it can move only the objects or creatures on its surface, and it immediately turns off after each use. Thus, it cannot be set up as a semipermanent gateway between dimensions, nor can it continually move material like the dimensional anchor can.

Timepiece (PL 8)

This item is identical to the dimensional wand (see Chapter 6 in the *d20 Future* supplement), except as follows. The timepiece has both technological and magical components, and

after activation, it cannot be used again for 24 hours. Items carried by heroes using the timepiece change to match the destination setting as noted in the Equipment section above.

The timepiece normally looks like an old stopwatch, though its appearance may change to fit the destination dimension. For example, it may look like a digital display in a futuristic setting, or a pocket watch with a long gold chain in a less advanced setting.

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Darrin Drader was born in Pullman, Washington in 1973, and he attended Washington State University there. He has lived in western Washington for several years and is thrilled to be an employee of Wizards of the Coast, Inc. Darrin has done design work for *Asgard Online Magazine*, *D20 Weekly Online Magazine*, *DRAGON Magazine*, *STAR WARS Gamer Magazine*, Bastion Press, and of course, Wizards of the Coast, Inc. His credits include the *Book of Exalted Deeds*, *FORGOTTEN REALMS Serpent Kingdoms*, and *d20 Apocalypse*.

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