



MODERN

Team Bravo:

THE FIRST ASSIGNMENT



By Eric Cagle

A short *d20 Modern Roleplaying Game* adventure for four 2nd-level player characters.

LEVELS

You, the Game Master (GM), need a copy of the *d20 Modern Roleplaying Game* to run this adventure. Team Bravo: The First Assignment is a short introductory scenario for four 2nd-level characters. To get started, print out this module (including the map). Be sure to familiarize yourself thoroughly with the deinonychus from Chapter 8: Friends and Foes.

Background

Dr. Arthur Fulbert, a brilliant researcher, has been working for several months on a government grant to develop living weapons for the military. Recently, he made a breakthrough—he successfully cloned dinosaurs from fossilized DNA. He grew several deinonychus embryos to maturity in his laboratory on the outskirts of town. Based on the age of the DNA and the techniques he employed, Dr. Fulbert expected the resulting creatures to be alive but brain dead—perfect subjects for conducting a safe and orderly study. But he was wrong. Whether he miscalculated, or whether the Shadow that has been advancing on the world supplied some weird energy that activated the creatures' minds, they exhibited all the animal cunning of their prehistoric ancestors. Once they had reached full size, three of the dinosaurs awakened and smashed their way out of their growth containers. Dr. Fulbert managed to evade them, but he could not stop them.

The creatures loped off into the city, where they set up a lair in a nearby sewer and began hunting for food. The scientist managed to locate them using a tracking device keyed to implants he had placed in their bodies. He tried to recapture them, but they became enraged at the intrusion and attacked, forcing Fulbert to flee for his life in the company van.

Dr. Fulbert is desperate and on the ragged edge of sanity. If he's caught, not only will he go to prison for endangering innocent people, but all of his work will be wasted. Though he still would like to get the crea-

tures back unharmed so that he can continue his research, he realizes now that that probably isn't possible. Thus, he has done his best to lie low, hoping the creatures won't be connected to him.

Synopsis

The heroes are part of the Police Special Investigations Division, better known as Team Bravo. This unit was established by the local police department to investigate reports of unusual occurrences. Their first assignment is to check out an odd report of gang violence. When they arrive on the scene, they discover a horribly mutilated body that looks as if it had been partly devoured by some huge animal.

Investigation of the scene turns up one survivor, a street punk, who shoots at the heroes out of fear. Once subdued, he reveals that his friend was attacked by a big pack of "wild lizard beasts," and that he managed to escape by hiding in an abandoned building.

A clue found at the scene leads the heroes to a research facility on the outskirts of town. There they can interview the chief research scientist, Dr. Arthur Fulbert. After some prodding, Fulbert admits that he has succeeded in cloning and growing several dinosaurs, a few of which have since managed to escape the compound. Once his project and his error have been revealed, Dr. Fulbert tries to flee prosecution. Catching him then requires a harrowing car chase through the city.

Once the scientist is in custody, the heroes must track down and capture or kill the remaining dinosaurs to ensure the safety of the citizens.

Team Bravo in Your Campaign

TEAM BRAVO: THE FIRST ASSIGNMENT is the first in a series of adventures focusing on investigation of bizarre circumstances.

If you do not intend to have the characters act as law-enforcement officials, they could be private investigators or paranormal researchers who often plunge into dangerous situations looking for the truth.

Team Bravo could also be a subgroup of Department 7, acting as a dedicated group within that agency. In addition to their regular duties, they could occasionally receive advice, resources, and assignments from Department 7. Their contacts in that department may or may not ask that the heroes remain quiet about the services they provide.

Character Hooks

As the GM, you know best how to involve your players and their heroes in an adventure. You can use the following adventure hooks to spur your imagination, modifying them as necessary to make them appropriate for the characters' interests.

- The heroes stumble across the body of the first victim while investigating a different crime.
- The heroes catch a glimpse of some enormous beast loping along a back alley. Upon investigating, they discover the

body of the first victim. (If you use a hook of this sort, skip the briefing at the beginning of the adventure and go straight to Encounter A, the murder scene, but delete the police presence.)

BEGINNING THE ADVENTURE

Bright and early one morning, the heroes are called into the station for a briefing—a strange murder has been discovered. Their superior, Lieutenant Miriam Durth, meets them at the station. Read or paraphrase the following information aloud.

New to the Special Investigations Unit, you have yet to check out anything more unusual than the occasional unexplained noise or missing person. Just when you've begun to wonder whether there's really anything going on in this city that merits a special investigative unit, you're summoned to the station for a briefing.

When you arrive, your superior, Lieutenant Durth, leads you to a briefing room and closes the door. "Do sit down please," she says. "I'm sorry to call you all in on such short notice, but we have an unusual situation that needs to be addressed quickly. We received a 911 call about an hour ago from an unidentified man who described an attack by some wild animal. The connection was very poor, and it was hard to hear him over the static, so we're not quite sure what happened.

"We sent a unit out to investigate, and the officers found a body inside an abandoned warehouse close to the highway. They reported that the corpse was horribly mutilated—it looked like it had been torn apart and then partially devoured. We don't know whether the body was that of the caller or not.

"This isn't the first such incident that's occurred. In fact, it's the fourth vicious assault reported within a week. But this is the first time we've been able to find a body in reasonable condition.

"We need you to go down there and determine what sort of animal we're dealing with here, because frankly, we don't know. If you find it, call for backup and animal control to assist. Be extremely careful."

The heroes have no time to pick up anything special—they must hustle to the crime scene (Encounter 1).

1. THE MURDER SCENE

The murder took place in an abandoned warehouse near the largest highway in the city. This aging and dilapidated structure is covered with graffiti and bits of rusting metal.

Squad cars and emergency vehicles have surrounded the building. Outside the main entrance, police officers are questioning a small crowd of people. Interrogation of these citizens by the PCs produces no useful information. These people saw nothing; they were simply drawn to the site by the presence of the police vehicles. If the characters identify themselves to the officers, they are directed inside.

Read the following aloud when the characters enter the building.

The dark and gloomy interior of the warehouse is punctuated by a few streams of light from the headlamps of the patrol cars outside. The building is empty, except for a random collection of garbage and debris. The homicide officers and coroner's deputy have just finished bagging up a corpse—there is a chalk outline on the ground showing where the two pieces of the body lay.

Heroes who question these officers discover that the body was that of a young man, obviously a street punk. It had been eviscerated and torn in half. No effort had been made to hide the corpse; it was found in plain sight on the floor of the warehouse.

Once the site has been photographed, the other police officers and official personnel collect their gear and leave the scene. The removal of the body bag reveals a small white metal tag lying on the floor (no Spot check necessary). It appears to be part of a collar bearing the inscription, "Hilberger Tech-X-433." A successful Research check (DC 10) reveals that there is a biotech company called Hilberger Technologies not too far away from the scene.

With successful Investigate checks, the heroes can find a variety of other clues as well. The table below gives the check DC for each clue.

DC	INVESTIGATE CHECK RESULT
15	There are several claw marks on the floor, apparently made by a large, powerful animal. The creature evidently clawed its way through a window to get to the victim.
20	The victim was apparently run down from behind and dragged some distance before being torn apart. On the floor a short distance from where the corpse lay is a spatter of blood that does not appear to have come from the victim.
25	Careful examination of the spray patterns reveals that the victim's jugular vein was cut with a single powerful slashing motion.

If the characters take a sample of the strange blood for testing, it cannot be identified. Its traits seem to be a mixture of reptile and bird factors.

Have each hero investigating the scene make a Listen check (DC 15) every minute that he or she is within the building. Everyone who succeeds hears a strange whimpering sound coming from behind a stack of fifty-five-gallon drums nestled in a dark corner. Investigation reveals a small cranny that would allow a human-sized creature to wriggle behind the stack.

Behind the barrels is a street punk named Desmond, the only survivor of the most recent deinonychus attack. Seeing his friend eviscerated in front of his eyes has traumatized Desmond, and he lies huddled on the floor behind the barrels. Because the other officers were making so much noise during the investigation, they did not discover him.

Desmond does not respond to anyone who addresses him—he just lies there in a fetal position, shuddering in terror. If approached, he lashes out, attacking first with his pistol and then with his fists. As he fights off his would-be

rescuers, he hysterically screams, "Get away from me!" Desmond's mind has been driven beyond rationality by what he has seen, and he believes he will be killed if anyone touches him.

After Desmond's first attack, each character present must make a Sense Motive check (DC 15). Success indicates that Desmond is obviously in shock and not acting as he normally would.

The heroes can attempt to subdue Desmond or talk him out of the cubbyhole. Each character attempting the latter option must make an opposed Diplomacy check. If any hero beats Desmond's check result by 4 or less and no one tries to harm him, the young man stops attacking. On a success of 5 or more, comes to his senses, collapsing in a wreck of emotion.

Desmond (Fast Ordinary 2/Tough Ordinary 2): CR 3; Medium-size humanoid; HD 2d8+4 plus 2d10+4; hp 28; Mas 15; Init +2; Spd 30 ft.; Defense 19, touch 18, flat-footed 19 (+2 Dex, +6 class, +1 leather jacket); BAB +2; Grap +3; Atk +4 melee (1d6+1 nonlethal, unarmed strike); Full Atk +4 melee (1d6+1 nonlethal, unarmed strike), or +4 ranged (2d6, TEC-9); FS 5 ft. by 5 ft.; Reach 5 ft.; AL none; SV Fort +4, Ref +4, Will +1; AP 0, Rep +0; Str 13, Dex 14, Con 15, Int 9, Wis 12, Cha 10.

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

Skills: Hide +6, Intimidate +4, Knowledge (streetwise) +4, Listen +5, Move Silently +4, Profession (criminal) +3, Read/Write English, Speak English, Tumble +5.

Feats: Brawl, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency, Streetfighting.

Possessions: TEC-9 (9mm machine pistol), leather jacket.

Tactics: If attacked or threatened in any way, Desmond rushes against the empty drums, causing them to topple forward and fill a 20-foot-radius area. The falling barrels deal 2d6 points of damage to each creature in the area (Reflex save DC 15 avoids). He then attacks with his fists. Should anyone point a firearm at him, he draws his pistol. In any case, he rants and raves incoherently until subdued or killed.

If Desmond is captured alive, he eventually calms down and recounts his story. He and his friend Rico, the victim, had just stolen someone's purse and were running from the scene of the crime. Just as they entered the warehouse district, a strange, lizardlike beast with huge claws attacked them. They had just managed to slip inside the warehouse when Rico was run down by the beast and torn to shreds. Desmond hid behind the barrels, and the beast slipped away when the officers arrived.

When the heroes follow up on the Hilberger Technologies clue, go to Encounter 2.

2. HILBERGER TECHNOLOGIES

Armed with the knowledge that they have gleaned from the murder scene, the heroes should eventually make their way to Hilberger Technologies. The building is a small, ordinary-looking facility located on the outskirts of town, with only a tiny sign to indicate that it houses any sort of business. There are only a few cars in the parking lot, and no pedestrians are in evidence.



The front desk clerk, a young and officious woman (use the statistics for a low-level politician in the *d20 MODERN Roleplaying Game*) confronts the heroes when they enter the building. She denies at first that anyone with authority is available, but if pressed, she eventually calls Dr. Fulbert to speak to the characters. Read the following aloud when he arrives.

Dr. Fulbert is a tall, slim man with disheveled hair and a contagious smile. The pocket of his lab coat is burgeoning with pens and pencils, and he carries a clipboard overflowing with papers. “Hello, I’m Dr. Fulbert,” he says affably. “I understand there’s some sort of problem. What can I do to help?”

If questioned about the tag found in Encounter 1, he admits that it belongs to his company, although he claims he doesn’t know how it got outside the facility. He appears genuinely concerned if told about the murder, and he offers whatever aid his facility can provide in the investigation.

If asked about his work, Fulbert explains that his company has received a grant from the government to do research in biotechnology and animal cloning. If they persist in questioning him about his laboratory’s research, he invites them to come inside and see for themselves.

A successful Sense Motive check at any point in this conversation reveals that the scientist is hiding something.

Read the following if Dr. Fulbert takes the characters into the lab.

This state-of-the-art laboratory facility presents a stark contrast to the building’s plain exterior. Microscopes, medical equipment, chemicals, and tanks of liquid nitrogen dominate the spacious room. Three small electronic devices are lined up on a table, beeping quietly.

“This is where our work takes place,” Dr. Fulbert says, walking over to a large metal door emblazoned with biohazard signs. Beside it is a glass window that reveals only a dim green glow from within the room. “Our work here is quite exciting, as you will see.” He opens the metal door and ushers you into an immense, dimly lit room. On the far side of the wall are four large tubes filled with a greenish liquid. Three are empty, but inside the fourth floats a large beast that resembles nothing so much as a dinosaur in some form of hibernation.

“Amazing creatures, aren’t they?” comments Dr. Fulbert from his position by the door. “It took several years to find a suitable sample of DNA with which to clone them. I had hoped to recapture the ones that escaped, but your intrusion has ruined my plans. I’m so sorry, officers.” Moving with lightning speed for such an unathletic man, Dr. Fulbert hits the door control and sprints back out just as it begins to close.

Unless the heroes have a means to stop him or to prevent the door from closing, Dr. Fulbert escapes and the door slams behind him with a hydraulic hiss. It then takes him 1 round to reach the control panel and activate the fourth tube, awakening and releasing the deinonychus that floats in the greenish goo. It takes 1 round for the beast to awaken fully and exit

the container. Thereafter, it begins attacking anyone still in the room.

Opening the locked door requires a successful Disable Device check (DC 25) or Strength check (DC 35). Alternately, the heroes could break through the safety glass (hardness 3, hp 15) and crawl through the window get back into the main lab.

Deinonychus (1): hp 32. See page 233 in the *d20 MODERN Roleplaying Game*.

Tactics: The deinonychus is disoriented after awakening, so it simply lashes out at anything nearby. It fights to the death.

During the combat, each hero can attempt a Spot check (DC 15) every round. The first character who succeeds sees Dr. Fulbert through the window, grabbing one of the beeping electronic devices off the table and fleeing out the door. This item is keyed to the implants that Dr. Fulbert placed within the dinosaurs while they grew. The two remaining locators can also track the escaped reptiles.

If the heroes get out of the cloning chamber within 10 rounds and look out a window, they see Dr. Fulbert in his car, pulling out of the parking lot. When they decide to pursue him, go to Encounter 3.

3. THE CHASE

When Dr. Fulbert escapes from the facility, he goes straight to his car and sets off in search of the dinosaurs. He tries to get onto the highway as quickly as possible, using the cover of traffic to make his way out. The receptionist is nowhere in sight.

If the heroes pursue him, use the rules for car chases, as described in the *d20 MODERN Roleplaying Game*. Should any of the heroes get close to him, Dr. Fulbert fires a few shots from his car, hoping to discourage further pursuit. He dodges behind other cars and makes quick turns, increasing the potential damage that he could cause.

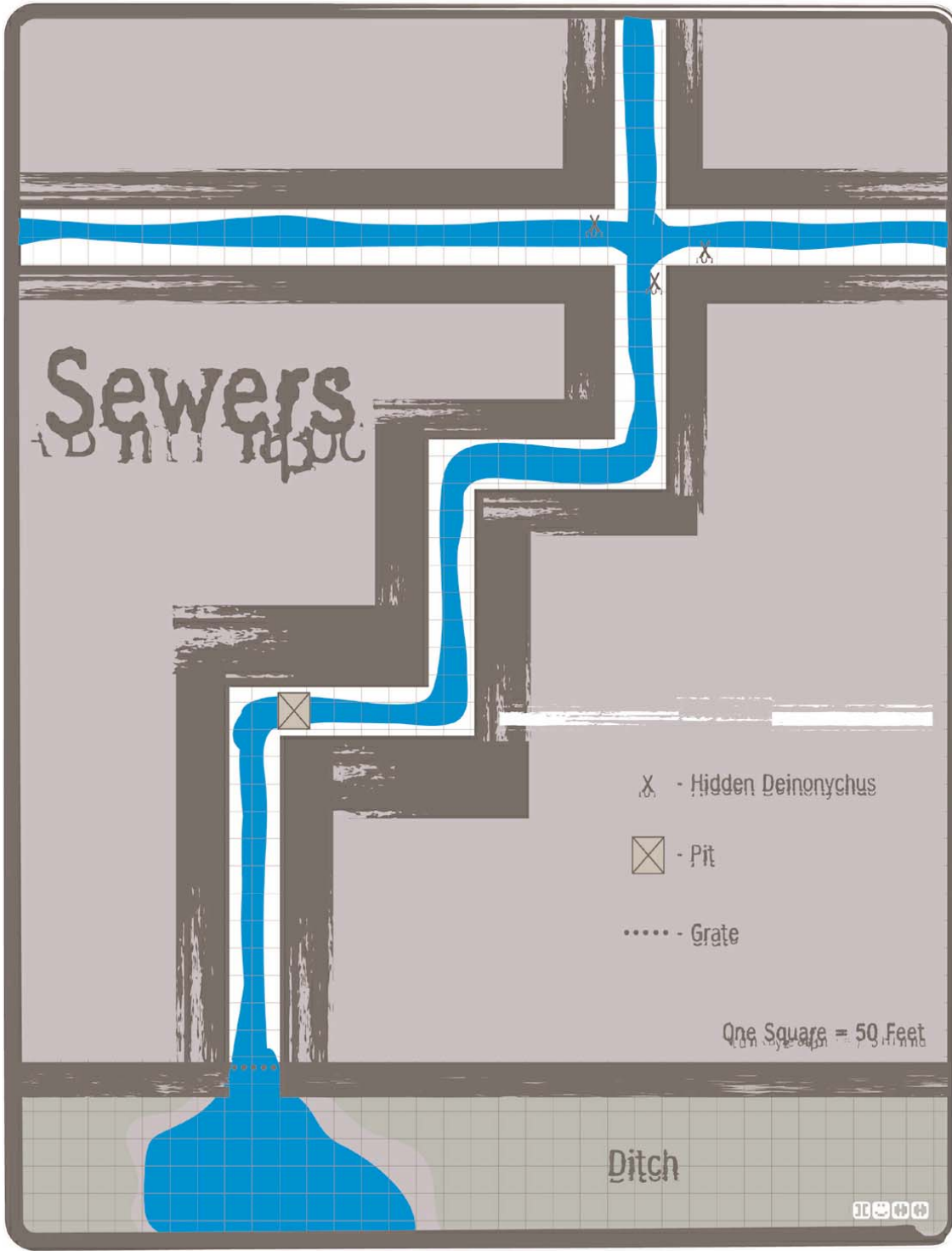
The chase ends when the heroes disable Dr. Fulbert’s vehicle and take him into custody, or when he arrives at the entrance to the sewer where the remaining dinosaurs are hiding. If questioned by the heroes, the scientist acknowledges defeat and tells them everything, including how to track the dinosaurs with the locator device (see sidebar).

Should he make it to the storm sewer entrance, he goes inside with his pistol and the tracking device, hoping to find and kill the dinosaurs before they can kill again.

Dr. Arthur Fulbert: Smart Hero 4; CR 4; Medium-size humanoid; HD 4d6; hp 17; Mas 10; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +2; Grap +2; Atk +2 melee (1d3 nonlethal, unarmed strike); Full Atk +2 melee (1d3 nonlethal, unarmed strike), or +3 ranged (2d6, Glock 20); FS 5 ft. by 5 ft.; Reach 5 ft.; AL science; SV Fort +1, Ref +2, Will +3; AP 0, Rep +2; Str 10, Dex 12, Con 10, Int 17, Wis 13, Cha 10.

Occupation: Academic (bonus class skills: Knowledge [earth and life sciences], Knowledge [technology], Research).

Skills: Computer Use +10, Craft (chemical) +8, Craft (electronics) +10, Craft (pharmaceutical) +12, Decipher Script +8, Drive +10, Knowledge (behavioral sciences) +9, Knowledge (earth and life sciences) +15, Knowledge (technology) +9, Profession +8, Read/Write English, Research +12, Search +9, Speak English, Spot +4, Treat Injury +6.



Talents (Smart Hero): Savant (Knowledge [earth and life sciences]), Exploit Weakness.

Feats: Educated (Knowledge [behavioral sciences], Knowledge [earth and life sciences]), Medical Expert, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious, Vehicle Expert.

Possessions: Glock 20 (10mm autoloader), 2 extra clips, concealed carry pistol, weapons permit, BMW M3 (sports coupe), lab coat.

When the characters arrive at the sewer entrance, whether by following the scientist or by following the signal of a tracking device, go to Encounter 4.

4. THE SEWERS

The three escaped deinonychuses have managed to create a lair in the sewer, where they can retire to digest their recent kills. They use pack tactics to attack anyone who comes into the sewer.

The heroes might arrive here by pursuing Dr. Fulbert, or based on his directions if they caught and successfully questioned him, or because one of the tracking devices from the lab led them here.

A. Entrance

This area corresponds to the grate depicted on the map. Read the following aloud when the characters begin looking for the sewer entrance.

The entrance to the storm sewer lies in a culvert filled with brackish water. A large gate has been pried partly open, creating a large enough hole for a person to slip through.

A successful Spot check (DC 10) reveals that the bars have been bent back by force. Numerous scratch marks mar the concrete and metal.

B. Long Tunnel

Read the following aloud when the characters get past the grate.

The main tunnel leads off into darkness. The water here is knee deep, making movement both slow and noisy. In the distance, a low rush of water can be heard.

Movement in the water is reduced by half. The tunnel is pitch black, so the heroes need flashlights or other some other light source to see (one-half concealment).

After a hundred yards, the tunnel begins to turn every fifty yards. A successful Wisdom check (DC 15) reveals that these jogs are directing the tunnel downhill, which explains why the water sounds as though it is moving faster ahead. There is a serious undertow here, and each character moving through the water must make a successful Swim check (DC 20) every round to keep his or her head above water. After the first jog, the floor beneath the water bottoms out into a 10-foot-by-10-foot pit (Reflex DC 15 avoids). Anyone who falls into the pit or fails the required Swim check could begin

drowning (see Suffocation and Drowning, page 213 in the *d20 MODERN Roleplaying Game*).

Prisoners!

Any heroes left behind by their comrades—dead, disabled, or paralyzed—are destined to become food for the machine and its caretakers. The ghouls drag corpses and prisoners to the barn (see Encounter D, below) and shackle the latter to the wall to await their fate. Corpses are piled next to the machine.

The machine prefers to feed at dawn, and it likes its meals kept alive until the last minute—the better to enjoy its victims' terror. That's good news for captured heroes, since it means their friends have until dawn to find and rescue them. Any heroes still shackled at that time are dismembered a bit at a time. The ghouls hack the larger limbs into pieces, remove the flesh from the bones, and feed it to the machine, then throw the bones into the bone pit at B. They eat the corpses after the machine is sated.

Clever heroes may be able to locate the path by which their comrades were dragged from the scene of battle to the barn and track them there with a successful Survival check (DC 15) and the Track feat.

C. Junction

The canny deinonychuses sensed the heroes moving through the water and have set up a trap for them. Two of the creatures lie submerged in the water on either side of the tunnels (indicated by Xs on the map). A third lurks in the water along the edge of the tunnel from which the heroes came (Hide +9 for being in the water).

Read the following aloud if the characters reach this point without discovering the creatures.

After another hundred feet or so, the tunnel comes to a crossing. The water is now waist-high, making it even more difficult to move through. Other than the sounds you make and the ever-present rush of water ahead, the tunnel is deathly silent. Suddenly, the water around you erupts and the heads of two dinosaurs appear, ready to attack.

Deinonychus (3): hp 31, 33, 35. See page 233 in the *d20 MODERN Roleplaying Game*.

Tactics: The two deinonychuses attack viciously, fighting to the death. The third waits for the best moment to strike. If any of the heroes try to retreat, it immediately rises and attacks.

CONCLUSION

After the heroes defeat the deinonychuses in the sewers, they can go back to the lab and find out more about Dr. Fulbert and Hilberger Technology if desired.

A successful Search check (DC 10) reveals notes and computer files that explain Dr. Fulbert's project. He has been working on methods to clone dinosaurs from fossil samples

that actually contain DNA in order to make living weapons for the military. His work went better than expected, and he was able to create four specimens through forced-growth technology.

The files also reveal that despite his best efforts to create brain-dead creatures, the deinonychuses retained their intelligence. Upon awakening, three of them broke out of their containment cells. He managed to hide from them but could not prevent them from reaching the outdoors. He quickly concealed the escape and attempted to recapture the creatures, but he failed. Thereafter, he watched the news, and his notes evince his increasing horror at the repeated killings.

FURTHER ADVENTURES

Feel free to vary the number of deinonychuses that Dr. Fulbert actually created, adding more tubes to the lab as needed. If the heroes manage to defeat the dinosaurs in the sewers, there might still be more lurking about the city in search of victims.

Further investigation of Hilberger Technologies might also reveal more information. It's possible that Dr. Fulbert was cloning additional types of dinosaurs, including larger and meaner specimens.

ABOUT THE AUTHOR

Eric Cagle is a freelance game designer, previously associated with Wizards of the Coast's Roleplaying Games R&D department. Recent credits include the *D&D Arms and Equipment Guide*, *Fiend Folio*, design work for the *Star Wars Roleplaying Game*, and the *URBAN ARCANA Campaign Setting* for the *d20 MODERN Roleplaying Game*. He's a frequent contributor to both *DRAGON*® magazine and the *DUNGEONS & DRAGONS* website.

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